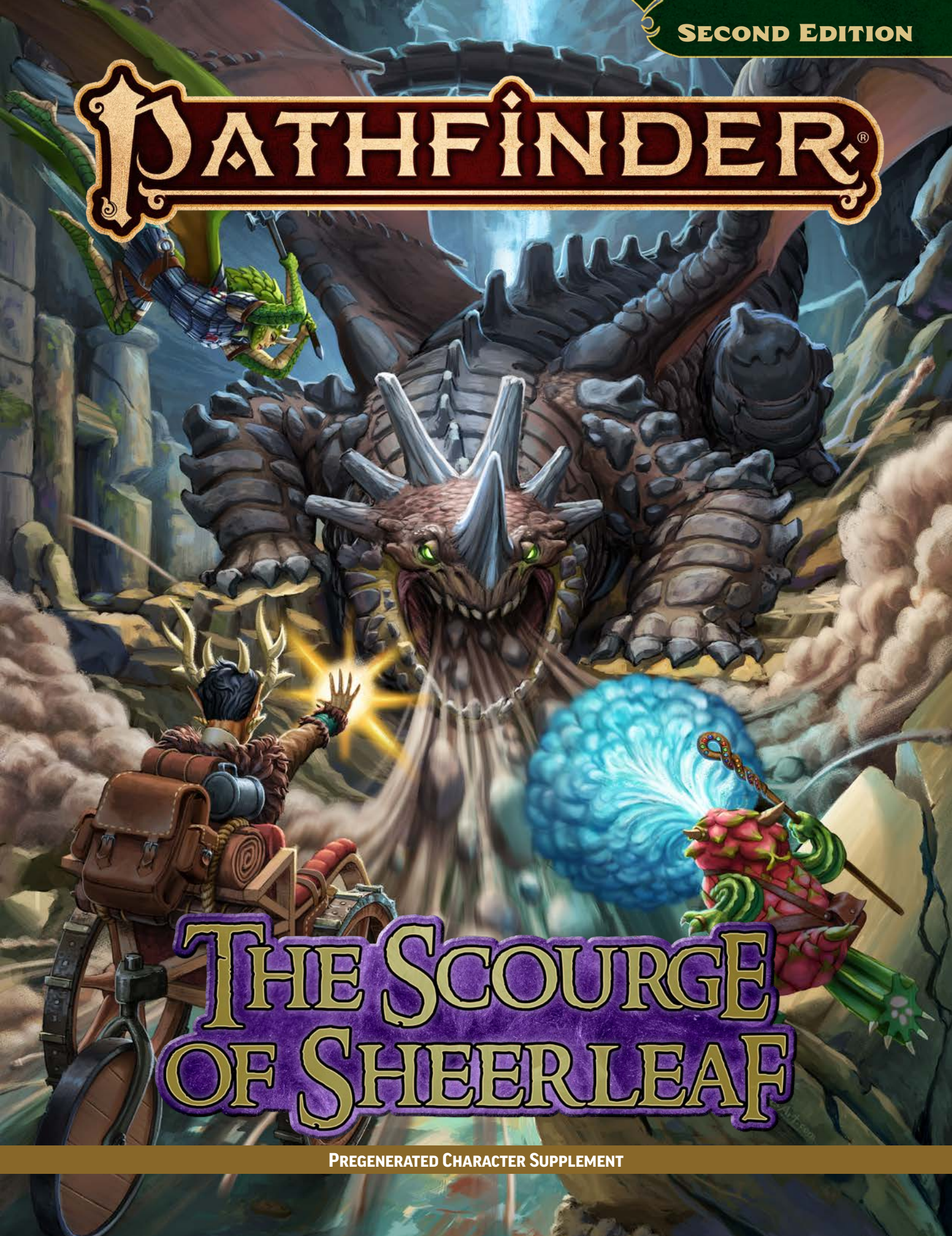


SECOND EDITION

PATHFINDER[®]



THE SCOURGE OF SHEERLEAF

PREGENERATED CHARACTER SUPPLEMENT

BRAVE WANDERER

Equipment

The following rules apply to Brave Wanderer's equipment.

Agile (trait) 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.

Astral (rune) A weapon with this rune is particularly effective against incorporeal creatures, plus Strikes with it deal an extra 1d6 spirit damage. If used to attack a creature that's possessing another creature, this weapon deals no damage to the possessed creature. On a critical hit against a creature possessing another creature, the possessing creature must succeed at a DC 26 Will save or be expelled and unable to possess a creature for 1d4 rounds.

☐ **Brine Dragon Scale** (acid, consumable, talisman, water) **Usage** affixed to a melee weapon; **Activate**  (concentrate); **Prerequisite** You're an expert with the affixed weapon; **Trigger** A creature in reach of the weapon takes an action with the concentrate trait; **Effect** Brine dragons are known to distract their foes at just the right moment, and this blue-green scale appears to have come from one of these creatures. When you activate the scale, it cracks open and releases a spray of caustic saltwater at the triggering creature. The creature takes 2d8 acid damage with a DC 24 basic Reflex save. If the creature critically fails at its save, its concentration is broken—the triggering action is disrupted.

Charm of Resistance, Greater (fire) (invested, magical) This charm grants you resistance 10 against fire.

☐ **Elixir of Life, Moderate** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate**  (manipulate); **Effect** Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this moderate elixir, you regain 5d6+12 of Hit Points and gain a +2 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

☐ **Firestarter Pellet** (catalyst, consumable, magical) **Usage** held in 1 hand; **Activate** Cast a Spell (add one action); **Effect** These compacted pellets of bat guano, sulfur, and magical accelerants have long been a staple for spellcasters on the battlefield. Adding a *firestarter pellet* to a *fireball* spell produces clinging flames that deal 2d6 persistent fire damage to all who fail the saving throw against the effect (doubling on a critical failure).

Obsidian Goggles (invested, magical) **Usage** worn eyepiece; **Effect** The sleek, black lenses of these goggles somehow make everything seem more brightly lit. While wearing the goggles, you gain a +1 item bonus to Perception checks involving sight.

☐ **Activate—Darkvision**  (manipulate); **Frequency** once per day; **Effect** Adjusting your goggles, you gain darkvision for 1 hour.

Retrieval Belt, Greater (extradimensional, invested, magical) **Usage** worn belt; This belt is covered in small pouches that clasp with buttons of painstakingly carved stone. The belt is tied to an extradimensional space that can hold three items of 1 Bulk or

less. Anyone holding the belt can sense its contents, but only those who've invested it can store or retrieve items.

Activate—Store Item  (manipulate); **Requirements** There is room for an item in the belt; **Effect** One item you're holding with a Bulk of 1 or less vanishes into the belt's extradimensional space.

Activate—Retrieve Item  (manipulate); **Requirements** An item is stored in the belt and you have a free hand; **Effect** The item stored in the belt appears in your hand. Neither Store Item nor Retrieve Item can be activated again for 1 minute.

