Spellcasters who draw upon the power of the earth, Geomancers go further than Shamans, summoning their powers from the land itself, morphing it and charging it with magical energies.

**HP:** 10

**Skills:** 6

**BAB:** Poor

**Good Saves:** Fort and Will

**KOM:** Wis

**KDM:** Con

The Geomancer’s Tracks are:

**Medium: Terraforming:** A Standard action focused track which involves the creation of environments (multiple standard actions can be used to increase their radius) and buffing them with additional effects

**Slow: Nature’s Ally:** Allows the summoning of an ally which gradually gets more powerful and can use party’s actions to do more things

**Fast: Ley Lines:** A Swift action focused track which focuses on producing buff effects on certain spaces which are activated while an ally occupies the space

**Terraforming**

Terraformers use their unique earth magic to create Biomes which shape and affect the land, which they can improve with Features. DCs for the abilities granted by this track are (10 + ½ your level + your KOM).

1st Circle – BiomesSU: As a standard action, you can place a Biome centred anywhere within [Medium] range. A Biome has a radius of 10 ft plus an additional 5 ft per Circle in Terraforming. If you use your standard action on the turn after placing the Biome to expand the Biome, its radius increases to be equal to your [Close] range, a third consecutive standard action will extend the radius to your [Medium] range, two more consecutive actions will extend it to your [Long] range, and a further five consecutive standard actions (for a total of ten turns of standard actions) extends its radius to your [Extreme] range. You can place a number of Biomes per [Scene] equal to your KOM. You start with access to the *Arctic*, *Desert*, *Swamp*, *City*, *Mountain* and *Forest* Biomes. All placed Biomes can be removed as a free action, and also disappear at the end of the [Scene]. Biomes may not overlap, and you cannot willingly expand a Biome if it would then occupy the same spaces as another Biome.

2nd Circle – I Concur With This SedimentSU: You become immune to all the negative effects of your Biomes, including their Features. Once per [Encounter] per Circle you possess in Terraforming, as a move action you may select one of your existing Biomes and grant all your allies complete immunity to its negative effects.

3rd Circle – Biomial ExpansionSU: As a standard action, you may place a Feature in any of your existing Biomes, this Feature is an additional effect which persists within the Biome as long as the Biome lasts. You may place the Feature as part of a standard action if the other part is a standard action used to increase the radius of the Biome which is having the Feature added to it. Each Feature can only be placed on a certain Biome, which is the Biome it is in the Feature list of. At the start of a [Scene] you may prepare three Features for the Scene plus two more per circle you possess in Terraforming, you can prepare any Feature multiple times, and every time you place a Feature you use up one preparation of it for the Scene. You gain access to the following Features: *Black Ice*, *Chilling Cold*, *Blinding Sun*, *Blistering Heat*, *Swamp Gas*, *Acid Bog*, *Wall*, *Building*, *Onrush*, *Lightning*, *River*, *Entangling Vines*. You also gain access to the following new Biomes: *Zero-Gravity*, *Folded Space*, *Haunted*.

4th Circle – Don’t Take It For GraniteSU: When you place a Biome, you may immediately place a Feature within it as a move action. While in one of your Biomes, you are [Concealed], this stacks with the [Concealment] from the Forest Biome (up to 40%) and gain Fast Healing equal to your level.

5th Circle – Biomial DistributionSU: You gain access to the following Features: *Blizzard*, *Avalanche*, *Sandstorm*, *Quicksand*, *Sulphur Jets*, *Smog*, *Tower*, *Landslide*, *Thin Air*, *Wildfire*, *Persistent Thorns*, *Vacuum*, *Dimensional Lock*, *Malevolent Spirits*.

6th Circle – Mounting The BassaultSU: You now gain [Full concealment] while in one of your Biomes. When you place a Biome, you may also spend a swift action to place a second Feature in the Biome.

7th Circle – Biomial TheoremSU: You gain access to the following Features: *Black Snow*, *Earthquake*, *Poisonous Fumes*, *Antimagic Field*, *Impossible Ground*, *Dryad’s Blessing*. You also gain access to the following new Biomes: *Positive Energy Field*, *Negative Energy Field*, *Far Realm*.

