

Legend Players Handbook 2

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Druid Class
8 HP/Level. 6 skills
Good Fortitude and Will saves. Poor Reflex save
KOM – WIS KDM – CON

Level	Base Attack Bonus	Will + Fort Save	Reflex Save	Polymorph	Nature's Call	Boon Companion
1	+1	+2	+0	Shapeshifter	1	
2	+2	+3	+1			It's You and Me
3	+3	+4	+1	Various Forms		
4	+4	+4	+2		2	
5	+5	+5	+2			My Best Friend
6	+6	+6	+3	Refined Forms		
7	+7	+6	+3		3	
8	+8	+7	+4			Hearts So True
9	+9	+8	+4	Advanced Forms		
10	+10	+8	+5		4	
11	+11	+9	+5			Pull Us Through
12	+12	+10	+6	Transcendent Forms		
13	+13	+10	+6		5	
14	+14	+11	+7			You Teach Me
15	+15	+12	+7	Supreme Forms		
16	+16	+12	+8		6	
17	+17	+13	+8			I Teach You
18	+18	+14	+9	Morphenomenal		
19	+19	+14	+9		7	
20	+20	+15	+10			To be the Very Best

Description: All Druids wield the power of nature itself to bring aid to their allies and ruin to their foes. Sometimes that manifests as raging storm, other times a gentle healing rain. It is up to the Druid to speak and influence nature towards right course of action.

Party Role: Druids make excellent frontline fighters due to their shapeshifting abilities, which also provides a lot of utility depending on your choices for powers of the 3 forms. Their Companion and Nature's Call tracks both provide much party support and allows them to control the flow of battle.

Druids in your game: Druids make excellent leaders and scouts with their high Wisdom allowing them to notice things amiss long before their comrades. A more traditional druid used to spellcasting may wish to trade one of her tracks for Shaman spellcasting.

Polymorph Track

Shifting Forms

You may shift into three Forms. Once per [Round], as a move action you may shift between forms, or stop shifting and return to your default state. Whenever you gain a circle in this track that offers a choice of abilities, pick one ability for each Form, this choice is permanent. You may take the same ability for more than one Form, but if you do not have access to an ability in any of your Forms, you cannot use that ability.

1st Circle – Shapeshifter ^{SU}: You gain the ability to shift into three different Forms. When you gain this circle, each Form gains a natural attack, a bonus to a skill, and a size. These choices are permanent.

- Each Form gains a [Melee] natural attack, called a Form Weapon, that possesses any 3 properties of your choice, except for the following: [Barbed], [Point-blank], or [Quick-draw].
 - All Forms gain a +1 item bonus per circle of this track you possess to one of the following skills: Acrobatics, Athletics, Stealth, or Vigor.
 - Each Form may be [Small], [Average], or [Large].
- In addition, you gain 1 Temporary HP per level you possess whenever you shift Forms. All bonuses apply only while you are in that Form. If you have any feat or ability that has a prerequisite which depends on size, a movement mode, etc. and you shift out of a Form that grants that prerequisite and cannot meet it otherwise, you

lose access to that feat or ability until you meet the prerequisite once again.

2nd Circle – Various Forms: Select one ability for each Form you possess.

- **Vicious** ^{SU}: This form Weapons gains a bonus to damage equal to the number of circles you possess from this track.
- **Valorous** ^{SU}: This form gains [Lesser resistance] to one of the following: physical damage, [Acid], [Cold], [Electricity], or [Fire].
- **Velocitous** ^{SU}: This form gains a 5 ft. bonus to move speed for every circle of this track that you possess. In addition, you also gain a +2 to Reflex saves.

3rd Circle – Refined Forms: Select one ability for each Form you possess.

- **Repugnant** ^{SU}: All attacks with your Form Weapon inflicts [HP reduction] equal to your level in addition to the normal damage they deal. The [HP reduction] happens after the damage has been dealt.
- **Ravenous** ^{SU}: Your attacks with your Form Weapons now heal you for half the damage you deal with them, up to your level in HP per hit.
- **Rapid** ^{SU}: You may move up to 20 ft. as a free action, once per [Round] in this form. This movement provokes attacks of opportunity as normal.

4th Circle – Advanced Forms: All Forms permanently gain the effects of *endure elements*, as the spell, and it may not be dispelled or removed in any way. In addition, select one ability for each Form you possess.

- **Avian** ^{SU}: This form gains the Fly movement mode.
- **Aquatic** ^{SU}: This form gains the Swim movement mode.
- **Animalistic** ^{SU}: This form gains the Burrow movement mode.

5th Circle – Transcendent Forms: Select one ability for each Form you possess.

- **Traumatic** ^{SU}: The first time in the [Round] that you strike a foe with your Form Weapon, you inflict [Vulnerability] to all damage from your Form Weapons for one [Round].
- **Tricky** ^{SU}: Once per [Round], as a swift action, you may gain a 20% [Miss chance] for 1 [Round].

- **Temporal** ^{SU}: Your form gains a [Bonus attack] each time you take an attack action with your Form Weapon

6th Circle – Supreme Forms: Select one ability for each Form you possess.

- **Shout** ^{SU}: Once per [Round], as part of a move action you unleash a savage roar that deals your character level + Key Offensive Modifier in [Force] damage to every creature within your [Melee] range and reduce the speed of all creatures hit by 20 ft. for one [Round]. You are also able to reposition yourself to anywhere within your [Melee] range. Movement from this ability does not provoke attacks of opportunity.
- **Stalwart** ^{SU}: Once per [Round], as part of a move action, you may gain one temporary HP per character level every time you hit an opponent with an attack until the start of your next turn. Temporary HP gained from this ability stacks with other sources of temporary HP, but not itself, up to a maximum of half your normal maximum HP
- **Swift** ^{SU}: Movement in this form no longer provokes attacks of opportunity.

7th Circle – Morphenomenal ^{SU}: You may now shift between Forms as a swift action. All of your Forms gain any 2 additional abilities from Circles 1 through 6 of the Polymorph track.

Boon Companion

1st Circle — It's You and Me ^{EX}: Due to your history, your talents, or sheer random chance, you and another creature are held together by the bonds of trust and mutual reliance. You are accompanied by a Companion — a Mook of your level with your choice of the Scout, Striker, or Turret Archetype and the [Bound] condition, which cannot be removed by any means. You are your Companion's sole controller. Your Companion is always your ally. Your Companion is also a creature type of your choice, but because of your close bond, this typing does not convey any benefits or penalties.

If you are [Unconscious] or [Dead], so is your Companion. When you are no longer [Unconscious] or [Dead], neither is your companion.

Your Companion's attacks have either a single weapon property of your choice if it uses a natural attack, or two

if it uses a weapon. At 4th Circle and again at 7th Circle, it gains one additional weapon property of your choice. These choices are permanent.



2nd Circle — My Best Friend ^{EX}: Your Companion gains [Lesser resistance] to all damage, and once per [Round] when an opponent targets you or your square with an offensive action, it provokes an attack of opportunity from your Companion. If your Companion uses the Scout or Turret Archetype, it can make this attack of opportunity with its ranged attack against opponents at [Close], [Medium] or [Long] range who target you or your square (provided its attack can be used on targets at the relevant distance), but not against adjacent opponents.

3rd Circle — Hearts So True ^{EX}: You and your Companions skills are becoming more in sync. When you use an action to order your Companion to attack, you may instead order your companion to make either a Physical or Interaction skill check to replace an attack in its action. Skills are used at your modifier and you may choose for either you or your companion to gain the benefit.

4th Circle — Pull Us Through ^{EX}: You give greater assistance to your companion and you may order your Companion to attack as a move action or a swift action once per [Round]. When you order it to attack as a move action, it may make additional attacks as normal for a Mook of its level making an attack action, though it makes attacks after the first at a -5 penalty.

5th Circle — You Teach Me ^{EX}: If your Companion hits an opponent with at least two attacks in the same [Round], that opponent suffers from your choice of [Vulnerability] to your offensive actions for 1 [Round], or a -2 to saves against your offensive actions for 1 [Round].

In addition, your Companion's [Lesser resistance] to all damage improves to [Resistance] to all damage.

6th Circle — I Teach You ^{EX}: Once per [Round] as a free action after affecting an opponent with an offensive action, you may order your Companion to attack that opponent if it is within the Companion's range.

7th Circle — To be the Very Best ^{EX}: Once per [Round] after you hit an opponent with an attack or an opponent is affected by one of your offensive actions, you may grant your Companion a +1 bonus to attacks against that opponent for the remainder of the [Encounter]. Once per [Round] after your Companion hits an opponent with an attack, you may gain your choice of either a +1 bonus to attack rolls against that opponent or a +1 to save DCs on offensive actions you use against the opponent. These bonuses stack, and may be applied up to four times to your Companion, and up to four times to you. Your Companion does not count the bonuses applied to you through this ability when it uses your attack bonus, but does count bonuses applied to it. In addition, your Companions [Resistance] to all damage become [Greater Resistance].

Bound

A [Bound] creature cannot take any independent action, and does not get a turn. However, it does recognize one or more other creatures as its controller, and it acts when ordered to by its controller(s). Orders usually take a swift action, but exceptions do exist.

All [Bound] creatures may be ordered to make a single attack as a swift action once per [Round], or to use a move action as a free action once per [Round].

Depending on the creature, other orders may be available to the controller.

A [Bound] creature with a melee wielded or natural weapon threatens in its [Melee] range as normal for a creature of its size and will take the first occasion to make an attack of opportunity given to it.

A [Bound] creature uses the better of its controllers attack bonus, Armor Class and save modifiers or its own. It does not have its own pool of hit points — all damage, [HP Reduction], healing and temporary hit points that would affect your Companion affect its master instead. If a single source of the aforementioned would normally affect both the [Bound] creature and its controller (such as with an Area of Effect), it affects only the controller.

If all of a [Bound] creature's controllers die, it loses the [Bound] status.



Nature's Call

Druids wield magic fueled by nature itself, for the purpose of preserving Balance. When you select this track, choose your Intelligence, Wisdom, or Charisma modifier. This becomes your Track Ability Modifier (TAM) for this track. DC for abilities obtained through the track is 10+ ½ Level + TAM.

You can choose either Verdant Champion or Nature's Harbinger when you gain your first circle of Nature's Call. This choice is permanent, although you can multiclass out of this track as normal.

Verdant Champion

Circle 1 - In Tune ^{EX}: You gain a +3 bonus to Nature checks and may use your TAM in place of Intelligence for Nature checks. In addition you gain the following spell-like ability useable at will:

Entangling Growth ^{SLA}: You call forth plants to grab your opponents and hold them down. As a move action, you can create spread within [Close] range with a radius of 5 ft. plus 5 ft. per odd circle you possess in this track that lasts until the end of the [Encounter]. Opponents who enter it or start their turn in it are [Entangled] for 1 [Round]. A Reflex save negates this effect.

Circle 2 - Mother Oak ^{SU}: Once per [Encounter] as a swift action, you may place a small seed which grows into a tree. The tree is treated as an obstacle that occupies a 5 ft. square and creates a 30 ft radius spread originating from itself. While in the spread, allies benefit from [Fast healing] equal to your level. The tree withers to dust at the end of the [Encounter]

Circle 3 - Overgrowth ^{SLA}: At will as a move action, you may create a 50ft radius spread of plant growth within [Close] range that lasts until the end of the [Encounter].

Creatures within the spread are [Concealed], and creatures other than you treat it as difficult terrain.

Effects that inflict damage with the [Fire] descriptor burn away plants in their area of effect, removing those squares from this ability's area of effect.

Circle 4 - Rosebud ^{SLA}: At will, as a standard action, you may use *wall of thorns*, as the spell

Circle 5 - Call Ent ^{SU}: Trees created by Mother Oak that you have placed now deal damage equal to twice your TAM to opponents within their spread at the end of your turn, until the end of the [Encounter]. You may now use Mother Oak twice per [Encounter]

Circle 6 - Hallowed Grove ^{SU}: You can call forth the full force of nature, causing massive plant growth that fills an area with greenery. At will, you may use *hallow* as the spell. In addition you gain the following spell-like ability useable at will:

Poison flowers ^{SLA}: As a move action, you create a bloom of deadly flowers. This creates a 10ft radius spread within [Close] range. Creatures in that spread must make a Fortitude save (DC 10+½ level + your TAM) or be [Poisoned]. [Poisoned] creatures become [Energy drained] at the beginning of their turn, then make another Fortitude save to end the [Poisoned] condition. [Poisoned] ends at the end of the [Encounter]

Circle 7 - Mother Nature's Army ^{SU}: Trees created by Mother Oak that you have placed may now move up to 50 ft. at the beginning of your turn, and their damage increases to 3 times your TAM. You may use Mother Oak 3 times per [Encounter]

Nature's Harbinger

Circle 1 – Speak with Nature ^{SU}: You gain a +2 bonus to Diplomacy checks. You are constantly under the effects of a *comprehend languages* spell and this effect cannot be dispelled by any means. You may speak with all creatures even if they do not have an Intelligence score, though their ability to converse back with you may be limited.

Circle 2 – Guided Footsteps ^{SU}: The very earth moves to accommodate your path. Stepping out of difficult terrain doesn't cost you extra movement. Additionally you gain

[Tremorsense] out to 10 feet for every circle you have in this track.

Circle 3 – Answer to your Call ^{SLA}: Choose one of the following abilities, this choice is permanent:

- **Nature's Fury** – Once per [Encounter] as a move action you may cast the spell *Nature's Power*. You may target all allies in your [Melee] range with this spell and it's duration lasts only for the [Encounter].
- **Nature's Grace** – Once per [Encounter] as a move action you may cast the spell *cure serious wounds*.



Circle 4 – Call Elements ^{SLA}: Once per [Encounter] as a move action, all enemies within your [Medium] range take 1d6+1 damage per level that you possess, with up to two descriptors among [Fire], [Cold], [Electricity], [Acid], [Ground] and [Death], chosen each time you activate Call Elements. A successful Reflex save reduces damage by half. Call Elements gains any appropriate benefits or penalties for both damage descriptors.

Circle 5 – Control Terrain ^{SU}: Once per [Encounter] as a move action, you may choose to remove all hostile terrain elements or bring one to bear. This is a magical weather effect that comes from a spread originating from you, that extends out to your [Medium] range and creates or removes 1 hostile Environmental Condition (Legend 1.1 page 250). Enemies are subject to any save that a condition you create brings, but your allies are immune. You can only change Mother Nature for up to 3 rounds before it demands to be placed back to its natural state, at which point any condition that would normally last until the end of the encounter caused by an environmental effect you created also ends. Additionally you may cast *endure elements* as a spell-like ability at will.

Circle 6 – Tree Stride ^{SIA}. You may use the spell *find the path* as a spell-like ability. Additionally once per [Scene] you may cast *teleport* as a spell-like ability, your destination must be to a natural terrain.

Circle 7 – Mother Gaia ^{SU}: Your devotion to the earth has borne fruit and she will heed your request for aid. Once per [Scene], you may create one of the following effects as a standard action:

- You and all other willing allies within [Long] range are immediately transferred to an area you consider safe, which can be at any range. This is a [Teleport] [Warp] effect.
- You revive a [Dead] or [Unconscious] creature within [Close] range, healing it to its maximum HP

and negating the [Dead] and [Unconscious] conditions.

- Use the spell *control winds* or *firestorm* as a spell-like ability.
- Gain the effect of the spells *heart of oak* and *fist of earth* on yourself for the [Encounter].

Fighter Class
10 HP/Level. 5 Skills
Good Fortitude save. Choice on Reflex or Will save
KOM: Any Physical KDM: Any Mental

Level	Base Attack Bonus	Fort + Good Save	Poor Save	Forger	Martial Style	Soldier
1	+1	+2	+0		1	Focused Soldier
2	+2	+3	+1	Child of Iron		
3	+3	+4	+1			Skilled Soldier
4	+4	+4	+2		2	
5	+5	+5	+2	Smith's Sturdiness		
6	+6	+6	+3			Powerful Soldier
7	+7	+6	+3		3	
8	+8	+7	+4	Sunder		
9	+9	+8	+4			Brilliant Soldier
10	+10	+8	+5		4	
11	+11	+9	+5	Metalworker's Mastery		
12	+12	+10	+6			Mighty Soldier
13	+13	+10	+6		5	
14	+14	+11	+7	Greater Sunder		
15	+15	+12	+7			Genius Soldier
16	+16	+12	+8		6	
17	+17	+13	+8	Forger's Fortitude		
18	+18	+14	+9			Deadly Soldier
19	+19	+14	+9		7	
20	+20	+15	+10	Lord of Iron		

Description: “Victorious warriors win first and then go to war, while defeated warriors go to war first and then seek to win.” A Fighter seeks to hold mastery over all forms of Combat, but above all, they seek to achieve victory. The Fighter succeeds through vigilant planning, preparation and strategy.

Party Role: The choice of the Fighters martial style determines only the methods of achieving victory in battle, but all Fighters feel at home in the thick of combat and are always prepared for most any situation.

Fighters in your game: While you may be tempted to make your Fighter the unintelligent brute, that’s a role reserved for the Barbarian. Fighters are cunning, seeking every advantage in a fight and using tactics equally well as skill at arms. Preparing for battle with their knowledge and skills from the Forger track, using their skills from The Art of War track to set up advantages for themselves, and finally securing victory with their individual martial style. Your KOM is any physical ability modifier, and your KDM is any mental ability modifier, chosen at character generation. Every Fighter has a good Fortitude save from their rigorous training, and may select either Reflex or Will to be their other Good save.

Forger

There are Blacksmiths, who craft weapons and armor, and then there are Forgers, who craft legends. You are, of course, the latter. No one knows their way around a smithy better or is more at home with a hammer and anvil in their hands. However, your talents are not confined to the workshop – you have also developed a unique resilience that allows you to withstand furious onslaughts in the heat of battle.

1st Circle – Child of Iron ^{EX}: Choose two items (each must be a weapon, armor, or a shield) in your possession. A selected weapon increases its item bonus to attack rolls by 1, selected armor increases its item bonus to AC by 1, and a selected shield increases its deflection bonus to AC by 1. The item to which these bonuses apply may be changed at the beginning of each [Scene]. If an item affected by Child of Iron is not used by you (or, at 4th circle, its intended recipient), it loses all the benefits of Child of Iron (and, at later circles, Metalworker’s Mastery, Forgers Fortitude and Lord of Iron).

Additionally, between [Scenes], you may change or remove the mundane weapon properties of any weapon you hold, regardless of its owner

2nd Circle – Smith’s Sturdiness ^{EX}: You gain [Lesser resistance] to physical damage.

3rd Circle – Sunder ^{EX}: Once per [Round] and up to twice per [Encounter], after a melee attack has been made against you, you can immediately (regardless of whether it hit or missed) force the attacker to make a Reflex save (DC 10 + 1/2 your level + your KOM) or be disarmed as if you had used the Disarm combat maneuver. If the attacker fails the save but only has natural weapons, they take damage equal to your level instead of being disarmed.

4th Circle – Metalworker’s Mastery ^{EX}: In addition to the two chosen items that you carry, Child of Iron can affect one additional item per odd circle you possess in this Track, chosen at the beginning of each [Scene]. For each item, designate a bearer: Child of Iron only takes effect if the item is wielded or worn by its bearer. Between [Scenes], you may change or remove the magical item properties of any magic item in your possession (this includes any items loaned to you by allies, or stolen from enemies – in other words, the item does not have to be occupying one of your item slots in order for you to alter its properties). This only affects properties added using the Item Point Buy rules.

In addition, your [Lesser resistance] to physical damage becomes [Resistance].

5th Circle – Greater Sunder ^{EX}: You may use your Sunder ability at will (though still only once per [Round]). Enemies affected by Sunder take a penalty to damage equal to the number of circles in this track you possess until the end of the [Encounter].

6th Circle – Strength of Steel ^{EX}: Armors affected by Child of Iron also grants thier wielders [Fast healing] equal to your level. Shields affected by Child of Iron also grants [Lesser resistance] to physical and energy damage to its wielders. Weapons affected by Child of Iron gain [Immunity] to being disarmed by the Disarm maneuver and inflict the [Battered] condition for one [Round] on the opponent the weapon has damaged. The duration of this condition increases by one [Round] for every time the opponent is hit by a Child of Iron weapon again.

7th Circle – Lord of Iron ^{EX}: The items you select to be affected by your Child of Iron ability now have their item bonuses increased by two instead of one, and every weapon, armor, or shield you select for your Child of Iron ability gains one additional point that can be spent on magical enchantment. This does not change the slot the item takes up (so a Relic weapon that you use Child of Iron on has four points of enchantments, but still takes up a Relic slot).

Martial Style

No fighter is complete without an arsenal of offensive maneuvers. Whether using broad, crushing sword-blows, masterfully-concocted tactical plans, or complex feints, twists, and turns that lure opponents into exposing themselves, you are a force to be reckoned with in any battle.

The traditional names of the techniques that fighters use sound supernatural, and indeed, to the common observer, the devastation that a powerful fighter wreaks can seem nigh magical, but Martial Style tracks grant only Extraordinary abilities.

Choose one of the following tracks to be your Martial Style track:

Crashing Wave

Striking with slow and powerful blows, you seek to emulate the crashing of waves in the midst of combat. Tides sweep up and down the beach, carrying shells and debris, and can be both beautiful and frighteningly destructive.

All bonuses from this track are fury bonuses, which stack with other fury bonuses from this track. At the beginning of your turn, you may choose not to benefit from fury bonuses to attack rolls, damage and save DCs until the beginning of your next turn. Attacks and abilities that benefit from a fury bonus to attack rolls, damage or save DCs cannot also deal [Precision] damage.

1st Circle – Tide ^{EX}: You are adept at emulating the motions of a restless sea, making slow, powerful swings that devastate your foes. As a standard action, you may make a single melee attack. This attack gains a bonus on the attack roll equal to the number of circles you have in this track and deals bonus damage equal to your level.

2nd Circle – Eroding Waters ^{EX}: You wear down your enemies like water on rock. If you hit the same opponent with a Tide attack twice in the same [Encounter], they are [Fatigued] for the rest of the [Encounter]. If you hit the same opponent with Tide four times in the same [Encounter], they become [Exhausted] for the rest of the [Encounter], even if they are no longer [Fatigued].

3rd Circle – Roiling Sea ^{EX}: Your blows wax and wane like flowing waves. When you make a Tide attack, you can opt to ignore two points of [Damage reduction] and [Resistance] per circle you have in this track. In the following [Round], you gain two points of [Damage reduction] per circle you have in this track. You cannot use this ability in two consecutive [Rounds].

4th Circle – Deadly Current ^{EX}: You toss your enemies to and fro like a riptide. Your Tide attacks now deal bonus damage equal to twice your level instead of your level, and are treated as a hit with one of the following combat maneuvers, forcing your opponent to make a save against the effect of the chosen combat maneuver as normal: Bull Rush, Disarm, Grapple, or Trip (chosen at the time the Tide attack is made).

5th Circle – Ocean's Roar ^{EX}: Behind every swipe of your sword is the rushing sound of water and the might of a tidal wave. Whenever you use Roiling Sea, you can ignore four points of [Damage reduction] and [Resistance] instead of two, your target becomes [Deafened] until the end of the [Encounter] and you gain three points of [Damage reduction] per circle you have in this track in the following [Round] instead of two. In addition, if your attack hits, you can immediately make a [Bonus attack].

6th Circle – Whirlpool ^{EX}: You manipulate the battlefield, sending adversaries flying in all directions. You are an eye of calm at the center of a vortex of destruction. When you hit an opponent with a Tide attack, that opponent takes a -3 penalty to attack rolls and AC for the remainder of the [Encounter]. This penalty does not stack with itself. Additionally, once per [Encounter] per five levels, as a swift action once per [Round], all opponents in [Close] range of you must make a Fortitude save (DC 10 + 1/2 your level + your KOM) or be [Blown away] in a direction of your choice.

7th Circle – Tsunami ^{EX}: You are the ultimate embodiment of the destruction an ocean can wreak. Your Tide attacks deal bonus damage equal to three times your level instead of twice your level, and opponents hit by your Tide attacks are [Energy drained]. Additionally, your Tide attacks are treated as hits with two of the combat maneuvers made available by Deadly Current instead of one.

Leaping Flame

You are not a fire elemental, but it might be said that you resemble one. You almost seem to flicker as you move, and glowing sparks dance in your eyes. In combat, you wait for your opponent to make a mistake, hypnotizing them with your fluid and acrobatic movements until they expose themselves to your devastating strikes.

1st Circle – Leap Attack ^{EX}: You strike with the swiftness of a fleeting flame. Once per [Round], whenever you succeed at the “Moving Through Threatened Areas”, the “Moving Through Occupied Squares” or the “Surprising an Opponent” use of the Acrobatics skill, you deal bonus [Precision] damage on your next attack against your designated target equal to 3 for every 2 levels you possess (minimum 3). Additionally, you gain a +2 bonus to Acrobatics checks.

2nd Circle – Flame Sting ^{EX}: Those who thrust their hands into flames often find themselves burned. As a standard action, make a single attack. Whenever you are attacked until the beginning of your next turn, immediately after the attack is resolved, you can make an attack against the opponent that attacked you. This attack is called a Flame Sting attack. At 2nd circle you may only make one Flame Sting attack per [Round]. This expands to two Flame Sting attacks per [Round] at 4th circle, and three Flame Sting attacks per [Round] at 6th circle. You can never use a Flame Sting attack in the same [Round] that you use a Once More! Attack, and vice versa. Additionally, once per [Round], when an attack misses you, you gain a number of temporary hit points equal to your KOM for one [Round]. This increases to twice your KOM at 4th circle and three times your KOM at 6th circle.



3rd Circle – Entrancing Flame ^{EX}: The beautiful and deadly movements of fire have been known to mesmerize onlookers. Whenever a creature is in your [Melee] range, it must target you if able when making melee attacks. The first instance of this ability to apply against a given creature overrides subsequent instances, so the first Knight or Leaping Flame user to arrive is the mandatory target until he leaves, even if a second character with either of those tracks also engages the same foe at a later time. If multiple instances of this ability apply at the same time against a given creature, that creature may choose which opponent to target. Additionally, you treat all weapons as if they possess the [Quick-draw] property.

4th Circle – Momentum Strike ^{EX}: You sear your enemies like a burning torch. Whenever you use Leap Attack, the bonus [Precision] damage applies to all attacks you make against that opponent in that [Round].

5th Circle – Shifting Embers ^{EX}: You spin and twist around your foes like a roaring inferno. After making a Flame Sting attack, you can immediately move 10 ft. Unless you are hit with an attack of opportunity for this movement, you gain a 20% [Miss Chance] against the opponent you attacked for one [Round]. If that opponent is within [Melee] range, you can cause them to move 10 ft in the same direction, as well as to begin [Burning]. If that opponent is within [Close] range, you may make them [Flat-footed] against your attacks until the beginning of your next turn.

6th Circle – Raging Fires ^{EX}: With the deft skill of a trained martial artist, you can toss your opponents to and fro, felling them like logs beneath the heel of a

devastating forest fire. Once per [Round], when an opponent is hit by an attack affected by Leap Attack, they must make a Reflex save (DC 10 + 1/2 your level + your KOM) or become [Burning], [Entangled], and [Prone].

7th Circle – Servant of the Secret Fire ^{EX}: You know the great techniques of the art of the Flickering Candle, taught only to the most loyal and skilled disciples. Any Acrobatics check you make is treated as a natural 20. Additionally your movement from Shifting Embers no longer provoke attacks of opportunity.

