



LEGENDARY CLASSES SAGITTA STELLARIS

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

BY Z. WONG



LEGENDARY CLASSES SAGITTA STELLARIS



CREDITS

AUTHORS: Z. Wong

ARTISTS: Jesus Blones, Kenneth Camaro, Michael Jaecks, Jason Juta, Manuel Morgado, Michal Matczak, Beatrice Pelagatti, Peyeyo, Lance Red, Arrahman Rendi, Bob Storrar

EDITING AND DEVELOPMENT: Jason Nelson

DESIGN AND LAYOUT: Craig Williams

CHIEF EXECUTIVE OFFICER: Jason Nelson

CHIEF STRATEGIC OFFICER: Shirline Wilson

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Legendary Games

524 SW 321st St.

Federal Way, WA 98023-5656
makeyourgamelegendary.com



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This product is a part of our line of player-focused class supplements for Paizo's *Pathfinder Roleplaying Game*. When you see the word *Legendary* in front of the name of your favorite class, you can expect it to bring you an amazing array of abilities that are perfect for enriching play with your favorite class. You'll find new class abilities and new uses for existing class abilities, as well as archetypes, feats, and prestige classes specifically tailored to enrich your play experience with that class in exciting and innovative ways. Fantasy games are replete with magic, and you'll find spells and magic items aplenty between these pages as well, each designed to harmonize perfectly with your favorite classes. The all-star team of designers here at *Legendary Games* is committed to bringing you—the busy GM or player—the absolute best third party support for your *Pathfinder* campaign, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of *Necromancer Games, Inc.* and headed up by Jason Nelson. *Legendary Games* uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game *Legendary*!

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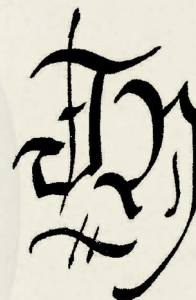


WHAT YOU WILL FIND INSIDE

SAGITTA STELLARIS

Sagitta Stellaris is a new martial discipline for *Path of War* that focuses on ranged combat, battlefield control, and a dash of fortune-telling. By harnessing the power of the stars, your arrows can draw magical paths around the battlefield in their wake, strengthening allies or hindering enemies who step across them. The style rewards archers who have a broad awareness of positioning in fights to shape the tides in their favor, but also has mechanics to hybridize with martials that invest in offense-focused styles. For those who want to specialize, this booklet offers a gothic archetype for Harbinger, the Rosethorn Princess, that ensnares enemies in cursed vines. Gunslingers can take the Bulletwriter archetype, an artisan that crafts metaphysical bullets from their emotions.

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



SPECIAL THANKS

Thank you to all playtesters and helpers, including Crablock, Tuvarkz, Aiden, [IKiD], Kristal "Moonhand" Magiere, P. Vetli, and conantheimp. Extra special thanks to Anthony Cappel and Ceri, who were with me all the way.

BOOKS NEEDED

The material in this book expands on the system and classes introduced in *Path of War* and *Path of War: Expanded* by Dreamscarred Press. The *Pathfinder Roleplaying Game Core Rulebook* is also required, and there is an archetype for the gunslinger class found in *Pathfinder Roleplaying Game: Ultimate Combat*. All of the content required can be found at the d2opfsrd.com website.



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FOREWORD

This all started with a conversation I was in, where a friend made the claim 'ranged combat is inherently less interesting than melee, because they don't have to worry about movement and positioning as much.' I set out to design an answer to that, trying to make something with depth and dynamism while still looking stylish all the way.

This *really* all started with the amazing product Dreamscarred Press made in *Path of War* and the great games I've gotten to play with it, and *Sagitta Stellaris* is a love letter to all of that from just one fan among many - just one star in the night sky. I hope reading this, you'll find something fresh and cool in here to make your own games more exciting!

SAGITTA STELLARIS

Back in the time before history, when warriors shaped the land and rulers shone like the sun, the attentions of priests and scholars were focused on more distant pursuits. The night sky, the stars, the way the paths of every constellation governed the fate of man and housed the wills of the divine - after a myriad dusks of meditation, astronomy and study alike, the ancient sages would discover the first sparks of what would evolve into the Sagitta Stellaris discipline. Just as there is purpose to the path of every comet, they sought to imbue that will into their arrows, weaving fate into steel to have every projectile fly true. It wasn't just about where the arrow landed: each curve was an omen, and every path an orbit. To an archer of Sagitta Stellaris, each battlefield is a microcosm of another part of the night sky.

All Sagitta Stellaris stances and maneuvers have origins in divine magic, and are considered supernatural abilities. Sagitta Stellaris' associated skill is Knowledge (geography), and the discipline's associated weapon groups are bows, crossbows, firearms, and thrown.

SPECIAL RULES:

STAR TRAILS AND COMET RAINS

Sagitta Stellaris maneuvers come with two new descriptors: **[Trail]** and **[Rain]**.

TRAIL

Strikes with the **[Trail]** descriptor use projectiles to draw out paths on the battlefield. Each **[Trail]** shot starts from where

the attack originates, is given a range in feet, and then can be controlled to fly freely for that amount of distance. When it enters its target's space, the ranged attack is resolved as normal, and the projectile stops, even if it had distance remaining. Despite the angle the attack may approach from, the target's cover from you still applies against it, as it is difficult to keep track of the target's movements behind obstacles.

In every space the projectile passes through or enters, including the originating space and target's space, it leaves a visible trail of lingering divine magic, even if the attack missed. Creatures entering any space in this trail are subject to the consequences described in the strike the first time they enter the trail - unless otherwise stated, an individual creature can never be subject to the effect of entering a trail more than once for each trail made. This trail lasts until the start of your next turn, or until you use another **[Trail]** strike, whichever comes first.

After being drawn, each space of a trail extends upwards and downwards by an amount equal to one extra 5-foot. space in both directions per two initiator levels but does not extend through total cover. Use your highest initiator level to determine this range. Creating a trail on top of a stationary creature does not apply the trail's effect to them, unless they later move into another affected space. Forced movement into a trail will trigger its effects, and a trail is not considered inherently dangerous terrain.

RAIN

Ranged strikes with the **[Rain]** descriptor have an affinity for being chained into certain types of additional attacks.

If you are at least 6th initiator level, and possess any abilities or effects that would allow you to make additional ranged attacks as part of a full attack (such as the Rapid Shot feat, or using a *haste* spell, but not the normal iterative attacks you would get from base attack bonus), you may apply a limited number of them to your **[Rain]** strike as if it was a full-attack action. You may make a maximum total of one extra attack at 6th level, plus one additional attack for every 5 initiator levels after 6th, as long as you have the ability to make that many extra attacks normally.

To make these extra attacks, you increase the maneuver's initiation time from a standard action to a full round action, then resolve the strike as normal before making extra attacks up to the allowed limit. If using these extra attacks would usually apply any penalties to the rest of a full attack action (such as Rapid Shot's -2 penalty to attack rolls), these penalties are also applied to the strike attack.



MAPPING THE TRAILS

If you use an online battlemat or a whiteboard, drawing the paths of your trails directly onto the map is easy. If you don't want to draw on a physical battlemat, it is recommended to prepare lengths of string to temporarily mark out any trails you make. For theater of the mind combat, you can reduce the complexity by making simple statements like 'I draw a loop around this zombie', or 'I draw a line between the wizard and the bugbear.' A fully closed loop around a medium or smaller creature uses 40-feet of a trail.

Regardless, Sagitta Stellaris is a discipline with heavy emphasis on tactical positioning and awareness of the map, and is more suited for combat grid play.

You may use your base attack bonus in place of your initiator level for determining the number of attacks you can make with the [Rain] descriptor.

ADVANCED INTERACTIONS

There are various more narrow situations that can come up using the Trail and Rain rules, but aren't necessary to learn to know how they work and use them during common play. These less-common cases are detailed in the Appendix at the end of this document.

ACCESS TO THE DISCIPLINE

Any class that has access to the Solar Wind or Tempest Gale discipline may trade any one of their disciplines known from that class for access to the Sagitta Stellaris discipline, gaining Knowledge (geography) as a class skill. The discipline that they trade out does not need to be Solar Wind or Tempest Gale.

SAGITTA STELLARIS MANEUVERS

1ST LEVEL

Asteroid Belt: Stance – Maintain an orbit of small objects and ammunition around yourself, retrieve fired projectiles, later deflect arrows.

Blazing Comet Trail: Strike [Rain][Trail] – Your attack's trail sears those who pass through it.

Celestial Warning: Counter – Threaten an enemy to stop moving or be struck or tripped.

Milky Way Trail: Strike [Rain][Trail] – Your attack's trail grants allies safety or hinders enemies.

VARIANT: RAINY DAYS

The [Rain] descriptor compensates for the common methods ranged martial characters possess to gain extra attacks in their full attack action. Rather than being a tool for a damage-focused discipline, it is a way of organically scaling crowd control-focused strikes to never severely fall behind the overall power of a full attack to the point they aren't worth using.

Some GMs of games at higher optimization levels might wish to give the [Rain] descriptor to ranged strikes from other disciplines that they feel greatly underperform compared to ranged full attacks. We recommend this is handled carefully, so there is always a trade-off: in general, avoid applying the [Rain] descriptor to strikes that make more than a single damaging attack, or can immediately inflict conditions like dazed that cause the target to forfeit their actions. If a strike can be used with either a melee or ranged attack, [Rain] should only apply when used with ranged attacks.

Slivers of a Shattered Star: Stance – Projectile attacks can turn once in midair, and leave magic motes where they turn.

Uncertain Omen: Boost – Target or one enemy adjacent to the attack's path is pushed and suffers miss chances.

2ND LEVEL

Aligned With Prediction: Counter – Reroll an initiative check or replace this maneuver with another unreadied one.

Astral Displacement: Counter – You make a Knowledge (Geography) check to avoid an attack and can teleport to an active trail.

Bad Moon Rising: Boost – You fly in a straight line and can hover there for 1 round.

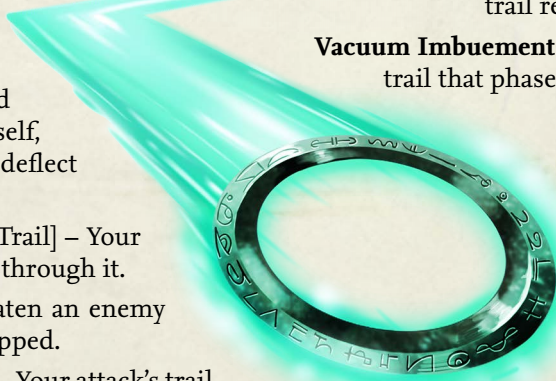
Black Cat's Trail: Strike [Curse][Rain][Trail] – Creatures passing through this trail receive an omen of failure.

Vacuum Imbuement Trail: Strike [Rain][Trail] – You create a trail that phases out enemy physical defenses.

3RD LEVEL

Celestial Hurricane Stance: Stance – Fire force missiles with every attack to make a barrage rain down on foes.

Equinox: Counter – Your projectile chooses the perfect moment to fall, negating an attack of your choice.





Heavens' Binding Trail: Strike [Rain][Trail] – Creatures passing through this trail become entangled, and if hit by another attack become rooted in place.

Micromassive Black Hole: Boost – Pull in everything within 20 ft. of a point of your choice.

4TH LEVEL

Aeon Rift Trail: Strike [Rain][Trail] – Creatures passing through this trail have their turn delayed until the end of the round or become slowed.

Asteroid Salvo: Boost – Fire a cluster of missiles that push and damage enemies.

Lucent Flashbreak: Boost – Move and hurl a burst of starlight to lower enemy defenses and vision.

Music of the Spheres: Strike [Rain] – Allies can freely reposition themselves in orbits around the target struck.

5TH LEVEL

Celestial Orrery Stance: Stance – Gain perfect flight, +4 to initiative, and grant allies small amounts of free movement.

Dual Eclipse Trail: Strike [Rain][Trail] – Trail grants allies invisibility or robs enemies of sight.

Gravity Well: Counter – Knock away an attacking enemy and make enemy ranged attacks attracted to them for 1 round.

Localized Wormhole Trail: Strike [Rain][Trail] – Teleport allies and enemies entering the trail to anywhere else in it.

Prophecy of Destruction: Boost – Designate an area that enemies can't teleport from, if there is an enemy inside it at the start of your next turn, violently fling them and gain drastic offensive bonuses against them.

6TH LEVEL

Aurora Fortress Trail: Strike [Trail] – Your trail is like a wall of force.

Reading the Tapestry of Fate: Boost – Enemy must make a will save or you learn their plan for their next turn, and they suffer if they deviate from the plan.

Stance of Infinite Prophecies: Stance – Scout out enemies by surveying the future to learn their defences and ignore miss chances, and you can 'undo' turns.

When the Stars Align: Strike [Rain] – You fire a delayed attack that waits for a contingent condition to strike without fail.

7TH LEVEL

Fate's Rail Gun: Strike – You charge a single shot with the destiny of your foe's death.

Heaven's Fury: Strike [Trail] – Your ranged full attack rains down like meteors on the battlefield.

Omniscience Trace: Boost – Target an enemy no matter where they are, and tear open a portal to them.

8TH LEVEL

A Blink of the Universe: Strike [Trail] – Your trail detonates like a supernova, then collapses like a black hole, flat-footing, blinding, pulling and pinning enemies.

Embodiment of the First Meteor: Stance – Gain supreme flight, and the ability to fly in bursts between turns, leaving more trails in your wake. Your trails explode before they disappear, and your Rain strikes gain an extra attack.

Threading the Tapestry of Fate: Counter – Make an attack to force an enemy to choose a different target, if they fail a will save you choose their targets.

9TH LEVEL

Timeless Army Across Heaven: Strike – Your trail creates a permanent cosmic army that rains fire on enemies with other Sagitta Stellaris techniques.

MANEUVER DESCRIPTIONS

1ST LEVEL

ASTEROID BELT

Discipline: Sagitta Stellaris (Stance)

Level: 1

Initiation Action: 1 swift action

Range: personal

Target: you

Duration: stance

Attuning yourself to the cosmos, you emulate a special gravitational field around your body that lets your possessions orbit around you. When you enter this stance, you may draw out any number of objects in your possession that you can carry in one hand (to a maximum of 10 lbs. each) and have them start to circle around your body. Despite their lazy drifting, they are unexpectedly secure: these objects move with you when you do, and still count as attended and fastened for targeting or steal combat maneuvers, and count towards your encumbrance.

