

ZEMIR

WITCHWARPER

7

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|------------------|---|-------------------|--------------------|
| ANCESTRY | HUMAN (VERSATILE) | BACKGROUND | GRIFTER |
| SPEED | 30 FEET | PERCEPTION | +10 (TRAINED) |
| LANGUAGES | AKITONIAN, BRETHEDAN, CASTROVELIAN, COMMON, PAHTRA, TRINARY, VESK | | CLASS DC 25 |

| | | |
|---------------------|------------------|---------------------|
| STRENGTH | DEXTERITY | CONSTITUTION |
| STR +0 | DEX +3 | CON +1 |
| INTELLIGENCE | WISDOM | CHARISMA |
| INT +4 | WIS +1 | CHA +3 |

DEFENSES

| | | |
|---------------------------|-----------------------|--------------------|
| CURRENT HIT POINTS | MAX HIT POINTS | ARMOR CLASS |
| | 71 | 24 |
| FORTITUDE | REFLEX | WILL |
| +10 | +14 | +12 |

Anchor Benefit: The presence or weight of your chosen object helps ground you in this reality. You gain a +1 circumstance bonus to both Perception checks and Will saves against illusions and holograms.

STRIKES

| | |
|---------------|--|
| MELEE | ◆ battleglove +9 (agile, analog, free-hand), 1d4 B |
| RANGED | ◆ semi-auto pistol +13 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 2d6 piercing |

SKILLS

| | | |
|------------------------------------|---------------------------|--|
| ACROBATICS (DEX) | ARCANA (INT) | ATHLETICS (STR) |
| +12 ● | +15 ●● | +7 |
| COMPUTERS (INT) | CRAFTING (INT) | DECEPTION (CHA) |
| +11 | +11 | +14 ●● |
| DIPLOMACY (CHA) | INTIMIDATION (CHA) | FIRST ONES LORE (INT) |
| +12 ● | +12 ● | +13 ● |
| PHYSICAL SCIENCE LORE (INT) | MEDICINE (WIS) | NATURE (WIS) |
| +13 ● | +8 | +10 ● |
| OCCULTISM (INT) | PERFORMANCE (CHA) | PILOTING (DEX) |
| +15 ●● | +10 | +10 |
| RELIGION (WIS) | SOCIETY (INT) | STEALTH (DEX) |
| +8 | +13 ● | +12 ● |
| SURVIVAL (WIS) | THIEVERY (DEX) | ● = TRAINED ●● = EXPERT ●●● = MASTER |
| +8 | +10 | |

FEATS AND ABILITIES

| | |
|---------------------------|--|
| ANCESTRY ABILITIES | Clever Improviser (Untrained Improvisation), Natural Ambition (Anchoring Strike)*, Versatile Human (Feather Step)* |
| CLASS FEATS | Anchoring Strike, Enlarge Quantum Field, Quantum Recycle, Warp Wounds |
| GENERAL FEATS | Feather Step, Fleet*, Trick Magic Item, Untrained Improvisation |
| SKILL FEATS | Additional Lore* (First Ones), Assurance (Arcana), Charming Liar, Favored Disguise |
| CLASS ABILITIES | anchor (tangible object)*, Isolated Spell Matrix, paradox (anomaly)*, quantum field* |

* Abilities with an asterisk have already been calculated into Zemir's statistics and do not appear elsewhere.

EQUIPMENT

| | |
|---------------|--|
| BULK | Current: 2; Encumbered: 5; Maximum: 10 Bulk |
| WORN | commercial battleglove, comm unit, tactical hypopen, tactical medpatch, ordinary container, advanced semi-auto pistol (1 magazine; 10 projectile rounds), <i>invisibility spell gem</i> (2nd-rank), <i>personal gravity spell gem</i> (3rd-rank), <i>translate spell gem</i> (3rd-rank), tactical tempweave (auto-CPR unit, jetpack) |
| STOWED | commercial hacking toolkit, commercial infiltrator's toolkit |
| WEALTH | 1,523 credits |

SPELLS

| | | | |
|---|--|-----------------|----|
| SPELL ATTACK | +15 | SPELL DC | 25 |
| CANTRIPS (AT WILL) | detect magic, figment, injury echo, light, stumble | | |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1ST RANK | force barrage, jump, shifting surge, thunderstrike* | | |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2ND RANK | caustic conversion*, dispel magic, resist energy, verdant code | | |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3RD RANK | cozy crashpad, haste, lightning bolt*, void whispers | | |
| <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4TH RANK | fly, translocate*, unfettered movement | | |
| <input type="checkbox"/> <input type="checkbox"/> FOCUS SPELLS | warp probability, warp terrain | | |



WHAT IS A WITCHWARPER?

