



THE BOOK OF MANY THINGS

Campaign Exclusive Content

KEVIN GLUSING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Book of Many Things

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The Story

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

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

It was later revealed that the manussos were only partial constructs, crafted from an ore local to the Atlantean's islands and given life by absorbing the consciousness of dying creatures. The mind-consuming power of the manussos was actually one of the reasons rifts continued to open on the material plane despite the retreating Chaos. Combined with an effect known to the Atlanteans as the Mejnō Shift, the Collective concluded that the race had inadvertently created a stable tear in the fabric of reality through which creatures could pass in controlled situations and which flared in psionic power just before each historical shift. If the Collective could aid the Atlanteans in healing the Wound of Kritis, they may yet bring an end to the ceaseless unraveling of reality created in the wake of the war between Order and Chaos.

Navigating This Book

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

Chapter 2—Classes: Summon guardian constructs to aid your allies as an aeon; churn opposing magic through your attacks as a crux; and learn to manipulate your dreamscape to craft, train, or learn new spells as a dreamwalker. Elementalists and Gearbreakers join these classes with their own unique takes on magic and technology.

Chapter 3—Archetypes and Class Options: Life-cycle guardians and broom knights, voted on by our campaign backers, lead the charge in finding a solution to the problem of the ever-changing islands, while it remains unclear if archetypes like the hungry invoker and the stygian gatekeeper are there to help or hinder. In addition, we continue our tradition of new archetypes for the classes introduced here, such as the shadow caller aeon, as well as those that expand on existing options like necromantic studies.

Chapter 4—Character Options: As with our other volumes, we introduce multiclass feats related to new classes. We also introduce dragon souls and breath as new progressive options.

Chapter 5—Magic: This chapter provides new spell lists for any spellcasting classes found here, as well as new spells that relate to the Serpentine Isles.

Chapter 6—Items and Equipment: Awakened steel grants a minor form of sentience to equipment, allowing its wielder to use it for exceptional acts without special training.

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





1

Races

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

Atlanteans

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

Atlanteans

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

Larval Trox

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

Lowborn Sahuagin

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

Manussos

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

Proto-Humans

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

Ursulan Cecaalias

Originally a small band of villains, the ursulan have become a magic-using society on the fringe of Atlantis. While still quite untrustworthy, the race eventually earned its place, and the occasional cecaelia has proven a stalwart ally.

The Collective

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

Dryants

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

Model /s Androids

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

Returned

Resurrected by the recently discovered divine breath, returned make exceptional awakeners, so long as they survive long enough to learn the art.

World Soul Races of Volwryn

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

Catfolk

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

Dragonkin

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

Ogres

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

Atlanteans

An advanced race of humans, the Atlanteans were once greatly revered for their technological, magical, and scientific achievements. So great was their society that it is still spoken of in legend and story many centuries after its disappearance from the material plane.

Agas have passed since the Atlanteans tore themselves from the grip of reality and hurled their collection of islands into the planes of the multiverse. When they appear on a new world, they quickly determine the need for either diplomacy or an invasion and act accordingly. This ruthlessness has marred the race's reputation in some realms, but the Atlanteans carry on, uncaring as to whether their reputation precedes them or not.

Physical Description: Except for the soul crystal embedded in the forehead of an Atlantean, the race appears human at first glance. Upon closer inspection, Atlanteans have gills at the base of their jaw that allow them to pull air from the water. They are also able to survive the oceanic depths and crushing pressure of being under water. In their own environment, Atlanteans live as long as humans, but the ever-present power of the Mejnō Shift pulls them through time and space, it can seem that they live almost forever if not killed by an external force.

Society: Atlantean society is steeped in law, and they have been known to push order to an extreme even the Collective would question. In matters of discourse, Atlanteans believe their own people above all others, then break that down further by status within society. As could probably be expected, corruption at the higher levels of Atlantean society is common.

Relations: When exploring new worlds, Atlanteans are at best inquisitive and at worst prone to holding their opinions as fact, with proof to the contrary dismissed as misinformed or falsified. Other Atlantean races work around this as best they can, but non-Atlanteans often find it grating, or worse, dangerous.

Alignment and Religion: Most Atlanteans are lawful, and they see themselves as good, even if other races disagree. Adamant followers of science, psionics, and arcane magic, there's no room in the life of the average Atlantean for religion.

Adventurers: With their island chain constantly on the move, Atlanteans are natural-born adventurers. Those who can get along with other races long enough to form lasting friendships are known to be some of the best.

Male Names: Barthel, Chanan, Mar, Tadeo, Zafir

Female Names: Aria, Gethsemane, Jessica, Marth, Tavis

Atlantean Racial Traits (12 RP)

+2 Dexterity, +2 Intelligence, -2 Charisma: Atlanteans are, on average, smarter and more agile than other humans, but their haughty attitude makes it hard to like them at times.

Medium: An Atlantean's size gives no bonuses or penalties.

Base Speed: Atlanteans have a base speed of 30 ft. and a swim speed of 30 ft., which grants them the +8 racial bonus on Swim checks that a swim speed normally grants.

Humankind: Atlanteans are humanoids with the aquatic and human subtypes.

Amphibious: Atlanteans are amphibious and can breathe both air and water.

Naturally Psionic: Atlanteans gain the Wild Talent feat as a bonus feat at 1st level. If an Atlantean takes levels in a psionic class, she instead gains the Psionic Talent feat.

Psionic Aptitude: When an Atlantean takes a level in a favored class, she can choose to gain an additional power point instead of a hit point or skill point.

Skilled: Atlanteans gain an additional skill rank at 1st level and one additional skill rank whenever they gain a level.

Water Sense: Atlanteans can sense vibrations in water, granting them blindsense 30 feet against creatures that are touching the same body of water.

Languages: Atlanteans begin play speaking Common. Atlanteans with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

Alternate Racial Traits

Many Atlanteans find joy in extreme modification. They practice it on themselves as well as subjects recovered from other worlds.

The following racial traits can be selected in place of the typical Atlantean racial traits. In addition, Atlanteans can choose any human alternate racial trait that replaces skilled.

Innate Convergence: The augmentations made to some Atlanteans remove their aquatic nature in exchange for otherworldly gifts. These Atlanteans gain a minor convergence of their choice for free or can subtract 2,850 gp from the cost of a moderate or major convergence. This replaces amphibious, water sense, and the Atlantean's swim speed.



Naturally Psychic: Atlanteans without psionic talent may become psychic instead. They gain Psychic Sensitivity as a bonus feat at 1st level. If an Atlantean takes levels in a psionic class, she instead gains the Psychic Adept feat and counts as having Psychic Sensitivity. This replaces naturally psionic.

Rebuilt: The rebuilt are Atlanteans whose natural bodies couldn't survive extraplanar travel. Rather than leave them behind, the Atlanteans transformed them into half-constructs.

As half-constructs, rebuilt gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. They cannot be raised or resurrected, nor do they breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities.

This replaces amphibious, naturally psionic, water sense, and the Atlantean's swim speed.

Scientist: Atlantean scientists meld the idea of technology and psionic power. They gain Technologist as a bonus feat and a +2 racial bonus on Craft (mechanical) and Knowledge (engineering) checks. This replaces skilled.

Weapon Training: Atlantean weapon training focuses on gaining expertise with weapons well suited to use under water. They gain proficiency with all spears, take no penalties to attack or damage when wielding a spear under water, and can throw spears effectively into water from land and through water without penalty. This replaces skilled.

Atlantean Favored Class Bonuses

The following options are available to all Atlantean characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in *The Book of Many Things* Volume 1 or 2 are marked with ^{v1} and ^{v2} accordingly.

Accelerist ^{v1}: Add +10 minutes to the duration of the alchemy accelerant's tincture.

Astrologer ^{v2}: Add +1/4 to the astrologer's caster level when casting spells from the destruction constellation.

Battle Augur ^{v1}: Add +1/4 hour to the duration of constant effects gained through battle augury.

Heir Apparent ^{v1}: Gain a +1/2 bonus on skill checks made with skills granted by the heir's adventuring goals.

Kineticist: Increase the amount of burn cost reduction when using the kineticist's gather power ability by 1/6 point (the minimum burn cost of 0 still applies).

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

Truename ^{v1}: Add 1/3 to the total burn that the truename can accept before she can't choose to accept additional burn.

Atlantean Archetype

Atlanteans have access to and can teach the following archetype.

Displaced (Accelerist Archetype)

The constant moving between realities, time, and space can have strange effects on a creature's physiology. They become out of sync with everything, living life in the moment, but also a few seconds ahead or behind. Accepting their fate, but not cowering to it, these displaced have exhibited abilities similar to accelerists. Coupling what they learned from those special individuals with psionic gifts taught by the Atlanteans, the displaced can control their temporal mishaps.

Psionic Accelerant: The displaced gains Autohypnosis* (Wis) and Knowledge (psionics) (Int) as class skills, and her accelerant modifier is Intelligence. She also has a psionic focus. While she is focused, the displaced gains a +10 insight bonus to her movement speed when wearing light or no armor. She can expend her focus as a swift action to increase her insight bonus by an additional +20 for 1 round. After spending her focus in this way, the displaced regains it in 10 rounds.

At 3rd, 8th, 13th, and 18th level, the displaced's insight bonus increases by +10. In addition, when she expends her focus, her speed doubles for 1 round instead. After spending her focus in this way, the displaced regains it in 1d10 rounds. This duration is further reduced by 1 at 8th, 13th, and 18th level, but it cannot reduce the result to less than 1.

This replaces accelerant and fast movement.

Flurry (Ex): The displaced doesn't gain this ability until 5th level.

Parallel Initiative (Su): At 1st level displaced's future and past selves can act in some capacity on their present self's reality. Their activities are represented through a unique turn known as a parallel turn. Whenever a displaced rolls initiative, she marks a second initiative at a -8 penalty. Every round, the displaced can choose which of those two initiatives she will use as her actual turn and which is her parallel turn. She can hold her action on either turn to move that initiative.

Actual Turn is First: On her actual turn, the displaced draws insight from her future self. She gains an insight bonus to her AC (including touch and flat-footed AC) equal to her accelerant modifier until the start of her next actual turn. If forced to make a saving throw before her parallel turn, the displaced can roll twice and take the better result. On her parallel turn, if she was not forced to make a saving throw, the displaced instead gains a single attack action that she can use to make an attack at her highest attack bonus, less any penalties for effects such as Power Attack (this is not a standard action).

Parallel Turn is First: On her parallel turn, the displaced gains a single move action that she can use without drawing attacks of opportunity. On her actual turn, the displaced draws insight from her past self. This grants her an insight bonus on attack rolls equal to her accelerant modifier until the start of her next parallel turn.

While not in combat, the displaced is always considered to be taking her actual turn first.

Beginning at 3rd level, a displaced can spend a point of momentum when she rolls initiative to turn her penalty into a +8 insight bonus instead.

This ability replaces the accelerant's AC bonus.

Parallel Location (Su): At 7th level, when a displaced takes her parallel turn first in a round, the space she was in before moving still counts as being occupied by her and she still threatens attacks of opportunity from it until the start of her next parallel turn.

When the displaced takes her actual turn first, she can choose one ally she can see that the displaced could move to with 1 move action (she can expend her focus as normal before making this decision to increase the range). That ally gains an insight bonus to its next attack roll equal to the displaced's accelerant modifier and adds the displaced's velocity damage to its own. This extra damage is considered precision-based damage and does not multiply on a critical hit.

This replaces adaptation.

Parallel Actions: Starting at 4th level, a displaced can choose parallel actions (an ability gained by psionic voyagers) in place of speed powers. The displaced can only use parallel actions on a round when she takes her actual turn first, and only in place of the attack action she would gain after not being forced to make a saving throw.

Atlantean Feats

Atlantean Armor Training

You understand the effects water has on armor better than most.

Prerequisites: Dex 13, Proficiency with armor, Atlantean race.

Benefit: Add your Dexterity modifier on Swim skill checks in addition to your Strength modifier, to a maximum of your armor check penalty.

Atlantean Trident Training

You have practiced long with the Atlantean weapon of choice.

Prerequisites: Proficiency with tridents, base attack bonus +5 or Atlantean race.

Benefit: Tridents you wield gain up to two of the following weapon features of your choice. Disarm, double (treat the other side as a club), grapple, monk, performance, sunder, or trip.

Special: You can gain this feat multiple times. Each time you choose it, choose up to two different features.

Atlantean Trident Mastery

You are a master when wielding the Atlantean weapon of choice..

Prerequisites: Atlantean Trident Training, proficiency with tridents, base attack bonus +9 or Atlantean race.

Benefit: Tridents you wield have a critical multiplier of x3. Tridents you throw have a range of 25 feet. When you wield a trident in two hands, increase its damage die by 1 step (1d6, 1d8, 1d10, and so on).

Ocean Master

You are a natural leader among sea creatures.

Prerequisites: Water Speaker, Atlantean race.

Benefit: You gain an aquatic or amphibious animal companion. Your effective druid level with this companion is equal to your character level -3 (minimum 1st). If you already have an animal companion, your effective druid level with that companion increases by +3.

Strength of the Depths

You have survived the oceanic depths long enough that being on land makes you feel weightless.

Prerequisites: Swim 13 ranks or Atlantean race.

Benefit: Treat your Strength as 4 points higher for the purpose of determining your carrying capacity. When you move at least 15 feet in a round, you can move up to 5 additional feet during the same round.

Water Speaker

You can speak with aquatic creatures and animals.

Prerequisites: Atlantean race.

Benefit: You learn aquan as a language and gain a constant *speak with animals* effect, but only to speak with aquatic animals.

Atlantean Magic Item

Belt of the Momoan

Aura strong transmutation; **CL** 16th; **Slot** belt; **Price** 16,000 gp (+2), 64,000 gp (+4), 144,000 gp (+6); **Weight** 1 lb.

This belt functions as a belt of physical perfection, except that it grants its wearer an enhancement bonus to Strength, Dexterity, and Charisma. When worn by an Atlantean, it also removes the wearer's racial penalty to Charisma.

* Details on this skill can be found in Chapter 4.

Catfolk, World Soul

Referred to as *saberons* in their native tongue, Volwryn's catfolk are a hearty bunch who have adapted to several of the world's harshest environments. Strong in the art of combat as well as the use of some magic, these natural predators are even more dangerous in packs.

Physical Description: *Saberons* are cat-like humanoids who stand between six and seven feet tall. Those from colder climates often have some shade of black or gray fur, although white and spotted catfolk have been known to live deep within the snowy mountains. In contrast, *saberons* found in jungles and more temperate climates can usually be found with some variation of orange, brown, or yellow fur to help them blend into the dryer climate. Males and females appear similar at first, but females often have sharper natural claws and duller, thicker hides necessary for stalking prey.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 0 in.	210 lbs.	2d12	x4 lbs.
f 5 ft. 0 in.	285 lbs.	2d12	x4 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
17 years	35	53	70	+2d20 years

Society: *Saberons* are tribal, with pride leaders chosen for their wisdom and combat prowess. Magic users are held in high regard, but rarely rule since their physical ability often falls behind during their training. While male *saberons* will wage war with neighboring tribes, it is the females who form deadly hunting parties and gather the food for their pride.

Relations: A *saberon's* might is right attitude can be grating to races they deem unworthy of their acknowledgment, but individuals who can prove their usefulness are considered proper companions, and to fight beside a *saberon* is to earn a lifelong ally.

Alignment and Religion: Like the cats they resemble, *saberons* tend toward neutrality in all ways. The savagery of most prides is more animalistic than intentionally evil, and it is considered taboo to kill without reason, even if that reason is hunger or irritation.

Adventurers: World soul catfolk are excellent priests of Volwryn, barbarians, druids, and rangers focused on natural weapons. Their wild nature precludes them from sorcerous spellcasting and bardic training.

Male Names: Grimalkinde, Keeho, Leorajh, Oshir, Pallas

Female Names: Ashlynn, Ralshiar, Sasha, Shirvalla, Vul'gra

World Soul Catfolk Racial Traits (11 RP)

+2 Strength, +2 Wisdom, -2 Intelligence: *Saberons* are strong, attentive hunters from a harsh, unforgiving land.

Medium: A world soul catfolk's size gives no bonuses or penalties.

Base Speed: *Saberons* have a base speed of 30 ft.

Catfolk: World soul catfolk are humanoids with the catfolk subtype.

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

Bond to the Land: gain a +2 dodge bonus to AC when in a specific terrain type selected from the ranger's list of favored terrains. This choice is made at character creation, and cannot be changed.

Claws: *Saberons* receive two claw attacks. These are primary natural attacks that deal 1d3 points of piercing and slashing damage.

Natural Hunter: *Saberons* receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Languages: World soul catfolk begin play speaking Common and Catfolk. *Saberons* with high Intelligence scores can choose from the following languages: Auran, Aquan, Elven, Ignan, Goblin, Orc, and Terran.

Alternate Racial Traits

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

Climb: The *saberon* has a climb speed of 30 feet. This replaces bond to the land.

Elemental Summoner: Choose one of the following elemental subtypes—air, earth, fire, or water. When summoning a creature with the chosen subtype with a summon spell, increase the duration of that spell by 2 rounds. Once this choice is made, it cannot be changed. This replaces claws.

Plant Foe: Generations of battling the sentient flora of their world has inured some catfolk to doing so. They gain a +2 dodge bonus to AC against plant creatures and a +2 racial bonus on combat maneuver checks to grapple plant creatures. They also gain a +1 racial bonus on attack rolls against plant creatures. This replaces the *saberon's* +2 racial bonus on Perception and Stealth checks.

World Soul Catfolk Favored Class Bonuses

The following options are available to all world soul catfolk characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in *The Book of Many Things* Volume 1 or 2 are marked with ^{v1} and ^{v2} accordingly.

Astrologer ^{v2}: Add +1/4 to the astrologer's caster level when casting spells from the destruction constellation.

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

Darkseeker ^{v1}: Add +1/6 on critical hit confirmation rolls made while using shadowed strike (maximum bonus of +5). This bonus does not stack with Critical Focus.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

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

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Priest of Volwryn: As long as the ursaren has at least 1 faith point, she can cast *resist energy* +1/3 times per day as a spell-like ability.

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

Rogue: Add a +1 bonus on the rogue's sneak attack damage rolls during the surprise round or before the target has acted in combat.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Saberon Archetype

World soul catfolk have access to the following archetype.

Chosen of Hallavrihs (Shifter Archetype)

The *saberon* originally had no connection to the cat-like demigod worshiped by the trolls of Volwryn. When they first arrived on that world, however, the great beast became aware

of them, and even watched them carefully from a distance to surmise their alien ways. When she was sure of her safety, the lord of cats presented himself to the shaman and druids of the world soul race and offered them her power in exchange for their fealty. Those who accepted became the chosen of Hallavrihs.

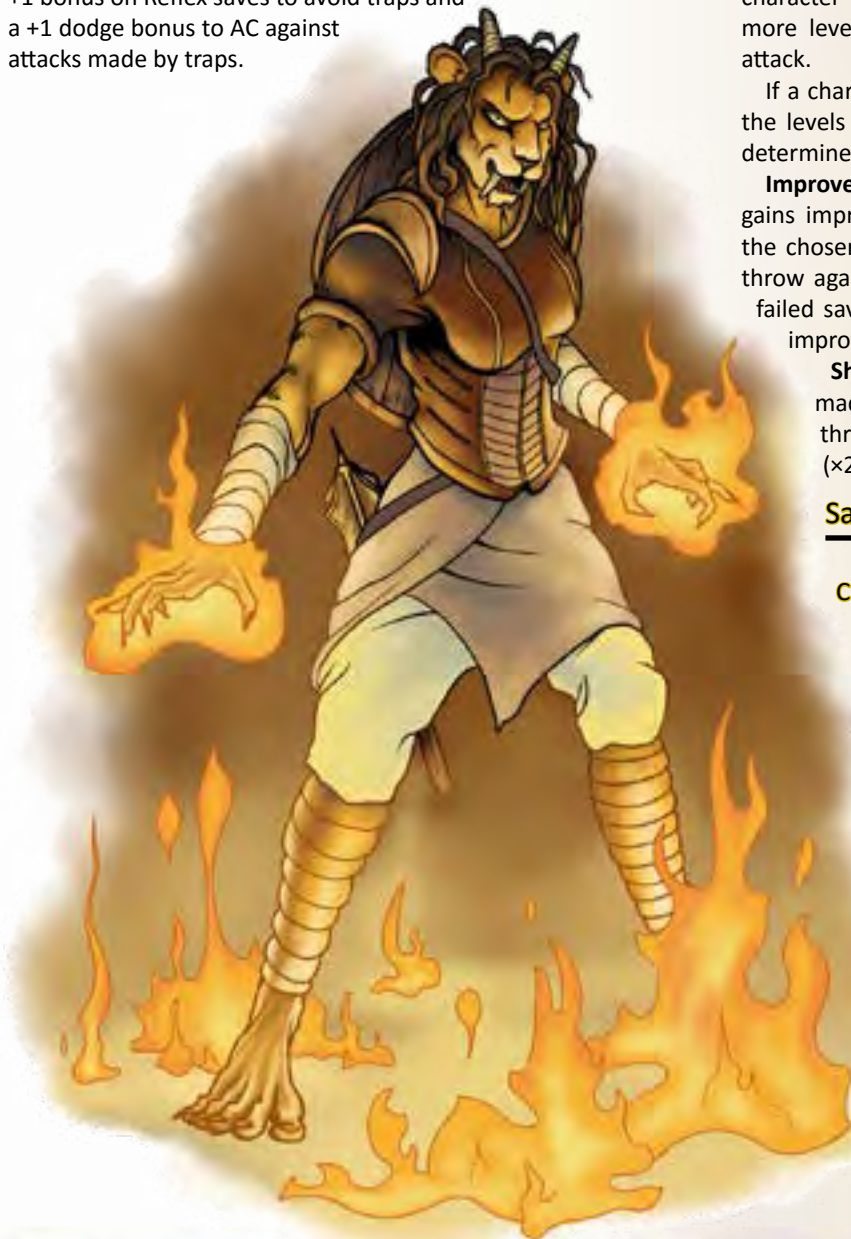
Note—For the best experience, consider pairing this archetype with the were-touched shifter archetype, using the tiger aspect.

Class Skills: A chosen of Hallavrihs adds Disable Device (Dex) and Intimidate (Cha) to her list of class skills and removes Fly and Handle Animal. This alters the shifter's class skills.

Evasion (Ex): At 2nd level, the chosen of Hallavrihs can avoid even magical and unusual attacks with great agility. If she succeeds at a Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the chosen is wearing light armor or no armor. A helpless character does not gain the benefit of evasion. This replaces Defensive instinct.

Trapfinding (Ex): At 2nd level, the chosen of Hallavrihs adds 1/2 her shifter level on Perception checks to locate traps and on Disable Device checks (minimum +1). She can use Disable Device to disarm magic traps. This replaces track.

Danger Sense (Ex): At 3rd level, the chosen of Hallavrihs gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps.



In addition, she gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 shifter levels thereafter (to a maximum of +6 at 18th level). The bonuses gained from this ability stack with those gained from trap sense (from other classes). This replaces woodland stride.

Uncanny Dodge (Ex): At 4th level, the chosen of Hallavrihs can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A chosen of Hallavrihs with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a character already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Fighter Training (Ex): Starting at 8th level, a chosen of Hallavrihs counts 1/2 her total magus level as her fighter level for the purpose of qualifying for feats. If she has levels in fighter, these levels stack.

Improved Uncanny Dodge (Ex): At 12th level, a chosen of Hallavrihs can no longer be flanked.

This defense denies enemies the ability to sneak attack the character by flanking her, unless the attacker has at least four more levels than the target does in classes that grant sneak attack.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Improved Evasion (Ex): At 16th level, a chosen of Hallavrihs gains improved evasion. This works like evasion, except while the chosen still takes no damage on a successful Reflex saving throw against an attack, she also takes only half damage on a failed save. A helpless character does not gain the benefit of improved evasion.

Shifter Claw Mastery (Ex): At 20th level, any attacks made with shifter claws automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example).

Saberon Feats

World soul catfolk have access to the following feats.

Champion of Hallavrihs

You are a dangerous predator blessed by the cat lord of Volwryn.

Prerequisite: Chosen of Hallavrihs shifter archetype 3, saberon race.

Benefit: You gain sneak attack +1d4. This otherwise functions as the rogue class feature.

Special: You can choose this feat more than once. Each time, the level requirement increases by +4 (7th, 11th, and so on).

Claws of Hallavrihs

You have learned to adapt some magic equipment while wild shaped.

Prerequisite: Wild shape class feature, saberon race.

Benefit: You can wear, activate, and benefit from feet slot and hand slot magic items while using wild shape, even if the form does not usually permit you to do so.

Cecaelias, Ursulan

The ursulans are one of the Atlanteans' oldest rivals and enemies-turned-allies after getting trapped along with the other races during the Mejnō Shift. Where the Atlanteans control the upper shores and islands of their collected territory, the ursulans now guard the deeper waters surrounding them in exchange for clemency when it comes to their position during wars long past.

Physical Description: Like their more powerful cecaelian cousins, ursulans appear to humans as a half-octopus aquatic race. The difference between the two is that ursulans can sometimes possess human legs, even if only for a short time. Their tentacles, however, do not go away entirely without magic; sprouting from their heads in place of hair.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 0 in.	164 lbs.	2d8	x3 lbs.
f 4 ft. 10 in.	155 lbs.	2d8	x3 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	35	53	70	+4d10 years

Society: Ursulan society mingles traditional cecaelia culture with that of the Atlanteans above them. Their capital sits deep below the coastline of Atlantis, and while years of travel have tamed them, they still occasionally strike out at intruders or potential thieves who come too close without forewarning.

Relations: The Atlanteans would have other races believe the ursulans are a barbaric lot, but anybody who gets to know them quickly learns otherwise. More often, the race takes after the cecaelias who still dwell back on their homeworld.

Alignment and Religion: There is little time in the short lives of ursulans to worry about gods and a greater plan. Likewise, their alignments are as varied as humans, given their tumultuous interactions with other races.

Adventurers: Ursulans adventure to learn more about the world they currently inhabit; often the result of boredom or a need for change.

With their talents and natural gifts, ursulans are well suited to the role of astrologer, bard, cryptic, monk, philosopher, psychic, rogue, truenamer, witch, and wizard.

Generic Names: Amund, Brindle, Jarmo, Linux, Tappin

Male Names: Alric, Dahl, Eric, Haldar, Jens, Magnar, Svein

Female Names: Elin, Gyda, Ildri, Linnea, Ulla, Vinga, Ylva

Ursulan Racial Traits (13 RP)

+2 Dexterity, +2 Intelligence, -2 Constitution: Ursulans are, on average, smarter and more agile than other humans, but they are more frail than other cecaelias.

Medium: An ursulan's size gives no bonuses or penalties.

Base Speed: Ursulans have a base speed of 30 ft. and a swim speed of 30 ft., which grants them the +8 racial bonus on Swim checks that a swim speed normally grants.

Cecaelian Birth: Ursulans are humanoids with the aquatic and cecaelia subtypes.

Amphibious: Ursulans are amphibious and can breathe both air and water.

Deep Sight: Ursulans are specially adapted to the lightless depths of the oceans, but not to air-filled environments. They can see in the dark up to 120 feet while underwater, but do not gain this benefit out of water.

Jet: Ursulans can swim 200 feet backward as a full-round action. A cecaelia must move in a straight line when jetting and does not provoke attacks of opportunity when she uses jet.

Stable Tentacles: Cecaelias cannot be tripped.

Ursulan Magic (Sp): Ursulans can cast *alter self* at will, but lose stable tentacles and gain grabbing hair while transformed with this ability because their natural magic is not strong enough to mask their tentacles, which move from their legs to their hair. An *alter self* or stronger spell cast by an actual spellcaster negates both stable tentacles and grabbing hair, unless the ursulan chooses to keep the latter.

Languages: Ursulans begin play speaking Aquan and Common. Ursulans with a high Intelligence score can choose from the following: Aklo, Celestial, Draconic, Elven, Giant, Gnome, and Halfling.

Alternate Racial Traits

Many Ursulans find joy in extreme modification. They practice it on themselves as well as subjects recovered from other worlds.

The following racial traits can be selected in place of the typical Ursulan racial traits. In addition, Ursulans can choose any human alternate racial trait that replaces skilled.

Grabbing Hair: An ursulan's natural magic will sometimes cause it to sprout tentacles in place of hair on its head. The ursulan can train to use this as if it has the prehensile hair witch hex, treating her character level as her effective witch level for the duration. This replaces jet.

Ink Cloud: Once per hour as a standard action, some ursulans can emit a 10-foot-radius sphere of ink while underwater.

This ink cloud provides total concealment and persists for 1 minute. This replaces ursulan magic.

Tentacle Attacks: Ursulans can learn how to overpower creatures with their tentacles. They have two tentacle attacks that deal 1d4 points of damage. These attacks are primary natural attacks and have a reach of 10 feet. This extended reach only applies to the cecaelia's tentacle attacks and not to any other attacks she makes. This replaces stable tentacles.

Tentacle Sense: While swimming and not grappled or grappling, an ursulan can spread its tentacles wide to form a sensory net around itself as a swift action. This grants blindsight to a range of 10 feet and lasts as long as the ursulan concentrates or until the ursulan attacks with a tentacle or moves. This replaces jet.



Ursulan Beauty: Ursulans are sometimes more colorful and outgoing, which gives them +2 Dexterity, +2 Charisma, –2 Wisdom. This alters the ursulan’s ability scores.

Ursulan Favored Class Bonuses

The following options are available to all ursulan characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in *The Book of Many Things* Volume 1 or 2 are marked with ^{v1} and ^{v2} accordingly.

Astrologer ^{v2}: Add +1/4 to the astrologer’s caster level when casting spells from the graeae constellation.

Bard: Add one spell known from the witch spell list. This spell must be at least one level below the highest spell level the bard can cast.

Druid: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Escapade ^{v1}: Gain +1/3 spell slot of a spell level you can cast, but only to use with guncaster.

Generational Hero ^{v2}: Choose one spell from the ring of ages hero talent. The hero can cast that spell one additional time each day. She cannot choose the same spell more than once.

Invoker: Add one spell known from the witch spell list as an invoker spell.

Kineticist: Add 1/3 point of damage to water element blasts that deal damage that apply the kineticist’s elemental overflow bonus.

Mesmerist: The mesmerist learns 1/4 of a new trick.

Heir Apparent ^{v1}: Add a +1/2 bonus on Diplomacy checks made to influence humans and merfolk. At +5, the heir can take 10 when using influential in a human or merfolk community.

Necromancer ^{v1}: Add one spell known from the witch spell list. This spell must be at least one level below the highest spell level the necromancer can cast.

Pythia ^{v2}: Add one spell known from the witch spell list. This spell must be at least one level below the highest spell level the pythia can cast.

Monk: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Rogue: Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

Sorcerer: Add one spell known from the witch spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Witch: Add +1 point of damage to grabbing hair or +1/4 points of damage to tentacle attacks.

Wizard: When casting wizard transmutation spells, add +1/3 to the effective caster level of the spell, but only to determine the spell’s duration.

Ursulan Archetype

Ursulans have access to and can teach the following archetype.

Beldam (Witch Archetype)

The ursulan beldams were once the most powerful of the sea witches; keepers of mystical contracts that could grant the lesser wishes of other creatures. When a contract was broken, the beldam would claim the creature’s soul for her patron.

With that power now much harder to come by, the beldam cultivate their musical prowess to keep the attention of their foes. A rare few still reach their height of power, but most are successful enough without it.

Diminished Spellcasting: A beldam’s number of spells per day for each spell level is one less than normal (for example, a 4th-level beldam can cast three cantrips, two 1st-level spells, and one 2nd-level spell per day). If this reduces the number of spells for a level to 0, she gains only the bonus spells for that level she would be entitled to based on her Intelligence score.

Bardic Performance: At 1st level, a beldam gains bardic performance as a bard of her witch level. She also learns the counterargument and fast talk performances.

Counterargument (Su) This performance acts as countersong, except a beldam can use only Perform (act, comedy, oratory, or sing) to perform a counterargument.

Fast Talk (Su): This performance affects the perceptions of any number of targets that can hear the beldam. While she performs, these targets take a –1 penalty on saving throws against enchantment (charm) and illusion (figment, glamor, or shadow) effects, as well as a penalty on Appraise checks equal to half the beldam’s witch level (minimum –1). A target that fails its Appraise check believes that the object in question is worth 10% more or less (beldam’s choice) than its actual value. At 5th, 11th, and 17th levels, the saving throw penalty increases by 1 and the shift in an object’s perceived value increases by 10%. Fast talk is a language-dependent, mind-affecting ability that uses audible components.

Beldam Hexes: Beldams can choose bardic performances in place of hexes of the same level or lower. This alters hexes.

Patron Spells: At 3rd level, and every three levels thereafter, a beldam’s patron adds new spells to a beldam’s list of spells known. These spells are also automatically added to the list of spells stored by the familiar (this also affects when special patrons grant their specific hex and drawback). This alters patron spells.

Suggestion (Sp): At 5th level, a beldam gains the suggestion bardic performance.

Dirge of Doom (Su): At 7th level, a beldam gains the dirge of doom bardic performance.

Binding Contract (Sp): At 11th level, the beldam can bind another creature’s promise to her with a *geas*. This acts as *lesser geas*, except the creature must have Hit Dice equal to or less than the beldam’s level. The target can negate this effect with a successful Will save (DC = 10 + 1/2 the beldam’s level + her Charisma modifier). The *geas* is discharged if the beldam breaks her end of the bargain. Using this ability requires 3 rounds of continuous performance, and the target must be able to see and hear the beldam throughout the performance.

At 19th level, this effect acts as *geas/quest* (no HD limit, and the target cannot attempt a saving throw). Binding contract is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.

Frightening Tune (Sp): At 13th level, a beldam gains the frightening tune bardic performance.

Mass Suggestion (Sp): At 17th level, a beldam gains the mass suggestion bardic performance.

Ursulan Feat

Ursulans have access to the following feat.

Improved Ursulan Magic

Prerequisites: Character level 5th, ursulan race, ursulan magic racial trait.

You can cast *alter self* and *enlarge person* at will, targeting only yourself. Your caster level with these spells is equal to your character level. The form you take must always be the same, and it cannot be a specific creature. When you cast *alter self*, you choose whether or not your tentacles remain.

Dragonkin, World Soul

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

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

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

Base Height	Base Weight	Modifier	Weight Modifier
m 8 ft. 6 in.	320 lbs.	2d10	x7 lbs.
f 7 ft. 10 in.	285 lbs.	2d10	x7 lbs.

Aging Effects

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

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

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

Alignment and Religion: Dragonkin may have personalities likened to their heritage, or they might shy away from the stereotype and play against it. If they worship anything, it's their former elder dragon rulers.

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

Male Names: Arakas, Krol, Naresh, Solris, Varentesh

Female Names: Alestria, Deasis, Eolari, Nythendra, Onyxis

World Soul Dragonkin Racial Traits (13 RP)

+2 Strength, +2 Constitution, +2 Charisma, -2 Dexterity, -2 Wisdom: World soul dragonkin are strong and magically inclined, but can be brash, and their size and shape make it hard for them to avoid attacks and area effects.

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

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

Base Movement: World soul dragonkin have a base speed of 40 feet. They gain a +4 racial bonus to CMD against trip attempts.

Low-Light Vision: A world soul dragonkin can see twice as far as a human in conditions of dim light.

Blended-Heritage: World soul dragonkin count as dragons, monstrous humanoids, and humanoids with the elf subtype when an effect would target a creature's type, such as a ranger's favored enemy.