You may retrieve any item in orbit around you as a free action, and any ammunition or weapon (including thrown weapons) you make ranged attacks with returns to your orbit at the start of your next turn. Pulling an unattended object within your natural reach into your orbit is a free action and



does not need any free limbs. At 6th initiator level, weapons and fired ammunition instead return immediately after the attack resolves, and you gain the benefits of the *Deflect Arrow* feat, adding the projectiles of negated attacks to your orbit unless there is an effect that would say otherwise.

Ammunition used while this stance is active is not destroyed as part of the attack, but if it would have been destroyed, it still loses any magical properties it had. Objects automatically stow themselves into containers on your person however you choose whenever you willingly leave this stance. In addition, while in this stance you may use *mage hand* as a spell-like ability at will, with caster level equal to your initiator level.

BLAZING COMET TRAIL

Discipline: Sagitta Stellaris (Strike) [Rain] [Trail]

Level: 1

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Imbued with the light of the heavens, your arrow sears a path across the battlefield where it flew. Make a 90-foot trail ranged attack. If it hits, it deals weapon damage as normal, and the creature hit is affected as if they entered the trail.



Enemies entering the trail take force damage equal to your initiation modifier. The damage increases by your initiation modifier every 5 levels past 1st (total damage of double your initiation modifier at 6th level, triple at 11th level, and so on).

CELESTRIAL WARNING

Discipline: Sagitta Stellaris (Counter)

Level: 1

Initiation Action: 1 immediate action

Range: medium (100 ft. + 10 ft./level)

Target: one creature

Duration: 1 turn

As a warden of the night sky, you fire an arrow destined to strike those who stray onto the wrong path. You may initiate this counter at any time while a creature you can see within range is taking their turn, as long as they have not already moved more than half their speed. If the creature moves more than half their speed that turn (not including forced movement), or takes any further movement from the charge action after you initiate this counter, you may immediately make a ranged weapon attack against them with a wielded weapon, that automatically hits and deals damage as normal. Alternatively, you may make a ranged trip attempt against them instead of an attack: this is rolled as normal, and does not automatically succeed. Either option takes place during the target's movement, potentially interrupting it.

After you initiate this counter, the target creature becomes aware of its effects, and may choose to stop any willing movement, including stopping partway through a charge.

MILKY WAY TRAIL

Discipline: Sagitta Stellaris (Strike) [Rain] [Trail]

Level: 1

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack leaves a shimmering trail of light behind it, subtly affecting gravity to influence movements. Make a 90-foot trail ranged attack and choose low or high gravity. If the attack hits, it deals damage as normal. If you chose low gravity, allies never provoke attacks of opportunity for movement when leaving a space within the trail. If you chose high gravity, enemies treat the area of the trail as difficult terrain. Once you are 8th initiator level or above, you can choose both modes at once. The effects of this trail are constant as long as the trail exists, rather than triggering once for each creature.



SLIVERS OF A SHATTERED STAR

Discipline: Sagitta Stellaris (Stance)

Level: 1

Initiation Action: 1 swift action

Range: personal

Target: you

Duration: stance

Your projectiles carry the explosive energy of a destroyed star within them - but it manifests as fate rather than force. While you maintain this stance, all your ranged attacks have their range increment increased by 10 feet, and once per attack they may change direction in mid-air in any empty space of their path, determining cover and line of effect to their target from the space they changed direction in. This does not negate total concealment against targets you cannot see.

When a non-trail attack changes course, it leaves behind an insubstantial mote of energy that remains in that space for 1 round or until claimed. An ally in a mote's space may claim the mote as a free action, gaining a +10-foot sacred bonus to their speed (which stacks with itself, and immediately applies to any current movement), and a +1 sacred bonus to their attack and damage rolls for 1 round (this bonus does not stack). The bonus to attack and damage increases by 1 at 6th initiator level and again every 6 levels after.

[Trail] strikes made when in this stance instead are drawn as normal but have their maximum range increased by 15 feet and can create their mote within any space in the trail, determining cover from the mote's position.

UNCERTAIN OMEN

Discipline: Sagitta Stellaris (Boost)

Level: 1

Initiation Action: 1 swift action

Range: personal

Target: self

Duration: instantaneous

A near miss from your arrow fills enemies with esoteric, jumbled visions of the future that steer them off course. After you initiate this boost, the first time the path of your next ranged attack passes within 5 feet of an enemy creature that isn't its main target, they are pushed up to 10 feet in a direction of your choice (except up) and suffer a 30% miss chance on their attacks until the end of their next turn.

If there are no applicable enemies, the main target of your attack instead is pushed up to 5 feet in a direction of your choice and suffers a 15% miss chance on their attacks until the end of their next turn.

2ND LEVEL

ALIGNED WITH PREDICTION

Discipline: Sagitta Stellaris (Counter)

Level: 2

Initiation Action: 1 immediate action

Range: personal

Target: self

Duration: instantaneous

You have pondered keenly on the movements of the stars, and the metaphors they hold for the myriad futures: there is little that you haven't anticipated. You may activate this counter when initiative is rolled, after the results are revealed, even if you are flat-footed. You roll your initiative again and may then choose to take the new result. If you do not choose to take the new result, instead of expending this maneuver you may immediately replace it on your list of readied maneuvers with another maneuver you know but have not readied, which can be expended and recovered for the rest of the encounter as normal. This replacement maneuver is readied when you gain it (and granted, if you use granted maneuver recovery).

The replacement maneuver's level cannot exceed half your highest maneuver level known. At the end of the encounter, you replace the chosen maneuver with *aligned with prediction* again on your readied maneuvers list.

Alternately, you may activate this counter immediately before the start of one of your turns. This allows you to replace it with another maneuver known as above, but gives no bonuses to your initiative.

ASTRAL DISPLACEMENT

Discipline: Sagitta Stellaris (Counter) [Teleportation]

Level: 2

Initiation Action: 1 immediate action

Range: personal

Target: self

Duration: instantaneous

Your insight of the heavens tells you how to be where you need to be, and how to not be where you shouldn't. You can initiate this counter in response to a melee or ranged attack being made against you. Make a Knowledge (geography) check, using your opponent's attack roll as the DC. If you succeed, the attack is negated. Additionally, if successful and you have an active trail, you may teleport to any space in it within 20 ft. at the end of that turn.



BAD MOON RISING

Discipline: Sagitta Stellaris (Boost)

Level: 2

Initiation Action: 1 swift action

Range: personal

Target: self

Duration: instantaneous and up to 1 round

You rise into prime position, like the appearance of the moon from beneath the horizon. When you initiate this boost, you may immediately move up to 20 feet in a straight line in any direction of your choice, including up, plus an additional 10 ft. for every six initiator levels you possess. This movement ignores difficult terrain, and if you end it in mid-air, you may remain hovering there until the end of your current turn, or the start of your next turn (your choice). If you move no more than half the maximum distance allowed, this movement does not provoke attacks of opportunity. When you stop hovering, you may choose to descend as if affected by the *feather fall* spell for 1 round.

This maneuver may not be used again until you have landed on a surface that can support you, unless you can maintain your altitude without this maneuver (such as by having a fly speed, or swimming).

BLACK CAT'S TRAIL

Discipline: Sagitta Stellaris (Strike) [Curse] [Rain] [Trail]

Level: 2

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack traces a path of tragedy and misfortune that curses those who cross it, who can then either fulfill the curse on their own terms or suffer the consequences. Make a 90-foot trail ranged attack. If it hits, it deals weapon damage as normal plus an additional 1d6 points of damage, and the creature hit is affected as if they entered the trail. Enemies entering the trail are marked with a sigil, becoming cursed as long as they are marked. Whenever a marked enemy makes an attack roll, saving throw, or concentration check, they may choose to activate the sigil to suffer a -4 penalty to their roll, and remove the sigil. Activating this sigil does not require an action.

If a sigil-marked creature's turn ends and they still carry the sigil, they must make a Will save (DC 12 + your initiation modifier), activating the sigil with the -4 penalty to this save; if they fail, they are dazed until the end of their next turn. A creature automatically passes this save if they did not take a standard or full-round action on their turn.

VACUUM IMBUEMENT TRAIL

Discipline: Sagitta Stellaris (Strike) [Rain] [Trail]

Level: 2

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack creates a trail that imbues enemies' bodies and armor with the vast emptiness of the cosmos, turning them translucent and weakening their physical defenses. Make a 90 ft. trail ranged attack. If it hits, it deals weapon damage as normal, plus an additional 1d6 points of damage, and the creature hit is affected as if they entered the trail. After an enemy enters this trail, the first attack made against them before the end of your next turn resolves against the target's touch AC and ignores damage reduction, resistances and hardness.

3RD LEVEL

CELESTRIAL HURRICANE STANCE

Discipline: Sagitta Stellaris (Stance)

Level: 3

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 swift action

Range: personal

Target: you

Duration: stance

The stars in the night sky number thousands and thousands; a scale that your hail of arrows can only hope to emulate. While you maintain this stance, whenever you make a ranged attack, you also automatically fire two small astral missiles. These astral missiles have a range equal to the maximum range of the triggering attack, and hit their target unerringly for 1d4 force damage each, but cannot be aimed at the triggering attack's target. Otherwise, these missiles may all share the same target. In addition, your attacks create an aura of dangerous motes of energy that orbit around you: once per turn when an enemy moves within 5 feet of you or makes a melee attack against you, you may immediately make them take 2d6 force damage. The aura is disabled for 1 round if you make any melee attacks of your own, as they disrupt the patterns of energy.

At initiator level 11th, and again at 17th, you may fire one additional missile with each attack, and the force damage against nearby enemies increases by 2d6. Strikes with the [Rain] descriptor made as a full-round action create double the amount of missiles on their first attack (further attacks create the normal number).

In addition, you increase the range of all your [Trails] by 20 feet.





EQUINOX

Discipline: Sagitta Stellaris (Counter)

Level: 3

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 immediate action

Range: see text

Target: see text

Duration: see text

Trusting fate and fortune to guide your arrow, you launch it into the sky to fall at the perfect moment. You may initiate this counter at any time, including on your turn as a swift action. Make a Knowledge (geography) check, and record the result. You launch one thrown weapon or piece of ammunition upwards when initiating this maneuver, which cannot be retrieved until it triggers or otherwise ends.

Once before the start of your next turn, as a free action that can be taken at any time when a weapon attack is made within medium range of you (100 ft. + 10 ft./level), you may trigger the maneuver to make the projectile fall at that instant and attempt to interrupt the attack, even if you are unconscious or unable to act at the time. If the result of your Knowledge (geography) check equals or exceeds the attack roll, the attack is negated and the attacker is flat-footed against the next attack made against them within 1 round.

You instinctively know whether an attack is able to be negated by the result of your knowledge check after the attack roll is made. The projectile used lands in a space of your choice adjacent to the user of the triggering attack, or adjacent to you if the duration ends without any trigger, unless you have another ability that would return it to you.

HEAVEN'S BINDING TRAIL

Discipline: Sagitta Stellaris (Strike) [Rain] [Trail]

Level: 3

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack leaves a translucent trail of dusty streams behind it, which threaten to solidify and bind those who cross them. Make a 90-foot trail ranged attack. If it hits, it deals weapon damage as normal plus an additional 2d6 points of damage, and the creature hit is affected as if they entered the trail. In addition, enemies entering the trail automatically become entangled until the end of their next turn - a successful reflex save (DC 13 + your initiation modifier) lets the creature ignore the speed reduction of this instance of the condition, but still take all other penalties.

BUT WHAT IF THERE'S A CEILING?

A few Sagitta Stellaris maneuvers seem to assume access to the open sky: this is purely flavor text and is not necessary for the maneuvers to function. Suggestions on how to explain it otherwise include the arrows disappearing as they jump through space and time, flying in erratic orbits around the area, or triggering a chain of fated ricochets that end with them at their target.

When an attacking ally hits an adjacent affected enemy that failed their save, that ally may choose to have the binds solidify further and prevent the enemy from voluntarily moving from their space while the condition remains. As normal, if an enemy enters the trail and fails their save mid-movement, the reduced speed applies immediately to the movement they are making - if they have already moved more than their reduced speed allows, they must stop.

MICROMASSIVE BLACK HOLE

Discipline: Sagitta Stellaris (Boost)

Level: 3

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 swift action

Range: medium (100 ft. + 10 ft./level)

Area: Up to a 20-ft. burst

Duration: instantaneous

You will gravity to condense for a moment, pulling all mass towards it. When you initiate this boost, choose a point within medium range (100 ft. + 10 ft./level). Make a single Knowledge (geography) check against the Combat Maneuver Defense of each creature within 20 feet of that point. Creatures you beat the CMD of are immediately pulled as close to that point as possible, in the order you choose, as are all unattended objects in range. If this would pull a creature into an inherently dangerous space, they get a +6 bonus to their CMD.

You may choose to affect a smaller radius when you use this boost; if the radius is 10 feet or less, you gain a +4 bonus to your Knowledge (geography) check. If creatures released from this boost's pull would fall, they do not take fall damage for the first 20 feet fallen.

4TH LEVEL

AEON RIFT TRAIL

Discipline: Sagitta Stellaris (Strike) [Rain] [Trail]

Level: 4

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 standard action, or [Rain]



Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack distorts the fabric of spacetime in its wake. Make a 90-foot trail ranged attack. If it hits, it deals weapon damage as normal plus an additional 3d6 points of damage, and the creature hit is affected as if they entered the trail. In addition, enemies entering the trail must make a Will save (DC 14 + your initiation modifier) or immediately end their turn and move their initiative to the bottom of the turn order, changing their initiative to equal the lowest initiative among creatures in combat, minus one. This change persists for the rest of combat. When their turn comes up again that round, they may resume any actions they were in the middle of, and take their remaining actions, but this does not give them another use of any action they already took that round.

If an enemy fails their save and their initiative count is not higher than any of your allies, they are instead slowed (as the *Slow* spell) until the end of their next turn.

ASTEROID SALVO

Discipline: Sagitta Stellaris (Boost)

Level: 4

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 swift action

Range: 100 ft.

Target: see text

Duration: instantaneous

With a flourish, you produce and fire a barrage of swerving energy missiles that seek out enemies and detonate violently. You make four ranged touch attacks against targets within 100 feet - you can pick the same target multiple times. On hit, each attack deals force damage equal to half your initiation modifier (minimum 1) and pushes the target 5 feet in any direction. Targets pushed do not fall until you allow them to, or when the turn ends. These missiles cannot critically hit or gain additional damage from any other source, and do not count as attacks for triggering beneficial abilities that occur when you make or hit with an attack (such as the missiles from *celestial hurricane stance*).

For each time this turn a target has been hit by another one of your attacks (not including from this maneuver), you may have one of these fired missiles automatically hit them without an attack roll, and instead deal damage equal to your full initiation modifier (minimum 2). [Rain] strikes made as a full-round action count as three attacks for this purpose.