Zemir is a **witchwarper**, a spellcaster who manipulates reality by drawing on the infinite possibilities of the multiverse.

EQUIPMENT

The following rules apply to Zemir's equipment.

Auto-CPR Unit This device monitors your vital signs and automatically administers aid. When you have the dying condition while wearing this armor, the DC of your recovery checks is equal to 8 + your dying value (instead of 10 + your dying value).

Agile The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Analogue This weapon eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology.


Battleglove Durable gloves conceal weighted plates over the knuckles.

Comm Unit This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).


Expend 1 Using this weapon expends 1 ammunition.


Free-Hand This weapon doesn't take up your hand and can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with this weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Hacking Toolkit, Commercial A hacking toolkit is required for Computers checks to Hack computers. You can use a hacking toolkit to access a computer without using a user interface, but this requires physical contact with the computer or contact via an infosphere or a similar linked network.


☐ **Hypopen, Tactical** (consumable, nanite, tech) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** Remove fatigued or paralyzed condition, or decrease the value of clumsy or sickened condition by 1.


Infiltrator's Toolkit, Commercial You need an infiltrator's toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill.

☐ **Invisibility Spell Gem** (consumable, magical) **Usage** held in 1 hand; **Activate—Cast a Spell**  (illusion, manipulate, subtle) Cast *invisibility* at 2nd-rank. Illusions bend light around the target, rendering it invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead. If the target uses a hostile action, the spell ends after that hostile action is completed.

Jetpack (tech) Boosters attached to your armor allow you to fly; **Usage** installed in armor; **Activate—Fly**  (manipulate) You activate a jetpack to gain a fly Speed of 20 feet. This effect lasts for 1 minute or until you Dismiss it. You can use an action to Fly 0 feet to hover in place, but you're off-guard while doing so. A jetpack can't lift you if you're encumbered.

Mag The amount of ammo a magazine holds.

☐ **Medpatch, Tactical** (consumable, healing, tech) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** Upon using this medpatch, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.


☐ **Personal Gravity Gem** (consumable, magical) **Usage** held in 1 hand; **Activate—Cast a Spell**  (concentrate, manipulate) Cast *personal gravity* at 3rd-rank. You alter gravity's effects on you. You treat gravity as if it were your choice of one step higher or lower (for example, if you were in an area of low gravity, you could choose either standard gravity or zero-g). While the spell is active, you reduce the distance of any forced movement that would affect you by 5 feet (minimum 0 feet), and you ignore being clumsy and untethered because of gravity effects on you. You can Dismiss the spell.

Range Increment 60 Feet Attacks with this weapon work normally up to a range of 60 feet. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of 60 feet between you and the target. Attacks beyond 360 feet are impossible.

Reload 1 When you're out of ammunition, you can reload a new battery or magazine as an Interact action.


Semi-Auto Pistol This basic pistol has 1 magazine with 10 projectile rounds.

Tempweave Hooded thermal armor.

☐ **Translate Gem** (consumable, magical) **Usage** held in 1 hand; **Activate—Cast a Spell**  (concentrate, manipulate) Cast *translate* at 3rd-rank. The target can speak and understand the meaning of a single language it is hearing or reading when you Cast the Spell. This doesn't let it understand codes, language couched in metaphor, and the like (subject to GM discretion). If the target can hear multiple languages and knows that, it can choose which language to understand; otherwise, choose one of the languages randomly.

FEATS AND ABILITIES

Zemir's feats and abilities are described below.

Anchoring Strike  (flourish, fortune, witchwarper) **Requirements** Your quantum field is active; **Effect** Make a Strike. The Strike gains the following success and critical success effects.


Critical Success The Strike gains the anchoring trait. You can reroll the damage dice rolled for this strike, but you must use the second result, even if it's worse.

Success The Strike gains the anchoring trait.

Assurance (Arcana) (fortune) Even in the worst circumstances, you can perform basic tasks with the Arcana skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 21 (do not apply any modifiers to this result).

Charming Liar Your charm allows you to win over those you lie to. When you get a critical success using the Lie action, the target's attitude toward you improves by one step, as though you'd succeeded at using Diplomacy to Make an Impression. This works only once per conversation, and if you critically succeed against multiple targets using the same result, you choose one creature's attitude to improve.