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

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

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

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

Alternate Racial Traits

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

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

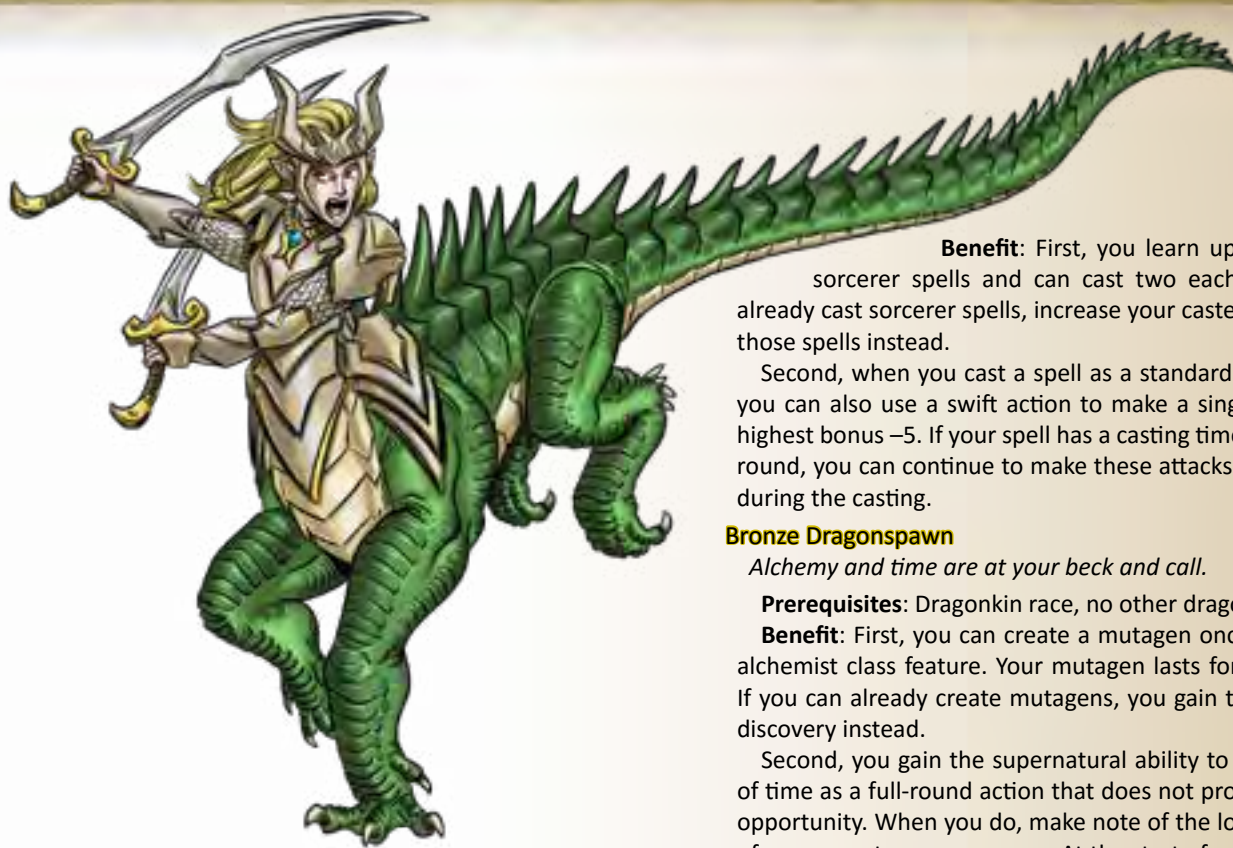
If gained as a feat, Dragon's Heritage can be gained up to 3 times. The second time requires the dragonkin to be at least 7th level, and the 3rd time requires it to be at least 15th level. Each time, increase the dragonkin's resistance by +5 and its natural armor by +1. The dragonkin can use also its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

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

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

Dragonkin Favored Class Bonuses

The following options are available to all world soul dragonkin characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in *The Book of Many Things* Volume 1 or 2 are marked with ^{v1} and ^{v2} accordingly.



Astrologer^{v2}: Add +1/4 to the astrologer's caster level when casting spells from the destruction constellation.

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

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

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

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

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

Priest of Volwryn: Creatures that hit you or one of your allies with your shield or barrier effect take +1 force damage.

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

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

Dragonkin Feats

World soul dragonkin have access to the following feats.

Black Dragonspawn

Brutal and relentless, you can sunder an enemy's defenses with your brute strength and vicious claws and teeth.

Prerequisites: Dragonkin race, no other dragonspawn feat.

Benefit: First, you can rage, as the barbarian class feature, for up to 4 rounds per day. If you can already rage, you gain +1 natural armor when raging instead.

Second, while raging, you gain the animal fury and lesser beast totem rage powers.

Blue Dragonspawn

With waves of arcane bolts and fire falling from the sky, an opposing force will rarely ever engage you in close combat.

Prerequisites: Cha 13, dragonkin race, no other dragonspawn feat.

Benefit: First, you learn up to two 1st-level sorcerer spells and can cast two each day. If you can already cast sorcerer spells, increase your caster level by +1 with those spells instead.

Second, when you cast a spell as a standard or longer action, you can also use a swift action to make a single attack at your highest bonus -5. If your spell has a casting time of longer than 1 round, you can continue to make these attacks once each round during the casting.

Bronze Dragonspawn

Alchemy and time are at your beck and call.

Prerequisites: Dragonkin race, no other dragonspawn feat.

Benefit: First, you can create a mutagen once per day, as the alchemist class feature. Your mutagen lasts for up to 1 minute. If you can already create mutagens, you gain the feral mutagen discovery instead.

Second, you gain the supernatural ability to observe the flow of time as a full-round action that does not provoke an attack of opportunity. When you do, make note of the location and status of every creature you can see. At the start of your next turn, you can choose to reverse the flow of time, negating the previous round and beginning it again by taking your turn. Affected creatures are aware that this has happened and can change their actions accordingly. After 1 minute, every affected creature is fatigued for 2 rounds as the flow of time returns to normal. After you reverse the flow of time, you must rest for at least 8 hours before you can do so again.

Chromatic Dragonspawn

Your creation was an abomination of the dragon flights that you must live with.

Prerequisites: Cha 13, dragonkin race, no other dragonspawn feat.

Benefit: Choose 2 different dragonspawn feats. You gain the first benefit from one, and the second benefit from the other.

Green Dragonspawn

Nature and the realm of dreams is your domain.

Prerequisites: Cha 13, dragonkin race, no other dragonspawn feat.

Benefit: First, this functions as the first benefit of the Blue Dragonspawn feat, except that you learn druid spells instead of sorcerer spells.

Second, while you sleep, you gain moderate fortification and SR 10 + your character level.

Red Dragonspawn

You are a bringer of life, nurturing and caring.

Prerequisites: Cha 13, dragonkin race, no other dragonspawn feat.

Benefit: First, this functions as the first benefit of the Blue Dragonspawn feat, except that you learn non-evil cleric spells instead of sorcerer spells.

Second, if you have a Charisma of 15 or higher, you can cast *breath of life* as a spell-like ability once per day at 10th level.

Dryants

By Aaron Hollingsworth

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

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

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

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

Aging Effects

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

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

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

Alignment and Religion: Dryants favor neutrality, good, chaos, and every combination of the three. Only the most

emotionally unstable find their way toward evil. Few lack the structure for law, but those who do make excellent judges and leaders of forest denizens. Nearly all dryants carry some level of respect for the gods of nature.

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

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

Dryant Racial Traits (12 RP)

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

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

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

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

Forest Soul: Dryants are humanoids with the augmented, fey, and plant subtypes. Effects that target any of these types (such as a ranger's favored enemy) can target a dryant.

Because of their blended heritage, dryants gain a +2 bonus on all Will saving throws.

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

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

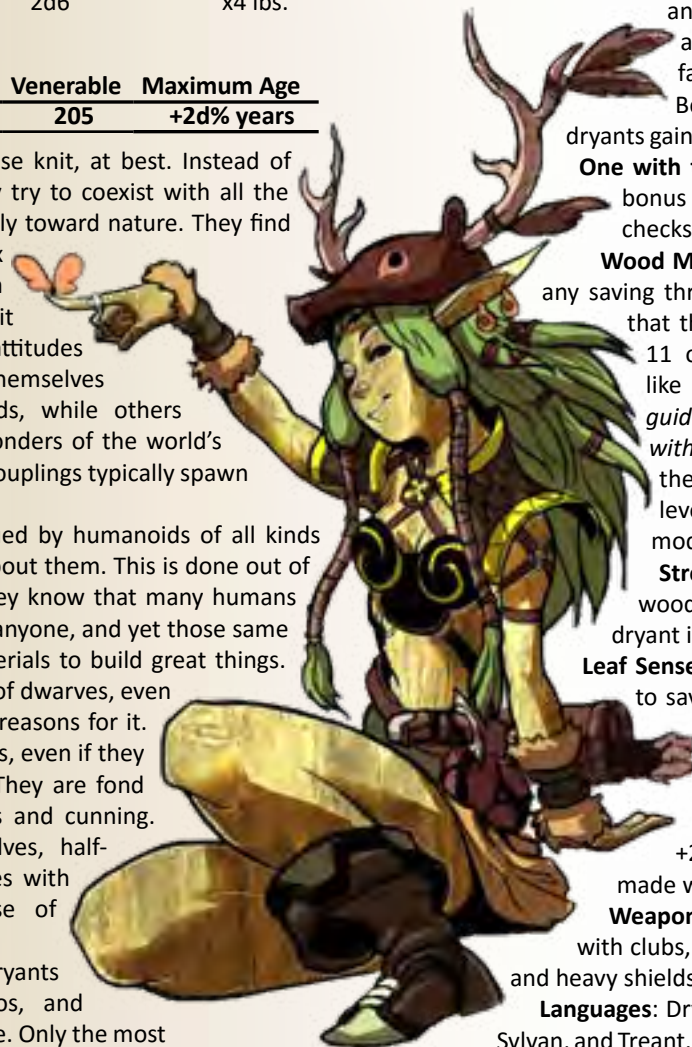
Strengthen Wood: The hardness of wooden objects held or carried by a dryant increases by 1.

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

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

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

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



Alternate Racial Traits

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

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

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

Dryant Favored Class Bonuses

The following options are available to all dryants characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in *The Book of Many Things* Volume 1 or 2 are marked with ^{v1} and ^{v2} accordingly.

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

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

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

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

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

Dúlra ^{v1}: Gain a +1/5 enhancement bonus to Charisma when using fae entreaty to cast *eagle's splendor*.

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

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

Nature Warden ^{v1}: Add +1/4 to the warden's natural armor bonus when using guardian form.

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

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

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

Dryant Archetypes

Dryants have access to the following archetypes.

Leafmane Rider (Cavalier Archetype)

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

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

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

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

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

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

Take Root (Su): At 18th level, as a move action, the leafmane rider can cause her mount to extend roots into the ground. The mount's speed is reduced to 5 feet, but it gains a +4 bonus to natural armor and a +10 bonus to CMD against bull rush, overrun, reposition, and trip maneuvers. The mount also gains tremorsense 30 feet and fast healing 1. The rider can use this power for a number of minutes each day equal to her cavalier level. This duration need not be consecutive, but it must be used in 1-minute increments.

This replaces the bonus feat gained at 18th level.

Varnished Monk (Monk Archetype)

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

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

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

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

At 10th level, she gains the mummification discovery.

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

At 18th level, she gains the spontaneous healing discovery.

This replaces the bonus feats gained at the listed levels.

Dryant Feat

Dryants have access to the following feat.

Dryant Homeland

You have an affinity for the area into which you were born.

Prerequisite: Dryant.

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

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

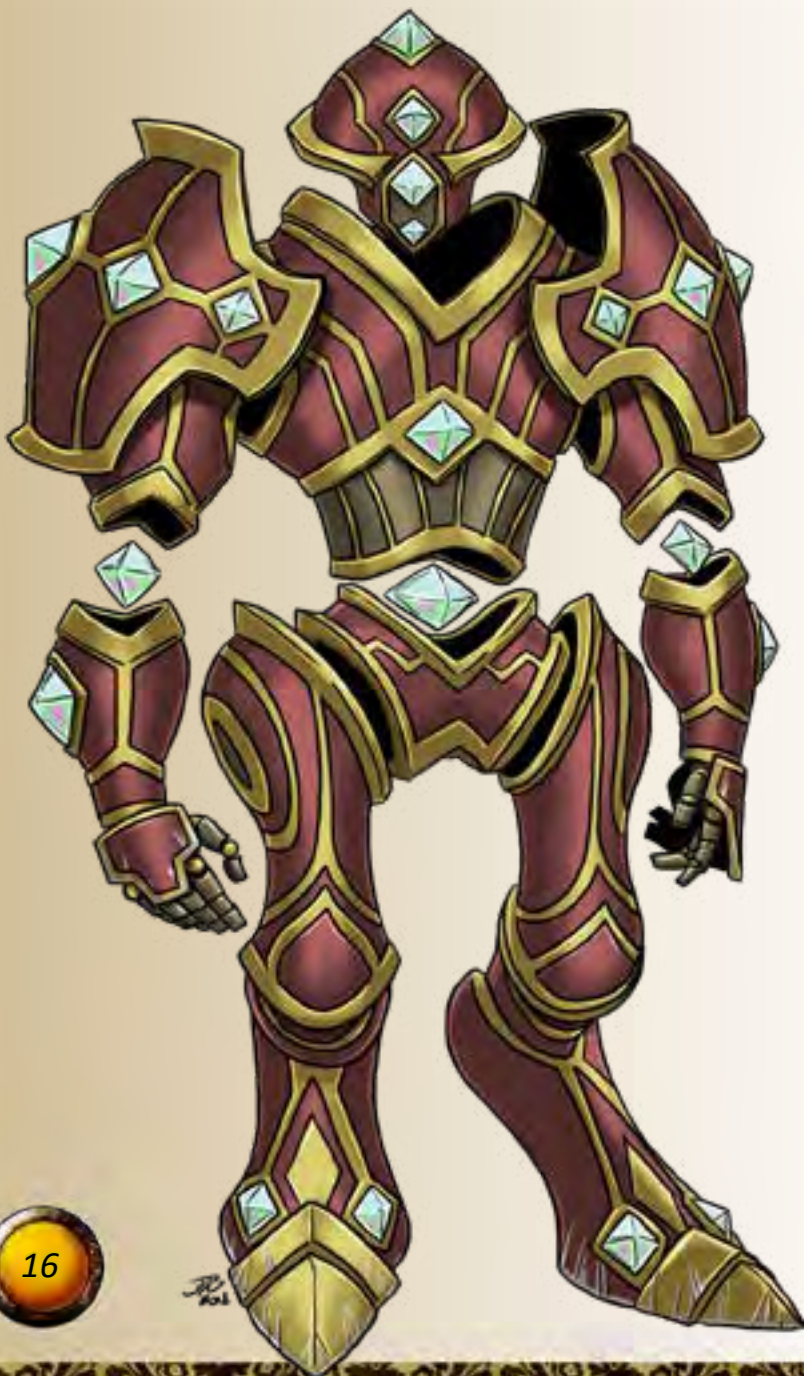
Manussos

By Mike Myler

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

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

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



Aging Effects

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

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

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

Alignment and Religion: As a collective consciousness, a manussos rarely has a defined religious stance, nor is its alignment easily decipherable. When a majority of the souls within a manussos believe in the same faiths and tenets, they may override lesser ideals.

Adventurers: Manussos may adventure to fulfill an order given them by the Atlanteans, or the shared consciousness may agree that they wish to pursue other endeavors beyond simply guarding the island chain on its next excursion.

Names: A manussos may change its name as it collects more souls. Often, this is done by keeping a tally of the names it had before and adding letters or syllables to acknowledge the growth. As a result, larger manussos have longer names than their small brethren.

If, for example, a manussos contained two souls named Myler and Zaphyr, it may combine those into Myzyr. If it then collected the soul of a creature named Corbin, Myzyr could reassess its names and come up with Myzacor.

Manussos Racial Traits (12 RP)

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

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

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

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

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

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

Medium size. A 7th-level or higher manussos can take 1 minute to increase or decrease its size category by 1, to a minimum of small and a maximum of its current highest size category.

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

Natural Armor: Manussos gain a +1 natural armor bonus to AC.

Slam: Manussos have a primary slam attack that deals 1d4 bludgeoning damage. A manussos with expanding increases its slam damage accordingly when it grows in size.

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

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

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

Alternate Racial Traits

Android Core: A freshly built manussos can develop its own consciousness, becoming more alive than constructed. The manussos gains the constructed and nanite surge android racial traits and counts as an android when meeting the prerequisites for feats. This replaces half-construct.

Durable Shell: Manussos who must deal with frequent vibrations caused near the core of their home have developed their shells to withstand it at the expense of their physical strength. They gain +2 Constitution, +2 Intelligence, -2 Charisma, and low-light vision. This alters the manussos's ability scores and replaces darkvision, slam, and sonic vulnerability.

Scholarly: The shells of some manussos are built of less durable materials, making it a challenge for them to work in areas where they may be crushed or destroyed. These manussos gain two of the following options. Once chosen, these cannot be changed.

- Treat Knowledge (history) or Knowledge (planes) as a class skill.
- Gain a +2 racial bonus on one of the above checks or one Craft or Profession.

This replaces tolerance.

Single Consciousness: The soul capacitor within a manussos will occasionally malfunction, fail, or be poorly managed, preventing the manussos from drawing in the consciousness of other creatures. These manussos develop a singular personality that allows them greater control over their shell. They gain +2 Str, +2 Intelligence, and Improved Initiative as a bonus feat. This alters the manussos's ability scores and replaces expanding.

Manussos Favored Class Bonuses

The following options are available to all manussos characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes found in *The Book of Many Things* Volume 1 or 2 are marked with ^{v1} and ^{v2} accordingly.

The abilities gained below treat the manussos as having those class features at 0 uses per day to start.

Arcanist: Select one sorcerer bloodline power at 1st level that is normally usable a number of times per day equal to 3 + a sorcerer's Charisma modifier. Once this choice is made, it cannot be changed. The arcanist adds +1/2 to the number of uses per day of that bloodline power.

Bloodrager: Add a +1/2 bonus to the bloodrager's danger sense.

Escapade ^{v1}: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

Hunter: Add one spell known from the psychic spell list. This spell must be at least one level below the highest spell level the hunter can cast.

Investigator: Add one extract formula from the investigator's formula list to the formula book. This formula must be at least 1 formula level below the highest level the investigator can create.

Midnight Legate ^{v1}: Add a +1/2 bonus on Disable Device, Knowledge, and Stealth checks made against constructs.

Philosopher ^{v2}: Increase the total number of points in the philosopher's epiphany pool by 1/3.

Manussos Character and Class Option

Bonus Multiclass Feats (Bonus Feat Option)

Manussos can more easily pick up specialized training that can sometimes take years to master.

Manussos who take levels in classes that grant bonus feats can replace those feats with multiclass feats and variable multiclass options. They cannot use this to gain more than 1 such feat or variable multiclass option for every 2 character levels they attain.

Manussos Armor Training (Armor Training Option)

A manussos who takes levels in fighter or another class which grants the armor training class feature gains a +6 armor bonus when wearing no other armor and treats its chassis as medium armor. This bonus goes away if the manussos would lose its manufactured armor bonus (such as when using wild shape), and the manussos can enchant its chassis as if it were a breastplate. The manussos can use a feat or bonus feat to increase this bonus to +9, at which point its armor counts as heavy armor and incurs a -2 armor check penalty.

A manussos who also has levels in a class that restricts armor (such as monk) must decide at the beginning of each day whether to apply its armor bonus or not. It can use a feat or bonus feat to gain the ability to change this decision once per day.

Manussos Feats

Incorporate Soul

Prerequisite: Manussos race.

Benefit: When a creature dies within 30 feet of you, you have the supernatural ability to incorporate its soul into your chassis as an immediate action. When you do, you gain the effects of *enlarge person* as a sorcerer of your character level. A soul incorporated in this way is allowed a Will save (DC 10 + half your character level + your Charisma modifier) to prevent the effect. An incorporated soul resurrected before the end of the duration negates the effect.

Special: You can gain the *enlarge person* effect up to twice, though it does not stack with size increases other than itself and the expanding racial trait. If you do grow two size categories, increase your original weight by a factor of 25 instead of 8.

Store Soul

You can store a creature's soul until it can be resurrected.

Prerequisite: Incorporate Soul, character level 9th, manussos race.

Benefit: If a creature dies within 30 feet of you, you can choose to store its soul within your chassis without incorporating it. While stored in this way, there is no limit to how long that creature can be dead before it is returned to life by *breath of life*, *raise dead*, or similar spells. This does not remove any restrictions on the condition of the creature's body, but it would allow you to contain the soul until the body can be restored.

Model /S Android

The model /s is a specialized, infiltration android that can be made to appear as a humanoid child in its early-to-mid teens or more simply a halfling equivalent to the standard model.

Model /S Racial Traits (13 RP)

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

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

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

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

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

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

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

Alternate Racial Traits

All model /s androids have access to the following alternate racial traits. In addition, a model /s can select any android alternate racial traits for which it qualifies.

Child of Man: On their homeworld model /s androids are not always constructed entirely from parts. Sometimes, when a scientist's child becomes ill, he might fit the child with life-saving technology that ultimately makes them an android. These model /s gain a +2 to any one ability score of their choice and Toughness as a bonus feat. This alters the model /s' ability scores and replaces alert and low-light vision.

Shock Shield: Some model /s androids have an internal generator that can produce a protective barrier of electricity. These model /s can cast *shock shield* twice per day, as a sorcerer of their character level. This replaces alert.

Spatial Orientation: Some model /s androids land on their feet even when they take lethal damage from a fall. At 1st level, a model /s within arm's reach of a wall can use it to slow its descent. The model /s takes damage as if the fall were 10 feet shorter than it actually is. This improves to 20 feet at 8th level, and 40 feet at 16th level. This replaces nanite surge.

Favored Class Bonuses

Model /s androids can choose the following favored class bonuses. They can also choose android favored class bonuses.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Battle Augur ^{v1}: Gain 1/3 of a new echo of battle and increase your maximum echoes of battle by 1/3.

Crux: Add +1/3 to duality strike bonus damage dealt when using the channel conduction oscillation to attack a construct.

Escapade ^{v1}: Add +1/4 of a d6 sneak attack damage when using guncaster (max +2d6).

Generational Hero ^{v2}: Treat the hero's Strength score as 1/2 higher when calculating his lifting capacity.

Gunslinger: The gunslinger reduces the amount of time needed to restore a broken firearm using the Gunsmithing feat by 5 minutes (maximum reduction of 50 minutes).

Hunter: Add 1 skill rank to the hunter's animal companion. If the hunter replaces his animal companion, the new animal companion gains these bonus skill ranks.

Inquisitor: Gain a +1/4 bonus on all inspiration rolls.

Investigator: Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.

Jin-Ku Bounty Hunter ^{v2}: Gain 1/6 of a new augmentation.

Kineticist: Add 1/3 point of electricity damage to air element blasts that deal damage that apply the kineticist's elemental overflow bonus.

Midnight Legate ^{v1}: Add a +1/2 bonus on Knowledge, Perception, and Sense Motive checks made against constructs.

Ranger: Add +1 to acid resistance, cold resistance, electricity resistance, or fire resistance (to a maximum of +10 in any).

Slayer: Add a +1/4 dodge bonus to Armor Class against the slayer's studied target.

Model /S Archetype

Android Hunter (Battle Augur Archetype)

Android hunters originated on a world where technology has advanced until it took over and became corrupted. They typically seek out specific upgrades that allow them to better withstand enemy onslaught while also protecting them from becoming corrupted as well.

Favored Enemy (Ex): At 1st level, an android hunter gains favored enemy, as the ranger class feature. The android's first favored enemies are constructs. At 5th level, and again at 10th, 15th, and 20th, the android hunter chooses an additional favored enemy and his favored enemy bonus against constructs increases by +2. This replaces studied target.

Hunt Constructs: At 2nd level, an android hunter adds half his battle augur level on skill checks made to recognize or track constructs and creatures who work closely with constructs. Against these creatures, an android hunter rolls d8's when using studied strike. This alters studied strike.

Android Feats

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

Dash Jump

With a quick push, you can jump much farther than usual.

Prerequisites: Acrobatics 1 rank, model /s android.

Benefit: When charging or running, you can make an Acrobatics check (DC 10) to jump up to 10 feet without it counting against your movement. Increase this distance by 10 feet for every 10 by which you beat the check.

Detect Glitch

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

Prerequisites: Disable Device 1 rank, android.

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

Defibrillate

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

Prerequisites: Endurance, character level 9th, android.

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

Exploit Flaw

You can find the weakness in something with relative ease.

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

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

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

Hydraulic Lift

While your nanites course through you, you become stronger.

Prerequisites: Endurance, character level 3rd, android.

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

More than Meets the Eye

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

Prerequisites: Endurance, character level 9th, android.

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

Nanosword

You can form nanites into an energy blade.

Prerequisite: Character level 11th, android.

Benefit: As a standard action, you can ignite nanites around a free hand to create a +1 brilliant energy bastard sword that only you can wield. You can keep this weapon active for a number of rounds each day equal to half your character level. These rounds need not be consecutive. Dismissing the sword is a free action.

Special: While the sword is active, you are considered proficient with it as a martial weapon. You can pay convergence dust into the sword as part of a special, 1-hour ritual to upgrade its enhancement bonus, or to grant it the flaming, flaming burst, ghost touch, shock, or shocking burst properties. The sword begins with a +3 total enhancement for this purpose.

Overclock

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

Prerequisites: Endurance, character level 5th, android.

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

Vertical Dash

With a quick push, you can jump much higher than usual.

Prerequisites: Dash Jump, Acrobatics 10 ranks, model /s android.

Benefit: As a move action, you can make an Acrobatics check (DC 20) to jump vertically up to 10 feet. Increase this distance by 5 feet for every 10 by which you beat the check.

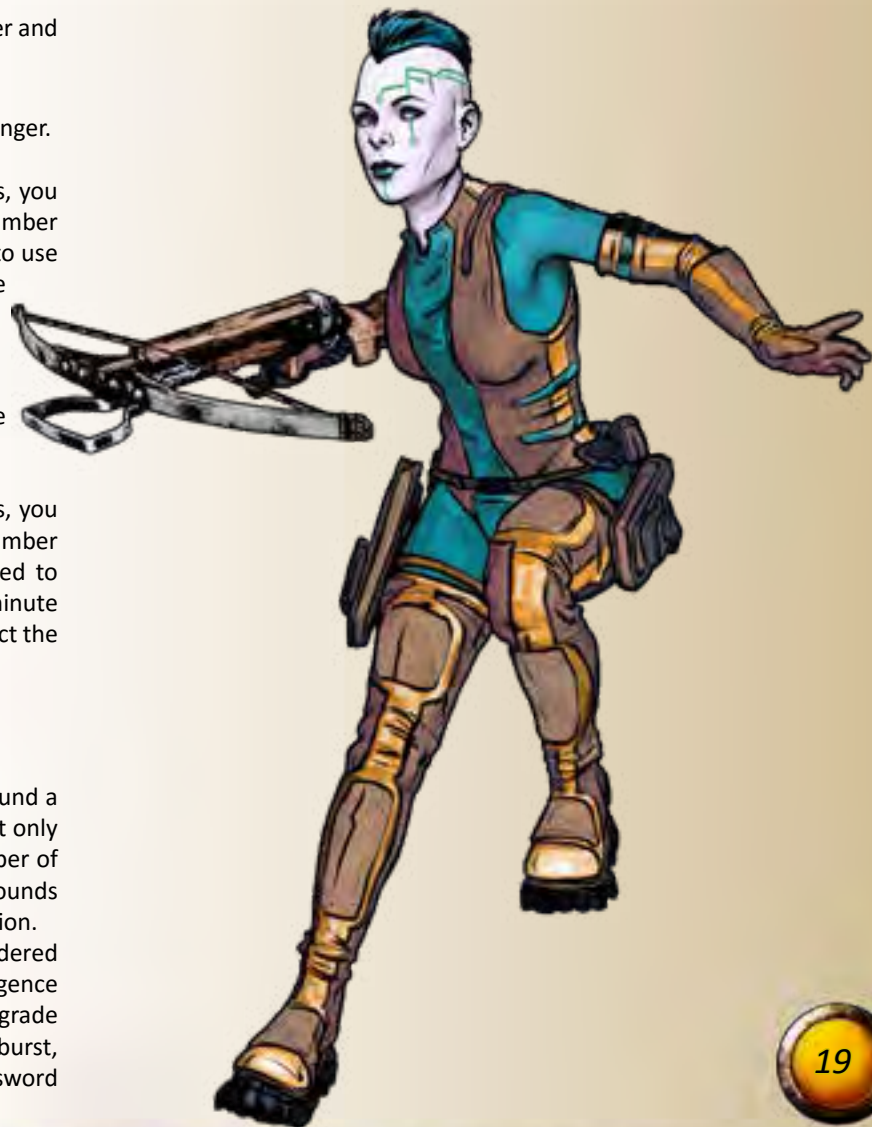
Normal: The base DC to make a vertical jump is equal to four times the height to be reached.

Wall Jump

With a quick push off the wall, you can quickly ascend.

Prerequisites: Acrobatics 1 rank, model /s android.

Benefit: You can substitute Acrobatics checks for Climb checks when climbing up a wall, and you gain a +5 bonus on Acrobatics checks made to jump if you are within arm's reach of a wall.



Ogres, World Soul

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

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

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

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

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

Aging Effects

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

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

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

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

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

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

World Soul Ogre Racial Traits (13 RP)

+4 Strength, +2 Intelligence, +2 Wisdom, +2 Charisma, -2

Dexterity: Smart, perceptive, and deceptively charming, world soul ogres remain as strong as their brutish cousins.

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

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

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

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

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

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

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

Alternate Racial Traits

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

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

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

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

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

Two-Headed Ogre Racial Traits

Two-headed ogres gain the following traits.

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

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

This alters the ogre's ability scores.

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

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

Ogre Class Options

World soul ogres have access to the following archetypes.

Arcane Bloodline (Bloodrager Option)

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

Oni Bloodline (Sorcerer Option)

Ogre sorcerers with the oni bloodline can learn *giant form I* in place of *waves of exhaustion* at 15th level, and they can choose any combat feat, metamagic feat, or ogre racial feat in place of their normal bonus feats, but they lose Disguise as a class skill.

Ogre Feats

World soul ogres have access to the following feats.

Breaker Heritage

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

Benefit: You become Large, which grants you 10-ft. reach and the ability to wield large weapons in addition to the other benefits of your new size. You also take any penalties associated with your new size. You grow up to 1d4+1 feet taller and double your weight. This does not alter your ability scores.

Half-Ogre

Prerequisite: World soul ogre race.

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

Ogre Noble Path

Prerequisite: World soul ogre race.

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

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

Student of Cham-Geron

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

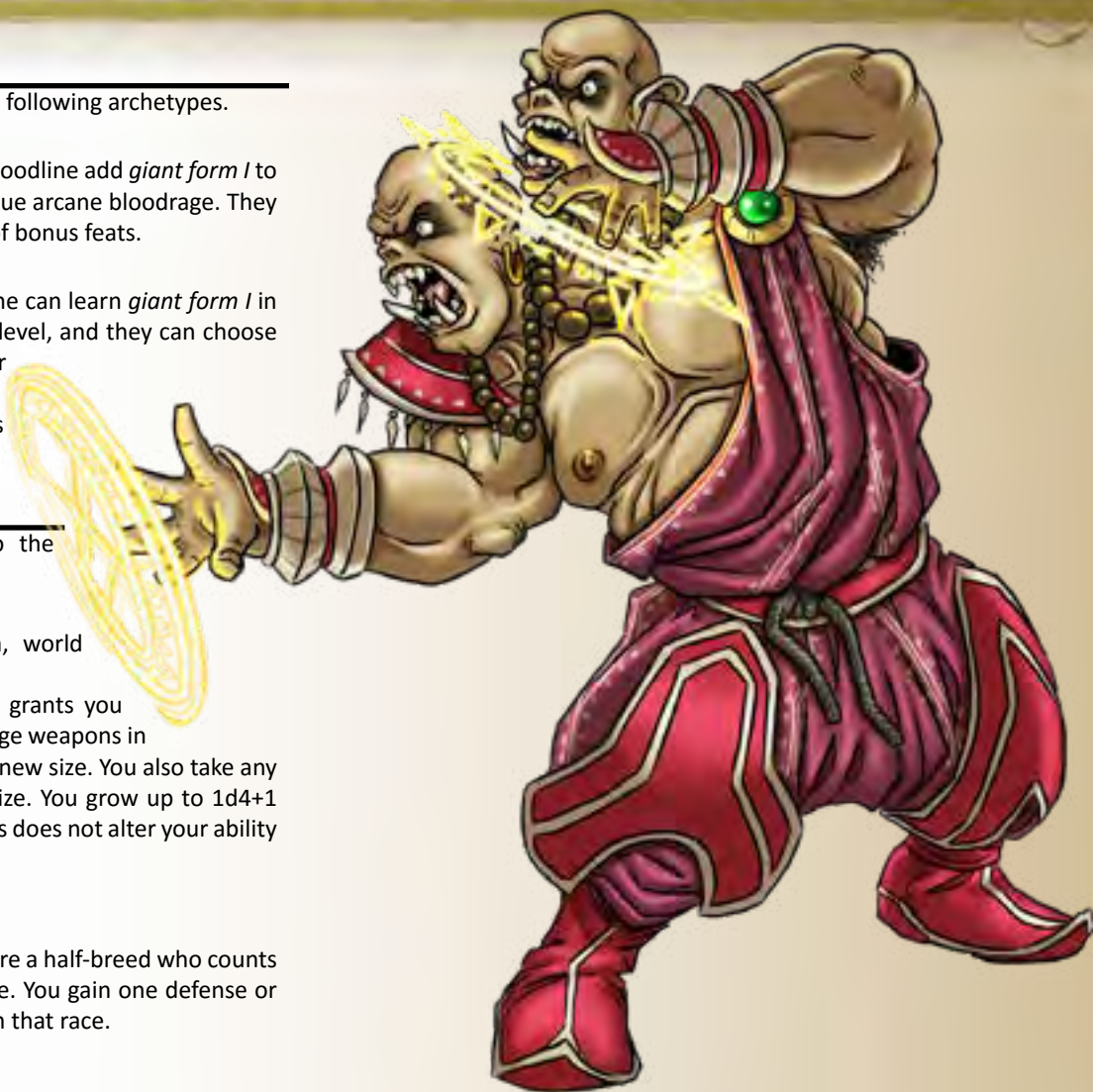
Benefit: Otherworldly eyes appear on your body, granting you a +4 bonus on Perception checks and making you immune to flanking. Their maddening whispers reduce your racial bonus from dual-minded to +1.

Student of Dangrul

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

Benefit: You gain an additional benefit from your shadow-blessed racial trait.

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



Ogre Noble Path (Moderate Convergence)

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

True Sight

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

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

Proto-Human

Before the Atlanteans left their original reality, they were already experimenting on local races. “Lesser” humans were an easy choice for such tests because they were almost identical to the Atlanteans genetically, and they could be rounded up with ease given their lack of technology or higher intellect.

Generations of modification later, and proto-humans have become loyal guards for their keepers, serving where manussos potentially malfunction and other Atlanteans care not to go. They have long been fodder—expendable even—and a first defense against invasion when traveling to new worlds. A few possess the cognizance to break free of their programming and do more, but even they tend to find a clear alpha in their adventuring group on whom they can rely.

Physical Description: Proto-humans are bulkier, shorter-lived humans. While some worlds would consider them similar in stature to half-orcs, they lack orcish colorings and demeanor.

Base	Base		Weight
Height	Weight	Modifier	Modifier
m 5 ft. 4 in.	120 lbs.	2d10	x5 lbs.
f 5 ft. 4 in.	103 lbs.	2d10	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	30	45	60	+1d12 years

Society: Proto-humans lack a society of their own, although families have been known to group into small tribes to survive against the dangers of new worlds as they are forced into them.

Relations: Humans have mixed opinions on their stronger, less intelligent kin. Some view them as in need of control to keep them, and those around them, safe. Others believe they should be better taken care of and taught more complex concepts that most admit they can't quite grasp the same as others.

Alignment and Religion: Proto-humans have been bred to worship the Atlanteans for their greater intellect and technology, and while some can get away from this indoctrination, it can be difficult. In general, proto-humans lack the capacity to make a conscious decision to act evil. Those that are usually do so because it is all they know or understand.

Adventurers: Adventuring comes naturally to proto-humans, who are groomed from a young age to survive outside of city environments. With a steady hand to guide it, a proto-human can become quite the hero in its own right.

Names: Proto-humans are usually named for the job they were assigned while growing up under Atlantean tutelage. Names like Hammer, Scout, and Guard are not uncommon, even among females.

Proto-Human Racial Traits (10 RP)

+2 Strength, +2 Wisdom, -4 Intelligence: Proto-humans aren't so much unintelligent as unable to grasp complex thinking patterns as easily as others. Their strength is generally than a human who doesn't focus on improving its fitness, and their perception of the world as a whole is strong.

Medium: As medium creatures, proto-humans gain no bonus or penalty because of their size.

Base Movement: Proto-humans have a base speed of 30 feet.

Physically Skilled: Proto-humans gain an additional skill rank at first level and one additional rank whenever they gain a level. These skill ranks can only be placed into Strength, Dexterity, and Constitution-based skills.

Rustic: Proto-humans always treat Knowledge (nature) and Survival as class skills. They can add their Wisdom modifier in place of Intelligence when making Knowledge (nature) checks.

Power Training: Proto-humans are trained from birth in how to hit things hard, and as a result are automatically proficient with all bludgeoning weapons (including exotic bludgeoning weapons).

Superstitious: Proto-humans do not care for magic in any form. They gain spell resistance equal to 6 + their character level and a +2 racial bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This spell resistance applies even to beneficial spells cast by allies.