Shadow Signet (invested, magical) **Usage** worn; **Activate**  (concentrate, spellshape); **Effect** If your next action is to Cast a Spell that requires a spell attack roll against Armor Class, choose Fortitude DC or Reflex DC. You make your spell attack roll against that defense instead of AC. If the spell has multiple targets, the choice of DC applies to all of them.

☐☐☐☐☐ **Staff of Control** (magical, staff) **Usage** held in 1 hand; This magic staff possesses 5 charges out of a maximum of 5. You can cast the *daze* cantrip and you can expend 1 charge from the staff to cast *charm* or *command* or expend 2 charges to cast *laughing fit* or *stupefy*. While wielding the staff, you gain a +1 status bonus to Diplomacy checks to make a Request.

Spirit (trait) Effects with this trait can affect creatures with spiritual essence and might deal spirit damage. A creature with this trait is defined by its spiritual essence. Spirit creatures often lack a material form.

Striking (rune) A *striking rune* stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a +1 *striking dagger* would deal 2d4 damage instead of 1d4 damage.





Trip (trait) You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Vital Earth (consumable, earth, magical) **Usage** held in 1 hand; **Activate** (manipulate); Life-infused soil from the Plane of Earth, *vital earth* is glittering dust you inhale that causes you to not need air or water for 24 hours. Also, for this time, your wounds close easily, like molding clay, meaning someone attempting to Administer First Aid or Treat Wounds on you doesn't need a healer's toolkit and gains a +1 item bonus to the Medicine check.

Feats and Abilities

Brave Wanderer's feats and abilities are described below.

Combat & Exploration

Arcane Sense: Your study of magic allows you to instinctively sense its presence. You can cast 3rd-rank *detect magic* at will as an arcane innate spell.

Advanced Bloodline: You gain your advanced bloodline spell (see focus spells).

Blood Magic-Scaly Hide: When you cast a bloodline spell using a Focus Point or a Sorcerous Gift spell using a spell slot, draconic scales grow briefly on you or one target, granting a +1 status bonus to AC for 1 round.

Incredible Initiative: You gain a +2 circumstance bonus to initiative rolls.

Quick Jump: You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Downtime

Forager: While using Survival to Subsist, if you roll any result worse than a success, you get a success. On a success, you can provide subsistence living for yourself and eight additional creatures, and on a critical success, you can take care of twice as many additional creatures. You can choose to support half the number of creatures with a comfortable living.

Social

Harmlessly Cute: You gain the Shameless Request skill feat, and you gain a +1 circumstance bonus to initiative checks when you roll Deception for initiative.

Lengthy Diversion: When you critically succeed to Create a Diversion, you continue to remain hidden after the end of your turn. This effect lasts for an amount of time that depends on the diversion and situation, as determined by the GM (minimum 1 additional round).

Shameless Request: When you Request something, you reduce any DC increases for making an outrageous request by 2, and if you roll a critical failure for your Request, you get a failure instead.

SPELLS

SPELL ATTACK	+18	SPELL DC	28
CANTRIPS (AT WILL)	<i>detect magic, electric arc, shield, tangle vine, telekinetic projectile</i>		
1ST RANK	☐ <i>fear</i> ☐ <i>force barrage</i> ☐ <i>runic body</i> ☐ <i>sure strike</i>		
2ND RANK	☐ <i>blazing bolt</i> ☐ <i>blur</i> ☐ <i>dispel magic</i> ☐ <i>enlarge</i>		
3RD RANK	☐ <i>earthbind</i> ☐ <i>haste</i> ☐ <i>slow</i> ☐ <i>wall of wind</i>		
4TH RANK	☐ <i>fly</i> ☐ <i>mountain resilience</i> ☐ <i>mystic armor</i> ☐ <i>translocate</i>		
5TH RANK	☐ <i>fireball</i> ☐ <i>slither</i> ☐ <i>subconscious suggestion</i> ☐ <i>toxic cloud</i>		
☐ FOCUS SPELLS	<i>dragon breath, flurry of claws</i>		

Self

Ancestral Paragon: Whether through instinct, study, or magic, you feel a deeper connection to your ancestry. You gain a 1st-level ancestry feat (Scaly Hide).

Hefty Hauler: Increase your maximum and encumbered Bulk limits by 2.

Heightening Spells: When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely. Cantrips are always heightened to half your level rounded up (to 5th rank, in Brave Wanderer's case). The effects of Brave Wanderer's heightened cantrips are already incorporated into their descriptions below.

Plant Nourishment: You gain nourishment in the same way that the plants or fungi that match your body type normally do, through some combination of photosynthesis, absorbing minerals with your roots, or scavenging decaying matter. You typically do not need to pay for food. If you normally rely on photosynthesis and go without sunlight for 1 week, you begin to starve. You can derive nourishment from specially formulated bottles of sunlight instead of natural sunlight, but these bottles cost 10 times as much as standard rations (or 40 sp).

Scaly Hide: You were born with a layer of scales across your entire body that resemble those of your draconic progenitor. When you're unarmored, the scales give you a +2 item bonus to AC with a Dexterity cap of +3. The item bonus to AC from these scales is cumulative with *mystic armor*.

Sorcerer Spellcasting: You can cast arcane spells using the Cast a Spell activity.

Terrain Expertise (Mountains): You gain a +1 circumstance bonus to Survival checks in mountains.

Unmistakable Lore: When you Recall Knowledge using Mountain Lore, if you roll a critical failure, you get a failure instead.

Spells

Brave Wanderer can cast the following spells. He can cast his spells of 1st to 5th rank three times per day in any combination and can cast his cantrips at will.

Cantrips

Daze ♦♦ (cantrip, concentrate, manipulate, mental, nonlethal); **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **Effect** You push into the target's mind and daze it with a mental jolt. The jolt deals 3d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

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 can 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).

Electric Arc ♦♦ (cantrip, concentrate, electricity, manipulate); **Range** 30 feet; **Targets** 1 or 2 creatures; **Defense** basic Reflex; **Effect** An arc of lightning leaps from one target to another. Each target takes 6d4 electricity damage with a basic Reflex save.

Shield ♦ (cantrip, concentrate, force); **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 15. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After using the Shield Block action, this spell ends and you can't cast it again for 10 minutes.

Tangle Vine ♦♦ (attack, cantrip, concentrate, manipulate, plant, wood); **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a -10-foot circumstance penalty to its Speeds for 1 minute. It can attempt to Escape (DC 28) to remove the penalty and the immobilized condition.

Success The target takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape (DC 28) to remove the penalty.

Failure The target is unaffected.