You fire an additional missile at 11th initiator level and every 4 initiator levels after.

LUCENT FLASHBREAK

Discipline: Sagitta Stellaris (Boost)

Level: 4

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 swift action

Range: medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius burst

Duration: 1 round

You gather a mote of volatile star-energy in your hand and fling it into the fray where it bursts in a concentrated wave of light, vibrations and radiation. Each creature in the area becomes flat-footed against the next attack made against them and must make a reflex save (DC 10 + one-half your initiator level + your initiation modifier) or take 2d6 force damage and have their senses overloaded. A creature has a -2 penalty to this saving throw if you have hit them with a ranged attack this turn.

When overloaded, a creature cannot make attacks of opportunity, cannot see any of your trails, and all senses except smell, hearing and touch cannot perceive anything more than 15 feet away from them: they are also flat-footed against all attacks from outside this range. A creature can use a move action to refocus and remove all effects of being overloaded from themselves, but otherwise all effects end after 1 round.

You may move up to 10 feet without provoking attacks of opportunity after using this maneuver.

MUSIC OF THE SPHERES

Discipline: Sagitta Stellaris (Strike) [Rain]

Level: 4

Prerequisites: One Sagitta Stellaris maneuver

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack

Target: one creature, and allies in 100 ft.

Duration: instantaneous

Your attack empowers your allies with cosmic alacrity. Make a ranged attack. If it hits, it deals weapon damage as normal plus an additional 6d6 points of damage, then all allies within 100 feet of the struck target may immediately move any amount of distance, using any mix of their movement modes (such as climbing, jumping or flight) without provoking attacks of opportunity. However, each ally must maintain the same distance to the target at all times during this movement. An ally engaged in melee with the target may treat their original space as still occupied by themselves for the purposes of flanking the target until the end of their next turn. This can allow an ally to flank with themselves.

Any ally's movement cannot exceed one lap around the target, and they cannot willingly double back on their previous path during it.



5TH LEVEL

CELESTIAL ORRERY STANCE

Discipline: Sagitta Stellaris (Stance)

Level: 5

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 swift action

Range: personal

Target: you

Duration: stance

You channel visions of the entire cosmos through yourself, projecting the stars around you. While in this stance, you are surrounded by a glowing, translucent rendition of the night sky, overlaid with arcane and astronomical diagrams of your knowledge that you can consult at a moment's notice, to guide the movements of every ally on the battlefield.

You gain a +4 insight bonus to initiative, and a fly speed equal to your base speed, with perfect maneuverability. You can draw trails through empty spaces you have neither line of sight nor line of effect to. Your [Trail] strikes can negate the effects of cover when approaching targets from a direction where it would not apply, and even potentially

target creatures behind total cover (but they would still be subject to total concealment if you cannot see the target).

Once per round as a free action on your turn, you can grant up to two allies in medium range (100 ft. + 10 ft./lvl) the ability to immediately fly 10 feet in any direction without using their action. Alternatively, you can grant one ally in range the ability to fly in a straight line directly away from a creature of their choice until they are out of its threatened area. Neither of these movement options provoke attacks of opportunity.

In addition, you increase the range of all your [Trails] by 20 feet.

DUAL ECLIPSE TRAIL

Discipline: Sagitta Stellaris (Strike) [Rain] [Trail]

Level: 5

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack blurs the boundaries of seen and unseen by manipulating both light and shadow. Make a 90-foot-trail ranged attack. If it hits, it deals weapon damage as normal



plus an additional 4d6 points of damage, and the creature hit is affected as if they entered the trail. Whenever an ally moves into a space in the trail for the first time, they become invisible (as the spell *invisibility*) until they take an action that would break the spell or the trail expires. When an enemy enters the trail, they must make a will save (DC 15 + your initiation modifier) or be blinded for 1 round. If an enemy has additional types of sight (blindsight, touchsight, truesight, etc), they make the save with a +3 resistance bonus, but on failure lose all types of sight for the duration.

GRAVITY WELL

Discipline: Sagitta Stellaris (Counter)

Level: 5

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 immediate action

Range: ranged attack

Target: one creature

Duration: instantaneous, and 1 round

You fire a sudden shot that drastically increases the target's gravity towards selective objects. You can initiate this counter in response to an attack being made against you or an ally by a creature you can see. Make a ranged attack against that creature. If it hits, it deals weapon damage as normal, the creature is pushed 20 feet. in any direction you choose except directly towards you, and for 1 round, whenever an enemy within 100 feet. of the struck creature makes a ranged attack (including attacks made by the creature itself), there is a 50% chance that the ranged attack is instead redirected and resolved against the affected creature, using the same attack roll without any modifications (such as from cover or range increments). Whenever an attack is redirected towards the affected creature, subtract 10% from the redirection chance - the effect ends early if the chance reaches 0%.

This effect is obvious to all creatures in range while it is active. If you successfully used this counter in response to an enemy ranged attack, the triggering attack is also subject to the redirection chance. Enemy [Trail] strikes ignore this redirection chance.



LOCALIZED WORMHOLE TRAIL

Discipline: Sagitta Stellaris (Strike)[Rain][Trail][Teleportation]

Level: 5

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 standard action, or [Rain]

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack reweaves physical space. Make a 90 ft. trail ranged attack. If it hits, it deals weapon damage as normal plus an additional 5d6 points of damage, and the creature hit is affected as if they entered the trail. Whenever an ally enters a space in the trail, you may teleport them to any other space in the trail without needing an action. When an enemy enters the trail, they must make a will save (DC 15 + your initiation modifier) or be teleported to any other space in the trail of your choice, as long as it isn't an inherently dangerous space for them.

PROPHECY OF DESTRUCTION

Discipline: Sagitta Stellaris (Boost) [Curse]

Level: 5

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 swift action

Range: medium (100 ft. + 10 ft./level)

Area: one 10-ft. cube

Duration: until your next turn

With a word of doom and a gesture, you take aim at a specific point of the battlefield and foretell havoc upon it. Choose a 10 ft. cube in range. While this boost is active, any enemy that enters or begins its turn in the area is cursed, and all enemies are subject to the effects of a *dimensional anchor* spell while they remain in the area. When your next turn begins, the cube implodes. Choose one creature that is still in the designated area. Space twists around them, violently launching the creature up to 5 feet per initiator level in any direction of your choice. Until the end of that turn, they remain floating at the end of that movement, you ignore miss chances for all your ranged attacks against them, you treat any d20 roll made as part of your attack rolls against them as a natural 5 if it would be lower, and when you take a full attack action or use a [Rain] strike as a full-round action, you may make two additional ranged attacks at your highest base attack bonus that target only this creature. After they stop floating, they may fall and take falling damage as normal.

Any creature that is in the designated area when you initiate this boost is aware of the area's dimensions and the imminent dangers of staying within it, but the area is not considered inherently dangerous for other purposes.



6TH LEVEL

AURORA FORTRESS TRAIL

Discipline: Sagitta Stellaris (Strike) [Trail]

Level: 6

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 standard action

Range: ranged attack, [Trail] 90 ft.

Target: one creature

Duration: instantaneous

Your attack leaves a translucent rainbow trail of light behind that holds back the enemy. Make a 90 ft. trail ranged attack. If it hits, it deals weapon damage as normal plus an additional 5d6 points of damage. Each empty space in the trail is then filled in with a 5-foot cube-shaped cube *wall of force*, as the spell, except with hardness equal to your initiator level, and 1 hit point. These cubes last as long as the trail does, or until destroyed. As part of any movement, a creature can make a strength check (DC 16 + your initiation modifier) to force through the wall and move through it at half speed for that turn, destroying any cubes it passes through. This Strength check can be made once per separate action.

Allies that enter the trail's area (assuming a cube of force doesn't block them) are coated with a thin force barrier, gaining DR/- equal to your initiator level against the first attack that hits them afterwards.

Cubes of force only appear in the original path of the projectile and the associated spaces extending above and below it. Any other ability that would expand the effective area of your trails (such as the *Sagitta Stellaris Spotlight* feat) does not create more cubes of force, but still grants DR in the new areas. However, effects such as the *Sagitta Stellaris Shift* feat that change an existing traced trail to this one would cause cubes of force to be created in the original path of the trail as normal.

Any effect like *disintegrate* which would destroy a wall of force destroys every cube simultaneously, even if they aren't contiguous.

READING THE TAPESTRY OF FATE

Discipline: Sagitta Stellaris (Boost)

Level: 6

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 swift action

Range: medium (100 ft. + 10 ft./level)

Target: one creature

Duration: 1 round

You see through the fortune of an enemy and divine their fate. A creature you choose within range must make a will

save (DC 16 + your initiation modifier), with a -2 penalty if you hit them with a ranged attack this turn. If they fail, they must immediately commit to a general plan of what they intend to do on their next turn (choice of maneuvers, spells, or abilities to use, who they plan to target, roughly what they will move towards, and any objects they will interact with), and you learn their plan. If on their turn they deviate from that plan of their own volition (as opposed to new circumstances making their plan impossible), they are staggered and take a -4 penalty to all d20 rolls they make for 1 round as the backlash from defying fate affects them. Creatures taking this penalty must also make concentration checks to cast defensively for 1 round whenever they try to cast spells, use spell-like abilities, or equivalent, losing the action if the check fails.

STANCE OF INFINITE PROPHECIES

Discipline: Sagitta Stellaris (Stance)

Level: 6

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 swift action

Range: personal

Target: you

Duration: stance

By briefly committing to dozens of attack plans and then receiving scattered future visions of their outcomes, you can assess a creature's defenses before you even act. Once per round in combat as a free action, you may focus on a creature you can see or have line of effect to. For the next round, you ignore any percentage-based miss chances it has against your attacks, and you can immediately learn one of the following about the creature:

- Its armor class and CMD
- Its bonus to a saving throw against an effect your party has access to, or the answer to which of its saving throws has the lowest bonus
- Exact details on two categories out of its DR, resistances, immunities, spell resistance, or vulnerabilities
- The trigger and intent of a readied action it is currently holding
- The presence of any abilities to react to being attacked, and their source (the martial disciplines it knows counters from, schools of magic it knows immediate action spells from, etc)

This foresight is extremely narrow, and does not tell you anything else you may notice on actually attacking them. Effects that guard from divination (such as the *nondetection* spell), or the creature being an invalid target (such as an illusion), may cause this assessment to fail completely. You learn that it failed, but not the reason why, and do not ignore the creature's miss chances. At 16th initiator level, effects that



protect from divination do not stop this effect from working unless they also guard against the *discern location* spell.

In addition, when in this stance you can focus to gain a perfect glance into an immediate future possibility. As a free action, you activate this ability and declare you are looking into the future, and continue taking your turn as normal. At the end of that turn, you must choose to either accept that future, in which case gameplay carries on, or avoid that future, which undoes all outcomes and consequences since you declared this ability's activation. All actions and resources spent, damage done, and any other events and effects that occurred during that time are reversed, and nobody remembers they happened except you, and then you take the remainder of your turn again. You can make this decision even if dead or unable to act.

Once you activate this ability, you cannot use it again until you spend 10 minutes on your class' method to ready maneuvers (even if you do not change any of your maneuvers readied). This applies even if you decided to not undo any events.

When activated outside of combat, you instead decide whether to revert the future after 1 round, allowing you enough time to see the immediate consequences of your actions.

WHEN THE STARTS ALIGN

Discipline: Sagitta Stellaris (Strike) [Rain]

Level: 6

Prerequisites: Two Sagitta Stellaris maneuvers

Initiation Action: 1 standard action, or [Rain]

Range: medium (100 ft. + 10 ft./level)

Target: see text

Duration: up to one hour/level

You fire a shot into the sky as you whisper a prophecy, beckoning it to strike true when it is fulfilled. When you initiate this strike, you make a ranged attack. Instead of rolling, you name a condition, which must include details on how to choose a target. For example, 'the next time someone casts a spell, target the caster', or 'if someone dies in the middle of dinner at the tavern, target the bartender.'

Beginning from the start of your next turn until one hour per initiator level has passed, after the stated condition happens within medium range of where you initiated the maneuver (100 ft. + 10 ft./level), the attack resolves against the designated target, hitting automatically and dealing an additional 4d6 points of damage. At that moment, you become aware that it





has triggered, and exactly where the struck creature was. No line of effect is needed to the target as long as any possible winding path can be found from your original position to theirs. The triggering action completely resolves before the attack hits, so this maneuver can't damage a creature to interrupt spells with casting action of a standard action or less, or similar actions.

You can only maintain one active instance of this maneuver at a time: if you initiate it again, it makes any existing effect end. If you lose knowledge of the maneuver, or replace it in your readied maneuvers list when choosing readied maneuvers again, any active instance of this maneuver ends.

You use up one non-creature thrown weapon or piece of ammunition when initiating this strike, which cannot be retrieved until the strike triggers or otherwise ends. The weapon or ammunition used lands in a random space adjacent to the target, or in the space you were in when you initiated the strike if it ended without triggering, unless you have another ability that would return it to you. If excessively complicated or convoluted conditions are prescribed, the strike immediately fails and has no effect. If the condition could be triggered by obscured information (such as due to lies or stealth), it uses 10 + your knowledge (geography) skill modifier in place of any relevant skills (such as sense motive or perception) and is treated as observing the event from 5 feet away with all your senses to determine judgement on if it triggers. The maneuver's magic makes its own judgement and does not tell you any of this other observed information.

7TH LEVEL

FATE'S RAIL GUN

Discipline: Sagitta Stellaris (Strike)

Level: 7

Prerequisites: Three Sagitta Stellaris maneuvers

Initiation Action: 1 full-round action

Range: ranged attack

Target: one creature (see text)

Duration: instantaneous

Every journey on the rail of fate has an end. You rewrite an enemy's destiny to make that end happen *now*. Make a single ranged attack. You do not need to see a target or have line of effect to it, and the attack ignores miss chances. Your ranged attack automatically blasts a hole the size of the projectile through any intervening object or barrier with hardness less than 50 without stopping. All creatures except you and the target within 10 ft. of the path of the attack must make a Reflex save (DC 17 + your initiation modifier) or be pushed

15 feet away from it, and fall prone if not airborne. If they are directly within the line of fire, they instead take 10d6 damage on a failed save, and half on a success. All unattended large or smaller objects in range are pushed automatically.

If the attack hits the main target, they take damage as normal plus an additional 14d6 points of damage, and must make three Fortitude saves in a row (DC 17 + your initiation modifier, affects objects), automatically passing the remaining saves once they succeed on any. If they fail one save, they are stunned for 1 round. If they fail two saves, they are stunned and paralyzed for 1 round. If they fail all three, they explode and die. The third fortitude save is a death effect.