Toughness: Proto-humans gain Toughness as a bonus feat at 1st level.

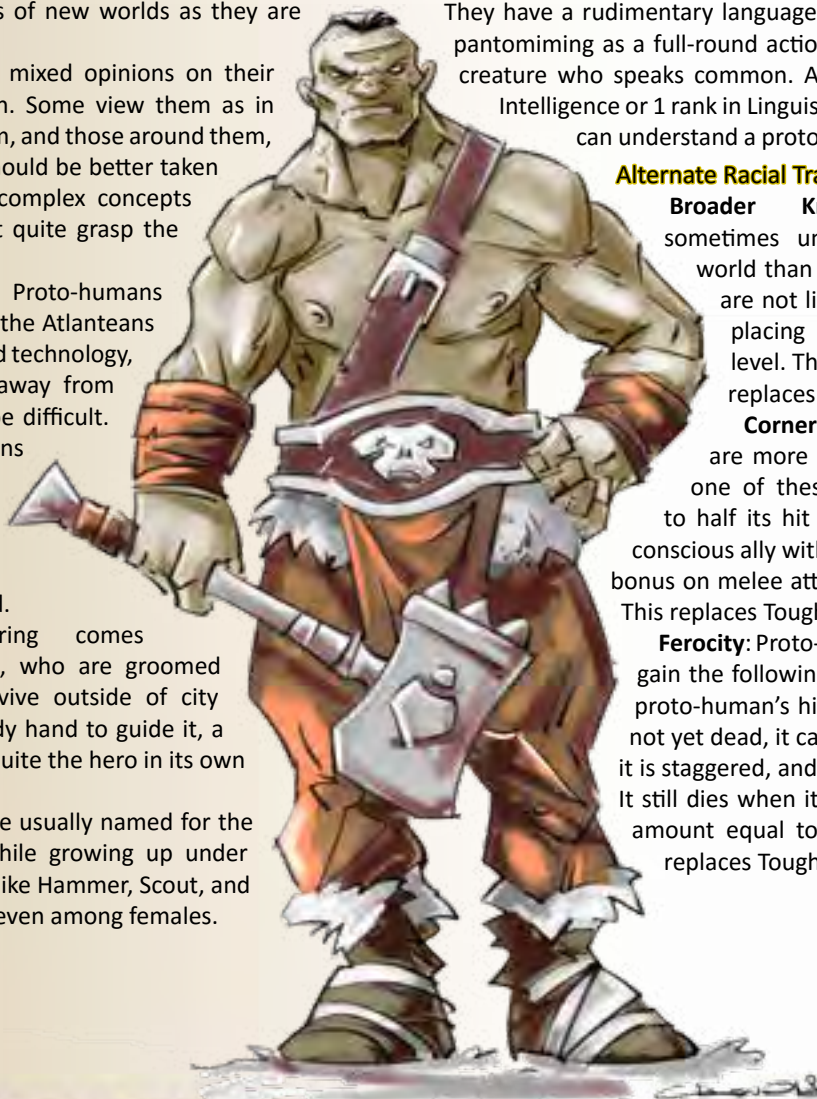
Languages: Proto-humans begin play understanding Common. They have a rudimentary language that they can combine with pantomiming as a full-round action to make their point to any creature who speaks common. A creature with at least a 13 Intelligence or 1 rank in Linguistics that also speaks common can understand a proto-human without pantomime.

Alternate Racial Traits

Broader Knowledge: Proto-humans sometimes understand more about the world than they can convey easily. They are not limited to physical skills when placing their bonus skill rank each level. This alters physically skilled and replaces rustic.

Cornered Fury: Some proto-humans are more feral than others. Whenever one of these proto-humans is reduced to half its hit points or fewer and has no conscious ally within 30 feet, it gains a +2 racial bonus on melee attack rolls and to Armor Class. This replaces Toughness and physically skilled.

Ferocity: Proto-humans have the potential to gain the following extraordinary ability: If the proto-human's hit points fall below 0 but it is not yet dead, it can continue to fight. If it does, it is staggered, and loses 1 hit point each round. It still dies when its hit points reach a negative amount equal to its Constitution score. This replaces Toughness and physically skilled.



First Line of Defense: Proto-humans who spent time guarding the Atlanteans from attack learned how to deal with enemies attempting to go over their walls. They gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC, and a +2 bonus on Perception checks against flying creatures. In addition, enemies on higher ground gain no attack roll bonus against members of this race. This replaces power training.

Relentless: The cunning possessed by some proto-humans can be frightening. They gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the member of this race and its opponent are standing on the ground. This replaces rustic.

Favored Class Bonuses

Barbarian: Add +1/3 to the bonus from either the superstition or surprise accuracy rage power.

Brawler: Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the brawler's unarmed strike (minimum 0).

Fighter: Gain 1/5 of a new advanced weapon training option. The fighter must wield a bludgeoning weapon to use that option.

Monk: Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum 0).

Nature Warden ^{vt}: Add +1/2 to spell resistance or +1/2 to the racial bonus from superstitious (maximum +5 each).

Shifter: Add a +1/2 bonus on Survival checks to get along in the wild, to avoid getting lost, and to avoid all natural hazards.

Proto-Human Character Option

The following option is used primarily by proto-humans, but can be applied to any character with a distaste for magic.

Self Reliance

Proto-humans prefer to never deal with magic after what the Atlanteans have done to them, but they are also wise enough to realize that magic can be hard to overcome. With this in mind, many proto-humans practice a form of training that allows them to mimic their allies' magic items through supernatural technique.

When one of the proto-human's allies obtains a piece of magical equipment, the proto-human can train with that ally during downtime. This training costs the proto-human an amount of gold equal to the price of the magic item against which he is training and requires 1 day of training per 1,000 gp of that price.

At the end of his training, the proto-human's natural resistance to magic builds up and begins to act as the item he trained against. If the item was a weapon, the proto-human must wield his weapon during his training, and he only gains these benefits when wielding that item. The same is true of any armor or shields the proto-human may train against. All other restrictions of magic items and properties apply normally.

Because this training process relies heavily on the proto-humans' distrust of actual magic, a proto-human who willingly uses magic items, including potions, loses access to any items his training mimics while he uses the items and for a number of days after equal to the total caster level of all items used. Items with obviously magical effects (such as a cape of the mountebank), or which cast spells directly (wands), cannot be trained against.

If a proto-human trains against an item that fills the same slot as another item against which he already trained, he can either reduce the cost of training for the new item (but not the time) by half the value of the previous item or his built up magic from the previous item bleeds off of him as convergence dust equal to half its cost.

Beginning at Higher Levels: When building a proto-human character at a higher level, self reliance works much like purchasing magic items, and a proto-human with the Atlantean Training Regiment feat (see below) can obtain such items at half the price, in the same way a character with an item creation feat can.

At the end of character creation, the proto-human adds together the time spent training for any items purchased that are not also possessed by one of his allies and adds that time to his age.

Proto-Human Feats

The following feats are available to all proto-humans.

Applied Physical Training

Prerequisites: Proto-human race.

Benefit: You gain a +2 bonus on all Strength, Dexterity, and Constitution ability checks. If you have at least 1 rank in Aerobics, Cardio, Endurance, Flexibility, Power, or Weightlifting, this bonus applies to checks made with that skill as well. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill and its associated ability score.

Atlantean Training Regiment

Prerequisites: Proto-human race, self reliance.

Benefit: Choose one magic item type. You can pay the construction cost of items (in gp) of that type rather than the full price while training with self reliance.

Special: You can choose this feat more than once. Each time, choose a different magic item type.

Farrealm Proto-Human

Prerequisites: Character level 1st only, farrealmer race with proto-human as its related race.

Benefit: You gain either +2 Strength, +2 Intelligence, -4 Wisdom or +2 Intelligence, +2 Wisdom, -4 Strength. Your bonus skill ranks can only be placed into Intelligence, Wisdom, and Charisma-based skills. Choose one heir apparent suggested item. You find or gain that item when you reach that character level.

Sage

Prerequisites: Wis 13, proto-human race.

Benefit: You can add your Wisdom bonus on all Craft and Knowledge skill checks in place of Intelligence. In addition, choose one of those skills. It becomes a class skill for you. If that skill is already a class skill, you gain a +2 bonus on checks made with it.

Signature Training

Prerequisites: Proto-human race, 5 ranks in the chosen skill.

Benefit: Choose one physical skill. You gain the ability listed in that skill's 5 Ranks entry. As you gain more ranks in the chosen skill, you gain additional abilities. If you have 10 or more ranks in the chosen skill, you gain the appropriate abilities immediately.

Special: This feat can be chosen in addition to the Signature Skill feat and similar abilities or talents.

Trusted Allies

Prerequisites: Proto-human race, superstitious racial trait.

Benefit: Your close ties to those with whom you adventure have given you greater insight into their abilities and your safety among them. This grants two benefits.

- Your spell resistance no longer applies to the beneficial effects of spells cast by allies unless you want it to.
- Each of your allies can choose one teamwork feat they possess. You are treated as also having that teamwork feat when they can benefit from it. You cannot also use that teamwork feat, but you can benefit from it when they do if it would normally apply its benefit to multiple creatures.

Returned

In their studies of different shattered worlds, the Collective learned a special technique that could bring a creature back to life exactly once without the need for necromantic magic. These returned—as they were called on the world of their discovery—not only came back stronger and faster than before, but their need to consume breath also made them natural awakeners.

Physical Description: When a returned comes back to life, its physical appearance becomes the returned's perceived version of perfection. Depending on its emotional state, a returned may alter its form periodically. Some can even control this ability with practice.

For most returned, particularly those who were previously human, perfection also means being taller on average. This usually amounts to a gain of 2d6 inches of height overall, while weight becomes proportionately healthier.

As long as a returned consumes one breath every 7 days, it can potentially live forever. A returned that hasn't consumed an breath by the evening of its 8th day without one consumes its own, divine breath and dies its final death.

Society: On their homeworld, returned are treated as gods for their knowledge and relative immortality.

Relations: Except for occasional angst or anger at their situation, returned get along well enough with other races, and usually act according to their own previous race.

Divine Purpose and Alignment: All returned are given a singular goal that is revealed to them before they are brought back. A returned dreams of this goal each night, although it is broken up and symbolic, rather than direct. Only at the moment in which the goal is to be achieved does it reveal itself in whole.

Returned are free to align themselves as they see fit, although a good number of them do become heroes after receiving their vision upon their first death.

Adventurers: Returned who adventure often do so for one of two reasons. They are either seeking breath to keep them from their final death, or they are questing to enact (or prevent) their vision.

Names: As they lose their memory upon coming back to life, the majority of returned also choose a new name for themselves. It is not uncommon for returned to recognize their original name, but to draw a sense of ire from it since they cannot remember who they were before changing.

Returned Racial Traits (13 RP)

The racial traits presented here are for returned who were previously human. For non-human returned, see alternate racial traits, below.

+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, –2 Charisma: Physically, returned are a cut above many races, and their divine breath grants them superior understanding and perception of life. Despite this, a returned's new state of being can cause a loss of concern for others.

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

Base Movement: Returned have a base speed of 40 feet.

Augmented Humanoid: Returned are humanoids with the augmented and human subtypes. While they are living by most definitions, returned count as undead if a spell or ability specifically targets undead, such as smite evil, *disrupt undead* and *hide from undead*. Cure and inflict spells still affect returned normally. Returned don't have to breathe or eat unless they want to gain some beneficial effect from one of these activities.

Divine Breath: A returned gains the passive and constant benefits of the first five Heightened Awakener feats (see chapter 4) as if he stored 80 breaths. This also gives him a –5 penalty on all Stealth checks. He must still possess Awakener and the appropriate feats to use any active abilities those feats grant.

A returned's divine breath cannot be divided up the same way a creature can divide up the breath it possesses from having more Hit Dice.

Consume Breath: Every 7 days, a returned's body consumes one Hit Dice-worth of stored breath (usually valued at 200 gp). If, by the morning of its 8th day, a returned has no stored breath, its divine breath is consumed in whole and it dies.

Because breath must be given of one's own free will (although a creature can be manipulated into doing so), most returned offer payment in the form of gold or work in exchange for it (a creature that gives up its natural breath becomes a drab; see the sidebar).

First Death: When a returned is brought back to life initially, it loses all memory of its previous existence.

Final Death: When a returned dies, it cannot be raised or resurrected.

Give Divine Breath (Sp): A conscious returned can sacrifice itself to cast *miracle* once, using its character level as its caster level. A spell cast in this way has an effective spell-level equal to half the returned's character level (minimum 1st) for the purpose of save DCs, caster level checks, and so on, regardless of its actual level. The returned dies after giving its divine breath.

Languages: Returned begin just speaking Common. Returned with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

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

Divine Beauty: Returned always come back as a physically perfect version of themselves, but this often distances them from others. Some returned overcome this through divine beauty. They gain +2 Strength, +2 Dexterity, +2 Constitution, +4 Charisma, –2 Wisdom. This alters the returned's ability scores.

Breath

Breath is the part of a creature's soul that allows it to recognize the vibrancy of life. Things like color, sound, and emotions are all felt more strongly by a creature with breath.

Creatures who collect breath, particularly awakeners, become more connected to those. Creatures who give up their breath don't die, nor is their soul destroyed upon death (similar to returned giving up their divine breath). Instead, they become less likely to recognize emotion, enjoy music, or understand/perceive color in the same way. Such creatures are known as drabs.

The value of one's breath is usually a matter of personal preference, but a surprising number of creatures in the world are willing to give up their breath for the right price (see Breath in chapter 4).

A creature who gives up all of its breath gains the drab campaign trait.

Drab (Campaign Trait)

You have given up your breath (see above). This grants you a +2 trait bonus on all Intimidate and Stealth checks. You are also immune to spells and effects that detect living or undead creatures and take a –2 penalty on all Perception and Sense Motive checks.



Racial Heritage: Some returned are of races other than human. They gain ability score bonuses as ordinary members of their race and an additional +2 bonus to one of the ability scores they increase in that way. This alters the returned's ability scores.

Returned Favored Class bonuses

Any Class: Gain 1/2 of a breath feat (maximum 5). The only prerequisite for breath feats gained in this way is the previous breath feat.

Returned Feats

Returned have access to the following feats.

Clergy of the Returned

Prerequisite: Returned race.

Benefit: You gain Leadership. You count as having a special power and a base of operations that can provide free lodging and up to 500 gp of benefits (food, gear, and so on). Your follower begins as an acolyte (human adept 1). It gains cleric levels as determined by your character level and your leadership score.

Your clergy remains at a static location to which you can return and be gifted 1 divine breath every 7 days. Once per month, you can request a number of additional breath equal to your character level. You cannot sell gifted divine breath without losing all benefits of this feat. Losing your gifted breath counts as cruelty. Your clergy cannot be moved until your leadership score is at least 11, at which time if you do move them, you gain moves around a lot as a penalty to your leadership score.

Special: This feat counts as Leadership. You must still meet the requirements of other leadership feats, like character level 7th.

Disguise Self

Prerequisite: Returned race.

Benefit: You can cast *disguise self* at will as a spell-like ability. When you do, your divine breath becomes imperceptible to others. You cannot benefit from Clergy of the Returned while disguised in this way.

Divine Insight

Prerequisite: Returned race.

Benefit: You can use Wisdom in place of Intelligence when making Knowledge skill checks. In addition, choose up to 2 Knowledge skills. You add those skills to your list of class skills and gain a +1 racial bonus on all checks made with those skills. If those skills are already class skills, your racial bonus becomes +2 instead.

Innate Racial Ability

Prerequisite: Returned race.

Benefit: You gain a number of skill ranks equal to your level. When you gain a new level, you also gain +1 skill rank.

If you have the racial heritage returned trait, you can instead gain up to 4 Race Points' worth of racial traits from the race you chose with racial heritage (for ease of reference, most simple traits of core races are worth 2 RP).

Perceive True Art

Prerequisite: Returned race.

Benefit: You can use Wisdom in place of Intelligence when making Appraise skill checks. In addition, you add Appraise and Perception to your list of class skills and gain a +1 racial bonus on all checks made with those skills. If those skills are already class skills, your racial bonus becomes +2 instead.

Sahuagin, Lowborn

Unlike the cecaelias who retained their society after the shift away from their world, the Atlanteans were able to subsume the entire sahuagin race that lived within their borders. Generations of experimentation later, the formerly savage race was brought in line. As it stands now, the lowborn—as they are called by the Atlanteans—function as shock troopers in oceanic and shore-focused battles. Some are also sent to accompany envoys or scout new worlds in search of suitable mainland lakes where their overseers can make a home if they wish to leave the islands or get stuck after another shift.

Physical Description: Lowborn sahuagin still look as dangerous as their more powerful progenitors, but their natural attacks are dulled to the point of uselessness, and they lack any advantages in swim speed that once put them ahead of the Atlanteans.

Society: The sahuagin were one of four powerful races to challenge the Atlanteans, but that was many centuries ago. Now, they are a broken group of loose gangs who claim different areas of Atlantean cities as their territories. Some seek to escape life as lowborn by signing up for the military or leaving to adventure, knowing that the races of other worlds still perceive them as a deadly tribe of ocean-dwelling warriors.

Relations: The history of the sahuagin race makes for complicated relationships with races who don't immediately realize the lowborn are somewhat more civilized than they were previously. This stigma is what the Atlanteans continue to push when presenting their sahuagin guards during negotiations for peace.

Religion and Alignment: Lowborn sahuagin typically have no time for religion because Atlantean society doesn't put emphasis on it, especially with respect to its less important members. As for alignment, sahuagin are often evil by necessity. Those who get out of their own way can become much more than their definition and status, however.

Adventurers: Sahuagin from Atlantis tend to adventure to get away from their oppressive society and the belief that they are inherently dangerous or evil. On their own, lowborn make decent rangers, hunters, and monks.

Names: The only remaining carry-over from their original tribes that the Atlanteans left the lowborn was their names; and this was likely to continue associating them with their past. The sahuagin don't often care, though, preferring to hold onto at least that tiny piece of their heritage.

Lowborn Sahuagin Racial Traits (10 RP)

+2 Strength, +2 Wisdom, -2 Charisma: Lowborn are still sahuagin, and receive the same bonuses and penalties to their ability scores.

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

Base Speed: Lowborn sahuagin have a base speed of 30 ft. and a swim speed of 30 ft., which grants them the +8 racial bonus on Swim checks that a swim speed normally grants.

Monstrous Humanoid: Sahuagin are monstrous humanoids with the aquatic subtype. This grants them darkvision out to 60 feet.

Amphibious: Lowborn sahuagin are amphibious and can breathe both air and water.

Frenzy: Once per day, whenever a sahuagin takes damage, it can fly into a frenzy for 1 minute; gaining a +2 racial bonus to Strength and Constitution, but also suffering a -2 penalty to AC.

Natural Armor: Lowborn sahuagin gain a +1 natural armor bonus to their Armor Class.

Speak with Sharks: Sahuagin can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as "attack," "come," and "defend."

Light-Blindness: Abrupt exposure to bright light blinds lowborn sahuagin for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Languages: Sahuagin begin play speaking Aquan and Common. Sahuagin with high Intelligence scores can choose from the following: Abyssal, Aklo, Draconic, Giant, Goblin, and Infernal.

World Soul Sahuagin Racial Traits (10 RP)

The lowborn sahuagin of Volwryn are known on that world as merlocks. They are a small, tribal race who live along coastlines and deep below the sea. While often unintelligible, there are some who can understand and even speak their strange, native language. Regardless of their size, these sahuagin are a race to be feared for their sheer numbers and tenacity when it comes to battle.

+2 Constitution, +2 Wisdom, -2 Strength: World soul sahuagin are tough, and their society promotes shamanism, but they lack the raw strength as their larger cousins.

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

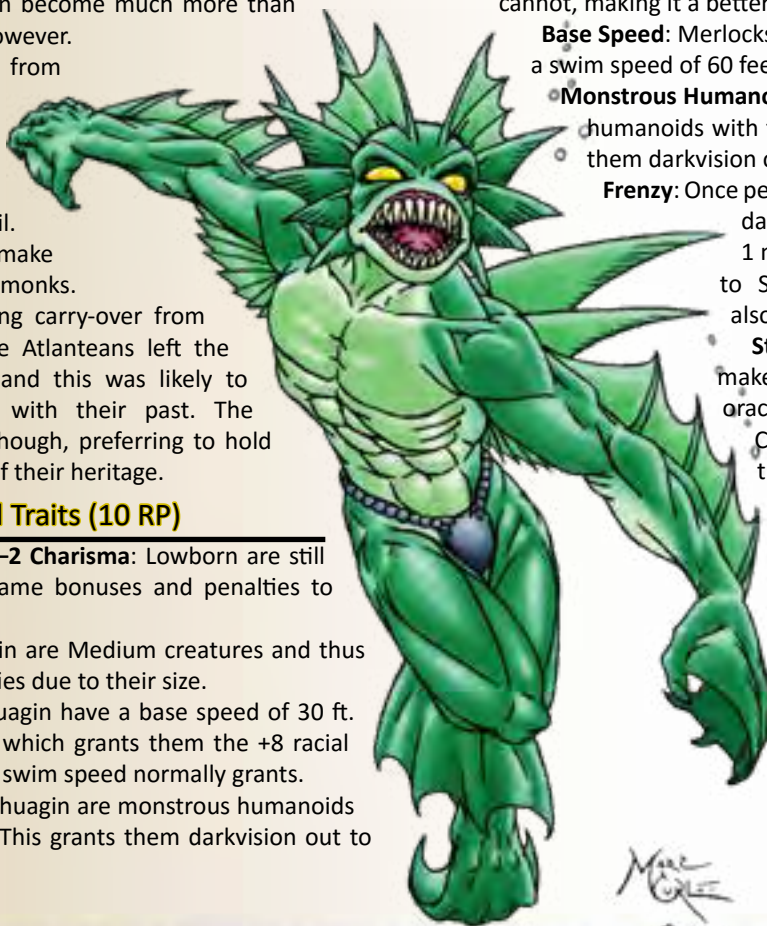
Base Speed: Merlocks have a base speed of 20 ft. and a swim speed of 60 feet.

Monstrous Humanoid: Merlocks are still monstrous humanoids with the aquatic subtype. This grants them darkvision out to 60 feet.

Frenzy: Once per day, whenever a sahuagin takes damage, it can fly into a frenzy for 1 minute; gaining a +2 racial bonus to Strength and Constitution, but also suffering a -2 penalty to AC.

Studied Spellcaster: Merlocks make oddly capable invokers, oracles, sorcerers, and other, usually Charismatic spellcasters. They treat their Charisma as 2 points higher for the purpose of learning bonus spells.

Languages: Sahuagin begin play speaking Aquan. Sahuagin with high Intelligence scores can choose from the following: Aklo, Common, Draconic, Goblin.



Alternate Racial Traits

These traits are available to all sahuagin who qualify for them.

Land-Dweller: The original sahuagin could not breathe outside of water, but lowborn have been bred to survive on land and in the sea. Some Atlanteans took this another step and bred their lowborn to prefer the shores in order to better accompany them as guards on terrestrial missions. These lowborn gain +2 natural armor and proficiency with tridents, but lose the aquatic subtype. They also count as Atlanteans when qualifying for racial feats. This alters natural armor and replaces amphibious.

Learned: The merlocks of Volwryn have lived on the fringes of society for many generations. Occasionally, one will learn from the creatures its people hunt for food and sport. These world soul sahuagins begin play speaking Aquan and one other language of their choice. A learned merlock with a high Intelligence score can choose any language (but not secret languages, such as druidic). In addition, once per day, a learned merlock can use a free action to gain a +2 insight bonus on one attack roll. This bonus can be applied after it rolls the check but before the result is revealed. This alters the merlock's languages and replaces frenzy.

Light-Dweller: Atlanteans have had some success in removing the sahuagin's weakness to bright light through consistent exposure that took the lowborn away from the sea at a young, developmental age. This replaces light-blindness and speak with sharks.

Stoic Defender: Once per day, when a sahuagin with this racial trait takes damage, it can focus on remaining steadfast. For 1 minute, the sahuagin gains a +2 racial bonus to AC and a +2 racial bonus on Will saves. This replaces frenzy.

Unchained: Some world soul sahuagin make excellent gunslingers, rogues, and other dexterous warriors. They deal +1 damage with finesse, light, and ranged weapons. This replaces studied spellcaster.

Lowborn Sahuagin Favored Class Bonuses

The following favored class bonuses are available to all sahuagin.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Brawler: Add +1/3 on critical hit confirmation rolls made with unarmed strikes (maximum bonus of +5). This bonus does not stack with Critical Focus.

Darkseeker^{v1}: Add a +1/2 bonus on Survival checks to track and

Intimidate checks to gather information.

Escapade^{v1}: Gain a +1/2 bonus on reposition and trip combat maneuver checks when using redirection.

Generational Hero^{v2}: Add +1/2 to the number of bombs per day the hero can create.

Hunter: Add +1 foot to the range increment when throwing a trident. This option has no effect unless the hunter has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Jin-Ku Bounty Hunter^{v2}: Add +1/2 to damage rolls the bounty hunter makes with ranged weapon attacks against an opponent that is denied its Dexterity bonus to AC.

Marksmen: Add +1/3 to damage rolls made with ranged or thrown weapons when expending focus on Psionic Shot.

Monk: Add +1/3 to the monk's AC bonus class ability.

Ranger: Add +1/2 to damage rolls the ranger makes with ranged or thrown weapon attacks against an opponent that is denied its Dexterity bonus to AC.

Swashbuckler: Add +1/4 to the swashbuckler's effective class level to determine the extra damage he deals because of the precise strike deed when wielding a long spear or trident. If the swashbuckler has the Slashing Grace feat or another similar effect, he can treat the those weapons as one-handed piercing melee weapons, and he gains this benefit when wielding the appropriate weapon for the feat as well.

Lowborn Sahuagin Archetype

Regressive Monk (Monk Archetype)

This archetype is also available to unchained monks.

Lowborn sahuagin have long been repressed by the Atlanteans, to the point where they are a shadow of their former selves. Some see their breeding as a psionic trick meant to dampen the power their race once possessed. They have begun searching for ways to unlock their potential once more, and some have even succeeded through a combination of meditation and martial technique.

Bite (Ex): At 1st level, a regressive monk gains a natural bite attack that deals 1d4 points of damage with a critical damage multiplier of x3. This bite is a primary attack, or a secondary attack if the monk also attacks with a manufactured weapon as part of the same full-attack action. This replaces Stunning Fist.

Claws (Ex): Regressive monks have two claw attacks that deal 1d4 points of damage each with a critical threat range of 19-20 x2. These are primary natural attacks. At 4th level, and every 4 levels thereafter, the monk's claws deal more damage. This functions as the monk's unarmed strike damage progression, except that the regressive monk uses the small monk damage progression (1d4, 1d6, 1d8, 1d10, 2d6, 2d8).

This alters and replaces the monk's unarmed strike and flurry of blows.

Ki Pool (Su): A regressive monk applies the benefits of his ki pool to the bite and claw attacks he gains as a regressive monk. By spending 1 point from his ki pool as a swift action after hitting a creature with at least 2 claw attacks, the monk can rend his target, dealing claw damage plus 1-1/2 times his Strength modifier. This alters ki pool.

Frenzy (Ex): At 3rd level, a regressive monk can spend 2 ki points as a swift action to frenzy for up to 1 minute, as the sahuagin racial trait. Whenever the monk takes damage, he can use this ability as an immediate action instead.

At 6th level, the monk increases his Strength and Constitution bonus gained with frenzy to +4. Only the initial +2 bonus stacks with bonuses from other class features such as the barbarian's rage feature or the *rage spell*. At 11th level, the bonus becomes +6, and at 20th level, the bonus becomes +8.

Fast Swimmer: At 3rd level, a regressive monk gains an enhancement bonus to both his base land speed and his swim speed. The bonus starts at 5 feet and increases by +5 feet every 3 monk levels beyond 3rd (6th, 9th, 12th, and so on). This alters fast movement.

Trox, Larval

The trox were a deadly foe the Atlanteans encountered in their travels; costing them many lives before they ultimately won. In succeeding against the trox, the Atlanteans did as they always do; they experimented and found a way to control the more powerful race.

It was determined that the easiest way to lead the trox was to stop their gestation early, resulting in larval trox.

Physical Description: Larval trox are almost half the size of their final stage. They still have multiple arms, although only two have any real power behind them.

Society: Larval trox have no discernible society of their own. Within Atlantean society, they are given a designation code upon hatching and raised to do battle. The few who have escaped that life often survive on the outskirts of other societies, subsisting on what they can hunt or joining adventuring groups to try and learn more about the world beyond their training.

Relations: Their training makes it difficult for larval trox to interact with others in a capacity greater than combat. They have been known to sometimes imprint on an individual creature that becomes a surrogate parent or leader upon whom they depend to gain acceptance with others.

Religion and Alignment: With no earthly guidance, larval trox who strike out on their own will often seek the structure of organized religion, worshiping gods whose viewpoints tend toward chaos and war. They are likewise usually chaotic, though only from a lack of knowledge relating to general laws that apply to most other creatures.

Adventurers: An adventuring larval trox has in some way abandoned its place in Atlantean society, whether willingly or not. To prevent potential uprising, the Atlanteans hunt these trox, taking them out even if they try to willingly return.

Names: Recently freed larval trox know only the designation they are given by the Atlanteans. After some time and interaction with others, they will occasionally choose another name better suited to their personality and actions. Friends and allies will sometimes help craft this name or give the trox a nickname to help welcome it.

Larval Trox Racial Traits (10 RP)

+4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma: Even stunted as they are, larval trox are much stronger than the average Atlantean.

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

Base Movement: Larval trox have a base speed of 30 feet. They also have a burrow speed of 20 feet.

Monstrous Humanoid: Larval trox are monstrous humanoids, which grants them darkvision out to 60 feet.

Stability: Larval trox receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Stubborn: Before reaching their final stage, larval trox are considerably more defensive. They gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if a larval trox fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round).

This second save is made at the same DC as the first. If the trox has a similar ability from another source (such as a rogue's

slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Languages: Larval trox begin play speaking Common. Trox with high Intelligence scores can choose from the following: Aquan, Giant, Terran, and Undercommon.

Alternate Racial Traits

Frenzy: Even with training, some trox never overcome their violent tendencies. Once per day, whenever these trox take damage, they fly into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC. This replaces stubborn.



Natural Armor: Before metamorphosing into their final form, larval trox can develop a thick exoskeleton to protect their softer interior. These trox gain a +2 natural armor bonus to their Armor Class. This replaces stability and stubborn.

Tremorsense: Like their larger forms, larval trox can develop tremorsense out to 30 feet. This replaces the trox's burrow speed.

Vestigial Wings: Larval trox occasionally develop the wings that they would lose when fully grown. These wings that do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks. This replaces the trox's burrow speed.

Trox Favored Class Bonuses

These favored class bonuses are available to all trox.

Any Class: Reduce the penalty to Wisdom by 1/2. At 0 penalty, instead add a +1/3 racial bonus to Wisdom (maximum +2).

Accelerist^{v1}: Add +10 minutes to the duration of the accelerist's alchemical accelerant.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add 1 to the barbarian's total number of rage rounds per day.

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the aberration or monstrous humanoid types.

Crux: Frenzy for +1 round while using channel opposition. At +10 rounds, and again at +20 rounds, the crux can choose instead to frenzy an additional time for up to 1 minute per day.

Inquisitor: Add +1/2 on Intimidate checks and Knowledge checks to identify creatures.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attack attempts per day.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Soulbreaker Champion^{v2}: Add +1/3 on critical hit confirmation rolls made with the champion's hellbonded weapon (maximum bonus of +5). This bonus does not stack with Critical Focus.

Warpriest: Add 1/4 to the warpriest's effective level when determining the damage of his sacred weapon.

Larval Trox Archetype and Class Option

Trox Grappler (Monk Archetype)

Trox grapplers are trained in Atlantean arenas to quickly reach an opponent and hold it down while allies focus on other enemies first. With the aid of their secondary arms, these larval trox can continue fighting surrounding enemies as well.

Improved Grapple (Ex): At 1st level, a trox grappler gains Improved Grapple as a bonus feat, even if he does not meet the prerequisites.

Beginning at 4th level, when the trox grappler would pin an opponent he grapples, he can instead apply a condition to that creature. A successful saving throw (DC 10 + half the monk's level + his Wisdom modifier) negates the effect.

The trox grappler must choose which condition will apply before the grapple attempt is made. These effects do not stack with themselves (a creature sickened by Improved Grapple cannot become nauseated if pinned again), but additional successes do increase the duration.

- At 4th level, he can choose to make the target fatigued.
- At 8th level, he can make the target sickened for 1 minute.

- At 12th level, he can make the target staggered for 1d6+1 rounds.
- At 16th level, he can permanently blind or deafen the target.
- At 20th level, he can paralyze the target for 1d6+1 rounds.

This replaces stunning fist.

Shed Size (Ex): At 6th level, a trox grappler gains Shed Size as a bonus feat. This replaces the bonus feat gained at 6th level.

Grabbing Appendages (Ex): At 7th level, a trox grappler gains Grabbing Appendages as a bonus feat. This replaces ki pool (cold iron/silver).

Powerful Growth (Ex): At 10th level, a trox grappler gains Powerful Growth as a bonus feat. This replaces the bonus feat gained at 10th level.

Grab (Ex): At 14th level, a trox grappler that hits a creature with an unarmed strike can attempt to enter a grapple with that creature as a free action. This replaces the bonus feat gained at 14th level.

Awesome Blow (Ex): At 18th level, a trox grappler gains Awesome Blow as a bonus feat that he can use only while grappling a Small or Medium creature. The trox uses his grappled opponent as his weapon, dealing 1d6 + Strength modifier bludgeoning damage to both the grappled opponent and the struck creature. The trox grappler can choose to release his grappled opponent as part of this maneuver, sending it flying along with the struck creature. This replaces the bonus feat gained at 18th level.

Growth Mutagen (Alchemist Mutagen Option)

Larval trox can create a special mutagen that they can drink to temporarily metamorphose to their proper form. When the trox imbibes his growth mutagen, he becomes Large, which grants him a +2 size bonus to Strength, +2 natural armor, and a +1 size bonus to both CMB and CMD, but he takes a -2 penalty to Dexterity and a -1 penalty to attacks and AC (including touch and flat-footed). The trox's space becomes 10-ft. x 10-ft. and his base speed increases to 40 feet, but his reach is unchanged.

At the end of the mutagen's duration, the larval trox is fatigued. This fatigue lasts until the trox rests 1 minute for every 10 minutes of the mutagen's duration.

A larval trox using this option can still choose mutagen as an alchemist's discovery.

Larval Trox Feats

As they gain power and strength, some larval trox break free of the blocks the Atlanteans placed on them, eventually growing to their full size and strength.

Grabbing Appendages

Prerequisites: Dex 13, Shed Size, character level 7th, trox race.

Benefit: You can use your second pair of appendages to maintain a grapple and still make attacks with your main appendages.

Powerful Growth

Prerequisites: Shed Size, character level 11th, trox race.

Benefit: Increase your Strength score by +2.

Shed Size

Prerequisites: Character level 7th, trox race, Medium size.

Benefit: Your size become Large. This gives you a +2 size bonus to Strength, +2 natural armor, and a +1 size bonus to both your CMB and CMD, but you take a -2 penalty to Dexterity and a -1 penalty to your attacks and AC (including touch and flat-footed). Your space becomes 10-ft. x 10-ft. and your base speed increases to 40 feet, but your reach is unchanged.



2

Classes

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

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

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

Atlanteans

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

Aeons

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

Dreamwalkers

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

The Collective

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

Cruxes

Cruxes seek balance in the opposing forces of the realities by channeling those powers in equal flare through their attacks. As their essence builds, they learn new ways to use their opposing energies to deal with the immediate threat.

Elementalists

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

World Soul Races of Volwryn

Might makes right. When not pushing their own agendas, the races of Volwryn can come together to form something far more dangerous than they are individually. Shared technologies make for deadly adversaries.

Gearbreakers

Gnomes and goblins are widely recognized by the other races of Volwryn as the most tech-savvy. They are not, however, the only ones who have made such advances. Dwarves and tieflings have long been engineers in their own right, while orcs and the more societal elves masterfully adapt existing technology to their own tastes.

Aeon

By Scott Gladstein.

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

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

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

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

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

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

Hit Die: d10.

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

Class Skills

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

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the aeon.

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

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

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

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

Table: Aeon

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

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

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

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

Arcane Guardian (magical beast)

Starting Statistics

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

7th-Level Advancement

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

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

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

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

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

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

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

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

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

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

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

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

The aeon's adaptation bonus increases by +1 at 6th level and every 3 levels thereafter, to a maximum of +6 at 18th level. It lasts for a number of rounds equal to the current bonus, or until the aeon uses it to adapt to another attack.

