

SECOND EDITION  
REMASTER

# PATHFINDER®



## GATEWALKERS

ADVENTURE PATH

### PLAYER'S GUIDE

By Patrick Renie



# PATHFINDER

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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 *Pathfinder Player Core* 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](http://paizo.com/prd)) to further customize your character; while not required to enjoy the story, *Pathfinder Dark Archive* is especially suited to Gatewalkers' 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

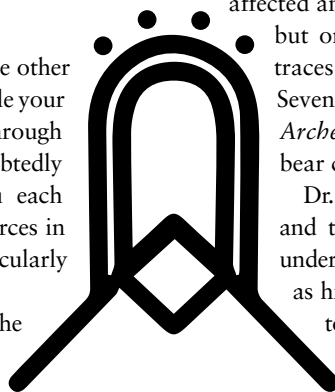


returned with practically nothing to show for their trip, save for one: all returning gatewalkers now bear a similar brand somewhere on their flesh, most often on the back of their neck. This brand, made of thick lines set into the skin like a tattoo, seems to depict a mountaintop archway limned with 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 for 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 in the table below.

## SUGGESTED CHARACTER OPTIONS

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

\* See *Pathfinder Player Core 2*.

\*\* See *Pathfinder Dark Archive*.

† See *Pathfinder Lost Omens Ancestry Guide*.



## ANCESTRIES

Many people experienced the Missing Moment and became gatewalkers, so any ancestry option permitted by your Game Master is suitable for this campaign. That said, characters of certain ancestries might have more interesting experiences throughout the Gatewalkers Adventure Path.

Elves and aiuvarins 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 beastkin, changelings, dhampirs, and nephilim—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 can expect 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 Aklo and Fey.

## SKILLS AND FEATS

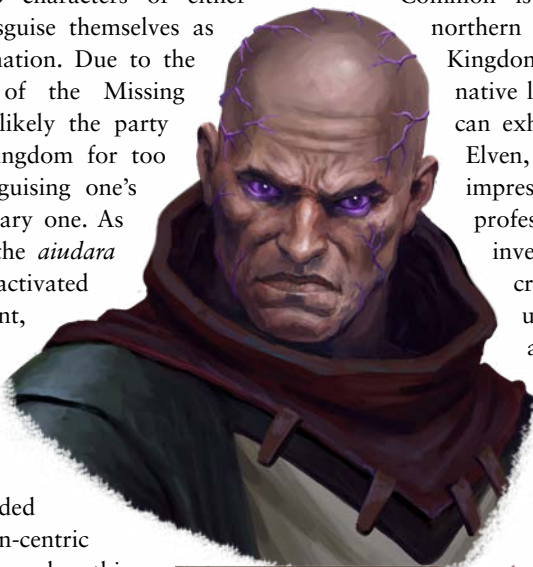
There's no telling where your investigative work will take you, so it's best not to invest in feats whose usefulness is limited to a specific terrain or environment.

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 the backgrounds in this guide correspond 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 providing a feat and training in one or more skills, each of these backgrounds grants your character the choice of a "deviant ability"—a spontaneous supernatural power that manifested in the aftermath of your Missing Moment experience. As you progress through the Gatewalkers Adventure



Etward Ritalson



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 it 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 were nearly consumed by frustrated rage, realizing only afterward the magnitude of

the new power you wielded. Fiery rays of energy you can shoot from your eyes or the ability to swat away your foes with the flick of your wrist—these, no doubt, would come in handy.

Your deviant abilities are of either the dragon or the troll classification. If you choose dragon, you gain the Blasting Beams deviant feat with the fire type. If you choose troll, you gain the Titan Swing deviant feat. 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 either the leech or the wraith classification. If you choose leech, you gain the Draining Touch deviant feat. If you choose wraith, 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 gatewalker experience. Your new ability to momentarily disappear onto another plane of existence only reinforces this feeling of emptiness.

Your deviant abilities are of either the flicker or the wraith classification. If you choose flicker, you gain the Sonic Dash deviant feat. If you choose wraith, 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. Since that night, you've discovered that you can will your body into manifesting an eerie, destructive

ability. Though you didn't choose the title gatewalker for yourself, you're sure you can use your strange new power to exercise control over your life.