Clever Improviser You've learned how to handle situations when you're out of your depth. You gain the Untrained Improvisation general feat. In addition, you can attempt skill actions that normally require you to be trained, even if you're untrained.

Enlarge Quantum Field  Your quantum field slowly encroaches on reality. Increase your quantum field's radius by 10 feet. Until your quantum field deactivates, once per turn when you Sustain the quantum field, increase its radius by an additional 5 feet (to a maximum of 50 additional feet).

Favored Disguise When you Impersonate, you can decide that the disguise becomes your favored disguise. If you have a holoskin (*Player Core* 241) or can Change Shape, you can always adopt your favored disguise when Impersonating. You still roll Deception for the Impersonate check but

count any critical failure results as failures instead. You can have one favored disguise.

Feather Step You can Step into difficult terrain.

Isolated Spell Matrix ♦ (anchoring, spellshape) If the next action you use is to Cast a Spell that has a range, increase the spell's range to 100 feet. That spell only affects targets inside your quantum field, and the area of the spell doesn't extend beyond your quantum field.

Quantum Pulse ♦ (witchwarper) **Trigger** You roll initiative; **Effect** As combat begins, you Warp Reality.

Quantum Recycle ♻ (witchwarper) **Frequency** once per day; **Trigger** You cast a 2nd-rank or higher spell, and the spell targets a creature or area within your quantum field; **Effect** You regain an expended spell slot one spell rank lower than the triggering spell.

Signature Spells Spells marked with an asterisk (*) are signature spells. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher rank than its minimum, you can also cast all its lower-rank versions without learning those separately.

Sustain Quantum Field ♦ (concentrate) **Requirements** Your quantum field is active; **Effect** Each time you Sustain a quantum field with the Sustain action (instead of an anchoring action), you can move it to a new position within 100 feet. Reduce your frightened condition by 1. If you aren't frightened, you instead gain a +1 circumstance bonus to Will saves against fear effects and a +2 circumstance bonus to your Will DC against attempts to Demoralize you until the start of your next turn. You can only benefit from this once per round. Your quantum field automatically deactivates if you're knocked out, if you Dismiss it, or if you move more than 100 feet away from it.

Trick Magic Item ♦ (general, manipulate, skill) You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. See page 230 of *Player Core*.

Untrained Improvisation You've learned how to handle situations when you're out of your depth. Your proficiency bonus to untrained skill checks is equal to your level.

Warp Reality ♦ (concentrate, witchwarper) **Requirements** Your quantum field isn't active; **Effect** Your quantum field activates and lasts as long as you Sustain it (up to 10 minutes) or until the end of your next turn. Your quantum field is a 20-foot burst centered on a point you choose within 100 feet. While your quantum field is active, you can use actions that have the anchoring trait. Choose whether each creature in the area is affected by your quantum field when you Warp Reality, each time you Sustain it, and when a creature enters your quantum field. You gain additional effects when you Sustain Quantum Field.

When an enemy in your quantum field attempts an action with the concentrate trait, the action is disrupted unless they succeed at a DC 5 flat check. The first time a creature fails this check, it becomes temporarily immune for 24 hours.

Your quantum field automatically deactivates if you're knocked out, if you Dismiss it, or if you move more than 100 feet away from it.

Warp Wounds ♻ (witchwarper) **Trigger** An enemy damages you; **Requirements** An enemy or willing ally is in your quantum field; **Effect** Your reality shifts to partly overlap with another in which someone else was injured in your stead. You gain resistance to all damage against the triggering attack equal to half your level, and one enemy or willing ally in your quantum field takes damage of the same type equal to the amount

of damage prevented this way, with a basic Fortitude save against your class DC.

SPELLS

Zemir can cast the following spells. He can cast his 1st-rank, 2nd-rank, and 3rd-rank spells four times per day and 4th-rank spells three times per day in any combination and can cast his cantrips at will.

CANTRIPS (AT WILL) (4TH-RANK)

Detect Magic ♦♦ (cantrip, concentrate, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility* potion) typically are detected normally.

You learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM. You also pinpoint the source of the highest-rank magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Figment ♦♦ (cantrip, concentrate, illusion, manipulate, subtle) **Range** 30 feet; **Duration** sustained; **Effect** You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and lacking detail if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the *figment*.