Comradery (Ex or Su): To be an aeon, one must possess a compassionate soul. Starting at 5th level, allies adjacent to the aeon gain the benefits of his current guardian's ward ability. In addition, each ally within 30 feet of the aeon gains a bonus equal to the aeon's adaptation bonus to saves made against death effects.

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

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

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

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

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

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

Arcane Guardians

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

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

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

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

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

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

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

Emotional States

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

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

Abjuration - Sinja, the Warden

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

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

Alignment: LN

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

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

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

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

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

Conjuration - Pauper, the King

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

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

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

Alignment: LN

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



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

Splendorous Energy (Sp): Pauper can be directed to spread her wings in splendor as a standard action, creating a blast of energy before it. The blast affects all creatures in a 120-ft. line, dealing 1d6 damage per 2 aeon levels or healing the targets for the same amount. The damage type can be acid, cold, electricity, fire, positive energy, or negative energy. A successful Reflex save (DC 10 + half the aeon's level + his Charisma) halves the damage.

Ward: The aeon gains fast healing equal to his adaptation bonus (minimum 1). Once a creature heals 5 hit points per aeon level with this ability, the ward ceases to function for that creature until the aeon rests for at least 8 hours.

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

Divination - Durel, the Gluttonous Seer

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

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

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

Alignment: LN

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

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

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

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

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

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

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

Enchantment - Lumendra, the Forbidden Treasure

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

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

Alignment: CN

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

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

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

Evocation - Krak, the Tempest Knight

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

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

Alignment: LN

Axe: Krak uses a dwarven waraxe sized for him in combat. The axe has an enhancement bonus equal to 1/4 of the aeon's level. If disarmed, dispelled, or otherwise destroyed Krak can summon it back as a swift action. This alters Krak's attacks.

Shield: Krak has a shield permanently attached to his arm which grants him a +4 shield bonus to AC. This alters Krak's AC.

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

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

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

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

Illusion - Moogen, the Lost Lover

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

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

Alignment: LN

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

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

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

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

Necromancy - Death's Head

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

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

Alignment: N

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

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



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

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

Transmutation - Kinja, the Unbound

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

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

Alignment: CN

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

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

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

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

Universal - Arcanus

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

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

Alignment: N

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

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

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

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

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

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

Aeon Favored Class Bonuses

Aasimar: Increase the size of the aeon's guardian ward by +1 ft. At +5 ft., the aeon's guardian ward extends to his adjacent allies.

Atlantean: Add +1 to the aeon's total number of rounds per day that he can have a guardian summoned.

Catfolk: Increase the size of the aeon's guardian ward by +1 ft. At +5 ft., the aeon's guardian ward extends to his adjacent allies.

Fiari^{v2}: Add +1/2 on critical hit confirmation rolls for attacks made by the aeon's guardian (maximum bonus of +4). This bonus does not stack with Critical Focus.

Half-Elf: Increase the size of the aeon's guardian ward by +1 ft. At +5 ft., the aeon's guardian ward extends to his adjacent allies.

Halfing: Add a +1/4 luck bonus on the saving throws of the aeon's active guardian.

Human: Add +1 to the aeon's total number of rounds per day that he can have a guardian summoned.

Leporine^{v2}: Add a +1/4 luck bonus on the saving throws of the aeon's active guardian.

Modirian^{v1}: Add +1 to the aeon's total number of rounds per day that he can have a guardian summoned.

Sokarian^{v1}: Increase the size of the aeon's guardian ward by +1 ft. At +5 ft., the aeon's guardian ward extends to his adjacent allies.

Xendauni^{v1}: Add a +1/4 luck bonus on the saving throws of the aeon's active guardian.

Crux

By Christen N. Sowards

Where elementalists focus on a broad understanding of the elements and their effects on magic, the Collective also employs a group of combat trained manipulators known as cruxes. They use cruxes and elementalists together to balance the chaotic magic on new worlds and put it to good use.

Masters of opposition, cruxes oscillate their energies between two opposed sources of planar power. They draw the embattling energies of these dualities—fire and water, earth and air—into their very beings. They contain the raging power of this conflict within themselves and release it to achieve unique discharge effects.

As a crux grows in power so too does the access to new sources of opposition. While these options diversify, the amount of time that these devastating symmetries can be contained is still very limited.

Role: Raging torrents of planar energy, most cruxes start their careers as close quarter combatants striking with alternating blows of elemental energy. Rarer cruxes focus on manipulating life and death and serve both as healers and necrotic-energy armed warriors. As they advance into their mastery of opposition most cruxes tend to find a specialization beyond these to become manipulators of truly esoteric balances.

Alignment: Any. Many cruxes tend to be Neutral as they strive to balance opposed forces within them, but extremes of Lawful calculations of oscillation and Chaotic surges of swelling powers spread the mastery of the crux's path to all views. Over time those that channel the Outer Planes are drawn toward a balanced Neutral view point between the planar oppositions they have access to if any. These shifts in alignment do not impact the character's crux class abilities but may have consequences for multiclass cruxes.

Hit Die: d8.

Starting Wealth: 3d6 x 10 gp (average 105 gp).

Table: Crux

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Channel Opposition, Essence of Opposition, Duality Strike
2nd	+1	+0	+3	+3	Discharge (1st Level), Two-Weapon Fighting
3rd	+2	+1	+3	+3	Oscillation
4th	+3	+1	+4	+4	Discharge (2nd Level)
5th	+3	+1	+4	+4	Oscillation, Store Opposition (1)
6th	+4	+2	+5	+5	Discharge (3rd Level)
7th	+5	+2	+5	+5	Oscillation
8th	+6/+1	+2	+6	+6	Discharge (4th Level), Improved Two-Weapon Fighting
9th	+6/+1	+3	+6	+6	Oscillation, Store Opposition (2)
10th	+7/+2	+3	+7	+7	Expanded Opposition, Discharge (5th Level)
11th	+8/+3	+3	+7	+7	Oscillation
12th	+9/+4	+4	+8	+8	Discharge (6th Level)
13th	+9/+4	+4	+8	+8	Oscillation, Store Opposition (3)
14th	+10/+5	+4	+9	+9	Discharge (7th Level)
15th	+11/+6/+1	+5	+9	+9	Greater Two-Weapon Fighting, Oscillation
16th	+12/+7/+2	+5	+10	+10	Discharge (8th Level)
17th	+12/+7/+2	+5	+10	+10	Oscillation, Store Opposition (4)
18th	+13/+8/+3	+6	+11	+11	Discharge (9th level)
19th	+14/+9/+4	+6	+11	+11	Oscillation
20th	+15/+10/+5	+6	+12	+12	Trinity Opposition

Class Skills

The crux's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the crux.

Weapon and Armor Proficiency: Cruxes are proficient with simple weapons, as well as light armor and bucklers.

Channel Opposition (Su): Cruxes may channel the power of two opposed planar energies into their bodies for limited amount of time. A crux can channel opposition for a number of rounds per day equal to 4 + their Constitution modifier. At each level after 1st, the crux can channel opposition for 2 additional rounds. Temporary increases to Constitution, such as those gained from a barbarian's rage and spells like *bear's endurance*, do not increase the total number of rounds that a crux can channel opposition per day. A crux can channel opposition as a free action. The total number of rounds of channel opposition per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

At 1st level the crux must choose one of the following pairs of planar opposition energy descriptors to draw into himself while channeling opposition:

Elemental Planar Opposition: Fire & Water

- **Descriptors:** [Fire] vs. [Cold, Water]
- **Duality Strike:** Deals cold or fire damage equal to 1d6 + Constitution modifier + 1d6 per 2 current temporary essence in your essence pool.

Essence Burn

When you take essence burn, you lose that many points from your essence pool. You can reduce your burn, regaining unspent points, by spending 1 minute per point of burn in quiet contemplation. You cannot regain temporary essence.

Elemental Planar Opposition: Air & Earth

- **Descriptors:** [Air, Electricity] vs. [Acid, Earth]
- **Duality Strike:** Deals acid or electricity damage equal to 1d6 + Constitution modifier + 1d6 per 2 current temporary essence in your essence pool.

Energy Planar Opposition: Negative Energy & Positive Energy

- **Descriptors:** [Negative Energy, Death] vs. [Conjuration (Healing), Positive Energy]
- **Duality Strike:** Deals negative energy or positive energy damage equal to 1d4 + Constitution modifier + 1d4 per 2 current temporary essence in your essence pool.

Outer Planar Opposition: Sacred & Profane

- **Descriptors:** [Good, Sacred] vs. [Evil, Profane]
- **Duality Strike:** Deals good or evil damage equal to 1d4 + Constitution modifier + 1d4 per 2 current temporary essence in your essence pool. (Damage does 50% more to opposed aligned creatures, 50% less to same aligned.)

Outer Planar Opposition: Chaotic & Lawful

- **Descriptors:** [Anarchic, Chaos] vs. [Axiomatic, Law]
- **Duality Strike:** Deals chaotic or lawful damage equal to 1d4 + Constitution modifier + 1d4 per 2 current temporary essence in your essence pool. (Damage does 50% more to opposed aligned creatures, 50% less to same aligned.)

Duality Strike (Su): While using channel opposition, a crux is considered armed with two extremities of their choice as the raging energy within them begins to bleed out of their hands, feet, or other appropriate limb.

When making an attack, a crux can instead make a melee touch attack using channel opposition, dealing their duality strike damage of the chosen type. As a free action before each duality strike, the crux can choose to shift to the opposed energy, though these energies react depending on which is currently favored (see Essence of Opposition, below). Energy types must be shifted before each attack roll is made. Critical hits made with duality strike only double the base damage die of the attack and the Constitution modifier, not bonus dice from temporary essence.

Essence of Opposition (Su): A crux is considered to have an essence pool of 0. When using channel opposition, the crux gains 1 point of temporary essence each time they use a free action to change duality strike from its current energy to an opposed energy. This energy is gained even if the crux misses with an attack. A crux may not generate temporary essence above their crux level with this ability. Temporary essence from this ability may be invested in feats, class features, and veils as normal, or spent via the discharge class feature. Investing essence is a swift action.

When using duality strike, the crux takes 1 point of essence burn after each successive attack unless they change the damage type. This essence burn can apply to other temporary essence the character has from classes, feats, and abilities other than crux (for more information on essence, please see *Akashic Mysteries* by Dreamscarred Press and *Akashic Trinity* by Lost Spheres Publishing).

If the crux ceases to channel opposition, they take 1 point of essence burn at the end of each round as long as they still have temporary essence from this ability.

Essence Capacity: However large their essence pool is, a character can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other akashic receptacle. The character's total character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify their total capacity:

Character Level	Capacity
1st - 5th	1
6th - 11th	2
12th - 17th	3
18th - 20th	4

Discharge (Sp): Starting at 2nd level, a crux can choose a single 1st level spell—from any class list—that deals damage or possesses a descriptor matching the energy or descriptors of their channel opposition feature. Once this choice is made, it cannot be changed.

While using channel opposition, the crux can take essence burn equal to twice the spell level to cast the chosen spell as a spell-like ability, dealing damage of the same type they currently channel. When casting a spell in this way, the crux does not stop using channel opposition, nor does they also take burn for not changing their damage type.

For example, a crux with fire & water as their channel opposition can pick *scorching ray* at 4th level as their spell. When they cast it as a 2nd-level spell, they take 4 points of essence burn to do so, and each bolt could deal fire damage as normal, or cold damage if that is the energy they currently channel.

Spells with material components of more than 25gp per crux level cannot be chosen. The crux uses their class level as their caster level and the spell DC of their discharge spells is equal to 10 + the spell level + their Constitution modifier.

At 4th level, and every 2 levels thereafter, the crux may select an additional spell of the appropriate level, as noted on Table: Crux.

Two-Weapon Fighting (Ex): At 2nd level a crux gains Two-Weapon Fighting as a bonus feat. At 8th level, they also gain Improved Two-Weapon Fighting, and at 15th level, they gain Greater Two-Weapon Fighting. They do not need to meet prerequisites for these feats.

Oscillation (Su): A crux gains expertise manipulating the surging conflict within himself as they advance. At 3rd level and every two levels thereafter the crux may select one oscillation. The Enhanced Capacity feat and similar abilities may be used with oscillations and are selected when the crux first awakens for the day, even if they cannot shape veils. Any oscillation that allows a save uses a DC of 10 + half the crux's level + their Constitution modifier.

At 11th level, the crux gains a deeper mastery of their essence, allowing them to also choose from the list of greater oscillations.

A full list of oscillations and greater oscillations can be found at the end of this section. Unless otherwise stated, each oscillation may only be selected once.

Store Opposition (Su): At 5th level, a crux begins to retain a small reservoir of temporary essence after their channel opposition ability ends, retaining 1 point of temporary essence that is not subject to essence burn from essence of opposition. Temporary essence retained with this ability does not dissipate unless burned or when the crux loses consciousness for more rounds than their Constitution modifier. This retention increases by 1 point for every 4 levels attained after 5th, to a maximum of 4 points at 17th level.

Expanded Opposition (Su): At 10th level, a crux chooses a second opposed pairing from channel opposition. As a move action, they can shift from one pair to another while using channel opposition. This counts as shifting to an opposed energy for the purpose of essence of opposition.

Trinity Opposition (Su): At 20th level, a crux chooses a third opposed pairing from channel opposition. In addition, they add one additional spell of each spell level from 1st through 9th with a descriptor matching one or more of their channel oppositions.

Oscillations

Investing essence between oscillations is a swift action. You can move a number of points up to your capacity each round in this way.

The DC of any oscillations referencing a saving throw is 10 + half your crux level + your Constitution modifier.

Axiom of Assured Destruction

When you invest 2 or more points of essence in this ability while channeling opposition, you can choose not to roll your duality strike damage dice and instead treat each die as having rolled the invested amount, to the maximum value of each die.

Brightly Burning

Choose one damage type from a planar opposition you have chosen for channel opposition. When you invest 2 points of essence in this ability, damage you deal of the chosen type always deals at least half damage, even if the target has resistance or immunity to that damage type. Effects such as evasion and greater evasion can still reduce the damage further. You may choose this oscillation more than once. Each time this oscillation is chosen, you select another descriptor and energy damage type to apply it to.

Calcifying Earth

Requires the air & earth opposition. As your essence accumulates, so does a layer of elemental earth crystals and salts, granting you a +1 enhancement bonus to natural armor. When you invest essence in this oscillation, increase its bonus by +1 for every point of essence invested.

Channel Conduction

You can channel your energy through a melee weapon, natural attack, or unarmed strike. If you do, the attack is resolved as a standard melee weapon attack, and the duality strike damage is considered bonus damage.

Chaotic Energy

When you invest 2 points of essence in this ability, you deal a random type of damage, instead of the damage type of your channeled opposition. The damage dice also increase to d8, regardless of their normal type and size.

Roll 1d8: 1 = Fire damage, 2 = Cold Damage, 3 = Electricity damage, 4 = Acid damage, 5 = Sonic damage, 6 = Negative Energy damage (or healing), 7 = Positive Energy damage (or healing), 8 = Untyped [Mind-Affecting] damage.

Cloudstrike, Lesser

When you invest 2 points of essence in this ability while channeling opposition, and you miss with a duality strike after shifting energy types, your target still takes damage of the opposite type equal to half the damage you would have dealt on a hit. A successful Reflex save negates this damage.

Cloudstrike, Improved

Requires 7th level and the lesser cloud strike oscillation. When you invest 3 points of essence in this ability while channeling opposition, and you miss with a duality strike after shifting energy types, your target still takes damage of the opposite type equal to the full damage you would have dealt on a hit. A successful Reflex save halves this damage.

Consuming Opposition

When you invest 2 points of essence in this ability while channeling opposition, you gain the benefit of both evasion and stalwart, but only against effects with a descriptor or damage type matching your channeled opposition. If your saving throw against such an effect succeeds, you gain 1 temporary essence point.

Decaying Dissonance

Requires negative energy & positive energy. When you invest 2 or more points of essence in this ability, and deal negative energy damage to a creature, that creature takes a -1 penalty to all saving throws per 2 essence invested. A successful Fortitude save negates the penalty, which otherwise lasts until you dismiss it, or up to 1 minute per crux level.

Emboldening Duality

Requires the negative energy & positive energy opposition. When you heal a creature for at least 1 damage with a crux spell or ability, any extra healing received beyond its maximum hit points becomes temporary hit points that last for up to 1 minute per crux level. A creature that currently possesses temporary hit points from any source cannot benefit from this oscillation.

Enduring Opposition

When you invest 2 points of essence in this ability while channeling opposition, you gain resistance equal to your crux level to the damage types dealt by your current channeled opposition. This resistance stacks with any existing resistances you may have from other sources.

Flaring Combustion

Requires the fire & water opposition. When you invest 1 or more points of essence in this ability while channeling opposition, and deal fire damage to a creature, that creature catches fire, burning for 1d6 fire damage +1 fire damage for each point invested every round for a number of rounds equal to your crux level, or until they put it out. A successful Reflex save negates the burn.

Kinetic Discharge

Choose one utility wild talent from the kineticist that matches your channel opposition energy type and has an appropriate effective spell level. You can use that talent as long as you have temporary essence remaining equal to or greater than its burn cost (minimum 1). In addition, you can choose additional utility wild talents with discharge in place of spells.

Manifest Opposition

Choose one veil from any veilweaving class that matches your channel opposition energy type and has an appropriate effective spell level. You can shape that veil. Your effective veilweaving level is equal to your crux level.

A goblin crux uses channel conduction to channel fire and cold into their melee weapons.



Merge Opposition

Requires the manifest opposition oscillation. If the veil you chose with manifest opposition can be bound to a hand, foot, or head chakra you can now bind it to one of those chakras.

Ranged Opposition

When you invest 2 or more points of essence in this ability while channeling opposition, your duality strike can be used as a ranged touch attack out to 30 feet. If you also have the opposed conduction oscillation, you can apply the damage to ranged weapon attacks made against targets up to 30 feet away. For every point invested beyond 2, increase the range by 10 feet.

Slowing Chill

Requires the fire & water opposition. When you invest 1 or more points of essence in this ability while channeling opposition, and deal cold damage to a creature, that creature takes a penalty to its Dexterity equal to your investment for up to 1 minute per crux level. A successful Fortitude save negates the penalty.

Stability

The first time each round that you do not use a free action to alternate energy between duality strikes you make does not incur a point of essence burn.

Weakening Fumes

Requires the air & earth opposition. When you invest 1 or more points of essence in this ability while channeling opposition, and deal acid damage to a creature, that creature takes a penalty to its Strength equal to your investment for up to 1 minute per crux level. A successful Fortitude save negates the penalty.

Zephyr Speed

When you invest 1 or more points of essence in this ability while channeling opposition, increase the speed of all forms of movement you may have by 10 feet + 5 feet per point invested beyond the first.

Greater Oscillations

Arcing Sparks

When you invest 2 or more points of essence in this ability while channeling opposition, and deal electricity or fire damage to a creature, half that damage arcs to an additional creature within 30 feet of that target for every 2 essence invested. You must make a ranged attack roll for each arc you create to hit a new target.

Cloudstrike, Greater

Requires the lesser cloudstrike and improved cloudstrike oscillations. You can invest 4 points of essence in this ability while channeling opposition to skip your first attack roll with duality strike after shifting energy types. If you do, you instead force the target and each creature in a 15-foot cone behind its space to take damage equal to the damage you would have dealt with your attack. A successful Reflex save halves this damage. Subsequent attacks made during that round still take penalties as if you attacked with the first.

Deafening Thunder

When you deal electricity damage to a creature with a crux spell or ability, you deal additional sonic damage equal to the total dice of electricity damage dealt.

Additionally, creatures that take electricity damage from your duality strike must succeed at a Fortitude save or become deafened.

Imbued Combustion

You leave a smoldering ember on a creature that takes fire damage from your duality strike. At the start of your next turn, that creature, and each creature within 5 feet of it, takes your duality strike fire damage again. A successful Reflex save halves the damage, and any cold damage dealt to the creature before the start of your next turn reduces your smoldering ember damage by the same amount (minimum 0), and you can only have one smoldering ember on a creature at one time. You can increase the radius of the explosion by 5 feet for every 1 point of essence you invest in this ability on the same round you leave a smoldering ember on your target.

Lingering Corrosion

When you deal acid damage to a creature with a crux spell or ability, you deal half that damage again to the creature at the start of your next turn. When you invest 1 or more points of essence into this ability, its duration increases by 1 round for each.

Oppressive Aura

When you invest 3 or more points of essence in this ability while channeling opposition, you gain an aura of one type of energy you channel. The radius of this aura is 10 feet + 5 feet for every point invested beyond 3.

A creature that enters or starts its turn in the aura takes damage equal to the total dice of damage your duality strike can deal. If that creature's alignment opposes your damage type, it also takes a -1 penalty to all attacks, saving throws, and skill checks. This penalty increases by 1 for every point invested beyond 3.

A successful Will save deals half damage and negates the penalty for 1 round.

Rapid Rotations

You can use expanded opposition or trinity opposition as a swift action.

Vampiric Duality

When you deal negative energy damage to a creature with a crux spell or ability, you can take 1 point of essence burn as a free action and heal yourself for an amount of damage up to the total dealt.

Vital Duality

When channeling positive energy, you can take 1 point of essence burn as a standard action and restore a creature to life that has been dead for no more than 1 round. This functions as the *breath of life* spell.

Wings of the Zephyr

Requires the zephyr speed oscillation. You gain a fly speed equal to your zephyr speed bonus with perfect maneuverability.

Crux Favored Class Bonuses

Any: Add 1 to the number of rounds a crux can channel opposition each day.

Aasimar: Add +1/5 point retained by stored opposition.

Android: Gain 1/6 use of nanite surge that can be applied only while using channel opposition

Atlantean: Add +1/3 of a new spell from any psychic spell list to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level lower than the highest the crux can currently discharge.

Canite: Gain 1/6 of a new oscillation.

Catfolk, World Soul: Add +1/3 to duality strike bonus damage dealt when using the channel conduction oscillation through a natural attack.

Cecaelia, Ursulan: Add +1/3 of a new spell from the bard or witch spell list to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level lower than the highest the crux can currently discharge.

Dalet^{v1}: Deal +1 acid or electricity damage with duality strike when using elemental planar opposition: air & earth. After choosing fire, the crux must choose cold, and vice versa.

Dragonkin, World Soul: Add +1/3 damage with duality strike when used against elves, monstrous humanoids, or dragons.

Dwarf: Gain 1/6 of a new manifest opposition oscillation. This allows the crux to have more than one instance of this oscillation.

Dwarf, Ironfire^{v2}: Add +1 rounds of ironfire blood while using channel opposition. These rounds are used consecutively before activating or continuing ironfire blood normally.

Dwarf, Wildhill^{v2}: Add +1 to the crux's electricity resistance (maximum +10).

Dwarrow^{v1}: Add a +1/2 bonus to irrepressible while using channel opposition.

Dworg^{v1}: Add +1/2 rounds to the duration of orc ferocity while using channel opposition. The crux still dies when their negative hit point total equals their Constitution score.

Dryant or World Soul Dryad: Add 1/3 of a new spell from the wood elemental school (see below) to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

1st—alter winds, animate rope, charm person

2nd—cat's grace, entangle, protection from arrows, web, whispering wind

3rd—cloak of winds, tongues, tree shape, wind wall

4th—charm monster, hallucinatory terrain, minor creation, plant growth, river of wind, secure shelter, sirocco

5th—command plants, fabricate, fickle winds, mirage arcana, sending, telepathic bond

6th—battlemind link, mass cat's grace, tree stride

Elf: Add 1/3 of a new spell with a descriptor matching any planar opposition to the crux's spells known when using discharge. The spell must be of a level the crux can currently discharge.

Elf, High^{v2}: Gain 1/3 of the channel conduction oscillation. At 1, the crux can channel conduction through a ranged weapon they wield. Each time this is chosen afterward, add +1/3 to duality strike bonus damage dealt when channeling conduction through a ranged weapon.

Elf, Moon^{v2}: The crux can use their *vanish* racial spell-like ability +1/3 times per day, but only if they have essence invested in the zephyr speed oscillation.

Elf, Shadow^{v2}: Add +1/3 of a new spell with the shadow descriptor to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Elf, Sun^{v2}: Gain +1/6 of a new metamagic feat. These feats can only be applied to spells cast as part of discharge.

Elf, Star^{v2}: Reduce the level increase of one metamagic feat by 1/6 when applying it to a spell cast as part of discharge (minimum +0 adjustment).

Elfling^{v1}: Add +1/6 to the DC of spells with the evil or good descriptors when cast as part of discharge.

Energivore, Jin-Ku^{v2}: Add +1/3 to duality strike bonus damage dealt when using the channel conduction oscillation through a natural attack.

Enwi^{v2}: Gain a +1/5 insight bonus on all Will saves.

Farrealmer^{v1}: For every 10 rounds the crux spends in active combat, reduce their essence burn by 1. Each time this is chosen after the first, reduce the rounds of active combat required by 1/3 (1 every three times this is chosen). This cannot reduce essence burn below 1.

Fiend-Touched Orc^{v2}: Add +1/2 round of demon rage while using channel opposition.

Fiari^{v2}: Add +1/3 of a new spell from the sorcerer/wizard spell list to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level lower than the highest the crux can currently discharge.

Forest Trollkin^{v2}: Creatures with the elemental subtype summoned using discharge deal +1/2 damage with attacks. This extra damage shares its type with the summoned creature.

Ghoran, World Soul: Add +1/3 of a new spell that can target plants to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level lower than the highest the crux can currently discharge.

Goblin: Deal +1 fire or cold damage with duality strike when using elemental planar opposition: fire & water. After choosing fire, the crux must choose cold, and vice versa.

God-Blooded^{v1}: Add +1/3 of a new spell from any divine spell list to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level lower than the highest the crux can currently discharge.

God-Blooded, Dragari^{v1}: Add +1/3 of a new spell from the draconic sorcerer bloodline spell list to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level lower than the highest the crux can currently discharge.

Gnome, Tech^{v2}: Add +1/5 to the crux's temporary essence limit and stored opposition class feature while shaping a veil with the manifest opposition oscillation.

Half-Dwarf^{v1}: Add +1/6 a new oscillation. The crux may choose the manifest opposition oscillation an additional time.

Half-Elf: The crux does not take essence burn for up to 1/3 rounds after ceasing to use channel opposition.

Halffling: Choose one when using energy planar opposition: negative energy & positive energy. Add a +1/2 luck bonus on the next save made by a creature healed with the crux's positive energy; or give a -1/2 luck penalty on the next save made by a creature damaged by the crux's negative energy. After gaining a full +1 in positive, the crux must choose negative, and vice versa.

Human: Gain 1/6 of a new oscillation.

Human, Dragonsoul^{v2}: Add +1/3 of a new spell from the bloodrager, paladin, or ranger spell list to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be half the level of the highest the crux can currently discharge.

Human, Materian^{v2}: Add +1/3 damage with duality strike while another creature is using the crux's Fantasian spirit orb.

Ifrit: Add +1/3 of a new spell with the fire descriptor to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Kitsune, Kurabi^{v1}: Add +1 rounds of yakwei while using channel opposition. These rounds are used consecutively before activating or continuing yakwei normally.

Leporine ^{v2}: Add a +1/6 luck bonus on saves when shaping a veil from the manifest opposition oscillation. This stacks with lucky.

Maithar ^{v2}: Add +1/3 damage with duality strike when used as part of an attack of opportunity.

Manussos: Add +1/3 to duality strike bonus damage when using the channel conduction oscillation through a slam attack.

Minotaur ^{v2}: Add +1 to the crux's acid or electricity resistance (maximum +10 each).

Minotaur, Káfsi ^{v2}: Add +1/5 to the maximum fast healing gained with fire in the blood when shaping a veil with the fire descriptor from the manifest opposition oscillation.

Minotaur, Eláfi ^{v2}: Deal +1/3 damage with damage-dealing earth spells or gain a +1/2 bonus on Survival checks.

Minotaur, Vónasos ^{v2}: Gain a +1/2 bonus when performing an overrun combat maneuver or deal +1 acid damage with duality strike when using an opposition with the acid descriptor.

Mogkish, Chisai ^{v2}: Gain 1/6 of a manifest opposition oscillation. Each veil also functions as an extra zim zim while shaped and takes on a whimsical appearance. This allows the crux to have more than one instance of this oscillation.

Moon-cursed Skinwalker ^{v2}: Add +1 ft. to the crux's speed while investing essence into the zephyr speed oscillation or shaping a veil that grants a burrow, climb, fly, or swim speed with the manifest opposition oscillation.

Modirian ^{v1}: Deal +1 evil or good damage with duality strike when using outer planar opposition: sacred & profane. After choosing evil, the crux must choose good, and vice versa.

Nerude ^{v2}: Add +1 to the crux's energy resistance to one kind of energy (maximum +10).

Ogre, World Soul: add +1/3 to duality strike bonus damage dealt when using the channel conduction oscillation through a two-handed melee weapon.

Oread: Add +1/3 of a new spell with either the acid or earth descriptor to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Otterling ^{v1}: Choose one—Gain a +1/5 insight bonus on all Reflex saves or add +1 ft. to the crux's speed while investing essence into the zephyr speed oscillation or shaping a veil that grants a burrow, climb, fly, or swim speed with the manifest opposition oscillation.

Proto-Human: Add +1/3 to duality strike bonus damage when using the channel conduction oscillation through a slam attack.

Red-Blood Orc ^{v2}: Gain 1/6 of either a new manifest opposition oscillation or the Shared Veil feat. This allows the crux to have more than one instance of this oscillation. The first veil gained in this way must be one that can be shared with the crux's mount or companion creature.

Runekin ^{v2}: Gain a +1/2 racial bonus on combat maneuver checks made to bull rush or overrun while using channel opposition. This stacks with roll.

Sahuagin, Lowborn: Frenzy for +1 round while using channel opposition.

Samsaran, Jin-Ku Hybrid ^{v2}: Add +1/3 damage with duality strike when used against the crux's racial favored enemy.

Seeker ^{v1}: The crux does not take essence burn for up to 1/3 rounds after ceasing to use channel opposition.

Skaldak ^{v1}: Add 1/3 of a new divination or ray spell to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Soulrent Reborn ^{v2}: Add +1/2 damage when using duality strike to deal negative energy damage and +1/2 on saves against disease and mind-affecting effects while using their.

Swarmborn ^{v1}: Gain 1/6 of a new manifest opposition oscillation. This allows the crux to have more than one instance of this oscillation.

Symbiant ^{v2}: Gain +1/2 race points that can be applied while using channel opposition (maximum 4). Once those points are spent, they cannot be changed.

Sylph: Add 1/3 of a new air or electricity spell to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Tiefling, Exiled ^{v2}: Add 1/3 of a new conjuration (healing) spell to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Tiefling, Star-Forged ^{v2}: Add 1/3 of a new light spell to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Troglodyte ^{v1}: Add 1 ft. to the radius of stench while using their and add 1/6 of the *stinking cloud* spell to the crux's spells known when using discharge. After learning *stinking cloud* in this way, add 1/6 of the *cloudkill* spell, then 1/6 of the *caustic eruption* spell.

Tsura ^{v2}: Add +1/2 cold damage when using duality strike to deal cold damage and +1/2 to the crux's fire resistance.

River tsura can deal fire damage instead.

Tsura with the Skyward Shift feat can add +1/3 to duality strike bonus damage dealt when using the channel conduction oscillation through a natural attack.

Undine: Add +1/3 of a new spell with either the cold or water descriptor to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Ursaren ^{v1}: Add 1/6 of the *dispel magic* spell to the crux's spells known when using discharge and gain a +1/3 racial bonus to caster level checks made to concentrate or counterspell while using channel opposition. This stacks with mysticism. After learning *dispel magic* in this way, add 1/6 of *greater dispel magic*, then 1/6 of *mage's disjunction*.

Ursaren, Enlightened ^{v2}: Add +1/2 damage when using duality strike to deal positive energy damage and +1/2 to the crux's negative energy resistance.

Unnamed ^{v1}: Deal +1 chaotic damage with duality strike when using outer planar opposition: chaotic & lawful or gain DR 1/2/chaotic while using channel opposition. After choosing damage, the crux must choose DR, and vice versa.

Vulture-Man ^{v1}: Choose one—Add +1/3 to duality strike bonus damage dealt when using the channel conduction oscillation through a natural attack or add 1/3 of a new electricity spell to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Vulture-Man, World Soul: Gain 1/6 of a new oscillation.

Xendauni ^{v1}: Add 1/3 of a new polymorph spell to the crux's spells known when using discharge. These spells may be cast with essence from any planar opposition. The spell must be of a level the crux can currently discharge.

Dreamwalker

By Aaron Hollingsworth.

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

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

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

Hit Die: d8.

Class Skills

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

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the dreamwalker.

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

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

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

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

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

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

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

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

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

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

Table: Dreamwalker

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

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

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

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

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

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

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

Surreal Skills (Ex): At 5th level, a dreamwalker has mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. He gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill. At 10th, 15th, and 20th levels, he chooses an additional skill and gains skill unlock powers for that skill as well. This is identical to the rogue's edge ability and counts as that ability for the purpose of qualifying for feats.

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

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

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

Ex Dreamwalkers

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

Dream Talents

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

Alien Vistas

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

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

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

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

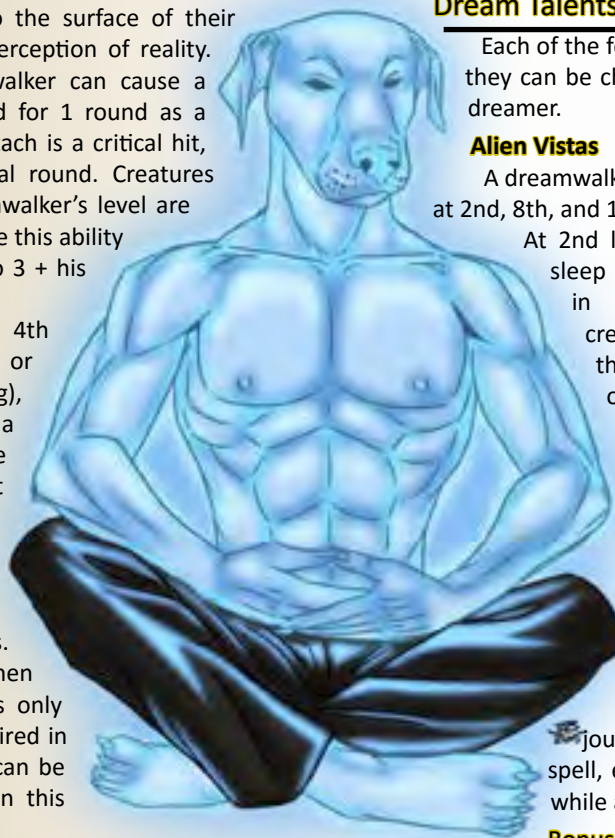
Bonus Feat

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

Dreamsmith

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

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



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

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

Dream Companion

A dreamwalker can choose this talent twice.

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

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

Dream Lover

A dreamwalker can choose this talent twice.

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

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

Dream Magic (Sp)

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

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

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

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

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

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

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

Dream Warrior

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

Dreamweaver

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

True Love

Prerequisite: You must have found love with a person you can't be with, have a current lover, or have the Current Lover, For Love, or The Lover background. Possible complications include distance, your love being with another, your feelings being unrequited, or your relationship being forbidden.

Benefit: You add 1 to the save DC and caster level of your spells and spell-like abilities with the emotion descriptor. In addition, you gain a +2 bonus on Sense Motive checks. If you have 10 or more ranks in Sense Motive, this bonus increases to +4.

Goal: Find a way to be with your true love (even if you can't formally wed).

Completion Benefit: The inspiration of knowing your love waits for your return gives you a +2 bonus on attack rolls, saving throws, and skill checks whenever you are below a quarter of your total hit points (not counting any temporary hit points). You lose this completion benefit if your relationship with your true love comes to an end for any reason, including death.

Special: At the GM's discretion, you can find true love with a person other than the one you designated when you chose this feat. In this case, the love you initially chose was wrong for you, but this became obvious only when you found the one truly meant for you.

Insightful Combatant

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

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

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

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

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

Weave Nightmare

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

Wildest Dreams

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

Dreamwalker Favored Class Bonuses

Atlantean: Add +1/5 round to the duration of a creature's confusion when affected by dream touch.

Cannite: Add +1/2 to the dreamwalker's effective level when using dream touch.

Nerude^{v2}: Decrease the penalty to attacks and skill checks from improved sleepwalking by 1/3.

Seeker^{v1}: Gain +1/6 of a new dream talent.

Elementalist

The elemental planes are worlds mired in chaos. Lakes of fire, forever storms, and swells of earth that writhe as easily as any wave on the sea. Wizards seek to learn from these events, studying the planes just enough to tap into their evocative power. The clerics of particular gods pray to their deities for access to the gifts of one or more planes, while kineticists use their bodies as conduits, opening their minds and souls to the elemental planes and channeling the force that pours through.