HEAVEN'S FURY

Discipline: Sagitta Stellaris (Strike) [Trail]

Level: 7

Prerequisites: Three Sagitta Stellaris maneuvers

Initiation Action: 1 full-round action

Range: medium (100 ft. + 10 ft./level)

Target: see text

Duration: instantaneous

You fire a flurry of ranged attacks into the sky, and they rain down with a vengeance upon the battlefield like meteors. Make a full attack with a ranged weapon. You may use your initiator level in place of your base attack bonus for this full attack. Instead of choosing targets or using the normal rules for drawing trails, you instead create a 15-foot-radius burst at any point within range for each attack you could have made. For each burst, roll the attack once and compare it to the AC of all creatures within the area, dealing the attack's damage normally to each creature hit.

All spaces included in the areas of your bursts become a trail. When an enemy enters this trail, a flare of energy erupts from it to strike them. They must make a Fortitude save (DC 17 + your initiation modifier, affects objects) or take 10d6 force damage and receive negative levels equal to half their total hit dice, halving the damage and avoiding the negative levels on success. Negative levels received this way last until the end of the creature's next turn, and do not reduce a creature's current or maximum hit points. Negative levels from multiple instances of this maneuver do not stack. All bursts are considered part of the same trail, so as usual each enemy can only be affected once by this extra damage even if they move through multiple burst areas.

You do not need line of effect to the origin point of each burst, as long as there is any possible winding path of effect to them.



OMNISCIENCE TRACE

Discipline: Sagitta Stellaris (Boost) [Teleportation]

Level: 7

Prerequisites: Three Sagitta Stellaris maneuvers

Initiation Action: 1 swift action

Range: unlimited

Target: one creature

Duration: 1 round

There is nowhere in the universe, or even the multiverse, that is outside the range of your marksmanship. When you initiate this boost, choose a creature that you can currently see or have seen within the last round, including indirect viewing such as via the *Scrying* spell. The next ranged attack you make this turn can target that creature no matter where they are: after being fired, the attack tears open a portal within 30 ft. of you that fills an unoccupied 5-foot. space and is linked to an identical portal that appears in a random unoccupied space that is adjacent to the target and has line of effect to it, where the attack continues out of and targets the enemy. You may make the attack roll for this attack three times and take the highest result.

The portals persist for 1 round, but you may dismiss them earlier as an immediate action. Creatures that can see through one portal can also see anything that they would

be able to see if they were inside the space of the other portal: if you can see the target through the portals, your attack does not take any penalties for being unable to see the target when the attack was made. Any creature that enters the space of one portal is teleported to an eligible space of their choice adjacent to the other portal as a free action. Ranged attacks, spells, and other targeted effects can be aimed through a portal, entering it and continuing out of the linked portal in a direction of the user's choice, totaling the distance travelled towards one portal and out the other for range and range increments. [Trail] strikes that enter a portal continue being drawn after emerging from the other portal as normal. However, melee attacks, threatened areas, auras, area effects, unattended objects, and environmental effects such as heat, air, water, and gravity do not cross over between portals.

This maneuver has no effect if either portal would be created in an area where teleportation is barred, if there are no eligible spaces for a portal to appear, or if the target is under the *nonetection* spell or similar effect that hides their location from divination magic. Otherwise, this maneuver's range even extends to other planes, as long as either portal would not be created in an area where planar travel is barred. At 16th initiator level, effects that protect from divination do not stop this maneuver from working unless they also guard against the *discern location* spell.



8TH LEVEL

A BLINK OF THE UNIVERSE

Discipline: Sagitta Stellaris (Strike) [Trail]

Level: 8

Prerequisites: Three Sagitta Stellaris maneuvers

Initiation Action: 1 full-round action

Range: ranged attack, [Trail] 120 ft.

Imbued in your strike is the immutable fate of the universe, the ordinant song by which the greatest stars in the cosmos live and one day die.

Make a 120-foot trail ranged attack: if it hits, it deals weapon damage as normal. Immediately after the trail is drawn, it shines fiercely and erupts in a fleeting but brilliant supernova: creatures and objects in the trail's area take 6d6 force damage and become flatfooted for 1 round. A creature that was directly hit by the trail strike is also blinded for 1 round and automatically fails their next reflex save against this trail.

At the end of your turn, the radiance of the trail fades and darkens, pulling light and space into it as it collapses into the form of a black hole. Whenever an enemy starts their turn within 20 ft. of an unoccupied space in the trail, they must make a Reflex save (DC 18 + your initiation modifier) or be pulled 20 feet in a straight line towards the closest such space - colliding with a stationary obstacle will stop this movement. An enemy that starts their turn in the trail must also make this reflex save: on failure they are treated as having entered the trail even though they didn't move. Enemies and objects that enter the trail are crushed by the immense gravity, taking 6d6 magical bludgeoning damage, and are pinned until the start of your next turn. This trail uses your own combat maneuver bonus and combat maneuver defense for interactions with the pinned condition. A successful Fortitude save (DC 18 + your initiation modifier, affects objects) halves the damage and negates the pinned condition.

When within 20 feet of the trail, any creature's movement in a direction entirely away from it costs double, and enemies cannot take the 5-foot step action.

EMBODIMENT OF THE FIRST METEOR

Discipline: Sagitta Stellaris (Stance)

Level: 8

Prerequisites: Three Sagitta Stellaris maneuvers

Initiation Action: 1 swift action

Range: personal

Target: you

Duration: stance

You are set ablaze with pure white light, and small shockwaves constantly emanate from you. You gain a fly speed of 60 feet

with perfect maneuverability, or you can increase an existing fly speed by 30 feet with perfect maneuverability. At the start of each of your turns, you gain the ability to soar a number of times equal to half your initiation modifier (minimum 3), until the start of your next turn. Soaring makes you fly up to 30 feet in a straight line in any direction without provoking attacks of opportunity and is a free action. You can also soar without using an action immediately before the start of any creature's turn in initiative. Soaring extends one of your active trails, filling each space you move through with the effect of the trail which also spreads upwards and downwards as normal - these extensions from soaring only last 1 round, or when the trail they are extending ends, whichever comes first.

Whenever one of your trails would end, a chain of explosions ripples along it, and all creatures and unattended objects of your choice in the trail take force damage equal to your initiator level before the trail dissipates.

Finally, all your ranged attacks deal an additional 1d8 points of force damage, and when you initiate a [Rain] strike as a full-round action, you may make one additional ranged attack at your highest base attack bonus as part of it.

THREADING THE TAPESTRY OF FATE

Discipline: Sagitta Stellaris (Counter) [Teleportation]

Level: 8

Prerequisites: Three Sagitta Stellaris maneuvers

Initiation Action: 1 immediate action

Range: ranged attack

Target: one creature

Duration: instantaneous

Striking an enemy at the meridian of their cosmic alignment, you rewrite their entire immediate destiny. You can initiate this counter in response to an enemy targeting one or more creatures or an area with any effect, including attacks, area-of-effect abilities, spells, and spell-like abilities. Make a ranged attack against that creature. If it hits, it deals weapon damage as normal, and the creature can no longer choose their intended targets for that ability for the rest of that round. The creature must then make a will save (DC 18 + your initiation modifier). If it fails, you may teleport the creature to any space of your choice within 60 ft., and then force it to choose a new target (or targets) of your choice, subject to the original targeting requirements, but treating its other allies as enemies and its enemies as allies.

If they were making a full attack action, you can choose all the targets for its attacks that turn. If it was an ability that affected an area, you choose the area. Spells with a personal range can instead be cast with a range of touch. When a creature fails their save against this maneuver, you may choose to forgo any concentration checks they may have needed to make as a result of taking damage from it.



If the target of this maneuver passes their save, they may choose to instead take a different action if they wish and are able to.

9TH LEVEL

TIMELESS ARMY ACROSS HEAVEN

Discipline: Sagitta Stellaris (Strike) [Trail]

Level: 9

Prerequisites: Four Sagitta Stellaris maneuvers

Initiation Action: 1 standard action

Range: ranged attack, [Trail] 400 ft.

Target: see text

Duration: instantaneous, and permanent

You understand the most innate divine might of the cosmos, and for a tiny fraction of eternity you can call on its aid. Your attack creates a legion of phantasmal soldiers in its wake, translucent forms in the shapes of bodies that are illuminated by fierce star-like points of light within them, connecting with each other with lambent paths to form unknown constellations.

Make a 400-foot trail ranged attack. If it hits, it deals weapon damage as normal. The trail from this maneuver then becomes filled with intangible images of the Stellaris Army. Whenever an enemy enters the trail, starts their turn within 60 feet of any space in the trail, or moves into that range for the first time on their turn, the Stellaris Army opens fire on them with slings and arrows of outrageous fortune, unless you command them not to. This deals 3d6 damage of a type of your choice that cannot be reduced, negated or avoided in any way. Damage dealt by the Stellaris Army cannot be healed unless by effects with an initiator or caster level higher than your own initiator level, or unless you allow it to be healed.

When you are within 60 feet of the trail, once per round as a free action on your turn you can designate a 15-foot-radius burst originating from any other point within 60 feet of it. The Stellaris Army concentrates fire on that area, immediately dealing another 3d6 damage to all enemies and objects in the area, and treating all creatures in the area as if they entered a trail from any Sagitta Stellaris [trail] strike of your choice up to 5th level, even strikes you do not know. This is an instantaneous effect that does not create an additional trail, and if it requires a save DC, the DC becomes 19 + your initiation modifier.

You can give the Stellaris Army instructions to attack or ignore certain types of creatures, based on visual information. Treat the Army as if they had truesight for their judgement, but they cannot communicate any information to others. The Army can see and fire into any overlapping planes to

hit creatures in range, and by default they do not fire on unconscious creatures unless instructed otherwise.

Unlike other [trail] maneuvers, this trail does not expire until you create it again, die, dismiss it as a free action, lose knowledge of the maneuver, or replace it in your readied maneuvers list when readying maneuvers again. Its effect triggers once per round per valid creature as long as it persists, rather than only once per creature. It does not end when you create a different trail with another maneuver. If another ability refers to your active trail when you have two trails this way, you choose one of the two trails for the ability's purpose when you use it, or once per round on your turn. Extensions of this trail's area created by other abilities are not permanent, and last until the start of your next turn. You can never have more than one trail with this maneuver's effect at once - if you would have multiple trails with this effect for any reason, all immediately end except for the newest instance.

CHARACTER OPTIONS

ARCHETYPES

ROSETHORN PRINCESS (HARBINGER ARCHETYPE)

Every harbinger draws power from their comprehension of negative thoughts - but there are some especially known for their grace and optimism. Rosethorn princes and princesses are ranged-combat harbingers with a dedicated appreciation of beauty, both in themselves and the world around them. This is not just superficial consumption or vanity: with their pasts often marked by the loss of something truly precious, a rosethorn princess' mindset is linked with a specific type of sorrow - fear of change.

All beauty eventually diminishes, and the charms of what one treasures are constantly at risk of distorting or fading, until a source of former joy becomes unrecognizable. Rosethorn princesses glamorize the past and desperately cling on to the present, trying to immutably root down the things they love and wishing that time would move slower - while ever yet keeping their distance, as they fear drawing close enough to verify the inevitable. All this causes their abilities to manifest in the forms of iridescent flowers: the ultimate symbol of ephemeral splendor.

Several of a rosethorn princess' class features depend on her having Claimed a creature, or affect creatures she has Claimed. For the purposes of these class features, only creatures Claimed using her dark claim ability count; they do not apply to other Claims (such as the soul hunter stalker's soul claiming class feature).



Class Skills: The rosethorn princess adds Appraise and Knowledge (Nature) to her list of class skills, and removes Knowledge (Religion).

Weapon and Armor Proficiency: The rosethorn princess is proficient with all simple weapons, martial ranged weapons, and light armor, but not with shields. This ability alters the harbinger's weapon and armor proficiencies.

Maneuvers: The rosethorn princess loses access to the Scarlet Throne and Cursed Razor disciplines, and adds Sagitta Stellaris to her list of available disciplines, gaining Knowledge (geography) as a class skill. She also adds either Solar Wind or Tempest Gale to her list of available disciplines, gaining Perception or Sleight of Hand as a class skill respectively. She otherwise learns, readies and initiates maneuvers as a standard harbinger. This ability alters maneuvers.

Accursed Will: Any attack that receives a bonus to damage from the rosethorn princess' accursed will feature cannot add any of her other positive ability score modifiers to its damage rolls. The rosethorn princess can choose to not apply the damage bonus from accursed will to an attack if she wishes. This modifies accursed will.

In the Eye of the Beholder: At 1st level, the rosethorn princess gains Precise Shot as a bonus feat. She is also considered to have the Point-Blank Shot feat for the purposes of prerequisites but does not gain its benefits unless she actually possesses the feat. This replaces Ill Tidings.

Dark Claim (Su): The range at which a rosethorn princess may Claim a creature is always 60 feet + 5 feet per harbinger level if it would otherwise be shorter, including with feats such as Grasp of Darkness. The rosethorn princess loses the ability to make attacks of opportunity against a Claimed creature using the withdraw action to leave a square she threatens. This modifies Dark Claim.

Woodland Stride (Ex): Starting at 2nd level, a rosethorn princess may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.



Kiss from a Rose (Su): A rosethorn princess imbues her desire for stagnancy into her ammunition as phantasmal seeds, which sprout from the wounds of her enemies into lush flowers and vines. Starting at 3rd level, she gains the ability to inflict a unique condition, bloom, onto her enemies. Bloom is a stacking condition that starts at bloom 1 and gets more severe with repeated applications: for example, a creature suffering from bloom 3 being inflicted with bloom 2 would then have the bloom 5 condition. However, bloom conditions inflicted by multiple rosethorn princesses on the same creature are tracked separately and do not stack with each other: apply only the effects of the highest severity.

The rosethorn princess can inflict bloom in the following ways:

- Whenever she hits a creature with a ranged weapon attack and deals damage, she inflicts [bloom 1]; if it was the first successful attack from a strike maneuver that turn, she instead inflicts [bloom 2].



- Enemies Claimed by the rosethorn princess are inflicted with [bloom 1] whenever they start their turn.
- If a Claimed creature ends their turn without moving at least 5 feet, they gain [bloom 1].

Each creature can only gain bloom from a specific rosethorn princess once per round per above method.