Injury Echo ♦♦ (cantrip, concentrate, manipulate) **Range** 60 feet; **Targets** 1 creature; **Defense** basic Will; **Effect** You manifest an injury from the future or past to harm a creature in the present. Choose bludgeoning, piercing, or slashing damage. The target takes 2d8 of the selected damage type with a basic Will save. If the target fails its save and then takes the same type of damage before the end of your next turn, it takes an additional 2d4 persistent bleed damage.

Light ♦♦ (cantrip, concentrate, light, manipulate) **Range** 120 feet; **Duration** until your next daily preparations; **Effect** You create an orb of light that sheds bright light in a 60-foot radius (and dim light for the next 60 feet) in a color you choose. If you create the light in the same space as a willing creature, you can attach the light to the creature, causing it to float near that creature as it moves. You can Sustain the spell to move the light up to 60 feet; you can attach or detach it from a creature as part of this movement. You can Dismiss the spell. If you Cast the Spell while you already have four *light* spells active, you must choose one of the existing spells to end.

Stumble ♦♦ (cantrip, concentrate, manipulate) **Range** 100 feet; **Targets** 1 creature; **Defense** Reflex; **Effect** A burst of microgravity causes a tremor around the target, pulling it toward the ground. The target must attempt a Reflex save.

Failure The target becomes off-guard for 1 round. If the target was flying, swimming, or floating, it falls 25 feet downward.

Critical Failure The target falls prone. If the target was flying, swimming, or floating, it falls 50 feet downward.

1ST-RANK SPELLS (4/DAY)

Force Barrage ♦♦ to ♦♦♦ (concentrate, force, manipulate) **Range** 120 feet; **Targets** 1 creature; **Effect** You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Jump ♦ (manipulate, move) Your legs surge with strength, ready to leap high and far. You jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Shifting Surge ♦♦ (concentrate, manipulate) **Range** 30 feet; **Targets** one weapon that deals acid, cold, electricity, fire, or sonic damage; **Duration** 1 minute or until discharged; **Effect** You release a surge of magical energy that temporarily changes the type of damage dealt by a target weapon. The next Strike the weapon makes deals your choice of acid, cold, electricity, fire, or sonic damage, and deals an additional 1d6 extra damage of the same type as the weapon's normal damage.

Thunderstrike ♦♦♦ (concentrate, electricity, manipulate, sonic) **Range** 120 feet; **Targets** 1 creature; **Defense** basic Reflex; **Effect** You call down a tendril of lightning that cracks with thunder, dealing 1d12 electricity damage and 1d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a -1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

2ND-RANK SPELLS (4/DAY)

Caustic Conversion* ♦♦♦ (acid, attack, concentrate, manipulate) **Range** 120 feet; **Targets** 1 creature; **Defense** AC; **Effect** You launch a torrent of magical nanites that begin dissolving your target. Make a ranged spell attack against the target. On a hit, you deal 3d8 acid damage plus 1d6 persistent acid damage. On a critical hit, double the initial damage, but not the persistent damage.

Dispel Magic ♦♦♦ (concentrate, manipulate) **Range** 120 feet; **Targets** 1 spell effect or unattended magic item; **Effect** You unravel the magic behind a spell or effect. Attempt a counteract check against the target (page 301). If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Resist Energy ♦♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** A shield of elemental energy protects a creature against one type of energy damage. Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the damage type you chose.

Thunderstrike* ♦♦♦ (concentrate, electricity, manipulate, sonic) As 1st-rank *thunderstrike*, but 2d12 electricity damage and 2d4 sonic damage.

Verdant Code ♦♦♦ (concentrate, manipulate, plant, wood) **Range** 30 feet; **Targets** 1 computer; **Defense** Reflex; **Duration** 1 minute; **Effect** You cause flowering vines or other plant matter to grow from a computer or unattended tech device. Plant matter explodes from the target device, filling all squares within a 20-foot burst. Whenever a creature starts its turn in the area, it takes 2d6 piercing damage (basic Reflex save). On a

critical failure, the creature is immobilized for 1 round or until it Escapes against your spell DC. The growth covers the device, requiring a creature to succeed at a DC 5 flat check to physically access the device for the spell's duration.

3RD-RANK SPELLS (4/DAY)

Caustic Conversion* ♦♦♦ (acid, attack, concentrate, manipulate) As 2nd-rank *caustic conversion*.