Telekinetic Projectile ♦♦ (attack, cantrip, concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** You hurl a

loose, unattended object that is within range and that has 1 Bulk or less at the target. Make a spell attack roll against the target's AC. If you hit, you deal 6d6 bludgeoning, piercing, or slashing damage—as appropriate for the object you hurled. No specific traits or magic properties of the hurled item affect the attack or the damage.

Critical Success You deal double damage.

Success You deal full damage.

1st

Charm ♦♦ (concentrate, emotion, incapacitation, manipulate, mental, subtle) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 hour; **Effect** To the target, your words are honey and your visage seems bathed in a dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or used hostile actions against it.

You can Dismiss the spell. If you use hostile actions against the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, meaning you could potentially convince the target to continue being your friend via mundane means.

Critical Success The target is unaffected and aware you tried to charm it.

Success The target is unaffected but thinks your spell was something harmless instead of *charm*, unless it identifies the spell.

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't use hostile actions against you.

Critical Failure The target's attitude becomes helpful toward you, and it can't use hostile actions against you.

Command ♦♦ (auditory, concentrate, linguistic, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** until the end of the target's next turn; **Effect** You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure The creature must spend the first action on its next turn to obey your command.

Critical Failure The target must use all its actions on its next turn to obey your command.

Fear ♦♦ (concentrate, emotion, fear, manipulate, mental); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

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.

Runic Body ♦♦ (concentrate, manipulate); **Range** touch; **Targets** 1 willing creature; **Duration** 1 minute; **Effect** Glowing runes appear on the target's body. All its unarmed attacks become +1 *striking* unarmed attacks, gaining a +1 item bonus to attack rolls and increasing the number of damage dice to two.

Sure Strike ♦ (concentrate, fortune); **Duration** until the end of your turn; **Effect** The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

2nd

Blazing Bolt ♦ to ♦♦♦ (attack, concentrate, fire, manipulate) **Range** 60 feet; **Targets** 1 or more creatures; **Defense** AC; **Effect** You fire a ray of heat and flame. Make a spell attack roll against a single creature. On a hit, the target takes 2d6 fire damage, and on a critical hit, the target takes double damage.

For each additional action you use when Casting the Spell, you can fire an additional ray at a different target, to a maximum of three rays targeting three different targets for 3 actions.

These attacks each increase your multiple attack penalty, but you don't increase your multiple attack penalty until after you make all the spell attack rolls for *blazing bolt*. If you spend 2 or more actions Casting the Spell, the damage increases to 4d6 fire damage on a hit, and it still deals double damage on a critical hit.

Blur ♦♦ (concentrate, illusion, manipulate, visual); **Range** touch; **Targets** 1 creature; **Duration** 1 minute; **Effect** The target's form appears blurry. It becomes concealed. As the nature of this effect still leaves the target's location obvious, the target can't use this concealment to Hide or Sneak.

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. 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.

Enlarge ♦♦ (concentrate, manipulate, polymorph) **Range** 30 feet; **Targets** 1 willing creature; **Duration** 5 minutes; **Effect** The target grows to size Large. Its equipment grows with it but returns to natural size if removed. The creature is clumsy 1. Its reach increases by 5 feet (or by 10 feet if it started out Tiny), and it gains a +2 status bonus to melee damage. This spell has no effect on a Large or larger creature.

Heightened (4th) The creature instead grows to size Huge. The status bonus to melee damage is +4, and the creature's reach increases by 10 feet (or 15 feet if the creature started out Tiny). The spell has no effect on a Huge or larger creature.

Laughing Fit ♦♦ (concentrate, emotion, manipulate, mental); **Range** 30

feet; **Targets** 1 creature; **Defense** Will; **Duration** sustained; **Effect** The target is overtaken with uncontrollable laughter. It must attempt a Will save.

Critical Success The target is unaffected.

Success The target is plagued with uncontrollable laughter. It can't use reactions.

Failure The target is slowed 1 and can't use reactions.

Critical Failure The target falls prone and can't use actions or reactions for 1 round. It then takes the effects of a failure.

Stupefy ♦♦ (concentrate, manipulate, mental); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You dull the target's mind, depending on its Will save.

Critical Success The target is unaffected.

Success The target is stupefied 1 until the start of your next turn.

Failure The target is stupefied 2 for 1 minute.

Critical Failure The target is stupefied 3 for 1 minute.

3rd

Earthbind ♦♦ (concentrate, earth, manipulate); **Range** 120 feet; **Targets** 1 flying creature; **Defense** Fortitude; **Duration** varies; **Effect** Using the weight of earth, you hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

Critical Success The target is unaffected.

Success The target falls safely up to 120 feet.

Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 round.

Critical Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate*, or otherwise leave the ground for 1 minute.

Haste ♦♦ (concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effect** Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

Slow ♦♦ (concentrate, manipulate); **Range** 30 feet; **Targets** 1 creature; **Defense** Fortitude; **Duration** varies; **Effect** You dilate the flow of time around the target, slowing its actions.

Critical Success The target is unaffected.

Success The target is slowed 1 for 1 round.

Failure The target is slowed 1 for 1 minute.

Critical Failure The target is slowed 2 for 1 minute.

Wall of Wind ♦♦♦ (air, concentrate, manipulate); **Range** 120 feet; **Duration** 1 minute; **Effect** You create a barrier of gusting winds that hinders anything moving through it. The wall of swirling winds is 5 feet thick, 60 feet long, and 30 feet high. The wall stands vertically, but you can shape its path. Though the wall of wind distorts the air, it does not hamper sight. The wall has the following effects.

- Ammunition from physical ranged attacks—such as arrows, bolts, sling bullets, and other objects of similar size—can't pass through the wall. Attacks with bigger ranged weapons, such as javelins, take a -2 circumstance penalty to their attack rolls if their paths pass through the wall. Massive ranged weapons and spell effects that don't create physical objects pass through the wall with no penalty.



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- The wall is difficult terrain to creatures attempting to move overland through it. Gases, including creatures in vapor form, can't pass through the wall.
- A creature that attempts to fly through the wall using a move action must attempt a Fortitude save.

Critical Success The creature can move through the wall normally this turn.

Success The flying creature can move through the wall this turn, but the wall is difficult terrain.

Failure The wall stops the movement of the flying creature, and any remaining movement from its current action is wasted.

Critical Failure As failure, and the creature is pushed 10 feet away from the wall.

4th

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.

Mountain Resilience ◆◆ (concentrate, earth, manipulate); **Range** touch; **Targets** 1 creature; **Duration** 20 minutes; **Effect** The target's skin hardens like the stone of a mountain face. It gains resistance 5 to physical damage, except adamantine. Each time the target is hit by a bludgeoning, piercing, or slashing attack, *mountain resilience's* duration decreases by 1 minute.

Mystic Armor ◆◆ (concentrate, manipulate); **Duration** until your next daily preparations; **Effect** You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC, a +1 item bonus to saving throws, and a maximum Dexterity modifier of +5. While wearing *mystic armor*, you use your unarmored proficiency to calculate your AC.