Ghost-Faced Killer

Most people see combat as a fight to the death with a mortal enemy. You don't look at it that way. To you, a battle is as simple as a kingfisher hunting fish, predator and prey... and anyone who has seen you in action knows exactly which one is you. You don't believe in honorable duels, and you don't salute your opponent before attacking them. You are ruthless, frightening and deadly.

Some abilities in this track are denoted as [Killer] abilities which require you to sacrifice damage to add additional effects to your attacks. [Killer] abilities may not be used together on the same attack until Circle 7 (Although they can be used together over the course of one attack action if applied to different attacks).

1st Circle – Ambush ^{EX}: You attack silently and without warning. You don't play by the rules in combat, and you're proud of it. Any time you make an attack that hits a target of your Intimidate skill or a [Shaken], [Frightened], [Cowering] or [Panicked] target, you deal 1d4 additional damage with the [Precision] descriptor per Ghost Faced Killer circle that you possess, to a maximum of 7d4. Additionally you gain a +2 bonus to Intimidate checks

2nd Circle – Vicious Dive ^{EX}: Like a predator hawk swooping down from the branches, you appear out of nowhere and pierce your victim's flesh. You may sacrifice 1d4 damage from your Ambush ability to cause an opponent damaged to start [Bleeding] or [Burning], this is a [Killer] ability. Additionally the in-combat use of Intimidate causes your target to become [Shaken] for 1 [Round] instead of the normal penalty.



3rd Circle – Sudden Strike ^{EX}: You may sacrifice 2d4 damage from your Ambush ability to gain a +4 bonus on your attack roll. The decision to use this ability must be made before you confirm the attack has hit or missed. This is a [Killer] ability.

4th Circle – Crippling Blow ^{EX}: With a thrust to the hamstring or a similar deft maneuver, you severely hamper your foe's mobility. You may sacrifice 2d4 damage from your Ambush ability to cause your target to become [Entangled] for two [Rounds]. This is a [Killer] ability.

5th Circle – Blindsided ^{EX}: You swipe for your target's eyes, leaving them unable to defend themselves while they struggle to regain their sight. You may sacrifice 4d4 damage from your Ambush ability to cause your target to become [Blinded] for one [Round]. This is a [Killer] ability. Ambush may now be triggered on [Flat-footed] opponents.

6th Circle – Frightful Strike ^{EX}: You stun your unfortunate opponent with a sudden fearsome blow. Once per [Round], and a total of three times per [Encounter], You may sacrifice 5d4 damage from your Ambush ability to force your target to make a Fortitude save (DC 10 + 1/2 your level + your KOM) or become [Dazed]. This is a [Killer] ability.

7th Circle – Death From Above ^{EX}: Every [Killer] ability you possess costs 1d4 less damage to activate, minimum 0d4. Additionally you may activate 2 [Killer] abilities on each attack you make.

Shining Sun

When asked, “What is your weapon of choice?” you point at your fellow adventurers. While you are an able combatant in your own right, your main strength is in inspiring or advising your allies. Like the celestial body your style is named for, you light the way for your companions, illuminating the darkness that lies before them.

1st Circle – All-Seeing Sun ^{EX}: Your shining rays lead your friends towards new levels of greatness. You have learned that working as a team is of utmost importance in battle, so you ensure that your companions do so. If two or more allies you have line of sight to threaten the same opponent, they add half your level to damage on attacks against that opponent.

2nd Circle – Glowing Surge ^{EX}: Through tactics, insight, or inspiring words, you can spur a companion forward. Once per [Round], as a swift action, one ally you have line of sight to may move up to their movement speed in a direction of their choice.

3rd Circle – Dazzling Surge ^{EX}: Upon hearing your words, or seeing you standing proud like a shining beacon amidst the chaos of war, those around you are instilled with renewed vigor and determination. Whenever you use Glowing Surge on an ally, that ally can make a single melee or ranged attack at the end of their movement. This is a [Bonus attack].

4th Circle – Beams of Inspiration ^{EX}: A shrewd warning or a piece of advice gives your fellow warrior an extra trick up their sleeve. Once per [Round], and a total number of times per [Encounter] equal to one for every five levels you have, you can grant an ally an extra swift or move action. The target ally can take no more than a total of three swift and immediate actions per [Round] using this ability. This ability is not an action and can be used at any point during a [Round], even when it is not your turn.

5th Circle – Rays of Death ^{EX}: In addition to inspiring hope in the minds of your allies, you also strike fear in the hearts of your enemies. At the end of your turn, opponents in your [Close] range must make a Will save (DC 10 + 1/2 your level + your KOM) or become

[Shaken]. You may only use this ability every other [Round]. This is a [Fear] [Mind-affecting] ability.

6th Circle – Blinding Surge ^{EX}: You incite your comrades onward towards legend. Once per [Encounter] when you use Glowing Surge and Dazzling Surge, you can affect two allies instead of one. Additionally, your allies add half your level to initiative checks.

7th Circle – The Power of the Sun ^{EX}: ...is in the palm of your hand. Once per [Encounter] as a standard action, you can affect all allies you have line of sight to with your Glowing Surge and Dazzling Surge abilities. If an ally hits with an attack granted by this Dazzling Surge, the opponent they hit is [Blinded]. A successful Fortitude save (DC 10 + 1/2 your level + your KOM) negates the [Blinded] condition.

Unrelenting Storm

A storm is a visual and auditory symphony, filled with the roll of thunder and the flash of lightning. Many, overwhelmed by its strange beauty, fear the storm, but you have chosen to allow it to overwhelm you and become a part of you. You have learned to channel this energy through your hails of arrows and knives.

1st Circle – Iron Lightning ^{EX}: You can turn any weapon you hold into a raindrop in a hurricane of steel. Any melee weapon you wield (unless it is a natural attack with no other properties, such as an Unarmed Strike) gains the [Thrown] property, and two other weapon properties of your choice other than [Arcane], for as long as you wield it, and any ranged weapon you wield (unless it is a natural attack with no other properties) gains three weapon properties of your choice for as long as you wield it. Once made, this choice is permanent. These properties cannot be removed or traded away from a weapon you wield in any way, including through the Variable enchantment. Additionally, the first time each [Round] you hit an opponent with a ranged attack you inflict [HP reduction] equal to your level. This effect occurs after the damage is dealt.

2nd Circle – Ride the Hurricane ^{EX}: You carry yourself high through the air, as if the very winds were at your command. Once per [Round], when you hit with a ranged attack, you can choose to gain the [Flying]

condition and the Fly movement mode until the end of your next turn. If you use this ability and you are already [Flying], you can instead choose to deal additional damage with your ranged attack equal to your level.

3rd Circle – Raging Tempest ^{EX}: You gain one of the following abilities, this choice is permanent. You may use this ability once per [Encounter] for each odd numbered circle you possess in this track:

- **Pierce the Heavens** ^{EX} - You rend the battlefield with your ferocious onslaught. As a standard action, you can make a single ranged attack with the [Volley] descriptor; this attack targets all opponents in a 10 ft. wide line originating from you out to your weapons range.
- **Blade Typhoon** ^{EX} – Devastation Rains. As a standard action, you can make a single ranged attack with the [Volley] descriptor; this attack targets all opponents in your [Close] range.

4th Circle – Like the Thunderbolt ^{EX}: Your attacks are faster and more powerful than bolts of lightning, and your foes are lucky to even see them coming before they strike. On an attack action consisting only of ranged attacks, you can make one [Bonus attack], and once per [Round], an opponent hit with one of your ranged attacks must make a Reflex save (DC 10 + 1/2 your level + your KOM) or become [Slowed]. Additionally, whenever you use Ride the Hurricane, you can increase the range of any ranged weapon you wield by one range category (to a maximum of [Extreme] range).

5th Circle – Eye of the Storm ^{EX}: As a true disciple of the way of the storm, you never allow the chaos of battle to influence you. Ranged attacks you make do not provoke attacks of opportunity, and you gain a +3 bonus to ranged attack rolls.

6th Circle – Far-reaching Rains ^{EX}: No place is safe from your violent downpour. If you are wielding a ranged weapon, you threaten all squares within your [Close] range. You can make attacks of opportunity with ranged weapons. Once per [Round], and once per [Encounter] per four levels in total, you can make an attack of opportunity against an opponent who provokes one even if you have already expended all of your attacks of opportunity for the [Round].

7th Circle – Distant Tornado ^{EX}: Sitting atop your pinnacle of furious glory, no enemy can touch you, and any fool who tries will feel the wrathful bite of your thunder and lightning. Once per [Encounter] as an immediate action, when an opponent enters a square within your [Melee] range, you can immediately move up to your speed and make a ranged attack action.

The Art of War

Some warriors depend on brute strength, others on technical skill. You are clearly the latter, so refined that you never take a single misstep. For every success you have, you gain momentum, which just makes you more potent. Truly, you are a martial juggernaut, nigh impossible to best in combat.

This track's abilities depend on [Concentration points]. A [Concentration point] is a mechanic unique to the Art of War track, and can be used only to activate its abilities. [Concentration points] expire at the end of the [Encounter], and you can have and expend a maximum number of [Concentration points] equal to twice your level in any given [Round]. Spending [Concentration points] is a non-action that can be done at any point during a [Round] (not just on your turn), but any ability requiring the spending of [Concentration points] can only be used once per [Round] unless otherwise noted (see below). It is not possible to reduce your [Concentration point] total below zero. You start each [Encounter] with a number of [Concentration points] equal to the number of circles you have in this track.



Abilities listed with an asterisk* have an option, to spend more concentration points to gain a greater effect instead of its standard effect.

1st Circle – Focused Soldier ^{EX}: Once per [Round], when you hit an opponent with an attack, or an attack misses you, you gain one [Concentration point]. Additionally, you gain all of the following abilities usable at will:

- **Dodge***: You can spend two [Concentration points] to gain a bonus to saves, and a deflection bonus to AC, equal to the odd number of circles you have in this track for one [Round], minimum 1. You may spend four [Concentration points] and instead gain a deflection bonus to AC and bonus to saves equal to the total number of circles you have in this track for one [Round].
- **Recharge**: Once per [Round], you can spend a swift action to gain a number of [Concentration points] equal to your level.
- **Strike**: When you make an attack, you can spend two [Concentration points] to gain a +2 bonus on the attack roll. If that attack hits, it deals additional damage equal to half your level.
- **Withstand**: You can spend two [Concentration points] to gain [Lesser resistance] against the damage dealt by one incoming attack, after you know the result of that attack.

2nd Circle – Skilled Soldier ^{EX}: You gain two [Concentration points] whenever the Focused Soldier ability activates, instead of one. Additionally, you gain all of the following abilities usable at will:

- **Feint**: By spending three [Concentration points], you can force one opponent you have line of sight to to make a Will save (DC 10 + 1/2 your level + your KOM) or be affected as if you had successfully used the in-combat use of the Bluff skill against them.
- **Terrify**: By spending three [Concentration points], you can force one opponent you have line of sight to, to make a Will save (DC 10 + 1/2 your level + your KOM) or be affected as if you had successfully used the in-combat use of the Intimidate skill against them.
- **Veteran's Analysis**: By spending three [Concentration points], you can force one opponent you have line of sight to to make a Will save (DC 10 + 1/2 your level + your KOM) or be affected as if you had successfully used the in-combat use of the Perception skill against them.

3rd Circle – Powerful Soldier ^{EX}: You gain three [Concentration points] whenever the Focused Soldier ability activates, instead of two. Additionally, you gain all of the following abilities usable at will:

- **Adrenaline***: By spending four [Concentration points], for one [Round], you gain a number of temporary hit points equal to your character level and a 10 ft. bonus to your movement speed. You may instead spend eight [Concentration points], and gain twice your level in Temporary HP and 20 ft bonus to movement speed.
- **Disable***: When you make an attack, you can spend four [Concentration points]. If that attack hits, it reduces your opponent's move speed by 10 ft. for one [Round]. You may instead spend eight [Concentration points], and if your attack hits it will reduce your opponents movement speed by 20 ft. for one [Round]

4th Circle – Brilliant Soldier ^{EX}: You gain four [Concentration points] whenever the Focused Soldier ability activates, instead of three. Once per [Encounter] per four levels, you may use one of the following abilities:

- **Bash**: When you make an attack, you can spend five [Concentration points] to cause that attack, if it hits to force the opponent to make a Fortitude save (DC 10 + 1/2 your level + your KOM) or be knocked [Prone].
- **Duck**: When your Armor Class is targeted by an attack, you can spend five [Concentration points] to gain a +5 bonus to AC against that one attack, and if your opponent misses you, and if they are in a square you threaten, you can make an attack of opportunity against them.
- **Spring Attack***: Immediately before using a standard action, you can spend five [Concentration points] to move up to your movement speed. Instead you may spend ten [Concentration points] to move double your movement speed.

5th Circle – Mighty Soldier ^{EX}: You gain five [Concentration points] whenever the Focused Soldier ability activates, instead of four. Once per [Encounter] per four levels, you may use one of the following abilities:

- **Keep Going**: By expending six [Concentration points], you gain [Immunity] to [Unconscious] and

[Dying] for one [Round], though you still die when your hit point total reaches your negative Constitution score.

- **Lock Blades:** By expending six [Concentration] points when an opponent leaves your [Melee] range, that opponent must make a Reflex save (DC 10 + $\frac{1}{2}$ your level + your KOM) or become [Grappled] by you as if hit by the Grapple combat maneuver.

6th Circle – Genius Soldier ^{EX}: You gain six [Concentration points] whenever the Focused Soldier ability activates, instead of five. Once per [Encounter] per five levels, you may use one of the following abilities:

- **Redirect:** When an opponent targets you with a single-target offensive action, you can expend seven [Concentration points], before you learn the result of the offensive action, to change its target to another opponent within the offensive action's range. The opponent whose offensive action is being redirected is entitled to a Reflex save (DC 10 + $\frac{1}{2}$ your level + your KOM) to negate this effect.
- **Send Flying:** By spending seven [Concentration points] at the beginning of your turn, you can add devastating force to your blows. For one [Round], every time you hit an opponent with an attack, that opponent is [Blown away]. A successful Reflex save (DC 10 + $\frac{1}{2}$ your level + your KOM) negates the [Blown away] effect.

7th Circle – Deadly Soldier ^{EX}: You gain seven [Concentration points] whenever the Focused Soldier ability activates, instead of six. Once per [Encounter] per five levels, you may use one of the following abilities:

- **Untouchable:** By spending eight [Concentration points], for one [Round], you gain [Greater resistance] to physical damage. However, in the [Round] after that, you gain [Vulnerability] to physical damage. You may not use Untouchable for two [Rounds] in a row.
- **Wave of Death:** When you make an attack, you can spend eight [Concentration points]. If that attack hits, it deals additional damage equal to three times your character level.

Psion Class

8 HP/Level. 6 Skills.

Good Will save. Choice on Reflex or Fortitude save.

KOM – Varies, based on Discipline. KDM – DEX

Level	Base Attack Bonus	Will + Good Save	Poor Save	Temperament	Mental Juggernaut	Psionics	Power points
1	+0	+2	+0		Psychic Shard	1st Circle	4
2	+1	+3	+1	1			8
3	+2	+4	+1			2nd Circle	12
4	+3	+4	+2		Psychic Power		16
5	+3	+5	+2	2			20
6	+4	+6	+3			3rd Circle	24
7	+5	+6	+3		Psychic Propulsion		28
8	+6	+7	+4	3			32
9	+6	+8	+4			4th Circle	36
10	+7	+8	+5		Psychic Shield		40
11	+8	+9	+5	4			44
12	+9	+10	+6			5th Circle	48
13	+9	+10	+6		Psychic Perception		52
14	+10	+11	+7	5			54
15	+11	+12	+7			6th Circle	60
16	+12	+12	+8		Psychic Schism		64
17	+12	+13	+8	6			68
18	+13	+14	+9			7th Circle	72
19	+14	+14	+9		Precognition		74
20	+15	+15	+10	7			80

Description: Psions unleash the potential locked within their own mind, they move objects with just a thought, and unleash powers rivaled by only the most powerful of Arcanists. The Psion makes manifest their secret wishes when others can only dream and know the mental pathways that lead to amazing edifices of altered reality.

Party Role: The Psion's choice of Discipline and temperament at character creation can dramatically differentiate one Psion from another, ranging from focusing on calm battlefield control, to transforming into a raging frontline fighter, to providing explosive magical offenses.

Psions in your game: The Psion can represent any sort of character with psychic abilities, primarily relying on their own innate mental power rather than any outside sources, be that from study, teaching, or godly might. While KOM is determined by your choice in discipline. KDM is always Dexterity, Psions usually have to be mobile while casting their powers. Will Saves are always good for the Psion, representing their powerful mind and willpower, with the Psion having the choice of either Fortitude or Reflex to be a good save.

Temperament

Pick one of the following tracks. You gain the abilities of your chosen track in order, at the level shown in the table.

Focus

1st Circle - Psionic Focus ^{EX}: As a swift action you may gain [Focus] until you expend it or the end of the scene. While [Focused] you gain a +2 bonus to Perception checks and to the DC's to use the Perception skill against you. Once per [Round], you may expend [Focus] as a swift action to restore a total amount of HP equal to your level. The total HP restored increases to twice your level at 4th Circle.

2nd Circle Sharpen the Mind ^{EX}: Expend [Focus] as a free action to take 10 on a trained skill check no matter the circumstances. In addition choose one of the following abilities, choice is permanent:

- While [Focused] your powers, spells, spell-like and psi-like abilities deal bonus damage with the Precision descriptor equal to your KOM.
- While [Focused] you gain +5 ft. to your movement speed for every circle you have in this track.

3rd Circle –Situation, Under Control ^{SU}: Once per [Round] as an immediate action you may expend [Focus] to gain +2 bonus to AC and all saving throws for 1 [Round].

4th Circle -Third Eye ^{SU}: While you are [Focused], when you are rolling to overcome [Concealment], [Total Concealment], or [Miss chance], you reduce your miss chance by 20% to a minimum of 0%. You may expend [Focus] as an immediate action to instead reduce [Miss Chance] on a single attack by 50%.

5th Circle – Psychic Meditation ^{EX}: While you are [Focused] becoming [Flat-footed] does not prevent you from making attacks of opportunity or taking immediate actions. You may expend your [Focus] as a swift or a move action to gain [Blindsight] out to your [Close] range for 3 [Rounds].

6th Circle – Ignore all Distractions ^{SU}: While [Focused] you gain [Immunity] to [Mind-Affecting] and [Fear] effects, as well as the in-combat use of the Intimidate skill. Additionally you may expend your [Focus] as a free action to add +2 bonus to the DC of any ability originating from you.

7th Circle – Eidetic Memory ^{SU}: You may expend [Focus] as a standard action once per [Scene] to recover an ability with a usage limit per [Scene] and one per [Encounter] to recover an ability with a usage limit per [Encounter]. You may also use that ability with the same standard action if it required a standard action or less to activate.

Wilder

All bonuses gained from this track are fury bonuses, and do not stack with other bonuses of its type.

1st Circle - Chaotic Surge ^{SU}: As a Swift action, as long as you are not [Energy Drained] or already in a Chaotic Surge, you may enter a Chaotic Surge to gain a bonus to weapon attacks and damage of powers, spells, supernatural, spell-like and psi-like abilities equal to +1 for each circle you possess in this track, for KOM + 3 rounds. You also gain [Fast healing] 5 and a +1 bonus to Will saves during your Chaotic Surge. At the end of the Surge you are [Energy Drained] for the number of rounds you Surged and cannot Chaotic Surge again until the [Energy Drained] condition expires. You may voluntarily end your chaotic surge at any time as a free action

2nd Circle - Moving like Crazy ^{EX}: You gain a bonus to Initiative equal half your level, minimum +1.

3rd Circle - Where am I going with it? ^{SU}: Whenever you deal damage to an opponent while in a Chaotic Surge, they become [Dazzled] for 1 round. The duration of this condition increases by one [Round] for every time you hit the opponent again. Additionally, once per [Round], if you deal damage to a [Dazzled] opponent while in a Chaotic Surge, that opponent becomes [Confused] for one [Round] and you become its Jerk. A successful Will save (DC 10 + ½ your level + your KOM) negates the [Confused] condition, this is a [Mind Affecting] ability.

4th Circle - Greater Chaotic Surge ^{SU}: Chaotic Surge Will save bonus doubles to +2 and fast healing is now 10. Additionally choose one of the following abilities, this choice is permanent:

- While in a Chaotic Surge, you gain [Immunity] to effects with the [Binding] descriptor
- While in a Chaotic Surge, you no longer provoke Attacks of Opportunity while casting spells or powers.

5th Circle - Unraveled ^{SU}: Choose one of the following abilities, this choice is permanent:

- **Chaos Control** – Once during your Chaotic Surge, as a free action, you can reroll a single d20 roll you made after knowing whether that roll succeeds or fails. You must keep the second result, even if it's unfavorable.
- **Time Thief** – Not even you know where you get these bits of time you keep winding up with. During your Chaotic Surge, once per [Round], you may take an additional swift or immediate action.

6th Circle - Perfect Chaos ^{SU}: Double again Chaotic Surge Will save bonus to +4 and fast healing to 20. You may now use a free action to enter your chaotic surge.

7th Circle - Reality Maelstrom ^{SU}: Once per [Scene] you may pull yourself from up to 2 [Rounds] in the future as an Immediate action. You cannot be affected by any ability, you no longer fast heal and durations do not pass for you. You are effectively out of this reality until you choose to return in the exact same condition you left.

Mental Juggernaut

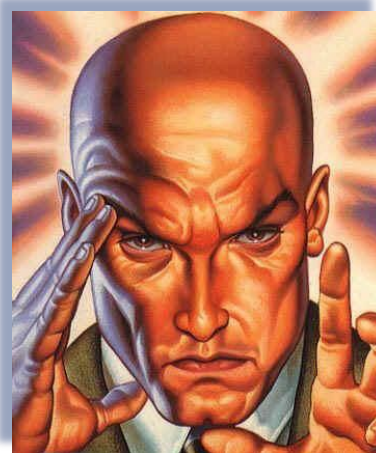
1st Circle - Psychic Shard ^{EX}: Once per [Encounter], if you make a successful Fortitude or Will save against an

effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), you instead ignore the effect entirely.

2nd Circle: Psychic Speech ^{SU}: All allies within your [Medium] range that you designate can communicate telepathically to you and to each other. You need not share a language with any creature you telepathically communicate with.

3rd Circle - Psychic Propulsion ^{SU}: You gain the [Fly] movement mode. Additionally you gain Telekinetic Adept as a bonus feat. If at any point you already possess Telekinetic Adept, you gain Telekinetic Scion as a bonus feat instead. If at any point you already possess both feats, you may select any feat you meet the prerequisites for, as a bonus feat. You may choose to use a mental statistic of your choice in place of Intelligence for determining the DC and damage of any of the Telekinetic line of feats, this choice is permanent.

4th Circle - Psychic Shield ^{SU}: You gain [Resistance] to physical damage.



5th Circle - Psychic Perception ^{SLA}: You gain powerful insight, allowing you to automatically locate all psychic and magical effects and items within [Medium] range that are within your line of sight. Additionally four times per [Scene], by spending 1 minute in concentration, you may produce one of the following effects:

- Cast the spell *Scrying*, as a spell-like ability.
- Cast the spell *Find the Path*, as a spell-like ability.
- Cast the spell *Legend Lore*, as a spell-like ability.
- Cast the spell *Clairaudience/clairvoyance*, as a spell-like ability.
- Forge a mental link to a known willing creature at any distance, you may converse with them telepathically for 30 seconds.

6th Circle – Psychic Schism ^{SU}: Once per [Round] at the start of your turn, if you are affected by a condition,

as a free action you may attempt a saving throw to try to ignore that condition for 1 [Round]. The DC is the same as the original effect that gave you the condition. If the original effect did not initially allow a save you may make a Will save DC = 10 + ½ originator's level + originator's KOM. If you succeed the save, you may delay any one condition that is currently affecting you for 1 [Round]: it has no effect and its duration does not change for 1 [Round].

7th Circle Precognition ^{SU}: You constantly have flashes of future events moments before they happen, sorting them out is the only problem. Once per [Round] as a free action you may add +7 to any roll you make or to one of your defenses in response to a single attack or action.

Psionics

Your Modifier for casting psionic powers is your Power Ability Modifier (PAM) for this track, which is determined by your Discipline. The DC for your spells is equal to 10 + ½ your character level + your PAM. You learn 2 General Powers and 1 Discipline Power known every time you gain a new circle in this track. You also gain access to a pool of power points used to cast your powers, detailed on the Psion Class table. You gain additional power points equal to your PAM, with a maximum bonus equal to your level.

Your Discipline also determines your KOM, if you multiclass out of this track you may use any ability modifier as your KOM, as long as it is not the same as your KDM

Each power has a base Power point cost, equal to its circle. **You can only spend a number of power points on a power equal to the highest circle you have access to.** For example, if you have access to third circle powers, you can spend up to 3 power points on any power you cast, including Augmentation.

If a power lists Augment +X: means that if you spend X number of extra power points in addition to the base cost, your power will alter or grant additional effects as the description follows. If you have the points to spend on it, you can stack multiple augments together. Unless otherwise noted, augmenting does not change the Circle of the power.

Kineticist – Int.

1- Energy Missile

Casting Time: 1 Standard Action

Range: [Medium]

Effect: 1 missile composed of energy

Target: 1 creature

Save: Reflex half

Choose a descriptor from the following: [Cold], [Fire], [Electricity], [Acid]. This power deals damage with the selected descriptor equal to your Intelligence modifier plus 1d6 per level you possess. This power acquires the selected descriptor.

Augment +1: A burst of energy emanates from your target, dealing the same damage to all creatures within 1 square of the target. For every point you augment, the range increases by 1 square.

2 - Kinetic Manipulation [*Ward*]

Casting Time: 1 Standard Action

Range: [Close]

Effect: An energy dampening or enhancing Ward

Target: 1 creature

Duration: [Encounter]

Save: Fortitude Negates

Dampen or enhance the flow of energy inflicted upon your target. This grants [Lesser Resistance] to Energy damage or [Vulnerability] to a single energy type to a target.

Augment +2: Impose [Vulnerability] to an additional energy type to the target.

Augment +1: Improve Duration to Scene

3 - Energy Orb

Casting Time: 1 Standard Action

Range: [Medium]

Effect: An orb of energy, occupying a 5 ft. square

Duration: [Encounter]

Save: None

Choose a descriptor from the following: [Cold], [Fire], [Electricity], [Acid]. You create an immobile sphere of swirling energy and may place it anywhere within your range. Each [Round] at the end of your turn, the orb explodes in a 20 ft. radius from itself, dealing energy damage equal to 2 for every level you possess. This power acquires the selected descriptor.

Augment +2: Once each Round, you may move the orb as a move action up to 30 ft.

4 - Inertial Barrier [*Force*]

Casting Time: 1 Standard Action

Effect: Protective barrier of force

Duration: [Encounter]

Save: Fortitude negates

You project a bubble of force out to your [Close] range. You create a spread with a radius of your [Close] range originating from you, which moves with you and lasts until the end of the [Encounter]. Whenever an opponent outside the spread attempts to enter the spread, it is unable to enter. A successful Fortitude save negates this effect and allows the opponent to enter the spread as normal for the rest of the [Encounter]. For each opponent, the first time each [Encounter] that opponent chooses to enter a square within the spread, it becomes [Nauseated] for one [Round]. A successful Fortitude save negates the [Nauseated] condition.

5 - Elemental Attunement

Casting Time: 1 Standard Action

Target: Self

Duration: [Encounter]

Temporarily become like an elemental of your choice of either Earth, Fire, Water or Air. You are immune to bonus damage that comes from a critical hit, although not any additional effect that comes from the result of a successful critical hit. You also gain the use of the 1st and 2nd circle abilities from the Elemental track you've chosen for the duration, usable at will. (Legend 1.1 pages 111-114). This power acquires the element descriptor that matches the chosen elemental. If you're already affected by this power, the existing instance is dispelled.