Cozy Crashpad (concentrate, manipulate, metal) ♦♦♦ **Cast** 1 minute; **Range** 30 feet; **Duration** 12 hours; **Effect** You shape a shack 20 feet on each side and 10 feet high. This shack has the structure trait and the same restrictions as magic items that create structures. The walls of the cottage are simple and metal, with small, metal shuttered windows, and it has one metal door. It doesn't include its own lock, but it has a fastener to which a lock can be applied. The interior contains three cots, one toilet, and a small stove powered by magic. The interior is lit with a small magical light that you can light or extinguish at will using a Sustain action. The climate inside the shack is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the cottage. Other creatures can freely enter and exit the shack without damaging it, but if you exit the shack, the spell ends. You can Dismiss the spell.

Haste ♦♦♦ (concentrate, manipulate) **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effects** The target gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

Lightning Bolt* ♦♦♦ (concentrate, electricity, manipulate) **Area** 120-foot line; **Defense** basic Reflex; **Effect** A bolt of lightning strikes outward from your hand, dealing 4d12 electricity damage with a basic Reflex save.

Thunderstrike* ♦♦♦ (concentrate, electricity, manipulate, sonic) As 1st-rank *thunderstrike*, but 3d12 electricity damage and 3d4 sonic damage.

Void Whispers (auditory, concentrate, incapacitation, linguistic, manipulate, mental) ♦♦♦ **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** The target hears ominous sounds containing unspeakable mysteries from beyond the stars that disorient its mind. The target attempts a Will save.

Critical Success The creature is unaffected.

Success The target is stupefied 1 for 1 round.

Failure The target begins to wander aimlessly, using each action to Step in a random direction. When it moves, the target takes the safest route and doesn't enter hazardous terrain. The spell has a duration of 1 minute, or until you or an ally uses a hostile action against the target.

Critical Failure As failure, except the target babbles incoherently. Any creature that begins its turn within 20 feet of the target must attempt a Will saving throw. On a failure, it must use its first action on its next turn to Step in a random direction and becomes immune to this spell for 24 hours. This is an incapacitation effect.

4TH-RANK SPELLS (3/DAY)

Caustic Conversion* ♦♦♦ (acid, attack, concentrate, manipulate) As 2nd-rank *caustic conversion*, but deal 5d8 acid damage and 2d6 persistent acid damage instead.

Fly ♦♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature; **Duration** 5 minutes; **Effect** The target can soar through the air, gaining a fly Speed equal to its Speed or 20 feet, whichever is greater.

Lightning Bolt* ♦♦♦ (concentrate, electricity, manipulate) As 3rd-rank *lightning bolt*, but 5d12 electricity damage.

Thunderstrike* ♦♦♦ (concentrate, electricity, manipulate, sonic) As 1st-rank *thunderstrike*, but 4d12 electricity damage and 4d4 sonic damage.

Translocate* ♦♦ (concentrate, manipulate, teleportation) **Range** 120 feet; **Effect** You instantly transport yourself and any items you're wearing and holding from your current space to an unoccupied space within range you can see. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the spell is lost.

Unfettered Movement ♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature touched; **Duration** 10 minutes; **Effect** You repel hindrances that would affect a creature. While under this spell's effect, the target ignores effects that would give them a circumstance penalty to Speed. When they attempt to Escape an effect that has them immobilized, grabbed, or restrained, they automatically succeed unless the effect is magical and of a higher rank than the *unfettered movement* spell.

FOCUS SPELLS (1 FOCUS POINT) (4TH-RANK)

Zemir can cast a warp spell. Warp spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 296) to contemplate infinite worlds or conduct quantum magical research.

Warp Terrain ♦ (uncommon, anchoring, concentrate, focus, witchwarper) You materialize terrain features from another reality over the effect of your quantum field. Choose one of the following effects, which lasts as long as your quantum field remains active, until you cast warp terrain again, or you dismiss this spell.

- You cause the area of your quantum field to become difficult terrain. You determine the appearance of the warped terrain. You and your allies can move through warped terrain normally and can Take Cover using its features.
- You suppress terrain in your field, causing any existing difficult or greater difficult terrain in your quantum field to become normal terrain. This does not apply to effects that cause a creature to count squares as difficult terrain (such as a solarian's graviton-attunement attacks). If you're attempting to suppress terrain created by a spell or other magical effect, you must successfully counteract the effect.

You can choose to have the quantum field fill with fog, smoke, or another phenomenon that obscures vision. This functions as *mist*. You can instead suppress one of these effects within your quantum field.