*Biomes*

*Arctic:* This creates a sheet of ice. When a creature leaves a square in the Biome for the first time in its turn, it must make a Reflex save or fall [Prone] on that square they were trying to leave and be unable to get up from [Prone] in the same turn.

*Desert:* This creates an area of sweltering heat and sand. A creature starting its turn in the Biome must make a Fortitude save or become [Fatigued] for one [Round] (if they fail the save the next round, they become [Exhausted], as if the [Fatigued] condition didn’t expire).

*Swamp:* This creates an area of murky, sticky water. A creature starting its turn in the Biome must make a Reflex save or become Entangled until the end of their turn.

*City:* This creates an area of cobblestone. Any creature moving in the Biome must make a Reflex Save or be Revealed for one [Round].

*Mountain:* This creates an area of rocks and rubble. The Biome becomes difficult terrain and all creatures within it are [Covered].

*Forest:* This creates an area of dense trees. All creatures in the Biome gain [Concealment] against enemies outside the Biome or more than 20 ft away within the Biome.

*Zero-Gravity:* This creates an area of null gravity. All creatures in the Biome gain the Fly movement mode, if they move out of the Biome, they lose the Fly movement mode and take 1d6 damage from the fall per Circle of Terraforming.

*Folded Space:* This creates an area where space is compressed so a single step can move very far. A creature moving from one space in the Biome to another may add the [Teleport] descriptor to its movement, and may move at double speed as long as the movement is entirely within the Biome.

*Haunted:* This creates an area which causes acute fear for all within. Any creature starting its turn within the Biome must make a Will Save or become Shaken for 2 [Rounds], this does not stack with itself but does stack with other sources of Fear.

*Positive Energy Field:* This creates an area of overwhelming life force. Whenever a creature is reduced to negative HP within the Biome, it may make a Fortitude save, if it succeeds it is returned to half its maximum HP. This can only affect any creature once per [Encounter].

*Negative Energy Field:* This creates an area that drains life force. Any creature starting its turn within the Biome must make a Fort save or be [Energy drained].

*Far Realm:* This creates an area of maddening visions and alien geometry. Any creature starting its turn within the Biome must make a Will save or be [Confused] for one [Round].

*Features*

Arctic

*Black Ice:* The ice sheet becomes very hard to see, only creatures with an Awareness above the save DC are entitled to make a Reflex Save against falling [Prone], but any creature that falls [Prone] may then be entitled to the Reflex save for the remainder of the [Encounter]

*Chilling Cold:* The cold within the ice sheet slows down the movement and actions of all creatures subjected to it. At the start of every round a creature is in the Biome, they take a 5 ft penalty to move speed and a -1 penalty to attack rolls and saves, which expires when they leave the Biome. The penalty stacks a number of times equal to the number of Circles you have in Terraforming.

*Blizzard:* A whirlwind of ice and snow fills the Biome. All creatures starting their turn in the Biome must make a Fortitude save or be [Blinded] until the start of their next turn, and take damage equal to twice your KOM.

*Avalanche:* Driving snow ploughs through the Biome. You can create a Severity 2 Onrush within the Biome moving in any direction in any shape, as long as its size does not exceed half the size of the Biome and all squares in the Onrush are adjacent to at least one other square in the Onrush. You may place this Feature a second time to upgrade it to a Severity 4 Onrush.

*Black Snow:* The snow and ice is charged with powerful necromantic energy. Any creature that dies within the Biome rises as an Undead Elite Mook (you choose the Undead race which they rise as) at full HP and under your control, which decomposes and dies at the end of the [Encounter].

Desert

*Blinding Sun:* A bright light shines throughout the Biome. All creatures who start their turn in or move into the Biome are [Dazzled], and cannot establish line of sight for ranged attacks beyond [Medium] range.

*Blistering Heat:* The heat becomes overwhelming within the Biome. Every time a creature fails the Fortitude save against becoming [Fatigued], they take damage equal to your level and must make a Reflex save or immediately drop their weapon, as if having just been Disarmed.