Your deviant abilities are of either the dragon or the troll classification. If you choose dragon, you gain the Blasting Beams deviant feat with the electricity type. If you choose troll, you gain the Bone Spikes deviant feat. As a quirk, whenever you use a deviant ability, the fibers of your muscles flex and expand to impossible proportions, as if your mortal frame struggles to contain the impossible







power within it. 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

## BACKGROUND

### 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. Since then, your body has developed unusual abilities, which to this day you still struggle to control. These strange new abilities weren't what you asked for—but they might help you pursue the excitement you crave.

Your deviant abilities are of either the flicker or the troll classification. If you choose flicker, you gain the Overclock Senses deviant feat. If you choose troll, you gain the Titan Swing deviant feat. As a quirk, whenever you use a deviant ability, your affected body part transforms to become more animalistic. Your eyes might change shape and color, for example, or your feet might 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

## BACKGROUND

### 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. You're no richer than before you walked through the gate, unfortunately, but perhaps you could use the new power you've manifested since returning to pursue your dreams of avarice anew.

Your deviant abilities are of either the dragon or leech classification. If you choose dragon, you gain the Consume

Energy deviant feat with the cold type. If you choose leech, you gain the Borrowed Ability deviant feat. 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.

## 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*, beginning on page 98.

### 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 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 to the target for every 2 levels you have, 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 beams 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 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 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 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.

## FLICKER

Whether due to an artificially accelerated metabolism or the lingering effects of temporal phenomena, the end result of the flicker classification is largely the same—abilities that result in the perception of higher-than-average speed, kinetic acuity, and reflexes.

## SONIC DASH ◆

FEAT 2

RARE DEVIANT MAGICAL

You bounce up and down once, then sprint forward. You Stride twice in a straight line. You can use Sonic Dash

while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

**Awakening** Your Sonic Dash generates a sonic boom, dealing 1d4 sonic damage for every two levels you have to all creatures other than you in a 5-foot emanation at the point you end your Sonic Dash, with a basic Fortitude save. Creatures that fail are deafened for 1 round, or 1 minute on a critical failure.

**Awakening** Your speed generates a slipstream that allows you to reposition your allies. You can dash through a willing ally's space during your Sonic Dash, causing them to be drawn by winds alongside you. You deposit them in any unoccupied space adjacent to you at the end of your Sonic Dash.

## OVERCLOCK SENSES ◆

FEAT 2

RARE DEVIANT MAGICAL

Your senses speed up to the point that time seems to stand still, allowing you to catch details and incoming attacks. You Seek. After you Seek, you gain a +2 circumstance bonus to your AC against ranged attacks and to Reflex saving throws until the beginning of your next turn.

**Awakening** When you use Overclock Senses, you can focus even more on the present moment, allowing you more apparent time to observe and plot at the expense of defense. When you use Overclock Senses, you do so with the benefits of darkvision, or if you are at least 14th level, with the benefits of *truesight*. You can attempt a Recall Knowledge check as a free action after Seeking. Your senses spent, you then do not gain the normal bonuses to AC and Reflex saving throws.

**Awakening** You hone your senses even further, letting you react to attacks almost before they happen. While you have the bonuses from Overclock Senses, if you would be hit by a ranged attack, you can spend a reaction to have the attacker roll the attack again (this is a misfortune effect), and if you would fail a Reflex save, you can spend a reaction to roll the save again (this is a fortune effect). You must take the second result, even if it is worse.

## UNSTABLE GEARSHIFT ◆

FEAT 6

RARE DEVIANT MAGICAL

You shift your body into a higher gear, your speed compounding further and further. You gain a +10-foot status bonus to all your Speeds, which lasts until the end of your next turn. At any time during your next turn, you can use Unstable Gearshift again, increasing the status bonus by another 5 feet and prolonging the effect for another round. You can keep using Unstable Gearshift in this way until you can no longer use your deviant abilities.

**Awakening** When moving at high speed, your form blurs. You have concealment for the duration of any move action you take while you are affected by Unstable Gearshift.



**Awakening** Your high-speed form has become partially out of phase with reality. While you are affected by Unstable Gearshift, you are not affected by physical difficult terrain (such as rubble), you do not trigger traps that use weight or pressure plates as a trigger, and you can move through enemy spaces without making checks to Tumble Through, as you simply phase through them.