Elementalists walk the planes even as they adventure on the material. Their astral forms are inextricably tied to those worlds, making them more than a conduit. They are a gateway barely held closed by their will alone.

Role: An elementalist exists beyond the mortal concepts of arcane and divine magic. Their raw talent can destroy even creatures who think themselves protected from acid, cold, electricity, or fire, but their presence in the real world grows tenuous with overexertion. Intelligence increases the power and frequency of an elementalist's spells, while Wisdom gives them more control over their dominions and astral tether.

Hit Die: d6.

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

Class Skills

The elementalist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Knowledge (arcana), Knowledge (geography), Knowledge (planes) (Int), Knowledge (Religion), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the elementalist.

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

Astral Tether: Elementalists come into power when their astral form becomes tied to the elemental planes. This astral tether grants an elementalist more meaningful access to those planes than other spellcasters, but also puts them at greater risk.

Planar Damage (Su): When an elementalist rolls a natural 20 on an attack roll, caster level check, skill check, or saving throw; or when a creature the elementalist targets with an elemental spell rolls a natural 1 on its saving throw, the elementalist can choose to deal acid, cold, electricity, and fire damage (referred to hereafter as planar damage) to each creature within 5 feet of either the original target or the elementalist (no save). This damage is equal to the elementalist's level + their Intelligence modifier. Planar damage is only resisted if a creature resists each of those types of damage, and only at the lowest value.

Backlash (Su): When an elementalist rolls a natural 1 on an attack roll, caster level check, skill check, or saving throw; or when a creature the elementalist targets with an elemental spell rolls a natural 20 on its saving throw, the elementalist suffers backlash. Backlash stuns the elementalist for 1 round and deals planar damage to the elementalist and each creature within 5 feet of them equal to the elementalist's level + their Intelligence modifier. A successful Will save (DC 10 + the highest spell level the elementalist can cast + their Intelligence modifier) negates the stun, deals half damage to the elementalist, and no damage to creatures within 5 feet of them. As an immediate action, the elementalist can choose to still deal full damage to the creatures within 5 feet of them with a successful saving throw (those creatures get no save).

Spells: An elementalist casts elemental spells which are drawn from the elemental spell list. An elementalist must choose and prepare their spells in advance.

To prepare or cast a spell, an elementalist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an elemental's spell is 10 + the spell level + the elemental's Intelligence modifier.

Like other spellcasters, an elementalist can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Elementalist. In addition, they receive bonus spells per day if they have a high Intelligence score.

Elementalists access their spells through their astral tether. Each elementalist must choose a time at which they must spend 1 hour each day reaching out to the elemental planes through this astral tether to regain their daily allotment of spells. Time spent resting has no effect on whether an elementalist can prepare spells. An elementalist may prepare and cast any spell on the elemental spell list, provided that they can cast spells of that level, but they must choose which spells to prepare during their daily contact.

Dominions: Through their astral tether, an elementalist gains access to a collection of unique spells and powers referred to as their dominion. The elemental's dominions are identical to a cleric's domains, but do not require worship of a deity to access and use. The elementalist is free to worship a god of their choosing and that deity has no direct say in how they apply their talents. An elementalist gains two dominions of their choice at 1st level.

The dominions an elementalist can choose are air, earth, fire, and water. The elementalist can also choose any subdomain related to those domains. All spells granted by a domain gain that elemental descriptor, even if the spell does not normally possess it.

Spontaneous Casting: An elementalist can channel stored spell energy into any dominion spell of a level they can cast, even if that spell was not prepared ahead of time. In essence, they can "lose" a prepared spell in order to cast any dominion spell of the same level or lower.

Resistance (Ex): At 2nd level, an elementalist chooses acid, cold, electricity, or fire. They gain energy resistance 5 to the chosen damage type. This resistance increases by 5 at 6th level, and every 4 levels thereafter (to a maximum of 25 at 18th level). When targeted by a spell that allows a Reflex save and deals damage of a type they resist, an elementalist also gains evasion, as the rogue ability.

At 6th level, and again at 14th and 18th level, an elementalist can choose an additional damage type to resist. At 10th level, they gain improved evasion when a spell would deal damage to them of a type they resist.

Elemental Spells

Elemental spells are not arcane, nor are they divine, occult, or even psionic in nature. They are created from the unadulterated power of the elemental planes themselves. They remain subject to spell resistance, and their damage can often still be reduced by the appropriate type of energy resistance or immunity.

Creatures that cast elemental spells are not subject to arcane spell failure. Many elemental spells are identical to spells of other types in function. What makes them elemental is the way in which they are prepared and cast (typically by an elementalist).

Table: Elementalist

Level	Base				Special	Spells per Day								
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Astral tether, dominions	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Resistance 5 (evasion), suppression (30 ft.)	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Planar studies	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Elemental bond	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Planar studies	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Resistance 10 (2 elements)	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Planar studies	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Elemental bond, suppression (60 ft.)	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Planar studies	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Resistance 15 (improved evasion)	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Planar studies	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Elemental bond	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Planar studies	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Resistance 20 (3 elements), suppression (90 ft.)	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Planar studies	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Elemental bond	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Planar studies	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	Resistance 25 (4 elements)	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Planar studies	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Elemental bond, suppression (120 ft.)	6	6	6	6	6	6	6	6	6

Suppression (Su): At 2nd level, an elementalist learns how to suppress their own resistance in order to cancel out the same resistance in other creatures. As a move action, the elementalist loses their current resistance and reduces the same types of resistance in creatures within 30 feet by that amount for 1 round. At 8th, 14th, and 20th level, the distance at which the elementalist can affect other creatures with this ability increases by 30 feet.

While an elementalist's resistance is suppressed, all creatures within range also lose evasion when saving against spells with an elemental descriptor (air, earth, fire, or water) or damage type (acid, cold, electricity, fire). Starting at 10th level, this also affects creatures with improved evasion.

Planar Studies: At 3rd level, and every odd level thereafter, an elementalist gains a new planar study. Planar studies are elemental talents gained through study of their astral tether and the elemental planes.

A full list of planar studies can be found at the end of this section.

Elemental Bond (Su): At 4th level, an elementalist forms a distinctive bond with the elements. This bond can take one of two forms. Once the form is chosen, it cannot be changed. The first is a bond to their allies. This bond allows the elementalist to spend a move action to grant their energy resistance and evasion against a single type of damage to all allies within range of their suppression. This effect lasts until the elementalist changes the element they resist or

suppresses their resistance, or for a number of rounds equal to the elementalist's Intelligence modifier (minimum 1). This does not stack with any resistance possessed by the elementalist's allies; they use whichever is higher.

The second option is to form a close bond with intelligent elementals. An elementalist who selects an elemental companion

can cast *summon monster II* when they regain spells, but only to summon one

Small elemental of a type they choose while casting the spell. When cast in this way, the spell lasts until the next time the elementalist regains spells. If their elemental companion is banished or

reduced to 0 hit points, it is lost until the elementalist can re-summon it.

- The summoned elemental is a loyal companion that accompanies the elementalist on their adventures as appropriate for its kind. An elementalist's companion shares their resistance.

At 8th level, an elementalist can instead cast *summon monster IV* to summon one Medium elemental. They can summon larger elementals as the appropriate *summon monster* spell at 12th (V), 16th (VI), and 20th (VII) level.

When summoned, earth and water elementals grant an elementalist a +3 bonus on all Fortitude saves. Air and fire elementals grant the elementalist a +3 bonus on a Reflex saves. At 16th level, this bonus increases to +6.





Planar Studies

Unless otherwise noted, each planar study can be chosen only once.

Aether Magic

You study your astral tether, learning to draw a modicum of magic from it directly.

You gain dominion over Aether, which grants you the following domain spells.

1st—*telekinetic projectile*; 2nd—*mage armor*; 3rd—*blur*; 4th—*arcane sight*; 5th—*dimension door*; 6th—*telekinesis*; 7th—*forceful hand*; 8th—*banishment*; 9th—*clenched fist*

Astral Whiplash

You study your tether's reach so that you can better wield it against your enemies.

When you would deal planar or backlash damage with your astral tether, you can choose a space within 10 feet of the original target or yourself as the origin. This does not change any damage dealt to you.

Controlled Tether

You study your tether's physical presence, drawing it into reality as a weapon. This grants you the following spell-like ability.

As a standard action, you can create a scorpion whip from your astral tether. You wield the weapon with proficiency, and your base attack with it is equal to your elemental level. It deals your astral tether's planar damage to the target when you roll a natural 18, 19, or 20 and hit (this does not affect the weapon's critical threat range). The weapon lasts until you dismiss it with a free action.

Delay Backlash

You study what happens when your astral tether backlashes in hopes of using it somewhat to your advantage.

When you suffer backlash, you can use an immediate action to delay it for a number of rounds up to your Wisdom modifier (minimum 1). For each round it is delayed, you glow brighter, beginning as a candle, then a torch, and so on. Your glowing can affect creatures dazzled or blinded by bright light once it reaches that strength (usually after 3 rounds).

When you stop delaying it, all accumulated backlash occurs at once. You still roll a single save against the accumulated backlash, but the DC increases by +2 for each round you delayed it.

Elemental Adaptation

You study the effects of the elemental planes on the body in order to better protect against them.

You gain a permanent *planar adaptation* effect that activates upon entering any elemental plane. If the effect would be dispelled in some way, it is suppressed instead. In addition, when you prepare and cast *mass planar adaptation*, the duration is permanent while your allies remain on the same plane.

Elemental Cantrips

You study more basic aspects of elemental magic, learning to harness simple tricks at will.

You learn and can cast the following cantrips. *Acid splash*, *breeze*, *drench*, *jolt*, *ray of frost*, and *spark*.

Elemental Projection

You study your astral tether, mastering the ability to invert its effects in order to travel to the planes.

You can prepare and cast *astral projection* as a 9th-level elemental spell. When you travel to an elemental plane with *astral projection*, you and your allies are considered outsiders with that plane's subtype

Elemental Projection, Lesser

You study your astral tether, learning how to invert its effects for a short time to travel to an elemental plane.

You can prepare and cast *lesser astral projection* as a 5th-level elemental spell, and you can use it to travel to one elemental plane of your choice. You must choose the plane when you gain this planar study, and it can only be changed with 700 gp and a week of retraining during downtime.

Elemental Swarm Caller

You study the elements and their interactions with conjuration magic in order to call more elementals to your side when you regain spells.

If you are an 8th-level elemental that chose a companion as your elemental bond, you can cast *summon monster III* when you regain your spells in order to summon 3 small elementals of the same type. You can summon more elementals (either 3 or 5 in place of 1d3 or 1d4+1) as the appropriate *summon monster* spells at 12th (IV), 16th (V), and 20th (VI) level.

Evasive Current

You study the plane of water to learn more about evasive tactics.

You gain the full evasion rogue ability. When you suppress it, creatures within range that have evasion likewise lose that ability.

When you gain improved evasion, this planar study applies to that ability as well.

Expansive Dominion

You study your dominions in greater detail, learning to cast more varied spells than other elementalists.

Choose one of the following domains related to your dominions and add its domain spells to your elemental spell list. Those spells gain the descriptor of your related dominion, even if they do not normally possess it.

Aether: Glory, void, weather

Air: Liberation, nobility, trickery

Earth: Erosion, protection, travel

Fire: Destruction, madness, sun

Water: Knowledge, luck, strength

Planar Chaos

You study the potency of your astral tether's planar damage, increasing it when beneficial to you.

When you deal planar damage with your astral tether, you can choose to deal 1d6 + your Intelligence modifier planar damage instead. This damage increases by 1d6 for every 3 elemental level you obtain beyond 3rd, to a maximum of 6d6 + your Intelligence modifier at 18th level.

Planar Spell

You study a spell's effects in order to efficiently modify them to deal planar damage.

Choose one spell with an elemental descriptor you can prepare and cast. When you cast that spell, it deals acid, cold, electricity, and fire damage. Planar damage is only resisted if a creature resists each of those types of damage, and only at the lowest value.

You can choose this planar study more than once. Each time, choose another spell with which to deal planar damage.

Planar Combat Training

You study the combat techniques of elemental beings, adapting your own fighting style to match.

You gain one of the following feats of your choice related to your dominions. You must meet the prerequisites for these feats. If a feat requires fighter levels, your effective fighter level is equal to your elemental level and your elemental levels stack with fighter levels for this purpose. You can choose this planar study more than once.

Air: Dodge, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Earth: Armor Focus, Heavy Armor Proficiency, Improved Armor Focus, Medium Armor Proficiency, Toughness

Fire: Exotic Weapon Proficiency, Greater Weapon Focus, Improved Critical, Weapon Focus, Weapon Specialization

Water: Combat Expertise, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip

Selective Tether

You study your astral tether's elasticity, making it bend around your allies.

When you deal planar damage with your astral tether, you can choose a number of targets in the area up to your Wisdom modifier. These targets are not affected by your planar damage.

Shared Tether

You study your allies to determine one who might share in your power.

When you regain your spells, you can designate a willing ally who does not already have an astral tether. That ally gains half the unmodified planar damage and backlash from your astral tether for the day. The ally can end this effect as a standard action.

Stalwart Resistance

You study the plane of earth to learn more about resistive tactics.

If you are an 11th level elemental, you gain stalwart, as the inquisitor ability, but it only applies against spells with an elemental descriptor or damage type. When you use suppression, creatures within range of your suppression lose stalwart against those spells as well.

If you also have evasive current, your stalwart ability applies to all spells and abilities that allow a Fortitude or Will save for partial effect.

Favored Class Bonuses

Races that gain wild talents as an e favored class bonus must choose talents with 0 or no (–) burn and cannot use any portion of those talents that cause burn, unless they have that feature available to them from another class. Talents with no duration last 1 hour per elemental level per casting.

Dwarf: Add 1/5 of a kineticist earth wild talent as an elemental spell of its effective level.

Fiari ^{v2}: Add 1/5 of a kineticist fire wild talent as an elemental spell of its effective level.

Ifrit: Add 1/5 of a kineticist fire wild talent as an elemental spell of its effective level.

Nephilim ^{v1}: Add +1/4 to the elemental's caster level when casting dominion spells.

Oread: Add 1/5 of a kineticist earth wild talent as an elemental spell of its effective level.

Otterling ^{v1}: Add 1/5 of a kineticist water wild talent as an elemental spell of its effective level.

Sylph: Add 1/5 of a kineticist air wild talent as an elemental spell of its effective level.

Tsura ^{v2}: Add 1/5 of a kineticist water wild talent as an elemental spell of its effective level.

Undine: Add 1/5 of a kineticist water wild talent as an elemental spell of its effective level.

World Soul ^{v2}: Add +1/4 to the elemental's caster level when casting dominion spells.

Xendauni ^{v1}: Add +1/4 to the elemental's caster level when casting dominion spells.



Gearbreaker

Fighting alongside the warriors, priests, and druids of Volwryn are the gearbreakers; masters of invention and technology gifted their races by the titanic overseers of their world. Where magic can fail to stop a dragon, the gearbreaker's mechanized power suit can punch a hole through its natural armor. When in less dangerous settings, the gearbreaker can compress and store her suit, relying instead on her sidearm on the occasion that somebody tries to get the jump on her.

Role: While in their power suits, gearbreakers can protect their allies or offer long-range support with their integrated firearms. If a situation calls for less blowing up of things, a gearbreaker can switch out of her suit and sneak around, taking shots at enemies who get into her sights.

Note: The gearbreaker is an alternate class for the Jin-Ku Bounty Hunter base class.

Alignment: Any

Hit Die: d6.

Starting Wealth: 4d6 x 10 gp (average 70 gp) In addition, each character begins play with her starting firearm and basic armor.

Class Skills

The Gearbreaker's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the gearbreaker.

Weapon and Armor Proficiency: Gearbreakers are proficient with all simple weapons and firearms. They are proficient with light and medium armor, and with shields.

Gunsmith: At 1st level, a Gearbreaker gains a pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her pistol as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting

weapon can only be sold for scrap (it's worth 4d10 gp when sold). The gearbreaker also gains Gunsmithing as a bonus feat.

Basic Armor (Ex): As part of her initial training, a Gearbreaker crafts a personalized suit of armor that only fits her. The armor is worthless to anybody else, but for the gearbreaker, it counts as masterwork, mithral breastplate, which means it has a maximum Dexterity bonus of +5, a starting armor check penalty of -1, and spell failure chance of only 15%. The armor weighs 12.5 lbs, and does not reduce the gearbreaker's speed.

A gearbreaker's basic armor can be enchanted normally. If disenchanting, the armor remains intact.

Power Base (Ex): Each Gearbreaker carries a power base with her that she uses to load her weapons and activate her power armor as she gains levels.

A gearbreaker's power base begins fully charged. At the start of each day, a Gearbreaker adds a number of charges to her power base equal to her Intelligence modifier, to a maximum number of charges equal to 3 + her Gearbreaker level.

The base itself is no larger than a backpack and weighs 2 lbs. It can be worn like a backpack or carried. If lost or stolen, the gearbreaker can build a new power base with 1 day of downtime, 2 copper, 2 silver, and 2 gold (the silver is for the cost of raw materials, the copper and gold are used as part of the materials themselves).

As a move action, a gearbreaker can connect up to one firearm with which she is proficient to her power base. Once she does, each charge stored in a power base can be used as a round of standard ammunition for the gearbreaker's pistol that she does not have to reload. She can disconnect the power base from her firearm as a free action.

Deeds: With enough charge in her power base, a gearbreaker can accomplish some fantastic deeds. This functions as the gunslinger class feature, except the gearbreaker uses charges from her power base in place of grit and she cannot regain charges in the same ways.

Nimble (Ex): Starting at 2nd level, a gearbreaker gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gearbreaker to lose her Dexterity bonus to AC also causes the gearbreaker to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 18th level).

Table: Gearbreaker

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+0	+2	Basic armor, deeds, gunsmith, power base
2nd	+1	+0	+0	+3	Nimble +1, read the situation
3rd	+2	+1	+1	+3	Deeds
4th	+3	+1	+1	+4	Power armor
5th	+3	+1	+1	+4	Customization, gun training
6th	+4	+2	+2	+5	Nimble +2
7th	+5	+2	+2	+5	Deeds, heavy armor training
8th	+6/+1	+2	+2	+6	Customization
9th	+6/+1	+3	+3	+6	Remote control guidance
10th	+7/+2	+3	+3	+7	Armor training, nimble +3
11th	+8/+3	+3	+3	+7	Customization, deeds
12th	+9/+4	+4	+4	+8	Power armor phase 2
13th	+9/+4	+4	+4	+8	Armor training
14th	+10/+5	+4	+4	+9	Customization, nimble +4
15th	+11/+6/+1	+5	+5	+9	Deeds
16th	+12/+7/+2	+5	+5	+10	Armor training
17th	+12/+7/+2	+5	+5	+10	Customization
18th	+13/+8/+3	+6	+6	+11	Nimble +5
19th	+14/+9/+4	+6	+6	+11	Armor training, deeds
20th	+15/+10/+5	+6	+6	+12	Customization, power armor phase 3

Read the Situation (Ex): At 2nd level, a gearbreaker adds half her gearbreaker level on all Appraise, Craft (armor), Perception, and Sense Motive checks.

Power Armor (Ex): At 4th level, a gearbreaker completes phase 1 of the power armor modification to her power base, allowing it to cheaply and efficiently generate a special suit of power armor.

As a full-round action, the gearbreaker spends 2 charges of her power base and designates an adjacent 10-ft. space in which to deploy her power armor. If able, the armor appears within the designated space in the same condition it was in when last the gearbreaker dismissed it (see below). The gearbreaker then requires another full-round action to climb into and begin using the power armor.

A gearbreaker prevented from using both a move and a standard action on her round (such as when slowed or staggered) can still deploy, climb into, and use her power armor with 2 rounds' worth of actions because most of the time used is delegated to the armor itself. A gearbreaker who cannot leave her current space for any reason can still deploy her power armor, but is unable to climb in and activate it.

The size of a gearbreaker's armor is Large, even if the gearbreaker herself is Large size. Being a combination of steel and wood, a suit of power armor usually weighs 800 lbs. Huge and larger creatures cannot use power armor without first reducing their size or choosing the unusual size customization.

A gearbreaker can dismiss her power armor at any time as a full-round action, or she can do so hurriedly as a standard action. When dismissed, the armor disappears from its current space, and the gearbreaker lands on her feet in one of those squares of her choice. If the armor was dismissed hurriedly, the gearbreaker cannot redeploy it for 1 minute, as the armor must reconfigure itself. If the armor is reduced to 0 hit points, it is dismissed as a free action and the gearbreaker cannot redeploy it until she takes 8 hours to repair the damage.

Details for how a gearbreaker's power armor works once she has activated it can be found at the end of this section.

Customization: Beginning at 5th level, a gearbreaker can augment her power armor to gain certain benefits. She gains augmentations at 5th level, and every 3 levels thereafter (8th, 11th, and so on). A full list of augmentations can be found at the end of this section.

Gun Training (Ex): Starting at 5th level, a Gearbreaker gains a bonus equal to her Dexterity modifier on damage rolls when firing her pistol. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Heavy Armor Training (Ex): At 7th level, a gearbreaker gains proficiency with heavy armor, and she can change her basic armor to count as mithral full plate instead. The gearbreaker can swap between her original basic armor (breastplate) or the new armor (full plate) at the beginning of each morning, when she recharges her power base. Alternatively, she can make a second suit of either armor that she can carry around and change into just like any armor, but doing so means she must enchant it separately.

At 10th level, whenever she is wearing armor, a gearbreaker reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1. In addition, a gearbreaker can also move at her normal speed while wearing medium armor.

At 13th, 16th and 19th level, these bonuses increase by +1, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

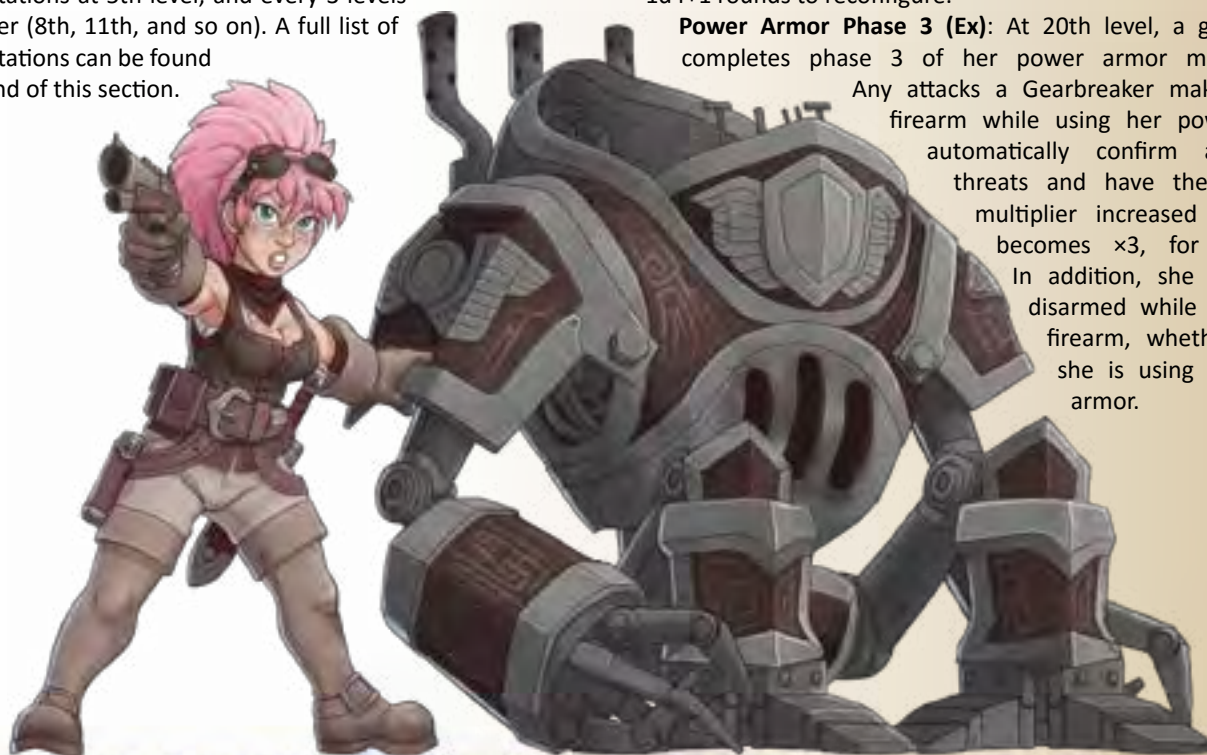
Remote Control Guidance (Su): At 9th level, a gearbreaker can spend an additional charge (3 total) when deploying her power armor to control it while not inside. This allows the gearbreaker to direct the armor while still having a turn of her own.

When deployed remotely, treat the power armor as an animal companion for the purpose of giving it directions. The armor can perform up to 10 tricks at 9th level, +1 new trick at 12th, 15th, and 18th level. The power armor otherwise functions as if the gearbreaker were inside.

Power Armor Phase 2 (Ex): At 12th level, a gearbreaker completes phase 2 of her power armor modification. Her power armor can now be deployed within the gearbreaker's space, allowing her to deploy and activate it with only 1 full-round action. The gearbreaker must still have a 10-ft. space available in which to deploy the armor. The gearbreaker can also dismiss her power armor hurriedly as a swift action, and it only requires 1d4+1 rounds to reconfigure.

Power Armor Phase 3 (Ex): At 20th level, a gearbreaker completes phase 3 of her power armor modification.

Any attacks a Gearbreaker makes with a firearm while using her power armor automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, she cannot be disarmed while wielding a firearm, whether or not she is using her power armor.



Power Armor

Power armor is considered heavy armor with which the gearbreaker is proficient. At 4th level, it provides several benefits and abilities to the gearbreaker, but it also comes with a few restrictions. All of this is outlined here.

Ability Score Increases: While using power armor, a gearbreaker's Strength and Dexterity each gain a +4 enhancement bonus. This bonus increases by +1 at 8th, 12th, 16th, and 20th level.

Hit Points and Base Attack: Power armor has 28 hit points plus 4 per gearbreaker level beyond 4th. While using power armor, a gearbreaker's base attack is equal to her gearbreaker level. Damage is always dealt to the armor first, but some customizations can change this.

A gearbreaker can repair her power armor with 10 minutes of work for every 10 hit points restored. This time can be reduced to 5 minutes with a successful Craft (armor) check DC 15, or 1 minute with a successful DC 25 check. As long as the gearbreaker works consecutively, she doesn't require another check to continue repairing her armor at reduced time.

Large: A standard suit of power armor is Large, which gives the gearbreaker using it a -1 penalty to her AC, a -1 penalty on attack rolls, a +1 size bonus to her CMB and CMD, and a -4 penalty on Stealth checks.

Base Speed: The armor's base speed is 20 feet, but its speed is never modified by encumbrance.

Prototype: Power armor counts as a construct creature for the purpose of spells and effects that target constructs, but is otherwise an object. Before customizations, a suit of power armor is bipedal with two arms.

Armor Class: At 4th level, the power armor grants a +9 armor bonus with a maximum Dexterity bonus of +2. This bonus overlaps (it does not stack with) the gearbreaker's normal AC. The gearbreaker uses her own spell failure chance and armor check penalty. At 8th level, and every 3 levels thereafter, the armor gains a +1 enhancement bonus to its AC.

Hand Cannon (Ex): While the power armor has at least one hand free, the gearbreaker can treat the pistol she wields as Large size, which increases its damage dice to 2d6.

Saving Throws: While using power armor, a gearbreaker's Fortitude and Reflex saves are increased by +3. At 20th level, they are increased by +6 instead.

Restrictions

While using powered armor, a gearbreaker does not gain the benefits of her nimble class feature or the deeds gunslinger's dodge and evasive.

Feats: A gearbreaker without the right customizations cannot benefit from non-ranged combat feats or Dexterity-based feats while using power armor.

Magical Enhancements: While power armor can be enchanted, the enhancement bonuses it gains at 8th level and beyond overlap with any enhancements, which become defunct until the gearbreaker pays the difference in price for them at the higher cost.

For example, a 9th-level gearbreaker can pay 3,000 gp to add light fortification to her power armor because it is a +1 enchantment being added to the +1 enhancement bonus the armor already possesses. At 11th level, the gearbreaker will need to pay an additional 5,000 gp to keep the light fortification because the enhancement bonus of the armor has increased to +2. Likewise.

A gearbreaker that disenchant her power armor only removes any additional bonuses applied to it beyond what is standard for its level. The 9th-level gearbreaker above would only receive 1,500 gp worth of convergence dust for removing light fortification from her armor.

Polymorph: A gearbreaker cannot use her power armor while under a polymorph effect, even if that effect changes her into another member of her race or creature type.

Spells: Spells like *heat metal* affect the gearbreaker while she is using power armor as if she were wearing full plate, but the armor itself is unharmed unless the spell also affects objects. Spells like *rusting grasp* affect the armor as if it were a construct creature, and spells like *warp wood* slow the armor for 1 minute/level or until *make whole* or a similar spell of the same level or higher is cast upon it.

Power Armor Customizations

Customizations come in three forms; installations, kits, and modifications. Installations are permanent additions to power armor. Modifications change the structure of the armor. Kits can be used even while a gearbreaker is not using her power armor.

Additional Armor [Kit]

Prerequisite: 8th-level gearbreaker.

Benefit: You gain a new suit of power armor that you can deploy instead of another. The new armor has one fewer customization than your original, and you cannot use it to choose additional armor installation again.

Combat Simulation [Modification]

Benefit: Your power armor is built for more direct interaction in battle. You can benefit from your non-ranged combat feats while using it.

Damage Suppression [Kit]

Benefit: You have a kit that generates a field of energy around you. This field grants you temporary hit points equal to half your power armor's current hit points each morning when you recharge your power base. Damage dealt to these temporary hit points is applied directly to your power armor when you use it.

Flight Drive [Modification]

Prerequisite: Gliding Wings.

Benefit: Your power armor can use its wings to fly. This grants the armor a fly speed of 30 feet with average maneuverability.

Special: You can select this customization twice. The second time, your maneuverability increases to good.

Gliding Wings [Installation]

Benefit: Your power armor has a pair of wings installed that you can use to slow an otherwise dangerous fall. The armor takes no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. A suit of power armor with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If the armor is size Small or smaller and subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, you can take advantage of the updraft to increase the distance you can glide.

Life Force Modulator [Installation]

Benefit: Your power armor connects to you directly, making it tougher, but drawing on your health. When your power armor would be dealt damage, you can use an immediate action to take half that damage yourself instead. You are not allowed a saving throw to reduce this damage, and any effects that occur still happen to the armor first, if able.

Mithral Paneling [Modification]

Benefit: Your power armor has thinner plates that allow it to move more easily. You can benefit from Dexterity-based feats while using it.

Natural Weapon [Installation]

Benefit: Your power armor has a natural attack installed that you can use while inside of it. Pick one of the following natural attacks: claw, gore, hoof (if the race has the tread installation customization), slam, or wings (if the armor has the wing installation customization). The armor has one natural attack of the chosen type.

Claw, gore, and slam are primary natural attacks that deal 1d8 slashing, piercing, or bludgeoning damage on a hit, respectively. Each has a x3 critical multiplier.

Hoof and wings are secondary natural attacks that deal 1d6 bludgeoning or slashing damage on a hit, respectively. Each can threaten a critical hit on a natural 19 or 20.

Special: This trait can be taken multiple times. Each time, pick a different natural attack. Claws and wings can be chosen twice.

Portable Hand Cannon [Kit]

Benefit: You have a kit that allows you to expend 2 charges of your power base as a free action to use your power armor's hand cannon for 1 round without being in the armor.

Repair Toolbox [Kit]

Benefit: You have a kit that allows you to expend 1 charge of your power base and repair objects. This functions as a non-magical *make whole* spell. When used to repair your power armor, the casting time is reduced to 3 rounds because of your familiarity with it.

Shoulder Cannon [Installation]

Benefit: You add a shoulder mount to your power armor for your pistol. This allows you to still make hand cannon attacks even if the power armor does not have a hand free.

Tread [Installation]

Benefit: Your power armor has treads that make it easier to travel. The armor's base speed becomes 40 feet (although it can now be encumbered), and you ignore non-magical difficult terrain while using it.

Unusual Size [Modification]

Benefit: Your power armor is of an unusual size. Its size category changes to 1 above your own, so as a tiny creature the armor would be small and as a huge creature it would be gargantuan. Power armor sized for Colossal creatures with this customization is still Colossal size.

The armor's weight and carrying capacity are adjusted accordingly for its new size. **Diminutive** /16, **Tiny** /8, **Small** /4, **Medium** /2, **Huge** x2, **Gargantuan** x4, **Colossal** x8.

Special: You can instead use this customization to increase or decrease the size of your power armor by 1 category, changing your space, reach, and the damage of your armor's natural weapon installation accordingly.

Gearbreaker Favored Class Bonuses

Arbiter: Gain 1/6 of the flight drive customization. The gearbreaker is not required to have gliding wings.

Atlantean: Gain 1/6 of a new customization.

Dwarf: Add +1 hit point to the gearbreaker's power armor.

Elf: Gain 1/6 of the combat simulation or life force modulator customization.

Gnome: Gain 1/6 of the additional armor or repair toolbox customization.



Goblin: Gain 1/6 of the natural weapon customization.

Human: Gain 1/6 of the damage suppression or mithral paneling customization.

Moggish: Gain 1/6 of the gliding wings or unusual size customizations.

Orc: The gearbreaker can spend 1 charge from her power base as a free action to increase her base attack by +1 for 1 round while not using her power armor. Each time this is chosen after the first, the gearbreaker increases her base attack by an additional +1/2.

Skaldak: Gain 1/6 of the portable hand cannon or shoulder cannon customization.

Tiefling: The gearbreaker can spend 1 charge from her power base as a free action to increase her AC by +1 for 1 round while not using her power armor. Each time this is chosen after the first, the gearbreaker increases her AC by an additional +1/2.

Vulture Man: Reduce the time it takes to repair the gearbreaker's power armor by +1/2 round. Alternatively, the gearbreaker can use the repair toolbox customization 1/4 times per day without expending a charge from her power box.

World Soul: Choose base attack or AC. The gearbreaker can spend 1 charge from her power base as a free action to increase her choice by +1 for 1 round while not using her power armor. Each time either is chosen after the first, the gearbreaker increases her choice by an additional +1/2.



3 Archetypes

and class options

Aeon

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

Shadow Caller (Archetype)

The Atlanteans would have everybody believe they were the first to create and master the art of controlling guardian constructs. In truth, they collected various means of doing so from various worlds and combined those practices into what they believed was the most distilled means of summoning the anthropomorphized emotions.

On one world, the mastery of emotional channeling is handled through different mediums, including firearms, tarot cards, and masks. These tools allow aeons to focus their training on one guardian at a time, or to combine them for more varied results. The forms taken by a shadow caller's guardians often hearken back to historical and fantastic figures.

Class Skills: A shadow caller adds Knowledge (planes) to his list of class skills and removes Handle Animal. This alters the aeon's class skills.

Weapon and Armor Proficiency: Shadow callers are proficient with all simple and martial weapons and all firearms. They are not proficient with any armor or shields. This alters the aeon's proficiencies.

Guardian Summoning (Su): A shadow caller's summoned guardian functions like an unchained summoner's eidolon instead of an animal companion.

Creating a Guardian: Shadow caller guardians are treated as unchained eidolons, except as noted here. At 1st level, the shadow caller chooses one emotion to which he ties his guardian. Whenever the shadow caller summons his guardian, it takes the chosen guardian form, which grants it additional abilities and causes the shadow caller to exhibit that emotion. The guardian is considered an outsider for the purpose of spells and other effects that rely on creature type. Because the shadow caller's guardian is a persistent being, it can wear magic items (though it does share its slots with the shadow caller via link).

At 2nd level, the shadow caller can choose a second emotion to which he can tie his guardian. He can change the guardian's

emotion, and thus its form, with 1 minute of concentration or any time he can change its evolutions. As a 3 point evolution, the shadow caller can apply up to 2 emotions to his guardian at the same time. The shadow caller experiences both emotions simultaneously, which means some forms are incompatible for this.

At 5th, 8th, 11th, 14th, 17th, and 19th level, the shadow caller can select additional emotions.

This alters guardian summoning and replaces arcane armor, comradeship, and enhanced armor.

Guardian Ward (Su): At 2nd level, a shadow caller gains guardian ward if he selects it as a 1 point evolution for his guardian. This alters guardian ward.

Shield Ally (Ex): At 3rd level, whenever a shadow caller is within his eidolon's reach, the shadow caller can expend a 1st-level or higher aeon spell slot as a swift action and gain a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws for 1 hour per aeon level. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

This replaces adaptation.

