Credits to **Thomar\_of\_Uointer** (GITP)

**Blue Mage Track**

Blue magic is a school of arcane study devoted to copying parts of a creature's soul and harnessing its power. Blue mages are driven to seek out powerful beasts and learn their abilities so that they have a wide variety of powers to draw upon in combat.

**1st Circle - Libra:** You gain the following abilities:

*Lancet (SU):* As a swift action before you attack you may declare a melee or ranged attack against one creature to be life-draining. On a successful hit you heal one point of damage per Blue Mage circle (up to a maximum equal to the damage dealt.) Once a creature has been affected by Lancet you cannot affect it again for one [Encounter].

*Scan (SU):* You can scan any willing or unconscious creature you touch as a move action, or you may scan a creature within [Close] range as a standard action if you have line of sight. You immediately know the following details about any scanned creature:

* level
* remaining hit points

You can Scan a creature you damage with Lancet as a free action.

**2nd Circle - Copy (SU):** When you Scan a creature you also are aware of all of the track abilities it has and you may copy one ability for yourself. You may choose one of its first-circle abilities and use as your own (this does not deny the target use of the copied ability.) You may only have one copied ablity at a time, if you gain a new one it replaces the old one.

You cannot Copy Tactician and Shaman spellcasting, or any other type of spellcasting. If an ability grants a feat you do not gain the feat until you have attained the 4th circle of this track.

A copied ability becomes yours as though you had gained it from a track. Copied abilities use your ability scores, and you use the same ability scores the target did for KOM and KDM for the copied ability only. If a copied ability requires you to pick certain options when it is gained you must use the same options your target did. You use your level and your Blue Mage circles whenever character level and circles in a track influence an ability.

If you have copied an ability that is restricted to uses per [Round], [Encounter], [Scene], or [Quest] and you exhausted any use of it, then you gain no benefit from a newly copied ability (passive or otherwise) until the old one would have been refreshed.

You gain no benefit from an ability that is dependent upon another unless you also have that ability.

You cannot Copy your own abilities. You cannot Copy abilities that you already posess unless they explicitly state that they can stack.

**3rd Cricle - Sweep:** You may Scan a single creature within [Medium] range as a move action as long as you have line of sight. As a standard action you may Scan all creatures within a [Close] burst. You may only use Copy to gain one ability from one creature, even though you have scanned all of them.

You may Copy two abilities. Your second ability must be exactly second-circle, and the other must still be first-circle. You cannot have a Copy of the same ability twice.

**4th Circle - Feat:** When you Scan a creature you also know what feats it has. You may Copy a feat as a first-circle ability unless it came from a track (in which case you must copy the track ability instead.) For every prerequisite you do not meet for the feat and all of its prerequisite feats, the ability is one circle higher.

You may only have one [Iconic] feat at a time. If you have multiple [Iconic] feats from Copy you can only benefit from one at a time (unless you gain an ability that specifically allows you to have more than one [Iconic] feat.) You can switch which [Iconic] feat is active as a swift action.

You may Copy a third ability which must be third-circle.

**5th Circle - Spell:** When you Scan a creature you also know what spells the target can cast and any active spell effects on the target. For active effects you only learn the spell description, you do not learn about caster level, saving throw, duration, or any other details.

You can use Sweep and your [Medium]-range Scan to detect active spell effects in the same way, even if they are not directly targeting a creature. Sweep will reveal any active spells within range. This will not work on instantaneous spell effects.

If Scan reveals an active spell on a creature, a spell the target can cast, or an active spell effect, you can use Copy to learn it as an ability of the appropriate circle. A copied spell can be used as a spell-like ability three times per [Scene] (don't forget Copy's restriction for exhausting uses of [Scene] abilities).

You may Copy a fourth ability which must be fourth-circle.

**6th Circle - Reserve:** When you Copy an ability you may choose to save it for later instead of replacing an ability. You may only keep one ability in your Reserve at a time. You may replace a copied ability with the a stored one as a move action, leaving your Reserve empty. You can replace the ability in Reserve with a Copied ability instead of learning it.

You may Copy a fifth ability which must be fifth-circle.

**7th Circle - Magus Opus:** You may use Copy to learn a seventh-circle ability, but you must store it in your Reserve. Once per [Scene] you may use the seventh-circle ability but it only lasts for one [Encounter] and then it returns to your Reserve. If you use a Copy of a seventh-circle ability that is limited to use per [Quest] or [Scene] then you cannot use Magus Opus for the remainder of the [Quest].

