

SECOND EDITION

PATHFINDER®



GATEWALKERS

ADVENTURE PATH

PLAYER'S GUIDE

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GATEWALKERS

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GATEWALKERS PLAYER'S GUIDE

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Using This Player's Guide

The gate is open—step through it, if you dare.

The Gatewalkers Adventure Path for Pathfinder Second Edition spins a tale of paranormal intrigue, supernatural mysteries, and bizarre phenomena. As a player in this campaign, you'll explore far-flung places, investigate strange goings-on, and meet all manner of outlandish allies and enigmatic enemies. This Player's Guide is designed to help you create a fun and interesting character perfectly suited for the Gatewalkers campaign.

To play in the Gatewalkers Adventure Path, all you need is the *Pathfinder Core Rulebook* and a character sheet. With the permission of your Game Master (GM), you can also use other Pathfinder Second Edition books (or the SRD at paizo.com/prd) to further customize your character; while not required to enjoy the story, *Pathfinder Dark Archive* is especially suited to Gatewalker's themes.

This Player's Guide is organized into the following sections:

- **The Missing Moment (page 3):** This section includes background information useful for understanding the context of this Adventure Path, including the dramatic paranormal phenomena that set up the current status quo. It also provides important details regarding the motivations of your character—a “gatewalker” who survived the Missing Moment and returned to find themself imbued with supernatural powers.
- **Character Suggestions (page 4):** This section includes specific suggestions and advice for creating an enjoyable character whose talents will fit in well with the themes of the Gatewalkers Adventure Path.
- **New Backgrounds (page 5):** Here you'll find six new character backgrounds designed specifically for this campaign, each of which grants access to a specific deviant ability.
- **Deviant Abilities (page 8):** The abridged rules for deviant abilities in *Pathfinder Dark Archive* are reprinted here for your convenience.

The Missing Moment

Six months ago, a rash of strange paranormal phenomena occurred around the world. Chief among the incidents reported were countless instances of *aiudara*—elven teleportation portals, also called elf gates—suddenly overflowing with tremendous white light. As *aiudara* are often located in remote locations, witnesses were relatively rare. But those onlookers who were nearby and who gazed into the light saw something within the blinding portal: a loved one, a

WHERE ON GOLARION?

Gatewalkers begins in Sevenarches, a small nation of verdant forests and elven ruins in northeastern Avistan. The gatewalkers' employer, Dr. Ritalson, is based in the nation of Ustalav to the west. Owing to the unpredictable nature of your work, it's highly likely your adventures will span not just the lands between Sevenarches and Ustalav, but a variety of other strange locales both near and far.

For more details on Sevenarches, Ustalav, and the other lands of Avistan, see the *Pathfinder Lost Omens World Guide*.



lost homeland, a glorious treasure. The specifics varied in each account, but in every case the witness saw whatever person, place, or thing they most desired. Few could resist the impulse to walk toward the light in the hopes of grasping the apparent object of their obsession. Many never returned. Those who did were forever changed.

The crisp summer evening on which this event occurred became known as the night of the Missing Moment.

LOST TIME

No one who walked through an *aiudara* during the Missing Moment remembers what happened next—their memories of whatever transpired on the other side of the white gate were totally and irretrievably wiped. So far as they're aware, one moment each traveler was stepping into the door, and the next they were stepping back out, only to discover that they had, in fact, been gone for minutes, hours, or in some cases even days.

In your case, as a player character? You were gone for three months. Many others never returned at all.

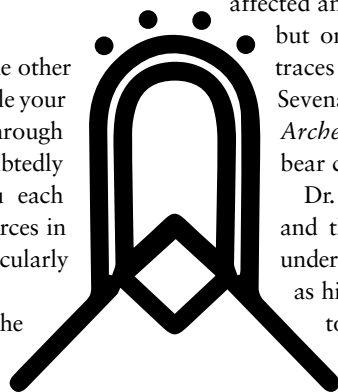
In time, the individuals who took this journey would come to be called gatewalkers. Though some gatewalkers bore obvious signs of their travails on the other side of the *aiudara*—unfamiliar scars, for example, or a strange new hue to their hair—others

returned with practically nothing to show for their trip, save for one: all returning gatewalkers now bare a similar brand somewhere on their flesh, most often on the back of their neck. This brand, made of thick lines set into the skin like a tattoo, seems to depict a mountaintop archway limned with four stars. This “sign of the gatewalker” quickly became an obvious marker of those touched by the paranormal.

GATEWALKERS

Your character is a gatewalker, as are the other members of your adventuring party. While your individual motivations for stepping through an *aiudara* that fateful evening undoubtedly differ (as do the strange powers you each manifested afterward), you’ve joined forces in light of your mutual experiences, particularly your unusually long absence.