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.

5th

Fireball ◆◆ (concentrate, fire, manipulate); **Range** 500 feet; **Area** 20-foot burst; **Defense** basic Reflex; **Effect** A roaring blast of fire detonates at a spot you designate, dealing 10d6 fire damage.

Slither ◆◆◆ (concentrate, manipulate, shadow); **Range** 120 feet; **Area** 20-foot burst; **Defense** Reflex; **Duration** 1 minute; **Effect** A mass of snakes made of shadow rise up to capture creatures in the area. Each creature in the area when you Cast the Spell takes 3d6 piercing damage and 1d6 persistent poison damage from a biting snake, and it's grabbed or restrained depending on its Reflex save. A creature that ends its turn in the area must also attempt this save, even if it's already grabbed or restrained by the snakes. You can Dismiss the spell.

Success The creature is unaffected.

Failure The creature takes full damage and is grabbed by a snake. The snakes' Escape DC is 28. A creature can attack a snake to release the creature. A snake's AC is 28, and it's destroyed if it takes 12 or more damage at once. New snakes continually regrow as long as

the spell lasts, so destroying snakes doesn't prevent *slither* from capturing more creatures.

Critical Failure As failure, but the creature takes double damage and is restrained by a snake.

Subconscious Suggestion ◆◆ (concentrate, incapacitation, linguistic, manipulate, mental, subtle); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You implant a subconscious suggestion deep within the target's mind for them to follow when a trigger you specify occurs. You suggest a course of action to the target. Your directive must be phrased in such a way as to seem like a logical course of action to the target, and it can't be self-destructive or obviously against the target's self-interest. The target must attempt a Will save.

Critical Success The target is unaffected and knows you tried to control it.

Success The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

Failure The suggestion remains in the target's subconscious until the next time you prepare. If the trigger occurs before then, the target immediately follows your suggestion. The effect has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects.

Critical Failure As failure, but the duration is 1 hour.

Toxic Cloud ◆◆◆ (concentrate, death, manipulate, poison); **Range** 120 feet; **Area** 20-foot burst; **Defense** basic Fortitude; **Duration** 1 minute; **Effect** You conjure a poisonous fog. All creatures within the fog become concealed, and all creatures outside the fog become concealed to creatures within it. The area moves 10 feet away from you each round. A breathing creature that starts its turn in the area takes 6d8 poison damage with a basic Fortitude save. You can Dismiss the spell.

Focus Spells

Brave Wanderer can cast a number of bloodline spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you have a focus pool of 2 Focus Points. 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* 298). Unlike other characters, you don't need to do anything specific to Refocus, as the power flowing through your veins naturally replenishes your focus pool.

Draconic Bloodline (Arcane): Your draconic bloodline grants you the *flurry of claws* spell and *dragon breath* spell, each of which you can cast by spending 1 Focus Point from your focus pool of 2.

Dragon Breath ◆◆ (uncommon, concentrate, focus, manipulate, sorcerer); **Area** 30-foot cone; **Effect** You spew energy from your mouth, dealing 9d6 force damage with a basic Reflex save.

Flurry of Claws ◆◆ (uncommon, attack, concentrate, focus, manipulate, sorcerer); **Range** 30 feet; **Target** 2 creatures no more than 10 feet from each other; **Effect** Vicious dragon claws appear and slash at two nearby foes. Make a spell attack roll against each creature. This counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until you've made both attacks. On a hit, the creatures takes 5d8 slashing plus 5d4 additional force damage.

KIANA

Equipment

The following rules apply to Kiana's equipment.

Backpack A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

☐ **Bravo's Brew, Moderate** (alchemical, consumable, elixir, mental) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **Effect** This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain +2 item bonus to Will saves, or +3 against fear effects.

Daredevil Boots (invested, magical) These boots grant you a +2 item bonus to Acrobatics checks and a +1 circumstance bonus to checks to Tumble Through an enemy's space. You can use the Grab an Edge reaction even if your hands aren't free and you treat falls as 10 feet shorter.

Demon Mask, Greater (invested, magical) **Usage** worn mask; **Effect** This terrifying mask is crafted in the visage of a leering demon and grants a +2 item bonus to Intimidation checks. **Activate—Leering Mask** ◆◆ (manipulate) **Frequency** once per day; **Effect** The mask casts a 3rd-rank *fear* spell with a DC of 29.

☐ **Elixir of Life, Moderate** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate** ◆ (manipulate); **Effect** Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this moderate elixir, you regain 5d6+12 of Hit Points and gain a +2 item bonus to saving throws against diseases and poisons for 10 minutes.

Extending (rune) An extending rune allows you to extend your weapon to impossible lengths. **Activate—Extend** ◆◆ (manipulate) **Effect** You extend your weapon, giving you an impossible reach. You Strike with the weapon, and you have reach 60 feet for the Strike.

Fatal (trait) The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

☐ **Potency Crystal, Greater** (consumable, magical, talisman) **Usage** affixed to a weapon; **Activate** ◆ (concentrate); **Trigger** You make an attack with the affixed weapon, but you haven't rolled yet; **Effect** When you activate the crystal, the weapon becomes a +2 *striking weapon* on the Strike and until the end of this turn, gaining a +2 item bonus to the attack roll and increasing the damage to three weapon damage dice.

Resilient (rune) This grants the wearer a +1 item bonus to saving throws.

Size-Changing (rune) This armor can make itself and its wearer quickly change size. **Activate—Change Size** ◆ (concentrate); **Frequency** once per day; **Effect** The armor casts your choice of *enlarge* or *shrink* on you.

Slick, Greater (rune) You gain a +2 item bonus to Acrobatics checks to Escape and Squeeze.

Striking (rune) A *striking rune* stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a +1 *striking dagger* would deal 2d4 damage instead of 1d4 damage.

Feats and Abilities

Kiana's feats and abilities are described below.





Combat & Exploration

Intimidating Glare You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Intimidating Prowess In situations where you can physically menace the target when you Coerce or Demoralize, you gain a +1 circumstance bonus to your Intimidation check and you ignore the penalty for not sharing a language. If your Strength modifier is +5 or higher and you are a master in Intimidation, this bonus increases to +2.

Lunge  **Requirements** You are wielding a melee weapon; **Effect** You attack an enemy at the edge of your reach. Make a Strike with a melee weapon, increasing your reach by 5 feet for that Strike. If the weapon has the disarm, shove, or trip trait, you can use the corresponding action instead of a Strike.

Powerful Shove You can use Aggressive Block or Brutish Shove against a creature up to two sizes larger than you.

Rapid Mantel When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge. If you Climb or Leap to within 5 feet beneath the top of an edge, you can pull yourself onto the surface and stand as part of that action.

