Legend

TABLETOP ROLEPLAYING GAME SYSTEM
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Introduction and Gameplay Basics

Legend is a fast-paced and finely balanced roleplaying game system, designed to offer tabletop gaming groups rules for playing the games that they’ve always wanted to play. Based on the successful and popular rules available under the Open Gaming License, Legend rebuilds and advances those rules to allow for testing, balance, and broad storytelling opportunities for unique and enjoyable characters and game worlds.

By default, Legend games take place in Hallow, the blasted remnants of what once was a world. In Hallow, humans, elves, and other traditional humanoid creatures of high fantasy survive – and often prosper – in small plots of habitable terrain, maintained only by ancient, supremely intelligent, magical constructs that date past the reach of mortal memory, to the time before the great cataclysms that obliterated the previous world. Hallow offers many environments for enterprising adventurers. Some will gravitate towards bleak and barren wastelands with the promise of ancient undiscovered treasures, but hiding dangers that promise a lonely and cruel demise. Others will find their home in fertile and beautiful valleys, often scarred by wars between tribes and peoples who want to secure such homes for themselves. And of course, many adventurers seek out the megacities, centers of learning, high magic and technological achievement. Some even manage to claw their way up through the underworld to a position of respectability – or at least, the wealth and power to guarantee a relatively comfortable life for the time being.

Of course, if your gaming group has a different world in mind, feel free to play in it instead. Legend’s mechanics can fit a broad range of fantasy and horror settings, and with some minor adjustments can fit superhero, cyberpunk, and even space opera settings. For all of these settings, and others, Legend offers you the tools to tell the story your specific gaming group wants to create.

Introduction to Roleplaying Games

This section is primarily written for people who are new to tabletop roleplaying games. If you have previous experience playing such games, you’re probably familiar with the information in the next few paragraphs, and can skip to the next section without missing too much. If you’re new to the genre, however, or feel like you need a refresher course, read on.

Roleplaying games, in their broadest sense, are simply games in which a player assumes an alternate persona and directs that persona through a series of challenges and opportunities, known to most of us as “adventures.” Your attachment to and assumption of this persona may or may not be serious or even particularly well thought out; those of us who have experience in online RPGs have probably run into a dark elf warlock, master of evil and scary energies, who wears a pink bathrobe and answers to “Holden Magroen” – or, at least, a similar character. Still, even joke characters count as alternate personas, albeit usually shallow ones.

Tabletop roleplaying games, such as Legend, have a few more distinctive traits. Computer roleplaying games tend to feature one-size-fits-all quests and storylines that are scripted to allow for relatively low levels of player choice, predicted and programmed in by the games’ creators. In contrast, tabletop roleplaying games almost always include a “Game Master” (or GM) – a human referee who describes the world and the responses of people and monsters to the players’ choices. Tabletop roleplaying games therefore allow much more space for creativity and player choice. Of course, tabletop RPGs do not necessarily have to take place in person, around a tabletop. Many players participate in play-by-post forum games or via instant messaging, voice chat, or specially-designed virtual tabletop software.
In a tabletop roleplaying game, you are one of at least two (and usually no more than seven or eight) participants. One of them (possibly you) is the GM, and the rest are players. The GM, as mentioned above, gives the players information about the world around them, and the players make decisions about what their characters do with that information. Beyond this, roleplaying games are just as diverse as the groups of people who enjoy them. Some games focus on intense tactical detail in the tradition of the war games from which RPGs developed, while others are essentially improvisational theater in which the actors – the people around the table – attempt to portray their characters based on complex motivations, friendships, and antagonisms. A lot of games just focus on the player characters doing cool stuff.

No particular style of game is inherently superior to another, and we designed Legend to accommodate games that focus on many different thematic elements. That said, we do have some fairly strong opinions about game design, and there are a few behaviors and gaming styles out there that we explicitly don’t support. We’ll cover that in the next section.

Legend’s Take on Roleplaying

Every role-playing game is, in some sense, the game that its authors wanted to play. Legend is no exception. In that spirit, then, please accept that in some cases the mechanics of Legend simply reflect our personal preferences. We do not apologize for these preferences, nor for the fact that we have written mechanics that support our preferences. However, we have tried in good faith to separate opinions, based on fact and reasoning, from simple preferences. So in this section, we offer a few central principles that we believe apply to roleplaying games generally, and then a few preferences that, while inherently subjective, have deeply shaped Legend.

If you don’t particularly care about the theory of game design and just want to find out how to play Legend, you should probably skip the next few paragraphs and go to “Gameplay Fundamentals”. If, however, you wonder why some of our mechanics differ from other similar games, you will likely find an answer to your questions somewhere in this section.

Predictability

When discussing game design principles, we like to talk about predictability. People – imaginary people, but people nonetheless – live in the game world. They grow up in that world. They learn about the world around them. It follows, then, that the game world must be a place where people can observe their surroundings and make reasonable predictions that they can expect to be fulfilled. Predictability means that if a monster uses a bow in a fight, player characters can expect to find a bow – not a longsword – on the monster’s corpse afterwards. Predictability means that if the world contains magical forces, the player characters should generally know that those forces exist and have some idea of what they can do. So if the bow turns out to be a longsword, a character who has studied the arcane arts can probably recognize the runes of a carefully-constructed glamer carved into the sword’s hilt.

“It’s magic, stop asking for an explanation” shouldn’t be the only valid response to player inquiries that a game offers a GM; it’s perfectly acceptable that the GM doesn’t know how to create magical fireballs, but characters who live in a world where magical illusions exist should be able to find out how to duplicate them. Experimentation and induction are valid approaches to in-character knowledge, and game mechanics should allow characters to gain knowledge in that way.

As Above, So Below

Any game in which some creatures are much more powerful than other creatures needs a metric to figure out which “weight class” a creature best fits into. Depending on your background in roleplaying, you may be familiar with the terms “level”, “essence”, or perhaps simply “XP”. In Legend, we use “level” to describe a creature’s weight class, and “circle” to describe the relative power of the creature’s abilities. Whatever a game’s specific terminology, these metrics are the tools for GMs to create adventures that will be challenging but winnable for the player characters, and for groups to ensure that all of the player characters are able to contribute when faced with challenges.

Legend has been designed from the ground up using a metric we call $A = A’$. What this means is that if two
characters, A and A', are the same level, they should be able to contribute equally if they ally themselves, or be evenly matched if they face off. Legend has rules for deeply different characters, allowing real variety, but at all times our paradigm is that despite their differences, despite having specialities that they excel in, no character can be said to be “best” or “worst” overall.

For example, a 5th level Monk plays very differently from a 5th level Shaman, but both will contribute well should they quest together. And if a 7th level Dragon is before them, then the GM can be assured that the duo is in for a tough fight, but not one that is completely impossible.

As a result, you, as player or GM, can field any character you like, that if you see a feat or a class that you think sounds cool or interesting, you can use it without worrying about how well it compares to other feats or classes. Players are free to get creative without risking being useless, or breaking the game. GMs are free to field any opponent that the storyline calls for, without concern for whether or not the challenge is appropriate for the players.

Ultimately, A = A’ means fewer headaches for all players and GMs, means less fiddly balancing work for the GM, and more time to focus on the important parts of roleplaying: the storyline, the characters, and the awesome. A = A’ is just one of the ways in which Legend endeavors to keep out of way of telling a fantastic story: by taking the guesswork out of balancing encounters, Legend allows GMs and players to move on to the fun part.

Narrative Space

This topic combines both discussion of game design and an exploration of our preferences as authors, as we transition to the preferences that shape Legend specifically.

First, we’ll discuss the design principle of supporting narrative space. When we talk about narrative space, we refer to the possible storylines, campaign settings, and character concepts that are supported by a given set of game mechanics. In some game systems, the narrative space is relatively narrow. For example, a game system might exclusively model medieval-themed warfare, featuring only human combatants with few or no magical capabilities. Such a narrative space is a matter of preference, and will be discussed below.

When it comes to “right-and-wrong” issues of game design, we present only one principle: All of a game’s narrative space should be fully supported. That is, if a game has rules for playing a character, the game should not simultaneously punish you for playing that character.

Don’t get us wrong here – it is perfectly acceptable to design, release, and play a game in which wizards rightfully rule over all other creatures, or alternatively a game in which practitioners of magic are wizened alchemists who can accomplish little or nothing on a battlefield. But the authors of that game should be honest enough to admit that the game doesn’t support “honorable knight who prevails through the force of arms” in the first case, or “front-line battlemage” in the second case. And if a game does provide mechanics for players to choose both warriors and wizards, then the mechanics should support both sets of concepts and one should not universally overpower the other.

Now, with these principles in mind, our preferences for narrative space are as follows. We prefer that a game system be written to allow for many different character concepts and campaign worlds, allowing each gaming group to play the game that they want to and to cut specific mechanical subsystems out that don’t fit their specific game world. This requires, in turn, that the game system make it obvious what a given ability or theme actually does in the game world. We’ve tried to make it visible to anyone who might come along what will happen if you have to cut out teleportation, and what kind of mechanical implications it has. In other words, Legend is built to be understandable, to be learnable, and finally, to be something you can own and change and use without too much fear of making the game go boom.

GM-Player Cooperation

This is, again, primarily a preference for gameplay and not a reasoned argument for one side or another. Some groups may enjoy a relationship between the players and the GM that, on some level, is antagonistic. Some groups may also actually enjoy a game where the GM provides a plot line and the players largely experience a scripted course of events that they influence only in limited ways.

We are not condemning groups that honestly prefer these dynamics; however, Legend is not designed
primarily to support these dynamics. In our preferred group dynamic, the term “Game Master” does not convey lordship over the game; it’s more of an honorific referencing the system mastery that one needs to predict and model a world’s responses to the player characters’ decisions. Similarly, we don’t see “storytelling” as exclusively or even primarily the GM’s job – player characters are heroes who change the world around them, and the GM provides antagonists and allies. Fundamentally, we see creating a fun game as everybody’s responsibility.

Speed of Play

We recognize that some people see roleplaying game systems as elaborate simulations of another reality. In our case, we see a game system more as a construct of general laws for how another reality works, with necessary compromises made for enjoyable gameplay. One of the most important elements of enjoyable gameplay, in our minds, is keeping gameplay smooth and relatively quick. This means that if there’s a way to resolve a specific event with a couple of die rolls instead of five or six, we tend to prefer the option with only a couple of die rolls.

This isn’t a hard-and-fast rule, as you will see in the rules in this book. We prefer combat lasting several rounds instead of just one, and we allow for several attack rolls if you’re an experienced warrior trying to stab the Big Bad in the face. The bottom line is just this: we’re big fans of 8-hour gaming sessions. And if they’re hack-and-slash games, we want to get through more than five combat encounters in the process.

Clear Rules

In order to avoid confusion when reading this book, we have isolated some words in square brackets. These words, such as [Long] (a range) or [Encounter] (a duration) are reserved game terms that either have a particular definition in Chapter VII, or else are tags (such as [Death] or [Combat]) by which a subtype of abilities and feats can be clearly identified.

Gameplay Basics

The Core Mechanic

To determine if your character succeeds at a task, you roll a twenty-sided die, referred to elsewhere in this book as a “d20”. A roll of 20 is not an automatic success, nor is a roll of 1 an automatic failure.

Critical Hits: When making an attack roll, if the result of your die roll without any modifiers is within your critical threat range (normally a natural 20, see glossary) and the final result of your attack roll is a hit, you score a critical hit. A critical hit deals additional damage equal to twice your character level.