Your group has assembled under the banner of one Dr. Etward Ritalson—a peculiar Ustalavic researcher and fellow gatewalker determined to understand what exactly happened during the Missing Moment. His funding and leads are your best chance at not only recovering your lost memories, but also of better understanding (and perhaps advancing) your new deviant powers. Dr. Ritalson has explained that his skills and interests are better suited toward the laboratory than the open road, so he’s gathered your group together to conduct field research in his stead.



Sign of the Gatewalker

DR. RITALSON'S MISSION

At the start of this campaign, you and your party members find yourselves in Sevenarches, a heavily forested realm in the River Kingdoms of northeastern Avistan. Dr. Ritalson has led you here to pursue his current best lead into the cause and meaning of the Missing Moment: a strange ailment called the *obnubilate curse*. This centuries-old affliction formerly affected any elves who stepped foot in Sevenarches, but on the night of the Missing Moment, all traces of the curse suddenly abated. Moreover, Sevenarches is the locale of the famed *Seven Arches*—an array of *aiudara* which no doubt bear clues regarding the gatewalker mystery.

Dr. Ritalson believes that the *obnubilate curse* and the *Seven Arches* hold the keys to better understanding the Missing Moment. With you as his agents, your collective is well on its way toward uncovering the answers you all seek.

Character Suggestions

The world-spanning nature of the Missing Moment means that virtually anyone could have stepped through an *aiudara* to become a gatewalker. That said, certain types of characters may have an easier time stepping into the role of paranormal investigator. The following suggestions can help you make a character well suited for the Gatewalkers campaign. These suggestions are summarized on the table below.

SUGGESTED CHARACTER OPTIONS

Ancestries	Classes	Languages	Skills	Feats
Strongly Recommended				
Elf (Auideen, Ilverani)	Investigator*	Common	Arcana	Any occult skill feats**
Half-elf	Psychic**	Elven	Deception	Arcane Sense
Human (Erutaki, Kellid, Taldan, Ulfen)	Thaumaturge**		Occultism	Oddity Identification
Recommended				
Gnome (bleachling, feychild, keenspark)	Bard Oracle Witch*	Aklo Sylvan	Nature Society Survival	Forager Hobnobber Recognize Spell
Appropriate				
Beastkin†	Alchemist	Erutaki	Medicine	Dubious Knowledge
Changeling†	Champion	Hallit	Religion	Lie to Me
Dhampir†	Cleric	Skald		Ride
Tiefling†	Wizard			Survey Wildlife
Not Recommended				
—	—	—	—	Terrain Expertise Terrain Stalker

* See the *Pathfinder Advanced Player's Guide*.

** See *Pathfinder Dark Archive*.

† See *Pathfinder Lost Omens Ancestry Guide*.

ALIGNMENTS

Characters of any non-evil alignment are suitable for this campaign.

ANCESTRIES

Those who experienced the Missing Moment and became gatewalkers came from many different ancestries, so any ancestry option permitted by your Game Master is suitable for this campaign. That said, characters of certain ancestries may have more interesting experiences throughout the Gatewalkers Adventure Path.

Elves and half-elves have long been banned from entering Sevenarches, so characters of either ancestry will need to disguise themselves as long as they're in that nation. Due to the world-spanning nature of the Missing Moment, though, it's unlikely the party will be in that River Kingdom for too long; the trouble of disguising one's elven lineage is a temporary one. As the original creators of the *aiudara* that spontaneously activated during the Missing Moment, it's unclear what role, if any, elves might play in the mystery of the gatewalkers.

Characters whose heritages are often regarded as unusual in human-centric societies—including many changelings, tieflings, dhampirs, and beastkin—might have walked through a gate on the night of the Missing Moment in the hopes of changing their lives or the worlds around them. Gnomes, many of whom share a curiosity about the wonders of the cosmos, would also make for great gatewalkers.

CLASSES

There are basically no bad class choices for the Gatewalkers Adventure Path, but characters whose talents lend themselves to paranormal investigations will do especially well. Investigator, psychic, and thaumaturge are ideal choices. Oracles, magi, summoners, and witches—all of whom draw on mysterious, personalized fonts of power to fuel their abilities—are also great fits for this campaign.

The search for answers to the mystery of the Missing Moment will likely take the party to far-flung, inhospitable places, and gatewalkers are likely to run into many unfamiliar people. Self-sufficient and hardy adventurers—barbarians, druids, and rangers, for example—make for excellent gatewalkers, as will any

characters whose social wiles are their best asset, such as bards, sorcerers, and rogues.

Characters interested in the pursuit of knowledge or in advancing a particular field of study, like alchemists, inventors, and wizards, are sure to make interesting discoveries in the course of this campaign. Conversely, the party is sure to meet nefarious rivals and strange entities throughout their investigation, so clerics, champions, and other students of the divine are bound to be a great party asset.