## LIGHTSPEED ASSAULT ◆

FEAT 10

RARE DEVIANT MAGICAL

You zoom from enemy to enemy, striking each in an instant. Stride to an enemy and attempt a Strike against it. If successful, you can add another action to Lightspeed Assault. Stride again and attempt another Strike; if this second Strike is successful, you can spend another action to Stride again and attempt a third Strike. You can use Lightspeed Assault while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type. You attempt a backlash check for your deviation only once, regardless of how many actions you end up spending on your Lightspeed Assault.

**Awakening** Your speed allows you to slip the bonds of space. Instead of Striding, you simply teleport to your desired destination. Lightspeed Assault gains the teleportation trait.

**Awakening** You move so quickly that you might as well be in multiple places at once. When you use Lightspeed Assault, you can decide to spend one, two, or three actions up front, selecting your targets ahead of time. You can flank with yourself for any of these Strikes, and if you deal damage to a target more than once, you can add all the damage together for the purpose of overcoming resistances, if it would be more beneficial to you.

## Backlash: Desynchronized Motions

As your body speeds faster and faster, you risk falling out of sync with reality, as the world slows around you to the point that your interactions with it become strange and unpredictable.

**Mild Backlash** The friction of your motion through a slower world sets you alight. You take 2d4 persistent fire damage. At 5th level, and every 5 levels after, the persistent fire damage increases by 1d4. You take this persistent fire damage even if in a liquid environment, such as underwater, as your motion simply surrounds you in boiling water.

**Moderate Backlash** You fall out of phase with nearby matter, becoming trapped in the process. You take the mild backlash effects, catching on fire, and your legs also partially phase into the ground, making you immobilized. You can attempt to Escape against your deviation DC, or you can slowly extract yourself without attempting a check over the course of 1 minute.

**Severe Backlash** Your body accelerates to such a degree that your senses and impulses cannot keep up. You become trapped in your own mind for what seems like an eternity, taking 1d4 nonlethal mental damage for each level you have. When you return, you are stupefied 3 for 10 minutes, and then stupefied 1 until your next daily preparation. Your body ages one year during this time.

## LEECH

While deviations are often thought of as a gained ability—increased muscle mass, a well of unstable power, new senses—it's just as common that the events that cause a deviation result in loss. With a fundamental part of the subject's self stripped away, an absence remains. Though generally fatal, these events can rarely result in leech-type classifications, characterized by abilities that draw in energy and matter in a futile attempt to fill the void within.

## DRAINING TOUCH ◆

FEAT 2

RARE ATTACK COLD DEVIANT MAGICAL

You reach out your arm, grasping hungrily for a source of energy. Attempt a melee Strike. If you succeed, you deal 1d8 cold damage for every 2 levels you have to the target, or double damage on a critical success.

**Awakening** You drain enough energy from a creature to leave it with lingering aftereffects. Your Draining Touch also leaves a creature clumsy 1, or clumsy 2 if your attack was a critical success.

**Awakening** You can pull away not just physical energy, but a creature's spirit as well. Your Draining Touch can deal your choice of cold, spirit, or void damage, changing the cold trait to spirit or void as appropriate.

## BORROWED ABILITY ◆

FEAT 2

RARE DEVIANT MAGICAL MENTAL

Your touch opens a conduit into the mind of your target, the emptiness within you pulling skills and memories through. You touch an adjacent creature and choose any skill you believe they are trained or better in. If you choose a skill that they are trained or better in, you borrow their proficiency in that skill, becoming trained in that skill for 1 minute. If they are not trained in the skill you choose, the GM chooses the next most applicable skill (for instance, choosing Acrobatics instead of Athletics). At 12th level, you can become an expert in the skill if the target is as well.

If the target of Borrowed Ability is unwilling, the effects depend on the target's Will save.

**Critical Success** The target resists your touch completely.

**Success** Your borrowing is unstable. At the beginning of each of your turns, you must either relinquish your hold on the borrowed skill (as a free action), or attempt



another backlash check for your deviation; the ability ends if you fail.

**Failure** Borrowed Ability lasts for its full duration.

**Awakening** You gain some of the target's defensive abilities. When you use Borrowed Ability, you also gain a +1 circumstance bonus to one of your saving throws for the duration, matching the target's highest saving throw. You can choose to apply a -1 circumstance penalty to the target's saving throw when you do so.