You may Copy a sixth ability which must be sixth-circle.

**Dancer Track**

Geomancers tap into deep reserves of magic buried in the earth and in the terrain around them. Unleashing these magics requires grace and emotional energy. To an untrained observer this geomancy looks like frenetic dancing.

**Prerequisite:** To take this track your Key Offensive Ability must be Dexterity or Charisma.

**Dances:** Most of the following track abilties can be used as either a move action or standard action. Using a dance as a standard action consumes two uses per [Scene] or [Encounter]. Dances are spell-like abilities which do not provoke attacks of opportunity.

**1st Circle - Song of Love (SLA):** Your dancing releases soothing energies. You may use this ability 4 + KDM times per [Scene].

*Move Action:* Allies within [Close] range heal 1 damage per dancer circle. If you hit an enemy with a melee attack this [Round] you heal KDM damage.

*Standard Action:* Allies within [Medium] range heal 1 damage per level.

**2nd Circle - Mystery Waltz (SLA):** Your dancing charges the air around you with elemental energy. You may use this ability KOM times per [Encounter].

Choose two of the following energy types: [Fire], [Cold], [Electric], [Sonic]. Each time you use this dance its damage type is your choice of one of those two energy types.

*Move Action:* Enemies within [Close] range take 1 damage per dancer circle. If you hit with a melee attack this [Round] it deals KOM damage of the same energy type.

*Standard Action:* Enemies within [Medium] range take 1 damage per level.

**3rd Circle - Wind Aira (SLA):** Your dancing summons wind to lift your allies' feet and press against their backs. You may use this ability KOM times per [Scene].

*Move Action:* You and allies within [Close] range receive the benefit of a haste spell until the start of your next action. If you hit with a melee attack this [Round] you gain a second [Bonus Attack].

*Standard Action:* You and all allies within [Medium] range receive the benefit of a haste spell for the rest of the [Encounter].

**4th Circle - Nameless Symphony (SLA):** You may use all four energy types for Mystery Waltz. You may use Mystery Waltz 2 + KOM times per [Encounter].

**5th Circle - Safety Dance (SLA):** Your dancing wards off enemy attacks, even if you're without a hat. You may use this ability KDM times per [Encounter].

*Move Action:* You and allies within [Close] range add your KDM to AC until the start of your next action. If you hit with a melee attack this [Round] your target must make a Will save or be [Confused] for 1d4 [Rounds].

*Standard Action:* You and allies within [Medium] range add your KDM to both AC and saving throws and gain one additional point of [Damage Reduction] per Dancer circle until the start of your next action.

**6th Circle - Swords Dance (SLA):** You have mastered the saber dance, an art as deadly as it is beautiful. You may use this ability 2 times per [Encounter].

*Move Action:* All enemies within [Close] range take KOM extra damage from attacks by you and your allies until the start of your next action. If you hit an enemy with a melee attack this [Round] you cause [Bleeding] and the target is [Battered].

*Standard Action:* All enemies within [Medium] range take extra damage equal to your level from attacks by you and your allies until the start of your next action.

**7th Circle - Ribbon (SU):** You may tie silk ribbons to your body and loose them, magically transferring injury, magic, and even abstract concepts harmlessly into the threads as they unravel. As an immediate action you may end exactly one negative condition or effect affecting yourself (if an effect targeted you and your allies it only ends for you). This may be used to automatically dispel non-instantaneous spells. You may use the immediate action quickly enough to avoid a condition which would render you unconscious.

**Gambler Track**

Greed has led to some strange intersections between arcana and statistics. Getting caught using any of these abilities at a casino or gambling hall will probably get you killed.

**Prerequisite:** To take this track you must have the Fortune's Friend track.

**1st Circle - Make Your Own Luck (SU):** A gambler can conjure throwing darts out of thin air. As a full-round action you may make one ranged attack per gambler circle, divided as you choose among enemies within [Close] range. If they hit they deal damage equal to your KOM, but any result of 18, 19, or 20 is a critical hit which also causes [Bleeding].

**2nd Circle - Acolyte of Ar'henjee (SU):** A gambler is so lucky that he will always find useful things wherever he goes. Three times per [Scene] you may flip a coin while using a consumable item. If the result is heads you find another identical consumable as treasure at the end of the next [Encounter].