LANGUAGES

Common is widely understood throughout northern Avistan, but folks in the River Kingdoms and elsewhere speak their own native languages as well. Characters who can exhibit fluency in local tongues like Elven, Hallit, Skald, and Erutaki might impress potential new friends. From a professional standpoint, paranormal investigators often come across strange creatures of alien origin, so it's useful to know languages like Sylvan and Aklo.

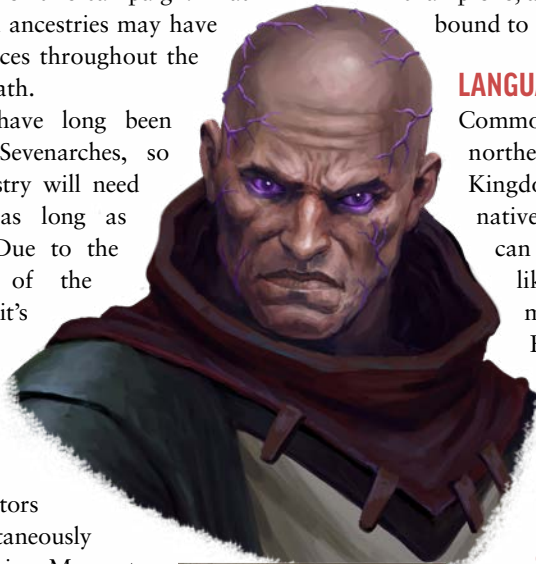
SKILLS AND FEATS

There's no telling where your investigative work will take you, so it's best not to invest in feats whose usefulness is limited to a specific terrain or environment. Having a flexible and versatile set of talents will be far more beneficial in this particular campaign. Proficiency in broadly useful skills like Nature and Survival, for example, will likely come in handy more often than highly specific training in Forest or Farming Lore. A strong gatewalker is one who can prize information from witnesses and suspects, pick out strange phenomena or unusual features in their environment, and piece together seemingly mundane clues from a variety of sources.


BACKGROUNDS

Each of these backgrounds corresponds to a different vision perceived on the other side of the *aiudara* and a motivation for walking through the gate. You're of course free to devise your own motivation in place of any of these. Likewise, the specific *aiudara* through which you walked is left for you to decide with your Game Master as befits your character's background.

In addition to a feat and training in one or more skills, each of these backgrounds grants your character a different kind of "deviant ability"—a spontaneous supernatural power that manifested in the aftermath



Etward Ritalson



of your Missing Moment experience. As you progress through the Gatewalkers Adventure Path, your deviant ability will grow in power; your Game Master will let you know when these points occur and you're encouraged to explore other deviant feats during level-ups to enhance the experience.

Feats with the deviant trait are class feats, but can be taken by any class, so you can fully explore your strange new powers. Should you reach a point in the campaign where a scripted Deviant Power upgrade would not apply to you (for instance, receiving the Awakened Power feat when your power has already been Awakened), you can instead take

a level-appropriate feat from within your initial ability's classification (for example, taking Blasting Beams or Storming Breath to go along with the dragon classification's Consume Energy).

Rules for deviant abilities are reprinted from *Pathfinder Dark Archive* starting on page 8.

DREAMS OF VENGEANCE

BACKGROUND

RARE

You've known strife your whole life, whether on the battlefield, in the arena, or simply living your day-to-day life. When you're not thinking about your next brawl, you're turning over memories of traitorous rivals and troublesome betrayers who've wronged you in the past. The sight of your enemies broken and maimed, then, greatly appealed to you when you glimpsed through a mysterious glowing archway during the Missing Moment. But when you stepped through the gate, you found yourself back where you started, with no indications of your exacted revenge anywhere in sight. You nearly burned down the countryside in frustrated rage, only realizing afterward the magnitude of the fiery new power you wielded. Fiery rays of energy you could shoot from your eyes—these, no doubt, would come in handy.

Your deviant abilities are of the dragon classification. You gain the Blasting Beams deviant feat with the fire type. As a quirk, your pupils are shaped like curved arches. When you use a deviant ability, the centers of your pupils shine with light, like the glowing gateways of the Missing Moment.

Choose two ability boosts. One must be to Constitution or Strength, and one is a free ability boost.