Compare the result to a target number (“Difficulty Class” or DC, or “Armor Class” or AC when making an attack). If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice

Dice rolls are described with expressions such as “3d4+3,” which means “roll three four-sided dice and add 3” (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d%  
Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Taking 10 and 20

It doesn’t always make sense for actions to carry a random element. When you are not in any danger or otherwise distracted, you may “take 10” – treat a roll of a d20 as a 10 (the average) instead of rolling, to represent an average result. If you have lots of spare time, and the action you are attempting carries no consequences for
failing (such as straining to open a tight jar) you may treat the result of a d20 roll as a 20, but doing this means that the action takes 20 times as long as normal. In effect, it’s assumed that you’ve rolled the die 20 times until an actual 20 came up. Some tracks and feats grant abilities that may allow you to “take” other values.

Modifiers

A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Stacking

In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all), but do not stack if they have the same type or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies.

Ability Modifier
The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

Circumstance Modifier
A circumstance bonus (or penalty) arises from specific conditional factors impacting the success of the task at hand, such as the presence of precisely crafted tools in a workshop. Circumstance bonuses stack with all other circumstance bonuses, unless they arise from essentially the same source.

Deflection Bonus
A deflection bonus is an increase to Armor Class caused by physical or supernatural increases in a character’s ability to block and redirect incoming attacks. Deflection bonuses are provided by shields and by most track abilities that increase Armor Class.

Feat Bonus
A bonus granted because of a feat chosen by a particular creature.Feat bonuses do not stack with each other.

A Note on Math
Often, you may be required to divide a number to determine the numeric value of an ability or effect (such as a feat that adds one half your character level to damage). Whenever your result for any division is fractional, round down to the nearest whole number, even if the fraction was larger than ½. For example, if a character added ⅔ of his level to damage, and he was level 7, he would only add 3 damage (even though half of his level would be 3.5).

Fury Bonus
A bonus granted by track abilities that are magnified by emotional or psychological imbalance. Fury bonuses stack with other fury bonuses from the same track, but never stack with fury bonuses from other tracks.

Item Modifier
An item bonus or penalty is derived from an item (other than a shield) in a creature’s possession. Only one item bonus and one item penalty can ever be applied to a given d20 roll.

Natural Armor Bonus
A natural armor bonus improves Armor Class resulting from a creature’s naturally tough hide.

Racial bonus
A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. If a creature’s race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form.

Size Modifier
A size bonus or penalty is derived from a creature’s size category. Size modifiers of different kinds apply to Armor Class, attack rolls, Stealth checks, and various other checks.

Untyped Modifier
A bonus or penalty that is not given a specific type stacks with all other bonuses and penalties, including other untyped modifiers.
Ability Scores

Ability Modifiers

Each ability, after changes made because of race, has a modifier, usually ranging from -5 to +5 at character generation. The table below ("Ability Modifiers and Bonus Spells") shows the modifier for each score. It also shows bonus spells, which you’ll need to know about if your character is a spellcaster.

The modifier is the number you apply to the die roll when your character tries to do something related to that ability. You also use the modifier with some numbers that aren’t die rolls. A positive modifier is called a bonus, and a negative modifier is called a penalty.

The formula for calculating modifiers is \( \frac{\text{Ability Score} - 10}{2} \) rounded down.

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<thead>
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<th>Score</th>
<th>Modifier</th>
<th>Bonus Spells (By Circle)</th>
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<td>1</td>
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<td>1 2 3 4 5 6 7</td>
</tr>
<tr>
<td>2-3</td>
<td>-4</td>
<td>1 2 3 4 5 6 7</td>
</tr>
<tr>
<td>4-5</td>
<td>-3</td>
<td>1 2 3 4 5 6 7</td>
</tr>
<tr>
<td>6-7</td>
<td>-2</td>
<td>1 2 3 4 5 6 7</td>
</tr>
<tr>
<td>8-9</td>
<td>-1</td>
<td>1 2 3 4 5 6 7</td>
</tr>
<tr>
<td>10-11</td>
<td>0</td>
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</tr>
<tr>
<td>12-13</td>
<td>+1</td>
<td>1 2 3 4 5 6 7</td>
</tr>
<tr>
<td>14-15</td>
<td>+2</td>
<td>1 2 3 4 5 6 7</td>
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</table>

Key Ability Modifiers

Each character class has two Key Ability Modifiers – a Key Offense Modifier (KOM) and Key Defense Modifier (KDM). These ability modifiers are used to calculate their combat skill in making attack and damage rolls and calculating the Difficulty Class for offensive abilities (Attack Bonus), and protecting against attacks (Armor Class), respectively.

The KOM and KDM can never be the same ability modifier.

Abilities and Spellcasters

Characters who are able to cast spells may receive additional spells per [Scene] if their relevant ability score is exceptionally high (see table 1-1). The ability that governs bonus spells depends on what type of spellcaster your character is: Intelligence for tacticians, and Wisdom for shamans.

The Abilities

Each ability partially describes your character and affects some of his or her actions.

Strength (Str)

Strength measures your character’s muscle and physical power. It also affects your character’s movement speed, due to its connection with the Athletics skill (see Chapter V).

You apply your character’s Strength modifier to:

- Fortitude saving throws (if your Strength modifier is higher than your Constitution modifier).
- Skills that have Strength as their key ability.

If Strength is your Key Offense Modifier, you gain additional damage equal to half your Strength modifier (rounded up) on all damage rolls. Strength is the Key Offense Modifier for barbarians and paladins.

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance.

You apply your character’s Dexterity modifier to:

- Initiative checks to determine who acts first in a combat encounter.
- Reflex saving throws.
- Skills that have Dexterity as their key ability.
Dexterity is the Key Offense Modifier for rangers and many rogues.

**Constitution (Con)**
Constitution represents your character’s health and stamina. A Constitution bonus increases a character’s hit points, so the ability is important for all classes. You apply your character’s Constitution modifier to:
- Each hit point increase resulting from leveling up.
- Fortitude saving throws.
If a character’s Constitution score changes enough to alter his or her Constitution modifier, the character’s hit points also increase or decrease accordingly.
Constitution is the Key Defense Modifier for barbarians, monks, some rogues, and tacticians.

**Intelligence (Int)**
Intelligence determines how well your character learns and reasons. You apply your character’s Intelligence modifier to:
- The number of languages your character knows at the start of the game.
- All Knowledge skills.
- Reflex saving throws (if your Intelligence modifier is higher than your Dexterity modifier).
An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.
Intelligence is the Key Offense Modifier for tacticians and some rogues, and the Key Defense Modifier for rangers.

**Wisdom (Wis)**
Wisdom describes a character’s willpower, common sense, perception, and intuition. While Intelligence represents one’s ability to analyze information, Wisdom represents being in tune with and aware of one’s surroundings. Every creature has a Wisdom score. You apply your character’s Wisdom modifier to:
- Will saving throws.
- The Perception skill and the Awareness defense.
Wisdom is the Key Offense Modifier for monks and shamans, and the Key Defense Modifier for some rogues.

**Charisma (Cha)**
Charisma measures a character’s force of personality, persuasiveness, personal magnetism, and ability to lead. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Every creature has a Charisma score. You apply your character’s Charisma modifier to:
- Will saving throws (if your Charisma modifier is higher than your Wisdom modifier).
- Skills that have Charisma as their key ability.
Charisma is the Key Defense Modifier for paladins, some rogues, and shamans.

When an ability score changes, all attributes associated with that score change accordingly.

**Secondary Statistics**
Aside from ability scores, all creatures have a set of statistics that represent their basic ability to deal and evade damage. These numbers increase as creatures increase in power through gaining levels. The secondary statistics are Armor Class, Hit Points, Base Attack Bonus, and Fortitude, Reflex, and Will base saving throw bonuses. All creatures also have some capacity of noticing things others don’t want them to, which is represented by the Awareness statistic.

**Armor Class**
Armor Class, or AC, measures a character’s skill at evading physical attacks. It is closely linked to BAB. You calculate AC as follows: 10 + BAB + your character’s Key Defense Modifier + any other applicable modifiers. You only use the first number in any BAB entry when calculating your Armor Class.

**Hit Points**
Hit points measure a character’s overall combat endurance. Your hit points largely depend on your class; each class offers 8 or 10 hit points, plus your Constitution modifier, per level. At first level, you start with double hit points. For example, a 1st-level barbarian with Constitution 16 would have 26 hit points (10 class hit points, plus a Constitution modifier of 3, doubled for 1st level). At 2nd level, this same barbarian would have 39 hit points.

**Base Attack Bonus**
Base Attack Bonus, or BAB, measures a character’s basic skill at combat. It increases at one of two different rates,
depending on a character’s class, as detailed on table 1-2 (“Base Attack Bonus”). You use BAB to calculate an attack roll against an enemy, as follows: 1d20 + BAB + your character’s Key Offense Modifier + any other applicable modifiers. The target number for your attack roll is equal to your target’s Armor Class.

Characters with high BAB gain an extra attack after every five points they have gained, albeit at a lower attack bonus, as shown on table 1-2. The values given on track and class tables in this document only list the first attack bonus; the others are extrapolated using table 1-2.

### Awareness

Some abilities (predominantly skill checks) are attempts to carry out an action while evading a creature’s notice. Awareness is your character’s general ability to notice such attempts. You calculate Awareness as follows: 10 + your level + your character’s Wisdom modifier + any other applicable modifiers. Awareness can be increased by any item, feat, or track feature Awareness bonuses to your Geography, Larceny, Nature, or Perception scores.

### Saving Throws

Saving throw bonuses are used to calculate “saving throws” or “saves,” which are d20 rolls made to resist particular types of abilities. Abilities that require a save specify the type of save required, but a general guide for what saves resist which types of attack is given below. Saving throw bonuses are based on a character’s level and choice of class, and are given in the table for a character’s chosen class. The target number (DC) for a saving throw, or a formula for calculating the DC, is always given in the text of the ability that triggered the save.

#### Fortitude

Fortitude (abbreviated “Fort”) is a character’s ability to resist attacks that eat away at that character’s physical body or crush it outright, such as poison or disease. You calculate Fortitude as follows: 1d20 + your base Fortitude bonus + the higher of your Strength and Constitution modifiers + any other applicable modifiers.

#### Reflex

Reflex (abbreviated “Ref”) is a character’s ability to dodge attacks that affect large areas, such as explosions, as well as most traps. You calculate Reflex as follows: 1d20 + your base Reflex bonus + the higher of your Dexterity and Intelligence modifiers + any other applicable modifiers.

#### Will

Will is a character’s ability to resist attacks on the mind, such as fear effects or mind control. You calculate Will as follows: 1d20 + your base Will bonus + the higher of your Wisdom and Charisma modifiers + any other applicable modifiers.

### Table 1–2

<table>
<thead>
<tr>
<th>Level</th>
<th>Good</th>
<th>Poor</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>2</td>
<td>+2</td>
<td>+1</td>
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<td>+6/1</td>
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<td>9</td>
<td>+9/4</td>
<td>+6/1</td>
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<td>10</td>
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<td>+11/6/6</td>
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<td>19</td>
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<td>+14/9/9</td>
</tr>
<tr>
<td>20</td>
<td>+20/15/15/15</td>
<td>+15/10/10</td>
</tr>
</tbody>
</table>
II

Character Creation and Advancement

The first step in playing Legend is creating a character for your Legend game. If you are playing a one-shot or a similar brief game, and only require enough information to fill out a character sheet, you can use the Quick Start Guide to generate a character. If you are playing a longer game, you may wish to devote a little more time and effort to developing a character concept and finding the mechanical abilities that best support it.

Quick Start Guide

To create a character quickly, follow these steps:

Choose a Race
Choose a race from the options detailed in Chapter III: Elf, Dwarf, Gnome, Halfling, Human, or Orc.