Once per [Scene] if you lose a bid you may flip a coin, if the result is heads you gain one token.

**3rd Circle - Snake Eyes (SU):** A gambler can use an ordinary set of dice to make something extraordinarily unfortunate happen to an enemy, usually in the form of a falling piano, open manhole, or unfortunately placed pool of slippery water. Once per [Encounter] as a move action you may target one enemy within [Medium] range. At the start of the target's next turn he takes 1d12 damage per gambler circle. If any die result is a 1 the target must make a Reflex save or be [Slowed] for KOM [Rounds]. If any die result is a 12 the target must make a Fortitude save or be [Battered] for KOM [Rounds].

**4th Circle - Hedging Your Bets (SU):** It's never a good idea to bet against a gambler. Once per [Encounter] as a move action you may flip a coin. If the result is heads you are cured of all negative conditions currently affecting you. If the result is tails then one ally of your choice in [Long] range may perform one standard or move action as a free action before your turn is over.

**5th Circle - Wild Card (SU):** You (the player) need a deck of cards to use this ability, if you don't have one just take a feat or something else instead. Oncer per [Round] as a swift action you may draw a card from the top of your deck, gaining its listed effect until the end of the [Encounter]. Some cards list actions you can perform with them, you may perform such an action one time before the end of the [Encounter]. You may only draw a card in combat, cards have no effect in non-dramatic sitautions.

At the start of each [Quest] you are required to shuffle your deck of cards. At the beginning of each [Scene] you may choose to reshuffle all used cards back into your deck. Cards that you draw cannot be used again until you reshuffle. If you run out of cards you cannot use Wild Card until you reshuffle at the start of the next [Scene].

Ace of Spades: As a standard action you may deal 3 [Fire] damage per level to one enemy within [Close] range.

Two of Spades: You gain a +2 bonus to your next damage roll with a weapon.

Three of Spades: You gain a +3 bonus to your next damage roll with a weapon.

Four of Spades: You gain a +4 bonus to your next damage roll with a weapon.

Five of Spades: You gain a +5 bonus to your next damage roll with a weapon.

Six of Spades: You gain a +6 bonus to your next damage roll with a weapon.

Seven of Spades: You gain a +7 bonus to your next damage roll with a weapon.

Eight of Spades: You gain a +8 bonus to your next damage roll with a weapon.

Nine of Spades: You gain a +9 bonus to your next damage roll with a weapon.

Ten of Spades: You may use Make Your Own Luck as soon as you draw this card.

Jack of Spades: Your next set of attacks with Make Your Own Luck deal 1d6 [Fire] damage per circle of gambler instead of their normal damage, but they cannot score critical hits.

Queen of Spades: As a standard action you may cast the spell Flame Blade.

King of Spades: As a standard action you may cast the spell Arcane Blade.

Ace of Clubs: As a standard action you may deal 2 [Negative] damage per level to one enemy within [Close] range, this is a [HP Reduction] effect.

Two of Clubs: The next time you take damage you take 2 less damage.

Three of Clubs: The next time you take damage you take 3 less damage.

Four of Clubs: The next time you take damage you take 4 less damage.

Five of Clubs: The next time you take damage you take 5 less damage.

Six of Clubs: The next time you take damage you take 6 less damage.

Seven of Clubs: The next time you take damage you take 7 less damage.

Eight of Clubs: The next time you take damage you take 8 less damage.

Nine of Clubs: The next time you take damage you take 9 less damage.

Ten of Clubs: You may use Snake Eyes one additional time this [Encounter].

Jack of Clubs: Your next set of attacks with Make Your Own Luck deal twice as much critical damage on a critical hit.

Queen of Clubs: As a standard action you may cast the spell Nature's Power.

King of Clubs: As a standard action you may cast the spell Slow.

Ace of Diamonds: As a standard action you may deal 3 [Cold] damage per level to one enemy within [Close] range.

Two of Diamonds: You gain a +2 bonus to your next saving throw.

Three of Diamonds: You gain a +3 bonus to your next saving throw.

Four of Diamonds: You gain a +4 bonus to your next saving throw.

Five of Diamonds: You gain a +5 bonus to your next saving throw.

Six of Diamonds: You gain a +6 bonus to your next saving throw.

Seven of Diamonds: You gain a +7 bonus to your next saving throw.

Eight of Diamonds: You gain a +8 bonus to your next saving throw.