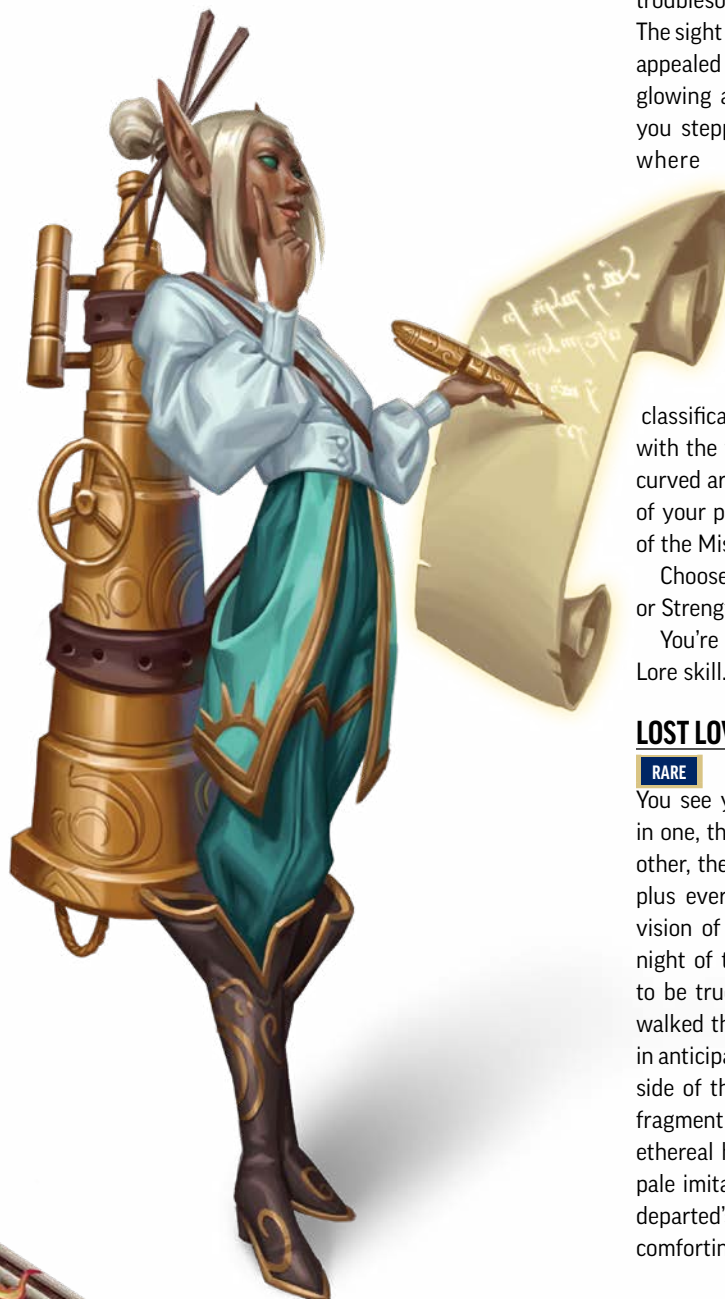
You're trained in the Athletics skill and the Gladiator Lore skill. You gain the Titan Wrestler skill feat.

LOST LOVED ONE

BACKGROUND

RARE

You see your life as naturally divided into two chapters: in one, the love-limned, halcyon days of yesteryear, in the other, the day you lost the person most important to you, plus every aching moment thereafter. When you saw a vision of your lost loved one in a glowing portal on the night of the Missing Moment, you knew it was too good to be true. But you couldn't help yourself, either, so you walked through the door, one grasping hand outstretched in anticipation. You don't know what happened on the other side of the arch, but your hand seems to. Like a ghostly fragment of your missing loved one, you can summon an ethereal hand to reach out from your body. Though it's a pale imitation of the warmth you once felt in your dearly departed's presence, you do find this new hand somehow comforting, in a way.



Your deviant abilities are of the wraith classification. You gain the Ghostly Grasp deviant feat. As a quirk, whenever you use a deviant ability, a low, rattling moan emanates from some unseen maw in your vicinity.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Society skill and the Genealogy Lore skill. You gain the Multilingual skill feat.

SENSE OF BELONGING BACKGROUND

RARE

Home is all you've ever wanted. But home, whatever that means to you, has always been a step out of reach. On the night of the Missing Moment, you saw loving figures with outstretched arms, beckoning you toward a warm hearth just inside a glowing archway. On the other side of the portal, though, you found only missing memories and lost time, your feet back at the very spot where you started. Perhaps your heart was broken that night, or perhaps you met your mission to find a suitable community with renewed zeal. Either way, you haven't felt quite "whole" since your gateway experience. Your new ability to momentarily disappear onto another plane of existence only reinforces this feeling of emptiness.

Your deviant abilities are of the wraith classification. You gain the Eerie Flicker deviant feat. As a quirk, whenever you use a deviant ability, plants around you spontaneously bloom and then wilt, as if rapidly aging.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Survival skill and the Scouting Lore skill. You gain the Forager skill feat.