Choose a Class
Choose a class from Table 2-1 ("Legend Core Classes"). The tracks associated with each class, along with full descriptions of each track’s abilities, can be found in Chapter III. If you have to make choices associated with your tracks (such as spell selection or choosing between different tracks for which you’re eligible), make them now and write your tracks and track abilities down on your character sheet.

Assign Ability Scores
The default ability scores in Legend are 16, 14, 14, 12, 10, and 10. Assign them to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, in the order you prefer. In general, it is best to assign high scores to your character’s Key Abilities, since those are the abilities on which your character most relies in a broad variety of situations.

If you are creating a higher-level character, consult Table 2-2 ("Character Advancement") and increase your character’s ability scores by the amounts given for a character of the appropriate level. For example, a 7th-level barbarian would likely choose to increase Strength by +4 and Constitution by +2, and could increase any other ability score by +2 as well.

Choose Your Skills
Choose skills from Chapter V. The number of skills available to the class you chose is noted in the first table on page 17. The skills you choose are considered "trained". You gain a bonus equal to your level on all skill checks using trained skills, as explained in Chapter V.

Choose Your Feats
Choose feats for your character from Chapter VI. A first-level character has two feat slots, one of which must be chosen from the bonus feat for your character’s race, as explained in Chapter III. If you are building a higher-level character, choose additional feats at the levels shown on Table 2-2.

Choose Your Items
Choose items for your character from Chapter XI. A first-level character may have a reasonable number of mundane items and a single Lesser magical item. You gain the ability to use additional magic items as noted on the Character Advancement table; choose as many additional magic items as you can use, per the table. As explained in Chapter XI, you are not limited in your choice of mundane items except by your character concept; consult with your group if you are unclear on this point.

Unless your character is a spellcaster or otherwise has a wide range of offensive options, you should generally select a broad variety of weapons (including both ranged and melee weapons). If you’re a higher-level character (5th level or higher), it is also generally wise to ensure your character is able to quickly move around the
battlefield during combat, via flight, teleportation, and similar abilities.

**Fill in the Blanks**
If you haven’t written down or added up anything on your character sheet (such as your character’s Base Attack Bonus, saving throw bonuses, or other numerical values), put it down now. You’ve already made the important choices in building your character, so you should be able to fill in the rest of the numbers without any trouble.

**Advanced Character Creation**

If you’re playing in a long campaign, or have already selected a character concept that isn’t covered by the standard races or classes, you may wish to put a little more effort into your character than is involved in following the quick start rules. *Legend* offers a great many character options that don’t appear in the default races and classes. If you want to learn to use these options, look no further.

First, though, let's look briefly at character concepts. It’s perfectly all right to flesh out your character with a cool feat you just stumbled across or a couple of items you wanted to try, but it’s usually helpful to start character generation with a pretty good idea of what you want your character to do. Some suggestions follow.

**Character Concepts**
The first step in developing a character concept is thinking of a tag line. This can be a description of your character’s profession (“Interstellar Smuggler”) or perhaps “Undersized Burglar”) or social position (“Long-lost King of a Great City”). Other tag lines that have worked pretty well in the past include “Wizzard on the Run”, “Bearer of Stormbringer”, “Cheerleader Who Kills Vampires”, and “Wizard Private Eye”.

Once you have a tag line that you expect to hold your interest for the duration of a *Legend* campaign, start asking yourself a few questions about your character. Usually, your tag line will give you some sense of your character’s race and possibly a few clues to answering these questions.

*What does my character want?* This probably won’t get you much mechanically, but knowing your character’s greatest motivations might give you a clue of how your character goes about getting them. A character that is admittedly just in it for the money is going to make different life choices from a character that is out to do the right thing and help the helpless. Even if the answer doesn’t help you at all in picking abilities for your character, it’ll pay off in a big way in getting plot hooks for your GM and helping you make decisions in-character.

*What does my character fear?* This question is pretty good for building a backstory, but it also offers some really rich options for mechanical choices. For example, someone who fears harm coming to his or her friends might focus on learning to protect them, perhaps with the Paladin’s Virtue track.

*How does my character resolve conflicts?* Any good story is centered on a basic conflict, and RPGs tend to include a few dozen extra conflicts for good measure. If your character doesn’t end up in fights, chances are you’ll find social confrontations, environmental hazards, or similarly threatening situations. Ability tracks in

<table>
<thead>
<tr>
<th>Class</th>
<th>HP/level</th>
<th>BAB</th>
<th>Good Saves</th>
<th>Bad Save</th>
<th>KOM</th>
<th>KDM</th>
<th>Skills</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Barbarian</td>
<td>10</td>
<td>Good</td>
<td>Fort, Will</td>
<td>Ref</td>
<td>Str</td>
<td>Con</td>
<td>5</td>
<td>Terrifying and tough melee fighter</td>
</tr>
<tr>
<td>Monk</td>
<td>8</td>
<td>Good</td>
<td>Any Two</td>
<td>Any One</td>
<td>Wis</td>
<td>Con</td>
<td>6</td>
<td>Fast, precise martial artist</td>
</tr>
<tr>
<td>Paladin</td>
<td>10</td>
<td>Good</td>
<td>Fort, Will</td>
<td>Ref</td>
<td>Str</td>
<td>Cha</td>
<td>5</td>
<td>Arbiter of justice</td>
</tr>
<tr>
<td>Ranger</td>
<td>10</td>
<td>Good</td>
<td>Fort, Ref</td>
<td>Will</td>
<td>Dex</td>
<td>Int</td>
<td>6</td>
<td>Hunter, scout and special operative</td>
</tr>
<tr>
<td>Rogue</td>
<td>8</td>
<td>Poor</td>
<td>Ref, Any One</td>
<td>Any One</td>
<td>Varies</td>
<td>Varies</td>
<td>7</td>
<td>Trickster that relies on skill in battle</td>
</tr>
<tr>
<td>Sage</td>
<td>8</td>
<td>Poor</td>
<td>Any Two</td>
<td>Any One</td>
<td>Varies</td>
<td>Varies</td>
<td>6</td>
<td>Master of arcane secrets and battle magic</td>
</tr>
<tr>
<td>Shaman</td>
<td>8</td>
<td>Poor</td>
<td>Fort, Will</td>
<td>Ref</td>
<td>Wis</td>
<td>Cha</td>
<td>6</td>
<td>Spellcaster with powers that heal or harm</td>
</tr>
<tr>
<td>Tactician</td>
<td>8</td>
<td>Poor</td>
<td>Ref, Will</td>
<td>Fort</td>
<td>Int</td>
<td>Con</td>
<td>9</td>
<td>Spellcaster that controls the battlefield</td>
</tr>
</tbody>
</table>
Legend offers a broad range of abilities for solving or ending confrontations, and your answers to this question might point you to the right ones.

How does my character make a living? Most RPG characters aren’t conventionally employed, especially if your game world is a medieval fantasy setting where wage labor doesn’t exist. Still, your character probably has some things that he or she is good at – maybe even extremely good at. RPG characters tend to be skilled in at least a few useful areas, such as arcane knowledge, investigative and social skills, or physical speed and agility. Your answers here will tell you a great deal about your character’s skill selection.

What special tricks does my character keep handy? This question will help you select feats, particularly iconic feats. It may also help you select a specialized track, such as several of the rogue tracks in Chapter III.

Race Selection
Usually, you’ll have some idea of your character’s race by now. If not, you can find the default races in Chapter III, as well as a number of additional races in Chapter IV. If your group is using supplemental material as well, you may have even more options.

For the most part, picking a race is purely a matter of taste, as most races can fit a wide range of character archetypes. Some races, however, represent unusual creatures, such as powerful undead creatures, intelligent constructs, or even dragons. In cases where your race includes dramatic, scaling abilities (such as the undead powers of a lich), your race will have a track associated with it. All members of that race have the associated track, and you will have to incorporate that track in your track selection.

Class and Track Selection
Selecting your class and associated tracks is the single most critical part of character generation, mechanically speaking. If you already have a default class picked out, then you can move on. However, you may want to customize your class at the very least, and choosing a race with an associated track makes this section obligatory.

The classes described in Chapter III each contain three “tracks” – progressions of abilities that define much of your character’s mechanical role. Each class also has a set of statistics, such as the number of hit points per level that it grants and the saving throw and attack bonus progresses it offers (you can find this information in the class descriptions, or compiled in the table below). There are three options for customizing your character’s tracks: a racial track, multiclassing, and the full buy-in.

Racial Tracks
As described above, racial tracks model the abilities of certain powerful creatures, such as dragons, vampires and angels. These are creatures whose powers are at least partly a facet of their nature; some dragons breathe fire and others rely on clawing your face off, but all of them are flying reptilian creatures who can take a lot of punishment, live a long time, and collect anything valuable they can get their claws on. These are sufficiently iconic and important to justify attaching them automatically to anything calling itself a dragon (unless you’re a Chinese dragon, in which case you would choose a different, upcoming track). Since racial tracks are a fundamental aspect of how your character interacts with the world, they include a full set of class statistics, including hit points, saving throw and attack bonus progressions, and key ability modifiers. If you have a racial track, pick any two tracks from a standard class. Treat this combination of tracks and class statistics as your character’s class. You can multiclass from that class just as if you had a standard class, except that you can’t trade out your racial track.

Multiclassing
As explained above, tracks are the building blocks of characters. So if you want to create a “hybrid” character like the ranger/rogue of times past, you simply trade a track of “ranger” abilities you feel are less important for a track of “rogue” abilities. You can always trade one such track for free, and you can trade another track out with the Guild Initiation feat (more on that in a moment).

When you multiclass, you select a single track from another class (or from the list of additional tracks in Chapter IV) and replace one of your default tracks with it. You gain the features of your new track at the same levels you would have gained the features of the track that was replaced. Some tracks are not available for multiclassing; for example, all racial tracks are unavailable for normal multiclassing (with an exception discussed below) and some classes have tracks that are exclusive and unique.
When finding a multiclassing track, note that some tracks represent different ways of doing the same thing and therefore aren’t meant to work well together. For example, the Rage, Assassin, and Discipline of the Serpent tracks are all meant to provide characters with a way to do a great deal of damage while fighting, but each models a different style of fighting (a barbarian’s berserk destruction, a hit man’s surprise attacks from the shadows, and a martial artist’s fast and precise striking combinations). In general, if you see that one track’s features are tagged as not stacking with another track’s features, don’t try to combine them.

Some tracks are associated with a particular ability score and function based on that ability. For example, spellcasting tracks are associated with a particular mental ability, while the Rage track dramatically increases a character’s Strength. The Multiclass Flexibility feat allows you to adapt the DCs of a single track’s features to be based on a different ability (with certain limitations) in order to make that track work better for your character. In some cases, you should simply consider whether your character is best off with a track that doesn’t fit with the key abilities you had in mind, or whether it makes more sense for your character to pursue the same basic goal in a different way.

Legend classes are typically built to have a track that is largely offensive in nature, one that offers some defense or utility, and one that can be either offensive or defensive but tends to make the class somewhat unique in its playstyle and archetype. When deciding which original track to replace, it’s often wise to consider the kind of role that your new track will play. It’s not necessarily “wrong” to end up with three offensively-oriented tracks, but it does mean that your character will be focused almost exclusively on offense and will largely lack defensive abilities. If you think you may be in this situation, take a moment to consider whether your character concept supports such a hell-for-leather approach to combat and confrontation. If so, go for it! If not, you may be trying to do one thing several different ways, and you might want to reconsider your track choices.