6 – Kinetic Bombardment [*Force*]

Casting Time: 1 Standard Action

Range: [Medium]

Effect: Many meteor strikes per round.

Duration: [Encounter]

Save: Fortitude Half

You call upon the energy of the cosmos to strike down your foes. All enemies in range suffer 1d6 [HP reduction] per level you possess and is knocked [Prone]. A successful Fortitude save halves the [HP reduction] and negates the [Prone] condition. Until the end of the [Encounter], as a standard action, you may repeat this effect.

7 – Discorporation

Casting Time: 1 Standard Action

Range: [Medium]

Target: Self

Duration: [Scene]

If you would become [Dead] or are rendered [Unconscious] you instead disperse your form into one of pure energy, you revive with half of your normal maximum HP, 1 [Round] later anywhere within your [Medium] range, though you may delay your revival up to

the end of the current [Scene]. Your body and soul can only successfully be revived this way once per [Scene].

Telepath – Cha.

1 – Mind Reading *[Mind Affecting]*

Casting Time: 1 Swift Action

Range: [Close]

Target: 1 Creature

Duration: [Encounter]

Save: None

You invade the mind of a creature and listen to its surface thoughts. In combat this causes the foe to be [Revealed] to you and grants you an insight against that foe's motivations, resulting in a +1 to Interaction skills and defenses against that target, with an additional +1 for every 5 levels you possess. This also allows you to gain 1 token in the current social encounter. No more than 1 token may be gained in this manner per social encounter.

Augment +1: Allows you to target one additional creature in range

2 - Cloud Mind *[Mind Affecting]* *[Glamer]*

Casting Time: 1 Standard Action

Range: [Long]

Effect: Area of forgetfulness around creature

Target: 1 creature in [Close] range

Duration: [Encounter]

Save: None

You make all creatures within [Long] range of the target forget it exists, rendering it [Invisible]. Creatures immune to [Mind effects] are not fooled and those able to see, detect and target invisible creatures still may. If the target performs an offensive action or casts a spell, the power ends.

Augment +2: Offensive actions or spells no longer end the power.

Augment +3: Creatures attempting to detect the [Invisible] target by any means now require a Will save to successfully locate it. Failure means the target is still treated as [Invisible] by the detecting creature for 1 round, at which point the creature may attempt to detect it again.

3 – Manifest Thoughts *[Figment]*

Casting Time: 1 Standard Action

Range: [Medium]

Effect: Visual figment that cannot extend beyond four 10-ft cubes + one 10-ft cube/level

Duration: [Encounter]

Save: Will (see text)

This power creates a static, illusionary image of objects, creatures, or forces, as visualized by the caster. Sound, smell, and thermal illusions are also included in the power's effect. As a swift action, you may replace the image with a different such image. The image appears real to and blocks the line of sight of all creatures except you, creatures whose Awareness surpass your Believability check result, and creatures who make a successful Will save against this power.

Upon casting this power, you make a Believability check (This is an interaction skill check equal to 1d20 + your level + your Charisma modifier).

The caster, creatures whose Awareness surpass your Believability check result, and creatures who make a successful Will save against this spell know immediately when perceiving the image that it is an illusion, seeing only a shadowy outline that does not meaningfully obstruct their senses instead. [Blinded] creature and creatures with [Blindsight] have [Immunity] to this spell. A creature with [Tremorsense] that images the area gains [Immunity] to the spell. [Blinded] creatures do not perceive this spell at all. Once per [Round], as a swift or immediate action, or as part of a move action, a creature that recognizes the image is likely an illusion may make a Will save to disbelieve it. Whenever a creature with line of sight to the image is dealt damage or forced to make a saving throw by an effect to which its line of sight is blocked by the image, it recognizes the image is likely an illusion.

4 – Nightmare *[Mind Affecting]* *[Fear]*

Casting Time: 1 Standard Action

Range: [Medium]

Target: 1 creature

Duration: [Encounter]

Save: Will Negates

Suddenly in the mind of your enemy, their nightmares become real, be glad this is only visible to them. Target in [Medium] range is [Frightened] for the [Encounter]. At the end of each of their turns the target is allowed a Will save to end the condition and instead render them [Shaken] for 3 rounds.

5 - Crisis of Life *[Mind Affecting]* *[Death]*

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Save: Will half

Whatever mechanism is keeping your enemy alive, suddenly stops if but for an instant. Dealing 3 damage per level you possess to target, and causes it to become [Nauseated] for 1 [Round]. A successful will save negates the [Nauseated] condition and reduces damage by half.

6 - Shatter Mind Blank

Casting Time: 1 Immediate Action

Range: [Close]

Effect: Bypass [Immunity] for 1 creature.

Target: One Creature

Duration: [Encounter]

Save: None and Will negates (see text)

You know the shields the mind places to protect itself, and you know how to bypass them. You may ignore a single creatures [Immunity] to [Fear] and [Mind Effects] for the [Encounter]. At the end of each your target's turns, they are allowed a Will save to regain their [Immunity], instantly ending any lingering conditions of [Mind Affects] affecting them

7 – Foresight

Casting Time: 1 Standard Action

Range: [Melee]

Target: One Creature

Duration: [Scene]

Save: None

The target gains a powerful sixth sense, granting instantaneous warnings of impending danger or harm. The target is never surprised or [Flatfooted] and receives a +5 bonus to Armor Class and all saving throws. Additionally, as an immediate action, the target may make a single d20 roll they make count as a natural 20 (decided before making the roll). Doing so ends this spell.

Nomad – Wis.

1 – Swap [Teleport]

Casting Time: 1 Standard Action

Range: [Medium]

Target: Any 2 willing creatures

Save: None

The spell's targets simultaneously [Teleport] into each other's squares. The destination squares may be occupied, but only by another target of this power, and only if both targets leave their squares as part of the power.

Augment +2: You may choose an additional willing target of the spell.

Augment +2: Instead of a willing creature, one of your targets may be an unoccupied area the same size as your other target within range.

2- Dissipate [Teleport]

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Save: Will Negates

Your target is suddenly subject to a sudden violent shift in vertical space. You teleport them directly above their currently location, and they are subject to a Hazardous Fall, and fall [Prone] in their original square. Creatures with the [Fly] movement mode are immune to the Hazardous fall. Your DM may determine that the height of an area may only allow a target to be subject to a trivial fall, dealing no damage.

Augment +1: Target an additional creature in the area.

3 Apport - [Teleport]

Casting Time: 1 Standard Action

Range: [Medium]

Effect: 20 ft. radius area local hazard

Duration: [Encounter]

Save: Varies

You bring a small isolated local hazardous effect. Choose either Bright, Deceptive, On Fire, Restful, or Tricky. All creatures entering the area must immediately make an appropriate save to negate the environmental hazardous condition as detailed on Table 11-1 (Pg 250). Once a creature leaves the hazardous area, they are no longer subject to any ongoing effect or conditions of the hazard.

Augment +2: You may select the Foul Air, Haunted, Loud, Mnemic hazard or Nauseating environmental hazards to be contained in the area.

4 – Dimension Door [Teleport][Warp]

Casting Time: 1 Standard Action

Range: [Long]

Target: You plus 1 willing creature per 3 levels in [Melee] range

You instantly transfer yourself and up to one willing creature within [Melee] range for every 3 levels you possess from your current locations to a group of separate destination squares within range that are all within your [Melee] range of one another. You always arrive at exactly the spot desired— whether by simply visualizing the area or by stating direction and distance. If those squares are already occupied by a solid body, you and each creature traveling with you appear in the closest unoccupied squares within your [Melee] range of each other instead

Augment +1: Increase cast time to 1 minute. This power instantly transports all targets to a destination of your choice within 100 miles per level you possess. The destination must be a place where you have been very often and feel at home, a place you can currently see, or a place you have studied for at least one hour through other means, such as scrying.

Augment +2: Increase cast time to 10 minutes. If allowed in setting by DM, shift to a different Planar

Location, “safely” within 1d100 miles away from your chosen destination.

5 – Dimensional Anchor *[Binding]*

Casting Time: 1 Standard Action

Range: [Medium]

Target: 1 creature

Duration: [Scene]

Save: None

You weave psychic bindings around the target creature. These bindings do not restrict the target creature’s physical movement in any way, but that creature cannot be affected by [Teleport] effects.

Augment +2: You create a spread with a radius of your [Extreme] range originating from you that lasts until the end of the [Encounter]. [Teleport] effects cannot be used in the spread, and any [Teleport] effect whose starting square or destination square is in the spread fails (Any action spent for such an effect is still spent).

6 – Adaptation

Casting Time: 1 Standard Action

Range: [Melee]

Target: All Allies

Duration: [Scene]

Save: None

Targets gain the [Fly], [Swim] and [Burrow] movement modes and automatically adjust to any condition. Targets have [Immunity] to [Binding] effects and to all environmental hazards.

7 - Divert Teleport

Casting Time: 1 Immediate Action

Range: [Long]

Effect: Aura surrounding you that detects and delays [Teleport] and [Warp] Effects

Target: Self

Duration: [Scene]

Save: Will

You automatically detect when anyone is activating a [Teleport] or [Warp] effect within range of you, or is going to appear within range of you by a [Teleport] or [Warp] effect. This effect is automatic and you know their exact location and destination even if you otherwise could not see or detect the creature with your senses. You can choose as a free action [Binding] effect, to have their appearance in their desired location delayed by up to 2 [Rounds], the creature is allowed a Will save each [Round] at the end of your turn to attempt to appear early. While they are delayed, you may choose for them to be in stasis in the [Teleport] effect, in which case no time seemingly passes for them and may not be targeted by any means other than this power. You may

instead choose for them to remain at their starting location, in which case they may opt to stop attempting to use the [Teleport] effect. If they choose to no longer try to use their [Warp] or [Teleport], their attempt is considered to have been used. Only 1 [Teleport] or [Warp] effect can be delayed at a time by this power.

Shaper – Int.

1 - Entangling Ectoplasm *[Binding]*

Casting Time: 1 Standard Action

Range: [Close]

Effect: Glob of ectoplasmic material

Target: 1 5 ft. square

Duration: [Encounter]

Save: Reflex Partial

Goo you summon [Entangles] creatures within the target area. A successful Reflex save reduces the duration to 1 [Round].

Augment +2: Increase radius of target area by 10 ft.

2 - Shapeshift

Casting Time: 1 Swift Action

Target: Self

Duration: [Encounter]

Save: None

This power grants the caster a choice of one of the following effects:

- Obtain a melee or ranged natural weapon with any 3 properties except [Barbed], [Elemental] or [Quick-draw]. The weapon also deals 1 point of extra [Physical] damage per level.
- Natural armor, which grants +1 Deflection bonus to AC, with the bonus increasing by +1 for every 6 levels you possess
- Fast Healing equal to 1/2 level (minimum 1)
- [Fly], [Burrow] or [Swim] movement mode.

Augment +2: The power grants 1 additional choice upon casting.

3 - Metabolism

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 creature

Remove up to 3 conditions from the following list from an ally within [Melee] range - [Battered], [Bleeding], [Blinded], [Burning], [Confused], [Dazed], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Paralyzed], [Shaken], [Sickened], [Slowed], [Stunned].

Augment +1: Remove 1 additional condition.

Augment +3: Use this power on yourself even if a condition listed would otherwise prevent you from doing so.

4 - Concealing Amorpha [*Ward*]

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 creature

Duration: [Encounter]

Grants a 50% [Miss Chance] to target. This effect does not stop line of sight, line of effect, or allow the use of the Stealth skill.

5 – Astral Construct

Casting Time: 1 Standard Action

Range: [Close]

Effect: 1 Semi-sentient construct

Duration: [Scene]

You use the ambient astral energies around you to summon a construct. Your creation functions as a mount whose space is equal in size and shape to your own. It has movement speed equal to yours +15 and any movement modes you possess. As long as you are within [Long] range of your mount, you know its location. If the mount has no rider, you may spend a move action to move it up to its movement speed. If it enters a square you occupy during this movement, you may become its rider immediately without using an action.

Upon summoning your mount, it comes with a single Lesser or Greater item of your choice with the [Mount] descriptor. You immediately become attuned to the item and this does not count against your normal limit of attuned magical items.

Augment +2: If your construct is ever dismissed or destroyed you may choose for it to explode, releasing all the energy you used to shape it with, dealing 70 [HP Reduction] to all creatures a 30 ft. radius from the construct. You may willingly dismiss your construct as a standard action.

6 – Shaped Wall [*Force*]

Casting Time: 1 Standard Action

Range: [Close]

Effect: Closed circular wall, 10 feet tall. Shape is a spread with a radius of 10 ft per 5 character levels you possess originating from target square within range; then remove all squares from the spell's area of effect within another spread with a radius of 10 ft. per 5 character levels you possess minus 5 ft. originating from the same square.

Duration: [Encounter]

Save: None

You create a large circular cage. The cage is translucent, but grants cover to creatures on attacks made through the wall, this does not block line of effect or line of sight. For each creature, the first time each [Round] that creature enters or exits a square of the effect, it is subject to an effect based on the material of the Wall. When you cast this spell, a successful Reflex save allows a creature within its area of effect to gain [Immunity] to damage and effects from this spell until end of turn and move 5 ft.

You are allowed your choice of material upon casting:

- Ectoplasm – Creatures are [Slowed] for 1 round
- Light – Creatures are [Blinded] for 2 rounds
- Crystal – Creatures take 3 damage per level.

Augment +1: [Warp] Effects can no longer bypass the wall.

7 – Empathic Weaponry [*Arming*]

Casting Time: 1 Standard Action

Range: [Close]

Target: All allies weapons in range.

Duration: [Encounter]

Take this! My love, my anger, and all of my sorrow!

All allies' weapons gain a +5 item bonus to attack rolls and deal extra damage with the [Force] descriptor equal to 1/2 of your level

Psychic Warrior – Wis.

1 – Psychic Armaments [*Arming*]

Casting Time: 1 Immediate Action

Effect: 1 created item

Target: Self

Duration: [Scene]

You mentally create a weapon, natural weapon, armor or shield, which is created as a lesser item of your choice that does not count toward your item allotment. Attacks made by a weapon created by this power are treated as having a good Base attack bonus, and may benefit from bonuses to attacks, damage or DC's that apply to either Powers or Weapons. Wielding an Armor or a Shield created by this power grants you an additional +2 to your maximum HP per level immediately, but does not heal you.

Augment +3: Create a Greater item.

Augment +5: Create a Relic item.

2- Telekinetic Maneuver

Casting Time: 1 Swift Action

Duration: 1 [Round]

Target: Self

For 1 [Round] your melee attacks gain the [Thrown] weapon property and your ranged attacks gain the [Distant] weapon property.

Augment +1: When you make a weapon attack affected by this power, all of its weapon damage gains the [Force] descriptor.

Augment +3: Duration increases for the [Encounter]

3- Expansion

Casting Time: 1 Standard Action

Target: Self

Duration: [Encounter]

Your power is Maximum! You increase in size to Large, you gain the statistic changes as normal for a Large sized creature (Legend 1.1 page 38). In addition your base weapon damage increases to 2d6.

Augment +3: Weapons you wield increase in base damage to 3d6 and gain the [Reach] Property.

Augment +3: Increase duration to [Scene]

4 – Enhance Durability

Casting Time: 1 Standard Action

Target: Self

Duration: [Scene]

Your mentally repel any and all attacks made against you, granting you inhuman toughness. You gain a shield granting [Lesser resistance] to all damage. Whenever your [Lesser resistance], [Resistance] or [Greater resistance] reduces the damage that you take, the amount of damage reduced, to a maximum of half of your level, is added to the shield's mitigation pool until the power ends. Once the shield's mitigation pool accumulates an amount of damage equal to 4 times your level, the power ends. If an amount of damage would be added to the mitigation pool that causes it to exceed 4 times your level damage, an amount of damage is added that causes the mitigation pool to have only 4 times your level damage instead, and the rest of the damage that would be added is instead dealt as if you were not affected by this spell.

Augment +2: [Lesser resistance] granted by this power becomes [Resistance] and the mitigation pool can hold an amount of damage equal to 6 times your level before it ends.

5 – Vampiric Blade [Negative]

Casting Time: 1 Swift Action

Range: [Close]

Effect: Dark energy pulsing around you

Target: Self

Duration: [Encounter]

You feed on the Rush of Combat, or at least something in you does. Once per round, dealing damage to an enemy will deal an additional 2 points of [HP reduction]

per level, and gives you temporary HP of an equivalent amount. As part of a move action, you may remove any Temporary HP you have as a wave of negative energy dealing [Negative] damage to all enemies in [Close] range equal to half of your stored temporary HP and healing yourself for half as well, doing so ends the power.

6 - Dispelling Buffer [Ward]

Casting Time: 1 Swift Action

Target: Self

Duration: [Encounter]

Once per [Round] the 1st [Dispelling] attempt against you fails automatically. Only the first target power is protected if a single effect targets 2 or more such as with Dispel Magic (pg 274)

Augment +1: As an immediate action you may, in response to a second [Dispelling] attempt in a round, cause that attempt to fail as well, but doing so ends the power.

7 - Form of Doom [Mind affecting] [Fear]

Casting Time: 1 Standard Action

Target: Self

Duration: [Encounter]

Save: Will negates (see text)

Primal ferocity awakens within you. Your Critical Threat range increases by 3 numbers which does not stack with Vorpal weapon property. You also deal 1 extra point of damage per level from a successful critical hit. Enemies within your [Melee] range at the start of your turn while this power is active must make a Will save or be [Shaken] for the [Encounter]. Enemies who succeed on this Will save have [Immunity] to the [Fear] portion of this power for the remainder of the [Scene]

General Powers

1st Circle

Concussion Blast [Force]

Casting Time: 1 Standard Action

Range: [Medium]

Effect: 1 blast of energy

Target: 1 creature

Save: None

Deal your level + KOM in [Force] damage to target. This damage increases by your KOM for every 4 levels you possess.

Augment +1: Divide damage as you choose with one additional target creature within range.

Morale

Casting Time: 1 Standard Action

Range: [Close]

Target: All allies or enemies

Duration: [Encounter]

Save: Will negates.

Upon casting this power, you may choose to either inspire your allies or demoralize your foes. Allies gain a +1 to attack rolls and Will saves for the duration of the power. Enemies receive a penalty of -1 to attack rolls and Will saves for the duration of the power.

Augment +2: You may choose to target both allies and enemies with this power.

Augment +3: Expand the range of this power to [Medium]

Endure Elements [Ward]

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 Creature

Duration: [Scene]

The target creature gains [Immunity] to the effects of non-magical weather conditions, as well as to all extreme environmental temperatures, including magical ones.

This does not grant [Immunity] to [Fire] or [Cold] effects. In addition, the target creature gains a +5 bonus to saves against other environmental effects and hazards, and if it would suffer damage or [HP reduction] as a result of an environmental effect, that damage or [HP reduction] is reduced by 5.

Augment +2: Target all allies in range.

Vigor

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Duration: [Encounter]

Target gains 1 temporary HP per level. Gaining any other form of Temporary HP, or exhausting the ones granted will end the power.

Augment +2: Gain 1 Damage reduction per the highest circle you have available while power is active.

Augment +2: Gain 1 additional temporary HP per level

2nd Circle

Energy Adaptation [Ward]

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 creature

Duration: [Scene]

Grant [Lesser Resistance] to [Fire], [Cold], [Electricity], or [Acid] damage.

Augment +1: Grant [Resistance] to [Fire], [Cold], [Electricity], or [Acid] damage.

Body Adjustment [Positive] [Negative]

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Save: Will half

Channel [Positive] or [Negative] energy to heal or harm a creature, chosen at the time of casting. You channel 1d4+1 energy per level. A successful Will save halves this damage.

Augment +2: Healing a creature with this power will also remove 1 of the conditions chosen from the following list: [Battered], [Bleeding], [Blinded], [Burning], [Confused], [Dazed], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Paralyzed], [Shaken], [Sickened], [Slowed], or [Stunned].

Mental Link

Casting Time: 1 Standard Action

Range: [Close] (see text)

Target: All allies within [Close] range

Duration: [Scene]

When you need to keep track of comrades who may get separated, Mental Link allows you to mentally monitor their relative positions and general condition. You are aware of the direction and distance to each target. Additionally, for each target, you are aware of what conditions it has and whether or not it is at its maximum HP. (Once the power has been cast, the distance between you and the targets does not affect the power.)

Augment +2: You and your targets can communicate telepathically with each other across any distance for the duration of the power.

Photo-kinesis

Casting Time: 1 Standard Action

Range: [Close]

Effect: 30 ft. radius spread of magical darkness or light

Duration: [Encounter]

When casting this power, choose either [Darkness] or [Light], this power gains that descriptor.

When choosing [Darkness], this power absorbs all light in the radius of its effect, creating an area of complete darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are [Light] effects of equal or lower circle. Higher circle [Light] effects are not affected by this power. If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

When choosing [Light], creatures caught in the area are [Revealed] and [Dazzled] for 5 [Rounds]. This will also negate any [Darkness] effect of a lower circle.

Augment +1: Radius is increased by 5 ft. and Circle of effect is increased by 1

Augment +2: Darkness lingers and bright light attacks the senses. Any creature caught in the area of this power upon its initial casting must make a Will save or become [Blinded] for 5 [Rounds]. As a move action, a creature who is [Blinded] by this power can attempt to adjust its vision, allowing it to ignore the [Blinded] condition from this power for 1 [Round].

3rd Circle

Time Distortion

Casting Time: 1 Standard Action

Range: [Close]

Target: All allies or enemies

Duration: [Encounter]

Save: Will negates

When casting this power you choose to either speed up or slow down time. If you speed up time, allies in range gain a +10 to move speed, +1 AC and a [Bonus attack] each time they make an attack action. If you choose to slow time, Enemies in range are [Slowed] for the Encounter, a successful Will save negates the [Slowed] Condition.

Vertigo [Mind affecting]

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Duration: 1 [Round]

Save: Will negates

Target creature is [Confused].

Augment +1: Target an additional creature within range

Augment +2: Duration changes to Encounter

Dispel Psionics

Casting Time: 1 Standard Action

Range: [Long]

Target: Magical effects in range

Save: None

Choose one of the following: this power ends two target effects created by, psionics, psi-like abilities, spells or spell-like abilities of second circle or lower that have durations and that originate from a creature or square within range or targeted a creature within range; or this power ends a single target effect created by a psionic, psi-like ability, spell or spell-like ability of fifth circle or lower that has a duration and that originates from a creature or square within range or targeted a creature within range.

Augment +3: This power may end a single effect of up to seventh circle, or 2 effects of up to fifth circle.

Dimension Hop [Warp] [Teleport]

Casting Time: 1 Standard Action

Range: [Close]

Target: self, plus 1 willing creature per 3 levels in [Melee] range.

You instantly transfer yourself and up to one willing creature within [Melee] range for every 3 levels you possess from your current locations to a group of separate destination squares within range that are all within your [Melee] range of one another. You always arrive at exactly the spot desired— whether by simply visualizing the area or by stating direction and distance. If those squares are already occupied by a solid body, you and each creature traveling with you appear in the closest unoccupied squares within your [Melee] range of each other instead.

Augment +1: Increase the range of this power by 1 step.

4th Circle

Psionic Scrying [Sensor]

Casting Time: 1 minute

Effect: Magical sensor

Duration: 10 minutes

Save: Will negates

You have line of sight to the target creature and each square within 10 ft. of that creature and can hear noise within that creature's space and each of those squares as if you occupied the target creature's space. A successful Will save negates this effect. The difficulty of the save

depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. The types of knowledge and connections, and their respective bonuses or penalties to that creature's Will save against this spell, are listed in the table below. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

You must have some form of connection to the target if you have no knowledge of it.

Knowledge	Will Save Mod
None	+5
Secondhand (heard of the subject)	+2
Firsthand (met the subject)	+0
Familiar (know the subject well)	-2

Connection	Will Save Mod
Picture or likeness	-1
Garment or possession	-2
Body part (hair, blood, etc.)	-5

Augment +2: If you have a possession or body part of the subject, this power allows no saving throw.

Touchsight

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 creature

Duration: [Scene]

Grant target Darkvision, Ghostwise sight and Tremor sense with range of 45 feet.

Detect Scrying

Casting Time: 1 Standard Action

Range: [Close]

Effect: Spread with a radius of your [Long] range originating from you

Duration: [Scene]

Save: None

You immediately become aware of any attempt to observe you by means of a Divination spell or [Sensor] effect. In addition, you know the location of every magical sensor within the area of the spell's effect. The area of the spell's effect radiates from you, always remaining centered on you. If the creature that created the magical sensor is within the area, you get a visual image of the creature that used the spell or ability that created it and also know that creature's location; otherwise, the creature who created the magical sensor

must make a Will save. On a failed save, you get a visual image of the that creature and know its direction and distance from you.

Augment +2: No save is allowed to know the Creators direction and distance from you.

Telekinetic Buffer [Force]

Casting Time: 1 Swift Action

Range: 25 ft. spread

Effect: Wave of Force centered on you

Save: Reflex or Fortitude Negates.

You push all enemies within 25 ft. of you to the edge of the spread, this movement does not provoke attacks of opportunity. Target may choose either their Reflex or Fortitude save to resist this effect.

5th Circle

Read Psychic Impressions

Casting Time: 1 Hour

Range: Unlimited

Target: Self

This power brings to your mind legends about an important person, place, or thing. The information is "true," but may be imprecise and subject to interpretation. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. Generally, characters who are 11th level and higher are "legendary," as are the sorts of creatures they deal with, the magic items they wield, and the places where they perform their key deeds. Creatures with the [Legendary] subtype qualify as "legendary," regardless of their level.

Suggestion [Mind Affecting] [Binding]

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Duration: [Encounter]

Save: Will negates

Target's mind is bombarded with suggestions, decisions and orders that contradict each other, effectively rendering the creature [Paralyzed] for the [Encounter]. If normally allowed a Fortitude Save for this effect, A Will save is required instead.

Augment +1: Affects one additional enemy within range.

True Seeing

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 creature
Duration: [Encounter]

While under the effects of true seeing, you have [Darkvision] and can also ignore the effects of magical darkness generated by effects of 5th circle or lower. Additionally, you may ignore effects with the [Figment] and [Glamer] descriptions for the purposes of vision, and are automatically aware whether anything you see is the result of a [Figment] or [Glamer] effect. (This does not tell you which type of effect it is, or any other information about the effect.)

Effects from the sixth or seventh circles are not automatically defeated; you must make a Will save (DC 10 + ½ the level of the effect's creator + the highest mental ability modifier of the effect's creator) to see through these effects.

Mind Wipe [Negative] [Mind affecting]

Casting Time: 1 Standard Action

Range: [Close]

Duration: Instantaneous

Effect: Amnesiac haze of negative energy in spread centered on you

Save: Fortitude negates

All enemies in a [Close] range spread centered on you are [Energy Drained] for the [Encounter].

6th Circle

Mind Blank

Casting Time: 1 Standard Action

Range: [Melee]

Target: 1 creature

Duration: [Encounter]

Creature touched has [Immunity] to [Fear] effects, the Intimidate skill and to all [Mind affects]

Psychic Shambler

Casting Time: 1 Standard Action

Range: [Medium]

Effect: 40 ft radius spread of Semi-sentient Psychic energy

Duration: [Encounter]

Save: Will [see text]

As Obscuring Mist (Pg 282), although Wind and Fire effects cannot remove squares or move the effect. Creatures starting their turn in the spread takes 2 points of [Cold] damage per level of the caster. The caster can chose to move the spread as a move action with a speed of 10 feet per round. As a [Mind Effect], creatures entering or exiting a square of the spell's area makes a

will save or be compelled to move 5 feet in a random direction within the area and halt their movement. A Successful Will save will allow the creature to continue its movement this round but suffer a penalty equal to half its move speed while in the area.