Resounding Bravery When you critically succeed at a Will save against a foe's ability, you gain a +1 status bonus to saves and a number of temporary Hit Points equal to half your level for 1 minute. These benefits are doubled if you critically succeed against a fear effect.

Shield Block  **Trigger** While you have your shield raised, you would take physical damage (bludgeoning, piercing, or slashing) from an attack; **Effect** You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Sudden Charge  Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Flying instead of Striding.

Toughness Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1.

Self

Cat Fall You treat falls as 10 feet shorter.

Canny Acumen (fortitude) You become an expert in Fortitude saves.

Natural Ambition You were raised to be ambitious and always reach for the stars, leading you to progress quickly in your chosen field. You gain a 1st-level class feat for your class.

True Dragon's Flight You have draconic wings and a fly Speed of 20 feet.

RUVIOR

Equipment

The following rules apply to Ruvior's equipment.

Agile (trait) 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.

Astral (rune) This weapon is particularly effective against incorporeal creatures, plus Strikes with it deal an extra 1d6 spirit damage. If used to attack a creature that's possessing another creature, this weapon deals no damage to the possessed creature. On a critical hit against a creature possessing another creature, the possessing creature must succeed at a DC 26 Will save or be expelled and unable to possess a creature for 1d4 rounds.

Backpack A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

☐ **Bravo's Brew, Moderate** (alchemical, consumable, elixir, mental) **Usage** held in 1 hand; **Activate** $\blacklozenge$ (manipulate); **Effect** This flask of foaming beer grants courage. For the next hour after drinking this elixir, you gain +2 item bonus to Will saves, or +3 against fear.



☐ **Elixir of Life, Moderate** (alchemical, consumable, elixir, healing) **Usage** held in 1 hand; **Activate** $\blacklozenge$ (manipulate); **Effect** Elixirs of life accelerate a living creature's natural healing processes and immune system. Upon drinking this moderate elixir, you regain 5d6+12 of Hit Points and gain a +2 item bonus to saving throws against diseases and poisons for 10 minutes.

☐ **Explosive Ammunition** (consumable, fire, magical) **Ammunition** any; **Activate** $\blacklozenge$ (manipulate); **Effect** When activated explosive ammunition hits a target, the missile explodes in a 10-foot burst, dealing 6d6 fire damage to each creature in the area (including the target). Each creature must attempt a DC 25 basic Reflex save.

Free-hand (trait) This weapon doesn't take up your hand.

Grievous (rune) When your attack roll with this weapon is a critical hit and gains the critical specialization effect, the target is off-guard until the end of your next turn.

☐ **Mistform Elixir, Greater** (alchemical, consumable, elixir, illusion, visual) **Usage** held in 1 hand; **Activate** $\blacklozenge$ (manipulate); **Effect** A faint mist emanates from your skin, making you concealed for 5 minutes. As usual, if you become concealed when your position is still obvious, you can't use this concealment to Hide or Sneak.

Reload 1 (trait) It takes 1 Interact action to reload this weapon.

☐ **Spellstrike Ammunition Type IV** (consumable, magical) **Ammunition** any; **Activate** $\blacklozenge\blacklozenge$ Cast a Spell; **Effect** A creature hit by this activated spellstrike ammunition is targeted by a 4th-rank *divine wrath* spell. The ammunition affects only the target hit, even if the spell would normally affect more than one target.

Striking (rune) A *striking rune* stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a +1 *striking dagger* would deal 2d4 damage instead of 1d4 damage.

Symbol of Conflict, Greater (uncommon, divine, invested) **Usage** worn; **Effect** You receive a +2 item bonus to Religion and a +1 circumstance bonus to saves against holy and unholy effects.

☐ **Activate-Presence** $\blacklozenge\blacklozenge$ (concentrate, manipulate); **Frequency** once per day; **Effect** The symbol casts a 4th-rank *bane*, *bless*, *divine wrath*, or *cleanse affliction*. The counteract DC of these effects is 27, and the counteract modifier is +17.

Traveler's Chair This wheelchair is tailored for frequent adventures and travels, with mechanisms that allow the chair to traverse up or down stairs and move through other common adventuring terrain without any additional difficulty, such as ladders and uneven ground.

Volley (trait) Your attacks against targets that are at a distance within 30 feet take a -2 penalty.

☐ **Wand of Widening (4th-rank)** (magical, wand) **Usage** held in 1 hand; **Activate** Cast a Spell with one additional action; **Frequency** once per day; **Effect** You Cast a Spell up to 4th-rank and increase its area. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet; add 5 feet to the length of a cone or line that is normally 15 feet long or smaller; or add 10 feet to the length of a larger cone or line.

Wheel Blades (agile, attached, free-hand) A set of large blades have been attached to your chair's wheels.



Feats and Abilities

Ruvior's feats and abilities are described below.

Combat & Exploration

Advanced First Aid When you use Medicine to Administer First Aid, instead of Stabilizing a character or Stopping Bleeding, you can reduce an ally's frightened or sickened condition by 2, or remove either of those conditions entirely on a critical success. You can remove only one condition at a time. The DC for the Medicine check is usually the DC of the effect that caused the condition.

Assurance (Athletics) You can forgo rolling a skill check for Athletics to instead receive a result of 22.

Deadly Aspect Your unarmed claw attack gains the deadly d8 trait.

Divine Rebuttal  (cleric, divine) **Trigger** Your ally is about to roll a saving throw against a magical ability of a creature you're adjacent to; **Requirements** You are wielding your deity's favored weapon; **Effect** You strive against magical threats physically and spiritually. You can Strike the adjacent creature with your deity's favored weapon. If you are holy or unholy, the Strike gains that trait. If your Strike hits, all your allies gain a +2 circumstance bonus to the triggering saving throw (or a +3 circumstance bonus on a critical hit).

Draconic Aspect (claw) You have claws and gained an unarmed claw attack.

Rapid Response  (cleric) **Trigger** An ally is reduced to 0 Hit Points; **Effect** You Stride toward the triggering ally. You gain a +10-foot circumstance bonus to your Speed during this movement.

Heroic Recovery  (cleric, concentrate, spellshape) If the next action you use is to cast *heal* targeting a single living creature, and the target regains Hit Points from the spell, the target also gains three bonuses until the end of its next turn: a +5-foot status bonus to its Speed, a +1 status bonus to attack rolls, and a +1 status bonus to damage rolls. In addition, if the target is prone, it can immediately Stand as a free action that doesn't trigger reactions.

Downtime

Continual Recovery When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour. This applies only to your Treat Wounds activities, not any other the patient receives.

Robust Recovery When you Treat a Disease or a Poison, or someone else uses one of these actions on you, increase the circumstance bonus granted on a success to +4, and if the result of the patient's saving throw is a success, the patient gets a critical success.

Ward Medic When you use Treat Disease or Treat Wounds, you can treat up to four targets.