As mentioned above, you can multiclass once for free at character creation. This simply represents having somewhat different abilities from a normal character with this class. There is one other way to multiclass, but it isn’t free. The Guild Initiation feat models a character who is particularly committed to an organization, ideal, or patron, and at some point goes through a process of fundamental change. At the level your character takes this feat, your character loses a track and gains a new track, rewriting the previously acquired features of the sacrificed track with the features of the new track. This process can be used to even gain the features of a racial track, but grants only the track features and does not change overall class statistics or racial traits.

Full Buy-In

The Full Buy-In option involves sacrificing the vast majority of your character’s item progression in exchange for gaining a fourth track. This track can be any multiclassing-eligible track or a racial track, but offers only track abilities and never rewrites class statistics. The revised schedule for item progression, along with the levels at which you gain track features from the fourth track, can be found in Chapter XI.

Ability Score Selection

By this time, you should know your Key Ability Modifiers and have a very good sense of any other abilities that your character would most value and emphasize. So, it shouldn’t be difficult to assign your ability scores. This is, however, a fairly good time to discuss the different methods of generating ability scores in Legend. Your group will decide on one of the following methods, to be used for all player characters in your game (NPCs and monsters generally are designed based on the ability array).

Ability Array

The default ability scores in Legend are 16, 14, 14, 12, 10, and 10, assigned to whichever abilities you prefer. Legend’s game math is based on this ability array, because it provides a predictable common basis for ability scores.

The array above reflects an exceptionally gifted creature, who is good at most things and has only one real weak spot. An array that would reflect a more normal (if still a bit above average) creature might be 14, 12, 12, 10, 10, 8. We believe that most RPG characters are expected to be a bit larger than life, but some groups might want a grittier game in which the player characters are just normal people. Using a lower array like this one could help create such a game; of course, we must emphasize
that this kind of decision should only be made by an entire group, not unilaterally.

Note that an increase or decrease in the default ability array will tend to make player characters inherently more or less powerful respectively compared to standard monsters and pre-generated NPCs of the same level, and that this shift in power will affect gameplay.

**Point Buy**

In this version of ability score generation, all scores start at 8. You have a pool of 26 points that you can apply to your scores as you wish, 2 points at a time. You cannot increase a single ability score above 18. Using point buy gives players some flexibility in choosing the ability scores that best suit their character. It is possible to achieve somewhat unusual results with this method, such as creatures with a couple of extremely high ability scores and several very low ability scores, so this method is best used in groups where all the players understand the game mechanics well enough to avoid serious mistakes in allocating ability scores.

**Random Ability Generation**

Roll 5d6 six times. Take the 3 highest dice from each five and add those three together (for example, if you rolled two 6s, a 4, a 3 and a 1, you would add 6+6+4 for a result of 16). Once you have six numbers, apply those to whichever abilities you wish. If you have odd numbers, you should spend 1 from one score and add it to another until you have even numbers for your ability scores. If you have only one odd number left, keep it.

This method is best reserved for one-shot games or games that aren’t meant to be taken seriously, so that characters with truly awful scores can be killed off in an entertaining fashion.

**Skill Selection**

Skill selection should be pretty easy at this point. If you have a strong character concept and know what ability scores you wish to priorities, picking skills that correspond with those should be easy. Be sure to pick up any skills that you will need to use your track features effectively.

**Feat Selection**

When selecting feats, always check for “feat trees” – series of two or three feats that each require the previous one – that you want. If you decide that you want a feat tree, make sure you have the feat slots you need to get it first, before you look for individual feats. Other than that, select feats that give your character something cool to do, offer a new application of a skill you already have, or make your character better at your main character goal.

Iconic feats are special feats that grant a particularly unique power. Your character can only have one, so you will generally want to pick one that really embodies your character concept. It’s particularly important to avoid picking a feat that your character can’t support, such as one with a DC based on an ability modifier your character hasn’t invested in.

**Item Selection**

It’s hard to go wrong on items. In general, you should have a weapon or some other item that allows you to win fights, armor or some other item that helps you not be stabbed, and items that make you happy. Some of these don’t even need to be magical; until you’re a mid-level character, it actually isn’t all that important to pick up magical protective gear because you get nearly as much of an Armor Class bonus from mundane equipment.

**Polishing Your Character**

Congratulations! You should have a reasonably competent character now, built on an enjoyable and interesting character concept. You’re done now...right?

Wrong! Being the smart person you are, you’ve undoubtedly figured out all of this and built a character with a minimum of hassle and reworks. Now, while the other clowns at your gaming table are working out their character missteps and kinks, you have a chance to make your character really shine. This is where you start coming up with your character’s backstory, expanding on the motivations you figured out back when you came up with your character concept to begin with. You can sketch your character, if you’re artistically gifted. You can figure out how your character got to know all the other players’ characters.

The bottom line is, this guide tells you how to fill out your character sheet in a way that won’t cause you any serious embarrassments. Once your character sheet is full, there’s always more you can do to build your character.
Creating a Character above 1\textsuperscript{st} Level

Many games feature characters higher than 1\textsuperscript{st} level, and feature characters who are much more significant in terms of power and capability. To start play with a character higher than 1\textsuperscript{st} level, follow the steps below.

Ability Selection
Ability scores are generated in the same way when making a 1\textsuperscript{st} level character. Then, consult Table 2-2 ("Character Advancement") and increase your ability scores by the amounts given for a character of your level. For example, a 7\textsuperscript{th}-level barbarian would likely choose to increase Strength by +4 and Constitution by +2, and could increase any other score by +2 as well (depending on the specific character).

Race, Class, and Skill Selection
All of these are done exactly as if making a 1\textsuperscript{st} level character. Your class choice, as well as any tracks acquired through multiclassing, is the same as a 1\textsuperscript{st}-level character; however, you gain all the abilities possessed by a character of your level, per Chapter III and Chapter XI. You have ranks in your chosen skills equal to your level, as explained in Chapter V.

Feat Selection
Choose a number of feats equal to the number of feat slots given for your level in table 2-2. You must meet all prerequisites for a feat at the level you acquire the slot for that feat (so you can’t put a feat in the level 6 slot if it has a prerequisite of character level 9).

Spell Selection
Choose the abilities you want your character to possess at every level where you have a choice between different spells, powers, or abilities.

Item Selection
Choose a set of items, consumables, and other commodities from the list given in Chapter XI. Consult table 2-2 to determine what kinds of items you are entitled to, and how many of each kind you can use. Characters who have chosen the Full Buy-In option (see Chapter XI) receive many fewer items than normal.

Leveling Up
“Leveling up” is the process your character goes through every time you gain a level. An increase in level is a big deal – your character gains a powerful new ability, as well as becoming more resilient and skilled. There are a few steps to leveling up a character. You can take these steps in whatever order is most beneficial – if there is a prerequisite you would meet with one step of the leveling process, you meet that prerequisite at another step of the leveling process even if those steps are “out of order” as listed here.

Increase Hit Points and Saving Throw Bonuses
Whenever you level up, your maximum hit points increase by the number given in your character class entry. For example, a barbarian gains 10 hit points (plus the barbarian’s Constitution modifier) at every new level.

Whenever you level up, set your base saving throw bonuses to the values listed on the table for your character class.

Increase Ability Scores
At some levels, as marked out by table 2-2, your character gains an ability score increase. Increase your chosen ability score now. The four ability score increase progressions must apply to different ability scores, and your choice of assigning a given ability to a given increase progression is permanent. The increases in ability scores are not cumulative. For example, at level 17, your primary ability is +8 higher than it was at level 1, not +20.

Choose New Track Feature
Many tracks offer a choice between different abilities. If any of your ability tracks for this level offer a choice, pick an ability now. Otherwise, simply make a note of your new track ability.

Increase Skills
Increase your chosen skills by 1 rank each.

Choose New Feat
At some levels (as shown on table 2-2), your character gains a new feat. If your new level grants a feat, select that feat now.
Select Item
At some levels (as shown on Table 2-2), your character gains a new magic item slot (you can possess more magic items than you have slots, but can only attune to as many magic items as you have slots – see Chapter XI). This may happen at level-up, as part of quest rewards, or you may have earned or found the item prior to leveling up.

Higher-level Characters and System Expectations
As characters gain levels in Legend, they gain power. Every time a character gains a level, the level offers a new track feature: a unique capability that can dramatically alter the outcome of an encounter. In Legend, we expect characters at different levels to interact with and affect the world around them in different ways. 1st through 5th level characters generally have capabilities that are fairly reasonable for ordinary humans (aside from magic abilities, of course). But characters at higher levels are legendary heroes or demigods. When designing your character, you should consider your character’s starting level and prepare to face enemies of appropriate power and capability. Some of the relevant considerations follow:

Between 5th and 10th level, abilities like medium-range teleportation and flight become extremely common. As characters reach the higher end of that level range, you need to either have special movement abilities or the ability to attack creatures who use them (usually by having a ranged weapon or offensive magic). Around this same level, many characters also gain innate healing and abilities that can affect many opponents at once. Characters in this level range can’t take on an army of ordinary humans, but they can break that army with careful tactics and piecemeal engagements.

Between 11th level and 15th level, creatures can access [Death] abilities – attacks that do massive damage and can cripple or kill a character outright. Long-range teleportation and other “fast travel” abilities appear, and many creatures gain immunities to certain attacks and abilities. Knowledge checks and divinatory abilities become quite important to reveal what an opponent can do and how an opponent can be effectively harmed.

Creatures in this level range can attack an entire army of ordinary humans without being seriously harmed, and often a single survivor of an adventuring party can find a way to resurrect fallen comrades with a little effort.

From 16th level on, many creatures become extremely difficult to kill. At this level, characters approach deific power. Creatures can often ignore a round’s worth of attacks outright, or survive otherwise-deadly attacks, or even spontaneously revive if killed once. Many characters also dramatically improve their offensive abilities. Characters in this level range are not even threatened by an army of ordinary humans.

Level Progression
Within the core canon of Legend, we expect level increases to be handed out at thematically appropriate points by GMs. This is because we don’t know when or how you expect characters to increase in power. Do you want them to grow meaningfully in the course of a quest? As the result of a great revelation? As part of a soul-searching moment before the big fight? In general, we certainly recommend that players level up once per [Quest] or per plot arc, but this might not mesh well with the flow of your story, and you may have trouble with the flow of the campaign versus the flow of time in real life. A set experience progression leaves you with relatively fewer good mechanisms of recourse, which was the core motivation behind our decision that experience was a meta-game construct that didn’t serve us well.

It bears mention, however, that we do think parties should be comprised of characters who are the same level, and much of the math behind Legend is written with this in mind. It’s a view we hold due to the elegance of that situation, and the fact that it decreases player conflict. No one wants to be the runt of the litter, and we have better ways to portray interdependency among characters than to force someone into the life of the side-kick or mascot.
**Optional Rules for Power Increases**

There are a couple of advantages to using a fixed progression, however, and we provide one as an optional framework for running certain kinds of campaigns. One of the big advantages is that it’s visibly and completely impartial. It measures success along a clean and visible metric, which is just a good feeling and a good thing. It also fits pretty well with the Dungeon Crawl, where you’re slicing your way through the legions of evil in pursuit of power and loot. In such a situation, you might want players to be able to choose what parts of a dungeon they work through, in the interest of providing a more open and free roaming experience. Another advantage is being able to portray power as less of a narrative progression. The following is a suggested progression that provides a comparatively fast trip through low levels, a fairly smooth progression through mid-game, and a slower progression through end-game.

For the purpose of these metrics, encounters of EL-2 (see Chapter VIII) difficulty are worth 1 point of XP. Encounters that are EL-1 are worth two experience points where an EL+0 encounter is worth three experience points, and an EL+1 encounter is worth five. An EL+2 encounter is worth seven points, but is rarely survivable. Encounters outside this range are generally not appropriate challenges. A party gains points for any combat encounter they win, or any combat encounter they obviate through non-combat means. This can include clever escapes at the GM’s discretion. However, if the party resolves an encounter without fighting, they only gain experience for the creatures they interacted with and not for any reinforcements in the background.