Crystalline Body

Casting Time: 1 Standard Action

Range: [Close]

Target: All Allies

Duration: [Encounter]

Each ally within [Close] range is imbued with the toughness of pure diamond and gains [Lesser resistance] to all damage and [Immunity] to [Dazed] and [Stunned].

Simulacrum

Casting Time: 1 Standard Action

Effect: 1 mimicked effect

Target: Self

Save: Varies

Mimic a 5th or lower Circle, spell, spell-like, psionic, psi-like or supernatural ability you have seen used in the last round. You must have actually witnessed a creature use the ability without failing, the effect uses your statistics to manifest (ex: if you mimic a shaman spell, use your wisdom for the DC, as well as any of your feats or items that may apply). If the effect is above 5th Circle, [Legendary], or requires more than 1 standard action to use, this power automatically fails.

Augment +1: you can mimic an ability you witnessed in the current [Encounter] rather than just the previous round, you may only replicate the same ability in this way once each [Encounter].

7th Circle

Revivify [Positive]

Casting Time: 10 Minutes or 1 Scene; see text

Range: [Melee]

Target: 1 Corpse

Revive a dead creature before psyche leaves corpse, the creature cannot have been [Dead] for longer than 1 hour per level or else the power is unsuccessful. Target additionally is healed to 5 x its level. Can also be cast, as a ritual that lasts for 1 [Scene], on a willing undead creature to regain their previous racial statistics (See DM)

True Clairvoyance

Casting Time: 1 Minute

Give me Sight beyond Sight! Casting this power allows you replicate any one of the following spells:

Clairaudience/ Clairvoyance (Pg 268), *Discern Location* (Pg 274), *Find the Path* (pg 275) or *Greater Prying Eyes* (Pg 284). Any [Sensor] created by this power cannot be detected or destroyed by physical means. They may only be targeted by [Dispelling] effects, or effects that specifically detect [Sensors].

Reality Revision

Casting Time: 1 Standard Action

The most powerful effect you can produce, it can accomplish any one of the following tasks:

- Disjunction: You immediately end up to three target effects created by powers, psi-like abilities, spells or spell-like abilities whose durations are not instantaneous and which are centered on a creature or square within range or which targeted a creature within range. This is a [Dispelling] effect.

- Recall: You and all other willing allies within [Long] range are immediately transferred to an area you consider safe, which can be at any range. This is a [Teleport] [Warp] effect.

- Rewrite time: You can alter the effect of 1 “thing” in the [Round] so that it happened to turn out in your favor. You may retroactively change a single dice roll from the current [Round] to either the maximum or minimum possible result. Possibly changing history from there, DM and Other Players permission required.

- AnyPower: You may duplicate any Psionic Discipline Powers of 4th circle or lower or a General Power of 5th circle or lower. This effect always costs 7 power points and cannot be augmented. The power is adjudicated exactly as if you had cast that power, and if it has a casting time greater than 1 standard action you must use the greater casting time.

Death Urge [Death], [Mind Affecting]

Casting Time: 1 Standard Action

Range: [Close]

Target: 1 creature

Duration: 3 Rounds

Save: Will negates.

Target creature suddenly has an inescapable self-destructive urge. The creature will immediately fall [Helpless] to the ground, it will not attempt to defend itself and automatically fails any saving throw it attempts until it is no longer [Helpless]. It will remain [Helpless] for the duration or until an enemy makes an offensive action against it or any action is performed that deals damage to it. If the creature is given an opportunity to

act in an obvious self-destructive manner, it instead then will try to kill itself, ending the power after the first failed attempt. If the attempt is successful... then... yeah. After a creature fails a saving throw against this effect it is immune to further castings of Death Urge for the remainder of the [Scene]



Sorcerer Class
8 HP / Level. 6 Skills.
Good Fortitude and Will saves. Poor Reflex
KOM : CHA KDM : CON

Level	Base Attack Bonus	Will + Fort Save	Reflex Save	Magic	Blood	Power
1	+0	+2	+0	Arcana		1
2	+1	+3	+1		Blood Magic	
3	+2	+4	+1			2
4	+3	+4	+2	Arcane Conduit		
5	+3	+5	+2		Endurance of the Damned	
6	+4	+6	+3			3
7	+5	+6	+3	Expeditious Retreat		
8	+6	+7	+4		Boiling Blood	
9	+6	+8	+4			4
10	+7	+8	+5	Arcane Shield		
11	+8	+9	+5		In Your Veins	
12	+9	+10	+6			5
13	+9	+10	+6	Arcane Surge		
14	+10	+11	+7		Paid in Blood	
15	+11	+12	+7			6
16	+12	+12	+8	Arcane Might		
17	+12	+13	+8		Thicker than Water	
18	+13	+14	+9			7
19	+14	+14	+9	Spell Siphon		
20	+15	+15	+10		Bloody Resurrection	

Description: “You know what does equal power? Power. Power equals Power. Crazy, huh? But the type of power? Doesn’t matter as much as you’d think.”

Party Role: A Sorcerer’s selection of Power greatly determines her abilities and role. Primarily an offensive spell-caster, a sorcerer may also provide magical support and controlling abilities depending on her selections.

Sorcerers in your game: Magic derived from their force of personality and heritage, Sorcerers are almost always note-worthy pieces to bring into a game. Though each sorcerer is unique, the individual relies on a very small selection of very powerful abilities, giving each encounter with one the potential to leave an impact on PC’s and NPC’s alike.

Magic

1st Circle – Arcana ^{SU}: You create an Invisible but tangible extension of your arcane might, this is your Arcana which grants you and your spells a passive benefit based on its current form. You start each encounter with your Arcana uncharged. If your Arcana is not charged, when an ally in your [Close] range, uses a Spell, Spell-Like Ability or Supernatural ability that is not from this track, your Arcana becomes charged. While your Arcana is Charged, once per [Round] as an immediate action you may switch the Arcana’s form which renders your Arcana uncharged. Arcana may only be in one form at a time. Arcana may take the following two forms:

- Interposing Disk – You become [Covered]
- Clenched Fist – As an immediate action, anytime a creature fails a save against a damaging supernatural ability, spell-like ability or spell, that creature is knocked [Prone]

You may also use the following Spell-Like ability at will:

Arcane Bolt ^{SLA} – You gain the ability to throw a bolt of pure arcane energy as a standard action once per [Round] or replacing a single attack in an attack action. This deals damage with the [Force] descriptor equal to your level plus your KOM to a single target in [Medium] range. When you activate Arcane Bolt by sacrificing an attack in an attack action (but not when you activate it as any other action), you may sacrifice additional attacks, up to a maximum of 1 per 5 levels you possess, to increase damage dealt through that activation of Arcane Bolt by your Key Offensive Modifier.

2nd circle - Arcane Conduit ^{SU}: From deep within, you are able to focus and channel your power. This

newfound arcane might manifests itself as a melee or ranged natural weapon of your design. This weapon has the [Arcane] property and three other weapon properties of your choice, and is a Lesser item with enchantments as normal for a magic weapon of its type. These choices are permanent. This weapon, does not count against your normal limit of attuned magic items. When you gain your 4th circle in Magic, redesign this weapon as a Greater item, and when you gain your 6th circle, redesign it as a Relic. While wielding your Arcane Conduit, you count as having a Good Base Attack Bonus.

3rd Circle – Expeditious Retreat ^{SU}: As long as your Arcana is Charged you gain +15 feet to your movement speed. In addition your Arcana may take the following form:

- Floating Disk: You gain the [Fly] movement mode.

4th Circle – Arcane Shield ^{SU}: Your Arcana may take the following two forms:

- Arcane Aegis: You gain [Resistance] to [Magic] and [Energy] Damage.
- Mage Armor: You gain [Resistance] to Physical Damage

5th Circle – Arcane Surge ^{SU}: You may have 2 Arcana active at once, each Arcana must have different forms, but you may change both with a single immediate action.

6th Circle – Arcane Might ^{SU}: Your Arcana may take the following new form:

- Focusing Lens: You are considered to be 2 levels higher (max 22) for the purpose of calculating damage, range, DC and access to higher level effects when using any spells, spell-Like abilities and supernatural abilities. You may only use Focusing Lens once per circle in the Magic track each [Encounter].

7th Circle - Spell Siphon ^{SLA}: Twice per [Scene] as a Standard action you may target a creature with Greater Dispel magic as a spell-like ability. Any effects that were removed from the target are then granted to you as though the original caster had cast them upon you.

Power

The powers of Sorcerers vary wildly. In general these consist of tracks that grants Spell-like or Supernatural abilities. You may choose any of the following tracks to be your Power Track: Battle Mage, Blood Mage, Chirurgical Poet, Dragon Spark Adept, Elementalist, Lich,

Necromancer, Runesong Scholar, Warlock, or Witch. You cannot multiclass into or out of this track. Your DM may approve other tracks at their discretion, Shaman and Tactician Spellcasting tracks, Sage Arcane Secrets and Sage's Wrath tracks may be appropriate depending on the campaign.



Special: The DC for Power track abilities is always $10 + \frac{1}{2}$ level + your KOM. All other changes as a result of choosing a track apply normally.

Blood

1st Circle - Blood Magic ^{SU}: You fuel your magic with the power of your own blood, strengthening them at a cost to yourself. Once per [Round], as a free action, you may take [HP Reduction] up to your KDM in order to deal twice that much extra damage on a supernatural, spell-like ability, or spell that you use this [Round] that deals damage. This ability, as well as any others gained from the Blood track can cause your [HP reduction] to exceed half of your maximum HP.

2nd Circle - Endurance of the Damned ^{EX}: Your repeated use of your blood grants you more endurance. You gain [Fast Healing] equal to your KDM. In addition any ability affected by your Blood Magic or Paid in Blood abilities gain +1 to its DCs if applicable. This increases to +2 at 5th circle. In addition, you may use Blood Magic on any supernatural, spell-like ability, or spell you use even if it does not deal damage. Doing this does not add damage to the supernatural, spell-like ability, or spell but does increase the DC.

3rd Circle - Boiling Blood ^{SU}: Your mastery over blood has begun to seep into your other abilities. Any enemy affected by an ability affected by your Blood magic or Paid in Blood abilities must make a Fortitude save (DC = $10 + \frac{1}{2}$ your level + your KDM) or become [Bleeding] and [Burning].

4th Circle - In your Veins ^{SLA}: The magic in your blood can be released at your will to manifest different abilities. Choose 2 of the following spell-like abilities; each may be cast at will as a swift action that requires you to take 15 points of [HP Reduction] each time they are cast. This choice is permanent.

- **Blood Cleanse** – You may end a single target effect created by a spell or spell-like ability of a circle lower than your highest Blood circle that has a duration and that originates from a creature or square within [Medium] range or targeted a creature within [Medium] range. This is a [Dispelling] effect.
- **Blood Mist** - You create a 15 ft. radius spread centered on a point within your [Close] range. All enemies in the spread must make a Fortitude save (DC = $10 + \frac{1}{2}$ your level + your Constitution modifier) or become [Sickened] for the [Encounter]
- **Blood Portal** – You instantly transfer yourself as a [Teleport], [Warp] effect, from your current location to a destination square within your [Long] range. You always arrive at exactly the spot desired, whether by simply visualizing the area or by stating direction and distance. If that square is already occupied by a solid body, you appear in the closest unoccupied square.
- **Bloodied Eye** – You gain [Blindsight] out to your [Close] Range for the [Encounter].

5th Circle - Paid in Blood ^{SU}: Your mastery of blood magic allows you to pay for your magic with the power of your blood. Choose one of the following abilities, this choice is permanent:

- **Tap into Knowledge:** Instead of expending a spell slot to cast a spell of any level other than your highest available circle as normal, you may take [HP Reduction] equal to twice the Circle of the spell you want to cast. This [HP-Reduction] lasts as long as the spell in question lasts or until the end of the

[Encounter], whichever is longer. This ability only allows you to cast spells you could cast normally.

- **Tap into Power:** Twice per [Scene], you may use a supernatural or spell-like ability once again, even if you have already reached your usage limit for this ability. If the ability has a usage limit per [Scene], you may take [HP Reduction] equal to five times its circle, this [HP Reduction] lasts the remainder of the [Scene]. If the ability has a usage limit per [Encounter] or per [Round], you take [HP Reduction] equal to your level; this [HP Reduction] lasts the remainder of the [Encounter].

6th Circle - Thicker than Water ^{SU}: Your magic tenaciously clings inside of you. Once per [Scene] for each circle you possess in Blood, as a free action you gain

[Immunity] to the next [Dispelling] effect that targets you this [Round].

7th Circle – Bloody Resurrection ^{SU}: Once per [Scene] if you would become [Unconscious] or [Dead] your magic draws in more blood components to keep you alive. All creatures in your [Long] range take 25 [HP Reduction], and you are immediately restored to ½ of your current maximum HP or the total of the [HP reduction] inflicted, whichever is higher.



Additional Tracks

Battlemage

Battle is fast and furious. Blows are parried, stances are shifted, and people move very quickly to react to their opponent. Yet, amidst this furious interplay of attack and counterattack, most mages content themselves with invoking slow and ponderous spells, and hope the sheer magnitude of their effect overwhelms their opposition. Battlemages think this is a very silly way to approach combat. Sure, those elaborate spells are useful and have their place; many Battlemages will utilize them themselves. But the battlefield is not the place for them. Instead, a Battlemage shuns the elaborate casting in favor of quick, less powerful spells that let them keep up with the flow of battle.

A Battlemage utilizes special spells known as Battlespells. They are Spell-like abilities, but do not provoke attacks of opportunity if they are [Melee] ranged. They are made in place of an attack, and unless otherwise specified, you can only use one Battlespell from each circle each [Round]. The save DC for all battlespells is $10 + \frac{1}{2} \text{ level} + \text{KOM}$.

Circle 1 - Battlecaster: You learn the following battlespells:

- **Flare:** A quick blast of flame, which is brief but bright. You deal your level + KOM damage with the [Fire] descriptor to one target in [Melee] range, and the target is [Dazzled] for 1 round.
- **Chilling Squall:** You conjure a blast of cold air at an opponent within [Close] range as a ranged attack that deals 1d6 [Cold] damage for every 2 levels you have.

Circle 2 - Snapcaster: Not all battlespells are about dealing damage; some of them are designed to augment oneself or hinder one's opponents. You learn the following battlespells:

- **Restriction:** You deal KOM damage to an opponent in [Melee] range, and they are [Entangled]. A successful Fortitude save negates the [Entangled] effect.
- **Blur:** You distort the space around you. For 2 [Rounds], opponents attacking you have a 20% [Miss chance]

Circle 3- Charged spells: Some battlespells take more effort to cast, but can still be used within the rhythm of battle. As a swift or part of a move action, you can gain a

charge, which can be used before the next [Round] to cast one of the following battlespells. These battlespells are still used in place of an attack

- **Dissolve:** On a successful melee attack, your target takes 1d6 [Acid] damage per level, and must make a fortitude save or be [Sickened] for 2 [Rounds].
- **Blinding Light:** On a successful ranged attack on a target within [Close] range, they take 1d6 [Force] damage per level, and must make a Will save or be [Blinded] for 1 [Round]

Circle 4 - Beneficiary: You learn more spells to help survive battle. You learn the following battlespells:

- **Ward:** Pick either physical or magical and energy damage. You gain [Lesser resistance] against that type of damage till the end of the [Encounter]
- **Jaunt:** You quickly [Teleport] to a more advantageous location within [Medium] range

Circle 5 - Outnumbered: By this time, it is apparent that dealing with multiple opponents can be advantageous, so you develop a few quick techniques to deal with them. You learn the following battlespells:

- **Concussive Blast:** All opponents within [Melee] range of you take your Level + KOM damage and are [Knocked down]. A successful Reflex save halves the damage and negates the [Knocked down] effect.
- **Jumpspark:** On a successful melee attack, your target takes damage with the [Electricity] descriptor equal to twice your level. One additional target per circle of this track you possess within [Close] range of your original target takes the same amount of damage. These additional targets may make a Reflex save for half damage.

Circle 6- Suppression: You learn new spells to help suppress your enemies. You learn the following battlespells.

- **Confound:** Select one target in [Melee] range. They take KOM damage and are [Confused] for 1 round. A successful Will save negates this effect.
- **Petrify:** Select one target in [Melee] range. They are [Petrified] for 1 round. A Will save negates this effect. This battlespell may only be used once per [Encounter]

Circle 7 - Greater charged spells: You learn even better charged spells to make use of. You learn the following battlespells, which require a charge to cast.

- **Vampiric Absorption:** You deal 1d6 damage per level to a target within [Melee] range, and heal an amount equal to the damage dealt. A successful Fortitude save halves the damage. If this healing would put you above your maximum HP, the excess is gained as temporary HP.
- **Burning Blood:** Choose a target within [Melee] range. You cause their blood to boil: until the end of the [Encounter], at the beginning of the target's turn, they take 1d6 damage with the [Fire] descriptor per circle of this track you possess. A successful Fortitude save halves the damage for a given [Round], and may be made each [Round]. A given enemy can only be effected by 1 instance of this battlespell at a time.

Blood Mage

Magic is in your blood, literally. Through meditation and practice you have perfected Sanguinemancy.

1st Circle - From the Depths of Blood ^{SU}: Your presence has the power to command the blood of all creatures around you. You passively emit a Blood Aura that extends out to your [Close] range. You receive a pool of Aura Enhancement points, with points equal to the amount of circles you have in Blood Mage. You may allocate these points to improve your aura with special effects detailed below. At the beginning of each [Scene] you can reallocate your Aura Enhancement points. At 4th circle you can reallocate your Aura Enhancement points at the beginning of each [Encounter]. At 7th circle you can reallocate your Aura Enhancement points as a Move action.

2nd Circle - Nanocells ^{SU}: Why would you need a doctor when you have trillions of microscopic band-aids? As a move action you may make a Vigor check and apply the result to all allies within your aura.

3rd Circle – Vigor ^{SU}: With proper discipline one can endure the injuries that others suffer. Once per [Encounter], if an ally within your aura makes a successful Fortitude against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), they instead ignore the effect entirely.

4th Circle - The Rush! ^{SU}: One's greatest protection lies beneath their armor, more specifically their skin. And it is such a waste that by the time the blade hits it, the damage is already done. Whenever an ally within your aura suffers [HP Reduction] that is not self-inflicted they may gain an equal amount of [Temporary HP]. This [Temporary HP] stacks with itself to a maximum of the ally's maximum HP. Your aura now extends to your [Medium] range.



5th Circle - The Plasmic Symphony ^{SU}: Do you hear it? The orchestra of trillions coursing through their instruments makes me feel at ease. All allies within your aura gain [Fast Healing] equal to your level.

6th Circle – Cleanse ^{SU}: With enough focus you can remedy the poisoned blood, and reshape the mangled body. As a Move action you may purge an ally of one of the following [Battered], [Bleeding], [Blinded], [Confused], [Dazed], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Nauseated], [Paralyzed], [Petrified], [Sickened] or [Stunned].

7th Circle - Blood Walk ^{SU}: Blood is just another medium of travel for the Blood Mage, and you take pride in your...Explosive entrances. At will as a Move action you may jump into any living creature within [Melee] range and [Teleport] adjacent to any creature within your aura.

You may choose to make either or both the entrance or the exit “Messy” causing the victim to take 1d8 points of damage per level, and be rendered [Bleeding] and [Battered]. A successful Fortitude save (10 + ½ your level + KOM) halves the damage and prevents the [Battered]. This is a [teleportation] effect. Your aura now extends to [Long] range.

Blood Aura Enhancements

1 point:

- **The Red Scouts** - Of course the best informants lie deeply embedded within your opponent’s sense of security. As a Swift action, you can search for living creatures within your aura. This allows you to make a Perception check (DC 10 + creature’s total Stealth modifier) to detect each creature in the area using the Stealth skill, and also allows you to automatically detect any creatures in the area to which you do not have Line of Sight and which are not using the Stealth skill. You are able to tell if the creatures you are aware of in [Close] range are Unharmed (100% Max HP), Wounded (<75% of Max HP), Bloodied (<50% of Max HP), Mangled (<25% of Max HP) or Near death (<0% of Max HP).

- **Weight of Imprisonment** - You command the blood of your enemies to stiffen. At the beginning of their turns all enemies within your aura must make a Fortitude save or suffer -5 ft with an additional -5 ft every circle to all movement speed until the end of encounter to a minimum of 5 ft per round. This ability doesn’t stack with itself or any other temporary speed penalties.

2 points:

- **Hemovexation** - Your presence disrupts the balance of the circulatory system in the living. Once per round, when an enemy in your aura takes damage, they take additional damage equal to your KOM and require a Fortitude save (10 + ½ your level + KOM) or be [Sickened] for one round.
- **Pessimistic Viscera** - You feel the discomfort within others and you urge them to release themselves from their prison. Enemies in your aura begin [Bleeding] at the end of your turn. [Bleeding] caused by you now deals the maximum amount of [HP Reduction] each round.

3 Points:

- **Blood Boil** - You convince the blood of your allies to liberate their brethren. All willing allies within your aura gain a +1 plus an additional +1 per five levels you

possess to Initiative and Weapon Damage rolls. This is a Fury bonus that stacks with other Fury bonuses. (If a creature ceases to be affected by your aura that creature’s initiative result decreases appropriately, but that creature does not act again on its new initiative until the next [Round].)

- **Regenerate** - Your presence becomes invigorating causing productivity to sky rocket! Once per [Round] whenever an ally suffers damage while in your aura, they may make a Fortitude save (10 + ½ opponent’s level + Opponents KOM), on a successful save they immediately gain fast healing equal to your level for 1 [Round]

4 points:

- **Hemophilia** - Once freed from their fleshy prison the blood will be hostage no longer. Reduce enemy healing within your aura by your character level to a minimum of 0 per instance of healing. This does not affect fast healing and this stacks with the feat “You will Falter” and “You will Fail”.
- **Open Wounds** - Open the door to liberation, and the captives will flow to experience the joy of independence. Once per turn whenever an enemy within your aura suffers physical damage they must succeed a Fortitude save or suffer from [Vulnerability] to Physical damage until the end of turn.
- **Cold Blooded** - Blood is used by the body to regulate temperature, and it is interesting to see the effects if ones crimson fluids decided not to. At the beginning of your turn all enemies within your aura gain [Vulnerability] to [Fire] or [Cold] damage for one round. Fortitude Save Negates (10 ½ your level + KOM)

5 points:

- **Hemoplague** - “That what runs through you shall run you through!” On the beginning of each opponent's turn, if they are within your aura they emit a pulse of blood expunging miasma that causes all of your enemies within (5ft per circle you possess) to suffer damage equal to their own KDM. The effect is negated by a successful Fortitude save. (10 + ½ your level + KOM)
- **Yellow blooded** - “Relax, don't be so paranoid, you have no need to fear for I am here to help you. But you, the one on the surface however should say your farewells to your pals deep within.” All enemies within your Aura gain a -2 to all D20 rolls, additionally they receive a -3

penalty to saves against [Fear] effects, and their threshold to inflict the [Frightened], [Panicked] or [Cowering] conditions on the fear ladder is reduced by 2.

Dragonspark Adept

By means of biology, magic or chemistry, you create catastrophic exhalations to envelop your foes in a wave of destruction. Let no thatched roof cottage stand before you.

When you select this track, choose the [Acid], [Cold], [Electricity], or [Fire] descriptor. All abilities from this track carry that descriptor. All damage dealt by abilities from this track is energy damage with the chosen descriptor. The save DC for all abilities from this track is $10 + \frac{1}{2} \text{ level} + \text{KOM}$.



Circle 1- Breath of the Dragon ^{SU}: Choose either a Line or a Wedge, this choice is permanent. Once per [Round], as a move action, you may create wedge with a length up to 10 ft. per circle, or a line 5 ft. wide and length of 20 ft. per circle originating from you. Your Breath of the Dragon deals 1d6 damage for every 2 levels you possess (minimum 1d6) to all creatures within the area.

Circle 2- Elemental Scales ^{SU}: You gain [Resistance] to your chosen descriptor, when you gain your 6th circle of Dragonspark Adept, you gain [Immunity] to your chosen descriptor.

Circle 3- Burninate ^{SU}: Once each [Round], you may sacrifice any number of attacks in an attack action to gain one Dragonspark for each attack sacrificed. These Dragonsparks are used to empower your Breath of the Dragon. When you activate Breath of the Dragon, you may spend Dragonsparks to increase the damage from your Breath of the Dragon by your KOM for each Dragonspark spent. You begin each Encounter with 0

Dragonsparks and you may hold a maximum number Dragonsparks equal to your level.

Circle 4 - Draconic Presence ^{SU}: The sheer potential of your power emanates from you, striking fear into your foes. While you hold Dragonsparks unused, you emanate an aura out to your [Melee] range which causes any opponent starting its turn within your aura to take 4 damage for each Dragonspark you hold. This aura also causes any opponent damaged by it to become [Shaken] for 2 [Rounds]. A successful Will save negates the [Shaken] condition.

Additionally a Wedge created by your Breath of the Dragon increases in length to 15 ft. per circle and a Line created by your Breath of the Dragon increases in width to 10 ft.

Circle 5- Dragonspark ^{SU}: Every time you spend 3 or more Dragonsparks on your Breath of the Dragon, it ignites to further debilitate your enemies. For each creature, it is affected based on your chosen descriptor as follows:

- Acid: [Sickened] for two [Rounds]. A successful Fortitude save negates.
- Cold: [Slowed] for one [Round]. A successful Fortitude save negates.
- Electricity: [Entangled] for two [Rounds]. A successful Reflex save negates.
- Fire: [Blinded] for two [Rounds] and begins [Burning]. A successful Reflex save negates.

Circle 6- Dragonheartburn ^{EX}: The heart of a dragon burns within your chest. You gain [Fast healing] equal to your level and [Immunity] to [Fear] and the in-combat use of intimidate.

Circle 7- Draining Breath ^{SU}: You may spend up to 3 Dragonspark to cause a foe subjected to your Breath of the Dragon to become [Energy Drained], once per Dragonspark spent.

The Quiver

Quiver always has just the arrow for the situation at hand. Conventional archers may consider them gimmicky and stick to tried and true munitions, but a quiver sees the utility in having a suite of options.

1st Circle - Lesser Trick Arrows ^{EX}: You have the ability to prepare Trick Arrows- special additions or arrows that create unique effects. These come in 2 varieties- Special Ammo which are applied to batches of arrows to improve them, and One-off Arrows, which have special one-off effects. At the beginning of each [Scene]. you may choose 3 Trick Arrows, plus 2 Trick Arrows per

circle of this track you possess. The chosen Trick Arrows are prepared until the end of the [Scene]. At first, you can prepare only Lesser Trick Arrows, but you learn to prepare other Trick Arrows at later circles.