TOTAL POWER BACKGROUND

RARE

Whether you desire simple security after a life of uncertainty or you're actually just a control freak, power over your own fate is the thing you've always wanted. On the night of the Missing Moment, you glimpsed such power amid the light of a glowing archway, and you stepped through, eager to claim control over your destiny. What happened next, you don't remember—you came to at the same place you'd started, though clearly a lot of time had passed. Ever since that night, your body has felt heavier than before. You soon discovered that you could will your very bones into extending from your flesh like thorns from a rose's stem. Though you didn't choose the title gateway for yourself, you're sure you can use your strange new power to exercise control over your life.

Your deviant abilities are of the troll classification. You gain the Bone Spikes deviant feat. As a quirk, whenever you use a deviant ability, the very fibers of your muscles flex and expand to impossible proportions. Your actual

strength remains the same during these times, but few can deny your fearsome appearance.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Intimidation skill and the Legal Lore skill. You gain the Intimidating Glare skill feat.





WANDERLUST

RARE

You've traveled the world for years in search of excitement and adventure. On the night of the Missing Moment, all the many exciting occasions you've experienced paled in comparison to the vision of fantastic lands and incredible people you saw on the other side of the glowing gate. You stepped through in the hopes of finally reaching the thrilling highs you so desperately seek, but as soon as you'd gone there you were again, standing in front of a lightless gateway with a months-long gap in your memories. Frustrated at having come so close to achieving your dreams, you swung at a nearby tree, smashing it to splinters with surprising strength you never knew you had. This strange new brawn wasn't what you asked for—but it might help you pursue the excitement you crave.

Your deviant abilities are of the troll classification. You gain the Titan Swing deviant feat. As a quirk, whenever you use a deviant ability, your feet elongate and your leg bones crack as your lower limbs transform into those of a rabbit, wolf, or other spry, long-heeled animal.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Nature skill and the Stabling Lore skill. You gain the Express Rider skill feat.

WISHES FOR RICHES

RARE

On the night of the Missing Moment, you saw visions of fabulous riches in the gate before you. Honestly, how someone could see anything but piles of jewels and gold is utterly baffling to you. Having pined for material wealth for as long as you could remember, you practically sprang into the portal in hopes of securing your fortune. The next moment, however, you were standing right where you'd just been, though indeterminate time had passed. The night's cold hardly bothered you; in fact, you soon discovered that you could absorb the very chill in the air, in the process changing the appearance of everything around you into a sheen of finest silver. You're no richer than before you walked through the gate, unfortunately, but perhaps you could use this new power somehow to pursue your avarice anew.

Your deviant abilities are of the dragon classification. You gain the Consume Energy deviant feat with the cold type. As a quirk, your deviant abilities manifest in a silver hue, and when you use a deviant ability you absorb the color silver from your surroundings. The absorbed color returns to your surroundings within an hour.

Choose two ability boosts. One must be to Charisma or Dexterity, and one is a free ability boost.

You're trained in the Thievery skill and the Games Lore skill. You gain the Subtle Theft skill feat.

BACKGROUND

Deviant Abilities

The following is an abbreviated version of the rules for deviant abilities. The full rules for deviant abilities appear in *Pathfinder Dark Archive*.

Deviant Classifications

Deviant abilities are sorted into broad categories according to their ultimate effects. If you are advancing your deviant ability, you can do so with the deviant feats below. Feats with the deviant trait are class feats, but can be taken by any class. When you take the feat, it gains the trait appropriate for your class.

DEVIATION SAVES AND ATTACK ROLLS

Many deviations allow for a saving throw or have other abilities that change as you go up in level. The DC for any saving throw called for by a deviation is the higher of your class DC or spell DC. The attack modifier of a deviation is 10 lower than that DC, unless the deviation calls for a Strike, in which case the attack modifier is the normal attack modifier of the Strike. A deviation's counteract modifier is equal to your counteract modifier.

BACKLASH

The same blood that lets a descendant of dragons spit flames is precisely what keeps the inside of their mouth from being singed in the furnace. Deviations, unfortunately, lack these safeguards, with their powers coming from haphazard circumstance and interactions rather than intentional design. A character using their deviation always risks the chance of backlash.

Whenever you attempt to use a deviation, roll a DC 5 flat check. On a success, you use your deviation and the DC for subsequent checks increases by 5, to a maximum of 20; on a failure, you use your deviation and then suffer a backlash effect, after which your flat check DC resets to 5. Backlash progresses from mild, to moderate, to severe. When you have already taken mild backlash in a given day, the next time you would take backlash, you take the moderate backlash instead, and if you have already taken moderate backlash, you take the severe backlash instead, and your deviation can't be used for the rest of the day—attempting to use it simply brings pain. When you make your daily preparations, your flat check DC returns to 5 and your next backlash returns to mild.

Any effects from backlash can't be reduced, prevented, or otherwise bypassed. Conditions and damage you take from backlash can't be reduced or prevented by resistance or immunity, but still triggers any weakness you have to it.