<table>
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<tr>
<th>Level</th>
<th>Feat</th>
<th>Ability 1</th>
<th>Ability 2</th>
<th>Ability 3</th>
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Races

All of the races below are basically humanoid, which means that they have an anatomy generally similar to humans, but are still different enough to exclude them from classification as Homo sapiens in the real world. In *Legend*, “race” is roughly synonymous with “species” and should not be confused with groups of humans divided by skin color. Types of creatures that are non-humanoid in appearance, non-intelligent, or overtly supernatural will all appear in the upcoming *Legend Monster Guide*, along with subspecies of humanoid races. As such, these races all have the [Humanoid] type.

By default, the *Legend* core rules do not include half-human races or other hybrid races. The humanoid populations of Hallow are each descended from the remnants of corresponding humanoid species that were preserved in Hallow during the end of the old worlds, and these species are different enough from each other that interbreeding would be impossible or extremely unusual.

The racial bonus feat lists given in each race’s entry are thematically linked to the relevant race. You may pick any single feat from your race’s bonus feat list, any racial feat that mentions your race in the title or prerequisite, or the Multiclass Flexibility or Guild Initiation feat. You can ignore all level-based prerequisites for your chosen feat, but must train any skills, use any weapons, and meet all other non-level-based prerequisites for your chosen feat. If your bonus feat list is “Any”, you must meet all prerequisites for the feat you select.

Some [Racial] feats appear in Chapter VI, and others will be added in expansion material. Vision modes can be found in Chapter VII.

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Size modifiers

**Small**
- 25 ft movement speed
- +1 to Armor Class
- +1 to attack rolls
- -2 on saves against combat maneuvers

**Medium**
- 30 ft movement speed

**Large**
- 35 ft movement speed
- -1 to Armor Class
- -1 to attack rolls
- +2 on saves against combat maneuvers
Dwarf

Dwarves are often referred to as “children of stone”, and despite their humanoid bodies, this description is largely true. Since their arrival in Hallow, dwarves have lived in deep mines and fortresses known as “stoneholds”. It is of course true that dwarves live in other places as well – cities, above-ground fortresses, and in nearly any place that contains a functioning forge– but all such places of residence are considered temporary by dwarves, no matter how long they actually live in them.

If conditions get bad outside (and as far as dwarves are concerned, things aren’t “bad” until they involve a horrifying natural disaster, total war, or all-consuming social unrest), dwarves tend to pack up and fall back to a stonehold, often triggering a mass exodus when they do. Dwarves will go to nearly any length to either die in a stonehold or ensure that their remains are taken there. According to most people, this tendency simply reflects the fundamental insularity and arrogance of Hallow’s master craftsmen. It’s certainly true that dwarves, taken as a whole, tend to be arrogant and insular, but there’s actually a good reason for their behavior.

Dwarf Society

Dwarf society is rooted in the stone far more than most non-dwarves realize. The first dwarves in Hallow brought with them a few slabs of magically-preserved stone called dataliths, along with the lore of how to craft them. On the surface of these dataliths, one can find tiny runes containing the history of the dwarves who were brought to Hallow and those who have lived there since. The keepers of dataliths are the most respected members of dwarven society, and virtually every dwarf would die to preserve the datalith of the dwarf’s home stonehold, as well as that of another stonehold.

Smaller personal dataliths are commonly used by dwarves to record observations, experiences, and transactions. Each year, a stonehold celebrates a ritual in which all the dataliths of dwarves who died in the past year are copied to the stonehold’s main datalith. The greatest honor any dwarf can receive is for the information on his or her datalith to be considered so important that it is transferred to the stonehold’s main datalith immediately on death instead of at the annual ritual; the worst punishment any dwarf can suffer is for his or her datalith to be rejected as unreliable or unworthy.

Dwarves strive towards rationality and objectivity in all of their interactions, since the reliability of their statements and actions is the primary metric on which they are judged by their peers and their stonehold. Dwarves prize intellect and endurance above all other traits, and indeed seem naturally gifted in those areas. Unfortunately, dwarves generally do not value strength of personality, and distrust appeals to emotion or intuition. When dealing with less rational creatures (such as nearly all non-dwarves), dwarves are therefore brusque and often harsh in their interactions. They can react violently to a broken agreement or other breach of trust.

Dwarf political organization varies from stonehold to stonehold, but most are ruled by oligarchs who can be removed in cases of abuse of power. In general, oligarchs are selected from past keepers of the dataliths, and have such a long record of trustworthiness that none dare challenge them without proof of truly awful behavior. A few stoneholds with ancient ties to gnome communities are ruled by hereditary monarchies, but all contain exceptionally stringent tests designed to weed out unreliable heirs.

The most notable exception to the dwarven norms of rationality in all things is a group who have developed a strange martial art based on consuming huge amounts of alcohol. These dwarves imbibe extensively prior to any confrontation or battle, and display unbelievable feats of strength, healing, and, on occasion, waves of sheer destructive force. Most strongholds ban these brawlers, while those that welcome them generally implant them with crystal orbs that magically record their actions and sensations for inclusion in the drunken masters’ dataliths, since the recollections of chronic alcoholics are not always precise or trustworthy.
Recently, the drunken masters’ lore have spread to the outside world, with members of other races learning and using the secrets of their martial art.

Dwarves place a great importance on their clan name, which is often the first thing exchanged when two unfamiliar dwarves greet each other. Typical dwarf names will include highlight the honor, bravery, fighting style, heirloom, or some other notable and impressive aspect of the dwarf or his clan. Examples of such names are: Farir Axebeard, Fistbeard Beadfist, Sigurd Blackhammer, Ebenezer Clutchpurse, Varin Firewalker, Rhes Goldcutter, Khandar Magehand, Janus Invictus Malleolus, Mangus von Mangusson, and Valhim Rockbeard.

Dwarven Magic and Technology

Magical and technological items of dwarf manufacture are among the most desired in all of Hallow, as practically all such items have been developed, tested, and crafted to exceptionally high standards. The full extent of dwarven technical achievements is still largely a secret, but there is no doubt that many strange and terrible devices exist deep in the stoneholds. Dwarf engineers devised Hallow’s first explosives some centuries ago, and there is little doubt that the primitive firearms that have spread throughout much of Hallow have much more advanced counterparts in dwarf forges and armories. Even now, magically-augmented casings containing both propellant and projectile are being used in a few deadly firearms on Hallow’s battlefields and darkest alleys.

Aside from weapons, dwarves can design (or reverse-engineer) and build almost anything they consider useful. Dwarves claim to have developed the first timepieces in Hallow; while this statement may or may not be true, there is no doubt that dwarf-built timepieces are compact, sturdy, and extremely accurate. Of course, technology and magical items that record and preserve information are another dwarf specialty, and some of the most amazing such devices are carefully guarded in their vaults.

Elf

Elves are most often found either in particularly lush corners of Hallow or in deserted areas that the elves intend to “improve”. In most cases, this is one of the most welcome events in Hallow. After all, the process of improving wastelands increases the resources available to everyone, and there is time enough to fight over ownership after the elves have completed their work. The only real complication arises if the landscape being improved is owned by people who like it the way it is, though this scenario is less common than one might think.

As individuals, elves are tall (ranging from slightly below average human height to well above it) and thin, physically notable for agility unusual in creatures of that size and for some level of physical fragility. At any rate, engaging an elf in conversation can be either fascinating or unsettling, as elves tend to display an oddly specific insight into the growth and development of living things. While many elves exercise a certain level of tact when discussing such things, others tend to point out deeply unsettling facts about life and the creatures around them. This tendency is only reinforced by the unusually long life span of most elves, as many elves have had several centuries to learn disturbing things about their surroundings.

Elf Society

Elves are extremely long-lived, with a very low fertility rate, and somewhat vulnerable physically. No theories explaining these characteristics can be conclusively proven, since the elves originally introduced to Hallow had all three characteristics and, as far as memory records, always had. Theories aside, there is no doubt that elf society was profoundly affected by these characteristics. The elves brought to Hallow were among the last survivors of worlds consumed by cataclysm and
war, and these long-lived creatures had every reason to want to make their new home a pleasant place to live for the next few centuries or so. After a few bargains with the fey courts, the elves were blessed with the ability to sense and alter the growth patterns of living things, which enabled them to create beautiful strongholds out of carefully-shaped trees.

Of course, the ability to shape and craft living things is not valuable simply for the purposes of ensuring the survival of a species or an ecosystem. It is also potentially quite lucrative; many of the great elven families have become fabulously wealthy through trading and selling their creations. Most of these families, of course, have a running unfriendly rivalry, and such feuds last even longer than the lifetimes of the elves carrying them on.

Typical elven names include Amargain Caeleon, Boadicea Ceallaigh, Reina Drawntracker, Weylin Elfael, Maura Emlin, Rhystion Kess, Caedemon Monsmoth, Riandur Rivatha, Sohali Sandskimmer, and Raelin Yael.

Elven Magic and Technology

It is easy to infer from the information above that most elven magic and technology centers on the modification or creative use of living material. If an elf wishes to create a suit of armor, he or she will likely build it from the exoskeleton of a creature bred and modified for the purpose of growing armor, not from steel. A staff of magical healing may well be made from a branch of living wood sustained by the magic imbued into it. Elves are famous for their tree cities, with individual homes and many of their furnishings shaped from and integrated with living trees. A tree house is understandably difficult to export, but some elves have constructed tree rooms inside human palaces.

Gnome

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<th>CHA</th>
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<td>SMALL</td>
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+1 (+1/8 levels) racial bonus to Diplomacy
Darkvision

BONUS FEATS (choose one)
Chatty Bugger
Summon Mote
The Bigger They Are

Gnomes can be found anywhere in Hallow; indeed, some swear that the same gnomes can be found just about anywhere if you give them enough time. They are undeniably friendly; many who interact with gnomes find that they have an uncanny knack for understanding people’s problems and offering helpful solutions. Indeed, gnomes seem like the perfect negotiators and diplomats, often performing those roles in all wide variety of situations. Gnomes have a long history with dwarves; many attribute this special relationship to dwarves’ need for diplomatic assistance when dealing with other races.

Of course, rumors of another sort spread any time gnomes stay in one place for too long. People start to whisper that every deal a gnome brokers seems to eventually benefit the gnome in some way, that the gnome talking with them seemed to know them just a little bit too well... that when you get down to it, do they not seem just a little bit too persuasive?

Gnome Society

Gnomes are subtly empathic and telepathic, allowing gnomes to sense others’ emotions and give them just a little nudge in the right direction. Some gnomes are tricksters, to be sure, but others simply hate to feel pain and anger around them and do their best to help make it go away wherever they encounter it. A very few individuals actually enjoy the sensation of fear, anger and hatred surrounding them. These are considered horrifying aberrations in gnome society, let alone by the people whose lives they subtly destroy. They are most dangerous among fellow gnomes, as mistrust and anger can turn into an extraordinarily dangerous feedback loop among a large group of empathic creatures.

Typically, gnome communities exist first to protect gnomes from “misunderstandings” and second to protect from the mercurial bursts of unrest that happen
Gnomes have something of a reputation for constructing whimsical items that serve little practical purpose. Of course, practicality is in the mind of the end user, and many gnomish inventions that seem useless at face value are carefully presented to leave that impression. For example, many suits of gnomish rainbow armor can be found on mannequins in rich humans’ mansions. Covered with slowly-shifting colors, the extraordinary plate armor makes for a great conversation piece; when coupled with a small device that allows the wearer to mentally direct it, the armor is capable of extraordinarily specific camouflage as well.