Trick Arrows must be drawn before they can be used. You can draw a prepared Trick Arrow for imminent use as a move action. Once a Trick Arrow is drawn, any creature can use it: Use special ammo with a ranged weapon to increase its potency for any attacks made with it for the rest of the [Encounter], Fire off a one shot arrow, or Pass any Trick Arrow to an ally within [Melee] range as part of a move action (including the one used to draw it). A drawn Trick Arrow not used by the end of the [Encounter] is wasted. A creature or weapon, respectively, may benefit from more than one special at a time but cannot benefit from multiple uses of the same special ammo simultaneously. An ammo that has an effect when a creature is hit by the affected weapon and allows that creature to make a saving throw cannot affect a single creature more than once per [Round]. Whenever you make an attack action, you may replace any number of attacks with an equal number of one-off arrows, each targeting a square or opponent within [Close] range, as specified by the arrow (these arrows are extra bulky and have limited range). If a one-off arrow requires an attack roll and misses, then it may be recollected at the end of the [Encounter] and its use does not count against your limit. These attacks provoke attacks of opportunity. Unless otherwise noted, the effects of any Trick Arrow used last until the end of the [Encounter].

2nd Circle - Point-Blank EX: You may attack opponents within your [Melee] range with a ranged weapon without provoking attacks of opportunity. Additionally you gain a +2 bonus to your Perception and Awareness defense.

3rd Circle - Greater Trick Arrows EX: You can now prepare Greater Trick Arrows in addition to Lesser Trick Arrows.

4th Circle - Relic Trick Arrows EX: You can now prepare Relic Trick Arrows in addition to Lesser and Greater Trick Arrows.

5th Circle - Up your Sleeve EX: Once per [Encounter], when you draw a Trick Arrow, it may be another Trick Arrow that you have access to in place of the one you prepared.

6th Circle - Artifact Trick Arrows EX: You can now prepare Artifact Trick Arrows in addition to Lesser,

Greater, and Relic Trick Arrows. When an artifact Special Ammo is used, it ends the benefits of any artifact Special Ammo already in use. After a creature fails its save against a particular artifact arrow, it can't be affected by that Trick Arrow again until the end of the [Encounter].



7th Circle - Unleashed Arsenal EX: At the end of each [Encounter], you may regain a Trick Arrow that you have drawn. You may now draw up to 2 prepared Trick Arrows as a move action.

Lesser Special Ammo

Elemental Arrows - When you draw these arrows, choose [Acid], [Cold], [Electricity], or [Fire]. Whenever an attack with a weapon using this ammo deals damage, that attack deals 1d6 additional elemental damage with the chosen descriptor per odd-numbered circle of this track you possess.

Dosed Arrows - Whenever you hit with an attack using a weapon using these arrows, you may inflict the [Sickened] condition for 1 [Round]. A successful Fortitude save (DC 10 + ½ your character level + your KOM) negates the [Sickened] condition.

Lesser One-off Arrow

Hackeye Arrow- Using this arrow allows you to make a larceny check against something in the target square.

Flash Arrow - Create a 15ft spread from the target square. All creatures within the spread are [Blinded] and [Deafened] for three [Rounds]. A successful Reflex save (DC 10 + ½ your level + your KOM) reduces the duration to 1 [Round]

Smokescreen Arrow- You may create a Obscuring Mist, as the spell, except originating from the target square.

Boxing Glove Arrow- “For when you want to punch someone who’s really far away” Fire this arrow at an opponent. If it hits, they are [Blown away] from you.

Greater Special Ammo

Psychoactive Arrows- Whenever you hit an opponent with an attack using a weapon using this ammo, if it is the first time you have hit that opponent with an attack using this weapon this [Round], you may inflict the [Shaken] condition for 2 [Rounds]. A successful Will save negates the [Shaken] condition

Sophisticated Arrows- When you draw these arrows, choose 3 weapon properties that can be used with a ranged weapon. Whatever weapon is using these arrows has those weapon properties in addition to its normal properties

Greater One-off Arrow

Net Arrow- All creatures within a 10ft radius spread of the target square are [Entangled]. Any ally of a creature within [Melee] range of them, including themselves, may remove the [Entangled] condition with a move action.

Bola Arrow - You may attack an opponent normally with this arrow. On a successful hit, they are [Prone]

Dispelling Arrow - You may attack an opponent normally with this arrow. On a successful hit, they are subject to *dispel magic*, as the spell.

Relic Special Ammo

Hallucinogenic Arrow-Whenever you hit with an attack using a weapon using these arrows, you may inflict the [Confused] condition for 2 [Rounds]. A successful Fortitude save (DC 10 + ½ your character level + your KOM) negates the [Confused] condition. A creature that fails this save can’t be affected by a Hallucinogenic Arrow again for the rest of the [Encounter].

Ricochet Arrows- At the beginning of each [Round], make a check of 1d20+your level+ your KOM. Any opponent who has an awareness less than this is [Flat footed] against your attacks for this [Round]

Exploding Arrows- Whenever you make an attack using a weapon using these arrows, you may instead apply it as a [Volley] attack against all opponent within a spread with a radius of 5ft per circle of this track, originating from the target square.

Relic One-off Arrow

Pinning Arrow- Fire this arrow at an opponent. If it hits, they are [Checked] from all directions and [Entangled] for 1 [Round].

SAM Arrow- Fire this arrow at an opponent. If it hits and the opponent is [Flying], they take additional damage equal to 2x your level, and lose the Fly movement mode for 1 [Round].

Syringe Arrow- You fire this arrow at an ally within [Close] range. This does no damage, but instead subjects them to *Cure Critical Wounds*, as the spell.

Artifact Special Ammo

Phase Arrows - Attacks made using this ammo gain a bonus to attack rolls equal to half of their target’s item bonus to AC. This bonus does not stack with fury bonuses to attack rolls, although it is not a fury bonus, nor does it stack with the bonus from the Wraithblade enchantment.

Stun Arrow-Whenever you hit with an attack using a weapon using these arrows, you may inflict the [Stunned] condition for 1 [Round]. A successful Fortitude save (DC 10 + ½ your character level + your KOM) negates the [Stunned] condition. A creature that fails this save can’t be affected by a Stun Arrow again for the rest of the [Encounter].

Artifact One-off Arrow

Warp Arrow- You may fire to any square in [Long] range, and then [Warp] to that square. Opponents are [Flat footed] to your attacks for 1 [Round] after you do this.

Petrifying Arrow- Whenever you hit with an attack using this arrows, it does normal damage, and you may inflict the [Petrified] condition for 2 [Rounds]. A successful Fortitude save (DC 10 + ½ your character level + your KOM) negates the [Petrified] condition, but leaves the target [Slowed] for 1 [Round].

Greater Dispelling Arrow - You may attack an opponent normally with this arrow. On a successful hit, they are subject to *greater dispel magic*, as the spell.

Show Fighter

A gladiator's life does not only rely on his effectiveness in combat, but also his style. A layman who calls them dazzlers could not be more wrong. These combatants do

not put on a big show instead of fighting - they put on a big show while fighting!

1st Circle – Armed Entertainer ^{EX}: Your Combat Maneuvers, and opponents' attempts to escape from a [Grappled] condition you inflict, have a DC of (10 + 1/2 your level + your KOM). In addition, you gain the following abilities:

- **A Bit of Flair** ^{EX}: Your panache brings extra pain to your attacks. As a swift action immediately after you hit an opponent, you may deal additional damage equal to your level to that opponent.
- **Sharp Tongue** ^{EX}: Your panache also brings injury to your insults. After you succeed in the combat use of an interaction skill check, you may deal damage equal to your level to the affected opponent(s). This damage ignores [Damage reduction] and [Resistance].

2nd Circle – Maneuver Mastery ^{EX}: You gain a bonus to the DC of your combat maneuvers and to your saves against combat maneuvers equal to +1 per even circle of this track you possess. When you use A Bit of Flair, you gain temporary HP equal to the damage dealt



3rd Circle – King of the Hill ^{EX}: Once per [Round], when you use A Bit of Flair following a hit with a melee attack, you may attempt a Bull Rush, Disarm, Trip or Grapple combat maneuver against the opponent you hit. If you attempt a Trip, Disarm or Grapple, you attack as part of the maneuver normally, which counts as your (Bonus attack) for this [Round]. Additionally, you gain a +2 bonus to all interaction skills.

4th Circle – Can't Touch This ^{EX}: If your opponent fails its save against your Disarm maneuver, they are [Checked] in the direction of your choice for one

[Round] in addition to the normal effect of the Disarm maneuver.

If your opponent fails its save against your Trip maneuver, they are [Battered] for two [Rounds] in addition to the normal effect of the Trip maneuver. If your opponent fails its save against your Bull Rush, you may inflict the [Blown away] condition on them instead of starting or continuing the movement the maneuver induces. If your opponent fails its save against your Grapple, you may choose to inflict [HP reduction] on them equal to the damage dealt by your Grapple attack.

5th Circle – Bloody Spectacle ^{EX}: The damage inflicted by your A Bit of Flair and Sharp Tongue abilities is increased to twice your level. You may use A Bit of Flair as an immediate action following a hit with an attack roll, though this use of A Bit of Flair may not benefit from King of the Hill. You may take 10 on interaction skills regardless of circumstances.

6th Circle – Trash Talk ^{EX}: Once per [Round], after affecting an opponent with your A Bit of Flair or Sharp Tongue abilities that opponent gains a -4 penalty to Armor Class and a -3 penalty to saves until the end of the [Encounter].

7th Circle – Fan Favorite: You gain the following abilities:

- **Fearsome Fortitude** ^{EX}: Your spectacular moves are accompanied by the cheers of the audience, even when nobody is watching. The cheers of the masses inspire you to greatness! Every time you use A Bit of Flair or Sharp Tongue, or successfully perform a Disarm, Trip, Bull Rush or Grapple, you gain 4 points of [Damage reduction] for the rest of the [Encounter]. The [Damage reduction] gained from this ability stacks, to a maximum of your character level.
- **Fatal Flourish** ^{EX}: When you activate A Bit of Flair, you may remove all of the current [Damage reduction] gained from using the Fearsome Fortitude ability. If you do so, you deal 5 points of additional damage per point of [Damage reduction] removed in this way. If you removed at least 8 points of [Damage reduction] with this ability, you also inflict [Battered] on the affected creature for the rest of the [Encounter]. If you removed at least 20 points of [Damage reduction] with this ability, you also inflict [Stunned] for one [Round] and [Battered] for the rest of the [Encounter] on the affected creature. This is a [Death] effect.

Tattooed Warrior

A tattooed warrior has various runes, sigils, and glyphs tattooed onto his body in order to give him power.

Runes provide passive buffs, and are relatively simple. Sigils also provide passive abilities, but are much more complex than Runes. Glyphs are as complex as Sigils, and allow the user to invoke magical effects. At each

circle, you may get either 2 (ᚱ) **runes**, or 1 (ᚰ) **sigil**, or 1 (Ω) **glyph** from that circle or a lower circle.

Runes and sigils act as if they were spells cast on you at the beginning of the [Scene]. Glyphs grant spell-like abilities. The DC for any ability created by your tattoo's is 10 + ½ your level + your KOM.

If a tattoo is dispelled, it ceases to function until the end of the [Encounter], at which point it acts as if it was cast on you again, unless stated otherwise by the ability.

Runes and Sigils cannot be shared with Bastion.

Circle 1:

Ω **Glyph of the Archer** – You may use *Magic Missile* at will as a standard action. You may select Rune in addition to this Glyph.

§ **Angelic Sigil** - You permanently gain the effects if the incantation version of *Bless*.

ᚱ **Rune of Endurance** – You permanently gain the effects of the *Endure Elements* spell.

ᚱ **Mind Rune** – You permanently gain the effects of the *World-Mind* spell. You may select the allies to be linked to once per [Scene].

ᚱ **Rune of Tongues** – You permanently gain the effects of *Comprehend Languages*.

Circle 2:

Ω **Glyph of Hypnotism** – Cast the Confusion Psionic Power once per [Encounter] as a swift action. This is a Psi-like ability.

§ **Sigil of Revenge** – The first time each [Round] an attack hits you, you may deal Force damage equal to your character level to an foe in your [Melee] range.

ᚱ **Rune of Resistance** – You permanently gain the effect of *Resist Elements* for an element of your choice. You may take this tattoo multiple times, choosing a different element each time.

ᚱ **Rune of Power** – You permanently gain the effect of *Nature's Power*.

ᚱ **Rune of the Piercing Eye** – You permanently gain the effect of *See Invisibility*.

ᚱ **Cat Eye Rune** – You permanently gain the effect of *Darkvision*.

ᚱ **Rune of Flame** – choose an element from *Flame Blade* spell list. Any weapon you wield may have the effect of *Flame Blade* cast on it with that element.

Circle 3

Ω **Glyph of Disruption** - You may cast *Dispel Magic* once per [Encounter] as a swift action.

§ **Rabbit Sigil** – You permanently gain the effect of *Haste*.

ᚱ **Rune of Archaic Vision** – You permanently gain the effect of *Arcane Sight*.

ᚱ **Rune of Life** - You permanently gain the effects of the *Death Ward* spell.

ᚱ **Eagle Rune** – You permanently gain the effects of the *Fly* spell.

Circle 4:

Ω **Glyph of the Wanderer** – You may cast *Dimension Door* once per [Encounter] as a move action.

§ **Unbound Sigil** – You are permanently under the effects of *Freedom of Movement*.

§ **Sigil of Detection** – You are permanently under the effect of the *Blindsight* spell.

§ **Mountain Sigil** – You are permanently under the effect of the *Stoneskin* spell. The HP pool refreshes each [Encounter].

ᚱ **Cloud Rune** – You are permanently under the effect of the *Windwalk* spell.

ᚱ **Anchor Rune** – Whenever you would move as the result of an offensive action an opponent takes, you may choose to move half the distance instead.

Circle 5:

Ω **Crane Glyph** - You may cast *Teleport* once per [Scene] as a standard action.

§ **Sigil of Truth** – You permanently gain the effects of the *True Seeing* spell

ᚱ **Hammer Rune** – You permanently gain the effects of the *Fist of the Earth* spell. If you have a Flame Rune, you may replace it with another 2nd circle rune.

ᚱ **Rune of Extension** – You may elect to have a spell with a duration cast upon you last longer than normal. A spell that lasts for less than one [Encounter] will last for the [Encounter], a spell that lasts the [Encounter] lasts for the [Scene], and a spell that lasts for the [Scene] lasts for the [Quest]. A rune of extension may only extend one spell at a time.

Circle 6:

Ω **Greater Glyph of Disruption** - You may use *Greater Dispel Magic* once per [Encounter] as a swift action.

Ω **Glyph of Restoration** - You may use *Greater Restoration* on yourself once per [Encounter] as a swift action, even if an effect that would be removed would prevent you from using your swift action.

§ **Oak Sigil** - You permanently gain the effects of the *Heart of Oak* spell.

§ **Bulwark Sigil** – You are permanently under the effect of the *Adamant skin* spell. The hp pool refreshes each [Encounter] *Special*: If you already have a Mountain Sigil, it will be improved to form a Bulwark Sigil. You may

select new tattoos for 4th circle.

✶ **Sacred Rune**- There is a continual *Hallow* spell originating from your position. This moves with you.

✶ **Rune of Mending**-You gain [Fast healing] equal to your level.

Circle 7:

Ω **Glyph of Knowledge** – Once per [Scene] you may cast any 5th or lower circle Spell or General Psionic Power as a swift action. This is either a Spell-like or Psi-like ability.

§ **Sigil of the Prophet**-You permanently gain the effect of *Foresight*. The effect comes back next [Encounter] if discharged.

§ **Sigil of Retaliation**- You permanently gain the effect of *Spell Turning*. The spell limit refreshes each [Encounter].

§ **Phoenix Sigil**- Once per [Scene], if you are killed, you are restored to life with full hit points one [Round] after your death. You can choose not to return if you do not desire to.

✶ **Rune of Duality** – You gain the effects of any two 4th or lower circle Rune's you do not already possess, you may select this rune multiple times, selecting two new runes each time.

Troubadour

A Troubadour's primary ability is his music. Through it, he can employ a startling number of supportive powers to the entire battlefield, whether they be for strengthening his allies or harming his enemies.

When you select this track, choose your Intelligence, Wisdom, or Charisma modifier. This becomes your Track Ability Modifier (TAM) for this track. DC for abilities obtained through the track is 10+ ½ Level + TAM.

1st Circle - Monophony: You are skilled at chanting, and can bolster your allies with it. You gain both of the following [Songs]. You may begin to sing a [Song] as a move action. At the beginning of your turn, if you're singing a [Song], you may spend a swift action to continue singing. If you don't, the [Song] ends. You may only sing one [Song] at a time. You may end any song during your [Turn] as a free action. [Songs] affect each ally or enemy (depending on the song) within [Long] range who can hear you. Abilities that take effect every turn a [Song] is in effect trigger their effects when you spend your action. Neither beginning to sing nor continuing to sing provoke attacks of opportunity.

- **War Chant** ^{EX}: Your chanting inspires allies to make the most of their strength. Allies gain a damage bonus to attacks equal to half your level (minimum 1).

- **Shield Chant** ^{EX}: Your chanting cautions allies that they must not make light of threats. Allies gain a deflection bonus to AC equal to the number of odd circles of this track you possess. OR a bonus to all saves equal to the number of circles of this track you possess (chosen at the time you begin singing; you must stop and start the song again to switch the bonus).

2nd Circle - Disarming Talent: You gain mastery over dissonance, and are able to use your abilities to hinder enemies as well as help allies. You gain one of the following [Songs]. This choice is permanent.

- **Unsettle** ^{EX}: Your tune sounds normal enough, but something about it is...off, and that strangeness puts your opponents off balance. Opponents suffer a penalty to all skill checks and Interaction Skill DC's equal to the odd number of circles of this track you possess for the duration of the [Round], and must make a Will save on their turn to remove it.
- **Screech** ^{EX}: You take a less subtle approach and simply make the most horrible sounds you are capable of. These sounds are so terrible they distract your opponents from defending themselves. Every time an opponent starts their turn within the area of your [Song], they must make a Will save or suffer either a penalty to AC equal to the number of circles you possess or a penalty to all saves equal to the number of even circles of this track you possess.

3rd Circle – Polyphony ^{EX}: You are so skilled with your repertoire that you can seamlessly transition from one to another and back, blending them together into one combined piece of music greater than the sum of its parts. Every time an ally starts their turn affected by one of your [Songs], they may remove up to one of the following conditions affecting them: [Bleeding], [Burning], [Dazzled], [Fatigued], [Shaken], or [Sickened]. In addition, you may now sing two [Songs] at once. You need only spend one swift action per turn to concentrate on both, though you must still spend a move action to activate each one.

4th Circle - Joyful Noise: You learn songs of praise and glory that give your allies strength in less direct ways than your chants. You gain one of the following [Songs]. This choice is permanent.

- **Paeon to Sight** ^{EX}: You sharpen your allies' eyes and help them see (and attack) further. Allies are considered 5 levels higher for the purpose of calculating [Melee], [Close], [Medium], and [Long] ranges while this [Song] is in effect.

- **Paeon to Precision** ^{EX}: Allies hearing this piece are better able to find weak points and press their advantage. Ally critical threat ranges expand to 18-20 while this [Song] is in effect. If allies possess critical threat increasing feats such as To Iron Married, their critical threat is expanded by 1 instead, this does not stack with the Rending weapon property. (An ally with By Steel Beholden, for example, would expand their critical threat range from 17-20 to 16-20).

5th Circle - Chorus: You may now sing three [Songs] at any one time. Additionally, [Songs] affecting allies may now also remove [Slowed] and [Stunned].



6th Circle – Pacify ^{EX}: The muse is with you always, and grants you some of its peaceful power. Twice per Encounter, as a standard action, you may create a 15ft radius spread of tranquility within [Medium] range. All opponents in this spread must make Will saves or be [Pacified] until the end of your next turn. A creature that is [Pacified] cannot take any offensive action.

7th Circle - Ancient Music: Your musical ability transcends mortal understanding, and you are able to perform music that is impossibly sublime. You may now sing four [Songs] at any one time. You gain one of the following [Songs]. This choice is permanent.

- **Poem of Life** ^{SU}: Your angelic voice mends spirits and brings confidence. Allies gain [Resistance] [Resistance] to your choice of physical damage, or magic and energy damage. This choice is made when you start singing Poem of Life.
- **Poem of Death** ^{SU}: Your music is a potent reminder of the inevitability of death and the meaninglessness of existence. Every time an opponent starts their turn within the area of your [Song], they must make a Will save or gain [Vulnerability] to your choice of physical damage, or magic and energy damage for one [Round]. This choice is made when you start singing Poem of Death.

Warlock

Drawing upon unique and ancient knowledge that might have been inherited, stolen or bargained for, Warlocks are able to produce spectacular magical effects. This knowledge and arcane might, so absolute, tends to corrupt an unprepared soul in the worse cases driving them mad with a lust for more and more power.

When you select this track, choose your highest Spellcasting Ability Modifier (SAM), or if you do not have a SAM, your Intelligence, Wisdom, or Charisma modifier. This becomes your Track Ability Modifier (TAM) for this track. The save DC for abilities under this track is equal to 10 + ½ your character level + your Track Ability Modifier.

Circle 1- Eldritch Blast ^{SU}: You can channel dark energies to lash out at your opponents. You start with one of the following Eldritch Blast forms.

- **Eldritch Burst**- At will, you may deal magic damage equal to 1d6 per level you possess plus your TAM to a target creature within [Close] range as a standard action. A successful Will save halves this damage. At 4th circle, you can activate this ability as a swift action once per [Round], in addition to activating it as a standard action.
- **Eldritch Glaive** - As a swift action or part of a swift action, you can form a melee weapon out of Eldritch energy. This weapon has the [Arcane] property and three other weapon properties of your choice other than [Elemental], and is a Lesser item of your design with enchantments as normal for a magic weapon of its type (see Chapter XIII). These choices are permanent. This weapon, called your Eldritch Glaive, does not count against your normal limit of attuned magic items. When you gain your 4th circle in Warlock, redesign this weapon as a Greater item, and when you gain your 6th circle, redesign it as a Relic. Though your Eldritch Glaive possesses the [Arcane] property, the weapon itself is a supernatural ability, and attacks with it benefit from magic weapon item bonuses to attack, magic item enchantments that trigger on a hit, and the [Brutal] property. While wielding your Eldritch Glaive, you count as having a Good Base Attack Bonus (equal to your level). You may only have a single Eldritch Glaive in existence at a time, and may cause it to disappear as a free action.

Circle 2- Eldritch Infusion ^{SU}- You gain access to your first three Eldritch Infusions. You may choose to use an infusion with any use of your Eldritch Blast. If you have

an Eldritch Glaive, you may choose a new infusion for it at the beginning of your turn. Infusions on the glaive count as effects that trigger on a hit for purposes of other abilities.

- **Hellfire**- When using the Hellfire infusion, all damage dealt by your Eldritch blast is [Fire] damage, and all targets damaged by it start [Burning]
- **Eldritch Shards**- When using the Eldritch Shard infusion, all damage dealt by your Eldritch Blast is physical damage, and all targets damaged by it start [Bleeding]
- **Black Lightning**- When you use the Black Lightning infusion, all damage dealt by your Eldritch Blast is [Electricity] damage. For each opponent, the first time each [Round] that opponent is damaged by your Eldritch Blast, that opponent must make a Will save or become [Shaken] for one [Round]

Circle 3-Eldritch Forms ^{SU}: Pick two of the following abilities, this choice is permanent:

- **Eldritch Wave** - As a standard action, you may create a wedge with a length of 10 ft. plus 5 ft. per 2 character levels you possess originating from you that deals 1d6 magic damage per character level you possess to all creatures in its area. A successful Reflex save halves the damage. This is an Eldritch Blast form.
- **Eldritch Spear**- As a standard action, you deal 1d6 damage per level to a target within [Long] range. This requires a successful ranged attack. This is an Eldritch Blast form.
- **Eldritch Aura**- Once per [Round], when you damage an enemy with your Eldritch Blast, you may also subject all opponents within [Melee] range to the Eldritch Infusion applied to that blast as if they were damaged by your Eldritch Blast.

Circle 4- Eldritch Powers: You can access to three more Eldritch Infusions.

- **Vitriol**- When you use the Vitriol infusion, all damage dealt by your Eldritch Blast is [Acid] damage, and all targets damaged by it are [Sickened] for 1 [Round].
- **Dark Force**- When you use the dark force infusion, all damage dealt by your Eldritch blast is [Force] damage. For each opponent, the first time each [Round] that opponent is damaged by your Eldritch Blast, that opponent must make a Fortitude save or be [Blown away] from you, or the target square of the Eldritch Blast, if applicable.
- **Flashfrost**- When you use the Flashfrost infusions, all damage dealt by your Eldritch blast is [Cold] damage. For each opponent, the first time each [Round] that opponent is damaged by your Eldritch

Blast, that opponent must make a Fortitude save or become [Slowed] for one [Round].

Circle 5- Eldritch Lore: choose one of the following abilities, this choice is permanent

- **Eldritch Chain**- You can access to the Eldritch Chain form for your Eldritch Blast. As a standard action, you may deal 1d6 magic damage per level to a target within [Close] range. A successful Will save halves this damage. This deals half damage to all other opponents within [Close] range of that target.
- **Dual Glaive**- You may switch the Eldritch Infusion for your Eldritch Glaive once per [Round] as a free action. You must have taken the Eldritch Glaive option to select this.

Circle 6- Eldritch Pacts - You gain access to one more Eldritch Infusion. Choose one of the following, this choice is permanent. You may use this Infusion once per [Encounter].

- **Eldritch Surge**- When using the Eldritch Surge infusion, all damage dealt by your Eldritch Blast is [Negative] damage, For each opponent targeted by your Eldritch Blast, that opponent takes an additional 4 damage per level and becomes [Battered]. This is a [Death] effect.
- **Eldritch Control** – When you use the Eldritch Control infusion, for each opponent, the first time each [Round] that opponent is damaged by your Eldritch Blast, that opponent must make a Will save or be [Stunned] for one [Round]

Circle 7- Eldritch Mastery- You may use 2 Eldritch Infusions on each Eldritch Blast. Additionally you also gain one of the following abilities, this choice is permanent:

- **Eldritch Storm**- You can access the Eldritch Storm form for your Eldritch Blast. Create a spread extending out to your [Close] range. All opponents in the spread take 1d6 magic damage per level. A successful Will save halves the damage.
- **Eldritch Taint**- As a move action, you can create a spread within [Medium] range with a radius of 50ft that lasts until the end of the [Encounter]. Opponents that end their turn inside the spread take damage equal to your level. This is an Eldritch Blast form. You cannot apply the Eldritch Surge or Eldritch Control infusions to this blast.

Witch

“What are these So withered and so wild in their attire, That look not like th’ inhabitants o’ th’ Earth”. Befitting to their name, Witches can be both charming and spiteful, at the same

time frightening and fascinating. Witches are spellcasters utilizing their unique magic to place powerful curses upon their foes and grant protective wards to their allies.

When you select this track, choose your highest Spellcasting Ability Modifier (SAM), or if you do not have a SAM, your Intelligence, Wisdom, or Charisma modifier. This becomes your Track Ability Modifier (TAM) for this track. The save DC for abilities under this track is equal to 10 + ½ your character level + your Track Ability Modifier

1st circle - Curse ^{SLA}: When you affect an enemy with a supernatural, spell-like ability or a spell, if you didn't miss an attack and they didn't make a successful saving throw, you may Curse them as a swift action. The target must make a Will save or become [Energy Drained]. This is a [Surge] effect.