AWAKENED POWERS

A deviant ability's unstable nature means it can grow in power at a later point, responding to a stressful moment or continuing to evolve along a mysterious path. "Awakening" lines in deviant feats represent possible paths the power's awakening can take. You don't gain the awakening unless you take a feat that grants you those benefits. You can gain only one awakening for a given deviant feat.

UNIVERSAL FEATS

These feats are useful for any deviant ability user. If you're using the background approach, you can select these feats regardless of your classification.

AWAKENED POWER

FEAT 4

RARE DEVIANT

Your power spontaneously evolves or reconfigures itself. You gain one awakening benefit for a deviant feat of 4th level or lower.

Special You can take this feat multiple times. Each time you do, choose a different deviant feat of 4th level or lower, and gain one of its awakening benefits.

GREATER AWAKENED POWER

FEAT 10

RARE DEVIANT

Your power undergoes yet another awakening. You gain one awakening benefit for a deviant feat of 10th level or lower.

Special You can take this feat multiple times. Each time you do, choose a different deviant feat of 10th level or lower, and gain one of its awakening benefits.

DRAGON

When you gain a dragon-type deviation, choose a type of damage, from cold, electricity, fire, or sonic. All abilities you gain from this deviation deal this type of damage and add the corresponding trait to the ability. You also use this damage type for the damage and weakness from your backlash.

BLASTING BEAMS

FEAT 2

RARE ATTACK DEVIANT EVOCATION MAGICAL

Requirements You have a free hand.

A directed beam of heat or an arc of lightning is one of the simplest ways to project energy. You fire a blast or beam from one hand. Make an attack roll against a creature within 30 feet. If you succeed, the beam deals 1d6 damage for every 2 levels you have to the target, or double damage on a critical success.

Awakening Your beams blast through targets. Instead of making an attack roll to damage a single creature within 30 feet, you can use Blasting Beams as a 2-action activity

to damage all creatures in a 60-foot line, with a basic Reflex save.

Awakening You can choose to launch smaller, quicker beams from your eyes instead. These deal d4s instead of d6s, but the attack has the agile trait, and you don't need a hand free to make it, though your eyes must be uncovered.

CONSUME ENERGY

FEAT 2

RARE ABJURATION DEVIANT MAGICAL

Trigger An enemy within 60 feet uses an ability that has the trait corresponding to your deviation damage type.

Your connection to energy is so much stronger than the offending display in front of you, allowing you to claim it for yourself. Attempt a counteract check against the triggering effect as you draw it into your body. If you successfully counteract the ability, you gain temporary Hit Points equal to double the counteract level of the ability, which last for 1 minute.

Awakening The energy you consume helps empower your abilities. The next ability from the dragon classification that you use increases its range by 30 feet if it has a range, or increases its area by 10 feet if it's a cone or line. If you don't use this benefit within 1 minute, it fades.

Awakening You channel some of the seized energy into your next attack. Choose one of your weapons or unarmed attacks. Until the end of your next turn, Strikes with the chosen weapon or unarmed attack deal an additional 1d6 damage of a type matching the energy you consumed.

STORMING BREATH

FEAT 6

RARE DEVIANT EVOCATION MAGICAL

You spit out a freezing breath or sonic scream. You deal 4d6 damage, plus 1d6 damage for every level you have beyond 6th, to all creatures in a 30-foot cone, with a basic Reflex save.

Awakening Your blast powerfully batters your foes. A creature that critically fails its save is knocked prone.

Awakening The kickback of your blast helps you make a speedy escape. When you use this ability, you Fly backward 15 feet in a straight line directly opposite your blast. This movement doesn't trigger reactions based on movement.

PROPULSIVE LEAP

FEAT 10

RARE DEVIANT EVOCATION MAGICAL

By expelling flames from your feet or levitating through electrical repulsion, you propel yourself through the air. For 1 minute, you gain a fly Speed equal to your Speed or 20 feet, whichever is greater. If you aren't on solid ground at the end of your turn, you must attempt another backlash check for your deviation, though you remain airborne even

if you fail your check unless the damage from the check renders you unconscious.

Awakening You blast through the air at great speed, gaining a +15-foot status bonus to your Fly speed from Propulsive Leap.

Awakening You can use your propulsion as a makeshift weapon. The first time each round you Fly starting from the ground, all creatures adjacent to you take 1d4 damage for every 2 levels you have, with a basic Reflex save.

BACKLASH: ENERGETIC MELTDOWN

As you channel energy through your deviant abilities, some of it turns back on you, spiking your body temperature or dancing across your skin.

Mild Backlash You take damage equal to your level as energy scours your body.

Moderate Backlash Energy wracks your body. After taking the damage, you gain weakness to the energy type of your backlash until your next daily preparations. The weakness is equal to one-third of your level. You also lose immunity to the energy type if you had it, until your next daily preparations.