**Awakening** Your touch establishes a lingering link through which you can sense what your target does. When you use Borrowed Ability, you gain any special senses—such as darkvision, scent, or tremorsense—that the target possesses. If the target does not have a sense that you normally have (for instance, an ooze that has no vision), you lose those senses as well. Your senses remain altered for the duration of Borrowed Ability.

## KINETIC DAMPENING ◆

## FEAT 6

RARE DEVIANT MAGICAL

You feed off energy in your immediate surroundings, allowing you to dampen the force imparted by incoming blows. Until the beginning of your next turn, you gain resistance 5 to physical damage. At 10th level, and every 4 levels thereafter, the resistance increases by 5. Any blows that strike you during this time make no sound as their energy is drained.

**Awakening** You can extend your dampening field around you to create a safe haven for your allies. If you spend an additional action when using Kinetic Dampening, your field extends in a 15-foot emanation around you. You can choose which creatures within the emanation are affected.

**Awakening** You dampen a greater variety of wavelengths. When you use this feat, you also gain resistance to your choice of fire, electricity, or sonic damage.

## FEED THE VOID ◆◆

## FEAT 10

RARE DEVIANT EXTRADIMENSIONAL MAGICAL MENTAL SPIRIT

The void within you manages to manifest itself temporarily, a black hole opening over your heart and threatening to draw everything in. A 60-foot cone becomes filled with screaming winds that rush in toward you. All creatures in the cone must attempt a Fortitude saving throw.

**Critical Success** The creature is unaffected.

**Success** The creature is pulled 10 feet toward you.

**Failure** The creature is pulled 20 feet toward you.

**Critical Failure** The creature is pulled 30 feet toward you.

Creatures that would be pulled into your square contact the void, which deals 5d6 spirit damage with no saving throw, and are then spat back out in a square adjacent to you of your choice. At 12th level, and every 2 levels thereafter, the damage increases by 1d6.

**Awakening** The void feeds upon the creature's spirit, transferring you some of their vitality. If one or more creatures are pulled into the void, you gain temporary Hit Points equal to the level of the highest-level creature pulled in. These temporary Hit Points last for 10 minutes.

**Awakening** The void's suction draws in heat and light as well. The first 30 feet of the cone becomes covered in ice as temperatures drop, making the area difficult terrain, and is also plunged into darkness, with the effects of darkness heightened to half your level. Both effects last until the beginning of your next turn.

## Backlash: All-Consuming Hunger

The emptiness within you is a hunger that pushes at your mind to fill it, causing you to fixate powerfully on a potential source of energy near you.

**Mild Backlash** You glimpse the thrum of energy—the heat of a body, the flickering of synapses, the light of a soul—in a beautiful, captivating dance. You become fascinated with one creature you just affected with your deviant ability; if multiple creatures would qualify, the GM chooses. This fascination lasts for 1 minute or until the target uses a hostile action against you or your allies, as normal.

**Moderate Backlash** Your fascination with the target causes you to forget your allies. As mild backlash, but you don't treat anyone as your ally (though they might still treat you as theirs), meaning that the fascination ends only if your target uses a hostile action against you.

**Severe Backlash** Your mind is filled with the single, all-consuming desire to feed upon the target. You become confused, except that your target is always the creature affected by your deviant ability, as long as you can perceive them.

## 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 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 that 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 spikes).

**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

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

**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 MAGICAL

You cause minor tremors that topple your enemies. All creatures in a 30-foot emanation who are touching 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 overlocked 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 two 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. Those with wraith deviations sometimes feel compelled to abandon the Universe entirely, leaving their increasingly unfamiliar physical forms behind.

## EERIE FLICKER

## FEAT 2

RARE DEVIANT MAGICAL

**Trigger** An 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 ◆

RARE DEVIANT 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 ◆◆

RARE AUDITORY DEVIANT MAGICAL

You release a terrible wail that tears at the spirits of all nearby. All living creatures in a 20-foot emanation take void 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 ◆

RARE DEVIANT 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 *scouting eye*. You can freely move about, though you can't

## FEAT 2

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. 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. 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 otherworldly presence tugs your soul to wherever the presence 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 might have narrative implications, occasionally granting a +1 status bonus or -1 status penalty in limited situations.

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. Examples of alternative deviant ability quirks can be found on page 104 of *Pathfinder Dark Archive*.



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