2nd circle - Hexes and Brews: Choose one of the following abilities:

- **Dark Infliction** ^{SU}: As a standard action, you may deal damage with the [Negative] descriptor equal to your level + your TAM to an enemy within [Medium] range. The target must make a Will save or become [Energy drained].
- **Witch's Brew** ^{SU}: At the beginning of a [Scene], you may expend 2 spell slots per circle of this track you possess. For each spell slot, choose a spell you know of that circle or lower which either has a Target listing of a single creature or has a listed Incantation version (if a spell fits both criteria, you must choose the incantation version). You create a potion with that spell effect, which may be given to another creature as a part of a move action. It takes a swift action for a creature to drink a potion, which causes the spell to be cast with them as the target. Any choices for the spell must be made when the potion is brewed, and the spell is treated as if you were the caster. Potions become inert at the end of the [Scene]

3rd circle- Dark Power: Choose one of the following abilities:

- **Familiar** ^{SU} - You keep company with a small animal that helps act as a conduit to magical forces. The DC for your spells increases by 2.
- **Flying Broomstick** ^{SU} - You can use magic to levitate objects, typically cleaning supplies. Any mount you ride gains the [Fly] movement mode.

4th circle - She turned me into a Newt! ^{SLA}: You can turn your foe into a small animal. Once per [Encounter], when using Curse, you can also change the target into a

small animal of your choice. While an animal, the only actions the creature may take are move or run actions. Each round, the target gets a new Will save, on a success they get better, and this effect ends. This is a [Surge] effect. Additionally Curse and Dark Infliction now inflict [Energy Drained] twice when used



5th circle- Protective Wards ^{SLA}: Once per [Scene], as a standard action, you may place protective wards on an ally. The wards last for the remainder of the [Scene]. When placed, you must choose one of the following versions:

- **Protection from Damaging Spells:** The warded creature gains [Resistance] to magic and energy damage
- **Protection from Physical Harm:** The warded creature gains [Resistance] to physical damage
- **Protection from Adverse Effects:** The warded creature gains a +5 bonus to all saving throws
- **Repelling Ward:** the creature is under the effect of Repelling ward for the duration of the effect

6th circle – Doom ^{SLA}: Once per [Encounter], when using Curse on a target, you may call upon the full force of your abilities to doom the target. The target is [Stunned] for 1 round, [Battered] until the end of the [Encounter], and starts [Bleeding] and [Burning]. A successful save against Curse means the target is merely [Slowed] for 1 [Round]. Also Curse and Dark Infliction now inflict [Energy drained] 3 times when used.

7th circle- Visage of Ultimate Terror ^{SLA}: By calling upon your dark powers, you reveal such an atrocity to those around you that they are overwhelmed with fear. As a standard action, you force all enemies within [Close] range to make a Will save or begin [Cowering] for 2 Rounds. A successful save leaves the enemy [Shaken] instead.

Monster Guide

Mook Reference Table

Level	Low HP	High HP	Saves	Attack Bonus	AC	# of Attacks	Ability DCs	Skill Modifier	UAM
1	20	24	2	+4	13	1	13	+2	+2
2	31	39	3	+5	14	1	14	+3	+2
3	41	53	4	+7	16	1	15	+4	+3
4	53	69	4	+8	17	1	17	+5	+3
5	64	84	5	+9	18	1	17	+7	+3
6	77	101	5	+11	20	1	18	+8	+4
7	89	117	6	+12	21	1	18	+9	+4
8	103	135	7	+13	21	2	19	+11	+4
9	116	152	7	+15	23	2	20	+12	+5
10	131	171	8	+17	25	2	20	+13	+5
11	145	189	8	+18	26	2	21	+14	+5
12	161	209	9	+20	28	2	21	+16	+6
13	176	228	10	+22	30	2	23	+17	+6
14	193	249	10	+24	32	2	23	+18	+6
15	209	269	11	+26	33	3	24	+19	+7
16	227	291	11	+28	35	3	25	+21	+7
17	244	312	12	+30	37	3	26	+22	+7
18	263	335	13	+32	39	3	27	+23	+8
19	281	357	13	+34	41	3	28	+24	+8
20	300	380	14	+35	42	3	29	+25	+8

Scouts

Scouts are light ranged attackers designed for harassment. They use the Low HP column and have a ranged attack ([Close] range) that deals 1d6 damage, plus 2 damage per level.

Scouts have a movement speed of 40 ft + 5 ft per 4 levels, and at 8th level they gain either the Fly or Swim movement mode.

Grunts

Grunts are heavy melee attackers that can suffer significant amounts of punishment. They use the High HP column, and have a melee attack that deals 1d6 damage, plus 2 damage per level.

Grunts have a movement speed of 30 ft + 5 ft per 4 levels, and gain a +1 deflection bonus to AC, which increases to +2 at 11th level.

Strikers

Strikers are light melee attackers who can dish out a lot of punishment but can't take much. They use the Low HP column and have a melee attack that deals 1d6 damage, plus 3 damage per level.

Strikers have a movement speed of 40 ft + 5 ft per 3 levels, and at 8th level they gain either the Fly or Swim movement mode.

Turrets

Turrets are heavy ranged attackers that have difficulty getting out of dodge. They use the Low HP column and have a ranged attack ([Close] range) that deals 1d6 damage, plus 3 damage per level.

Turrets have a movement speed of 20 ft + 5 ft per 5 levels, and gain a +1 bonus to attack rolls, which increases to +2 at 11th level.

Amorphous

Implacable due to their unique (lack of) anatomy. This race can represent anything from a mindless eating machine, to tricky shapeshifters to sentient gelatinous desserts.

+4 CON	-2 DEX	[Any] size [Aberration] Type
+1 (+1/8 levels) to Vigor checks		
Bonus Feats		Slow and Steady By Will Sustained Senseshift Adept
BAB Good	12 HP/Level	5 Skills
Good Saves		
Fort Will	STR KOM	CON KDM

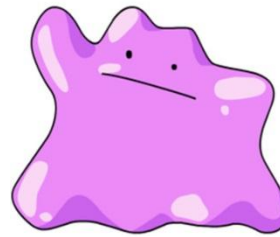
1st Circle – Spread the Love EX: Oh gross. You gain a +1 bonus to your Grapple combat maneuver DC and to saves against the Grapple combat maneuver. In addition, as a move action or part of a move action, if you did not already create a love spread this turn, you may create a love spread with a radius of your [Melee] range originating from you that deals energy damage with the [Acid] descriptor or physical damage, chosen each time you create the spread, equal to your level (minimum of 1), or your level plus half your level at 4th circle, to all creatures besides yourself within the area and inflicts the [Entangled] condition for one [Round] on all creatures besides yourself within the area. A successful Fortitude save (10 + ½ your level + your KOM) negates the [Entangled] condition.

2nd Circle – The Shape of Yourself to Come EX: Slowly but surely, you grow thicker and more resilient. You gain [Lesser resistance] to your choice of physical damage, or magic and energy damage. This choice is permanent. At 4th Circle, you instead gain [Lesser resistance] to all damage.

3rd Circle – Solidify EX: You learn to harden yourself at the cost of some mobility. At the beginning of your turn, without spending an action, you may choose to reduce your movement speed by half for one [Round]. If you do so, you gain a +2 bonus to all of your saving throws, or a +4 bonus to all of your saving throws at 5th circle, and The Shape of Yourself to Come grants [Resistance] instead of [Lesser resistance] to your chosen damage type(s) for one [Round].

4th Circle – The Gift that Keeps on Giving EX: Now that's just nasty. You gain an additional +2 bonus to your Grapple combat maneuver DC and saves against the Grapple combat maneuver. In addition, as a move action or part of a move action, if you did not already create a love spread this turn, you may create a love spread with a radius of your [Melee] range originating from you that deals energy damage with the [Acid] descriptor or physical damage, chosen each time you create the spread, equal to your (minimum of 1) to all creatures besides yourself within the area and inflicts the [Entangled] and [Sickened] conditions for one [Round] on all creatures besides yourself within the area. A successful Fortitude save (10 + ½ your level + your KOM) negates the [Sickened] condition.

5th Circle – Loosen up EX: You're a slippery one! You gain [Immunity] to effects with the [Binding] descriptor. If you already have or later gain this [Immunity] through another effect or ability, you instead gain a +2 bonus to all of your saving throws for as long as you have that [Immunity] through that effect or ability.



6th Circle – Solidus Maximus EX: You learn the benefits of putting on extra layers! You gain [Fast healing] equal to your level. When you activate your Solidify ability, you gain temporary hit points equal to your level plus your KDM. These temporary hit points are lost at the end of the [Encounter].

7th Circle – Oh God It's Everywhere EX: What a mess. Once per [Round], as a swift action, you may create a spread with a radius of your [Medium] range originating from you that pulls all opponents in the spread to squares adjacent to you, or as [Close] as possible to adjacent in the event that all adjacent squares are occupied. A successful Fortitude save (10 + ½ your level + your KOM) negates the effect. Immediately after creating that spread, as a free action, you may create a spread with a radius of your [Melee] range originating from you that deals energy damage with the [Acid] descriptor or physical damage, chosen each time you create the spread, equal to your (minimum of 1) to all creatures besides yourself within the area and inflicts the [Entangled] and [Sickened] conditions for one [Round] on all creatures besides yourself within the area. A successful Fortitude save (10 + ½ your level + your KOM) negates the [Sickened] condition.

Arthropod

The Lich's pet poisonous spider, a praying mantis the size of a human, or a giant crab. Arthropods can be any sort of larger than average insect like creature, usually with an exoskeleton and poisonous traits.

+2 DEX	+2 CON	-2 CHA	[Average] or [Large] size [Aberration] Type
[Darkvision] +1 Racial Bonus to AC			
Bonus Feats		Feign Death Recon Reaver	
BAB Good	10 HP/Level	5 Skills	
Good Saves Reflex Fortitude	CON KOM	STR KDM	

1st Circle – Jaws of Life ^{EX}: You are born to bite the hand that feeds you. You gain 2 additional HP per level. In addition, you gain one of the following natural weapons:

- **Brutal Bite** - [Melee], [Brutal 2] [Traumatizing]
- **Scythe Claws** - [Melee] [Reach] [Scything] [Brutal 1]
- **Poison Spit** - [Close], [Elemental: Acid] [Magnum] [Unbalancing]

2nd Circle – Molting ^{EX}: You gain one of the following abilities. This choice is permanent:

- Once per [Encounter], if you make a successful Reflex saving throw against an offensive action that normally deals half damage on a successful save, you may instead take no damage.
- You may take 10 on Acrobatics checks regardless of circumstances, and your move speed increases by 5 ft. for every odd numbered circle you have of this track.

3rd Circle – Venom ^{EX}: All your attacks come with a personal touch. The first time each [Round] that a creature is hit with your natural weapon gained from this track, or a weapon of at least Lesser quality that you are attuned to, that creature becomes [Sickened] and starts [Burning]. This is a [Poison] effect.

4th Circle – Spreading ^{EX}: You gain [Tremorsense] out to 25 ft, or if you already possess [Tremorsense], you increase its range by 25 ft. In addition you gain one of the following abilities, the choice is permanent:

- **Get It Off Me, Get It Off Me!** - You gain a [Bonus Attack] each time you make an attack action.
- **Just a Louse.** - You gain [Lesser Resistance] to physical damage as well as the choice of either the Burrow, Swim or Fly movement mode, this choice is permanent.

5th Circle – Virulence ^{EX}: Whenever you hit an opponent for the second time in the same [Round] using the natural weapon gained from this track or a weapon of at least Lesser quality that you are attuned to, that opponent gains [Vulnerability] to physical damage for 1 [Round]. This is a [Poison] effect.

6th Circle – Swarming ^{EX}: You gain [Immunity] to [Mind-Affecting] and [Fear] effects, as well as the in-combat use of the Intimidate skill. Once per [Round] if you attempt and fail to overcome an opponent's AC with an attack roll, you deal physical damage to your target equal to your level, this effect does not count as a



weapon attack.

7th Circle – Toxin ^{EX}: Once per [Round], as a swift action, your next hit with the natural weapon granted by this track or a weapon of at least Lesser quality that you are attuned to, forces your target to become [Nauseated] for the duration of the [Encounter]. Once per [Round] on its turn, without taking an action, a creature inflicted with the [Nauseated] condition from this ability may make a Fortitude save (DC 10 + ½ your level + your KOM). A successful Fortitude save removes the [Nauseated] condition. This is a [Poison] effect.

Avian

The Avian racial track can be used to model all varieties of birds, winged mammals and other creatures that should logically have the Fly movement mode at 1st level, but aren't properly represented by the Dragon track.

+2 DEX	Size varies [Magical Beast] Type	
[Darkvision] [Ghostwise] 45 ft.		
Bonus Feats	Exit Stage Left Recon Breakneck Pace	
BAB Good	8 HP/Level	6 Skills
Good Saves Reflex Will	Dex KOM	Any Mental KDM

1st Circle - Sky Hunter ^{EX}: You gain the Fly movement mode. In addition, you get the Avian Strike natural attack.

Avian Strike - Melee, range [Melee], [Brutal 2], [Reacting]

2nd Circle - Aerobatics ^{EX}: You gain a +2 bonus to Acrobatics. In addition, choose one of the following options. This choice is permanent.

- **Dive Attack**: You charge at double your move speed and do not provoke attacks of opportunity while charging. You may make your attack at any point during the charge. Additionally, once per [Round], upon dealing damage as part of a charge, you deal additional damage with the [Precision] descriptor equal to your level. This increases to twice your level at 4th circle, and three times your level at 6th circle.
- **Presentation**: Whenever you successfully use Acrobatics to Surprise an Opponent, the surprised opponent also suffers a -1 penalty to attack rolls and saving throws until the beginning of your next turn. At 4th circle, you can use Acrobatics as part of a move action without halving your speed. At 6th circle, each use of Surprise an Opponent affects up to two opponents - roll Acrobatics once and compare to the AC of each target.

3rd Circle - Flock Formation ^{EX}: Allies within [Close] range of you gain the Fly movement mode while they remain in [Close] range. This ability lasts for one [Round] after they leave [Close] range.

If any allies benefitting from this ability have a speed less than yours, their speed is increased to be equal to yours while they benefit from this ability. Finally, choose one of [Ambush] or [High ground]. All of your natural weapons, and any weapons you are currently wielding, gain that weapon property if they do not already have them.

4th Circle - Slipstream ^{EX}: As a swift action, choose one ally within [Close] range besides yourself, plus one for every circle you have in this track. Chosen allies can move a distance equal to half of your speed. This movement provokes attacks of opportunity as normal.

5th Circle - Free Bird ^{EX}: You gain [Immunity] to effects with the [Binding] descriptor. Whenever you lose the Fly movement mode, you regain it at the start of your next turn. During your turn, you cannot be prevented from gaining the [Flying] condition. In addition, you gain the Soar movement mode. It takes 5 [Rounds] to ascend or descend.

(In some cases, the GM may rule that it makes no logical sense for a creature at a given location to be able to fly - for instance, a dungeon hallway with really low ceilings.)

6th Circle - Eagle Eye ^{EX}: You gain a bonus equal to your character level on initiative rolls. In addition, you gain [Blindsight] with a range of 45 feet.

7th Circle - Mach Speed ^{EX}: When you use Slipstream, you can move a distance up to your speed, and you and all allies affected by Slipstream gain a 25% [Miss chance] for two [Rounds]. Allies can now benefit from Slipstream if they are within [Close] range of any point in your movement.



Devil

Where the typical demon relies on rage and chaos to achieve their goals, the devil is cold, calculating, savvy and audacious beyond belief. They will do anything to achieve their goals, but usually that will mean working from the shadows, manipulating others, but never afraid to dirty their own hands if it becomes necessary. Devils can be [Average] or [Large], a permanent choice established on their creation. The save DC for all abilities from this track is $10 + \frac{1}{2} \text{ level} + \text{KOM}$.

+2 INT		Size varies	
		[Outsider] Type	
[Lesser Resistance] to Cold [Darkvision]			
Bonus Feats		Arcane Magister The Earth Cracks Words of Power	
BAB Good		8 HP/Level	6 Skills
Good Saves Reflex Will		INT KOM	STR KDM

1st Circle — Seek and Destroy ^{SU}: You gain a +3 bonus to Perception and can use Intelligence instead of Wisdom to calculate your bonuses to Awareness and Perception.

2nd Circle — Paranoid: Pick one of the following.

- A Man of Wealth ^{EX}: Enemies attempting to use the Stealth skill within your [Close] range take [Cold] damage equal to your level + KOM.
- A Man of Taste ^{SU}: Enemies attempting to use the Bluff skill in combat within your [Melee] range take [Cold] damage equal to your level + KOM and must make a Reflex save or be [Entangled] for one [Round].

3rd Circle — The One Brooding Warning: Pick one of the following.

- As I March: Your movement speed increases by 10 ft. and gains the [Teleport] descriptor.
- Tale of Revenge: You sense the flaws in your foes, intuiting how best to hasten their inevitable doom. Once per [Round], as a swift action, you can grant yourself a +3 bonus to either attack rolls or the DC of any spell, spell-like, or supernatural abilities you activate for one [Round].

4th Circle - Am I Evil?: Yes. Pick one of the following:

- Cold Hate, Warm Blood ^{SU}: When you hit an opponent, you inflict additional [Cold] damage equal to your level.
- Under the Ice ^{SLA}: Once per [Encounter], as a standard action, you can encase a creature within [Medium] range in bonds of ice. The creature must make a Fortitude save or be [Paralyzed]. On a successful save, the extreme cold disrupts the creature's system nonetheless, leaving it [Sickened] for two [Rounds].

5th Circle — Iced Earth: Pick one of the following:

- Circle of the Tyrants ^{SU}: Anyone within [Close] range who damages you takes [Cold] damage equal to your level and must make a Fortitude save or be [Slowed] for one [Round]. This ability only works once per [Round] per opponent.
- Where Cold Winds Blow ^{SU}: As part of a move action, you may lash an enemy within [Medium] range with icy chains. Your target takes twice your level + your KOM in [Cold] damage and its movement speed is halved for two [Rounds].



6th Circle — Nature of My Game: Pick one of the following.

- Where Death Seems to Dwell ^{SU}: Once per [Round] per opponent, your attacks inflict [Battered] and [Dazed] on hit. A successful Fortitude save negates the daze.
- Blackened ^{SU}: Opponents affected by any spell, spell-like, or supernatural ability you use must make a Fortitude save or become [Vulnerable] to all damage for 1 [Round].

7th Circle — Keeper of the Seven Keys ^{SU}: Once per [Encounter], as a standard action, you can condemn a creature within [Medium] range to the punishment it truly deserves. The creature immediately takes damage equal to three times your level and must make a Fortitude save or be [Petrified]. Every time the creature fails a Fortitude save against the [Petrified] condition, it takes damage equal to your level + KOM.

Divine Beast

Representing a diverse set of creatures ranging from Unicorns to Sphinxes to Celestial Guardians. These creatures tend to be benevolent, evenhanded, and righteous in their fury. Divine Beasts can be any size, a permanent choice established on their creation.



+2 Any Ability Score		Size varies [Magical beast] Type	
+1 (+1/8 levels) to Diplomacy +1 Racial Bonus to Save of Choice			
Bonus Feats		Lightbender Adept To Iron Married Chatty Bugger	
BAB Good	8 HP/Level	5 Skills	
Good Saves Any 2	Any Physical KOM	Any Mental KDM	

1st circle – Lancer ^{EX}: You gain the Avenging Spear natural weapon, which is a [Melee] weapon with the [Reach] property and two other properties of your choice other than [Barbed], [Hold-out], and [Quick-draw]. In addition, whenever you succeed on an in-combat use of an Interaction skill, you may add 1d6 [Precision] damage per circle of Divine Beast you have access to to attacks made against opponents affected by your skill check for one [Round].

2nd circle – Lessons of Life ^{EX}: You gain one of the following abilities this choice is permanent:

- **Impale** ^{EX}: You may spend a move action to double your critical threat range for one [Round]. This effect does not stack with abilities from other tracks that increase your critical threat range.
- **Insight** ^{EX}: You gain [Tremorsense] out to [Close] range.

3rd circle – Tread in Starlight ^{SLA}: You gain access to the following spells as spell-like abilities: *searing light* and *cure serious wounds* (standard version only). Each is usable twice per [Encounter] as a standard action.

4th circle – In Good Grace ^{SU}: All conditions and [Binding] effects have their durations reduced by one [Round] when affecting you, to a minimum of 1 [Round]. If a condition would normally persist for an [Encounter], it instead lasts eight [Rounds]. If a condition would normally persist for a [Scene], it instead lasts for the [Encounter]. If a condition would normally persist for a [Quest], it instead lasts for the [Scene]. Permanent conditions are unaltered.

5th circle – Purge the Unclean ^{EX}: Any opponent within your [Melee] range at the beginning of your turn takes damage equal to your level. You may use the Bull Rush combat maneuver as a free action against an adjacent opponent damaged by this ability once per [Round]. This does not provoke an attack of opportunity.

6th circle – Embodiment ^{SU}: You gain [Lesser resistance] to all damage. In addition, once per [Encounter] as a move action, you can cast the spell *adamant skin* on yourself as a spell-like ability.

7th circle – Power of Innocence ^{SU}: Once per [Scene], when you are killed or rendered [Unconscious], your incapacitation triggers an explosion of light in a burst, dealing 1d6 damage per level plus your KOM to all opponents within [Medium] range and inflicting [Blinded] for two [Rounds]. A Reflex save (DC 10 + 1/2 your level + your KOM) halves the damage and negates the [Blinded] condition. One [Round] after this explosion, you are revived at half your maximum HP.

Fey

There are several fey races, the most well-known being sprites, nymphs, and faeries. Fey can be [Average] or [Small], a permanent choice established on their creation.

+2 CHA		Size varies [Fey] Type
[Ghostwise] +1 Racial Bonus to Save of Choice		
Bonus Feats	Any One	
BAB Poor	8 HP/Level	7 - Must Train All Interaction Skills
Good Saves Reflex Will	CHA KOM	DEX KDM

1st Circle – Light Foot, Sharp Tongue ^{EX}: You gain a +3 bonus to any two of the following skills: Acrobatics, Bluff, Diplomacy, Intimidate, Perception, and Stealth.



2nd Circle – Like the Mist ^{SLA}: Once per [Encounter], as a standard action, you may activate *invisibility*, as the spell. Starting at 10th level, you instead activate *greater invisibility*, as the spell.

3rd Circle – Discordant Chant ^{SU}: Once per [Encounter], as a standard action, you can begin an insidious chant that saps the endurance and coordination of your enemies. You can maintain this chant in following rounds by spending a move action in each consecutive extra round. Each [Round] on your turn, enemies within [Close] range take a -1 cumulative penalty on all d20 rolls

(maximum -3).

4th Circle – Fey Pact ^{SU}: Once per [Encounter], plus an additional time per encounter for every circle you possess in this track, as a move action, you may enact a bargain with any willing creature within [Close] range. This bargain removes up to two conditions from one party while transferring one hit point per level from that party to the other party. The creature that gains hit points is then healed an additional one hit point per level.

5th Circle – Small Favor ^{SLA}: Once per [Encounter], as an immediate action, you can [teleport] a single willing creature within [Medium] range to a place of your choosing within 1 mile for every circle you possess in this track. Upon being whisked away, the creature is healed 4 hit points per level.

6th Circle – Word of Warning ^{SU}: Three times per [Scene], as a move action, you retrieve an ambiguously-worded, uncannily prescient warning. At any time in the following [Scene], when you would make a d20 roll, you may take advantage of this warning to instead determine the outcome of a single d20 roll.

7th Circle – Chant of Doom ^{SU}: Your Discordant Chant now affects opponents within [Medium] range. Additionally, while you maintain Discordant Chant, at will, as a standard action, you may attempt to [Daze] any opponent affected by your Discordant Chant; the [daze] can be negated by a successful Will save (DC 10 + ½ your level + your Charisma modifier).

Force of Nature

You literally are made of magic. You might be a sentient cosmic storm or a conscious spell. You bring destruction where you go, and it's up to you where you might point that overwhelming force. A Force of Nature can be [Average] or [Large], a permanent choice established on their creation.



+2 Any Ability Score		Size varies [Primordial] Type	
[Darkvision]			
+1 Racial Bonus to Save of Choice			
Bonus Feats	Senseshift Adept The Earth Cracks Arcantric Accuracy		
BAB	10	6	
Poor	HP/Level	Skills	
Good Saves	Any Mental	Any Physical	
Any 2	KOM	KDM	

Circle – Wild EX: "For each opponent, the first time each [Round] you damage that opponent with a supernatural or spell-like ability or a spell, you may deal additional damage equal to half your level and cause that opponent to start [Burning]."

2nd Circle – Shielded EX: Choose one of the following benefits:

- Emergency Preparation: Item bonus to Armor Class equal to your circles in Force of Nature and a +3 item bonus to a saving throw of your choice.
- Seek Shelter: +3 item bonus to two saving throws of your choice.

3rd Circle – Destructive EX: Choose one of the following abilities. This choice is permanent.

- Collateral Damage: You gain a bonus equal to 5 ft per circle you possess from this track to the lengths of wedges and lines you create and to the radii of spreads you create. For example, this ability would increase the radius of an Elemental's 3rd-circle fireball by 15 feet.
- Natural Disaster: You gain a +2 bonus to the DC of all spell, spell-like, and supernatural abilities you activate.
- Unceasing Power: Casting spells and activating spell-like abilities no longer provoke attacks of opportunity.

4th Circle – Adaptive EX: Choose one of the following benefits:

- Oh the Humanity!: Your spells, spell-like, and supernatural abilities ignore up to half your level in [Resistance].
- The Unbound: You gain a +15 ft bonus to your movement speed and your movement no longer provokes attacks of opportunity.

5th Circle – Persistent EX: Choose one of the following benefits:

- Uncontrollable: Each [Encounter], the first [Dispelling] effect made against a spell you cast or a spell-like ability you activate fails. At 7th circle, the second [Dispelling] effect made against a spell you cast or a spell-like ability you activate fails.
- Endless Devastation: You gain [Lesser resistance] against all damage.

6th Circle – Cataclysm EX: Once per [Encounter], as a swift action, you can activate a spell, spell-like, or supernatural ability of no higher than 5th circle that would normally be activated as a standard action. At 7th circle, you can activate an ability of no higher than 6th circle in this way. This ability is a [Surge] effect and counts both as a use of this ability and as a use of the ability you activate.

7th Circle – Act of God EX: Once per [Scene], if your hit point total would be reduced to 0 or below, your hit points are instead reset to half your normal maximum and you can immediately activate any spell or spell-like ability of 6th circle or lower that is an offensive action. This activation requires no action expenditure and does not count against limits on activating that ability.

Incorporeal

Ghosts, banshees, and the darkest of Templars all slowly fade from corporeal existence even as they plot their vengeance. This track models all such Unbodied creatures.

+2 WIS	+2 CHA	-2 CON	[Average] size [Undead] Type
[Ghostwise] Sight 45 ft			
Bonus Feats		Exit, Stage Left The Sun Grows Dim By Will Sustained.	
BAB Poor	8 HP/Level	5 Skills	
Good Saves Reflex Will	CHA KOM	WIS KDM	

1st Circle – Unbodied ^{EX}: You gain [Lesser resistance] to physical damage. Once per [Round], as a move action, you can become [Faded] or stop being [Faded]. While [Faded], your [Lesser resistance] to physical damage becomes [Resistance] and you are [Concealed], but are [Vulnerable] to [Force] effects. When you stop being [Faded], all opponents within [Close] range take [Cold] damage equal to your KOM.

2nd Circle - Fade Away ^{SU}: Select one of the following abilities (this choice is permanent):

- Intangible: Once per [Round] per circle you possess from this track, when an opponent who is not [Concealed] or [Fully concealed] makes an attack against you, if you are not [Flat-footed], you may make a Will save and use the result in place of your AC against that attack if the result is higher than your AC. While [Faded], you get a +2 bonus on saving throws against combat maneuvers. This bonus improves to +4 at 5th circle.
- From the Shadows: While not [Faded], you add [Cold] damage equal to your KOM to all of your attacks and get a +1 bonus on attack rolls. While [Faded], all of your weapons gain the [Magnum] property.