*Sandstorm:* A storm of cutting and blinding sand brews up. All creatures starting their turn in the Biome must make a Fortitude save or be [Blinded] until the start of their next turn, and take damage equal t twice your KOM.

*Quicksand:* The sand which covers the Biome gains the ability to drag down creatures. Any creature ending their turn within the Biome muse make a Reflex save or become [Burrowing], they can end this condition by using a standard action to make a successful Reflex Save. If a creature is made Burrowing by this effect continuously for a number of rounds equal to their KDM, they start to Suffocate.

*Earthquake:* You cause the ground to shake so violently concentration becomes impossible. All creatures in the Biome fall [Prone] at the start of their turn and cannot use EX, SLA or SU abilities which require a standard action or longer.

Swamp

*Swamp Gas:* A haze of almost choking gas fills the air above the murky water. Any creature which fails the Reflex save against becoming [Entangled] also becomes [Sickened] for one round.

*Acid Bog:* The murky water experiences a sudden drop of pH. Every time a creature fails a save against any Feature in the Biome, or against the effect of the Biome itself, they take acid damage equal to your level and HP Reduction equal to the damage done.

*Quicksand:* The mud under the sticky water gains the properties of quicksand. Any creature ending their turn within the Biome muse make a Reflex save or become [Burrowing], they can end this condition by using a standard action to make a successful Reflex Save. If a creature is made Burrowing by this effect continuously for a number of rounds equal to their KDM, they start to Suffocate.

*Sulphur Jets:* You can cause jets of heated water and gas to erupt from the earth. Once per [Round], without an action, you may create a five ft radius spread within the Biome, as long as none of the spaces in the spread have been previously used this [Encounter] for the Sulphur Jets Feature. Creatures in the spread are dealt damage equal to twice your KOM and are [Nauseated] for one round, a successful Reflex save negates the [Nauseated] condition.

*Poisonous Fumes:* The fumes given off by the dirty water become overwhelming. Any creature starting its turn within the Biome must make a Fortitude save or become [Dazed] and [Battered] for one round, and if a creature fails the save three rounds in a row, they immediately drop to -1 HP.

City

*Wall:* You may create a wall of stone or a similar material. You can place a wall of any length and a thickness between five and fifteen ft in the Biome, it must be continuous and can only turn on right-angles. The wall completely blocks line of sight and line of effect.

*Building:* You may create a small building within the Biome. The building can be of any shape and size, but can only have one floor, all rooms must have at least one door leading out of them (the doors can be opened as part of a move action which does not provoke attacks of opportunity) and the walls have no thickness (they lie on the borders between spaces), which block line of sight but not line of effect, and any effect or attack going through the wall destroys it.

*Smog:* The city is filled by a dark smoke. [Flying] creatures cannot establish line of effect to non-flying creatures within the Biome, and all creatures in the [Biome] gain [Full concealment]. Any creature casting a spell or using an SU ability within the Biome must make a Will save, or fail to use the ability (the action is not used, but cannot then be used for an SU ability or spell).

*Tower:* You create a fortified tower within the city. You create a ten ft radius spread which becomes a Tower, only [Flying] creatures can move in or out of the Tower, and creatures in the Tower gain line of sight to all creature sin the Biome, and cannot be hit in melee by non-[Flying] creatures outside of the Tower.

*Antimagic Field:* The latent urban nature of the Biome prevents supernatural powers. No SU or SLA abilities may be used inside the Biome (except those granted by Terraforming) and spells cannot be cats in the Biome.

Mountain

*Onrush:* A small area is filled with falling rocks. You may designate an area of continuous five-ft spaces equal to your level which is a Severity 2 Onrush in a direction you choose.

*Lightning:* Lightning continuously strikes the Biome. At the start of every round, each creature in the Biome must make a Reflex save or take electricity damage equal to your level.

*Landslide:* You create a severe onrush of falling rocks. You can create a Severity 2 Onrush within the Biome moving in any direction in any shape, as long as its size does not exceed half the size of the Biome and all squares in the Onrush are adjacent to at least one other square in the Onrush. You may place this Feature a second time to upgrade it to a Severity 4 Onrush.

*Thin Air:* Creatures in the Biome find the air to short to make too much action. Creatures starting their turn in the Biome are [Slowed] for one round.