Self

Cat Fall You treat falls as 10 feet shorter.

Cleric Spellcasting Your god Erastil grants you the ability to cast divine spells. You can cast divine spells using the Cast a Spell activity. See the Spells section for details on the spells you have prepared.

Deity (Erastil) Erastil or Old Deadeye is a god of community, hunting, and nature. Your favored weapon is the longbow, and he grants you the family domain.

SPELLS

SPELL ATTACK	 +19	SPELL DC	29
CANTRIPS (AT WILL)	divine lance, guidance, shield, stabilize, void warp		
1ST RANK	☐ bless, ☐ command, ☐ protection		
2ND RANK	☐ cleanse affliction, ☐ clear mind, ☐ darkvision		
3RD RANK	☐ holy light, ☐ noise blast, ☐ vampiric feast		
4TH RANK	☐ divine wrath, ☐ mystic armor, ☐ unfettered movement		
5TH RANK	☐ breath of life, ☐ divine immolation, ☐ ☐ ☐ ☐ heal, ☐ spiritual guardian		
☐ FOCUS SPELLS	soothing words		

Erastil tasks his followers to care for their home and family, fulfill their duties, keep the peace, protect the community.

Abandoning your home in its time of need, choosing yourself over your community, tarnishing your reputation and telling lies are all anathema to Erastil. Repeatedly or flagrantly performing these anathema may cause Ruvior to lose his divine spellcasting and divine font abilities.

Doctrine (Cloistered Cleric) You gain the Domain Initiate feat (see focus spells).

Heightening Spells When you get spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. You must have a spell in your spell repertoire at the rank you want to cast in order to heighten it to that rank. Many spells have specific improvements when they are heightened to certain ranks. The signature spells class feature lets you heighten certain spells freely. Cantrips are always heightened to half your level rounded up (to 5th rank, in Ruvior's case). The effects of Ruvior's heightened cantrips are already incorporated into their descriptions below.

Toughness Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1.

Spells

Ruvior can cast the following spells. He can cast up to five cantrips, four spells of 1st-rank, 2nd-rank, 3rd-rank, and 4th-rank, and three spells of 5th-rank but must prepare them in advance (in this case, they've already been picked for you). Additionally, he can cast the *heal* spell five times a day as a 5th-rank spell.

Cantrips

Divine Lance   (attack, cantrip, concentrate, manipulate, sanctified, spirit); **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Effect** You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 6d4 spirit damage (double damage on a critical hit).

Guidance  (cantrip, concentrate); **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the



bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Shield ♦♦ (cantrip, concentrate, force); **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn (though it doesn't require a hand to use), and allows you to use the Shield Block reaction. This shield has Hardness 15. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After using the Shield Block action, this spell ends and you can't cast it again for 10 minutes.

Stabilize ♦♦ (cantrip, concentrate, healing, manipulate, vitality); **Range** 30 feet; **Targets** 1 dying creature; **Effect** Life energy shuts death's door. The target loses the dying condition, though it remains unconscious at 0 Hit Points.

Void Warp ♦♦ (cantrip, concentrate, manipulate, void); **Range** 30 feet; **Targets** 1 living creature; **Defense** Fortitude; **Effect** You call upon the Void to harm life force. The target takes 6d4 void damage with a basic Fortitude save. On a critical failure, the target is also enfeebled 1 until the start of your next turn.

1st

Bless ♦♦ (aura, concentrate, manipulate, mental); **Area** 15-foot emanation; **Duration** 1 minute; **Effect** Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. *Bless* can counteract *bane*.

Command ♦♦ (auditory, concentrate, linguistic, manipulate, mental); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** until end of the target's next turn; **Effect** You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save.

Success The creature is unaffected.

Failure The creature must spend the first action on its next turn to obey your command.

Critical Failure The target must use all its actions on its next turn to obey your command.

Protection ♦♦ (concentrate, manipulate); **Range** touch; **Targets** 1 willing creature; **Duration** 1 minute; **Effect** You ward a creature against harm. The target gains a +1 status bonus to Armor Class and saving throws.

2nd

Cleanse Affliction ♦♦ (concentrate, healing, manipulate); **Range** touch; **Targets** 1 willing creature; **Effect** Choose an affliction on the target, such as a curse, disease, or poison. If it has advanced past stage one, reduce the stage by one. This reduction can be applied only once to a given case of an affliction, with the case ending when it's completely cured.

Clear Mind ♦♦ (concentrate healing, manipulate, mental); **Range** touch; **Targets** 1 willing creature; **Effect** You drive mental contamination

from the target's mind. Attempt to counteract an effect of your choice imposing one of these conditions on the target: fleeing, frightened, and stupefied. If you failed to counteract the effect but you would have if its counteract rank were 2 lower, instead suppress the effect until the beginning of your next turn. The effect's duration doesn't elapse while it's suppressed. This spell can't counteract or suppress conditions that are part of curses, diseases, or a natural state of the target.

Darkvision ♦♦ (concentrate, manipulate); **Duration** 1 hour; **Effect** You gain darkvision.

3rd

Holy Light ♦♦ (attack, concentrate, fire, holy, light, manipulate); **Range** 120 feet; **Targets** 1 creature; **Defense** AC; **Effect** You shine a blazing ray of light tinged with holy energy. Make a ranged spell attack. The ray deals 5d6 fire damage. If the target has the unholy trait, you deal an extra 5d6 spirit damage.

Critical Success The target takes double damage.

Success The target takes full damage.

If the light passes through an area of magical darkness or targets a creature affected by magical darkness, *holy light* attempts to counteract the darkness. If you need to determine whether the light passes through an area of darkness, draw a line between yourself and the spell's target.

Noise Blast ♦♦ (concentrate, manipulate, sonic); **Range** 30 feet; **Area** 10-foot burst; **Defense** Fortitude; **Effect** A cacophonous noise blasts out, dealing 3d10 sonic damage. Each creature must attempt a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage and is deafened for 1 minute and stunned 1.

Vampiric Feast ♦♦ (concentrate, death, manipulate, void); **Range** touch; **Targets** 1 living creature; **Defense** basic Fortitude; **Effect** Your touch leeches the lifeblood out of a target to empower yourself. You deal 6d6 void damage to the target. You gain temporary Hit Points equal to half the void damage the target takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

4th

Divine Wrath ♦♦ (concentrate, manipulate, sanctified, spirit); **Range** 120 feet; **Area** 20-foot burst; **Defense** Fortitude; **Effect** You channel the fury of divinity against your foes. You deal 4d10 spirit damage to enemies in the area, depending on their Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes full damage and is sickened 2; while it's sickened, it's also slowed 1.

Mystic Armor ♦♦ (concentrate, manipulate); **Duration** until your next daily preparations; **Effect** You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC, a +1 item bonus to saving throws,



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and a maximum Dexterity modifier of +5. While wearing *mystic armor*, you use your unarmored proficiency to calculate your AC.