The bloom condition has the following effects:

- When a creature's bloom is at least 2, thin vines and flower buds wrap their limbs. They move at half speed (rounded up to the nearest 5-foot increment) and are cursed.
- Starting at 5th level, the flowers on a creature with bloom 6 flourish, decorating them with a full bouquet of colors. The creature moves at one quarter speed (rounded up to the nearest 5-foot increment), is entangled, and can no longer take 5-foot steps.
- Starting at 9th level, a creature at bloom 10 is on the verge of being consumed in a cloak of flowers, to the point their face or body can barely be recognized. The creature's speed is reduced to 5 feet, and they are also staggered, with the exception that they can still use a full-round action to tear blooms off themselves as below.
- Starting at 15th level, creatures take a penalty to their highest ability score (before penalties) equal to half the amount of bloom they have. This cannot reduce the ability score to below 1.
- A creature can tear all bloom off themselves or a willing ally within their reach. A standard action halves the total bloom on a creature, and a full-round action removes all bloom. Bloom deals 1d4 untyped damage to a creature for each stack of the condition removed from them in this way.
- Otherwise, all bloom fades harmlessly after the affected creature has been outside of combat for more than one minute, or if the rosethorn princess dies.

Bloom's speed reduction does not stack with any other speed reduction. However, if the rosethorn princess would ever reduce a creature's speed with the entangled condition via any of her other abilities (but not with items like *tanglefoot bags*), she may choose to have that ability inflict [bloom 3] instead of entangled. Bloom is a curse effect: a creature immune to curses is immune to bloom, and the successful use of *break enchantment*, *remove curse*, or similar effects removes the bloom condition from the target in addition to their normal effects. If the rosethorn princess gains the *whispers of atrocity* feature at 19th level, her bloom also ignores all of a target's immunities.

This replaces Grim News and Elusive Shadow.

In Memoriam (Su): Once the blooming flowers can fully capture a creature's beauty, the original is no longer needed, and should fade before they sully their legacy. At 4th level, when a creature suffering any bloom from the rosethorn princess dies, or otherwise falls unconscious from hit point loss or nonlethal damage, the cursed plants around them surge and grow into a giant blossom that fills the creature's space, even if the creature did not leave a corpse. If the creature is alive or still has a body, the blossom is linked to them. Creatures with fewer Hit Dice than half the rosethorn princess' character level do not create blossoms.

A blossom hovers in position (it does not fall unless the rosethorn princess wants it to), and the linked creature or corpse cannot move or be moved from their space while the blossom exists - if they are teleported, the blossom teleports with them. Blossoms do not impede other creatures' movement or prevent the linked creature from being healed: a blossom fades if the linked creature is able to act again (this includes being recreated as an undead, or similar). Blossoms have one quarter of the rosethorn princess' maximum hit points, an armor class of 10 + her initiation modifier, and share the rosethorn princess' saving throw bonuses when relevant. The rosethorn princess can erase any of her blossoms in range of her Claim ability as a swift action. Otherwise, blossoms last for one minute before crumbling to dust.

Once per round when within 5 ft. of a blossom, each ally of the rosethorn princess can use a free action to gain temporary hit points equal to the rosethorn princess' level that last for 1 round. When an enemy is within 5 ft. of a blossom, they are inflicted with [bloom 1], and always considered flanked against melee attacks, no matter where their attacker is. Each enemy can only gain bloom this way once per round. Creatures linked to a blossom can no longer gain additional bloom.

This replaces Massacre.

The Language of Flowers (Su): At 7th level, the rosethorn princess is under a constant Speak with Plants spell effect. This replaces Sorcerous Deception.

Drifting Memories (Su): Treasured recollections often shift over time, no longer reflecting what once was. At 8th level, once on each of her turns as a free action, the rosethorn princess can make one of her blossoms in range of her Claim ability move up to 15 feet. If the blossom is linked to a creature or corpse, the creature or corpse moves with it. No movement from this ability provokes attacks of opportunity. A blossom does not inflict bloom on adjacent enemies while moving, but it applies bloom as normal to adjacent enemies after it stops. This replaces Ill Intentions.



VARIANT: A ROSE BY ANY OTHER NAME

The rosethorn princess is a ranged-attack harbinger archetype that is not centered on the Sagitta Stellaris discipline, but still has high mechanical synergy with it. While beauty of the night sky isn't an uncommon thing for a rosethorn princess to wish to emulate, players may still prefer to not have to reconcile such a distinct pair of thematics on a single character. Here are some official suggestions to adapt one to match the other:

Sagitta Floris: The rosethorn princess has a unique way of expressing her Sagitta Stellaris maneuvers: trails are instead paths of floating petals or flowerbeds across the terrain, forced movement is caused by lashing vines, and other effects by magic glittering pollen. This should not be treated as a separate discipline in the campaign setting, merely a personal and perhaps heretical expression of Sagitta Stellaris - thus it is still based on Knowledge (geography), not Knowledge (nature).

Princess of Penitence: The rosethorn princess is renamed to 'Princess of Penitence', and is themed around guilt, burdens, avoidance and gravity. The Bloom condition is renamed to Burden, and is represented by semi-corporeal chains that only the afflicted can feel the weight of, as they grow heavier and heavier. Blossoms become 'monuments', creating phantasmal altars or stakes to display the sins of the fallen creature. The princess of penitence loses Knowledge (Nature) as a class skill, but regains Knowledge (religion). Woodland Stride is replaced by *Weight On Your Shoulders* (Ex), which lets her treat her strength score as 4 higher for the purposes of carrying capacity. At 7th level, she gains *shackle* as an at-will spell-like ability instead of a *speak with plants* effect, but can only have a maximum number of restraints summoned at once equal to half her level: summoning another set above this limit causes the oldest existing set to disappear. She uses her initiation modifier as her spellcasting ability modifier for this spell-like ability.

Other: Despite their appearance, the bloom and blossom mechanics do not create real plants, and do not interact specifically with abilities that affect plants, so a range of other minor re-flavoring options is possible.

Mourning Glory (Su): At 10th level, enemies within 5-foot of a blossom are automatically sickened for as long as they remain in range of it.

Reminiscence (Su): At 11th level, the rosethorn princess gains the ability to teleport to any free space adjacent to one of her blossoms in medium range (100 feet + 10 feet per level) as an immediate action once per encounter. This ability replaces black omen.

Harvest (Su): At 16th level, the rosethorn princess can make attacks of opportunity through her blossoms, spending her own attacks of opportunity to let blossoms attack when a creature would provoke one from them. Her blossoms each threaten an area out to 10 ft. around them, use the attack bonus of the rosethorn princess (including her strength or dexterity modifier, accursed will, and the enhancement bonus of any one weapon she is wielding) and her combat maneuver defense, and on hit deal 4d8 magical piercing damage and inflict the entangled condition for 1 round. The rosethorn princess can make an additional number of attacks of opportunity each round equal to half her intelligence modifier.

Cherished Moment (Su): Starting 18th level, once per encounter as a move action, the rosethorn princess can draw on an idealized memory of a fallen enemy. She erases a blossom in range of her Claim ability, and in its space

conjugates a phantasmal copy of the creature that was linked to that blossom at full hit points, and with copies of all its equipment except artifacts. The copy is loyal to the rosethorn princess but has no true will of its own. The copy can immediately take a full turn of actions following directions from the rosethorn princess, and then disappears along with all its possessions when its turn ends. However, this copy can only use abilities or personal possessions that the rosethorn princess observed the original creature performing, and the original creature is immune to being directly affected by anything its copy does.

This ability replaces Voices in the Dark.

BULLETWRITER (GUNSLINGER ARCHETYPE)

Many see the receiving end of a bullet as a very impersonal form of murder: to bulletwriters, this couldn't be further from the truth. Gifted with a talent for psychic magic but led by circumstance to take up the way of the firearm, bulletwriters are artisans who imbue a unique memory, sensation, or concept into every piece of ammunition they load, and these sentiments make their bullets perform the impossible. A memory of a starlit night might make bullets veer, the searing glow of a campfire may make them burn with a perpetual flame, a fervent wish for peace could have the bullet knock a weapon from an opponent's hand - the only constant is that every shot has a story behind it.



TABLE 2-1: ARCHETYPE MANEUVER PROGRESSION

Level	Known	Maneuvers Readied	Stances	Maximum Maneuver Level Known
1st	3	3	1	1
2nd	4	3	1	1
3rd	5	3	1	1
4th	6	4	2	2
5th	6	4	2	2
6th	6	4	2	2
7th	7	4	3	3
8th	7	4	3	3
9th	8	4	3	4
10th	8	5	3	4
11th	9	5	4	5
12th	9	5	4	5
13th	10	5	5	6
14th	11	5	5	6
15th	11	6	5	6
16th	12	6	5	6
17th	13	6	5	6
18th	14	6	5	6
19th	14	6	5	6
20th	15	7	5	6

Maneuvers: A bulletwriter begins his career with knowledge of three martial maneuvers. The disciplines available to him are Sagitta Stellaris, Solar Wind, and Tempest Gale.

Once the bulletwriter knows a maneuver, he must ready it before he can use it (see Maneuvers Readied, below). A maneuver usable by bulletwriter is considered an extraordinary ability unless otherwise noted in it or its discipline's description. A bulletwriter's maneuvers are not affected by spell resistance, and he does not provoke attacks of opportunity when he initiates one.

The bulletwriter learns additional maneuvers at higher levels, as indicated on **Table 2 - 1: Archetype Maneuver Progression**. The maximum level of maneuvers gained through bulletwriter levels

is limited by those listed in that table as well, although this restriction does not apply to maneuvers added to his maneuvers known through other methods, such as prestige classes or the Advanced Study feat. A bulletwriter must meet a maneuver's prerequisite to learn it. See the Systems and Use chapter in Path of War for more details on how maneuvers are used.

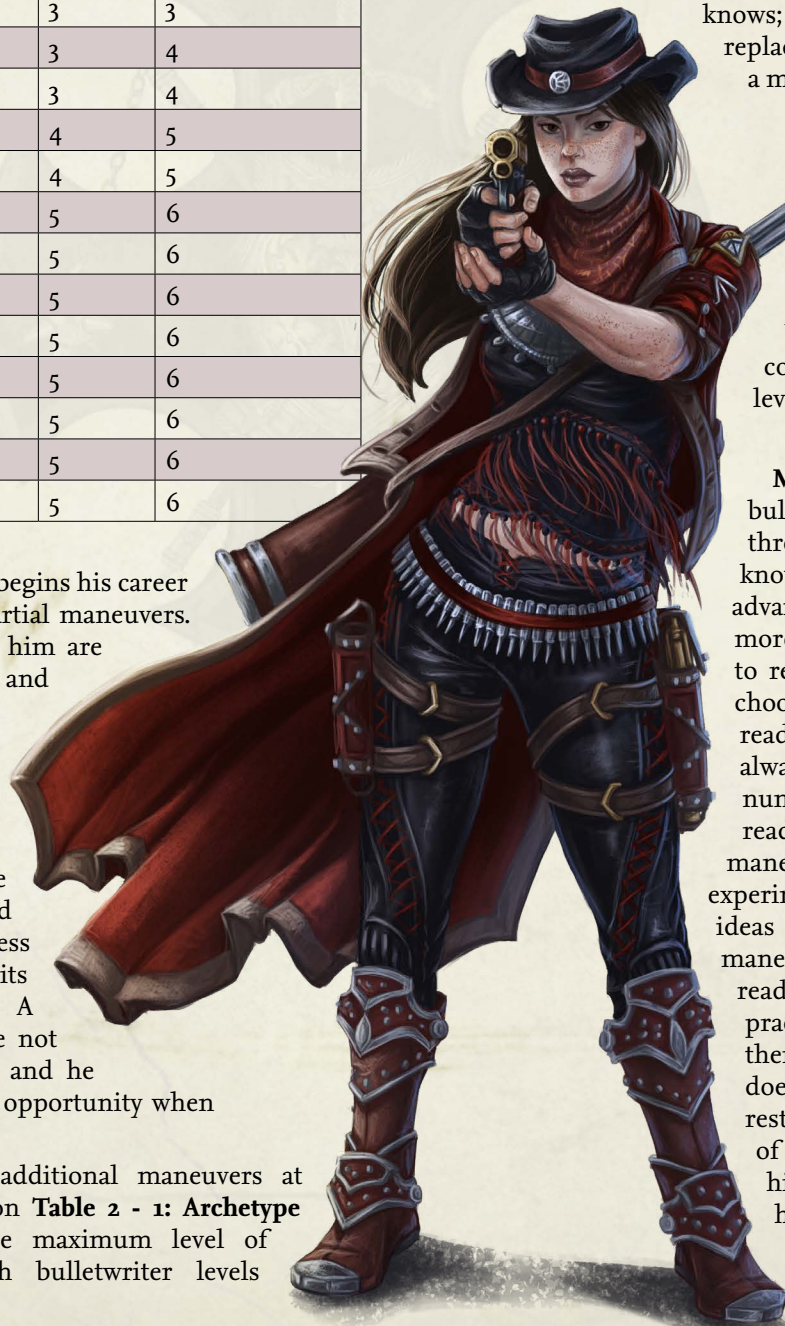
Upon reaching initiator level 4th, and at every even numbered initiator level thereafter (6th, 8th, 10th, and so on), the bulletwriter can choose to learn a new maneuver in place of one he already knows. In effect, he loses the old maneuver in exchange for the new one. He can choose a new maneuver of any level he likes, as long as he observes the restriction

on the highest - level maneuvers he knows; the bulletwriter need not replace the old maneuver with a maneuver of the same level.

He can swap only a single maneuver at any given level.

A bulletwriter's initiation modifier is Wisdom, and each bulletwriter level is counted as a full initiator level.

Maneuvers Readied: A bulletwriter can ready all three of his maneuvers known at 1st level, and as he advances in level and learns more maneuvers, he is able to ready more, but must still choose which maneuvers to ready. A bulletwriter must always ready his maximum number of maneuvers readied. He readies his maneuvers by meditating on or experimenting with new bullet ideas for ten minutes. The maneuvers he chooses remain readied until he decides to practice again and change them. The bulletwriter does not need to sleep or rest for any long period of time in order to ready his maneuvers; any time he spends ten minutes practicing, he can change his readied maneuvers.





A bulletwriter begins an encounter with all his readied maneuvers unexpended, regardless of how many times he might have already used them since he chose them. When he initiates a maneuver, he expends it for the current encounter, so each of his readied maneuvers can be used once per encounter (unless he recovers them, as described below).

In order for the bulletwriter to recover maneuvers, he must use his spontaneous bullet class feature (see below). Alternatively, the bulletwriter may immerse himself in a single thought without needing to channel it, allowing him to recover a single maneuver as a standard action.