Nine of Diamonds: You gain a +9 bonus to your next saving throw.

Ten of Diamonds: You gain [Damage Reduction] equal to your circles in gambler.

Jack of Diamonds: Your next set of attacks with Make Your Own Luck deal 1d6 [Cold] damage per circle of gambler instead of their normal damage, but they cannot score critical hits.

Queen of Diamonds: As a standard action you may cast the spell Glitterdust.

King of Diamonds: As a standard action you may cast the spell Dispel Magic.

Ace of Hearts: As a standard action you may deal 3 [Lightning] damage per level to one enemy within [Close] range.

Two of Hearts: You heal 2 points of damage.

Three of Hearts: You heal 3 point of damage.

Four of Hearts: You heal 4 points of damage.

Five of Hearts: You heal 5 points of damage.

Six of Hearts: You heal 6 points of damage.

Seven of Hearts: You heal 7 points of damage.

Eight of Hearts: You heal 8 points of damage.

Nine of Hearts: You heal 9 points of damage.

Ten of Hearts: You may use Hedging Your Bets one additional time this [Encounter].

Jack of Hearts: Your next set of attacks with Make Your Own Luck deal 1d6 [Electric] damage per circle of gambler instead of their normal damage, but they cannot score critical hits.

Queen of Hearts: As a standard action you may cast the spell Resist Elements.

King of Hearts: As a standard action you may cast the spell Death Ward.

Colored Joker: Draw five cards off of the top of your deck, look at them, discard any of them you choose, and then put the rest back in any order.

Uncolored Joker: As a move action you may draw three cards and gain their benefit immediately.

**6th Circle - Payout:** Once in a while a gambler and his friends will get ridiculously lucky. At the start of the encounter roll 3d10 and record the results. At the start of each [Round] as a free action you may choose to reroll one, two, or three of these dice and keep the rest. Once per [Encounter] if all three dice are the same you may spend a standard action to heal all allies in [Long] range including yourself, healing 1d6 hit points per character level. After the healing, you may perform a number of Hedging Your Bets coin flips equal to the number on the d10s (a result of 0 on a d10 is ten Hedging Your Bets checks) and you may choose to cure an ally's status conditions or grant yourself an extra action with each coin flip.

**7th Circle - It's Not Gambling If You Cheat:** Your enemies will swear up and down that you are a dirty rotten cheater, but you know that you're too skilled to get caught. As an immediate action you may choose to re-roll, re-flip, or re-draw the results of any gambler ability. (If you use this on a card draw it counts towards your next round's swift action) If you drew any cards you may discard them without gaining their effects.

**Summoner Track**

Summoning is an ancient tradition practiced by spellcasters and passed down from generation to generation. It involves bonding powerful spirits to a mage, a dangerous process which is usually only done in desperation.

**Prerequisites:** To take this track you must take the Guild Initiate feat.

**The Guardian:** A Guardian is a Medium-sized Outsider with a base land speed of 30'. A Guardian's level is the same as its summoner's, and its ability scores are Str 12, Dex 12, Con 12, Int 12, Wis 12, and Cha 12. However, it uses its summoner's KOM and KDM for all purposes. A Guardian has 5 hit points per level (double at first level), Poor BAB, good Will saves, speaks any two languages of your choice, and it is trained in Arcana. The guardian has a natural attack which deals 1d8 damage.

Guardians cannot be healed normally. All [Healing] effects fail on a Guardian. At the start of each [Scene] A Guardian's hit points are completely restored, and effects that would normally be permanent or last a [Scene] or longer are dispelled. A slain Guardian will be resurrected at the start of the next [Scene]. If a Guardian gains healing abilities then it can heal itself normally.

**1st Circle - Call Companion:** You may summon a loyal Guardian to your side to do your bidding.

You may call your Guardian as a swift action to any point within [Close] range of you and you may dismiss it as a swift action. Your Guardian is "leashed" to [Close] range, it instantly becomes unsummoned if it leaves [Close] range. While unsummoned your Guardian becomes [Ethereal], moving to the square you occupy and following you when you move (even when slain).

Your Guardian obeys your commands but if you command it you lose the same type of action that it takes. If your Guardian takes a standard action you cannot take a standard action and vice-versa. You and your guardian can communicate telepathically with one another as long as you are both conscious.