Bond Senses (Su): At 5th level, a shadow caller can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his aeon level. There is no maximum range to this effect, but the eidolon and the summoner must be on the same plane. The shadow caller can end this effect as a free action.

Maker's Call (Su): At 6th level, as a standard action, a shadow caller can expend a 2nd-level aeon spell slot and call his eidolon to his side. This functions as *dimension door*, using the shadow caller's caster level. When this ability is used, the eidolon appears adjacent to the shadow caller (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. The shadow caller can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Guardian Sacrifice (Sp or Su): At 8th level, a shadow caller gains guardian sacrifice if he selects it as a 1 point evolution that requires guardian ward for his guardian. This alters guardian sacrifice.

Table: Shadow Caller Eidolon

Class Level	HD	BAB	Good Saves	Poor Saves	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
1st	1	1	2	0	4	1	0	0	1	3	Darkvision, link, share spells
2nd	2	2	3	0	8	1	2	1	2	3	Evasion
3rd	3	3	3	1	12	2	2	1	3	3	—
4th	3	3	3	1	12	2	2	1	3	4	—
5th	4	4	4	1	16	2	4	2	4	4	Ability score increase
6th	5	5	4	1	20	3	4	2	5	4	Devotion
7th	6	6	5	2	24	3	6	3	6	4	—
8th	6	6	5	2	24	3	6	3	6	4	—
9th	7	7	5	2	28	4	6	3	7	5	Multi-attack
10th	8	8	6	2	32	4	8	4	8	5	Ability score increase
11th	9	9	6	3	36	5	8	4	9	5	—
12th	9	9	6	3	36	5	10	5	9	5	—
13th	10	10	7	3	40	5	10	5	10	5	—
14th	11	11	7	3	44	6	10	5	11	6	Improved evasion
15th	12	12	8	4	48	6	12	6	12	6	Ability score increase
16th	12	12	8	4	48	6	12	6	12	6	—
17th	13	13	8	4	52	7	14	7	13	6	—
18th	14	14	9	4	56	7	14	7	14	6	—
19th	15	15	9	5	60	8	14	7	15	7	—
20th	15	15	9	5	60	8	16	8	15	7	—



Transposition (Su): At 9th level, a shadow caller can expend a 3rd-level aeon spell slot to swap locations with his eidolon. If the eidolon occupies more squares than the shadow caller, the shadow caller can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the shadow caller if able, or as close as possible if it is not able.

Aspect (Su): At 12th level, a shadow caller can expend a 4th-level spell slot to divert up to 2 points from his eidolon's evolution pool to add evolutions to himself for up to 1 hour per aeon level. He cannot select any evolution that the eidolon could not possess, and he must be able to meet the requirements as well (except for subtype requirements, so long as his eidolon meets the subtype requirement). He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The shadow caller can change the evolutions granted by these points anytime he can change the eidolon's evolutions.

Greater Shield Ally (Su): At 15th level, whenever an ally is within reach of the shadow caller's eidolon, the shadow caller can expend a 1st-level or higher aeon spell slot as a swift or immediate action to grant the ally a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the shadow caller, these bonuses increase to +4. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Greater Aspect (Su): At 18th level, a shadow caller can divert more of his eidolon's evolutions to himself. This ability functions as the aspect ability, but the maximum number of evolution points the shadow caller can divert increases to 6. In addition, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the shadow caller instead of losing 1 point from the evolution pool for each point diverted.

Cavalier

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

Broom Knight (Archetype)

By Aaron Hollingsworth. Art by AngusBurgers (DeviantArt)

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

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

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

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

This alters and replaces mount.

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

This replaces tactician, greater tactician, and master tactician.

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

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

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

This replaces expert trainer.

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

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

This replaces the cavalier's bonus feats.

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



Druid

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

Life Cycle Guardian (Archetype)

By Margherita Tramontano.

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

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

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

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

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

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

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

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

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

Elementalist

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

Shugenja (Archetype)

The ancient order of Shugenja are sorcerous elementalists who channel their power through harmony with air, earth, fire, and water. They seek balance between the elements and use that balance to create their spells.

Spell Casting: A shugenja casts elemental spells drawn from the elemental spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a shugenja must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against a shugenja's spell is 10 + the spell's level + the shugenja's Charisma modifier. A

shugenja's spells per day are unchanged, and he receives bonus spells per day if he has a high Charisma score.

A shugenja's selection of spells is limited. He has the same number of spells known as a sorcerer of the same level, and can choose new spells to replace old ones at 5th level and every 3 class levels after that.

This ability alters the elementalists' spells class feature.

Elemental Study: At 1st level, a shugenja chooses an elemental school, gaining that school's powers as his understanding of it grows. The shugenja uses his Wisdom in place of Intelligence with these powers.

At each elemental level, the shugenja adds one spell from his elemental school to his list of spells known. That spell must be of a level the shugenja can cast.

The study of one elemental school necessitates balance by forsaking the opposing school (air opposes earth, fire opposes water, aether opposes void, and metal opposes wood). A shugenja can learn spells from his opposing school, but uses 2 spell slots of the same level when casting spells from that school. This replaces dominions.

Planar Studies

A shugenja can choose the following planar studies. He does not gain access to the expanded dominion planar study.

Otherworldly Shugenja: You study the elements of other realities, learning what spells are available to elementalists on those worlds. Choose another source of shugenja spells. Add one of those spells to your elemental spell list at one spell level higher than the spell's current level (if it is listed in that source as 2nd level, you can learn it as a 3rd-level spell, and so on). You can choose this planar study more than once.

Planar Combat Training: When choosing this planar study, a shugenja must pick feats related to his elemental school. The aether, metal, wood, and void elements are paralleled by air, fire, water, and earth, respectively.

Volwryn Elementalist (Archetype)

The elementalists on Volwryn are shamanistic warriors who practice magic and form pacts with the elemental lords of their world. They work closely with actual shamans from their reality, even gathering in a mutual hall at the edge of a dangerous maelstrom.

Armor Proficiencies: Volwryn elementalists are proficient with Medium armor and shields. This alters the elementalists' armor proficiencies.

Elemental Dominion: Volwryn elementalists gain only one dominion of their choice at 1st level.

Lightning Shield (Sp): At 1st level, a Volwryn elementalist can spontaneously cast *shock shield* without preparing it ahead of time. When a Volwryn elementalist casts *shock shield*, the duration is 1 hour/level and he never harms himself when dismissing his shield. He also gains a number of additional charges with his shield equal to half his elemental level (minimum 1). When dismissing his shield, the elementalist can release a number of charges up to his Wisdom modifier. When a creature grapples or makes a melee attack against the elementalist, he can instead deal that damage directly to the creature (no save) whether or not its attempt succeeds or the attack hits.

At 8th level, *shock shield* deals planar damage instead.

Lightning Bolt (Sp): At 4th level, a Volwryn elementalist can spontaneously cast *lightning bolt* as a 2nd-level elemental spell without preparing it ahead of time. When cast in this way, the spell only targets the first creature in its line.

Chain Lightning (Sp): At 6th level, a Volwryn elemental can spontaneously cast *chain lightning* as a 3rd-level elemental spell without preparing it ahead of time. When cast in this way, the spell arcs to a number of additional targets equal to the elemental's Wisdom modifier. The nearest targets are always struck first, even if those targets are allies. A Volwryn elemental with the selective tether planar study can choose to ignore his allies if there are enough enemies within range.

Rolling Thunder (Su): At 8th level, a Volwryn elemental can spontaneously cast *mage's lucubration* as a 4th-level elemental spell without preparing it ahead of time. When cast in this way, the spell only recalls a 3rd-level or lower elemental spell that was cast or replaced by *chain lightning*, *lightning bolt*, or *shock shield*.

At 10th level, and every 2 levels thereafter, a Volwryn elemental can cast *mage's lucubration* at the next highest spell level he can cast. When he does, he regains additional spell slots equal to the new spell level - 4. Those spell slots can be spent one-for-one on 1st, 2nd, or 3rd-level elemental spells (for example, a 7th-level spell slot grants one additional 3rd-level spell, three 1st-level spells, or one 2nd-level spell and one 1st).

Planar Studies

A Volwryn elemental can choose the following planar studies.

Earth Shock (Sp): You study your *shock shield*, allowing you to extend its range and how you can use it. Once per round, as a swift action, you can expend a number of charges from your *shock shield* up to your Wisdom modifier (minimum 1) and make a ranged touch attack against a creature you can see within close range (25 ft. + 5 ft./2 levels). On a hit, you deal your damage to that creature (no save).

Flame Shock (Sp): You study your *shock shield*, allowing you change how you can use it. When you cast *shock shield*, you can choose for it to deal 1d4 fire damage instead. Creatures dealt damage by your shield must succeed at a Reflex save or catch fire and burn for 1d4+1 points of fire damage each round until put out.

Frost Shock (Sp): You study your *shock shield*, allowing you change how you can use it. When you cast *shock shield*, you can choose for it to deal 1d4 cold damage instead. Creatures dealt damage by your shield must succeed at a Fortitude save or have their speed reduced by half for 1d4+1 rounds.

Thunderstorm (Su): You tap into the thunderous power of the plane of air with your astral tether. As a free action that does not draw an attack of opportunity, you can attempt a bull rush maneuver against creatures damaged by your astral tether's planar damage or backlash damage. You gain a bonus on this attempt equal to your Wisdom modifier.

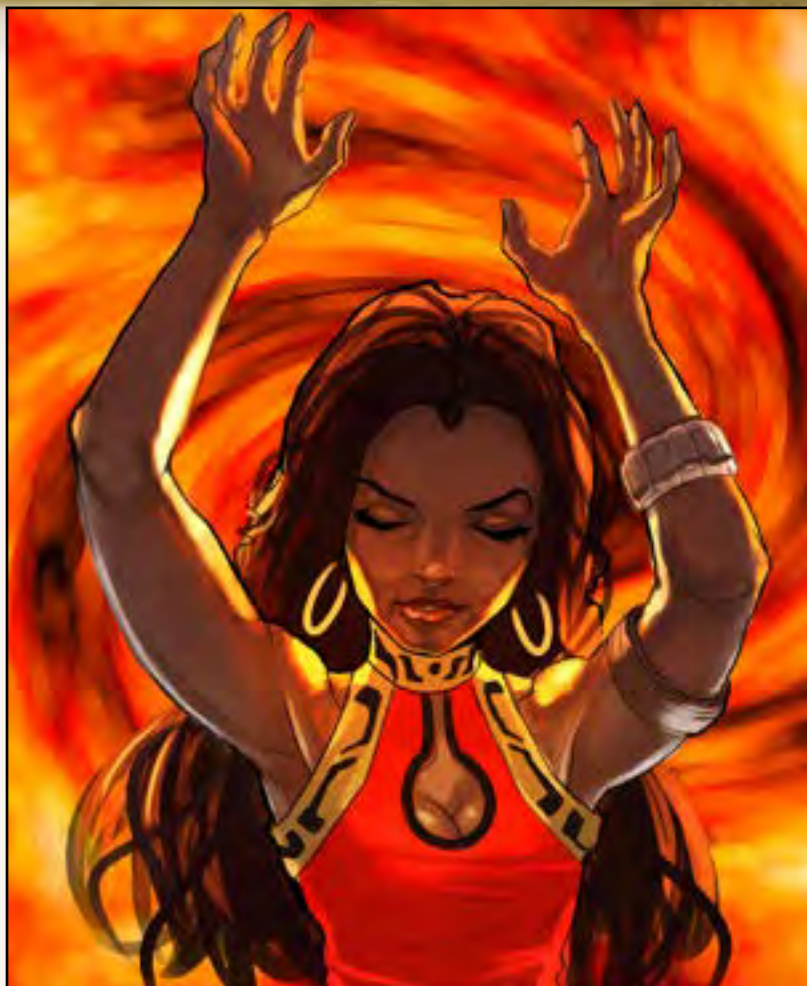
Gearbreaker

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

Gnomish Engineer (Archetype)

On Volwryn, gnomish engineers are appreciated for their inventiveness and quick thinking in dire situations. A race long treated as silly cousins to dwarves, the gnomes have fought hard and succeeded at standing out as their own people with their own way of building things.

While the name of this archetype includes gnome, it is not restricted to that race.



Engineering Goggles (Su): At 1st level, a gnomish engineer creates a special pair of goggles that she wears at all times. When activated as a standard action, the goggles function as the engineer's choice of alchemist mutagen or cognatogen. This functions as the alchemist feature of the same name.

The goggles remain active for up to 10 minutes per gearbreaker level. They can be enchanted as any eye slot wondrous item. If disenchanting, the goggles remain intact.

This replaces deeds.

Gnomish Inventions (Sp): Beginning at 3rd level, a gnomish engineer can spend charges from her power base to inflict enemies with different spell effects. This costs 1 charge per sorcerer/wizard spell level. If such an effect allows a saving throw, the DC is 10 + the spell level + the engineer's Intelligence modifier. The targets of these effects can be any creature type, but the effects can still be resisted as normal.

Level	Spell Effect	Level	Spell Effect
3 (1st)	<i>reduce person</i>	15 (7th)	<i>reverse gravity</i>
7 (3rd)	<i>hostile levitation</i>	19 (8th)	<i>maze</i>
11 (5th)	<i>baleful polymorph</i>		

Mutagen Discoveries: A gnomish engineer can choose alchemist mutagen discoveries in place of customizations for her power armor. Her effective alchemist level for these discoveries is equal to her gearbreaker level.

This alters customizations

Goblin Engineer (Archetype)

The goblin engineers of Volwryn can be exasperatingly money-grubbing and prone to explosions, but their advanced intellect has spawned some of the best and most dangerous inventions the world has seen. The power armor they adapt into shredders combined with their love of bombs make them wonderful allies; so long as the pay is right.

While the name of this archetype includes goblin, it is not restricted to that race.

Bombs (Su): At 1st level, a goblin engineer can spend 1 charge from her power base to create a bomb, as the alchemist feature. Bombs created in this way deal 1d6 damage at 1st level, plus 1d6 damage at 3rd level and every 4 levels thereafter, to a maximum of 6d6 at 19th level. This replaces deeds.

Bomb Discoveries: A goblin engineer can choose alchemist bomb discoveries in place of customizations for her power armor. Her effective alchemist level for these discoveries is equal to her gearbreaker level.

In addition, the goblin engineer gains access to the following special customizations.

This alters customizations.

Bomb Launcher [Installation]

Prerequisite: 8th-level goblin engineer.

Benefit: Your power armor can create and launch more potent bombs. While using your power armor, you can expend 1 charge from your power base to create a bomb that deals 1d6 damage per 2 gearbreaker levels.

Deadly Barrage [Modification]

Prerequisite: Goblin engineer.

Benefit: Your power armor can unleash a deadly barrage of explosions around it. As a full-round action, you can expend a number of charges from your power base up to your Intelligence modifier to create a 30-foot radius burst, centered on you. For each charge expended, you deal your bomb damage to one creature of your choice within the area. No creature can be targeted more than once with a single use of deadly barrage. A successful Reflex save halves the damage.

Portable Bomb Launcher [Kit]

Prerequisite: Bomb Launcher, 8th-level goblin engineer.

Benefit: You have a kit that allows you to expend 2 charges from your power base as a free action to use your power armor's bomb launcher for 1 round without being in the armor.

Shredder [Installation]

Prerequisite: Goblin engineer.

Benefit: Your power armor has a pair of blades that it can draw and wield as weapons. Each blade is a large, one-handed, slashing weapon that deals 1d8 damage on a successful hit with a critical multiplier of x4. They also possess the sunder property and deal double damage against objects.

Moggish Gearbreaker (Archetype)

While still more technologically advanced than other races, moggish—particularly those from the worlds of *Fantas*—put a lot of magic into their inventions. They blend this magic with craftsmanship to create unique and interesting variations of the typical gearbreaker power armor.

While the name of this archetype includes moggish, it is only restricted to Small or smaller races.

Sorcerous Programming (Sp): At 1st level, a moggish gearbreaker chooses a sorcerer bloodline. She gains that bloodline's 1st-level power as a sorcerer of her gearbreaker level.

Beginning at 3rd level, a moggish gearbreaker can expend 1 charge per spell level to cast her chosen bloodline's 1st-level spell. At 7th level, and every 4 levels thereafter, she learns to cast the next highest level of spell, to a maximum of the bloodline's 5th-level spell at 19th level.

This replaces deeds.

Magical Miniature Power Armor (Ex): Moggish gearbreakers' power armor is always Medium size. They cannot choose the unusual size customization.

While using her power armor, a moggish gearbreaker knows and can cast spells from the sorcerer/wizard spell list. The number of spells of any level that she can cast are the same as a paladin of her gearbreaker level and she can know one more spell than that number. Whenever she gains a new level, the gearbreaker can change one spell she knows for another of the same level.

For example, a 4th-level moggish gearbreaker knows 1 sorcerer/wizard spell and can cast 0 per day (plus bonus spells per day for having a high Intelligence modifier). At 5th level, she can exchange the spell she knows for a different spell and learn another.

This alters power armor and replaces heavy armor training and the armor training gained at 10th, 13th, and 16th level.

Bloodline Strength: A moggish gearbreaker can choose bonus feats and additional powers from her sorcerous bloodline in place of customizations for her power armor. Her effective sorcerer level for these is equal to her gearbreaker level.

This alters customizations.



Power Armor Inheritor

A power armor inheritor is a gearbreaker who did not begin with formal training or even, in some cases, a care to build inventions and run around in a large, mechanized suit of armor. Somebody in the inheritor's life saw potential in her, though. This could be a parental figure who went missing, forcing the inheritor to dawn their armor in search of them. It could also be a healer with connections who formed a close friendship with the inheritor, who relies on the armor to keep her healthy and active.

However the inheritor came into her gift, she intends to learn what she can about it to maximize her chances of success.

Skills: A power armor inheritor adds Bluff (Cha) and Diplomacy (Cha) to her list of class skills and removes Knowledge (arcana) and Knowledge (engineering). This alters the gearbreaker's class skills.

Weapon and Armor Proficiency: Power armor inheritors are proficient with simple weapons and light armor only. They are not proficient with shields. This alters the inheritor's weapon and armor proficiencies.

Power Armor: A power armor inheritor gains her power armor beginning at 1st level. She does not gain gunsmith, but can choose it as a customization.

An inheritor's power armor begins with a slam attack gained through the natural weapon customization. It does not possess a hand cannon, but can gain one as a customization with gunsmith as a prerequisite.

This replaces gunsmith and the deed gained at 1st level.

Customizations: A power armor inheritor gains customizations at 3rd level and every 4 levels thereafter (7th, 11th, and so on).

This alters customizations and replaces the deeds gained at the listed levels.

Enhanced Slam (Ex): At 5th level, while using her power armor, a power armor inheritor gains the benefits of Weapon Focus and Weapon Specialization with her armor's slam attack. At 8th level, she also gains Improved Critical with her armor's slam attack. At 20th level, any attacks made with the inheritor's slam automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example).

This replaces gun training.

Customizations

The following customizations complement the power armor inheritor archetype: Combat simulation, damage suppression, life force modulator, mithral paneling, and tread.

Generational Hero

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

Ageless Hero (Archetype)

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

Ageless heroes are not immortal, though, and like anybody, time does catch up to them eventually. They are at their most vulnerable when first awakened to quest once again and must regain the power they possessed before through training and adventure.

Class Skills: An ageless hero adds all Knowledge skills to his list of class skills. This alters the generational hero's class skills and replaces heroism at 1st level.

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

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

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

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

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

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

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

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

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

This replaces bomb and heroism at 10th and 20th level.

Mutagenic Research (Heroism Option)

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

Invoker

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

Hungering Invoker (Archetype)

Based on the patron of meat concept by Mike Myler.

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

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

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

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

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

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

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

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

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



The Unending Hunger

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

(Warning: Contains Adult Content)

<http://www.makeyourgamelegendary.com/products-page/5th-edition/book-of-exalted-darkness-5e/>

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

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

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

Necromancer

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

Necromantic Studies

By Aaron Hollingsworth.

Carrion Necromancy

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

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

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

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

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

Carrion Necromancer Spells

0-Level: *resistance*

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

2nd-Level: *eagle's splendor, wild instinct*

3rd-Level: *blood scent, greater magic fang*

4th-Level: *bloody claws, giant vermin*

5th-Level: *strong jaw, vile dog transformation*

6th-Level: *greater insect spies, swarm skin*

7th-Level: *creeping doom*

8th-Level: *frightful aspect*

9th-Level: *summon elder worm*

Reaper Necromancy

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

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

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



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

Reaper Necromancer Spells

0-Level: *disrupt undead*

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

2nd-Level: *death knell, life shield*

3rd-Level: *greater hide from undead, greater magic weapon*

4th-Level: *anti-incorporeal shell, rest eternal*

5th-Level: *disrupting weapon, hasten judgment*

6th-Level: *speak with soul, undeath to death*

7th-Level: *banishment*

8th-Level: *soulseeker*

9th-Level: *judgment undone*

Sanjanje Necromancy

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

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

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

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

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

Sanjanje Necromancer Spells

0-Level: *lethargy*

1st-Level: *hypnotism, silent image, sleep, unprepared combatant*

2nd-Level: *daze monster, minor image*

3rd-Level: *deep slumber, major image*

4th-Level: *dreamscape, shadow conjuration*

5th-Level: *dream, nightmare*

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

7th-Level: *greater shadow conjuration*

8th-Level: *greater shadow evocation*

9th-Level: *astral projection*

Nexus

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

Stygian Gatekeeper (Archetype)

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

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

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

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

This ability alters the nexus' convergence ability.

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

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

This ability replaces the underworld tier 2 ability.

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

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

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

This ability alters the underworld tier three ability.

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

This ability replaces the underworld tier four ability.

Pythia

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

Life Cycle Protector (Archetype)

By Margherita Tramontano.

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

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



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

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

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

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

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

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

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

Rogue

The following class option is available to characters with levels in the rogue class.

Archetype

The following archetype is available to both the rogue and the unchained rogue class.

Fixer

Reconnaissance, delivery, and assassination are but three responsibilities of a fixer. Even while adventuring, the fixer always has a side job, given to him by his guild, a landowner, or some other wealthy benefactor who doesn't want to be associated with his work. His contacts are remote, and his jobs are always under the table, and the fixer knows exactly how to line them up to be completed even as the rest of his party divvies up the loot from their latest haul.

While rogues make the best fixers, anybody can do it with a little dedication (by taking one level of rogue or unchained rogue with this archetype) and the right skills.

Alignment: Any non-good.

Skill Ranks per Level: A fixer gains 6 + his Intelligence modifier skill ranks each level. This alters the rogue's skill ranks per level.

Task List (Ex): Every fixer begins their career with a task list built up from various contacts they have made. As they explore and quest with their party, the fixer can also check tasks off in the nearby area. This functions as the pocket money rogue talent, except as noted here.

At 1st level, while in a small town or larger settlement during downtime, a fixer can make a Bluff, Diplomacy, or Intimidate check (DC 10 + twice his character level, minimum DC 15) to determine if he has a job there that needs completing. The result of this check provides the relative difficulty of the task and its worth (up to the fixer's amassed wealth total).

- If the fixer fails his check by 5 or more, there are no tasks in his current area. He can try again in a different district of a large city or metropolis once per day; or in the same district, small city, or smaller settlement after 1d3 days.
- If the fixer fails by Less than 5, he must kill a humanoid (or member of the local majority race) no stronger than his character level -5 and make it look like an accident or natural causes; obtain an item valued at half his amassed wealth for the level (this is returned to him with his next level's payment); or subtly improve the attitude of an important local by 1 step. This task is worth 1/4 of the fixer's amassed wealth for his level.
- If the fixer meets or exceeds the DC, his target's total HD can be up to his rogue level, but no less than his level -5; his obtained item can be valued at 3/4 of his amassed wealth; or he must improve the local's attitude by 2 steps. This task is worth half his amassed wealth.
- If the fixer exceeds the DC by 5 or more, his target's total HD can be up to his rogue level +5, but no less than his level; his obtained item can be valued at his total amassed wealth; or he must improve the local's attitude by 3 steps. This task is worth his total amassed wealth.

The fixer can willingly perform a lower task for less worth. When covering up a hit, the fixer uses Stealth and Sleight of Hand at his current task DC. Items obtained can be crafted or earned from an adventure. Improving a local's attitude can be achieved by any means, including threats, kidnapping, or other interesting roleplaying options.

Table: Fixer Task Worth and Rogue Pocket Money

Level	Amassed Wealth (gp)	Quick Acquisition Remaining gp
1st	500 gp	—
2nd	750 gp	250 gp
3rd	1,000 gp	250 gp
4th	1,500 gp	500 gp
5th	2,000 gp	500 gp
6th	2,750 gp	750 gp
7th	3,750 gp	1,000 gp
8th	4,750 gp	1,000 gp
9th	6,250 gp	1,500 gp
10th	8,000 gp	1,750 gp
11th	10,000 gp	2,000 gp
12th	13,000 gp	3,000 gp
13th	16,000 gp	3,000 gp
14th	22,500 gp	6,500 gp
15th	27,500 gp	5,000 gp
16th	37,500 gp	10,000 gp
17th	47,500 gp	10,000 gp
18th	60,000 gp	12,500 gp
19th	77,500 gp	17,500 gp
20th	97,500 gp	20,000 gp

This replaces trapfinding and trap sense, although the fixer can still gain those back by choosing them as rogue talents.

Rogue Talents: Fixers cannot choose the pocket money rogue talent or the quick acquisition advanced talent.

Talents and Advanced Talents

Pocket Money (Rogue Talent)

Benefit: A rogue with this talent keeps tabs on the money he grabs when nobody's looking, amassing it for later use. The gold gained with this talent represents the wealth taken from random merchants, bribes, and other acts the rogue might commit (legal or otherwise) during downtime, and takes approximately 1 day per 1,000 gp (minimum 1 day) of downtime to gather when the talent is chosen.

Rogues who choose pocket money are a fickle bunch, following a code all their own. Because of their savings, they don't feel obliged to take as much gold from their adventuring group's earnings. If a rogue with pocket money takes more than their amassed wealth from earnings during that level, an equal amount is taken out the next time they choose this talent, representing the notoriety they've built as a con artist and thief. Fewer rakes, even shady ones, will work with somebody willing to steal from their own pot, after all.

Table: Fixer Task Worth and Rogue Pocket Money lists the amount of gold gained when this talent is chosen. This talent can be chosen more than once.

Quick Acquisition (Advanced Talent)

Prerequisite: Pocket Money Rogue Talent.

Benefit: The rogue gains his previous level's amassed wealth immediately, and can still amass the remaining gp for his level in 1 day per 1,000 gp (minimum 1 day) of downtime. The rogue can choose this talent once for each pocket money rogue talent he possesses.



4 Character Options

This chapter provides a collection of new options that don't fall into the category of race or class, but which affect a character's other progression, such as wealth by level, feats, and skills.

Breath

Written in collaboration with James Ray. Thank you for the help!

Breath is a portion of a creature's life force that helps it to experience satisfaction and recognize others as individuals, but that is not its own purpose on the many shattered worlds visited by the Atlanteans, the Collective, and the races of Volwryn. In the realm of the returned, breath is used as a form of currency; collected and used by those with training as awakeners to bring creatures and objects to life under their control. The more breath a creature stores, the more potent its talents as an awakener.

Breath Value

For the purpose of these specialized feats below (referred to hereafter as breath feats), every living creature is born with 1 breath. A creature can be convinced (using Diplomacy or Intimidate) to give up its breath at a cost of 200 gp per hit die (an individual or location may value these higher or lower). Creatures cannot be forced, through magic or otherwise, to give up their breath, and any mind-affecting effects on a creature immediately end if such an attempt is made by the creature in control of the effect.

Creatures can store any number of breath, but the more one has, the harder it is to avoid attention. When a creature holds enough breath to benefit from a Heightened Awakener feat, it takes a penalty on all Stealth checks equal to that feat's tier (I, II, and so on), whether it possesses the feat or not. This is because the color around a creature with breath becomes stronger, more obvious.

Tier	Value	Breaths	Level	Value	Breaths
I	1	2	VI	6	140
II	2	8	VII	7	200
III	3	24	VIII	8	400
IV	4	40	IX	9	800
V	5	80	X	10	2,000

Breath Feats

Awakener (Breath)

Prerequisites: Int 3, Linguistics 1 rank, able to speak 1 language.

Benefit: As a free action, you can gain 1 or more Hit Dice' worth of breath from willing creatures who speak the incantation of giving in your language, "My breath is yours, my breath to you." A creature can grant you as many or as few breaths as it wishes with a single action. You also gain the following spell-like ability.

As a full-round action, you can retrieve or transfer stored breath into an object you touch to either store it within the object or awaken the object, bringing it to life for a cost.

When you awaken an object, you issue a verbal command to it in your native language (no check required). The command can be any common trick listed under the Handle Animal skill that the object could reasonably complete (a scarf might be able to cocoon a creature, but a pair of boots cannot). The object performs its trick until it can no longer do so or you retrieve your breath from it. While it persists, an object awakened in this way counts as an animated object under your control (although it only follows your single command).

It costs 50 breath per Hit Die of an awakened object to command that object if it is made of organic material (such as bone, cloth, or wood). It costs 25 breath per HD if an object is made of organic material and shaped like a humanoid. You cannot usually awaken metal or stone, as it has never lived.

When you transfer breath into an object, another object within 5 feet of you loses vibrancy, from vibrant to colorful to dull to white to gray. Each step reduces the total breath required to awaken an object or use an ability granted by a breath feat by half (to a minimum of 1).

When you retrieve your breath from an object, you usually gain back all of the breath you invested. Exceptions to this are noted within individual abilities. A damaged object returns only half your breath, and a destroyed object returns none.

Heightened Awakener I (Breath)

Prerequisites: Int 3, Awakener, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 12 breath into a rope-like object to cast *rope trick* as a sorcerer of your character level.

While you have at least 2 breath, you can detect how many breath and Hit Dice a creature has as a swift action.

Heightened Awakener II (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 12 breath into a cloak to cast *mage armor* as a sorcerer of your character level.

While you have at least 8 breath, you can take 10 on Bluff, Perform, and Sense Motive checks, even when in danger or distracted.

Heightened Awakener III (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I and II, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 50 breath into a corpse to cast *lesser animate dead* as a sorcerer of your level. You cannot retrieve your breath from the corpse.

While you have at least 24 breath, you can take 10 on Appraise and Perception checks, even when in danger or distracted.

Heightened Awakener IV (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-III, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 100 breath into a shirt you wear to cast *stoneskin* as a sorcerer of your character level.

While you have at least 40 breath, you constantly detect the breath within living creatures unless you suppress it as a swift action. You are stunned by overwhelming auras of opposing alignments. This otherwise functions as *detect undead*.

Heightened Awakener V (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-IV, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 50 breath into a tiny or small, organic humanoid object to cast *animate objects* as a sorcerer of your character level. You can retrieve only half your breath from the object. You can transfer 70 additional breath into the object per to cast *permanency*, regardless of your level. This additional breath cannot be retrieved.

While you have at least 80 breath, you gain immunity to non-magical disease, poison, and the effects of aging (this doesn't remove existing bonuses or penalties).

Heightened Awakener VI (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-V, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 25 breath into your equipment to cast *bull's strength* (gloves), *cat's grace* (pants), or *expeditious retreat* (boots) as a sorcerer of your character level. During downtime, you can spend 1 week and make a Diplomacy check to gain many more breath than you could ordinarily. You only gain as many as you can afford at the end of the week.

Most locales are only viable once, but Large towns and larger settlements can be utilized multiple times, represented as a number in parentheses next to the name.

Locale	Breath Gained	Diplomacy DC
Thorpe	1d10+10	15
Hamlet	2d20+20	20
Village	1d4x50	25
Small town	1d10x200	30
Large town (2)	1d10x200	30
Small city (4)	1d10x200	30
Large city (9)	1d10x200	30
Metropolis (10)*	1d10x200	30

* +1 for every 2,000 additional citizens.

While you have at least 140 breath, you can awaken organic objects for half as many breaths. You can also command an awakened object to perform a set of tricks using the purposes listed under the Handle Animal skill.

Heightened Awakener VII (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-VI, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer 1 breath into a corpse to cast *lesser animate dead* as a sorcerer of your level. You cannot retrieve your breath from the corpse.

While you have at least 200 breath, you can detect objects containing breath as a standard action and concentrate for one round to learn how much breath they each store.

Heightened Awakener VIII (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-VII, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can spend 3 days during downtime to perform a special ritual that can grant intelligence to a magic weapon. At the end of the ritual, you transfer breath into the weapon at a rate of 25 per 1,000 gp of the cost of making it intelligent (minimum 25). The finished weapon's ego is half that of other intelligent items. You cannot retrieve your breath from the finished weapon.

While you have at least 400 breath, you can cast *control construct* at will as a sorcerer of your level. You are exhausted for the spell's duration, and up to 1 minute after.

Heightened Awakener IX (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-VIII, Linguistics 1 rank, able to speak at least 1 language.

Benefit: You can transfer breath into an organic object of any size to cast *animate objects* and *permanency* as a sorcerer of your character level. You can retrieve only half your breath from the object.

Size	Breath	Size	Breath
Tiny/Small	35	Huge	125
Medium	50	Gargantuan	250
Large	75	Colossal	500

While you have at least 800 breath, you can transfer breath into any object you can see and that can hear you for twice the breath. You can also transfer breath into metal and stone objects for 50 breath per Hit Dice of the animated object.

Heightened Awakener X (Breath)

Prerequisites: Int 3, Awakener, Heightened Awakener I-IX, Linguistics 1 rank, able to speak at least 1 language.

Benefit: When you transfer breath into an object, you can cause a nearby object to lose all vibrancy down to white and reduce the cost per HD by up to 5 steps (minimum 1). If you do, the object cannot be restored, nor can it be further drained to gray.

While you have at least 2,000 breath, you can transfer breath into an object and command it without speaking words.

Breath Character Options

The following options are available to characters who wish to focus their growth around breath.

Scholarly Archetypes

Scholarly characters gain access to Awakener and the Heightened Awakener feats more quickly, allowing them greater access to breath and the benefits it grants. All scholarly archetypes assume a character meets the prerequisites for the Awakener feat when they gain it.

Alchemist: Scholarly alchemists gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. They do not gain bombs until 5th level. This alters bombs and replaces the discovery gained at 8th level.

Barbarian: Scholarly barbarians gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. This replaces fast movement, trap sense, and the rage power gained at 8th level.

Bard: Scholarly bards gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. A scholarly bard doesn't gain bardic performance until 4th level, and his effective level with bardic performance is equal to his bard level -3. This alters bardic performance and replaces dirge of doom.

Cleric: Scholarly clerics gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. This replaces one of the cleric's domains.



Druid: Scholarly druids gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. A scholarly druid doesn't gain nature bond until 4th level, and his effective level with nature bond is equal to his druid level -3. This alters nature bond and replaces the wild shape gained at 8th level.

Fighter: Scholarly fighters gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 2nd level, plus one additional bonus Breath feat at 4th, 6th, 8th, and 10th level. This replaces the fighter bonus feats gained at the listed levels.

Generational Hero ^{v2}: Scholarly generational heroes gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. They can also use heroism to gain Breath feats instead. This alters the generational hero's heroism and replaces trapfinding, the hero talent gained at 3rd level, and the bomb increase at 8th level.

Gunslinger: Scholarly gunslingers gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. This replaces gunslinger's dodge, gunslinger's initiative, and the bonus feat gained at 8th level.

Monk: Scholarly monks gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. This replaces Stunning Fist, the fast movement increase at 3rd level, and the AC bonus increase at 8th level.

Paladin: Scholarly paladins gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 4th level, plus one additional bonus Breath feat at 7th, 10th, and 13th level. This replaces the smite evil gained at 1st level and spells.

Ranger: Scholarly rangers gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 4th level, plus one additional bonus Breath feat at 7th, 10th, and 13th level. This replaces the favored enemy gained at 1st level and spells.

Sorcerer: Scholarly sorcerers gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 9th level. This replaces the bloodline powers gained at the listed levels.

Spiritualist: Scholarly spiritualists gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. A scholarly spiritualist doesn't gain bonded manifestation until 8th level, and his effective level with nature bond is equal to his spiritualist level -5. This alters bonded manifestation and replaces shared consciousness.

Wizard: Scholarly wizards gain Awakener as a bonus feat at 1st level. They gain one bonus Breath feat at 3rd level, and another at 8th level. They can also use their wizard bonus feats to gain Breath feats instead. This alters the wizard's bonus feats and replaces arcane school.

Scholar Apparent (Returned Heir Apparent Archetype)

The scholar apparent is the beneficiary of breath from a church that sees him as a god, returned to the world to prevent some impending crisis and give insight into the true power of breath.