Gnomes also specialize in the crafting of optics and other devices that require fine crafting but are not mechanically complex, although again such optics are marketed more often to pranksters and opera connoisseurs than to the snipers who mount them on dwarf-crafted crossbows and rifles.

Halfling

Small and quick, halflings tend not to meddle in the affairs of larger creatures. Since they can generally choose whether or not to be noticed, halflings generally prefer to congregate in small farming towns and to send out caravans to carry out any necessary commercial transactions. In general, halflings just want to be left in peace, and will do just about anything to stay that way, until they can’t. Halflings are naturally strong-willed creatures, and the one thing no halfling will tolerate is bullying. One of the most feared sounds on any battlefield is that of joyful halfling war songs, songs which most often seem to sound from everywhere and nowhere at once, just before the arrows and sling stones begin to fly.

Halfling Society

Life is far from easy for a humanoid creature small enough to be picked up and thrown on a whim by nearly any average-size adult human. While being shoved around by a creature in your own size category will probably be more psychologically damaging than physically threatening, being shoved around by a creature twice your size is a borderline lethal threat. Halflings do not like being bullied, and their society reflects the need for collective defense against large, scary enemies. Most halfling enclaves number between a few hundred and a couple of thousand inhabitants, and if the need for defense arises fully half of the population is generally available for armed retaliation against whatever has threatened the homes of the little folk.

In more peaceful times, halfling communities tend to be free and unthreatening. Most halfling rulers are popularly elected; their duties are generally limited to ensuring that predators and enemies are kept out and monitoring halfling trading caravans based in the ruler’s own enclave. Such caravans are considered valuable sources of information and imported goods, and therefore any halfling chief or ruler possesses extensive
authority over all caravans originating in his or her enclave. Halflings that are not part of an enclave often find themselves working as spies, burglars, or in some other business that rewards quickness and the ability to easily hide.

Halfling names tend to be relatively similar to human names. Examples include Thomas Berey, Nicholas Blackwell, Miriam Everclear, Estella Hartley, Daisy Littleton, Della Mott, Emma Norwood, Tyrone Townsend, Lucas Wakefield, and Cedric Woodbridge.

**Halfling Magic and Technology**

Most halfling communities are relatively self-sufficient, producing simple and functional tools for local use and unusual art work and trinkets for outside trade. Wealthy or adventurous halflings often collect and prize weapons and magic items from foreign lands, and caravanners in particular tend to maintain supply and weapons caches in case of attack or other emergency.

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**Human**

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<th>+2 ANY ONE ABILITY</th>
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<tr>
<td>+1 racial bonus to attack rolls, armor class or a single type of saving throw</td>
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</table>

Humans are the most familiar of Legend’s races, since our readers interact with at least a few of them every day. Instead of making up a list of standard human traits, we’d like to instead focus on a couple of very important factors that influence how humans function in a fantasy setting.

First, humans have relatively short life expectancies. In a low-technology, and relatively primitive agricultural setting, humans who survive early childhood typically live around 55 or 60 years – not an eyeblink exactly, but much less that the centuries-long lifespans of elves or dwarves. Even in a more technological society (regardless of whether services are provided by magic or by science), humans typically only last around for 70 to 80 years on the mortal plane. This means that humans generally tend to breed rapidly and occupy a lot of space quickly, in an attempt to enjoy the short-term fruits of their labors.

Second, humans tend to have a very short institutional memory. Generations go by at a fairly quick pace; most people lack a great deal of personal experience with their great-grandparents, and hardly any have any recollection of generations beyond that. Traditions tend to hold relatively little weight in human societies, and humans are quicker to embrace innovation than practically any other humanoid race.

Because of these two major factors, it’s very difficult to predict or describe humans in any broad sense. Human societies may remain stable for a very long time, but once they start to change they tend to change very quickly. Any game world, therefore, will tend to have a wide variety of human societies and governments, and often they will be subject to rapid restructuring after periods of conflict or great discovery.
Feared on a thousand battlefields, orcs are the most physically imposing of Hallow’s humanoids. They are as tough and resilient as dwarves, but are much larger (up to seven and a half feet tall, although the average height is a little above six feet) with matching strength. Most orcs are members of highly disciplined, self-contained mercenary units, serving either as fearsome infantry or as the traders, tacticians, and craftworkers that keep the infantry moving and fighting. A few find their homes in more diverse societies, and usually provide skilled physical labor or security services.

**Orc Society**

The orcs who were first brought into Hallow were warriors whose ancestors had been enslaved by dark gods for millennia. These lords of chaos and destruction had never done particularly well by any of their followers, but the orcs had it even worse. Fearing the loss of their prized berserkers and shock troops, the orcs’ gods had maintained magical controls on the orcs’ minds to ensure that they would remain stupid and unquestioning of orders. Once introduced to Hallow, and thus permanently separated from their malevolent overlords, the orcs experienced a rush of intelligence and insight, along with the sudden realization that, for the first time in their lives, they were their own masters.

Almost all were trained warriors, so the orcs began forming bands of disciplined soldiers with newly-competent leadership. These bands eventually settled down into larger, organized clans, each one with an independent base of operations, its own clients for mercenary work, and enough land and resources to supply its field units. In some cases, individual clans join together in larger federations. These federations allow member clans to independently contract for mercenary service, but have standing mutual defense agreements against anyone who would attempt revenge against a clan for its legitimate business arrangements. The vast majority of clans conform to reasonable standards of military conduct; many will work at vastly reduced rates to punish clans that engage in atrocities of any kind.

Most orc clans are organized along strictly military grounds, with adult members assigned rank and granted privileges. A few have experimented with democratic leadership structures, generally with mixed success. Property is almost always communal, with all but a few personal belongings issued from a central supply depot to families or individuals as needed. For most orcs, the gift of a personal possession (particularly a useful one) is the highest compliment one can pay. In a few unusual clans, however, it is considered an insult, because it implies that the clan is not capable of supplying its members adequately.

Orcs favor simple names with lots of hard consonants which emphasize strength and power in order to intimidate their foes and impress their friends. Example orc names are: Kor Arrowhead, Wulf Bloodmaul, Krag Bonesplitter, Bjorn Foehammer, Vaul Godhand, Flint Ironstag.

**Orcish Magic and Technology**

Orcs tend towards the practical in both their magic and their tools, rejecting untested or inefficient developments along with any technology deemed of more aesthetic value than actual use. Orcs’ tools are therefore usually stripped-down modifications of outsiders’ technologies, designed for ease of production and maintenance. It is common to see an orc wearing dwarf-built armor and carrying a magical bow of elf origin, with the broad sword carried by almost all adult orcs hanging from the orc’s belt.

Orcs gifted in the magical arts tend to build their own wands and foci, and such equipment is almost always optimized simply to channel and amplify energy. Those elementalist (usually fire elementalists) and wizards who tend towards magical thuggery often value orc runes and staves, and some orc clans export magical foci to arcane colleges with this aggressive bent.
Other Races

Other races, including non-humanoid creatures and creatures who are not precisely organic life forms, exist and can be played as player characters. Sample races, with corresponding racial ability sets, can be found in Chapter IV. Playing a creature with an unusual race is subject to group approval, as not all groups want dragons or undead creatures as PCs.

Adaptation

In your game, it’s entirely possible that some or all of these default races differ from what has been described above. In some cases, this requires no mechanical changes. For example, if orcs are goblinlike creatures bred to run unceasingly through day and night to pursue the enemies of their dark lord, there is no need to change any of the default orc mechanics to model these creatures.

In other cases, you may wish to develop your own races or to change existing ones in a more substantial manner. If so, decide whether your vision of the race you are developing is roughly as powerful (by default) as the ones offered above, or more powerful. If you wish to develop a more powerful race, you should do so by creating a race tied to an independent progression of abilities, such as those found in Chapter IV. Rules for creating such a race can be found in the upcoming Legend Monster Guide. If you wish to develop a race that is roughly as powerful as those found in this chapter, here are a few rules for doing so.

First, select a combination of racial ability bonuses and penalties that totals to +2 (for example, a single +2, two +2 bonuses and one -2 penalty, or three +2 bonuses and two -2 penalties). Carefully consider individual bonuses or penalties of greater than 2 (such as a +4 bonus and a -2 penalty), because they can cause unusual repercussions for a character at low levels. Under no circumstances should an individual bonus or penalty be greater than 4.

Second, select a list of 3 thematically appropriate feats that have no minimum level prerequisite or a minimum level prerequisite of 3rd or lower. Be careful when selecting powerful combat-related feats, as those can often unbalance the game if they are accessed too early. If the race you are creating is cosmopolitan or unusually diverse, it may be more fitting to give it a feat of “Any”, with the restriction that this feat slot cannot be spent on any feat that requires the character to be higher than level 1.

Third, give the race a thematically appropriate ability from the following list:
- Special vision mode (such as Darkvision or [Ghostwise sight]);
- Fast movement (an increase in base movement of 5 ft from the default for a creature of that size, such as halflings’ 30 foot movement rate, an increase of 5 from the default 25 ft for Small creatures);
- The ability to swim and breathe in water;
- A +1 bonus to attack rolls;
- A +1 bonus to Armor Class;
- A +1 bonus to a single type of saving throw.

This is not exhaustive; for further examples, see the upcoming Legend Monster Guide.

Fourth, give the race another thematically appropriate ability from the following list:
- A +1 bonus (increasing by 1 every 8 levels) to a single thematically appropriate skill;
- A +1 bonus to attack rolls;
- A +1 bonus to Armor Class;
- A +1 bonus to a single type of saving throw.

If you find it necessary to mechanically model hybrid races in your game, we suggest following the rules for creating a race while selecting racial ability modifiers, special abilities, and bonus feat lists that reflect a hybridization of two different races.

Example Adaptation

Let’s say that your campaign world has very little in the way of scientifically derived technology, and your heroes have few magic items (rules for characters who possess few or no magic items can be found in Chapter XI). As a result, you wish to emphasize dwarves’ skill as grounded miners and craftspeople who work the subtler magic of fire and metal. In this case, the bonus to Engineering is probably out of line, and you might want to replace it with a bonus to Arcana instead.

On the other hand, if you wanted to portray dwarves as compact and deadly warriors who have left their ancestral mines to roam the forests and plot to recover lost treasure, you might remove a skill bonus entirely and replace it with a +1 bonus to Fortitude saves. You might also decide that a racial bonus to Intelligence is
inappropriate, and instead give them a racial bonus to Dexterity, to reflect the shift from a highly rational race of craftsmen to a race of fell warriors. Finally, you remove the Rune Magic feat from the dwarf bonus feat list and replace it with the And My Axe! feat. Now you have a race that is mechanically balanced in comparison to the core dwarf race, but reflects your game world’s version of dwarves much more accurately.

Classes

Whenever you create a character in *Legend*, you start by selecting a character class. A class is a collection of three ability tracks, plus a “schedule” of when you gain the abilities for each. Unless you multiclass (see below), you progress the three tracks of your character class throughout your adventuring career.

Abilities and Multiclassing

Ability Tracks

The classes in this document progress on a set of ability tracks. Each track generally grants an ability every three levels. These tracks are designed to be roughly balanced in terms of power, compared to other tracks, and form the core of the *Legend* multiclassing system. Each class progresses 3 tracks as the set of class features that they provide to a character.

Tracks provide 7 abilities over a character’s progression. We classify these abilities by their “circle” – the point in the track at which the ability becomes available. So all abilities, whether they are extraordinary, supernatural, spell-like, or spell abilities, have a “circle” (from first to seventh). This is particularly critical for spells and spell-like abilities, since their circle determines how easily they can be dispelled.