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.

5th

Breath of Life ◀ (concentrate, healing, vitality); **Trigger** A living creature within range would die; **Range** 60 feet; **Targets** the triggering creature; **Effect** Your blessing revives a creature at the moment of its death. You prevent the target from dying and restore 5d8 Hit Points to the target. You can't use *breath of life* if the triggering effect was a death effect or an effect that leaves no remains, such as *disintegrate*.

Divine Immolation ♦♦ (concentrate, fire, manipulate, sanctified, spirit); **Range** 120 feet; **Area** 20-foot burst; **Defense** Reflex; **Effect** Divine flames scour creatures within the area. Creatures take 6d6 fire damage and 2d6 persistent fire damage. The divine power within the flames scorches the spirit as well; a creature takes spirit damage instead of fire damage from divine immolation if that would be more detrimental to the creature (as determined by the GM).

Critical Success The creature is unaffected.

Success The creature takes half damage and no persistent damage.

Failure The creature takes full damage and persistent damage.

Critical Failure The creature takes double damage and double persistent damage.

Heal ♦ to ♦♦♦ (healing, manipulate, vitality); **Range** varies (see spell text); **Targets** 1 willing living creature or 1 undead creature; **Effect** You channel vital energy to heal the living or damage the undead. If the target is a willing living creature, you restore 5d8 Hit Points. If the target is undead, you deal that amount of vitality damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

♦ The spell has a range of touch.

♦♦ (concentrate) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 40.

♦♦♦ (concentrate) You disperse vital energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Spiritual Guardian ♦♦ (concentrate, manipulate, sanctified, spirit); **Range** 120 feet; **Duration** sustained up to 1 minute; **Effect** A Medium guardian made of magical force appears in an unoccupied space in range. The spiritual guardian is translucent and wields a ghostly echo of one weapon you're wielding or wearing. If you have a deity, the guardian takes the form of one of your deity's attendants or servitors. If you sanctify the spell, the guardian's attacks are sanctified as well.

Creatures can move through the guardian's space but can't end their movement in it. You and your allies can flank with the guardian. The guardian doesn't have any other attributes a creature would normally

have, aside from 50 Hit Points that it can't recover by any means and that it can lose only when protecting a creature (see below).

When you Cast the Spell and each time you Sustain it, you can have the guardian move to any unoccupied space within 120 feet of you and either attack or protect.

- **Attack** The guardian makes a melee spell attack against an adjacent creature, dealing 3d8 damage on a hit (or double damage on a critical hit). The damage type is the same as the chosen weapon (or any of its types for a versatile weapon). The attack deals spirit damage instead if that would be more detrimental to the creature (as determined by the GM). This attack uses and contributes to your multiple attack penalty.
- **Protect** The guardian protects a creature of your choice. Each time the chosen creature would take damage and the guardian is adjacent to it, the guardian takes the first 10 damage instead of the ally. This protection lasts until you command the guardian to attack or to protect a different creature, or the guardian is destroyed.

Focus Spells

Ruvior can cast a domain spell. Domain spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you have 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* 298) to pray to Erastil or do service toward his causes.

Domain Initiate (Family): Your Domain Initiate Feat grants you the *soothing words* spell, which you can cast by spending 1 Focus Point from your focus pool of 1.

Soothing Words ♦ (uncommon, cleric, concentrate, emotion, focus, manipulate); **Range** 30 feet; **Targets** 1 ally; **Duration** 1 minute; **Effect** You attempt to calm the target by uttering soothing words in a calm and even tone. The target gains a +2 status bonus to Will saving throws. This bonus increases to +3 against emotion effects. In addition, when you Cast this Spell, you can attempt to counteract one emotion effect on the target.

SIZKMI

Equipment

The following rules apply to Sizkmi's equipment.

Agile (trait) 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.

Backpack A backpack holds up to 4 Bulk of items, and the first 2 Bulk of these items don't count against your Bulk limits. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible.

Charlatan's Gloves, Greater (invested, magical) **Usage** worn gloves; **Effect** Tiny silver hooks decorate these fine silk gloves. They grant a +2 item bonus to Thievery checks and allow you to cast *telekinetic hand* as an innate occult spell.

☐ **Cheetah's Elixir, Greater** (alchemical, consumable, elixir) **Usage** held in 1 hand; **Activate** $\blacklozenge$ (manipulate); **Effect** You gain a +10 feet status bonus to your Speed for 1 hour.

☐ **Eagle Eye Elixir, Greater** (alchemical, consumable, elixir) **Usage** held in 1 hand; **Activate** $\blacklozenge$ (manipulate); **Effect** After you drink this elixir, you notice subtle visual details. For the next hour, you gain a +3 item bonus to Perception checks, +4 to find secret doors and traps.

Fearsome, Greater (rune) When you critically hit with this weapon, the target becomes frightened 2.

Finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Invisibility, Greater (rune) Light seems to partially penetrate this armor.

☐ **Activate—Go Invisible** $\blacklozenge$ (concentrate) **Frequency** three times per day; **Effect** With a thought, you become invisible for 1 minute, gaining the effects of a 2nd-rank *invisibility* spell.

☐ **Oil of Repulsion** (consumable, magical, oil) **Usage** held in 2 hands; **Activate** $\blacklozenge$ (manipulate); **Effect** For 1 minute after you apply this oil to armor, any creature that hits you with a melee Strike must attempt a DC 28 Fortitude save with the following effects.

Success The creature is unaffected.

Failure The creature is pushed up to 10 feet away from you (the GM determines the direction).

Critical Failure As failure, and the creature is also knocked prone.

Reload 1 (trait) It takes 1 Interact action to reload this weapon.

Resilient (rune) This grants the wearer a +1 item bonus to saving throws.

Slick, Greater (rune) You gain a +2 item bonus to Acrobatics checks to Escape and Squeeze.

☐ **Spider Root** (alchemical, consumable, contact, poison) **Usage** held in 2 hands; **Activate** $\blacklozenge$ (manipulate); **Effect** A paste made by mashing the fine, threadlike roots of a certain creeper vine, spider root renders a victim clumsy and maladroit. **Saving Throw** DC 28 Fortitude; **Onset** 1 minute; **Maximum Duration**

6 minutes; **Stage 1** 3d6 poison damage and clumsy 1 (1 minute); **Stage 2** 4d6 poison damage and clumsy 2 (1 minute); **Stage 3** 6d6 poison damage and clumsy 3 (1 minute)

Striking (rune) A *striking rune* stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a +1 *striking dagger* would deal 2d4 damage instead of 1d4 damage.