Hit Dice and Base Attack: A scholar apparent's hit dice is a d10, and his base attack is equal to his heir apparent level. This alters the heir apparent's hit dice and base attack.

Vision Quest: A scholar apparent doesn't gain a traditional adventuring goal at 1st level. Instead, he receives a vision quest that he puts his spare time into as he gains experience.

At 1st level, the scholar apparent gains Awakener as a bonus feat and can always purchase breath from his church during downtime using his stipend without first making a Diplomacy check to do so. This replaces adventuring goal and the personal training gained at 1st level.

Capital Expense: A scholar apparent cannot use his capital expense to gain breath. He can still use the suggested capital expense items available to other heir apparents of his level to guide what he can receive.

Personal Training: Beginning at 4th level, whenever a scholar apparent gains personal training, he can choose a bonus Breath feat instead. This alters personal training.

New Prospects: At 10th level, a scholar apparent chooses an adventuring goal. If the goal increases his hit dice and base attack, he instead gains a bonus Breath feat. He gains access to the chosen adventuring goals' personal achievement at 20th level. This alters new prospects and personal achievement.

Dragon Spirits

On their many journeys through different realities, the Atlanteans have picked up hundreds of relics, artifacts, and other magic items. Sometimes, these myriad objects are too powerful to be categorized in such simple terms. Instead, they become the basis of a religion, a doctrine, or a style of combat.

The dragon spirits are one such collection. While stuck on a world where the moon never set, the Atlanteans were attacked by winged, angel-like beings. During a particularly grueling battle, an Atlantean mortally wounded her opponent, only for the creature's wings and armor to melt away from it into a small, glowing sphere. In a flash, the sphere fell upon the Atlantean, choosing her as its new vessel.

Emboldened by the dragon spirit, the Atlantean turned the tide of battle. When their enemies retreated, she led an expedition deeper into the mainland, where they eventually secured a total of eight dragon spirits before the Mejnō Shift pulled them through the cosmos once more.

Obtaining a Dragon Spirit

Each dragon spirit is a sentient minor, moderate, or major convergence that grows stronger alongside its bearer. While previous bearers only ever mastered the battle spirit, the strong-willed Atlanteans have unlocked additional power that can be achieved by one brave enough to risk losing itself to the dragon within.

Dragon spirits will usually gravitate toward those with a similar outlook and alignment, but they can—and have been known to—choose another if it's a matter of life or death.

Dormant dragon spirits almost resemble Fantasian orbs, except that their shape isn't as flawless, and their patterned scales distinguish them between each other.

Convergence Traits

Dragon Spirit Convergence

Creatures with a dragon spirit convergence can exhibit minor, moderate, or major traits, as shown in Table: Dragon Spirit Convergence. Dragon spirit traits include no physical changes until the battle spirit is accessed. In many cases, a bearer's own traits are accentuated by the dragon spirit.

Ability Scores

At convergence level 1, a dragon spirit has Intelligence, Wisdom, and Charisma scores of 10. These scores increase as indicated by each dragon spirit beginning at convergence level 3.

Alignment

As intelligent magic items, dragon spirits have an alignment, but they do not immediately grant negative levels when applied to a creature with a different alignment. Only a creature diametrically opposed to the spirit (lawful good vs. chaotic evil, for example) suffers the usual negative levels associated with intelligent magic items.

Dragon Spirit Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Ego	Purchase/Reward Cost (in gp)
1	Battle spirit	0	500 gp
2	Battle spirit	0	750 gp
3	Ability score (11)/battle spirit	1	1,250 gp
4	Ability score (13)/battle spirit	2	2,000 gp
5	Ability score (15)/battle spirit	3	2,850 gp
6	Dragon spells (1st, 3/day)	4	4,000 gp
7	Bracing wings	5	5,875 gp
8	+5 skill ranks	6	8,250 gp
9	Darkvision, dragon spells (2nd, 1/day)	7	11,500 gp
10	Dragon's strength	7	15,500 gp
11	Dragon spells (2nd, 3/day)	7	20,500 gp
12	+5 skill ranks	8	27,000 gp
13	Darkvision, fly 30 ft. (good maneuverability)	10	35,000 gp
14	Dragon spells (3rd, 1/day)	11	46,250 gp
15	Empowered dragon spells, spell storing	13	60,000 gp
16	Dragon spells (3rd, 3/day), +5 skill ranks	15	78,750 gp
17	Darkvision 60 ft., <i>form of the dragon</i> 1/day	17	102,500 gp
18	Dragon spells (4th, 1/day)	19	132,500 gp
19	Quickened dragon spells	20	171,250 gp
20	Dragon spells (4th, 3/day), +5 skill ranks	22	220,000 gp

A creature that shares the spirit's alignment can use it as a major convergence and unlocks its abilities faster. A creature whose alignment is one step away on one axis (law/chaos, good/evil) from the spirit's alignment can still use it as a moderate convergence. A creature whose alignment is either opposed on one axis or one step away on both axes can only use the spirit as a minor convergence.

Senses

Dragon spirits can see and hear out to 30 feet. They do not speak directly to their bearer, but they can encourage or discourage certain actions by communicating emotions and urges.

Special Powers

Battle Spirit (Su): You can work together with your dragon spirit, which grants you additional combat prowess in the form of battle spirit. Battle spirit lasts for a number of rounds per day equal to 3 + half your convergence level. The total number of rounds per day of battle spirit is renewed after resting for 8 hours, although these hours do not need to be consecutive.

As a standard action, make a single attack roll. If you hit, roll 1d6. On a 4, 5, or 6, your attack deals 50% more damage. Calculate this extra damage after Strength and enhancement bonuses, and before weapon abilities (such as flaming), precision-based damage, and other damage bonuses (such as from Power Attack or Vital Strike). It is not multiplied on a critical hit.

At convergence level 2, when you roll a 4, 5, or 6, you gain a +1 enhancement bonus to your armor class while using battle spirit as your normal armor or clothing is covered by ephemeral dragon mail. This stacks with other enhancement bonuses, to a maximum of +5. You also roll another d6. On a 5 or 6, your attack deals 100% more damage instead.

At convergence level 3, when you roll a 5 or 6 on the second d6, your attack is a critical threat. If it was already a critical threat, it is confirmed instead. In addition, roll another d6. On a 6, your weapon gains one elemental property (such as flaming or frost) associated with your dragon spirit while using battle spirit. Once this choice is made, it cannot be changed.

At convergence level 4, when you roll a 4, 5, or 6 on the initial d6, you gain a +1 enhancement bonus on all attack rolls and weapon damage rolls while using battle spirit as your weapon takes on a draconic appearance. This stacks with other enhancement bonuses, to a maximum of +5. Weapons you wield count as magic for the purpose of overcoming DR.

At convergence level 5, you can roll all 3d6 as part of your initial roll and arrange them how you want. If all three dice roll 5 or 6, add the total of all three to your damage as one elemental damage type associated with your dragon spirit.

You can end battle spirit as a free action. When you do, you are fatigued for a number of rounds equal to 2 times the number of rounds spent using battle spirit. You cannot use battle spirit again while fatigued or exhausted but can otherwise use it multiple times during a single encounter or combat. If you fall unconscious, your battle spirit ends immediately.

Dragon Spells: Choose one 1st-level spell from your dragon spirit's spell list. You can cast that spell up to 3 times per day. You gain additional dragon spells as indicated on Table: Dragon Spirit Convergence. These spells are cast as a sorcerer of your convergence level.

Bracing Wings: You always take the minimum possible damage from falls (as if the GM had rolled a 1 on each die of damage incurred by the fall) and at the end of a fall always land on your feet.

Skill Ranks: You gain 5 additional skill ranks at convergence levels 8, 12, 16, and 20. These additional skill ranks are lost if the convergence is removed or destroyed.

Darkvision: The dragon spirit gains darkvision out to 30 feet, allowing it to warn you of potentially unseen danger.

At convergence level 13, you gain darkvision out to 30 feet or increases your darkvision by 30 feet.

At convergence level 17, the dragon spirit and you both extend your darkvision out by an additional 30 feet (60 feet total).

Dragon's Strength: You are affected as though subject to a permanent *ant haul* spell.

Fly: You gain a fly speed of 30 feet with good maneuverability, as the *fly* spell. When you fly, you gain a pair of ephemeral dragon wings.

Empowered Spells: You gain Empower Spell as a bonus feat that you can apply to your dragon spells up to 3 times per day without increasing the spell level.

Spell Storing: You can take 1 minute and choose a weapon you wield with at least a +1 enhancement bonus. That weapon gains spell storing. You can have one of these weapons at a time.

Form of the Dragon (Sp): You can cast *form of the dragon* 1 once per day while using battle spirit. The spell lasts for the duration of battle spirit, and the form you take must be associated with your dragon spirit.

Quickened Spells: You gain Quicken Spell as a bonus feat that you can apply to your dragon spells up to 3 times per day without increasing the spell level.

Dragon Spirits

Each of the following dragon spirits has its own personality and associated energy types that make them unique. They hold dominion over different tenets of reality, nature, and the elements.

Dark Dragon Spirit

Ability Scores: Intelligence 11, Wisdom 13, Charisma 15

Alignment: Neutral evil; **Element:** cold or fire.

Spell List: You can select one spell from each level.

- 1st—*endure elements, faerie fire, obscuring mist, protection from good, sleep, vanish*
- 2nd—*align weapon (evil only), blindness/deafness (only to cause blindness), continual flame, dust of twilight, glitterdust, invisibility*
- 3rd—*blacklight, daylight, deeper darkness, gloomblind bolts, magic circle against good, silver darts*
- 4th—*dream shield, fire shield, moonstruck, shadow conjuration, unholy blight, wandering star motes*

Divine Dragon Spirit

Ability Scores: Intelligence 11, Wisdom 13, Charisma 15

Alignment: Lawful neutral; **Element:** any.

Spell List: You can select one spell from each level.

- 1st—*enlarge person, identify, magic fang, magic weapon, protection from chaos, true strike*
- 2nd—*align weapon (law only), animal trance, augury, bull's strength, magic mouth, spiritual weapon*
- 3rd—*borrow fortune, dispel magic, draconic reservoir, greater magic weapon, magic circle against chaos, magic vestment*
- 4th—*divine power, dragon's breath, freedom of movement, imbue with spell ability, order's wrath, spell immunity*

Forest Dragon Spirit

Ability Scores: Intelligence 13, Wisdom 15, Charisma 11

Alignment: neutral; **Element:** acid or electricity.

Spell List: You can select one spell from each level.

- 1st—*bless, comprehend languages, cure light wounds, entangle, goodberry, shield of faith*
- 2nd—*aid, barkskin, fog cloud, memory lapse, remove disease, shield other*
- 3rd—*call lightning, contagious zeal, cure serious wounds, plant growth, prayer, speak with dead*
- 4th—*blight, command plants, divination, imbue with spell ability, neutralize poison, righteous vigor*

Golden Dragon Spirit

Ability Scores: Intelligence 15, Wisdom 11, Charisma 13

Alignment: Lawful good; **Element:** acid or electricity.

Spell List: You can select one spell from each level.

- 1st—*divine favor, lesser confusion, longstrider, magic stone, sanctuary, thunderstomp*
- 2nd—*enthral, locate object, shield other, soften earth and stone, stone call, touch of idiocy*
- 3rd—*fly, magic vestment, meld into stone, protection from energy, stone shape, wall of nausea*
- 4th—*confusion, dimension door, discern lies, rusting grasp, spell immunity, spike stones*



Jade Dragon Spirit

Ability Scores: Intelligence 15, Wisdom 11, Charisma 13

Alignment: Lawful evil; **Element:** acid, cold, or electricity.

Spell List: You can select one spell from each level.

- 1st—*disguise self, hydraulic push, obscuring mist, true strike, vanish, whispering wind*
- 2nd—*aid, fog cloud, invisibility, levitate, wind wall, with the wind*
- 3rd—*call lightning, cloak of winds, fly, gaseous form, nondetection, protection from energy*
- 4th—*air walk, confusion, freedom of movement, hurricane blast, sleet storm, solid fog*

Red-Eyed Dragon Spirit

Ability Scores: Intelligence 13, Wisdom 11, Charisma 15

Alignment: Chaotic good; **Element:** fire.

Spell List: You can select one spell from each level.

- 1st—*anticipate peril, burning hands, comprehend languages, jump, remove fear, true strike*
- 2nd—*bull's strength, burning gaze, produce flame, remove paralysis, share language, shatter*
- 3rd—*beast shape I, fireball, greater animal aspect, rage, remove curse, tongues*
- 4th—*beast shape II, explosive runes, freedom of movement, inflict critical wounds, spell immunity, wall of fire*

Sea Dragon Spirit

Ability Scores: Intelligence 15, Wisdom 13, Charisma 11

Alignment: Chaotic neutral; **Element:** cold.

Spell List: You can select one spell from each level.

- 1st—*comprehend languages, hydraulic push, obscuring mist, protection from law, snowball, wave shield*
- 2nd—*aggressive thundercloud, align weapon (chaos only), detect thoughts, fog cloud, frigid touch, slipstream*
- 3rd—*hydraulic torrent, ice spears, magic circle against law, speak with dead, water breathing, water walk*
- 4th—*chaos hammer, control water, divination, hurricane blast, ice storm, solid fog*

Silver Dragon Spirit

Ability Scores: Intelligence 11, Wisdom 15, Charisma 13

Alignment: Neutral good; **Element:** any.

Spell List: You can select one spell from each level.

- 1st—*anticipate peril, cure light wounds, detect secret doors, peacebond, protection from chaos/evil/good/law, shield of faith*
- 2nd—*align weapon (good only), bless weapon, cure moderate wounds, shield other, castigate, see invisibility*
- 3rd—*cure serious wounds, magic circle against chaos, magic circle against evil, searing light, banish seeming, remove blindness/deafness*
- 4th—*cure critical wounds, holy smite, spell immunity, fire shield, greater make whole, rebuke*

Violet Dragon Spirit

Ability Scores: Intelligence 13, Wisdom 11, Charisma 15

Alignment: Chaotic evil; **Element:** acid or cold.

Spell List: You can select one spell from each level.

- 1st—*cause fear, confusion (lesser), detect metal, disguise self, feather fall, shocking grasp*
- 2nd—*death knell, flame blade (electricity), levitate, masterwork transformation, mirror image, touch of idiocy*
- 3rd—*animate dead, discern value, fly, lightning bolt, nondetection, rage*
- 4th—*agonize, air walk, confusion, death ward, lesser planar binding, minor creation*

Feats & Traits

General Feats

Shared Veil

While your companion, familiar, or mount is within 15 feet of you, you can grant it all of the benefits of one veil you shape. The creature must have an appropriate limb to benefit from this.

If your companion has an Intelligence score of 2 or lower, you must command it to use any activated veils with a successful Handle Animal check.

Multiclass Feats

Characters who train in an individual class for twenty levels are rewarded with a capstone ability that hallmarks their effort. Because of this, a lot of character concepts are ignored because to achieve them would require multiclassing.

Multiclassing, while generally viewed as weaker than gaining levels in a single class, offers more variety of play, and opens up many new ways to play a character without seeking out a hybrid class or archetype to do so. To facilitate this option in-world, multiclass heroes have started teaching prospects how

to better blend their talents into new combat methods that rival those who devote their lives to a single set of abilities. These methods are represented by the multiclass feats presented here.

Special: Multiclass feats that grant a capstone ability at 20th level do not stack when you have 11 levels in more than one class (going beyond 20th level).

Astral Hero

Prerequisites: 5th-level aegis, at least 2 levels in non-aegis classes.

Benefit: You gain reconfigure +1/day.

If you are an 11th-level or higher aegis, you improve your damage reduction by +1/-. At 20th level, you improve your augment suit by 1.

Augmented Hero

Prerequisites: 5th-level Jin-Ku bounty hunter, at least 2 levels in non-bounty hunter classes.

Benefit: You add half your total levels in non-bounty hunter classes to your Jin-Ku bounty hunter level when determining if you gain a new augmentation.

If you are an 11th-level or higher Jin-Ku bounty hunter, you improve your bomb damage by +1d6, to a maximum of +5d6. At 20th level, you gain your choice of either armor mastery or firearm mastery.

Crux Hero

Prerequisites: 5th-level crux, at least 2 levels in non-crux classes.

Benefit: You gain a new oscillation.

At 11th level, your store opposition improves by 1, to a maximum of 4. If you are an 11th-level or higher crux, you gain trinity opposition at 20th level (your additional spell is limited to your highest level of discharge).

Cryptic Hero

Prerequisites: 5th-level cryptic, at least 2 levels in non-cryptic classes.

Benefit: You improve your enhanced disruption by +1d6.

If you are an 11th-level or higher cryptic, you add half your total levels in non-cryptic classes to your cryptic level when determining your enhanced disruption. At 20th level, you gain your choice of two insights or one supreme insight.

Disciplined Hero

Prerequisites: 5th-level psion, at least 2 levels in non-psion classes.

Benefit: You add half your total levels in non-psion classes to your psion level when determining if you gain or improve your psionic discipline abilities.

If you are an 11th-level or higher psion, add half your total levels in non-psion classes to your effective manifester level when augmenting powers you already know.

Special: Any progressive bonuses gained with Disciplined Hero are limited to a maximum of your character level.

Dread Hero

Prerequisites: 5th-level dread, at least 2 levels in non-dread classes.

Benefit: You gain immersed in fear. At 11th level, you gain twin fear.

If you are an 11th-level or higher dread, you add half your total levels in non-dread classes to your dread level when determining the maximum range of your shadow twin. At 20th level, you gain an additional terror.

Emotional Hero

Prerequisites: 5th-level aeon, at least 2 levels in non-aeon classes.

Benefit: You add half your total levels in non-aeon classes to your aeon levels when determining your aeon spells per day.

If you are an 11th-level or higher aeon, your guardian ward extends to allies within 30 feet at 20th level.

Honorable Hero

Prerequisites: 5th-level samurai, at least 2 levels in non-samurai classes.

Benefit: You gain challenge 3/day or increase your uses of challenge by +1, to a maximum of 7/day.

If you are an 11th-level or higher samurai, you gain last stand at 20th level.

Kinetic Hero

Prerequisites: 5th-level kineticist, at least 2 levels in non-kineticist classes.

Benefit: Your kineticist level counts as 2 higher when determining the amount of burn you can accept, to a maximum of your character level.

If you are an 11th-level or higher kineticist, you gain an additional infusion. At 20th level, your infusion specialization improves by 1.

Lucid Hero

Prerequisites: 5th-level dreamwalker, at least 2 levels in non-dreamwalker classes.

Benefit: You gain weapon training and add half your total levels in non-dreamwalker classes to your dreamwalker level when improving your weapon training.

If you are an 11th-level or higher dreamwalker, you gain dreams do come true at 20th level. This grants you one wish if your dream sense is +3, two at +5, and all three at +6.

Mind Bladed Hero

Prerequisites: 5th-level soulnife, at least 2 levels in non-soulnife classes.

Benefit: You improve your psychic strike by +1d8.

If you are an 11th-level or higher soulnife, you add half your total levels in non-soulnife classes to your soulnife level when determining your enhanced mind blade. At 20th level, you gain mind blade mastery.

Miraculous Hero

Prerequisites: 5th-level priest of Volwryn, at least 2 levels in non-priest classes.

Benefit: Your priest of Volwryn level counts as 2 higher when determining what miracles you can use, to a maximum of your character level.

If you are an 11th-level or higher priest of Volwryn, you add half your total levels in non-priest classes when determining what miracles you can use.

Shadowy Hero

Prerequisites: 5th-level ninja, at least 2 levels in non-ninja classes.

Benefit: You add half your total levels in non-ninja classes to your ninja level when determining if you gain additional sneak attack dice.

If you are an 11th-level or higher ninja, you gain hidden master at 20th level.

Paleblade Hero

Prerequisites: 5th-level paleblade assassin, at least 2 levels in non-paleblade classes.

Benefit: You gain a new paleblade technique.

If you are an 11th-level or higher paleblade assassin, you gain an additional aspect at 20th level.



Path-Adhering Hero

Prerequisites: 5th-level psychic warrior, at least 2 levels in non-psychic warrior classes.

Benefit: You gain a new path skill.

At 11th level, you gain a secondary path. If you are an 11th-level or higher psychic warrior and already have a secondary path, you gain eternal warrior at 20th level.

Mesmerizing Hero

Prerequisites: 5th-level mesmerist, at least 2 levels in non-mesmerist classes.

Benefit: You gain a new bold stare and add half your total levels in non-mesmerist classes to your mesmerist level when determining how many tricks you can have implanted at a time with your manifold tricks.

If you are an 11th-level or higher mesmerist, you gain a new mesmerist trick at 20th level.

Occult Hero

Prerequisites: 5th-level occultist, at least 2 levels in non-occultist classes.

Benefit: You gain a new focus power and add half your total levels in non-occultist classes to your occultist level when determining how many implement schools you can learn, to a maximum of 7.

If you are an 11th-level or higher occultist, you gain implement mastery at 20th level.

Phrenic Hero

Prerequisites: 5th-level psychic, at least 2 levels in non-psychic classes.

Benefit: You gain a new phrenic amplification.

At 11th level, you can exchange your phrenic amplification for a major amplification. If you are an 11th-level or higher psychic, you gain remade self at 20th level.

Possessed Hero

Prerequisites: 5th-level medium, at least 2 levels in non-medium classes.

Benefit: You gain connection channel.

If you are an 11th-level or higher medium, you gain last stand at 20th level.

Revoking Hero

Prerequisites: 5th-level revoker, at least 2 levels in non-revoker classes.

Benefit: You gain spell resistance and add your total levels in non-revoker classes to your revoker level when determining your spell resistance.

If you are an 11th-level or higher revoker, you gain improved spell resistance. If you already have that ability, you gain spell turning at 20th level.

Spiritual Hero

Prerequisites: 5th-level spiritualist, at least 2 levels in non-spiritualist classes.

Benefit: You gain phantom recall 1/day or increase your uses of phantom recall by +1, to a maximum of 4/day.

If you are an 11th-level or higher spiritualist, you gain empowered consciousness at 20th level.

Tactical Hero

Prerequisites: 5th-level tactician, at least 2 levels in non-tactician classes.

Benefit: You gain a new strategy.

At 11th level, you gain improved share 2. If you are an 11th-level or higher tactician and already have improved share 2, you gain master strategist at 20th level.

Tyrannical Hero

Prerequisites: 5th-level anti-paladin, at least 2 levels in non-anti-paladin classes.

Benefit: You gain smite good 3/day or increase your uses of smite good by +1, to a maximum of 7/day.

If you are an 11th-level or higher anti-paladin, add half your total levels in non-anti-paladin classes to your anti-paladin level when determining the next anti-paladin aura you gain.

Vigilant Hero

Prerequisites: 5th-level vigilante, at least 2 levels in non-vigilante classes.

Benefit: You gain a new social talent and add half your total levels in non-vigilante classes to your vigilante level when determining the benefits of your talents, to a maximum effective vigilante level of 20th.

Vital Hero

Prerequisites: 5th-level vitalist, at least 2 levels in non-vitalist classes.

Benefit: You gain steal health (ranged) and add half your total levels in non-vitalist classes to your vitalist level when determining your transfer wounds damage healed.

If you are an 11th-level or higher vitalist, you gain master vitalist at 20th level.

Voyaging Hero

Prerequisites: 5th-level voyager, at least 2 levels in non-voyager classes.

Benefit: You gain parallel action and add half your total levels in non-voyager classes to your voyager level when determining your parallel action bonus.

If you are an 11th-level or higher voyager, you gain eternity awaits at 20th level (your future self has points of momentum equal to your voyager level).

Wilder Hero

Prerequisites: 5th-level wilder, at least 2 levels in non-wilder classes.

Benefit: You improve your wild surge by +1.

If you are an 11th-level or higher wilder, you improve your surging euphoria by +1 at 20th level.

Wind Reading Hero

Prerequisites: 5th-level marksman, at least 2 levels in non-marksman classes.

Benefit: You gain disengage and add half your total levels in non-marksman classes to your marksman level when determining your style skill bonus.

If you are an 11th-level or higher marksman, you gain your next available style ability.

Race Trait

Royal Locks

You have a returned in your family line whose divine breath has been passed down over the years, granting you some of the natural ability to change your hair.

You have the supernatural ability to grow and change the color of your hair at will as a standard action. You must still cut the hair normally. Growing your hair in this way leaves you hungry and fatigued for 1 minute for every 6 inches of growth. When you experience an emotion, such as anger or fear, your hair changes instinctively unless you use an immediate action to concentrate on keeping it as it was.

You also gain a +1 trait bonus on all Disguise checks.

Skills

Skills are the unsung heroes of adventuring. They are required for so much, yet most characters don't think twice about them beyond spending a few points every level. The introduction of physical skills in volume 1 has received a lot of good feedback. Players enjoyed having a reason to pay more attention to skills again, and the versatility to either focus on the new option or coexist with it.

This section outlines a few new ways to use skills at the table. It will also provide summaries of physical skills for all classes introduced here and in volume 2.

Autohypnosis

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Common Uses of Autohypnosis

Ignore Caltrop Wound (DC 18): A successful Autohypnosis check removes the movement penalty inflicted by caltrops and similar effects. The wounds don't go away—they are just ignored.

Memorize (DC 15): You can memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check at the same DC.

Resist Dying (DC 15): You can substitute an Autohypnosis check for your Constitution check to see if you become stable. You still take a penalty on this roll equal to your negative hit point total.

Resist Fear (DC varies): In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you

can make an Autohypnosis check on your next round even while overcome by fear. If your Autohypnosis check meets or beats the DC for the fear effect, you can attempt an additional Will save with a +4 competence bonus to shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison (DC varies): You can attempt to resist the effect of any standard poison. Every time you make a saving throw against the poison, you make an Autohypnosis check. If your Autohypnosis check exceeds the DC of the poison, you receive a +4 competence bonus on your saving throw against the poison. This skill has no effect on the initial saving throw against poison.

Willpower (DC 20): If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a standard action while at 0 hit points without taking 1 point of damage (or any other action the GM deems strenuous, including some free actions such as casting a quickened spell). You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Knowledge (Religion)

With the advent of breath and dragon spirits, the Knowledge (religion) skill gets a new list of common uses in games that include one or both of those options.

Recognize Breath: You can use Knowledge (religion) to identify if a creature has no breath (a drab), many breaths (having more breath causes the color around a creature to become sharper, at a rate of 3 feet per Heightened Awakener feat), gifted breath (awakened object or undead), or divine breath (returned). The DC of this check is usually 15.

This doesn't grant knowledge of exactly how many breaths a creature possesses.

Recognize Dragon Spirit: You can use Knowledge (religion) to identify a dragon spirit, how strong it is, its alignment, and the elements to which it is tied. The DC of this check is usually 10 + the dragon spirit's convergence level.

Table: Physical Skill Summary

Skill Class	Aerobics (Dex)	Cardio (Con) ⁺	Endurance (Con)	Flexibility (Dex) ⁺	Power (Str) ⁺	Weightlifting (Str)
Aeon	—	C	C	—	C	—
Astrologer ^{v2}	—	—	—	—	—	—
Cruz	—	—	C	C	C	—
Dreamwalker	C	C	C	—	—	—
Elementalist	—	C	—	C	C	—
Gamer* ^{v2}	C	—	C	—	—	C
Gearbreaker	—	C	C	—	C	—
Generational Hero* ^{v2}	C	C	C	C	C	C
Hybrid Trainer ^{v2}	—	C	C	C	—	—
Jin-Ku Bounty Hunter ^{v2}	C	C	—	C	—	—
Metaphysician ^{v2}	—	C	C	—	—	C
Monster Tamer ^{v2}	—	C	C	—	C	—
Paleblade Assassin ^{v2}	C	—	—	—	C	C
Philosopher ^{v2}	—	—	—	C	C	C
Potentialist ^{v2}	—	—	C	—	C	C
Priest of Volwryn ^{v2}	C	—	C	C	C	—
Pythia ^{v2}	C	C	—	C	—	—
Revoker ^{v2}	—	C	C	—	—	C
Soulbreaker Champion ^{v2}	—	—	C	—	C	C
Symbiant* ^{v2}	C	—	—	C	C	—

* This class can spend traditional skill ranks on physical skills.

⁺ Trained Only: Cardio, Flexibility, Power.



Spell Lists

Both the aeon and the elemental possess their own spell lists which can be found below.

Aeon Spell List

1st-Level Aeon Spells

Aeon Armor: Gain an aeon's armor bonus temporarily.
Compel Hostility: Compels opponents to attack you.
Cure Light Wounds: Cures 1d8 damage + 1/level (max +5).
Deathwatch: Reveals status of dying subjects within 30 ft.
Detect Magic: Detects spells and magic items within 60 ft.
Forbid Action: Command target to not do something.
Lock Gaze: Compels the target to look only at you.
Magic Weapon: Weapon gains +1 bonus.
Moment of Greatness: Doubles a morale bonus.
Peacebond: Locks a weapon in place on the target's body.
Remove Fear: Suppresses fear.
Remove Sickness: Suppress some afflictions and conditions.
Shield Other: You take half of subject's damage.

2nd-Level Aeon Spells

Aeon's Adaptation: Gain an aeon's adaptation bonus temporarily.
Bull's Strength: Subject gains +4 to Str for 1 min./level.
Calm Emotions: Calms creatures, negating emotion effects.
Cat's Grace: Subject gains +4 to Dex for 1 min./level.
Compassionate Ally: Target is compelled to help injured ally.
Delay Pain: Ignore pain for 1 hour/level.
Delay Poison: Stops poison from harming subject temporarily.
Detect Magic, Greater: As detect magic, but learn more information.
Eagle's Splendor: Subject gains +4 to Cha for 1 min./level.
Heroism: Gives +2 on attack rolls, saves, skill checks.

3rd-Level Aeon Spells

Cure Moderate Wounds: Cures 2d8 damage + 1/level (max +10).
Delay Poison, Communal: Delay poison affects more.
Dispel Magic: Cancels one magical spell or effect.
Good Hope: Subjects gain bonuses from hopefulness.
Haste: One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.
Magic Weapon, Greater: Weapon gains +1 bonus/four levels (max +5).
Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.
Remove Curse: Frees object or person from curse.
Remove Disease: Cures all diseases affecting subject.

4th-Level Aeon Spells

Break Enchantment: Frees subjects from some spells.
Cure Serious Wounds: Cures 3d8 damage + 1/level (max +15).
Death Ward: Resist death spells and negative energy.
Dispel Magic, Greater: As dispel magic, but multiple targets.
Heroism, Greater: As heroism, but more powerful.
Protection from Energy, Communal: As protection from energy, but you may divide the duration among creatures touched.
Spell Immunity: Subject is immune to one spell per 4 levels.

5th-Level Aeon Spells

Banishing Blade: You imbue a weapon with the ability to bull rush a creature.
Cure Critical Wounds: Cures 4d8 damage + 1/level (max +20).
Dismissal: Forces a creature to return to native plane.
Divine Pursuit: Gain a movement type of your prey.

Forbid Action, Greater: As forbid action, but 1 creature/level.
Glimpse of Truth: Gain true seeing for 1 round.
Raise Dead: Restores life to subject who died as long as one day/level ago.

6th-Level Aeon Spells

Analyze Dweomer: Reveals magical aspects of subject.
Brilliant Inspiration: Take best of two d20 rolls.
Breath of Life: Cures damage and restores life.
Mass Bull's Strength: As *bull's strength*, affects 1 subject/level.
Mass Cat's Grace: As *cat's grace*, affects one subject/level.
Mass Cure Light Wounds: Cures 1 subject/level.
Mass Eagle's Splendor: As *eagle's splendor*, affects one subject/level.

Elementalist Spell List

1st-Level Elementalist Spells

Air Bubble: Creates a small pocket of air around your head or an object.
Alter Winds: Increase/decrease strength of natural winds.
Bestow Planar Infusion I: Elemental planes only. Grant a target the effects of a planar infusion.
Body Capacity: Store electricity attacks used against you and release the energy as a touch attack.
Burning Disarm: A metal object instantly becomes red hot possibly causing the wielder to drop it or take damage.
Burning Hands: 1d4/level fire damage (max 5d4).
Corrosive Touch: Touch attack deals 1d4 acid/level.
Gentle Breeze: Light wind protects one target from clouds, gases, heat, and vapors.
Hydraulic Push: Wave of water bull rushes an enemy.
Icicle Dagger: Masterwork ice dagger deals +1 cold damage.
Mudball: Range touch attack that cause the target to be blinded.
Shock Shield: Gain an elemental's armor bonus temporarily.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).
Snowball: Ranged touch delivers 1d6/level cold damage (max 5d6).
Stone Fist: Your unarmed strikes are lethal.
Touch of Combustion: Touched target ignites in flame, suffering 1d6 fire damage and possibly catching on fire.
Wave Shield: Water blunts one incoming attack or fire effect.
Windy Escape: You respond to an attack by briefly becoming vaporous and insubstantial.

2nd-Level Elementalist Spells

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round + 1 round/three levels.
Air Step: Tread unsteadily on air, with limitations.
Buoyancy: Several creatures or objects become very buoyant, floating automatically and must struggle to submerge.
Defensive Shock: Electricity damages your attackers.
Elemental Speech: Enables you to speak to elementals and some creatures.
Elemental Touch: Gain energy damage touch attack.
Fire Breath: Exhale a cone of flame at will.
Flaming Sphere: Rolling ball of fire deals 3d6 fire damage.
Fog Cloud: Fog obscures vision.
Frost Fall: The area is covered in a chilling frost.
Glide: You take no falling damage, move 60 ft./round while falling.
Gust of Wind: Blows away or knocks down smaller creatures.
Gusting Sphere: Ball of wind can bull rush creatures inflicting 1d6 nonlethal damage.

Ice Slick: You create a blast of intense cold, coating all solid surfaces in the area with a thin coating of ice.

River Whip: Create a whip of water that you wield as a weapon.

Scorching Ray: Ranged touch attack deals 4d6 fire damage, + 1 ray/four levels (max 3).

Slipstream: Wave boosts creature's speed.

Spontaneous Immolation: Target takes 3d6 points of fire damage and catches on fire.

Stone Call: 2d6 damage to all creatures in area.

Stone Discus: Flying discus deals bludgeoning or slashing damage.

Unshakable Chill: Target is afflicted with severe cold.

Whispering Wind: Sends a short message 1 mile/level.

With the Wind: Protect a target from being blown away by wind of less than windstorm force.

3rd-Level Elemental Spells

Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.

Aqueous Orb: Creates rolling sphere of water.

Cloak of Winds: Creates a screen of wind around you.

Earth Tremor: Unleash a tremor that creates difficult terrain and can knock foes down and damage them.

Elemental Aura: Creates an aura of energy around you.

Fireball: 1d6 damage per level, 20-ft. radius.

Firestream: 2d6 points of fire damage in a 20-ft. line, that can change each round.

Fly: Subject flies at speed of 60 ft.

Hydraulic Torrent: Creates torrent of water that bull rushes any creature in its path.

Ice Spears: Cause icy spears to strike foes for 2d6 piercing and 2d6 cold damage; can knock foes down.

Lightning Bolt: Electricity deals 1d6/level damage.

Protection from Energy: Absorbs 12 points/level of damage from one kind of energy.

Sheet Lightning: Deal electricity damage and daze creatures in a 20-foot spread.

Trial of Acid and Fire: The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round.

Water Breathing: Subjects can breathe underwater.

4th-Level Elemental Spells

Bestow Planar Infusion II: Elemental planes only. Grant a target the effects of an improved planar infusion.

Cone of Cold: 1d6/level cold damage.

Detonate: Inflicts 1d8/level energy damage to all creatures within 15 ft.

Earth Glide: Gain the ability to pass through stone, dirt and earth.

Elemental Body I: Turns you into a Small elemental.

Fire Shield: Creatures attacking you take fire damage; you're protected from heat or cold.

Flaming Sphere, Greater: Rolling ball of fire deals 6d6 fire damage and ignites targets.

Hurricane Blast: Creates a severe blast of wind.

Ice Storm: Hail deals 5d6 damage in cylinder 40 ft. across.

Protection from Energy, Communal: As protection from energy, but you may divide the duration among creatures touched.

Ride the Waves: Target can breathe water and swim.

River of Wind: A stream of wind causes nonlethal damage and can knock down or push creatures.

Solid Fog: Blocks vision and slows movement.

Stoneskin: Grants DR 10/adamantine.

Tail Current: Create a current in water to enhance or impede swimming.

Tail Wind: Create a current in wind to enhance or impede flying.

Wall of Fire: Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage + 1/level.

Wall of Ice: Ice plane creates wall or hemisphere creates dome.

5th-Level Elemental Spells

Acid Spray: 1d6/level acid damage plus 1 round of acid.

Cone of Cold: 1d6/level cold damage.

Elemental Body II: Turns you into a Medium elemental.

Fickle Winds: Wind walls selectively block attacks.