There are several classes in this document – paladin, sage, shaman, ranger and rogue – that have numbers for track progression but do not have specific tracks named. This is because each class has multiple tracks available, for purposes of increased customization. This does not represent an increase in overall power, because track choices are permanent; it simply represents an increase in variety.

Ability tracks based on spellcasting grant access to new circles of spells on a specific spell list, detailed at the end of the class using that spell list. Full details of each spell, along with specific rules for using spells, can be found in Chapter X.

Ability Track Progressions

All player characters have at least three tracks. These three tracks follow three different progressions, staggered so that each character level gained grants one new ability. The progressions are called Fast, Medium and Slow, and are detailed below. A character using the Full Buy-in option (see Chapter XI) gains a fourth track that follows the Medium progression.

**Fast Progression:** A track in the Fast progression receives circle abilities at 1st, 3rd, 6th, 9th, 12th, 15th and 18th level.

**Medium Progression:** A track in the Medium progression receives circle abilities at 1st, 4th, 7th, 10th, 13th, 16th and 19th level.

**Slow Progression:** A track in the Slow progression receives circle abilities at 2nd, 5th, 8th, 11th, 14th, 17th and 20th level.

Tracks do not have an innate progression – progression speed is always determined by the multiclassing choices of the individual character. For example, while the Path of Rage track is normally in a Medium progression for Barbarians, a multiclass character that trades away a Slow progression track for Path of Rage would advance Path of Rage circles in accordance with the Slow progression.

Multiclassing

Players who have a character concept in mind that doesn’t quite fit in any single class may multiclass. Multiclassing is done by trading a single ability track from a player’s chosen class in exchange for gaining an ability track from another class or from a list of bonus tracks contained in Chapter IV. Additional tracks can be found in the *Legend* Monster Guide as well as in upcoming Rule of Cool *Legend* supplements.

Some ability tracks (such as the Paladin’s Judgment and the Rogue’s Esoterica Radica) cannot be accessed by multiclassing. Such restrictions are always included in the text of an ability track. Some other tracks may include prerequisites (such as race, a feat, another track, or a minimum in an ability score). You can never multiclass into a track for which you lack a prerequisite.
To multiclass, simply choose to multiclass at character generation. You can substitute one track in this way, with no associated costs. This substitution represents characters who begin their careers as multiclassed “hybrid” characters, and therefore can only be done at 1st level (or, if the game begins at a higher level, at character generation).

The Guild Initiation feat represents characters who decide to change their life paths later on, and pursue a ritual or magical procedure that can replace existing track features with the abilities of a new track. The new track from Guild Initiation can replace either a standard track (listed as part of your standard class features) or a multiclass track.

When you gain a new track via multiclassing, you pick one of your class’s tracks and give up that track. You instead gain the features of the new track, in order, at the levels that you would have gained features from the sacrificed track.

Some tracks are part of the same overall track, and therefore you cannot have more than one of them for any reason. For example, the three options for the Rogue’s Offensive Track are mutually exclusive, as with the rogue’s Defensive Track options, the ranger’s Daggers and Bolts options, and the Sage’s Wrath options.

**Types of Abilities**

**Extraordinary Abilities**

Extraordinary abilities are abilities acquired through mundane training and effort. Extraordinary abilities cannot be dispelled and, unless otherwise stated, do not provoke attacks of opportunity. Some extraordinary abilities are “passive,” or always on, and do not require activation. Extraordinary abilities that require activation commonly require a swift, immediate or standard action to activate.

Rules for activating, using, and recovering an extraordinary ability are contained within the text of each specific ability, and can vary from ability to ability.

Extraordinary abilities are not limited to feats that normal humans can perform. As a humanoid creature (or any other) gains high levels, extraordinary abilities enable actions that are fantastic and epic in nature. However, these actions take the form of superhuman speed, strength, resistance, insight, or persuasion – overtly supernatural abilities such as calling fire from heaven are, by definition, not extraordinary abilities.

**Spells**

Spells are instances of magic subject to defined rules for casting and recovery, available via specific tracks entirely dedicated to spellcasting. Spells do not function in null magic areas, and can be dispelled. Casting a spell generally provokes an attack of opportunity (however, casting a spell as a swift or immediate action does not). The full rules for spells can be found in Chapter X.

**Spell-Like Abilities**

Spell-like abilities generate effects similar to those generated by spells, but are not subject to the same general rules for casting and recovery. Spell-like abilities are generally activated as a standard action, but some are activated as a swift or immediate action. Activating a spell-like ability generally provokes an attack of opportunity, unless it is activated as a swift or immediate action or the text of the ability states that it does not provoke an attack of opportunity. They can be accessed in tracks not dedicated to spellcasting. Spell-like abilities do not function in null magic areas and are subject to dispelling.

Rules for activating, using, and recovering a spell-like ability are contained within the text of each specific ability, and can vary from ability to ability.

**Supernatural Abilities**

Supernatural abilities generate overtly supernatural effects, including effects similar to those of spells and spell-like abilities as well as unique effects. Some supernatural abilities are “passive,” or always on, and do not require activation. Supernatural abilities that require activation are usually activated as a standard action, but are sometimes activated as a swift or immediate action. Supernatural abilities do not provoke attacks of opportunity, unless otherwise stated. Supernatural abilities cannot be dispelled. Supernatural abilities do not function in null magic areas.

Rules for activating, using, and recovering a supernatural ability are contained within the text of each specific ability, and can vary from ability to ability.
All cultures have tales of the barbarian: a primal warrior capable of feats of strength that astonish lesser men. But not all barbarians are crazed berserkers. Some are determined warriors who channel a strength not entirely their own; some are chiefs of the woods that can call on a host of fighters to descend on their foes. All, however, can burst forth with a deadly might at the moment of need, and all are truly terrifying to behold.

**Party Role:** A barbarian is the master of damage, equally skilled at dealing and receiving it. Don’t be afraid to charge into the fray, and chop the heads off anyone trying to get past you and hurt your allies.

**Barbarians in Your Game:** Barbarians make excellent tribesmen or savages, but their strength and resilience can also be found in gladiator arenas or the ranks of the army’s elite battalions.

**Multiclassing Tips:** If you want more offensive power for your barbarian, consider the paladin’s Smiting track. The monk’s Discipline of the Crane augments your defensive abilities and lets you reach enemies who would escape your mighty attacks.
Path of Rage

You must have Strength as your Key Offensive Modifier or possess the Elven War Dance feat to take this track. All bonuses from this track are fury bonuses, which do not stack with other tracks’ fury bonuses. A creature benefiting from a fury bonus may not benefit from sources of [Precision] damage.

1st Circle – Rage**: You channel the barbarian rage, a state where you gain heightened morale and physical prowess at the cost of defense. As a swift action, you can enter a rage, gaining a +1 bonus to attack and damage rolls and combat maneuver modifiers per circle you possess from this track (to a maximum of +7 with 7 circles), and a +1 bonus to Fortitude and Will saves. You also gain 2 temporary hit points per level. These temporary hit points are lost when your rage ends. You can rage for a maximum number of [Rounds] equal to 3 + your Constitution modifier (if positive) at any one time, and can always prematurely end your rage as a free action.

When your rage ends, you are [Fatigued] for as many [Rounds] as you spent raging (minimum 1).

You can enter a rage whenever you wish, as long as you are not [Fatigued] or [Exhausted]. You are either in rage or not in rage, so you cannot enter an additional rage while already raging.

2nd Circle – Powerful Rage**: Your rage gives you unusual physical ability equal to a creature much larger than yourself. While raging, you count as being one size larger than yourself. You gain a +2 bonus to Strength, a -2 penalty to Dexterity, and your [Melee] range increases by 5 ft; however, you occupy the same space as normal.

3rd Circle – Intimidating Rage**: When entering rage, you can attempt to intimidate a single opponent within 30 ft as a free action (as per the in-combat use of the Intimidate skill). If your intimidate attempt succeeds, you also apply the [Shaken] condition to that opponent until the end of the [Encounter]. Even if you rage multiple times in a single [Encounter], you can only use this ability once per [Encounter].

<table>
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<th>Table 3-1 Barbarian Track Abilities</th>
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Path of Destruction

4th Circle – Greater Rage\textsuperscript{EX}: Your rage increases in potency. You gain 4 temporary HP per level instead of 2, and your bonuses to Fortitude and Will saves increase to +2. Your Armor Class penalty increases to -2. Additionally, select one of the following abilities (this choice is permanent).

Hurling Charge: While raging, if you use the Charge combat maneuver, you can make a single ranged attack roll or throw a single object (whether the thrown object requires an attack roll or not). You can do so at any point during your movement, for purposes of calculating range and line of sight.

Momentum Charge: While raging, if you use the Charge combat maneuver and successfully hit with your melee attack, you can immediately advance into your opponent’s square and activate the Bull Rush combat maneuver. If your Bull Rush attempt succeeds, your opponent takes damage equal to your Key Offensive Modifier.

5th Circle – Stubborn Rage\textsuperscript{EX}: While raging, you gain [Immunity] to effects with the [Mind-affecting] descriptor.

6th Circle – Mighty Rage\textsuperscript{EX}: The power of your rage increases again. You gain 6 temporary HP per level instead of 4, and the bonus to Fortitude and Will saves increases to +4. The AC penalty remains -2.

7th Circle – Heart of Fury\textsuperscript{EX}: You are always considered “raging.” You can activate the Intimidating Rage ability once per [Encounter] as a swift action. You gain temporary HP (as Mighty Rage) at the start of every [Encounter], and lose them at the end of the [Encounter].

1st Circle – Cleave\textsuperscript{EX}: As a swift action, if you hit an opponent with a melee attack, you can make a [Bonus attack] by applying that attack roll to another opponent within [Melee] range. If the result hits that opponent, you do normal melee damage to the second opponent as well.

2nd Circle – Whirlwind\textsuperscript{EX}: At will, as a standard action, you can attack every opponent within [Melee] range. Roll one attack and use the result for all opponents. These attacks do not result in critical hits. These attacks may not generate [Bonus attacks].

3rd Circle – Disrupting Presence\textsuperscript{EX}: You are a living force of entropy and destruction, and creatures who attempt mental focus close to you suffer the consequences. Any opponent who activates a spell, spell-like, or supernatural ability within your [Melee] range takes damage equal to your character level.

4th Circle – Terrifying Presence\textsuperscript{EX}: Opponents within your [Melee] range must make a Will save (DC 10 + ½ your level + your Charisma modifier) every [Round] on your turn or become [Shaken]. This application of the [Shaken] condition doesn’t stack with itself, but stacks normally with other [Fear] effects. This is a [Mind-affecting] [Fear] effect.

5th Circle – Path of Blades\textsuperscript{EX}: When you use the charge action, you can make a single additional attack roll as you make the charge. If this attack roll exceeds the AC of any opponent within [Melee] range of your charge path, that opponent takes damage equal to three times your KOM. These attacks do not result in critical hits. These attacks may not generate [Bonus attacks].

6th Circle – Greater Cleave\textsuperscript{EX}: You can make a cleave attack anytime you make a successful (non-bonus) melee attack. There is no action cost to do so.

7th Circle – Deadly Presence\textsuperscript{EX}: Any opponent within [Melee] range of you when they begin their turn takes damage equal to your character level (Reflex half, DC 10 + ½ your level + your Strength modifier). This ability can be turned on or off as a swift action.
Path of the Ancestors

1st Circle – Lesser Resilience\textsuperscript{Ex}: Any [Healing] effects that affect you (but do not originate from you) heal 1 extra point of damage for every level you possess.