*Impossible Ground:* The ground becomes so rocky and hostile that it becomes impossible to truly move, even flying creatures are obstructed by peaks too ragged to manoeuvre through. Creatures not using [Teleport] or [Warp] effects cannot move into spaces within the Biome.

Forest

*River:* A river is carved through the soil of the forest, preventing easy movement. You may create a river going through the Biome, it must be made of continuous spaces and have the same number of spaces from bank to bank throughout. Creatures that are not [Swimming] or [Flying] cannot move through the spaces of the River.

*Entangling Vines:* Roots and vines appear throughout the Biome, impeding movement. Ay creatures moving in the biome must make a Reflex save or become [Entangled] and fall [Prone], ending the movement.

*Wildfire:* A fire starts in the trees which spreads throughout the Biome. All creatures that start their turn in, or move into a space within the Biome start [Burning] and any creature ending its turn within the Biome takes fire damage equal to twice the total of your level and KOM.

*Persistent Thorns:* As fighting continues in the forest, thorns stick into fighting creatures and keep their wounds open. Any creature ending its turn within the Biome becomes [Battered] for one round, and must make a Fortitude save or start [Bleeding], this instance of [Bleeding] cannot be stopped with a move action.

*Dryad’s Blessing:* While within the Biome, spirits of nature grant you and your allies power. While in the Biome, you and your allies may cast any spell on the Shaman spell list up to and including fourth circle at will.

Zero-Gravity

*Vacuum:* More than just the force of gravity is drained out of the Biome. All creatures in the Biome immediately start Suffocating, and continue to Suffocate as long as they remain in the Biome. You and your allies cannot be made immune to this Feature by abilities form the Terraforming Track.

Folded Space

*Dimensional Lock:* The Biome becomes more than just warped space, but a wholly pocket dimension. Creatures cannot leave or enter the area of the Biome except by a standard and move action while on a space adjacent to the border of the Biome.

Haunted

*Malevolent Spirits:* The effect of the Biome now stacks with itself as well as other sources of Fear.

Nature’s Ally

Spoiler

The Nature’s Ally Track grants you a Companion, the Companion can take any form you wish, be it an loyal animal sidekick, a guardian angel, a summoned creature, a helpful jinn or a mechanical servant. In any case, while it is designed by the player, it must have GM approval.

1st Circle – Find a PetEX: Once per [Scene] you may summon, create, or otherwise secure the aid of a Companion. You may only have one Companion at a time. The companion takes the form of a Minion Mook with Archetypes of your choice with level equal to yours. Your Companion acts on your initiative, but may only take a single standard or move action with its turn. You or any of your allies may, with a swift action, command the Companion to immediately use a Swift action for any purpose. With a standard action you or your allies can command the Companion to immediately make a single attack and with a move action can command the Companion to move up to half its speed or use a skill which requires a partial move action. Any [Mind affecting] abilities that affect you also affect your Companion, and vice-versa. If the Companion dies, you take [HP Reduction] equal to one quarter of your HP.

2nd Circle – Jolly Co-OperationEX: Your Companion can now take a swift action as well as its single action on its turn, and can make a five-ft step if it does not move. Any bonuses you have to attack rolls, AC, skill checks or saves from abilities not originating from yourself are also applied to your Companion.

3rd Circle – Just for SidekicksEX: Your Companion can now take the form of an Expert Mook with level equal to yours and with a track of your choice.

4th Circle – Hey, Listen!EX: You or your allies can, as a standard action, command the Companion to immediately take a standard action, and with a move action command the Companion to immediately take a move action, these actions can be used for any ability the Companion can use with that action.

5th Circle – Got Friends on the Other SideEX: Your Companion can now take the form of an Expert Operative, with level equal to yours and with Track, Feats and Items of your choice.

6th Circle – Triple EntenteEX: Your Companion may now take a standard, swift and move action on its turn, and a five-ft step if it doesn’t move, just as a normal character.

7th Circle – Legendary PetEX: Your Companion can now take the form of an Elite Operative, with level equal to yours and with Tracks, Feats and Items of your choice.