3rd Circle - Phase Shift ^{SU}: Select one of the following abilities (this choice is permanent):

- Fade Away: When you become [Faded], you automatically activate *invisibility*, as the spell. At 5th circle, this becomes *greater invisibility*.
- Phase Shift: When you become [Faded], you add the [Warp] descriptor to any of your movements while

you remain [Faded].

4th Circle - Willing Possession ^{SLA}: Once per [Scene], while [Faded], as a standard action, you may occupy the body of a willing creature within [Close] range. Your host may act normally, and you may activate any ability that does not require an attack roll. You cannot be targeted, but your Willing Possession may be dispelled. Your host's [Damage reduction] and [Resistance] are applied to any incoming damage, then you both take half of the result. Your own [Resistance] and [Damage reduction] may not be applied to this damage.

5th Circle - Flash of Darkness ^{SU}: The first time each [Round] that you move into and out of a square that is adjacent to an opponent, that opponent takes damage equal to twice your level and must make a Fortitude save (DC 10 + ½ your level + your KOM) or become [Slowed] for one [Round].

6th Circle - Horror,

Manifest ^{EX}: When you stop being [Faded], creatures within [Close] range of you must make a Will save (DC 10 + ½ your level + your KOM) or become [Frightened] for the next two [Rounds]. This is a [Mind-Affecting] [Fear] effect.



7th Circle - Hostile Possession ^{SLA}: Once per [Scene], while [Faded], as a standard action, you may force a single creature within [Close] range to make a Will save (DC 10 + ½ your level + your KOM) or become [Bound] under your control. If the creature fails the save, you occupy the creature's body and cannot be targeted. You may not order your host to do anything other than move or attack, but may activate any of your abilities that do not require an attack roll. You cannot be targeted, and any attempt to damage you instead damages your host. Your host's [Damage reduction] and [Resistance] are applied to any incoming damage, then you both take half of the result. Your own [Resistance] and [Damage reduction] may not be applied to this damage. However, your Hostile Possession may be dispelled and ends at the end of the [Encounter]. At the beginning of its turn, the creature under your control may make a will save ((DC 10 + ½ your level + your KOM) If it succeeds, it is no longer [Bound] and you no longer occupy its body and are placed in the closest unoccupied square. This is a [Mind-Affecting] effect.

Large and in Charge

Your enemies are about to have a HUGE problem. You may be either a [Giant] or [Magical beast], chosen at character creation.

+2 STR		[Huge]* size Type Varies
+5 movement speed, +1 (+1/8 levels) to Athletics		
Bonus Feats		Slow and Steady Towering Wake
BAB Good	12 HP/Level	4 Skills
Good Saves Fortitude Will	STR KOM	CON KDM

*A creature with the Large and in Charge race occupies a 10 ft. by 10 ft. square at 1st circle, a 15 ft. by 15 ft. square at 4th circle, and a 20 ft. by 20 ft. square at 7th circle.

1st Circle - Exposed to Radiation EX: You gain two natural attacks. These attacks can be either melee or ranged, and possesses [Brutal] and any other two properties of your choice, except for [Arcane], [Barbed], [Hold-out], and [Quick-draw]. Additionally, you gain one of the following abilities (this choice is permanent):

- **Big Swings EX:** Once per [Encounter], plus one additional use per 4 levels, a melee attack you make can be made out to [Close] range.
- **So Fisticated EX:** All of your natural attacks (including your Unarmed Strike) gain the [Brutal] property. If your natural weapon already has [Brutal 3], you may choose any one weapon property to add to it, except for [Arcane], [Barbed], [Hold-out], and [Quick-draw].

2nd Circle – War Stomp EX: You add the number of circles you have in this track as a bonus to damage on attacks made with your natural attacks. As a swift action or as a part of a move action, you may choose to step on a single creature that is large or smaller within [Melee] range and deal your character level in damage to that creature. Any creature that is stepped on falls [Prone]. A successful Reflex save (DC 10 + ½ character level + Key Offensive Modifier) negates the [Prone] condition. This is a [Ground] effect. At 5th circle, War Stomp is no longer a [Ground] effect, and any creature on the ground



that is damaged by it must spend a swift action to unbury themselves from the ground in order to move.

3rd Circle – Long Arm of Wrath EX: You gain a 5 ft. bonus per circle of this track you possess to your [Melee] and [Close], and a 10 ft. bonus to your [Medium], [Long], and [Extreme] range.

4th Circle - Iron Hide EX: You gain [Lesser resistance] to physical damage and [Fast healing] equal to your KDM.

5th Circle - Giant Growth EX: Twice per [Round], when you move into and out of a square, all opponents within your [Melee] range when you were in that square take damage equal to your character level + your KOM and are [Knocked down]. A Fortitude save (DC 10 + ½ your level + your KOM) negates the [Knocked down] condition.

6th Circle - Steel Skin EX: You gain [Lesser resistance] to energy and magic damage and [Immunity] to [Battered]. Additionally, the [Fast healing] you gained at 4th circle increases to your character level, and your [Lesser resistance] to physical damage increases to [Resistance] to physical damage.

7th Circle - King of the Monsters EX: Whenever you hit a creature with an attack using a natural attack, if it's the first time you've hit that creature with an attack using a natural attack this [Round], that creature falls [Prone]. A successful Reflex save (DC 10 + ½ character level + Key Offensive Modifier) negates the [Prone] condition. Additionally, once per [Round] and a total of twice per [Encounter] as a swift action or part of a move action, you can deal damage equal to three times your level to all opponents in your [Melee] range, damage equal to twice your level to all opponents in your [Close] range, and damage equal to your level to all opponents in your [Medium] range. This damage is not cumulative. Creatures damaged by this ability fall [Prone].

Otherworldly

A creature so alien to our world and values, the very idea of associating them with good or evil doesn't really make much sense. Usually masterminds of elaborate plots too detailed and complex to even comprehend by your puny mind. Otherworldly can anything from be eldritch abominations, to cult leaders that have long ago abandoned their humanity.

+2 INT	+2 CHA	-2 WIS	[Average] size [Aberration] Type
[Darkvision] +1 Racial Bonus Will Saves			
Bonus Feats	By Will Sustained Telekinetic Adapt Dread Secret		
BAB Poor	8 HP/Level	9 - Must Train All Knowledge Skills	
Good Saves Reflex Will	INT KOM	DEX KDM	

1st Circle - Alien Form ^{EX}: Enemies take a penalty on interactions skills made against you, -1 for every odd numbered circle of this track. Also you gain the Otherworldly Tentacle natural attack

- **Otherworldly Tentacle** - Melee, range [Melee], [Brutal 1], [Unbalancing], [Trapping]

2nd Circle - Mental Onslaught ^{SLA}: Once every 2 rounds, as a standard action [Mind affecting] ability, you create a wedge of psychic energy extending out to your [Close] range, dealing your level + INT in [Magic] damage and causes all enemies in area to be [Deafened] and [Sickened] for the [Encounter], a successful Will save (DC= 10 + 1/2 Level + INT) negates these conditions. Additionally you can communicate with any other creatures with the Otherworldly track, telepathically, out to your Extreme range.

3rd Circle - Domination Aura ^{SU}: Die for your master! Non-Otherworldly allies in [Close] range of you gain a +2 Fury bonus to Attack rolls, AC and Saves, and are immune to the in combat use of Intimidate and Diplomacy skills. All Non-Otherworldly enemies in [Close] range take a penalty of -2 to AC, Saves and Attack rolls as a [Fear] effect. Multiple Domination

Aura's do not stack, but penalties do stack with other fear effects.

As usual, any creatures who benefit from the Fury bonuses provided by this track may choose at the beginning of their turn to not benefit from Fury bonuses to attack rolls, damage and save DCs until the beginning of their next turn.

4th Circle - Empathic Transfer ^{SLA}: As a move action you may deal 2 times your level in damage to an enemy you are currently grappling or a willing Ally in [Melee] range, a successful Will save will halve the damage, you heal an equivalent amount of health per damage you deal. You cannot perform this action if you are at full health.

5th Circle - Psychic scream ^{SLA}: Mental Onslaught deals an extra 1 point of damage per level. Once per [Encounter] foes in the area of your Mental Onslaught must also make a Will save (DC= 10 + 1/2 Level + INT) or become [Stunned] for 1 round, this is a [Surge] effect.

6th Circle - Gibbering ^{EX}: When performing the Pin action you may also activate Mental Onslaught as part of the Pin and without requiring a Will save.

7th Circle - Mountains of Madness ^{SLA}: Once per [Encounter] you grant a glimpse of your true origins to a single target in your Mental Onslaught effect. You deal an additional 6 damage per level to that target, and cause the creature to be [Confused] and [Shaken] for 2 rounds. Will negates [Confused], and halves total damage. This is a [Mind effecting], [Death] and [Surge] effect

Alternate Rule: Enslavement – A creature whom dies while grappled with an Otherworldly rises as a slave at the end of the encounter, which has stats of a Grunt Mook 1 level lower than its original creature's level (minimum 1) under the Otherworldly's mental control. The slave's creature type remains the same. No Individual otherworldly should be encountered with more than a number of Mooks equal to the highest circle available to it. These slaves are all [Bound] to the Otherworldly. PC Otherworldly probably shouldn't have more than 1 slave available to it at a time. A ritual that lasts for 1 [Scene] can be used to turn any of its created slaves into an Otherworldly, replacing one of the creature's original tracks of the creator's choice and racial statistics with this one. The new Otherworldly has the same overarching goals and motivations as its creator, but the new creature is a sentient being in its own right and holds no initial hostility toward its creator

Sentient Plant

Typically portrayed as a Dryad or Treant, usually acting as protectors of their local environment. A Sentient Plant can be [Average] or [Large], a permanent choice established on their creation.

+2 CON		Size Varies [Plant] Type
+1 (+1/8 levels) to Nature +1 Racial Bonus to AC		
Bonus Feats	Slow and Steady The Earth Cracks By Will Sustained	
BAB Poor	12 HP/Level	4 Skills
Good Saves Fortitude Will	CON KOM	WIS KDM

1st Circle – Speak With Plants ^{EX}: You gain the ability to speak to plants. You are able to ask questions of and receive answers from plants. A regular plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. In addition, all terrain within [Close] range of you is treated as difficult terrain for opponents.

2nd Circle – Entangling Roots ^{EX}: Once per [Round], you may spend a move action to add the [Entangled] condition to your attacks. Any creature you hit must make a Reflex save (DC 10 + ½ your level + your Key Offensive Modifier) or be [Entangled] for 1 [Round]. Any creature affected by this ability has to make only one Reflex save per [Round]. At 4th circle, this improves to affecting every opponent within your [Melee] range of any creature you choose to attack.

3rd Circle – Setting Down Roots ^{EX}: At the end of your turn, subtract how far you have moved during the current [Round] from your move speed. For every 5 ft. of this result, you gain 2 points of [Fast healing] and a +1 deflection bonus to your armor class for one [Round]. These bonuses stack a number of times equal to the number of circles you possess from this track, up to a maximum of 14 [Fast healing] and a +7 deflection bonus to your AC at 7th circle. Movement caused by effects not created by you does not change the bonuses you get, and you start with the maximum bonuses at the start of every [Encounter].



4th Circle – Sap Strength ^{EX}: As a swift action once per [Round], any creature you attack must make a Fortitude save (DC 10 + ½ your level + your Key Offensive Modifier) or gain the [Sickened] and [Slowed] conditions for two [Rounds]. Any creature affected by this ability has to make only one Fortitude save per [Round]. This is a [Poison] effect.

5th Circle – Ironwood Armor ^{EX}: You gain [Lesser resistance] to damage. if you gain at least 3 points of AC from Setting Down Roots, you gain Temporary Hit Points equal to your character level, and if you gain 6 points of AC from Setting Down Roots, your [Lesser resistance] to damage improves to [Resistance] to damage for one [Round].

6th Circle – Evergreen ^{EX}: You gain immunity to [Paralysis], [Stunning] and effects with the [Poison] descriptor.

7th Circle – Death Blossom ^{EX}: As a standard action, you may attack every opponent within [Close] range. Every creature hit gains the [Energy drained] condition, loses [Flying], and access to the Fly movement mode for one [Round]. This is a [Poison] effect.

New Base Races

Goblins

+2 DEX	+2 CON	-2 CHA	[Small] size [Humanoid] Type
30 foot move speed +1 (+1/8 Levels) Racial bonus to any one skill			
Bonus Feats		Any One	



Goblins are a resilient people, strong and living in militaristic style war-camps that protect their more peaceful villages. Some find these camps filled with warriors a bit intimidating, but while the individual goblin is combat savvy, they tend to be more demur and not that imposing, using their numbers more to prevent attacks than to bring war themselves.

Kobold

+2 DEX	+2 INT	-2 STR	[Small] size [Humanoid] Type
[Darkvision] +1 to AC			
Bonus Feats		Skill Flexibility Recon The Bigger They Are	

Suspected to be a defective spawn of true dragons, Kobolds have long plagued subterranean caves and been the end of many unwary adventurers, victim to a lone trip wire and dozen crossbow perches noticed only a moment too late. Small but cunning,



they make up for their lack of strength in both numbers and the traps that line their lairs. Many tend to grab the Professional Soldier or the Demo-man tracks.

Lizardfolk

+2 STR	[Medium] size [Humanoid] Type
Swim Speed +1 to Will saves	
Bonus Feats	Truly Bad People You Will Falter Senseshift Adept

Naturally aquatic, Lizardfolk tend to live more near swampy marshes and alongside ocean beaches. Very territorial and in tune with their environment, they have developed a slew of natural defenses to protect themselves and their homes, from acidic blood to being able to sense their surroundings with their entire bodies.



Transformative Races

While not appropriate for every campaign, most settings have a character that has an odd upbringing, making them different from their fellows you would meet in the town square. These can account for regional variants, perhaps goblins growing up in the Arctic are a bit larger but slower than their brethren living in the plains and referred to as Hobgoblins, and those from the desert are faster, a bit dumber and called Gnolls. These might even be granted to you later in life, during your adventures you may be forced to wander the Abyssal Planes of Madness for 20 years, resulting in a permanent change when you come back. Inclusion of this allows for the idea of sub-races such as Drow (Subterranean Elves), Blues (Phrenic Goblins), or Neanderthals (Arctic Native Human) to exist in your campaign world.

Whatever the reason, Transformative Races allow for a bit more customization for character creation. These

racers provide bonuses and abilities in addition to your racial selection at character creation, in exchange for a detriment as well. Not appropriate for all campaigns, DM permission is required before applying these to a character, as well as taking the Racial Variant Iconic feat. No Creature should have more than one transformative race applied to them.

Airborne – You were born to be amongst the sky, to be placed on the ground is unnatural to you, though you have to be a bit lighter to maintain your flight. Gains [Fly] Movement mode and +1 to Reflex saves, suffers a -2 to STR.

Aquatic. - Born in the waves, you are Sturdier than others of your kind, but your movements tend to be slower and more methodical. Gains a [Swim] speed and a +2 CON, but suffers a -2 DEX.

Arctic-Native. - Ice runs through your veins, making you tougher, but also a bit slower. Gains [Lesser Resistance] Cold, an increase to size and a +1 to Fortitude saves, but suffers a -10 to movement speed.

Death-Touched. - You've avoided being claimed by death, making you much more aware of your surroundings, but also a bit skittish for battle. Gains +1 to all saves and [Ghostwise] sight. Suffers a -1 to all attack rolls.

Flame-Kissed. - Touched by primal fires, you are able to survive more intense heat than others of your kind, but has made you hasty and a bit impatient. Gains [Lesser Resistance] to Fire, +10 movement speed, but suffer a -2 to INT.

Phrenic. - You gain just a bit of psychic power at the cost of some of your mental control. Gains the option of either: Telekinetic Adept, Overchannel or Meta-Power as a 1st level feat or at their next feat choice, you do not need to meet the prerequisites. Also gains a +2 INT but suffers a -2 WIS.

Planar. - Born somewhere in the raging chaos of the Planar Multiverse, these creatures tend to be a bit imposing but also cocky. Gains +2 CHA and [Lesser Resistance] to 1 energy type of choice. Suffers a -3 to initiative

Rune-Carved - With Ink-work and forbidden knowledge, power can be channeled into a mortal vessel. Covered in a fine tracery of illuminated tattoos, you are imbued with limited influence over the primal language, though this makes you more susceptible to magic and its effects. Gains a +2 CON from your runic Ink-work and

options of either: Rune Magic, Lightbender Adept, Safekeeper adept as a 1st level feat or at your next feat choice, you do not need to meet the prerequisites. Suffer -1 to all saving throws.

Subterranean. – The surface world is foreign to you, you operate in total darkness, but this does make you isolated, less likely to learn vital skills from others. Gains [Blindsight] and a +1 bonus to Stealth, with an additional +1 every 8 levels. 1 less skill is trained for their class.

Troll-Blooded – You heal quickly, able to withstand a lot of punishment before you can be put down, you do tend to neglect your defenses. Gains Fast healing 3 and +1 to Fortitude saves. Suffer a -1 to AC.

Adaptation

Your campaign might have some, all, or none of the example racial variants listed above. Creating your own transformative race allows you to add a bit of variety to your campaign world. All transformative races should be granted a Major Boon (which can be replaced with 2 Minor Boons), a Minor Boon and a detriment. Detriments should be significant and something that affects a creature over their entire adventuring career.

Major Boon examples	Minor Boon examples	Detriment examples
+2 racial bonus to a Stat (not to exceed +4 to a single Stat)	[Darkvision] or [Ghostwise] vision	-2 to a stat (max -4)
Fast Healing 3	+1 to a single skill (with +1/8 levels)	-3 to Initiative
+10 Base Move Speed	[Lesser Resistance] to 1 energy type	-10 Base Move Speed
1 additional Skills Trained for class	Up to 3 new 1st level feat options, (must be appropriate DM permission)	1 Fewer Skills Trained for class
+1 to all saves	+1 to a single Save	-1 to AC, all Saves or Attack rolls
[Fly] or [Burrow] Movement Mode	[Swim] Movement Mode	
[Tremorsense] or [Blindsight]	Increase or Decrease in size	

New Condition

[Bound]

A [Bound] creature cannot take any independent action, and does not get a turn. However, it does recognize one or more other creatures as its controller, and it acts when ordered to by its controller(s). Orders usually take a Swift action, but exceptions do exist.

All [Bound] creatures may be ordered to make a single attack as a swift action once per [Round], or to use a move action as a free action once per [Round].

Depending on the creature, other orders may be available to the controller.

A [Bound] creature with a Melee wielded or natural weapon threatens in its melee range as normal for a creature of its size and will take the first occasion to make an attack of opportunity given to it.

A [Bound] creature uses the better of its controllers attack bonus, Armor Class and save modifiers or its own. It does not have its own pool of hit points — all damage, [HP Reduction], healing and temporary hit points that would affect the creature affect its controller instead. If a single source of the aforementioned would normally affect both the [Bound] creature and its controller (such as with an Area of Effect), it affects only the controller. If all of a [Bound] creature's controllers die, it loses the [Bound] status.

Psionic Rules

Powers and Psi-Like Abilities

A psionic power is a one-time effect. Like spell casting, psionic powers do not need to be prepared ahead of time. A psionic creature either has enough power points and the available action to spend in order to manifest a power or they do not.

A psi-like ability functions like a spell like ability, except it follows the rules for psionic powers if there is a difference between the two. Additionally a psi-like ability is automatically considered augmented, up to the highest circle you have access to in the track that has given you the ability. Powers and psi-like abilities do [Magic] damage by default.

Transparency between other systems

Powers and psi-like abilities interact with spells in the same way that spells interact with other spells or spell like abilities. If a [Dispelling] effect would normally dispel a spell, it may dispel a power and vice versa. If any vision mode allows a creature to detect or see magic or magic auras, it can also detect or see psionics and psionic auras or vice versa. The Arcana skill may also be used to locate and identify Psionic effects in the same way it can for Magical effects.

By default, spells and psionic powers function identically. If an ability requires spells or spell like abilities to function, like the spell storing property, the track Bastion: The Seven Circles of Protection, or Just Blades' Mystic Focus circle, powers and psi-like abilities may be used in their place. Similarly, spells and spell like abilities may be used in place of an ability that requires powers or a psi-like ability. The DM may determine that psionics and magic act differently, and psionics may not be used in place of abilities that require magic, and vice versa. As usual, bonuses of the same type do not stack. Follow the normal stacking rules to determine what applies.

Weapon Properties

New Items

[Ambush] - Whenever you switch between movement moves, all attacks you make in [Melee] range this [Round] deal an additional 1d4 damage, plus an additional 1d4 damage for every 7 levels of the user.

[Flanking] - Gives +1 to attack rolls when allies are within your [Melee] range of target. [Melee] weapons only.

[High Ground] - +1 to attack rolls when using the [Fly] movement mode.

[Hooked] - Pulls the target toward you on hit. The distance of pull 5ft + 5 ft per six levels or the distance between you and your target, whichever is shorter.

[Impeding] - On hit, 5 ft. penalty to enemies movement speed plus an additional 5 ft. per six levels, for the [Encounter]. Move action shakes off the speed penalty. Subsequent hits with an Impeding weapon reset the duration, and do not increase the penalty.

[Rending] - On hit, the Critical range for all weapon attacks on this foe is increased by 1 for 1 [Round], subsequent hits with a Rending weapon reset the duration, and do not increase the penalty. Creatures Immune to [Bleeding] are also Immune to this effect.

[Sundering] - On hit, the opponent takes a -1 penalty to all attack rolls for one [Round], subsequent hits with a Sundering weapon reset the duration, and do not increase the penalty

[Swarm] - Deals ½ level in damage on a missed attack (minimum 1). This damage does not count as a successful hit with the weapon.

[Trapping] - Increases DC of your Grapple maneuver by 1.

[Weakening] - On hit, imposes a -3 penalty on physical skill checks for one [Round], subsequent hits with a Weakening weapon reset the duration, and do not increase the penalty.

Lesser Items

Kineticist Staff – Three times per [Encounter] as a free action, whenever an offensive action you take would deal energy damage, you may change that damage to one of the following energy types [Fire], [Cold], [Electricity], [Acid] or [Force]

Greater Items

Magic Tome - This Tome contains 1 First Circle spell selected from any spell list selected at the time this item is obtained. You may cast the spell contained within this Tome once per [Encounter] using the same casting time as the original spell. For the purposes of spell casting you have access to spell casting circles equal to your own Medium Track. The DC for this spell is 10 + 1/2 your level + Wisdom modifier if the spell is from the Shaman spell list. The DC is 10 + 1/2 your level + Intelligence modifier if the spell is from the Tactician spell List. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

Cognizance Crystal – This Item Contains one 1st Circle psionic power and has a total of 4 Power Points. These PowerPoints cannot be used to fuel other powers or abilities, and the PowerPoints only regenerate at the end of a [Scene]. For the purposes of casting Powers your level equals to your own though you only have access to First Circle powers for the purpose of augmentation. The DC for any power contained in the crystal is 10 + 1/2 your level + your Intelligence modifier. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

Greater Places of Power

Spring of Transmogrification – Upon attuning this item, you may exchange your own racial traits for those of a different race. You lose any bonuses to Ability scores, Movement Speed, Skills, AC, Saves or Attack rolls as well as the base size, any vision mode or movement modes granted to you by your race. You gain those granted by the race you have chosen to impersonate, you appear for all purposes as a version of you of your new race. Your feats and tracks do not change, although if your abilities change so that you no longer qualify for a feat, you lose access to that feat until you meet its prerequisites once again. With DM permission you may

instead gain the benefits and penalties of a Transformative version of your own race (see page 55)

Custom Magic Items

Relic Items

Apprentice Magic Tome - As the Magic Tome but this Item contains any combinations of spells whose Circles total 3. For example this Tome may contain either One 3rd Circle spell, Three 1st Circle spells or One 2nd and One 1st Circle spells. You may cast each individual spell contained in the Tome once per [Encounter]. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

Apprentice Cognizance Crystal - As Cognizance Crystal, but this item contains up to three Circles of powers and has a total of 8 Power Points. For example this Crystal may contain either One 3rd Circle power, Three 1st Circle powers or One 2nd and One 1st Circle powers. For purposes of augmentation you have access to third circle powers. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

Bronze Tactica - Choose a [Style] feat that you meet the prerequisites for. You gain that feat. You may benefit from two style feats at the same time.

Relic Places of Power

Rogue's Training Grounds - Choose a skill. You gain a +2 [Item] bonus to that skill, and may take 10 on that skill regardless of circumstances. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

Artifact Items

Advanced Magic Tome - As the Apprentice Magic Tome but this Item contains any combination of spells whose circles total 5. You may cast each individual spell contained in the Tome once per [Encounter]. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

Advanced Cognizance Crystal - As the Apprentice Cognizance Crystal, but this contains up to five Circles of powers and has a total of 12 Power Points. For purposes of augmentation you have access to 5th circle powers. Once you become attuned to this item, you must remain attuned to it for the duration of the [Scene].

1-Point Enchantments

Combat Maneuver [Weapon]

Lesser/Greater/Relic/Artifact: Increase the DC of your combat maneuvers by 1.

Stable [Armor] [Shield]

Lesser/Greater: Gain a +2 [Item] bonus on saves against combat maneuvers.

Relic/Artifact: Gain a +3 [Item] bonus on saves against combat maneuvers.

2-Point Enchantments

Speed [Weapon]

Greater/Relic/Artifact: You gain a [Bonus Attack] when you make an attack action.

Flaming [Armor] [Shield]

Greater: Whenever an opponent successfully attacks you, they become [Burning].

Relic/Artifact: Whenever an opponent successfully attacks you, they become [Burning] and [Bleeding].

3-Point Enchantments

Gorgon [Shield] [Armor]

Relic/Artifact: Once per [Encounter] as a move action, all opponents within [Close] range must succeed a will save or become [Petrified] for three rounds. [Blinded] units are immune to this effect.

Gargoyle [Shield] [Armor]

Relic/Artifact: Once per [Encounter] as a move action you may become [Petrified] for up to three rounds, gaining [Greater Resistance] to physical damage, Fast healing equal to your level and the effects of the Sanctuary spell.

Feats

A Slow Succumbing

Your opponents are slowly eaten up by the ether.

Prerequisites: Baptized in Rage

Twice per [Encounter], as a move action, you may create a wedge originating from you with a length equal to your [Close] range. All creatures inside the wedge when you create it must make a Fortitude save (DC 10 + ½ your level + your KOM) or become [Slowed]. Creatures [Slowed] by this ability may remove the condition with a move action, though doing so provokes an attack of opportunity. After three [Rounds] of being [Slowed] by this ability, creatures lose the condition and instead become [Paralyzed] for the [Encounter]. This is a supernatural ability.

Catch 'em All

Prerequisite: Boon Companion, 6th Level

Grants you a minor benefit based on your companions creature type.

Aberration: +1 Intimidate and Arcana checks and +1 to Will saves.

Animal: +1 Fury bonus to Attack and Damage rolls.

Construct: Reduce the Duration of the [Fatigued] and [Exhausted] conditions by half (minimum one [Round]). If duration is for the [Encounter], reduce to 5 [Rounds].

Fey: +1 Bluff and Stealth Checks and +1 to Reflex saves

Giant: +1 to Vigor and Athletic checks and +1 to Fortitude Saves

Magical Beast: Deal an additional damage with all Supernatural abilities, Spells and Spell-like abilities as if they were affected by the [Brutal] Weapon Property. This stacks with other instances of [Brutal]

Humanoid: +1 bonus to a single save and a single skill check, this choice is permanent. *(Any creature type may use this benefit instead of their own)

Outsider: [Lesser Resistance] to 1 type of Energy damage, choice is permanent.