Stances Known: A bulletwriter begins his career with knowledge of one stance from any discipline open to bulletwriter. At 4th, 7th, 11th, and 13th levels, he can select an additional stance to learn. The maximum level of stances gained through bulletwriter levels is limited by those listed in **Table 2 - 1: Archetype Maneuver Progression**. Unlike maneuvers, stances are not expended and the bulletwriter does not have to ready them. All the stances he knows are available to him at all times, and he can change the stance he is currently maintaining as a swift action. A stance is an extraordinary ability unless otherwise stated in the stance or discipline description.

Unlike with maneuvers, a bulletwriter cannot learn a new stance at higher levels in place of one he already knows.

This ability replaces the bonus combat feats gained at 4th, 8th, 12th, 16th and 20th levels.

Occult Awareness: At 1st level, a bulletwriter gains Psychic Sensitivity as a bonus feat.

Bulletwriting (Su): As part of readying maneuvers for ten minutes, a bulletwriter can condense memories, sensations or sentiments into phantasmal firearm rounds. This creates twenty semi-real pieces of ammunition that function as mundane steel ammunition appropriate for a firearm of his choice, except the bulletwriter reduces the time required to reload a firearm with them by one step (a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action). After this ammunition is used for an attack, it vanishes. Otherwise, the ammunition lasts for 24 hours.

If any creature other than the bulletwriter tries to attack with this ammunition, the attack fails and the ammunition used vanishes. If the firearm loaded with this ammunition has magical properties, these properties are bestowed upon the ammunition as normal.

Spontaneous Bullet (Su): The bulletwriter is never at shortage of new experiences to channel, and focusing his adrenaline lets him materialize more ammunition on the

spur of the moment, perfectly tailored to the situation. As a standard action, the bulletwriter creates a single piece of ammunition as if by his bulletwriting feature, or chooses an existing piece of held firearm ammunition, and it then gains one of the following weapon properties: cruel, corrosive, dry load, flaming, frost, limning, merciful, or shock.

This ammunition loses the granted property after being used in an attack, if more special ammunition is created by this ability before the first is used, or at the end of the bulletwriter's next turn. After using this ability, the bulletwriter recovers a number of expended maneuvers equal to his bulletwriter initiation modifier (minimum 2). The bulletwriter must be holding an appropriate firearm, which is immediately loaded with this special ammunition - if he lacks one, he recovers maneuvers as normal but does not create or enhance any ammunition.

The list of properties the bulletwriter can choose from increases with his level in this class:

5th: ghost touch, planar, seeking, thundering

8th: bane

10th: anarchic, axiomatic, corrosive burst, flaming burst, holy, icy burst, lesser designating, phase locking, shocking burst, unholy

The bulletwriter may spend one point of grit to reduce the time taken to use this ability from a standard action to a move action. Starting from 12th level, the bulletwriter may also spend an additional point of grit to have the chosen weapon property instead apply to the ammunition of every firearm attack he makes until the end of his next turn.

Invitation (Su): Connections and risks both fuel inspiration. By creating a brief, unguarded psychic link with a nearby enemy, the bulletwriter receives a flash of vague ideas and memories from them to fuel his art - though enemies can also take advantage of the vulnerability this link creates.

Starting from 2nd level, once per round as a move action in combat, the bulletwriter may choose a hostile creature within 60 ft. that he can see and issue them a psychic invitation. The creature cannot have fewer hit dice than half the bulletwriter's character level, must be able to move, and must have a melee threatened area. That creature may then immediately move up to half their speed closer to the bulletwriter as a free action outside of their turn, and gains a +4 bonus to their AC against attacks of opportunity during that movement. Whether or not the creature chooses to move, the bulletwriter restores 1 grit point by sending this invitation.

Starting at 6th level, the bulletwriter can use this ability as a swift action at even greater risk: the invitation is sent to all applicable creatures in range, and the bulletwriter cannot choose which creature accepts, though no more than one creature can do so. The responding creature can then move up to its full speed and does not provoke any attacks



of opportunity during that movement, and if it threatens the bulletwriter at the end of that movement, it may make an attack of opportunity against him. At least one applicable creature must be in range of the invitation for the bulletwriter to restore grit.

This ability replaces nimble.

This One's From the Heart (Su): A bulletwriter knows there are countless different sentiments to draw on, and the only limit is his own skill: with preparation, devotion, and an especially powerful sentiment, he can keep pushing his limits. Starting from 5th level, once per day, the bulletwriter can spend one hour of work to create a single unique deadliner bullet. This ammunition is created either as if by his bulletwriting feature, or by imbuing an existing piece of firearm ammunition with extra power (despite the name, it can be any type of firearm ammunition, not just a bullet). When he does so, he chooses any strike maneuver he could learn as a bulletwriter maneuver with the *Advanced Study* feat: the maneuver must either be able to be used with ranged attacks, or create an area of effect without requiring an attack roll. The deadliner bullet stores this maneuver for 24 hours, or until the bulletwriter makes a new deadliner bullet.

The deadliner bullet must be loaded into a firearm normally, and the action of firing it is treated as a single use of that maneuver as if the bulletwriter had that maneuver known and readied (the action required to fire the bullet is the same as the action needed to initiate the maneuver). If the maneuver allows multiple ranged attacks to be made, all ammunition comes from the deadliner bullet making magical copies of itself for that purpose. A deadliner bullet may not be used simultaneously with any other strike maneuver. After

being used once, regardless of the maneuver's success, the deadliner bullet loses the stored maneuver. Deadliner bullets function as mundane bullets for anyone except the bulletwriter, and possessing a deadliner bullet does not count as knowing the maneuver for any other purpose (such as meeting prerequisites, gaining class skills, or gaining bonus power points from the *Sleeping Goddess* discipline).

At 10th level and every five levels after, the bulletwriter can create an additional deadliner bullet as part of the same hour of work, and carry an additional active deadliner bullet at once. These bullets can each contain a different maneuver.

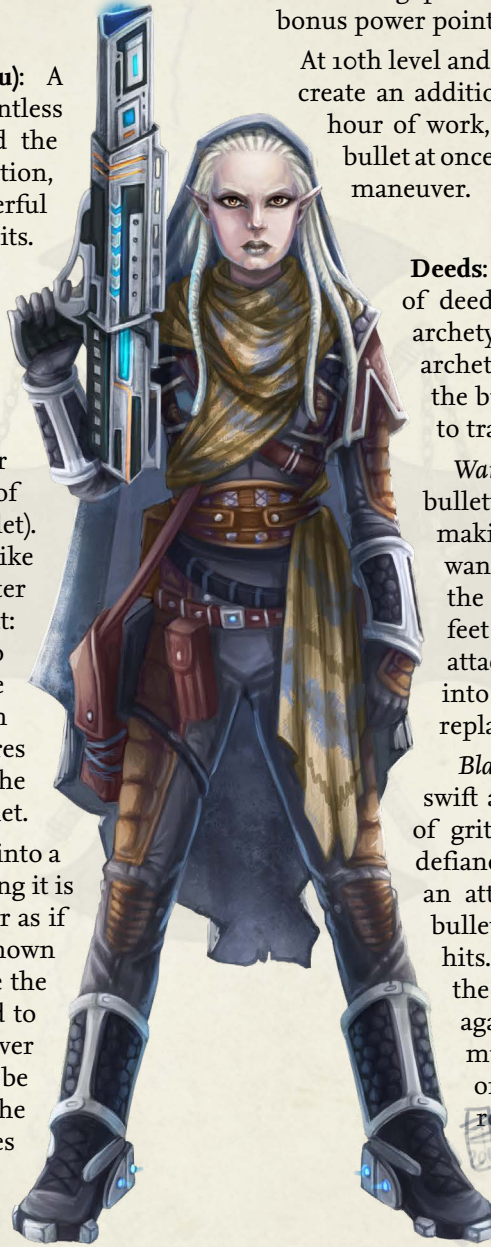
Deeds: A bulletwriter gains a modified list of deeds. This does not cause the bulletwriter archetype to be incompatible with other archetypes that modify the deeds list, as long as the bulletwriter still has the appropriate deeds to trade out.

Wandering Impulse (Su): At 3rd level, the bulletwriter can spend 1 point of grit when making an attack to infuse it with feelings of wanderlust, spontaneity, or claustrophobia. If the attack hits, the target is forced to move 10 feet in any direction it can, without provoking attacks of opportunity, but cannot be moved into an inherently dangerous area. This replaces *Pistol-Whip*.

Blackpowder Medicine (Su): At 7th level, as a swift action the bulletwriter can spend 1 point of grit to infuse his ammunition with vigor, defiance, or belief, and fire it at an ally, making an attack against their AC as normal. If the bulletwriter fires at himself, it automatically hits. If the attack hits, it deals no damage, and the hit ally may make a new saving throw against an ongoing effect that allows for multiple saving throws over time to negate, or an effect that has a duration measured in rounds. A successful saving throw ends or reduces this ongoing effect as if they had passed the original saving throw. If the bulletwriter spends an additional point of grit, he may take this action even if a condition would otherwise prevent him

from being able to as long as he could still take purely mental actions, and the affected ally gains a morale bonus to the saving throw equal to the bulletwriter's initiation modifier. This replaces *Dead Shot*.

Heaven's Lore (Su): At 11th level, the bulletwriter can fill their bullets with intricate knowledge and intense convictions that forcibly fill the target's mind when they hit. Once per round when making a ranged firearm attack against a creature, the



DEADLINER BULLETS

As a reminder, the *Advanced Study* feat can allow an initiator to learn a maneuver that is not limited in level by **Table 2 - 1: Archetype Maneuver Progression**. Typically, this means that the deadliner bullet can contain a strike maneuver of a level one higher than the highest level maneuver the bulletwriter knows from gunslinger class levels, or even higher starting from 15th level.



bulletwriter can spend 2 points of grit to activate this ability: if the attack hits, the target must make a Will with save DC of 10 + one-half the bulletwriter's level + the bulletwriter's initiation modifier against one of the following effects:

- The target gains a better understanding of the bulletwriter's beliefs or history, and improves their attitude towards him by two steps.
- The target believes a statement of information of up to 25 words, as if the bulletwriter made a successful bluff and/or diplomacy check to convince them. They realise that these aren't their own thoughts after twenty-four hours, or when faced with clear evidence they're wrong. This cannot change a target's fundamental beliefs.
- The target's sense of self and identity is violently overwritten for 1 round, during which they perform any non-suicidal actions that the bulletwriter wishes. This is a compulsion effect.

All modes of this ability are a Mind-Affecting effect. A target that fails their save forgets that they were shot by the triggering attack, but becomes immune to further uses from the same bulletwriter for the next 24 hours. If the bulletwriter chooses, they can have the attack deal no damage to the target.

This replaces Bleeding Wound.

The World in a Bullet (Su): The culmination of a bulletwriter's artistic development lets them create entire worlds that exist within the ammunition they craft. At 19th level, by spending 4 points of grit and four hours of work with a piece of non-magical non-alchemical non-scatter firearm ammunition, the bulletwriter can create a demiplane inside it, as if by the *create greater demiplane*^{UM} spell, or add features to an existing plane. This demiplane cannot have the Portal feature, cannot have its area expanded by further castings of the spell or uses of this ability, and cannot be made permanent with *Permanency*. It exists within its own extradimensional space rather than the Astral or Ethereal plane. The ammunition becomes magical, and can no longer be damaged by mundane means, including by being used in a ranged attack. Any creature touching the ammunition can use a standard action to enter the demiplane: creatures that willingly enter the demiplane may use an action to leave it at any time, appearing in the closest unoccupied space to the ammunition. If the bulletwriter uses this ammunition in a ranged firearm attack, a creature hit by it must make a will saving throw with DC of 10 + one-half the bulletwriter's level + the bulletwriter's initiation modifier or be forcibly shunted into the demiplane within, and if successfully sent inside, other creatures cannot be forced to enter the bullet's demiplane until one minute has passed.

If the bulletwriter creates another demiplane this way, or if the ammunition is destroyed or permanently enchanted, the existing demiplane ends and ejects all foreign contents into the ammunition's surroundings. As long as they are on the same plane, the bulletwriter can cause the demiplane

ammunition to teleport into one of their free hands as a standard action.

Optional Deeds: In addition to the above modifications to the gunslinger deed list, a bulletwriter may choose to individually trade out further deeds for alternate options. If a particular gunslinger deed is not replaced by an optional deed, it may be traded out by a different archetype as normal.

Traditional Unorthodox Design (Su): The bulletwriter has taken inspiration from alchemical cartridges, and figured out how to replicate their effects with emotions. At 3rd level, by spending 2 points of grit when using his bulletwriting feature, the bulletwriter can instead create ten pieces of ammunition that mimic the properties of an alchemical cartridge of his choice, instead of mundane steel. The reduction in reload time from the bulletwriting feature does not stack with the time reduction from alchemical cartridges, but if ammunition created this way would call for a saving throw, the save DC instead becomes 10 + half the bulletwriter's level + the bulletwriter's initiation modifier. Otherwise, this ammunition behaves in all ways as normal for the bulletwriting feature. This deed can be taken in place of Gunslinger Initiative.

The Origin Trail (Su): At 7th level, the bulletwriter can spend 1 point of grit when making an eligible attack to apply the benefits of the Stellar Trailblazer feat to it, as if he possessed the feat. He does not need to meet the prerequisites of the feat or obey the feat's recovery restriction to use this deed again. He may also use this deed without making a strike as long as he does not use a strike maneuver that round, applying the [Trail] benefits to a normal ranged attack which can be part of a full attack. If so, treat the resulting trail as if it was associated with a maneuver of level equal to half the bulletwriter's initiator level, rounded up (maximum 9). If the bulletwriter already has the Stellar Trailblazer feat on learning this deed, he may immediately exchange the feat for another feat he would have qualified for at the time. This deed can be taken in place of Startling Shot.

Heavy Rain (Ex): At 7th level, the Bulletwriter gains *Heavy Rain* as a bonus feat, even if he does not meet the prerequisites. In addition, he gains an additional maneuver known, which must be a 1st level strike with the [Rain] descriptor from one of his Bulletwriter disciplines. If he already knows such a maneuver, he may instead learn any 1st-level maneuver available to him from his disciplines. This deed can be taken in place of Targeting.