Severe Backlash Whatever furnace or well within you that provides the energy for your deviation overloads completely, cascading out of you in an uncontrolled burst. You deal 1d6 damage per level to all creatures in a 30-foot emanation with a basic Fortitude save. You automatically take full damage without attempting a save.

TROLL

The troll classification connotes improved physical abilities. While often thought of as biological mutation, clockwork implants and personal magical enhancements are equally likely mechanisms.

BONE SPIKES

FEAT 2

RARE DEVIANT EVOCATION MAGICAL

Sharp shards of bone tear forth from your elbows, wrists, or other parts of your body. For 1 minute, you can make bone spike unarmed Strikes, which deal 1d6 piercing damage and have the versatile S and sweep traits. When you take the Bone Spikes action, you can choose one weapon on your person and duplicate its weapon runes onto your bone spikes (with the exception of any runes that couldn't apply to the bone spears).

Awakening Your bones grow longer, lashing flexibly at range. While you have bone spikes, you can Interact to give your bone spikes reach 10 feet until the end of the current turn.

Awakening Grooves in your bone spikes form a channel for venom. Your bone spikes deal 1d4 persistent poison damage, which increases to 2d4 at 10th level and 3d4 at 18th level.

TITAN SWING

FEAT 2

RARE DEVIANT MAGICAL TRANSMUTATION

Your limbs tense as you deliver a mighty swing. Make a melee Strike. If it hits, you deal an extra die of weapon damage and push the target back by 5 feet. If you're at least 10th level, increase this to two extra dice and push the target by 10 feet, and if you're at least 18th level, increase it to three extra dice and push the target by 15 feet.

Awakening On a critical hit, you push the target back double the normal distance and knock it prone.

Awakening On a hit, you deal 1d6 persistent bleed damage. This increases to 2d6 at 10th level and 3d6 at 18th level.

HIGH-SPEED REGENERATION

FEAT 6

RARE DEVIANT HEALING MAGICAL NECROMANCY

Trigger Your turn begins.

Your wounds knit together with barely a thought. You regain Hit Points equal to double your level. When you gain this deviation, the GM secretly selects one type of energy damage or precious material, such as fire or cold iron. When you take damage of that type, your wound smokes until the end of your next turn, preventing you from using High-Speed Regeneration.

Awakening Your regeneration can automatically save you from the brink of death. Once per day, you can use High-Speed Regeneration when your Hit Points would be reduced to 0 instead of the usual trigger. You avoid being knocked out and remain at the number of HP you regained.

Awakening Regrowth invigorates you. You gain a +10-foot status bonus to your Speed until the end of your turn.

TECTONIC STOMP

FEAT 10

RARE DEVIANT EVOCATION MAGICAL

You cause minor tremors that topple your enemies. All creatures in a 30-foot emanation who are standing on the ground take 1d6 bludgeoning damage for every 2 levels you have, with a basic Reflex save. A creature that fails its save also falls prone.

Awakening Your stomp also ejects large fragments from the ground. You raise up to three stone chunks from the ground in unoccupied squares in the emanation; the stones can't be adjacent to one another. The chunks are 5 feet tall, block movement, and are large enough to Take Cover behind. They have AC 10, Hardness 8, and Hit Points equal to your level. They are immune to critical hits and precision damage. A stone chunk crumbles away when it has 0 Hit Points, and all of them crumble after 1 minute or when you use Tectonic Stomp again.

Awakening Your stomp rattles those who fail horribly. A creature that critically fails its save is also stunned 1.

BACKLASH: STRAINED METABOLISM

Your body's overclocked physiology requires larger-than-usual amounts of nourishment, leaving you weakened when it kicks in mid-combat.

Mild Backlash Your metabolism immediately burns through your body's energy stores, making you enfeebled 1 and clumsy 1 until you take a bite of food (which usually requires 2 Interact actions: one to retrieve the food and another to consume it).

Moderate Backlash Ravenous hunger wracks your body. You are enfeebled 1, clumsy 1, and fatigued until you can eat a full meal, which requires at least 10 minutes.

Severe Backlash The strain on your body is truly incapacitating. You become sickened 2 as nausea wracks you, and you are also enfeebled 1 and clumsy 1 until you can eat a full meal (which requires you to no longer be sickened). You are fatigued until you can get a full night's rest.

WRAITH

Wraith-type deviations often result from contact with otherworldly presences or artifacts, comprising a strange assortment of abilities that involve realms beyond our own.

EERIE FLICKER

FEAT 2

RARE CONJURATION DEVIANT MAGICAL

Trigger A enemy's Strike would hit you and you weren't already concealed, hidden, or undetected by that enemy.

Your body flickers momentarily into the Ethereal Plane. You become concealed for 1 round, and the flat check for concealment applies to the Strike that would have hit you. If the flat check fails, the Strike misses you.