Fire Snake: Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.

Geyser: Creates a geyser of boiling water.

Icy Prison: Thick ice holds and damages the target.

Lightning Arc: Targets in a line take 1d6 electricity/level.

Overland Flight: You fly at a speed of 40 ft. and can hustle over long distances.

Planar Adaptation: Resist harmful effects of other plane.

Planar Binding, Lesser: Elementals only. Traps extraplanar creature of 6 HD or less until it performs a task.

Stoneskin, Communal: As *stoneskin*, but you may divide the duration among creatures touched.

Transmute Mud to Rock: Transforms two 10-ft. cubes per level.

Transmute Rock to Mud: Transforms two 10-ft. cubes per level.

6th-Level Elemental Spells

Acid Fog: Fog deals acid damage.

Chains of Fire: 1d6/level damage and 1 secondary bolt/level.

Chain Lightning: 1d6/level damage and 1 secondary bolt/level.

Cold Ice Strike: Cone of ice slivers deals 1d6 cold/level.

Contagious Flame: Scorching rays cause 4d6 fire damage, then move on to new targets.

Elemental Body III: Turns you into a Large elemental.

Fluid Form: Gain DR 10/slashing, increases reach 10 ft., and breath water

Freezing Sphere: Freezes water or deals cold damage.

Move Earth: Digs trenches and builds hills.

Planar Binding: Elementals only. As *lesser planar binding*, but up to 12 HD.

Sirocco: Hot wind does 4d6 damage, fatigues those damaged, and knocks creatures prone.

7th-Level Elemental Spells

Bestow Planar Infusion III: Elemental planes only. Grant a target the effects of a greater planar infusion.

Caustic Eruption: Burst deals 1d6 acid/level and lingers.

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for up to 5 rounds.

Elemental Body IV: Turns you into a Huge elemental.

Firebrand: Allies gain flaming weapons, immunity to your fire spells, and a one-use ray of fire attack.

Fly, Mass: One creature/level gains ability to fly.

Ice Body: Your body becomes living ice.

Planar Adaptation, Mass: As planar adaptation, but affects multiple creatures.

Rampart: Creates 5-ft. thick earthen barrier.

Scouring Winds: Winds block vision and deal 3d6 damage per round.

Vortex: Creates a whirlpool in water.

8th-Level Elemental Spells

Incendiary Cloud: Cloud deals 6d6 fire damage/round.

Planar Binding, Greater: Elementals only. As *lesser planar binding*, but up to 18 HD.

Seamantle: Sheathes you in protective water.

Wall of Lava: Wall damages foes that try to enter, periodically launches lava at nearby targets.

Whirlwind: Cyclone deals damage and can pick up creatures.

9th-Level Elementalists Spells

Clashing Rocks: 20d6 damage to target creature.

Fiery Body: You gain various fire-related powers.

Icy Prison, Mass: As icy prison, but it affects 1 creature/level.

Polar Ray: Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity drain.

Ride the Lightning: Transform into electricity.

Tsunami: Huge wave damages and sweeps up all in its path.

Winds of Vengeance: Gives you the ability to fly and attack with wind.

World Wave: Earth moves you across distances.

Spells

Aeon Armor

School conjuration (creation); **Level** aeon 1

Casting Time 1 standard action

Components V

Range personal; **Target** you

Duration 1 hour/level (D)

This spell functions like *mage armor*, except the armor bonus it grants is equal to 4 + half your caster level.

Aeon's Adaptation

School abjuration; **Level** aeon 2, bard 2, inquisitor 2, magus 2

Casting Time 1 immediate action

Components S

Range personal; **Target** you

Duration 1 round/level (D)

You can cast this spell any time you are dealt damage or fail a saving throw against a spell, trap, or other effect. It grants you a +1 bonus for the duration of the spell that can be applied in one of the ways listed below. For every 3 caster levels beyond 3rd, you increase your bonus by +1, to a maximum of +6 at 18th level.

You may only have one *aeon's adaptation* active at a time.

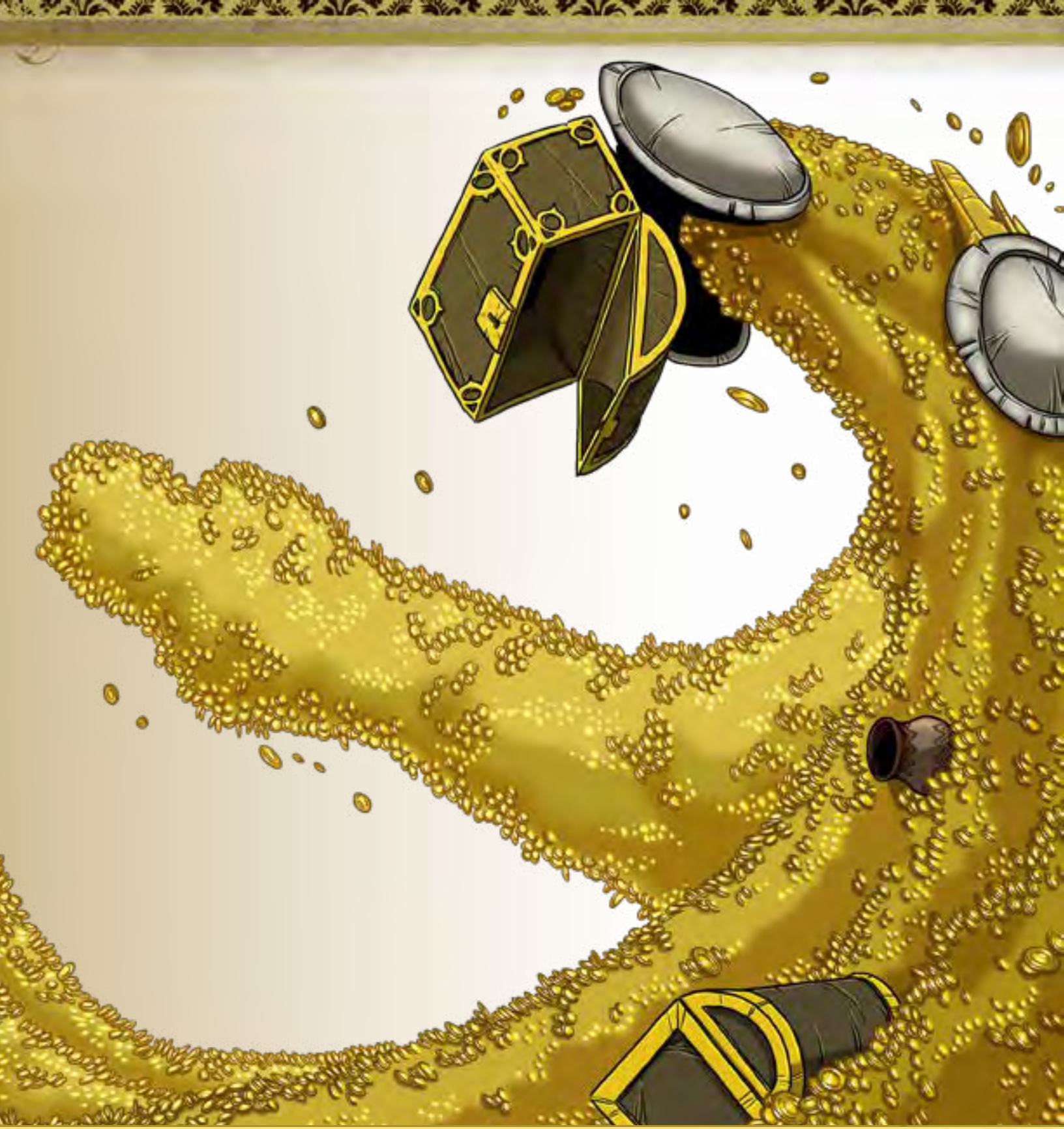
Bolster: Add your current bonus to saves, CMB, and CMD to prevent or avoid damage (including the triggering damage). If the damage is ongoing, you can attempt a new check or save against that effect at the start of each turn, before any other effects or saves would occur.

Damage Reduction: You gain DR /– equal to your current bonus (this resistance applies to the triggering damage as well). When the spell absorbs 10 points of damage per caster level of damage, it is discharged.

Energy Resistance: You gain energy resistance equal to 5 x your current bonus against the same type of energy as the triggering damage. When the spell absorbs 10 points of damage per caster level of damage, it is discharged.

Spell Resistance: You gain spell resistance 13 against spells cast by the same creature that triggered this spell. This spell resistance increases by 3 for each bonus you have higher than +1.





6 Equipment and Items

The Atlanteans have always been technologically advanced compared to the other races around them. Only the Jin-Ku vulture-men and a few other races have possessed the same ability to create similar weaponry and armor.

But the Atlanteans haven't created all of their advanced equipment alone. Often, they have obtained some modicum of discoveries from another world and incorporated it into their own.

Equipment

Traveling between realities as they do, the Atlanteans have mastered a number of techniques that allow them to craft varied and different items from those found on a single world.

Awakened Steel

On the plane from which returned hail, the ability to awaken stone and steel is a complex process that requires the breath of a small city. Once the Atlanteans got their hands on it, they did what Atlanteans always do: Perfected and made it their own.

Awakened steel presented here is cheaper and more efficient than that created by awakeners with Heightened Awakener VIII.

Awakened steel is a bit of a misnomer, because any metal can be awakened by those with enough breath to do so. Awakened adamantine, mithral, and other materials are all referred to generically as awakened steel once they possess breath.

Forging Awakened Steel

When creating items out of awakened steel, one must invest breath into the item as part of the process. This increases the final cost of the item by 200 gp per breath, but does not increase the time taken to forge it. An item forged with at least 1 breath can be gifted more by the same creature as a free action. Breath invested in an awakened steel item cannot be retrieved.

To forge an awakened steel item, one must possess the Awakener feat and the appropriate item creation feat. For this purpose only, the crafter's character level counts as its caster level, but only to forge awakened steel items. It must still possess a caster level to craft magic items.

Background: Because awakened steel items require the original craftsperson to invest additional breath, it is often impossible to upgrade one found while adventuring. Buying an awakened steel item requires finding a craftsperson willing and able to invest the initial breath who will also be around to invest more should the buyer wish to upgrade the item later. This is usually a difficult skill check at best, and most creatures willing to do so begin as indifferent to the buyer.

HP/Inch: Any item made of awakened steel has additional Hit Points per inch equal to the amount of breath within it.

Hardness: Awakened steel grants hardness above that of a standard metal item equal to twice the amount of breath within it.

Non-Magical: Items made of awakened steel are not inherently magical, nor must they be of masterwork quality. A damaged item functions as if it possessed half the number of breath. A broken item does not function until it is repaired.

Vibrancy: An awakened steel item gives its wielder a penalty on Stealth checks equal to the tier of Heightened Awakener that its amount of breath reaches.

Armor & Shields

Armor and shields made of awakened steel are attentive. When an awakened steel suit of armor or shield holds enough breath to benefit from a Heightened Awakener feat, it grants its wielder a number of bonus feats from the following list equal to that feat's tier (I, II, and so on), whether its wielder meets the prerequisites or not.



Tier I Feats: Ambush Awareness, Armor Focus, Artful Dodge, Battle Cry, Bodyguard, Combat Expertise, Defensive Combat Training, Defensive Weapon Training, Dodge, Light Armor Proficiency, Medium Armor Proficiency, Shield Proficiency, Swap Places

Tier II Feats: Advanced Armor Training, Barroom Brawler, Heavy Armor Proficiency, Improved Armor Focus, Improved Shield Bash, Improved Swap Places, In Harm's Way, Mirror Move, Mobility, Ready for Anything, Shield Focus, Shield Specialization, Tower Shield Proficiency, Wind Stance

Tier III Feats: Cunning Intuition, Greater Shield Specialization, Improved Shield Focus, Just Out of Reach, Landing Roll, Lightning Stance, Sidestep, Under and Over

Tier IV Feats: Greater Shield Focus, Juke, Passing Trick, Pin Down, Redirect Attack, Shield Master

Tier V, Etc: These feats require mythic tiers 1 through 6 to gain.

Weapons

Weapons made of awakened steel are cunning. When an awakened steel weapon holds enough breath to benefit from a Heightened Awakener feat, it grants its wielder a number of bonus feats from the following list equal to that feat's tier (I, II, and so on), whether its wielder meets the prerequisites or not.

Feats that rely on an ability score (such as Combat Reflexes) or other feats (such as All-Consuming Swing) still do not function unless the wielder could use them anyway.

Tier I Feats: Arcane Strike, Blind Fight, Combat Expertise, Power Attack, Step Up, Weapon Finesse, Weapon Focus

Tier II Feats: Amateur Gunslinger, Bloody Assault, Bounding Hammer, Cleave, Combat Reflexes, Dazzling Display, Death or Glory, Disruptive, Improved Blind Fight, Lunge, Penetrating Strike, Press to the Wall, Pushing Assault, Ready for Anything, Second Chance, Strike Back, Weapon Specialization

Tier III Feats: Anticipate Dodge, Awesome Blow, Cleaving Finish, Critical Focus, Cunning Intuition, Following Step, Great Cleave, Greater Blind Fight, Greater Penetrating Strike, Greater Weapon Focus, Improved Critical, Improved Second Chance, Shatter Defenses

Tier IV Feats: All-Consuming Swing, Counter Reflexes, Critical Versatility, Dastardly Finish, Greater Weapon Specialization, Improved Awesome Blow, Improved Cleaving Finish, Step Up and Strike

Tier V, Etc: These feats require mythic tiers 1 through 6 to gain.



7

Character Folios

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

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

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

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

"I'm trying to get to the island, so I can find a way back to my reality," the boy responded when asked why he wanted to risk his life against potential hostiles. It helped that he was also packing a sword and a special crossbow in

which he seemed particularly well trained. Still in need of a couple more hands to sail the boat, our hero welcomed him aboard.

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

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

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



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

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

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

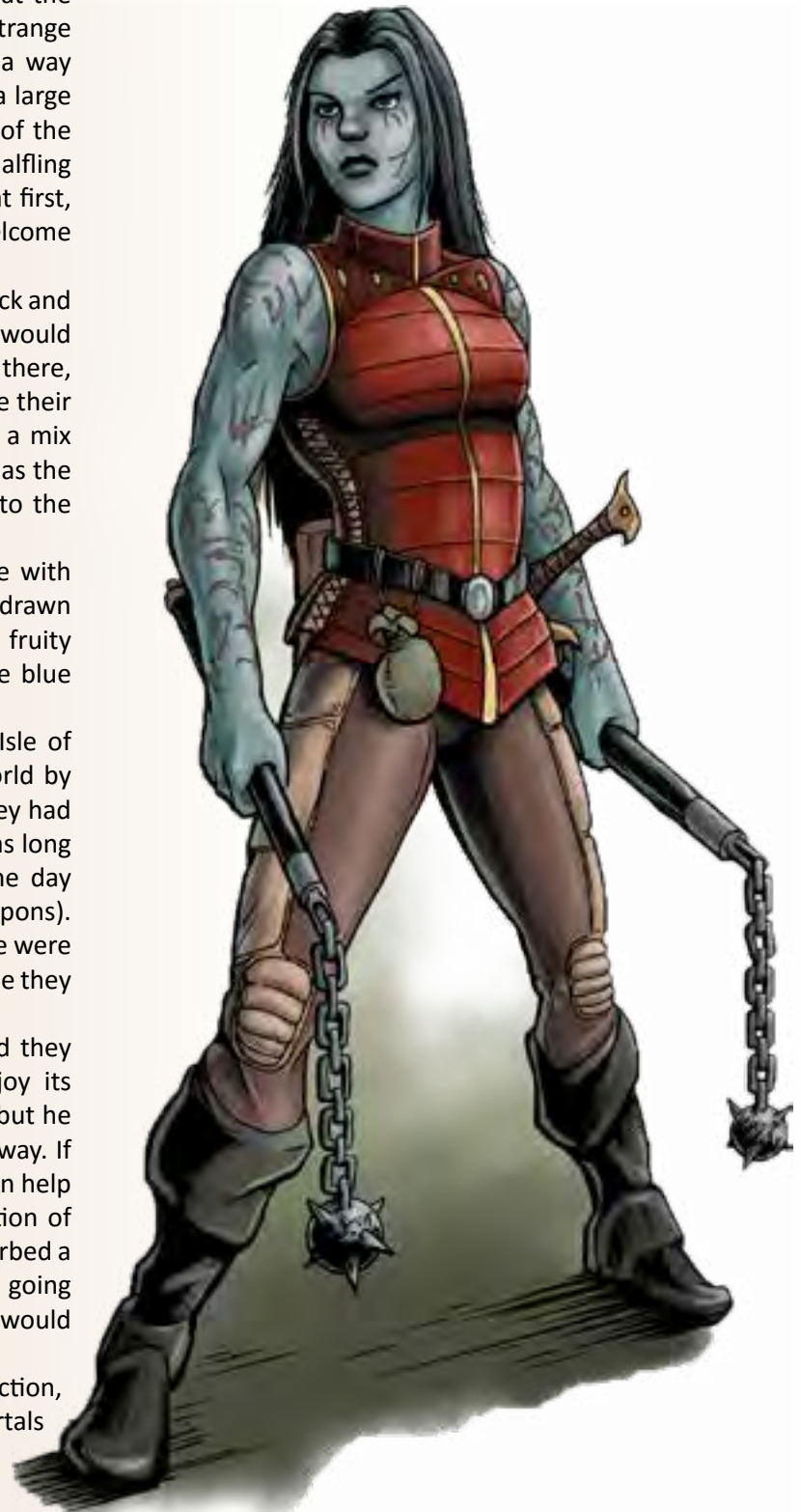
Inside the establishment were three tables; one with rubber-soled boots, another with maps of the city drawn on strange, glossy parchment, and the last with fruity confections flavored with citrus. A member of the blue race from outside greeted the party.

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

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

Before the group could decide their course of action, Gideon stepped up and asked if there were any portals here that could lead him back to his homeland. The greeter hesitated, but finally confessed that

there was a portal in the city's center, built on the ley line that carried the whole island through realities. The race used this portal sometimes to retrieve their people who may have been left back on another world during the shift. It wasn't a guaranteed transport, but if the young man could attune it to his world, he would have a chance. The downside was, he'd have to fight his way down there through the malfunctioning constructs. The group agreed this was fine and left to get the lay of the city.



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

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

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

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

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

"Behind you!"

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

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



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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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



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

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

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

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



CHARACTER SHEET

CHARACTER NAME: Generational Hero 6 ALIGNMENT: _____ PLAYER: _____
 CHARACTER CLASS AND LEVEL: Human M DUTY: _____ HOMELAND: _____
 RACE: _____ SIZE: _____ GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. ADJUSTMENT	TEMP. MODIFIER
STR (Strength)	13	1		
DEX (Dexterity)	18	4		
CON (Constitution)	12	1		
INT (Intelligence)	8	-1		
WIS (Wisdom)	11	0		
CHA (Charisma)	14	2		

HP (Hit Points) **TOTAL** 49 **DR** _____
 BOUNDS/CURRENT HP: _____
 NONLETHAL DAMAGE: _____
INITIATIVE **TOTAL** 6 - **DEX MODIFIER** 4 + **MISC. MODIFIERS** 2

SPEED (ft./sq. ft.) **30** **30**
 (ft. sq. ft. sq. ft.)
 (ft. sq. ft. sq. ft.)

AC (Armor Class) **TOTAL** 22 - 10 + **ARMOR BONUS** 6 + **SPEED BONUS** 2 + **DEX MODIFIER** 4 + _____ + _____ + _____ + _____
TOUCH 14 **FLAT-FOOTED** 18

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIERS	TEMPORARY MODIFIER
FORTITUDE	5	2	1	2		
REFLEX	11	5	4	2		
WILL	7	5	0	2		

BASE ATTACK BONUS +6/+1 **SPELL RESISTANCE** _____
CMB (Combat Maneuver Bonus) **TOTAL** 7 - **BASE ATTACK BONUS** 6 + **STRENGTH MODIFIER** 1 + _____ + _____
CMD (Command) **TOTAL** 21 - **BASE ATTACK BONUS** 6 - **STRENGTH MODIFIER** 1 + **DEXTERITY MODIFIER** 4 + _____ + 10

WEAPON **ATTACK BONUS** **CRITICAL**

TYPE	RANGE	AMMUNITION	DAMAGE
+2 Bonded Keen Scorpion Whip			19 x2
S	15 ft.	Threaten 10 ft.	1d4+6

WEAPON **ATTACK BONUS** **CRITICAL**

TYPE	RANGE	AMMUNITION	DAMAGE
Boomerang			x2
B	60 ft.	vs. touch	2 plus daze (DC 15)

WEAPON **ATTACK BONUS** **CRITICAL**

TYPE	RANGE	AMMUNITION	DAMAGE
Bomb (holy fire)			19 x2
fire	20 ft.	6/day	2d6+2 (2d8+2 v. undead)

WEAPON **ATTACK BONUS** **CRITICAL**

TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON **ATTACK BONUS** **CRITICAL**

TYPE	RANGE	AMMUNITION	DAMAGE

SKILLS

SKILL NAMES	TOTAL Bonus	ABILITY Mod.	Ranks	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	13	=DEX 3	+ 6	+ 4
<input type="checkbox"/> APPRAISE		=INT	+ _____	+ _____
<input type="checkbox"/> BLUFF		=CHA	+ _____	+ _____
<input checked="" type="checkbox"/> CLIMB	10	=STR 1	+ 6	+ 3
<input checked="" type="checkbox"/> CRAFT		=INT	+ _____	+ _____
<input type="checkbox"/> CRAFT		=INT	+ _____	+ _____
<input type="checkbox"/> CRAFT		=INT	+ _____	+ _____
<input type="checkbox"/> DIPLOMACY		=CHA	+ _____	+ _____
<input checked="" type="checkbox"/> DISABLE DEVICE*	13	=DEX 4	+ 6	+ 3
<input type="checkbox"/> DISGUISE		=CHA	+ _____	+ _____
<input checked="" type="checkbox"/> ESCAPE ARTIST		=DEX	+ _____	+ _____
<input type="checkbox"/> FLY		=DEX	+ _____	+ _____
<input checked="" type="checkbox"/> HANDLE ANIMAL*		=CHA	+ _____	+ _____
<input type="checkbox"/> HEAL		=WIS	+ _____	+ _____
<input type="checkbox"/> INTIMIDATE		=CHA	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT	+ _____	+ _____
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONING)*	5	=INT -1	+ 3	+ 3
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (NATURE)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT	+ _____	+ _____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	5	=INT -1	+ 3	+ 3
<input type="checkbox"/> LINGUISTICS*		=INT	+ _____	+ _____
<input checked="" type="checkbox"/> PERCEPTION	9	=WIS 0	+ 6	+ 3
<input type="checkbox"/> PERFORM		=CHA	+ _____	+ _____
<input type="checkbox"/> PERFORM		=CHA	+ _____	+ _____
<input checked="" type="checkbox"/> PROFESSION*		=WIS	+ _____	+ _____
<input type="checkbox"/> PROFESSION*		=WIS	+ _____	+ _____
<input checked="" type="checkbox"/> RIDE		=DEX	+ _____	+ _____
<input type="checkbox"/> SENSE MOTIVE		=WIS	+ _____	+ _____
<input checked="" type="checkbox"/> SLEIGHT OF HAND*		=DEX	+ _____	+ _____
<input type="checkbox"/> SPELLCRAFT*		=INT	+ _____	+ _____
<input type="checkbox"/> STEALTH		=DEX	+ _____	+ _____
<input checked="" type="checkbox"/> SURVIVAL		=WIS	+ _____	+ _____
<input type="checkbox"/> SWIM		=STR	+ _____	+ _____
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	11	=CHA 2	+ 6	+ 3
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY				

CONDITIONAL MODIFIERS:
 Traits: Undead Slayer (combat), Chance Savior (campaign)

LANGUAGES:
 Common



CHARACTER SHEET

CHARACTER NAME: Barbarian (fury warrior) 6 ALIGNMENT: _____ PLAYER: _____
 CHARACTER CLASS AND LEVEL: Dragonkin L DUTY: _____ HOMELAND: _____
 RACE: _____ SIZE: _____ GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFI	TEMP ADJUSTMENT	TEMP MODIFIER	HP Hit Points	TOTAL	DR
STR Strength	20	5	22	6		75	
DEX Dexterity	11	0			BOUND/CURRENT HP		
CON Constitution	16	3			NONLETHAL DAMAGE		
INT Intelligence	11	0					
WIS Wisdom	10	0			INITIATIVE Initiative	6	0
CHA Charisma	10	0			TOTAL	6	0

AC (Armor Class) TOTAL: 10 - 10 + + + 0 + + + + +
 (Base Bonus) (Shield Bonus) (Dex Mod) (Size Mod) (Natural Mod) (Deflection Mod) (Misc Mod)

TOUCH (Touch AC) 10 **FLAT-FOOTED** (Flat-footed AC) 10

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE Fortitude	5	5	3				
REFLEX Reflex	2	2	0				
WILL Will	2	2	0				

BASE ATTACK BONUS +6/+1 **SPELL RESISTANCE**

CMB (Combat Maneuver Bonus) TOTAL: 12 - 6 - 6 + + +
 (+4 CMD vs. trip)

CMD (Command) TOTAL: 22 - 6 - 6 + 0 + + 10

WEAPON		ATTACK BONUS	CRITICAL
+1 Falchion	x2	+10/+10/+5/+5	18x2
TYPE	RANGE	AMMUNITION	DAMAGE
S	-	+1 to confirm crit	2d4+6/2d4+3

WEAPON		ATTACK BONUS	CRITICAL
Furious Slash		+14/+9 v. touch	18x2
TYPE	RANGE	AMMUNITION	DAMAGE
S	-	1 fury/2fury	2d4+6

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED (ft./sq. mi.) 50
 (ft./sq. mi.) 50
 (ft./sq. mi.) 50
 (ft./sq. mi.) 50
 (ft./sq. mi.) 50
 (ft./sq. mi.) 50

SKILLS

SKILL NAMES	TOTAL Bonus	ABILITY Mod.	RANKS	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	5*	=DEX	0	+ + 5
<input type="checkbox"/> APPRAISE		=INT		+ +
<input type="checkbox"/> BLUFF		=CHA		+ +
<input checked="" type="checkbox"/> CLIMB		=STR		+ +
<input checked="" type="checkbox"/> CRAFT		=INT		+ +
<input type="checkbox"/> CRAFT		=INT		+ +
<input type="checkbox"/> CRAFT		=INT		+ +
<input type="checkbox"/> DIPLOMACY		=CHA		+ +
<input type="checkbox"/> DISABLE DEVICE*		=DEX		+ +
<input type="checkbox"/> DISGUISE		=CHA		+ +
<input type="checkbox"/> ESCAPE ARTIST		=DEX		+ +
<input type="checkbox"/> FLY		=DEX		+ +
<input checked="" type="checkbox"/> HANDLE ANIMAL*		=CHA		+ +
<input type="checkbox"/> HEAL		=WIS		+ +
<input checked="" type="checkbox"/> INTIMIDATE	9	=CHA	0	+ 6 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	9	=INT	0	+ 6 + 3
<input type="checkbox"/> KNOWLEDGE (DRAGONING)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT		+ +
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT		+ +
<input type="checkbox"/> LINGUISTICS*		=INT		+ +
<input checked="" type="checkbox"/> PERCEPTION	9	=WIS	0	+ 6 + 3
<input type="checkbox"/> PERFORM		=CHA		+ +
<input type="checkbox"/> PERFORM		=CHA		+ +
<input type="checkbox"/> PROFESSION*		=WIS		+ +
<input type="checkbox"/> PROFESSION*		=WIS		+ +
<input checked="" type="checkbox"/> RIDE		=DEX		+ +
<input type="checkbox"/> SENSE MOTIVE		=WIS		+ +
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX		+ +
<input type="checkbox"/> SPELLCRAFT*		=INT		+ +
<input type="checkbox"/> STEALTH		=DEX		+ +
<input checked="" type="checkbox"/> SURVIVAL	9	=WIS	0	+ 6 + 3
<input checked="" type="checkbox"/> SWIM		=STR		+ +
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA		+ +
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY				

CONDITIONAL MODIFIERS:
 Traits: Anatomist (combat), Warrior of Old (race)
 *+5 on Acrobatics checks to jump (boots)

LANGUAGES:
 Common, Draconic



CHARACTER SHEET

CHARACTER NAME: Ranger (skirmisher) 6
 ALIGNMENT: _____ PLAYER: _____
 CHARACTER CLASS AND LEVEL: _____ DUTY: _____ HOMELAND: _____
 Halfling S
 RACE: _____ SIZE: _____ GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFI	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	DR
STR	11	0			HP	44	
DEX	18	4	20	5	BOUNDARY/CURRENT BY		
CON	12	1			NONLETHAL DAMAGE		
INT	11	0			INITIATIVE 5 - 0 + 5		
WIS	14	2			TOTAL	DEX MODIFIER	MISC. MODIFIER
CHA	10	0					

AC 21 - 10 + 4 + 2 + 4 + 1 + _____ + _____ + _____

TOTAL: 21

TOUCH 15 **FLAT-FOOTED** 17 +1 AC vs. non-magic ranged

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE	7	5	1		1	
REFLEX	11	5	5		1	
WILL	5	2	2		1	

BASE ATTACK BONUS +6/+1 **SPELL RESISTANCE** _____

CMB 5 - 6 - 0 - -1

CMD 20 - 6 - 0 + 5 + -1 + 10

WEAPON		ATTACK BONUS	CRITICAL
+1 Composite Longbow (+0)		+10/+10/+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P	110 ft.	See Special Abilities	1d6+1

WEAPON		ATTACK BONUS	CRITICAL
Longsword		+6/+1	19x2
TYPE	RANGE	AMMUNITION	DAMAGE
S	-		1d6

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

SPEED 20 ft. 20 ft.

30 ft. average

SKILLS

SKILL NAMES	TOTAL Bonus	ABILITY Mod.	Races	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	13	=DEX 5	+ 6	+ 2
<input type="checkbox"/> APPRAISE		=INT	+	+
<input type="checkbox"/> BLUFF		=CHA	+	+
<input checked="" type="checkbox"/> CLIMB		=STR	+	+
<input checked="" type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> DIPLOMACY		=CHA	+	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input type="checkbox"/> DISGUISE		=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+	+
<input checked="" type="checkbox"/> FLY	11	=DEX 5	+ 2	+ 4
<input checked="" type="checkbox"/> HANDLE ANIMAL*	8	=CHA 0	+ 5	+ 3
<input checked="" type="checkbox"/> HEAL		=WIS	+	+
<input checked="" type="checkbox"/> INTIMIDATE		=CHA	+	+
<input type="checkbox"/> KNOWLEDGE (ARCANA)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONING)*	9	=INT 0	+ 6	+ 3
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	5	=INT 0	+ 2	+ 3
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	5	=INT 0	+ 2	+ 3
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT	+	+
<input type="checkbox"/> LINGUISTICS*		=INT	+	+
<input checked="" type="checkbox"/> PERCEPTION	6	=WIS 2	+ 1	+ 3
<input type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input checked="" type="checkbox"/> RIDE		=DEX	+	+
<input type="checkbox"/> SENSE MOTIVE		=WIS	+	+
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input type="checkbox"/> SPELLCRAFT*		=INT	+	+
<input checked="" type="checkbox"/> STEALTH	13	=DEX 5	+ 6	+ 2
<input checked="" type="checkbox"/> SURVIVAL	11	=WIS 2	+ 6	+ 3
<input checked="" type="checkbox"/> SWIM		=STR	+	+
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	10	=CHA 0	+ 6	+ 4
<input checked="" type="checkbox"/> CLASS SKILL *TRAINED ONLY				

CONDITIONAL MODIFIERS:
 Traits: Dangerously Curious (magic), Evasive Sting (combat)

LANGUAGES:
 Common, Halfling



CHARACTER SHEET

CHARACTER NAME: Heir Apparent 6 ALIGNMENT: _____ PLAYER: _____
 CHARACTER CLASS AND LEVEL: God-Blooded M DUTY: _____ HOMELAND: _____
 RACE: _____ SIZE: _____ GENDER: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ HAIR: _____ EYES: _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP Hit Points	TOTAL	30	DR
STR Strength	14	2			BOUND/CURRENT HP			
DEX Dexterity	11	0						
CON Constitution	12	1						
INT Intelligence	16	3	18	4		NONLETHAL DAMAGE		
WIS Wisdom	10	0						
CHA Charisma	16	3						
AC Armor Class	14	-10	+4		INITIATIVE	0	-0	+0
TOUCH Touch AC	10	FLAT-FOOTED		14	TOTAL	DES	MOD	MOD

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	NONC MODIFIER	TEMPORARY MODIFIER	MODIFIER
FORTITUDE	8	5	1	2			
REFLEX	4	2	0	2			
WILL	7	5	0	2			

BASE ATTACK BONUS +3 **SPELL RESISTANCE** _____
CMB 5 - 3 + 2 = _____
CMD 15 - 3 - 2 + 0 + 10 = _____

WEAPON				ATTACK BONUS	CRITICAL
Alchemist's Fire				+6	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
fire	15 ft.	See Special Abilities	1d6 +1d6 next round		

WEAPON				ATTACK BONUS	CRITICAL
Masterwork Sap (haversack)				+6	x2
TYPE	RANGE	AMMUNITION	DAMAGE		
B	-		1d6+2 nonlethal		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

SPEED 30 ft. sq. (Base Speed)
 30 ft. sq. (With Bonus)
 FT. SQUAD FT. SQUAD FT. SQUAD FT. SQUAD

SKILLS

SKILL NAMES	TOTAL Bonus	ABILITY Mod.	RANKS	Mod.
<input type="checkbox"/> ACROBATICS	13	=DEX	+	+
<input checked="" type="checkbox"/> APPRAISE	4	=INT	4	+6+3
<input type="checkbox"/> BLUFF	4	=CHA	3	+1
<input type="checkbox"/> CLIMB	13	=STR	+	+
<input checked="" type="checkbox"/> CRAFT <u>Alchemy</u>	13	=INT	4	+6+3
<input type="checkbox"/> CRAFT		=INT	+	+
<input type="checkbox"/> CRAFT		=INT	+	+
<input checked="" type="checkbox"/> DIPLOMACY	13	=CHA	3	+6+4
<input type="checkbox"/> DISABLE DEVICE*		=DEX	+	+
<input type="checkbox"/> DISGUISE		=CHA	+	+
<input type="checkbox"/> ESCAPE ARTIST		=DEX	+	+
<input type="checkbox"/> FLY		=DEX	+	+
<input type="checkbox"/> HANDLE ANIMAL*		=CHA	+	+
<input type="checkbox"/> HEAL		=WIS	+	+
<input type="checkbox"/> INTIMIDATE		=CHA	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	13	=INT	4	+6+3
<input type="checkbox"/> KNOWLEDGE (DUNGEONING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (HISTORY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (LOCAL)*		=INT	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	13	=INT	4	+3+3
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (PLANES)*		=INT	+	+
<input type="checkbox"/> KNOWLEDGE (RELIGION)*		=INT	+	+
<input type="checkbox"/> LINGUISTICS*	11	=INT	4	+3+4
<input type="checkbox"/> PERCEPTION		=WIS	+	+
<input checked="" type="checkbox"/> PERFORM		=CHA	+	+
<input type="checkbox"/> PERFORM		=CHA	+	+
<input checked="" type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> PROFESSION*		=WIS	+	+
<input type="checkbox"/> RIDE		=DEX	+	+
<input checked="" type="checkbox"/> SENSE MOTIVE	9	=WIS	0	+6+3
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX	+	+
<input checked="" type="checkbox"/> SPELLCRAFT*		=INT	+	+
<input type="checkbox"/> STEALTH		=DEX	+	+
<input type="checkbox"/> SURVIVAL		=WIS	+	+
<input type="checkbox"/> SWIM		=STR	+	+
<input checked="" type="checkbox"/> USE MAGIC DEVICE*	12	=CHA	3	+6+3

*CLASS SKILL *TRAINED ONLY
 CONDITIONAL MODIFIERS:
 Traits: Dangerously Curious (magic), Evasive Sting (combat)

LANGUAGES:
 Common, Abyssal, Aquan, Celestial, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc, Pidgin, Sylvan, Undercommon

Credits

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THE BOOK OF MANY THINGS

Campaign Exclusive Content

There's an island off the coast this morning. It wasn't there last night. You think nothing of it at first, but then they step onto the shore.
The Atlanteans have come.

The Book of Many Things: Campaign Exclusive Content is a collection of player options that combines the requests from members of our 2018 Kickstarter with ideas from special guest contributors. Begin a new adventure as a member of the Atlanteans, the Collective, or the World Soul Races of Volwryn. Challenge your enemies as an aeon or gearbreaker; control opposing elements as a crux or elemental; or travel the nightmare realm as a dreamwalker.

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