Ley Lines

Your TAM for this Track is your primary spellcasting statistic, if you do not have a primary spellcasting statistic, you may choose a mental statistic to use as your TAM for Ley Lines.

1st Circle – Ley it on the LineSU: You gain the ability to tap into the latent magic of the earth, as a swift action you can create a Ley Line within [Medium] range, a lay line occupies a single five ft space. Once you gain the 2nd Circle in this Track, this increases to a five ft radius spread, which increases by another five ft for every subsequent Circle (to a maximum of 30 ft radius at 7th Circle). Ley Lines may not overlap. A Ley Line can only grant its effect to a number of allies up to the number of Circles you possess in Ley Lines, and ceases to grant its effect to further allies who move into the Ley Line for the rest of the [Encounter] after it has granted its effect to that number of allies. You can place one Ley Line of each type you have access to per [Encounter]. Choose one of the following Ley Lines, and gain access to it:

• Tenacity: When an ally first enters the Tenacity Ley Line, they heal an amount of HP equal to your TAM, and while they remain on the Ley Line, they gain [Fast healing] equal to your TAM.

• Force: While an ally remains on the Ley Line, they gain a bonus to damage rolls on melee attacks equal to your TAM.

2nd Circle – Ley of the LandSU: Choose one of the following Ley Lines, and gain access to it:

• Reaction: While an ally remains on the Ley Line, they gain a bonus to their Initiative equal to your TAM, as with wielding a Deft weapon, if they leave the Ley Line it may change their place in the Initiative order.

• Resistance: While an ally remains on the Ley Line, they gain a bonus to one Save of your choice (chosen upon creating the Ley Line) equal to the number of Circles you have in this Track.

3rd Circle – Linin’ ‘em Up!SU: You may gain access to one of the Ley Lines you did not select from the first two Circles. Choose one of the following Ley Lines, and gain access to it:

• Energy: While an ally remains on the Ley Line, their attacks deal damage of an energy type of your choice (chosen upon creating the Ley Line) and deal bonus damage of that energy type equal to your TAM.

• Inspiration: While an ally remains on the Ley Line, they gain a bonus to attack rolls equal to the number of Circles you have in this Track.

4th Circle – Towing the Party Ley LineSU: When you use a swift action to create a Ley Line, you may give it the effect on another type of Ley Line you have access to (this does not expend the use of that Ley Line for the [Encounter]) in addition to its own effect. Choose one of the following Ley Lines, and gain access to it:

• Swiftness: When an ally first enters the Swiftness Ley Line, they may make a single attack immediately. While an ally remains on the Ley Line, they gain a [Bonus attack]

• Aegis: While an ally remains on the Ley Line, they gain a deflection bonus to AC equal to the number of Circles you have in this Track

5th Circle – The Thin Blue Ley LineSU: Choose one of the following Ley Lines, and gain access to it:

• Benediction: While an ally remains on the Ley Line, they can reroll a single d20 roll per encounter, after seeing the result, they must keep the rerolled result.

• Penetration: While an ally remains on the Ley Line, they gain a bonus to the DC of one ability of their choice (chosen upon first entering the Ley Line) equal to half your TAM.

6th Circle – Ley-ing on the BeatdownSU: You may gain access to one of the Ley Lines you did not select from the first five Circles. Choose one of the following Ley Lines, and gain access to it:

• Defiance: While an ally remains on the Ley Line, they gain [Immunity] to [Binding] effects, [Mind affecting] effects, [Stunned], [Dazed] and flat-footed.

• Determination: While an ally remains on the Ley Line, they gain [Resistance] to all damage.

7th Circle – I AM the Ley!SU: Whenever you place a Ley Line with a swift action, you may now place two different ones at the same time. Choose one of the following Ley Lines, and gain access to it:

• Perfection: An ally’s first d20 rolls after entering the Ley Line is treated as a natural 20. While an ally remains on the Ley Line, they gain a +3 bonus to all d20 rolls.

• Immortality: While an ally remains on the Ley Line, if they are reduced to negative HP equal to their KDM, they do not die for a number of rounds equal to your TAM, if they leave the Ley Line before they are healed, though, or the duration runs out, they immediately die.