Awakening When your body flickers, you momentarily assume a terrifying form. If a creature fails the flat check against concealment from your Eerie Flicker, it becomes frightened 1, and it doesn't reduce the frightened condition from this effect at the end of the same turn it gained the condition.

Awakening You can choose to compress your flickering movement into a single moment, increasing your chance to avoid the triggering attack in exchange for a shorter-lived effect. If you choose to do so, the flat check for concealment against the triggering attack increases to DC 9, but the concealment affects only the triggering Strike.

GHOSTLY GRASP

FEAT 2

RARE DEVIANT EVOCATION MAGICAL

An invisible arm extends from you to grab and manipulate objects. The arm reaches up to 15 feet, grabs an unattended object of 1 Bulk or less, and immediately deposits it in one of your free hands or at your feet. Alternatively, it reaches up to 15 feet and performs a simple Interact action like

pushing open a window, though it can't perform actions that require significant mechanical dexterity. For every 5 levels you have, the amount the hand can lift increases by 1 Bulk, and the arm's range increases by 15 feet. Being ghostly, the arm can affect ghosts, spirits, and other incorporeal entities, though in most cases, you need an awakening for this to be useful.

Awakening Your invisible arm can grab on to an unsuspecting target. You can modify the power's target to be 1 creature within range. You make an attack roll against the creature's Fortitude DC and add the attack trait to the action. On a success, the target is grabbed by the arm (or restrained on a critical success). This lasts for 1 round or until the creature Escapes.

Awakening You summon additional ghostly arms that entwine together to push targets. You can modify the power's target to be 1 creature within range. You make an attack roll against the creature's Fortitude DC and add the attack trait to the action. On a success, you can move the target 5 feet in any direction (10 feet on a critical success).

ENERVATING WAIL

FEAT 6

RARE AUDITORY DEVIANT MAGICAL NECROMANCY

You release a terrible wail that tears at the spirits of all nearby. All living creatures in a 20-foot emanation take negative damage with a basic Fortitude save. The damage is 4d6, plus 1d6 for every level you have beyond 6th.

Awakening Your scream echoes in the mind. You can choose to emit a silent psychic wail instead, which changes the damage type to mental, changes the save to a Will save, removes the auditory trait, and adds the mental trait.

Awakening Your wail saps your foes' strength. In addition to the normal effects, living creatures in the area are enfeebled 1 for 1 round on a success (but not a critical success), enfeebled 1 for 1 minute on a failure, and enfeebled 2 for 1 minute on a critical failure.


DISTANT WANDERING

FEAT 10

RARE DEVIANT EVOCATION MAGICAL

Your body falls unconscious and your spirit projects out of it. While in spirit form, you can't consciously move your body, and you are invisible and inaudible, though a creature still might notice the signs of your presence and passing, just like for an invisible creature affected by silence, or a prying eye. You can freely move about, though you can't touch or move anything, cast spells, attack, or otherwise affect anything around you. Despite your ghostly form, you are not incorporeal and can't pass through barriers you couldn't in your body. Most effects can't harm your spirit form, though some spells, like spirit blast and spirit song, explicitly damage a creature's spirit.

You can return to your body as a free action. If you are in spirit form at the beginning of your turn, you must attempt



another backlash check for your deviation, returning to your body if you fail.

Awakening Your spirit moves at the speed of thought. You gain a fly Speed and a +20-foot status bonus to your Speed while in spirit form.

Awakening Time seems to pass more slowly while you are projecting your spirit, letting you notice things around you. When you enter spirit form, you can Recall Knowledge or Seek. You are quickened while in spirit form and can use the extra action only to Recall Knowledge or Seek.

BACKLASH: ENCROACHING PRESENCE

Seeing and touching the beyond leaves you open to its alien influence, warping your perceptions and thoughts.

Mild Backlash Something inexplicable touches your mind, leaving you with lingering horror. You become frightened 3.

Moderate Backlash Disorienting visions and figments cover your vision, as if you're seeing through another set of alien senses. For 10 minutes, all creatures become concealed to you as they are covered in visual distortions only you can see.

Severe Backlash Your life force is siphoned away as the presence tugs your soul to wherever it resides. You become doomed 1 and drained 2 until your next daily preparations.

Quirks

No two deviant abilities are exactly alike, and even when two characters gain the same ability in the same event, individual factors like age, ancestry, and personality alter how their abilities manifest. Every deviant ability has one or two quirks, determined when the ability is gained. These quirks don't normally have any mechanical effect, since their purpose is only to alter minor details of a power to make them stand out, though they may have narrative implications on occasion.

Specific quirks are suggested in the character backgrounds starting on page 5 of the Gatewalkers Player's Guide. You can use these quirks as is, or you can work with your Game Master to decide on new quirks for your deviant abilities.

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