Each Guardian is unique, and no two have the same appearance or abilities. Pick one of the following:

*Humanoid:* Your Guardian wields a weapon and armor of your choice and may wear a shield. You may give your Guardian any of your magic items. This equipment is restored at the start of each [Scene] if damaged or lost.

*Winged:* Your Guardian flies at a speed of 40'. This improves to 60' at 5th level, 90' at 10th level, and 120' at 15th level.

*Beast:* Your Guardian's key abilities are treated as being 4 points higher (for a +2 bonus to KOM and KDM). Your Guardian's speed improves to 40' at 5th level, 60' at 10th level, and 80' at 15th level.

**2nd Circle - Guardian Force:** Pick one of the following:

*Warrior Spirit:* Your Guardian's attack bonus improves to Full BAB and its KOM improves by +1. When slain your Guardian deals three points of [Negative] damage per level to all adjacent enemies (Fortitude half). (When you take this ability you may choose to have your Guardian deal [Fire] damage when it is slain instead. Adjacent enemies are allowed a Reflex save for half damage.)

*Guardian Spirit:* Your Guardian's hit points per level improve to 6 + Con mod, either its Reflex or Fortitude save becomes Good (your choice), and its KDM improves by +1. Enemies within your Guardian's reach are [Checked] and cannot move out of its reach unless they have directly caused hit point damage to it this [Encounter].

*Champion Spirit:* Choose a track (besides Shaman or Tactician spellcasting). Your Guardian gains one 2nd-circle or lower ability from that track. This track uses the Guardian's ability scores, but it uses your KOM and KDM.

*Arcane Spirit:* Your guardian can cast one 2nd-circle or lower spell twice per [Scene] as a spell-like ability.

**3rd Circle - Summoner's Bond:** Your Guardian is now leashed to [Medium] range, but you still must summon it in [Close] range.

Pick one of the following:

*Linked Souls:* When you cast a spell or spell-like ability you may have its effect originate from your Guardian instead of yourself.

*Shared Souls:* As part of the swift action used to summon your Guardian you may choose to become [Ethereal] until you dismiss your Guardian or it is slain. You are leashed to your Guardian in the same way your Guardian is normally leashed to you while [Ethereal].

*Vigorous Souls:* You and your Guardian no longer share a move action. For example, you could perform a full-round action and your Guardian could take a move action.

**4th Circle - Fused Lifeforce:** Pick one of the following:

*Lifebond:* As long as your Guardian is summoned you may redirect any amount of damage from yourself to your Guardian or vice-versa.

*Spellbond:* Once per day you may choose to have a single [Healing] effect that targets you also heal your Guardian for the same amount.

**5th Circle - Force of Aeons:** Your Guardian is now leashed to [Long] range, but you still must summon it in [Close] range.

You gain the following ability which corresponds to your Guardian Force ability:

*Warrior Spirit:* Your Guardian gains the feat To Iron Married.

*Guardian Spirit:* Your Guardian gains the feat Truly Bad People.

*Champion Spirit:* Your Guardian gains another 5th-circle or lower ability from the same track.

*Arcane Spirit:* Your Guardian can cast one 5th-circle or lower spell twice per [Scene] as a spell-like ability.

**6th Circle - Astral Bond:** You gain the following ability which corresponds to your Summoner's Bond ability:

*Linked Souls:* Once per [Encounter] as a full-round action you may cast two spells or spell-like abilities, one of which must originate from your Guardian. After using this ability your Guardian becomes [Ethereal] and cannot be called for a number of [Rounds] equal to the circle of the spell that it cast.

*Shared Souls:* Once per [Scene] when you use Shared Souls you may grant your Guardian full use of one of your tracks until the end of the [Encounter]. Your Guardian uses your ability scores, KDM, and KOM for all abilities of this track.

*Vigorous Souls:* Once per [Encounter] you and your Guardian may both perform a full round's worth of actions independently.

**7th Circle - Planar Paragon:** Pick one of the following:

*Grand Summon:* Once per [Scene] as a free action you may grant your Guardian a +10 bonus to KOM and KDM and it may perform an additional standard action for one [Round].

*Eternal Summon:* Your Guardian gains fast healing equal to its KDM and heals completely at the end of each [Encounter]. If your Guardian is slain you may summon it again in the next [Encounter].

*Master Summon:* Your Guardian knows two feats which it meets the prerequisites for, one of which may be an [Iconic] feat. At the start of each [Quest] you may change which feats your Guardian knows.