Primal Spirit (Su): At 11th level, once per turn as part of making a ranged attack the bulletwriter can spend 3 points of grit to infuse the projectile with powerful, instinctive emotions, which causes it to emanate a fierce animal-shaped field of psychic energy around it as it flies. The ammunition's path is controlled as if drawing a [Trail] strike with length equal to the attack's first range increment, except it doesn't leave any



BOLTWRITERS AND OTHER STYLES

If the bulletwriter archetype is combined with another gunslinger archetype changes the weapon that the class focuses on to a different ranged weapon (such as the Bolt Ace with crossbows), all bulletwriter features that specify firearms, firearm attacks or firearm ammunition can additionally work with whichever type of weapon becomes the new focus of the class.

path (If used with a [Trail] strike, use the strike's trail length and create the trail's path as normal). Unlike a normal Trail, this path does not require line of sight or line of effect from the bulletwriter to its spaces, and can even attack targets that have total cover from the bulletwriter if approaching from a direction where that cover would not apply, and the target does not gain any concealment from cover negated this way. After drawing this path, the bulletwriter picks a number of creatures up to their initiation modifier (minimum 3) that are in or adjacent to any of its spaces. These creatures must make a Will save with DC of 10 + one-half the bulletwriter's level + the bulletwriter's initiation modifier or become staggered for 1 round or fall prone (the bulletwriter's choice) from the animal aura savagely tearing past them. The bulletwriter cannot use this deed with a different attack after already making a [Trail] attack that turn. This deed can be taken in place of Expert Loading.

NEW FEATS

A CANDLE BENEATH THE NIGHT SKY (COMBAT)

Your soul candle shines with cosmic radiance.

Prerequisites: Soul Candle Class Feature, two Sagitta Stellaris maneuvers known.

Benefits: While you have an active trail, you may treat all spaces within 5 feet of your candle as being spaces of your trail. This increases to 10 ft. if you gain access to lantern effects from the Candle Magic feature, and 15 feet when you gain access to bonfire effects. These affected spaces do not extend their effect upwards and downwards as a trail normally would. As usual, moving this aura onto a stationary creature does not count as them entering the trail. Also, if you have the Share the Light feature, you can instead select an ally within 60 feet for that feature's effect.



BINARY STAR SWIRL (COMBAT)

Your twin weapons fly like two stars spinning around a common gravitational center.

Prerequisites: Two Sagitta Stellaris maneuvers known, two Thrashing Dragon maneuvers known.

Benefit: When you make a [Trail] strike while wielding a valid primary weapon and offhand weapon, you can make one attack with each as part of the strike. You first draw and resolve the trail with your primary weapon as normal, and then your offhand attack draws a second trail. You take two-weapon fighting penalties as normal for attacking with both weapons. Both paths drawn are considered to be part of the same trail, even if they may be split. The total length of both trails combined cannot exceed 10 ft. + the stated length of the trail strike, but you can otherwise divide the length between them however you wish.

If the strike grants bonus damage, only your attack with the primary weapon gains that damage, but if the strike treats a target hit as having entered the trail, both the attacks gain that effect. In addition, if a target hit by the first attack passes any saving throw that was required on entering the trail, hitting them with the offhand attack will force them to repeat the saving throw. Using this feat with a [Rain] strike as a full-round action consumes your first off-hand attack from two-weapon fighting, but does not otherwise count towards the limit of extra attacks you can make.

CHARTING THE WAXING MOON (COMBAT)

The skies move in constant patterns - the moon disappears, but you always know where and when it will return.

Prerequisites: Two Sagitta Stellaris maneuvers known, two Veiled Moon maneuvers known.

Benefit: Whenever you initiate a [Trail] strike, you may also expend a readied Veiled Moon maneuver to mark a space in your trail within close range of you after you finish drawing it. If you are in a Veiled Moon stance, you can instead mark a space this way for free.

At the very start of your next turn, if the marked space is unoccupied, you may spend a swift or move action to teleport to it. Whether or not you do, the mark then disappears. All intelligent creatures who can see the marked space innately understand its effect.



FISTS OF THE NORTHERN STARS (COMBAT)

You have taken a much more hands-on approach to astronomy.

Prerequisites: Two Fool's Errand maneuvers known, two Sagitta Stellaris maneuvers known.

Benefit: While you maintain a Sagitta Stellaris or a Fool's Errand stance, you gain the following benefits:

- You gain a new type of unarmed strike, the Comet Punch, which fires bursts of energy from your fists or anything else you can make an unarmed strike with. This is considered both an unarmed strike and a ranged weapon that creates its own supernatural ammunition, and deals damage as if you hit with an unarmed strike, with range increment of 20 ft.. It benefits normally from all features that improve your unarmed strikes, and can be used with the bonus unarmed strikes granted by Fool's Errand maneuvers, but cannot be used with two-weapon fighting. Using a Comet Punch provokes attacks of opportunity as normal for ranged attacks, unless you are in a Fool's Errand stance. If you are in a Sagitta Stellaris stance, the range increment increases to 100 ft.. Comet Punch is an associated discipline weapon for Sagitta Stellaris.
- During your turn, you may consider yourself to be in every space of your active trails for the purposes of making and maintaining locks, and dragging locked creatures. You can spend movement as normal, but without actually moving yourself, to drag a locked creature half the distance in any direction as long as they remain adjacent to or within a space of one of your active trails. If at the end of your turn you are locking a creature out of your melee reach and have no other ability that lets you maintain a lock this way, the lock ends. You cannot use this ability to drag a creature without a fly speed off the ground.

HEAVY RAIN (COMBAT)

You have practiced chaining your strikes into flurries of arrows so often that you've broken the limits for simpler maneuvers.

Prerequisites: Initiator level 8th, at least two maneuvers known with the [Rain] descriptor.

Benefit: When you initiate a 1st level strike with the [Rain] descriptor as a full-round action, you can follow it with all your additional attacks from a full attack,

including extra attacks from high base attack bonus, and ignoring the normal limits on additional attacks you may make. Effectively, you make a normal ranged full attack with the first attack being replaced by the strike (The Manyshot feat can still apply to this attack as normal).

In addition, you gain the benefits of the Extra Readied Maneuver feat, but you can only use this additional slot to ready a 1st level [Rain] strike.

At 14th initiator level, these benefits can also apply to 2nd-level [Rain] strikes.

ISOLATION, DEMARCATION (COMBAT)

You can let an enemy experience a fraction of the loneliness of deep space.

Prerequisites: Ability to Claim creatures, two Sagitta Stellaris maneuvers known.

Benefit: Whenever you Claim a creature while you have an active trail, you may create additional spaces of your trail within all spaces occupied by or adjacent to that creature. These new spaces of your trail then extend upwards and downwards as normal. If you can Claim multiple creatures with the same action, you must choose only one to apply this effect to.

SAGITTA STELLARIS STYLE (COMBAT, STYLE)

You become adept at creating cosmic trails.

Prerequisites: 1 or more Sagitta Stellaris stances, Knowledge (Geography) 3 ranks.

Benefit: Trails you create from trail strikes that would expire at the beginning of your next turn instead last until the end of your next turn, or until you create another trail, whichever comes first. A creature still cannot trigger the effect of entering the same trail multiple times.

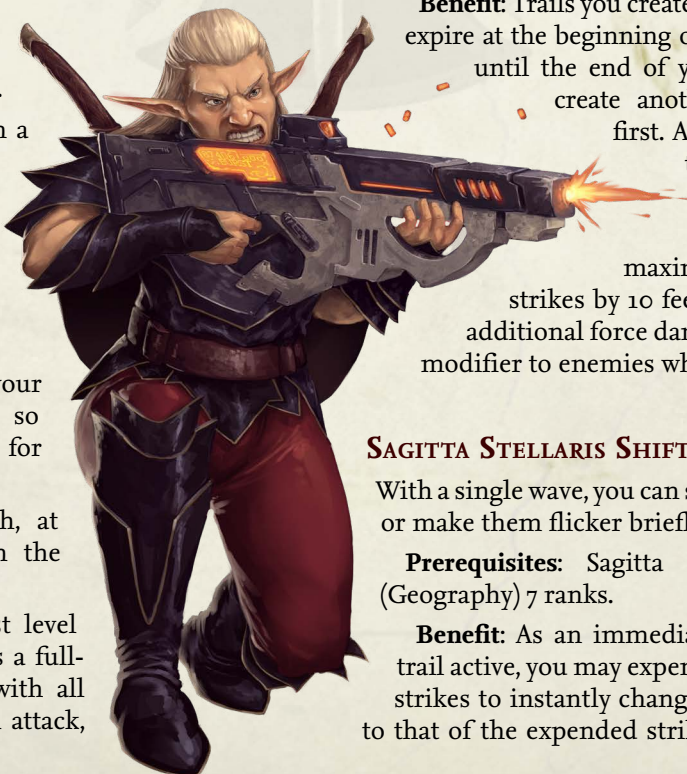
In addition, increase the maximum length of all your [trail] strikes by 10 feet, and all of your trails deal additional force damage equal to your initiation modifier to enemies who enter them.

SAGITTA STELLARIS SHIFT (COMBAT)

With a single wave, you can shift the nature of your trails, or make them flicker briefly into overlapping planes.

Prerequisites: Sagitta Stellaris Style, Knowledge (Geography) 7 ranks.

Benefit: As an immediate action when you have a trail active, you may expend one of your readied [Trail] strikes to instantly change the effect of an active trail to that of the expended strike, as if the trail were made





by that strike. Creatures in the shifted trail are subject to the new effect as if they had entered the trail, unless they had not moved since the original trail was formed. If the shifted trail has a saving throw, its DC is set to 12 + half your highest initiator level + your initiation modifier if it would otherwise be lower. This change is applied before other effects that would increase the DC, such as Discipline Focus.

Additionally, when a creature teleports past your trails (determined if a straight line between the start and end points of their teleportation passes through a space affected by your trail), you may choose to affect them as if they entered that trail. This does not interrupt their teleportation in any way; applicable effects occur after they arrive at their destination.

SAGITTA STELLARIS SPOTLIGHT (COMBAT)

You suffuse yourself or allies with the excess cosmic power from your trails, glowing with the brightness of the stars.

Prerequisites: Sagitta Stellaris Style, Sagitta Stellaris Shift, Knowledge (Geography) 13 ranks.

Benefit: You have a 15-foot aura that you can enable or disable as a free action once per turn each, and its area always counts as part of your active trail. Whenever you enable this aura, you can make it originate from an ally you can see, instead of yourself. As usual, moving this aura onto a stationary creature does not count as them entering the trail, but the aura bearer can be considered to enter the trail upon any movement at all.

The aura fills its radius with bright light. You can exempt yourself and your allies from any effects of this aura if you choose. The aura effect changes automatically with your active trail - when you have no active trail, the aura has no effect and creates no light, but is still present.

At 15th and 19th initiator levels, the aura radius increases by 5-foot.

STALKING SNAKE STAR SIGN (COMBAT)

You are one of the rare Steel Serpent users who can create their own night sky to hide under.

Prerequisites: Two Sagitta Stellaris maneuvers known, two Steel Serpent maneuvers known.

Benefit: Once per round when you move at least 10 ft. within one of your Trails, you can expend a readied Steel Serpent maneuver to gain the ability to use the Stealth skill while being observed for 1 round as long as you remain in your trail, then make a Stealth check to hide as a free action.

You do not need to expend a Steel Serpent maneuver to do this if you are in a Steel Serpent stance, or if the trail was created by a Steel Serpent Strike (such as with the Stellar Trailblazer feat).

If your trail's duration ends while you are using Stealth within it, you remain hidden until you move, take an action,

or the end of that turn. An attack made this way gains the benefits of Stealth as normal.

You take no penalties to Stealth for moving over half your speed within your trails. In the event they would apply, penalties to Stealth from sniping are halved for you within your trails.

STELLAR TRAILBLAZER (COMBAT)

A tenet of Sagitta Stellaris is that every projectile's path means something, and you can extend that teaching to other martial disciplines.

Prerequisites: Initiator level 3rd, two Sagitta Stellaris maneuvers known.

Benefit: Whenever you initiate a standard-action Strike maneuver without the [Trail] descriptor that targets a single creature, makes only one attack, and is used with a ranged attack, you may add the [Trail] descriptor to it. Trails created this way have a length equal to the range increment of the weapon you are using, to a maximum of 90 feet before other bonuses, and the following effect:

Enemies that enter the trail receive a penalty to damage on the first attack they make within 1 round equal to double the level of the maneuver that created the trail.

After applying this feat to a maneuver, you must recover at least two maneuvers (not necessarily including the strike you used this feat with) before you can use this feat again.

NEW TITLE VEIL

THE ASTRONOMER

Descriptors: Title

Class: Rajah

Slot: Head

Saving Throw: none

The astronomer's eyes glitter with a dozen motes of light, some connected by lines in tiny constellations.

As a move action, or once per round as part of using any action to move at least ten feet, the entitled may designate a line of up to 20 feet within medium range (100 feet + 10 feet per veilweaver level). The line does not need to originate from the entitled; it may start anywhere and travel in any direction as long as it is completely contained within range. Once designated, the line glows faintly and remains until the entitled designates another line with this veil, dismisses the line as a free action, or has the line completely out of range.

Once per round when the entitled makes a ranged weapon attack against any creature in the line, phantom copies of their ammunition appear around them and fire at all other creatures of their choice within the line's area. These extra



attacks all share the original attack roll result, but cannot critically hit and otherwise are treated as normal attacks: they do not gain any additional damage or effects from strike maneuvers, or from any other source, unless the bonus damage or effects would automatically apply to every ranged attack the entitled would make during that turn. The entitled is only considered to have made one attack, but each targeted creature defends against their instance of it separately. The phantom attacks are treated as if made with the same weapon and ammunition as the original attack, but the effects of any limited-use properties of them are not replicated. Attacks with alchemical weapons cannot be copied.

If the entitled has an active Trail from a maneuver and any part of that trail overlaps with their designated line from this veil, the entire area of the line is treated as an extension of the trail while it is active.

Essence: For each point of essence invested in this veil, the maximum length of the designated line increases by 5 feet. For every three points of essence invested, the entitled can copy an additional ranged attack each round.

Chakra Bind (Head): The line created with this veil erupts into a wall of bright magic light that extends both upwards and downwards from every space of the line for 5 ft. per two initiator levels. This wall of light is intangible, but enemy vision cannot see past it. However, the wall doesn't impede an enemy's ability to see any creatures adjacent to them, which are visible as silhouettes if past the wall. Enemies can still make ranged attacks through the wall or aim at spaces past the wall with abilities, though these are subject to total concealment as normal for targets they cannot see.

NEW MARTIAL TRADITION

THE ECHOES OF PROPHECY

Alignment: Any non-evil.

Symbol: Two figures watching a shooting star. Often, one is detailed or solid while the other is faded or an outline.

Disciplines: Sagitta Stellaris.

Oath: It is said that the Echoes' Grand Administrator keeps a secret list of names gathered from divinations: future members that have been foretold to accomplish great things



for the organization's cause. When an intern on that list shows interest in becoming a formal member, there is very little reason to deny them if they have shown a baseline level of capability - if too inexperienced, they are told to come back in a few years. However, as the Echoes are in the business of *changing* the future as much as predicting it, they are always on the lookout for rising talents, even ones that their prophecies never mention. As the modern workings of the organization still aren't large-scale, this selection process is more informal, based on recommendations, peer assessment, and general trust. Whether a member is chosen due to their record of achievements, or the whims of the future, either way they are brought to a private meeting with at least two current members of the Echoes. These members oversee the formalities, teach the member the *Timeless Message Ritual*, and have them read and sign the contract of oath, which is then couriered to the archives of the Echoes' main office.