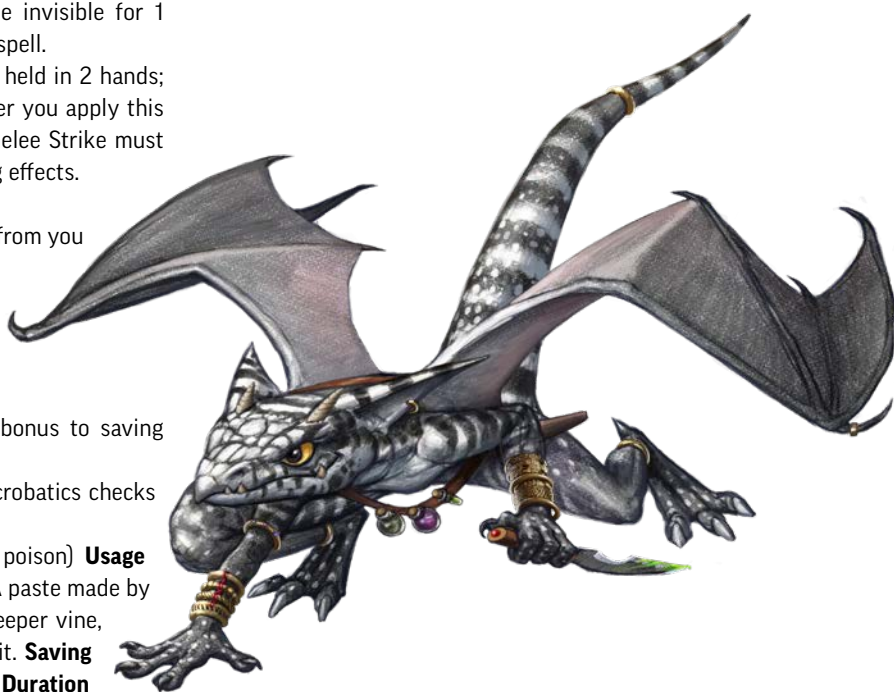
Trip (trait) You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

☐ **Vanishing Coin** (consumable, illusion, magical, talisman) **Usage** affixed to armor; **Activate** $\blacklozenge$ (concentrate); **Trigger** You attempt a Stealth check for initiative, but you haven't rolled yet; **Requirements** You are trained in Stealth; **Effect** This copper coin dangles from a leather strip strung through a hole drilled in the center. Until activated, the coin becomes invisible for a few seconds at random intervals every few minutes. When you activate the coin, it casts a 2nd-rank *invisibility* spell on you, lasting until the end of your next turn.

Wounding (rune) When you hit a creature with a wounding weapon, you deal an extra 1d6 persistent bleed damage.

Winged Sandals (air, invested, magical) Made from soft leather, with delicate white wings attached near the ankles, these sandals are ensorcelled with powerful air magic. Whenever you fall while wearing these sandals, they automatically cast *gentle landing* on you. This benefit can't trigger again for 10 minutes.

☐ **Activate—Awaken Wings** $\blacklozenge\blacklozenge$ (air, concentrate); **Frequency** once per day; **Effect** The wings grow in size and propel you through the air, granting you a fly Speed of 30 feet for 10 minutes.





Feats and Abilities

Sizkmi's feats and abilities are described below.

Combat & Exploration

Ally's Shelter 🌀 (fortune) **Frequency** once per day; **Trigger** You attempt a saving throw while adjacent to one or more allies, but you haven't rolled yet. **Effect** You follow your allies' example. Roll the save using an adjacent ally's modifier for that type of saving throw instead of your own.

Foil Senses You are adept at foiling creatures' special senses and cautious enough to safeguard against them at all times. Whenever you use the Avoid Notice, Hide, or Sneak actions, you are always considered to be taking precautions against special senses.

Gang Up You can flank an enemy if it's within reach of both of you and an ally—you and your ally don't have to be on opposite sides. This benefits your allies as well as you, but only if they're flanking with you, not each other.

Intimidating Glare You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Nimble Dodge 🌀 (rogue) **Trigger** A creature targets you with an attack and you can see the attacker; **Requirements** You are not encumbered; **Effect** You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Quick Jump: You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Quick Unlock You can Pick a Lock using 1 action instead of 2.

Quiet Allies You're skilled at moving with a group. When you are Avoiding Notice and your allies Follow the Expert, you and those allies can roll a single Stealth check, using the lowest modifier, instead of rolling separately. This doesn't apply for initiative rolls.

Rapid Mantel When you Grab an Edge, you can pull yourself onto that surface and stand. You can use Athletics instead of a Reflex save to Grab an Edge. If you Climb or Leap to within 5 feet beneath the top of an edge, you can pull yourself onto the surface and stand as part of that action.

Rogue Racket (Thief) When you attack with a finesse melee weapon or finesse melee unarmed attack, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

Scamper 🌀 **Requirements** You are adjacent to at least one enemy; **Effect** You Stride up to your Speed, with a +5-foot status bonus to your Speed, and you gain a +2 circumstance bonus to AC against reactions triggered by this movement. You must end this movement in a space that's not adjacent to any enemy.

Steady Balance Whenever you roll a success using the Balance action, you get a critical success instead. You're not off-guard while attempting to Balance on narrow surfaces and uneven ground. Thanks to your incredible balance, you can attempt an Acrobatics check instead of a Reflex save to Grab an Edge.

Terrain Stalker (rubble) While undetected by all non-allies in rubble, you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not pass within 10 feet of an enemy

during your movement. During exploration, this also allows you to automatically approach within 15 feet of other creatures while Avoiding their Notice, as long as they aren't actively Searching or on guard.

Unbalancing Blow Whenever your Strike is a critical hit and deals damage, the target is off-guard against your attacks until the end of your next turn.

Wary Disarmament If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed attempt, not to any later ones, such as additional attacks from a complex trap.

Wing Buffet You have a pair of draconic wings strong enough to batter your foes away and shove them away. Choose up to two creatures adjacent to you. Attempt an Athletics check and compare it to the Fortitude DC of each target. This counts as two attacks for your multiple attack penalty, but the penalty doesn't increase until after both attacks.

Critical Success The target takes 20 bludgeoning damage and is pushed up to 10 feet away from you.

Success The target takes 10 bludgeoning damage equal to your level and is pushed up to 5 feet away from you.

Failure The target takes 5 bludgeoning damage.

Critical Failure You fall prone at the end of this activity.

Self

Fleet Your Speed is increased to 30 feet.

Swift Sneak You can move your full Speed when you Sneak. You can use Swift Sneak while Flying instead of Striding.

Spells

Thanks to her *greater charlatan's gloves*, Sizkmi can cast *telekinetic hand* as an innate cantrip.

Telekinetic Hand 🌀🌀 (cantrip, concentrate, manipulate); **Range** 30 feet; **Targets** 1 unattended object of Light bulk or less; **Duration** sustained; **Effect** You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet in any direction. When you Sustain the spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.



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