Plant: Immunity to [Bleeding].

Primordial: Gain [Resistance] to one type of Energy damage but also gain [Vulnerability] to one other type.

Undead: [Lesser Resistance] to [Negative], [Positive] or [Force] damage. Choice is permanent.

Battle Hardened

Nothing really stacks up to seeing a raging ogre berserker charging you. You gain +2 bonus to initiative. Your defense vs the Intimidate skill and the threshold on the

fear ladder to affect you with any [Fear] effect is increased by ½ of your KDM (minimum 1).

Cantrip

Prerequisite: Magic Track.

You may use a free action to render your Arcana uncharged and produce one of the following effects as a spell like ability:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a non-magical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.
- Move or lift an object no more than 5 lbs. up to 15 feet.

Cluster Bomb

Prerequisite: 6th level

Once per [Round], whenever you create a spread that deals damage, you may create up to two other spreads that have a 5 ft. radius. These spreads have the same effect and duration as the original spread, and must be placed within [Melee] range of the nearest grid intersection from the edge of the original spread. None of the spreads created by this feat may overlap with each other or the original spread. If the original spread moves then these spreads move in the same direction and at the same speed as the original spread. At 12th level, you may place up to four spreads.

Counterspell

Prerequisite: Spellcasting track

It takes a genius to craft powerful spells. Fortunately, even an idiot can disrupt them. Whenever an opponent casts a spell, you may spend an immediate action and a spell slot of an equal or greater circle to stop the spell from being cast. It still counts as being cast. You may activate this ability once per [Encounter], increasing to twice per [Encounter] at level 10.

Dive for Cover

AAAAGH! You may, as an immediate action, fall [Prone] to add a +2 bonus to your AC for one [Round].

Divine Destiny

The God of Fate has taken a particular interest in you. Once per [Encounter], whenever you would make an attack roll or saving throw, you may roll two d20s instead and choose which roll to use.

Flash Step

It's never a good idea to stick around after hitting someone. Whenever you could make an attack of opportunity, you may make a 5-foot step in addition to the attack.

Fling

Prerequisite: Powerful Rage ability
You told them they wouldn't like you when you were angry. When [Grappling] a [Medium] or smaller opponent, you may attempt to throw them as a standard action. As a standard action while [Grappling] and opponent. If you succeed in the check, you deal no damage and instead throw them 10ft in a direction of your choice, preferably into another opponent. Upon landing, both the thrown opponent and any in their way are knocked [Prone].

Friendly Fire

We don't need to worry about the mage, he can't get to us without harming his own allies... right?
Once per [Scene] plus an additional time for every 5 levels you possess you may alter any Wedge, Spread or Line effect you create so that any allies caught in the effect take ½ of the damage dealt and automatically succeed on any save that would be required by creatures caught in the area.

Generalist

Prerequisite: Psionics Track.
At each new circle of Psionics you may obtain a Psionic general power instead of a discipline power.

It's Morphin' Time!

Prerequisite: Polymorph Track, 9th level.
You may shift into 2 additional forms. Your form weapons gain a +2 bonus that is both fury and item to attack rolls.

Special: This feat may be taken twice and stacks with itself

Meta Power

Prerequisite: Psionics Track, 6th level.
At the end of each scene you gain a pool of augmentation points equal to ½ your level (min 1). These points allow you to augment Psionic powers as you would normally with your power points. These points cannot be used to pay for the base cost of powers,

and the limit of paying at most your circle number of points per power still applies.

Over Channel

Prerequisite: Access to Spells, a Spell-like ability, Psionics or a Psi-Like ability.
Twice per [Encounter] as a free action, you may choose to take [HP Reduction] and Damage equal to twice your level. The [HP reduction] applies first before the damage and cannot be mitigated in any way. The next Spell, Spell-like ability, Psionics or Psi-Like ability you cast Increases in your effective level by 2 (maximum 20) for all purposes, including range, DC, damage and having access to your higher circles of tracks.

Skill Flexibility

You have learned to perform well in a skill by putting your personal strengths to it. Select one of your trained skills and one ability score. You may substitute its associated ability score with your chosen ability score. The new ability score must be physical (Strength, Dexterity, or Constitution) if the original ability score is physical, or mental (Intelligence, Wisdom, or Charisma) if the original ability score is mental.

This Stuff Tastes Funny

Prerequisite: Livers Need Not Apply.
When healing from the "Livers Need Not Apply" feat you additionally remove all [Poison effects] currently affecting you. You are always allowed a Fortitude save to negate conditions resulting from [Poison] even if not normally given one.

To the Bone

Your malice strangles their very nerves.
Prerequisites: A Slow Succumbing
Once per [Encounter], as a standard action, you may force an opponent within [Close] range to become [Petrified] for the rest of the [Encounter]. A successful Fortitude save (DC 10 + ½ your level+ your KOM) negates the condition. This is a supernatural ability.

Hamstring [Style]

Prerequisite: Level 6
It's not your fault nature put those tendons in such a vulnerable place. You may make a single attack as a standard action against an opponent to inflict the [Slowed] condition on that opponent for the remainder of the [Encounter].

Weapon Superiority [Style]

Weapons you wield or your natural weapons that do not already have the [Guardian] weapon property obtain it, as

you learn to defend yourself better with your skill. If the weapon already has the [Guardian] property, it gains the [Brutal] property instead as you learn to be more aggressive with naturally defensive weapons.

Benifactor [Skill]

Prerequisites: Medicine as a trained skill

Whenever you would be healed any amount of damage, you may forgo that healing in order to heal an ally within [Medium] range the same amount. You may increase the amount you would be healed using your own abilities, but it cannot be increased by the person you heal. This ability still functions while you are [Battered]

Efficient Spellcasting [Skill]

Prerequisites: 6th level, Arcana as a trained skill, spellcasting track.

A different spell? Really? I don't think so. Choose 2 spells from the left column (see below). Whenever you learn your chosen spells normally, you automatically learn the corresponding spell in the right column. These additional spells do not count against your spells known.

Choose 2 Spells	Learn
Acid Fog	Solid Fog
Fog Cloud	Obscuring Mist
Greater Dispel Magic	Dispel Magic
Greater Invisibility	Invisibility
Greater Prying Eyes	Prying Eyes
Greater Scrying	Scrying
Major Image	Silent Image

Manipulative [Skill]

Prerequisite: Trained in at least 1 knowledge and 1 Social Skill.

When you succeed on a knowledge check to identify an opponent, you may use your intelligence modifier in place of the normal attribute when using any social skill against them and you gain a +2 feat bonus on social skills against them.

Paralyzing Glare [Skill]

Meeting your eyes is a risky proposition

Prerequisite: Level 9, Intimidate as a trained skill

Benefit: As part of a move action, you may lock gazes with an opponent, causing them to be [Entangled] for two [Rounds].

Antediluvian [Iconic]

Your aura is so repulsive it becomes difficult to even look at you directly.

Prerequisite: 9th level

Benefit: Each [Round] the beginning of its turn, each opponent within your [Close] range may choose to take -2 penalty to d20 rolls and AC against attacks, abilities, and effects originating from you for one [Round]. If an opponent does not choose to take this penalty they become [Nauseated] for 1 [Round]. A successful Will save (DC 10 + ½ your level + your KOM) negates the [Nauseated] condition and grants the opponent [Immunity] to this ability for the rest of the [Encounter].

Fast Talker [Iconic]

Some are born with a silver tongue. Yours is forked.

Benefit: Whenever you make a check for the in-combat use of an interaction skill, make another roll and compare the result using the modifier for a different interaction skill instead. If that roll is higher than the DC of the interaction skill check you were making, you may apply the effects of the in-combat use of the interaction skill whose modifier you used.

In addition, you may substitute your Charisma modifier for your Wisdom modifier when making a Perception check.

Kneel Before Zod

Prerequisite: Antediluvian

Benefit: Once per [Encounter], as a standard action, you may force an opponent within [Close] range to become [Cowering] for the rest of the [Encounter]. A successful Will save (DC 10 + ½ your level+ your KOM) negates the condition but causes the opponent to become [Prone]. An opponent rendered [Cowering] by this ability may make a Will save each [Round] at the beginning of its turn to negate it. This is a supernatural ability.

Racial Variant [Iconic]

Prerequisite: 1st Level

Benefit: Gain the benefits of a Transformative race

Tyrant [Iconic]

The masses wither beneath your feet; oppressed under your grip of terror.

Benefit: [Fear] effects originating from you can now cause opponents with [Immunity] to [Fear] to be [Shaken], although they retain [Immunity] to all other [Fear] effects. Additionally, whenever an opponent within [Long] range of you fails a saving throw against a [Fear] effect, they take magic damage equal to you KOM that surpasses all forms of [Resistance].

Legend crib sheet

Each turn, you may take...

A **Standard Action**: Attack, cast a spell, use a standard action ability, Bull Rush, Charge, Disarm, Grapple, Pin, Trip, Run

A **Move Action**: Move up to your speed, use a move action ability, Choke, Defensive Fighting, Drag

A **Swift Action**: Use a swift action ability, use a consumable item, pick up an item in [Melee] range, draw a weapon.

Up to five **Free Actions**: Use a free action ability, Deadly Aim, Power Attack, Precise Strike

You can also take an **Immediate Action** at any point during a [Round], in exchange for your Swift Action from the previous or next turn.

A **[Round]** is the duration between an initiative count and the next time that initiative count appears.

Distance

[Melee]: 5 ft + 5ft per 5 levels + 5 ft for each size category above [Medium] + 5 ft for using a [Reach] weapon.

[Close]: 25 ft + 5 ft per 2 levels.

[Medium]: 100 ft + 10 ft per level.

[Long]: 400 ft + 40 ft per level.

[Extreme]: 1000 ft + 100 ft per level.

Miscellaneous attacks

All squares within [Melee] range are threatened, and AoO-provoking actions within them result in an **Attack of Opportunity**, which does not take an action, but can only be performed once per [Round].

AoO-provoking actions: Move, use a ranged attack, stand up from [Prone], perform a distracting action.

Critical Hits occur when your unmodified attack roll is within your critical threat range, and add twice your level to the damage of the hit. They do NOT maximize any damage dice rolled for the hit.

Crib sheet by CCM

Combat Maneuvers

Bull Rush: Standard action to push a creature in [Melee] range 5 ft + half your move speed. You take its previously occupied space. Neither you nor the creature provoke AoOs with this movement.

Charge: Standard action to move up to your speed (at least 10 ft) in a straight line and make a single melee attack, with no BAB bonus attacks. +2 to attack rolls and -2 to AC for one [Round].

Choke: Move action to deal damage equal to your level to a creature you have [Pinned] and keep it [Pinned] EoNT. Usable once per [Round].

Deadly Aim: Free action to apply your BAB or lower as a penalty to ranged attack rolls and a bonus to ranged attack damage for one [Round]. You must use the same number as both the penalty and the bonus.

Defensive Fighting: Move action to gain +2 AC for one [Round]. Cannot Charge and fight defensively in the same turn.

Disarm: Standard action to make a single melee attack that does normal damage, and if it hits forces the opponent to make a Reflex save (DC 10 + 1/2 your level + the higher of your STR or DEX modifiers) or drop its weapon.

Drag: Move action to move half your move speed and take a target you have [Grappled] or [Pinned] with you unless the target makes a Fortitude save (Same DC as above).

Grapple: Standard action to make a single melee attack for normal damage. If you hit, you become adjacent to your opponent, and the opponent is [Grappled] until you are [Dead] or [Helpless] or it makes a Reflex save (Same DC as above).

Pin: Standard action to make a single melee attack for normal damage against an adjacent opponent you have [Grappled]. A hit causes you to become [Grappled] by the target and the target to become [Pinned] by you unless it makes a Fortitude save (Same DC as above).

Power Attack: Free action to apply your BAB or lower as a penalty to melee attack rolls and a bonus to melee attack damage for one [Round]. You must use the same number as both the penalty and the bonus.

Precise Strike: Free action to apply your BAB or lower as a penalty to melee damage rolls. For each -3 penalty, you gain +1 to attack rolls and ignore 2 points of [Damage Reduction] and [Resistance] for the next [Round].

Trip: Standard action to make a single melee attack for normal damage. If it hits, the opponent must make a Reflex save (Same DC as above) or become [Prone].

Run: Standard action to move up to your move speed without provoking AoOs.

*Error note: Power Attack grants twice your penalty to attack rolls as a bonus to damage

Legend crib sheet

[Battered]: Cannot be healed.

[Bleeding]: Xd4 [HP Reduction] per [Round], with X being the number of [Rounds] [Bleeding]. Lasts 3 [Rounds], refreshing resets the duration.

[Blinded]: -4 Perception, all creatures [Invisible].

[Blown away]: Ground creatures [Prone], thrown 1d4 x 10 feet away. [Flying] creatures thrown 2d6 x 10 feet.

[Burrowing]: Can only target [Melee], can only be targeted by [Melee] and [Ground], ignores obstacles.

[Burning]: See [Bleeding], but not subject to [Resistance] or [Damage reduction]. Removable from self or [Melee] range creature with AoO-provoking move action.

[Checked]: Ground creatures cannot move in checked direction. [Flying] creatures blown back 1d6 x 10 feet unless checked from all directions. Counts as [Binding].

[Concealed]: 20% [Miss chance].

[Confused]: Attacks reactively, otherwise rolls on [Confused] table.

[Covered]: +2 AC.

[Cowering]: -2 AC, lose KDM AC bonus. Fear effect.

[Damage Reduction]: Reduces physical and untyped damage by specified amount.

[Dazed]: Can only 5ft step. Typically lasts one [Round].

[Dazzled]: -1 attack rolls and Perception.

[Deafened]: -5 Awareness, Perception, initiative.

[Disabled]: 0 HP or [Stable] without being [Unconscious]. One move OR standard action per [Round]. Takes one damage for each standard action taken. Halved move.

[Dying]: Negative HP but not [Dead]. d% roll at the end of each round, results under 91 cause -1 HP, 91 or over removes [Dying], adds [Stable].

[Energy Drained]: -1 AC and all d20 rolls. Stacks.

[Entangled]: Halved move, cannot Run or Charge. -2 to attack rolls and AC. Counts as [Binding].

[Exhausted]: See [Entangled], but -2 is to all d20 rolls. An hour of rest changes this to [Fatigued].

[Fatigued]: Cannot Run or Charge, -1 to all d20 rolls. Effects which would add [Fatigue] change this to [Exhausted].

[Flat-footed]: No AoOs or immediate actions, -3 AC.

[Flying]: Cannot be in [Melee] with ground creatures. Targetable by ranged and area attacks, as well as [Melee] from other [Flying] creatures.

[Frightened]: -2 to all d20 rolls. Can choose to either fight or flee. Fleeing makes only move actions and Run available. Fighting forces creature to skip either a standard or move action. Fear effect.

[Fully concealed]: 50% [Miss chance].

[Grappled]: No Stealth, can only move via [Teleport], can only attack creatures grappling it. Can escape with a move or standard action Reflex save, or use a supernatural ability or spell with a Will save, DC 10 + 1/2 opponent's level + higher of opponent's STR or DEX + 1 for each grappling opponent.

[Greater Resistance]: Damage from resisted damage type reduced by twice character level of the source of the resistance effect.

[Helpless]: No KDM bonus to AC, no actions, no [Flying]. [Prone], but no bonus to ranged dodge.

[Immunity]: Can choose not to be affected by damage, condition, or effect immune to.

[Invisible]: As [Fully concealed] but with +5 Stealth, can take 10 on Stealth vs opponent's Awareness to make opponent lose line of sight.

[Knocked Down]: Ground creatures [Prone], flying creatures blown back 1d6 x 10 feet.

[Lesser Resistance]: As [Greater resistance], but damage is reduced by half character level.

[Nauseated]: Can do nothing except move action. Typically lasts 1 [Round].

[Panicked]: -2 to all d20 rolls. Can only Run and move.

[Paralyzed]: As [Helpless], but can be moved over as difficult terrain. Can make a Fortitude save against the DC that caused the condition to dispel it. Typically lasts 1 [Round].

[Petrified]: As [Helpless], but not [Prone]. Can make a Fortitude save against the DC that caused the condition to dispel it, but a successful save inflicts [Energy Drained]. Typically lasts 1 [Round].

[Pinned]: -5 AC, can make a Fortitude save (DC 10 + 1/2 opponent's level + the higher of opponent's STR or DEX) to become [Grappled] instead as move or standard action.

[Prone]: Can move 5 ft per round. No 5ft steps. -3 to melee attack rolls and [Flat-footed] vs melee attacks, but [Covered] vs ranged attacks. Can stand up as move action or AoO-provoking swift action.

[Resistance]: As [Greater Resistance], but damage is reduced by character level.

[Revealed]: Cannot be [Concealed] or [Fully Concealed]. Typically lasts 1 [Round].

[Soaring]: As [Flying] except a level higher. Must have soaring or flying movement type to stay [Soaring].

[Shaken]: -2 to all d20 rolls. Fear effect.

[Sickened]: -2 to all d20 rolls.

[Slowed]: Must skip either a standard action or a move action each turn.

[Stable]: Negative hit points, but not [Dying]. Becomes [Disabled] at the end of the [Scene].

[Stunned]: Drops weapon, no actions, -2 AC. Typically lasts 1 [Round].

[Swimming]: Must navigate with Athletics or swim movement. As [Flying], except under water instead of in the air. At risk for suffocation unless possessing the swim movement or not needing to breathe. May dive or surface once per round.

[Unconscious]: As [Helpless], but with no line of sight, no mental actions, and Awareness of 0.

[Vulnerability]: Vulnerable damage type increased by character level of the source of [Vulnerability].

Fear Effects

Condition	Threshold	Increase per Application
[Cowering]	12	--
[Panicked]	7	+5
[Frightened]	3	+3
[Shaken]	1	+2

PHYSICAL SKILLS:

Acrobatics (DEX):

- Move through threatened area without provoking
AoO: Non-action, DC= 10 + opponents BAB + KOM.
- Move through occupied squares without provoking
AoO: Partial Move, DC= 15 + Opponents BAB + KOM
- Surprise an Opponent: Partial Move, DC = AC of opponent. 1 Foe in [Long] range is Flatfooted.
- Balance: Non-action, DC depends on object.
- Jump: Non-action, DC depends on height or distance. DC 25 gives [Flying] for 1 [Round], +5 will increase duration by 1 [Round] before forced to land.

Athletics (STR):

- Break Bonds: 2 Rounds, DC depends on object. +5 DC to break as standard action, -2 DC to break over 5 rounds
- Climb: Non-action. Move at half speed, +5 DC to move at full speed. DC depends on climbing medium. DC 30 grants [Flying] for 1 round, DC 35 grants [Flying] for 3 rounds
- Swim: Non-action. Move at half speed, +5 DC to move at full speed. DC depends on swimming medium.
- Scaling: 1 rank- You gain a bonus to your movement speed equal to 5 ft, plus an additional 5 ft per 5 ranks you have in Athletics.
5 ranks - You take no damage from extreme hot or cold weather.
10 ranks - If your game uses the Suffocation environmental effect, you can hold your breath for 1 minute per point of Constitution, or for 1 [Round] per point of Constitution in a hard vacuum before you begin suffocating.
15 ranks - You are not damaged by even the most extreme environmental hazards, and automatically succeed on saves against environmental hazards.

Larceny (DEX):

- Slight of Hand: Standard action. DC = Awareness of Opponent.
- Disable Device/Burglary: Action and DC depends on target. Perception check can lead to clue of your involvement.

- Escape Bonds: 2 Rounds, DC depends on object. +5 DC to break as standard action, -2 DC to break over 5 rounds
- Hide Traps: Action varies. DC = Awareness of Opponent.

Stealth (DEX):

- Partial move action, must be concealed or out of line of sight. DC = Opponents Awareness. Modifiers Include: -5 for each offensive action, -2 for a non-offensive spell cast, -2 for moving more than 1/2 speed, +1 for each range beyond close, +2 for each round spent not moving. (Modifiers cannot exceed +5 total). Invisibility grants an additional +5.

Ride (DEX):

- Free ride, if trained gain a mount you can call upon.
- Move through threatened area without provoking
AoO: Non-action, DC= 10 + opponents BAB + KOM.
- Avoid AoO when mounting: Move action. DC 15
- Spur: Swift action, DC 20 increase mounts move by 20 ft, +5 ft for every +5 you exceed the DC
- Dismount Allies: Partial Move, DC 25 move allies to an unoccupied square adjacent to your mount.
- Scaling: +1 to save DC to avoid being Dismounted. +1 for each 5 ranks.

Vigor (CON):

- Partial move action to absorb damage:
DC 15. 5 temp HP
DC 20. 10 temp HP
DC 25. 10 temp HP and Fast heal 5 for 1 [Round]
DC 30. 15 temp HP and Fast heal 10 for 2 [Rounds]. Delay a condition for 1 round.
DC 35. 20 temp HP and Fast heal 10 for 3 [Rounds]. Delay a condition for 1 round.
DC 40. 20 temp HP and Fast heal 10 for 3 [Rounds]. Delay a condition for 1 round. Remove 1 condition from the following list:
[Battered], [Bleeding], [Blinded], [Confused], [Dazzled], [Deafened], [Energy drained], [Exhausted], [Fatigued], [Nauseated], [Burning], [Shaken], [Sickened], or [Slowed].
- Scaling: 5 ranks - Whenever an effect other than [Fast healing] would heal you any amount of hit points, it heals you that many hit points plus five instead.
10 ranks - The [Damage reduction] you gain from Constitution is now equal to your Constitution modifier instead of half of your Constitution modifier.

15 ranks - Whenever you would suffer any number of points of [HP reduction], except from any ability you use, you suffer that many points of [HP reduction] minus five instead.

KNOWLEDGE SKILLS:

ID a creature object or ability. DC = 10 + level of creature. Usually a free action.

Arcana (INT): Spells, Spell-like abilities, Psionics, Supernatural Abilities. [Outsiders] and [Aberrations]

Engineering (INT): Structure or design in devices and buildings. [Constructs]

Geography (INT): Lay of the Land, Find hidden Locations, Noteworthy flora and fauna in area. [Primordial]

History (INT): Organizations and their affiliations, Extraordinary Abilities. [Legendary]

Nature (INT): Track, Predict weather hazard, [Animal], [Fey], [Magical Beast], or [Plant]

Medicine (INT): [Humanoid], [Giant] [Undead]

- o Heal: at each 5 DC increment may choose to use both of the previous DC's time and HP improvements
 - DC 10. 8 hours of effort. 2 hp/level
 - DC 15. 4 hours of effort. or 3 hp/level
 - DC 20. 2 hours of effort. or 4 hp/level
 - DC 25. 1 hours of effort. or 5 hp/level
 - DC 30. 0.5 hours of effort. or 6 hp/level
 - DC 35. 5 minutes of effort. or 7 hp/level
 - DC 40. 1 standard action of effort. or 8 hp/level
 - DC 45. Heal 8 hp/level as 1 standard action.
- o Stabilize: Standard action DC = 20
- o Remove [Unconscious] : 1 minute of effort, DC = 15
- o Remove harmful condition: DC = DC of effect. Durations of [rounds] take 1 move action, minutes take 1 minute, hours take 1 hours, days take 8 hours.
- o Revive Dead creature: 1 hour of effort. DC 30 if dead for 1 hour/level. DC 35 for 1 day/level.

INTERACTION SKILLS:

Interaction Skills in Combat are all used as part of a move action, vs 1 foe in [Long] Range.

Bluff (CHA) causes Flatfooted (-3 AC). Mislead target in social encounter.

DC= 10 + Level + Wisdom

Diplomacy (CHA) causes -2 attack rolls. Try to peacefully induce cooperation in social encounter.

DC= 10 + Level + Intelligence

Intimidate (CHA) causes -1 AC and Saves. Try to threaten to force cooperation in social encounter.

DC= 10 + Level + Charisma

Perception (WIS) causes -2 Saves. Evaluate truth or motives in a social encounter.

DC= 10 + Level + Charisma

[Confusion]

0-10	Attack the source of the condition (or move towards it if attacking is not possible)
11-20	Act normally
21-50	Do nothing but babble incoherently
51-70	Run with its standard action and move with its move action if either action is available
71-100	Move toward and (if possible) take an attack action against the nearest creature.

Quick and Dirty Monster Creation

- 1) Set Mook Level, note HP, AC, Attack, Saves Damage etc.
- 2) Give 3 weapon properties for mundane minions and give a track set of abilities for specific creature types as a fast track for flavor.

- Circle 1 = Level 1
- Circle 2 = Level 3
- Circle 3 = Level 6
- Circle 4 = Level 9
- Circle 5 = Level 12
- Circle 6 = Level 15
- Circle 7 = Level 18

Quick Monster Table

Level	
Max HP	
Current HP	
AC	
Saves	+ _____

DCs	
Defense DC	
Attack	+ _____
Damage	+ _____
Initiative	+ _____

Move speed	_____ ft.
Skills	
1	_____
2	_____
3	_____
	+ _____

Passive Abilities	
Fast healing =	
Resistance =	Type =
DR =	
<input type="checkbox"/> Fly <input type="checkbox"/> Swim <input type="checkbox"/> Burrow	
<input type="checkbox"/> Darkvision <input type="checkbox"/> Ghostwise	
<input type="checkbox"/> Tremorsense <input type="checkbox"/> Blindsight	_____ Ft.

Standard Actions:

Move Actions:

Swift/Immediate Actions:

Additional Notes:

Credits

Abandoned Laboratory – Polymorph, Boon Companion, Show Fighter, Devil, Sentient Plant, Divine Beast, Force of Nature, Fey, Amorphous, Large and in Charge, Incorporeal, Arthropod (originally None so Vile). Weapon Properties. Bound Condition. **FEATS:** Cluster Bomb, A Slow Succumbing, To the Bone, Tyrant, Fast Talker, Antediluvian, Kneel Before Zod

CCM – Legend Crib sheet, Troubadour.

chaos_redefined - **ITEMS:** Bronze Tactica, Rogues Training Grounds, Custom Items

DjTooth – Blood Mage

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Koeh – Organization and Editing of Legend PHB 2 class book. Psion, Druid, and Sorcerer Base Classes (Psionic Rules, Interactions and Power point scaling credit to Nohwl and Anzyr), Nature's Harbringer, Otherworldly, Magic, Power. Goblins, Kobolds, Lizardfolk, Transformative races. **FEATS:** Catch 'em All, Cantrip, Friendly Fire, Generalist, Hidden Mind, Meta Power, Over Channel, This Stuff Tastes Funny, Weapon Superiority. **ITEMS:** Kineticist Staff, Spring of Transmogrification, Cognizance Crystals, Magic Tomes

KoruGengetsu – Blood.

MjhX - Avian

Mystify – Verdant Champion (Originally Verdant), Dragon Spark Adept, Quiver, Warlock, Tattooed Warrior, Witch, Battle Mage. **FEATS:** Beneficator, Manipulative.

Regitnui – **FEATS:** Battle Hardened, Divine Destiny, Fling, CounterSpell, Hamstring, Dive for Cover, Paralyzing Glare. Flash Step.

Timeless Error – Fighter Base Class, Forger, The Art of War (originally Soldier), Leaping Flame (originally Flickering Candle), Crashing Wave, Ghost Faced Killer (Originally Darting Kingfisher), Shining Sun, Unrelenting Storm

Tim4488 - Editing Assistance and Consultation.

Tenno Seremel – **FEAT:** Efficient Spellcasting [Skill]

Zejety – **FEAT:** Skill Flexibility