"History is watching us. By choosing to become an agent of the Echoes of Prophecy, I agree to let them become part of my story, and I a fragment of theirs, in turn a fragment of the history of the Empire of Stars. I will represent the Echoes in ways the future can look back on nobly, and with the knowledge they share, I will keep searching to unravel secrets lost to time. I work on the goodwill of the Empire of Stars, and swear not to use this link to dark ends, lest I make enemies of them for all eternity."

Allegiance Benefit: A member of the Echoes of Prophecy gains a +2 insight bonus on Knowledge (geography), Knowledge (history), and Perception checks. In addition, they learn *Astrati*, the dead language only used by the Empire of Stars. Finally, they gain the ability to perform the *Timeless Message Ritual*: Once per week they can spend ten minutes drawing a magic circle and activating it to send a message of up to twenty-five words back in time to the Empire of Stars, along with a set of coordinates. Digging or searching at those coordinates will then uncover a preserved cache or tablet with the Empire's response.

- If the request is information about the future, treat the reply as is produced by the *divination* spell with caster level equal to the user's character level. A failed percentage roll of this spell means that no reply is found, for reasons unknown.



- If the request is about information about the present or recent past, the empire communicates a summary of their relevant prophecies or omens on the topic, which the user can combine with their own knowledge to deduce an answer. Treat this as the *akashic communion* spell with caster level equal to the user's character level. This cannot be used to gain knowledge of events more than a few years into the past, unless the events date back to the Empire's time.
- At the GM's discretion, the user may request a more open-ended favor of the Empire. See *Available Services* below.

Using 25 gp worth of gold dust in the ritual allows the member to ignore the one-week limitation, but the ritual can never be performed more than once a day by the same creature, and a ritual performed this way cannot be used for the third mode.

A former member of the Echoes loses the granted insight bonuses to skills, but does not forget Astrati or how to perform the Timeless Message Ritual. However, those who have lost standing with the organization and the empire will simply find that their messages to the past no longer get replies.

Description: The Echoes of Prophecy is a relatively new martial tradition, lacking in personnel and influence compared to most others - yet simultaneously, it is one that has been influencing history in small ways for centuries.

Barely thirty years ago, a small independent archaeology team, following the most desperate of rumors, ventured far into uncharted lands in search of a breakthrough. Their gamble was rewarded, and they unearthed a long-sealed underground temple. It was immediately obvious that this wasn't any ordinary ruin: the writings, magic tools, and beautiful mosaics of the night sky within were evidence of an ancient civilization that had gone unmentioned in any modern record, untouched and forgotten. The discovery had treasures enough for them to retire in luxury, forgotten knowledge to make them renowned in academia, and-- in the final chamber, the greatest shock of all: an engraved message on the ceiling addressed to the archaeology team, calling each one of them by name. Their arrival had been expected.

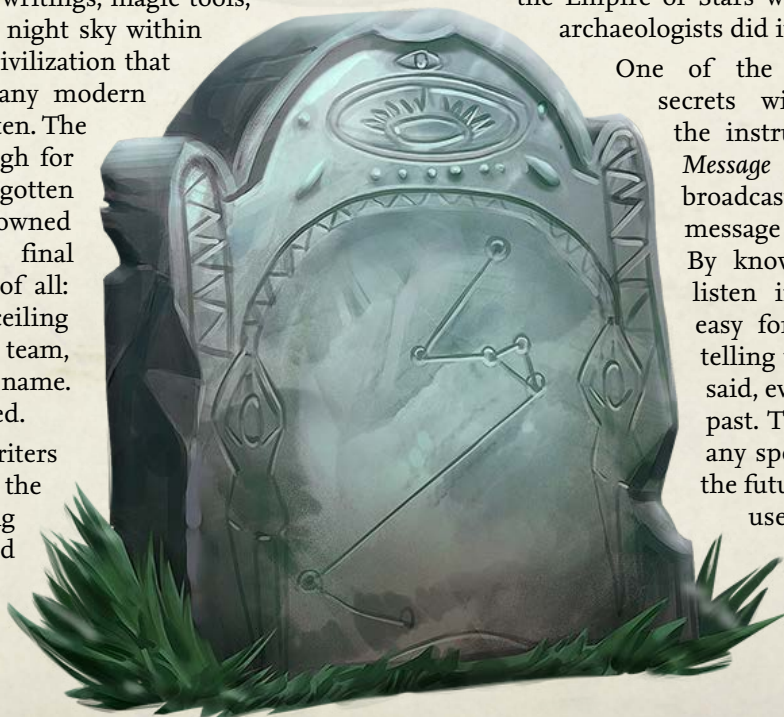
In the message, the writers introduced themselves as the Empire of Stars, a thriving civilization that once had outposts all across the continent and technology

specializing in divination and fortune-telling magic beyond what modern society could replicate. However, this was no warning or curse upon the predicted intruders: the message explained that the temple and its treasure cache had been created specifically for these archaeologists to find, because the Empire had a great request for them in turn.

Gazing into their own future, the Empire of Stars had found a worrying truth: a specific timespan was mysteriously impenetrable to their magic. No matter what the Empire attempted, their divinations were blocked from receiving any information about what might have happened during the stretch - starting five hundred years from the time of writing, lasting an entire one thousand years, and ending just a few years before the archaeologists would find the message. Then, being able to gain forecasts again about the modern era, the Empire could see that whatever occurred, once the shrouded millennium was over, its civilization had been destroyed. The capital city would completely vanish off the face of the continent. Its remaining cities now were crumbling ruins, there were no living descendants of its blood or culture to speak of, and its legacy missing from recorded history.

Their request to the archaeologists was straightforward in concept, but demanding in execution: use the treasures and resources from the tomb to found an organization dedicated to unravelling clues of the past and pinpointing what caused the Empire's disappearance: where fortune telling couldn't see into the future, modern archaeologists could research into the past. There would surely be clues - if the Empire didn't instantly disappear at the start of the shrouded millennium, it would have left records to find. Other civilizations around at the time would keep their own personal archives. Remnants of their culture may turn up in unlikely places and could be traced back. It was a huge request to take on in the name of a dead civilization - but the Empire of Stars wasn't going to insist the archaeologists did it without help.

One of the most interesting lost secrets within the temple was the instructions for the *Timeless Message Ritual*: a method of broadcasting a 'temporally loud' message into the record of history. By knowing what timespan to listen into, it was particularly easy for the Empire's fortune-telling to clearly glean what was said, even from centuries in the past. Their diviners didn't have any special magic to reply into the future, but they could always use the old-fashioned way: if coordinates were included in the message, one of the





widespread outposts of the Empire could bury a time capsule at the specific location, to lay dormant until the broadcaster dug it up. Of course, this hugely limited the types of support that could be sent, but engraved stone tablets could preserve the most useful resource of all: prophecies and information.

Thus, the Echoes of Prophecy was formed to support this strange alliance across history. Both the Echoes and the Empire know that the future is not set in stone, and the people who are in the best position to change its course are the ones who know where it will currently lead. While their main goal is to aid the empire, the organization also hopes to use this partnership holistically, acting on prophecies of the future to subvert disaster or build their own prestige and resources. For many of these missions, recruiting members with strong combat prowess has been essential.

Detractors of the Echoes' cause have many concerns - the Empire seems willing to help with altruistic goals, but communication with them was inherently one-sided, and they could easily be keeping their true motives hidden. Whatever shrouded a thousand years from the Empire's magic had a risk of being a very powerful foe - or even divinity - that the Echoes were making an enemy of. Most of all, even if the Echoes *did* succeed, and help the Empire figure out how to avert its destruction... what would that mean for the modern day? There are safe answers, such as the idea that the Empire's people would survive but go into hiding to not interfere with observed history. But there are also many, many worrying theories for what might occur if a forgotten nationwide power was allowed to rewrite the world's past...

Common Tasks: The Echoes' main goal is always to discover the truth of the Empire of Stars' demise, and its members would be sent to investigate anything that could be a lead, especially in ancient dungeons or uncharted wilderness where clues to the past could lay undiscovered. On other occasions, the Empire sends a forewarning or prophecy about an event that might occur in the present day, typically bundled in with a reply to a timeless message ritual, and the Echoes must act to prevent disaster (after doing their best to interpret the cryptic vagueness that prophecies are invariably written in). The Echoes also take specific interest in bringing down any dark spellcasters who are using their own prophetic powers for malicious purposes - after all, others without the ability to see the future have a hard time catching those who can.

Available Services: As the modern branch of the Echoes of Eternity is still in its infancy, the support they can offer in remote locations is little more than what a moderate archaeology guild could.

However, by using the *Timeless Message Ritual* to ask for a favor from the past, a member can borrow the support of the Empire of Stars.

The Empire is generally cooperative to requests, but the intervening centuries heavily limit what they can meaningfully do. They can bury supplies at the stated coordinates, but anything spoilable will decay, and very valuable items are likely to be noticed by treasure hunters in the centuries between. Asking them to build a lasting stone shelter in the wilderness for a member to find often works, but natural disasters or other events might prematurely destroy them. They could be asked to plant fruit trees in a forest in hope the species thrives over the ages for a member of the Echoes to harvest the descendants of, but like all else it is a gamble on whether a legacy perseveres.

Crucially, as these favors 'already happened' in history, they cannot directly change the present for the person who requested them. They can never make something new appear in a place the ritual user or their party previously searched or heard reliable information about. Only by exploring the unknown can something that was hidden for a thousand years be found - but with a bit of luck, sometimes all it takes is digging through a desolate patch of land behind a house that had gone untouched since the local city's founding.

APPENDIX

TRAILS AND RAIN: SPECIFIC RULES CLARIFICATIONS

TRAIL

Drawing Trails: When drawing a trail, the projectile can follow a path of any shape - it can take turns of any angle, travel in any available direction, and can re-enter spaces that it previously left (still deducting this movement from total length). Effectively, the movement is measured similar to a flying creature with perfect maneuverability, but without any penalties or restrictions on its range of motion. Its flight is not perfectly precise, and cannot be threaded through gaps smaller than 1 square foot across.

Line of Sight and Effect: You must have either line of sight or line of effect to each space within the projectile's initial path but can switch between them within a single path.

Targetless Trails: If a trail path runs out of distance without hitting its target, the attack fails but the trail remains, and the ammunition falls in the last space of the path. If you wish, you may initiate a [Trail] strike without targeting a creature, which allows you to draw the trail as normal with no attack included.



Valid Projectiles: The projectile used for a [Trail] shot cannot be larger than a 5-foot space at maximum. Ray attacks such as Radiant Dawn's *Sun's Gleam* are considered valid 'projectiles' for trails, as are any other non-physical projectiles that count as a ranged weapon attack.

Early Collision: If a trail path enters the space of another creature or collides with a barrier while being drawn, the attack is instead resolved against that obstacle and the trail ends (but you could simply make the trail swerve diagonally over a creature and back down again if there is free space above them). Trails cannot safely be drawn through the spaces of allies without resolving the attack against them.

Range Increments: For all cases of measuring range and range increments, only the direct distance between the initiator and the target is considered, regardless of the total trail length. Trail path lengths can exceed the maximum number of range increments allowed for a ranged attack: if the target is also outside this range, apply penalties to the attack roll as if they were the maximum allowed number of range increments away.

Interactions with other area attacks: If a [Trail] strike is made with any attack that targets an area instead of an individual creature (such as a Scatter weapon), you trace the trail as normal, and then create the appropriately-shaped area at the point the trail ends, treating all the spaces in the created area as if you traced the trail through them as well: If the trail strike usually applies a special effect or extra damage to the target hit, you must choose only one creature in the created area to be subject to those effects unless the effect specifically allows the effects of strikes to be propagated over the area (such as a Destruction Zealot's Storm of Steel, or Radiant Dawn's Sunstroke maneuver). If this decision is required, it must be made before the attack resolves and determines which creatures are successfully hit.

Interrupting a trail mid-drawing: Drawing a trail is effectively instantaneous: no creature can take any actions while a trail path is being traced - only immediately after the strike is initiated (before drawing the trail) or immediately as the attack is about to resolve (after drawing). Counters, feats, immediate actions, and other abilities used in response to an attack being made or an attack about to resolve can be used against [Trail] strikes as normal.

'Up' and 'Down': For the purposes of which direction all their trails extend after being drawn, 'down' is always the direction the region's default gravity pulls falling objects and creatures in, and 'up' is the opposite direction, no matter

what the initiator may have been compelled into believing. If the initiator finds themselves in an area with no defined gravity, or variable gravity directions, then the first time a [Trail] strike is used in an encounter they must choose a specific direction to be 'down' for this purpose. 'Up' becomes the opposite direction. If there are multiple users of [Trail] effects in the encounter, they cannot choose different 'down' directions - the one who creates the first [Trail] makes the decision for all of them. This decision lasts until the end of the encounter. The GM may always override these rules to force a trail's 'up' and 'down' to be perpendicular to the plane of the combat map being used.

Antimagic fields: An *antimagic field* created over a trail erases all trail effects from spaces within the area, but the rest of the trail outside the *antimagic field* is unaffected. Trying to draw a trail path into an antimagic field or similar area makes the projectile lose all remaining movement - it cannot make any attack and no further trail can be drawn with it.

RAIN

Manyshot: Despite not making an additional attack, the Manyshot feat can be used with [Rain]. This applies the feat's benefit to the strike attack and counts as an additional attack for [Rain]'s limit, but the second arrow does not gain any of the additional damage dice or effects from the strike, besides any applicable ability to follow the strike's trail. Notably, it is incompatible with strikes like *When the Stars Align* that do not immediately resolve the initial attack.

Strike status: Only the [Rain] strike attack itself counts as part of the strike and gains any bonus effects or interactions with abilities that require using a strike: any remaining attacks are treated as ordinary attacks.

Sun's Gleam: The *Sun's Gleam* ability from Radiant Dawn can be used for a [Rain] strike as normal if the initiator could invest essence into the maneuver, but cannot be used to make any of the additional attacks afterwards, as they do not count as part of the strike.

Two-Weapon Fighting: [Rain] strikes can gain the additional attacks from two-weapon fighting as long as all attacks involved are ranged attacks.

Action used: For the purpose of any effects that might be concerned, using a [Rain] strike as a full-round action counts as both making a full-attack action and also using a full-round action to initiate a strike.



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