2nd Circle – Hard to Break\textsuperscript{Ex}: Choose either Fortitude or Will. Once per [Encounter], if you successfully make that kind of save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), you instead ignore the effect entirely.

3rd Circle – Readiness\textsuperscript{Ex}: You add \(\frac{1}{2}\) your level to all initiative checks.

4th Circle – Resilience\textsuperscript{Ex}: You gain [Fast healing] equal to your Constitution modifier.

5th Circle – Ancestral Blessing\textsuperscript{Ex}: Once per [Encounter], as an immediate action, you can reroll a failed save.

6th Circle – Greater Readiness\textsuperscript{Ex}: You are always able to act in a surprise [Round].

7th Circle – Strength Unbroken\textsuperscript{Ex}: Once per [Encounter], as a swift action, you can begin an unstoppable assault. For the following [Round], you have [Immunity] to hit point and ability damage, [Binding] effects, and the [Dazed] and [Stunned] conditions.
The body and mind of a living being hold great and powerful secrets, for the Self is more than it is made out to be. Monks know this better than anyone else; whether it be through profound introspection or grueling training, the monk transforms a frail and transient body into a most grievous weapon, capable of feats that defy belief.

They can be disciplined warrior-scholars on a journey of self-perfection, or hot-blooded pugilists who exceed their physical limits through sheer force of will. The philosophies of the monks are as many as the stars in the sky, but nearly all are possessed of a powerful drive to go beyond what is humanly possible.

Party Role: Monks have very good defenses and incredible speed, allowing them to rush past enemy lines and take out priority targets with quick, powerful strikes.

Monks in Your Game: The monk can represent almost any kind of unarmed fighter, mystic or wanderer sworn to poverty, and their special abilities can make them terrifying assassins and elusive spies.

Multiclassing Tips: Monks wishing to play up their supernatural abilities may choose to take the True Mage track, while stealthier and more subtle monks can benefit from many ranger or rogue tracks.

* Monks may choose any two saves to be their good saves.
Discipline of the Serpent

1st Circle – Unarmed Strike\textsuperscript{EX}: Monks learn to turn their bodies into lethal weapons, striking at vulnerable spots on their enemies’ bodies. When you attack with your unarmed strike, you can change its base damage from $1d4 + your \text{Key Offensive Modifier}$ to $1d8 + your \text{Key Offensive Modifier}$. In addition, you can add $1d8 \text{ [Precision]}$ damage for every Discipline of the Serpent circle you have beyond $1^{st}$ to your unarmed strikes, to a maximum of $6d8 \text{ [Precision]}$ damage when you gain the Thousand Sudden Cuts ability. You may only apply one source of $\text{Precision}$ damage to any attack.

Additionally, you can use the Flurry combat maneuver with no attack penalty. For example, a $1^{st}$-level monk would have a base attack bonus of $+1/\pm 1$ (before adding ability bonuses or item bonuses), while an $11^{th}$-level monk would have a base attack bonus of $+11/\pm 11/\pm 6/\pm 6$. A monk can flurry with both ranged and melee attacks.

2nd Circle – The Iron Fang\textsuperscript{EX}: You learn to employ more dangerous tools in your offensive arsenal. Choose one of the following abilities:

- **Stunning Fist**: Once per [Encounter] per 2 character levels, you can force an opponent that you hit with a melee attack to immediately make a Fortitude save (DC $10 + \frac{1}{2} your \text{level} + your \text{Wisdom modifier}$) or be [Stunned] for 1 round. You can only use this ability once per turn. You may use this ability after resolving attack and damage. This allows you to avoid stunning a target you have just slain.

- **Weapon Master**: Pick a weapon. You may use your unarmed damage in place of the weapon’s normal damage, but all other abilities of the weapon remain unchanged (ex. [Reach], damage type, [Disarm]).

3rd Circle – Way of the Hydra\textsuperscript{SU}: You learn more subtle ways of fighting, using skill where strength alone does not succeed. Choose one of the following abilities:

- **After-image**: As a swift action, if you strike an enemy twice in the same round, you can generate a mirror image of yourself – an illusionary duplicate

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**Table 3-2 Monk Track Abilities**

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<thead>
<tr>
<th>Level</th>
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<th>Discipline of the Crane</th>
<th>Discipline of the Dragon</th>
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<td>Thousand Sudden Cuts</td>
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<td>Phoenix Reborn</td>
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that shares your combat space. Enemies attacking you have a 50% chance of striking your duplicate (which destroys it) instead. You may only have one duplicate in effect at a time. This is an evocation [Figment] effect.

Twin Deadly Venoms: Once per [Encounter] per 2 character levels, as a swift action, you can force an opponent that you hit to immediately make a Fortitude save (DC 10 + ½ your level + your Wisdom modifier) or be afflicted with either the Burning Blood toxin (1d6 Constitution damage) or the Freezing Blood toxin (1d6 Dexterity damage).

4th Circle – Deftly Striking**: You may make a full attack at any time during your move, instead of only using it at the beginning or end of your movement for the round.

5th Circle – Touch of Death**: Once per [Encounter], as a swift action, you can do bonus damage equal to 6× your level on a single attack. This attack leaves your opponent [Staggered] until the beginning of your next turn. A successful Fortitude save (DC 10 + ½ your level + your Wisdom modifier) halves the damage from that attack and means that the damage from that attack cannot reduce your opponent below 1 hit point. This is a [Death] effect.

6th Circle – White Lotus Palm**: As a swift action, you can gain a [Bonus attack] on your turn if you successfully hit the same opponent twice on that turn. Your opponent must make a Fortitude save (DC 10 + ½ your level + your Wisdom modifier) or lose one attack from its next turn.

7th Circle – Thousand Sudden Cuts**: Once per [Encounter], as a swift action, you can gain an additional attack routine on your turn. You make one full series of attacks, and then can make a second full series immediately afterward. You cannot activate White Lotus Palm on a turn where you activate Thousand Sudden Cuts.

Discipline of the Crane

1st Circle – Fast Movement**: You gain a 10 ft bonus to your movement speed. You gain an additional, cumulative 10 ft bonus to your movement speed every time you gain a new circle in this discipline (to a maximum of a 70 ft bonus at 7th circle).

2nd Circle – Between the Raindrops**: You gain a deflection bonus to Armor Class equal to the number of Discipline of the Crane circles you possess.

3rd Circle – Through the Clouds**: You gain a flight speed equal to your normal land speed.

4th Circle – Empty Body**: You can fade into the clouds when it suits you. As a swift action, you may become [Ethereal] for a total of 2 [Rounds] per level per [Scene] (you can stop being [Ethereal] as a swift action). You may go [Ethereal] on a number of different occasions during any single [Scene], but cannot spend a number of consecutive [Rounds] in an ethereal state higher than your character level.

5th Circle – Journey of the Crane**: You can take a great step as with the long legs of the crane, seeking new challenges to face or new lessons to learn. As a standard action one per [Scene], you can teleport up to 100 miles, as the spell, except that you always arrive precisely on target.

6th Circle – Gust of Action**: You can ride the wind at overwhelming speed. Once per [Encounter], as a swift action, you can gain an extra move action on your turn.

7th Circle – Phoenix Reborn**: As the avatar of the Crane, you become an entirely otherworldly being. Once per [Scene], if you are killed, you are restored to life with full hit points one round after your death. You can choose not to return, if you believe that your impact on the multiverse is complete.
Discipline of the Dragon

1st Circle – Stance of the Falling Star: When knocked down, you are quick to get up for another exchange of punches and kicks. When [Prone], you can stand up as a swift action instead of a move action.

2nd Circle – Obsidian Mind: Monks learn to protect their minds from the clouds of fear. You gain [Immunity] to [Fear] effects, including the combat use (but not the social use) of the Intimidate skill.

3rd Circle – Dance of the Sun and Moon: You embark upon the path of the Careful Sun or the Reckless Moon. Choose one of the following abilities:

Careful Sun: You gain the Hard to Break ability. Choose either Fortitude or Will. Once per [Encounter], if you successfully make that kind of save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), you instead ignore the effect entirely.

Reckless Moon: You gain the Evasion ability. Once per [Encounter], if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

4th Circle – Diamond Soul: You reduce all damage that you take from spells and spell-like abilities by 2 hit points per character level.

5th Circle – Cloak of the Sun and Moon: Your devotion to the Careful Sun or Reckless Moon provides additional benefits.

Careful Sun: Once per [Encounter], as a swift action, you can activate a freedom of movement effect on yourself. The effect lasts for one round per 4 character levels you possess.

Reckless Moon: You gain Improved Evasion. This ability works like evasion, but you only take half damage on a failed save.

6th Circle – Jade Heart: You can absorb dark and harmful energies without suffering any ill effects. You gain [Immunity] to level drain and ability drain.

7th Circle – Scales of Gems: You can absorb devastating attacks without harm. Once per [Encounter], as an immediate action, you can choose to take no damage from a single attack. This includes any spell, spell-like, or supernatural ability. If the attack affects an area, it affects anything else in the area that it normally would. If the attack has lasting effects, such as an area-effect spell that does damage over time, you can only avert a single round’s worth of damage.
All paladins draw strength from the concept of justice – but that means different things for different people. Some paladins serve the law, capturing criminals and taking them to the authorities. Others take the law into their own hands, and mete out punishment to those they consider wicked. Whatever a paladin’s cause may be, their dedication to that cause gives them supernatural strength and resilience that strikes fear into the most die-hard criminal.

Some paladins are loners, but most travel with companions. A paladin pulls any group together into a finely tuned fighting unit, and a group of paladins working towards a common task is very difficult to stop.

Party Role: Paladins are one of Legend's most diverse character classes, and can fill any number of roles, but they excel at shielding themselves and other party members from harm.

Paladins in Your Game: The most obvious role for a paladin is a sheriff, knight or any other manifestation of authority and the law, but they also make excellent bounty hunters or dogmatic zealots of an evil god.

Multiclassing Tips: A paladin wishing to support his party members can take the Spellcasting track of the shaman or tactician and combine it with the Bastion track.
Each and every paladin follows a single set of strictures regardless of their moral beliefs. Like much about the paladin in its modern role, this is simple and clean-cut. It’s also not intended to penalize you for playing a paladin. The only penalty for breaking your code is that almost every paladin will want to bring you down. The Twin Strictures are as follows:

Justice is the calling of a paladin. For some, this drives them to be paragons of law and good. For others, it twists them to seek to mete out vicious and unusual punishments.

One’s creed will demand sacrifices, and they must be made. It may come to pass that a paladin must choose between two acts that are both reprehensible to his or her creed. The paladin suffers no penalties for making a choice in such a situation. Some may thereafter seek redemption or atonement, but this is not a mechanical requirement.

We have left the actual design of an ethical system or driving creed up to the players and the GMs. You know better than we do what will fit your characters and your worlds. Each paladin has a subtly different creed, in all likelihood, even if they swore the same oaths to the same order. Repeated violations of a paladin’s creed may lead to situations where the paladin is at odds with his or her order, league, or simply to his or her conscience.

The Judgment track is common to all paladins, and so is listed directly on the ability chart. The abilities center on insuring that a paladin can keep his or her creed to the satisfaction of the Twin Strictures and his or her own conscience. The Circles of Knowing unlock their respective abilities at the listed levels allowing cumulative access to their associated abilities. These are all EX abilities.

The paladin also chooses any of the other paladin tracks, and makes it his or her Dedication. The Circles of that track then unlock at the listed levels on the chart, allowing the Paladin cumulative access to the powers associated with them.

The paladin then chooses a third paladin track, and makes it his or her Oath. The circles of that track unlock on the progression listed in the chart, allowing cumulative access to their associated abilities.

<table>
<thead>
<tr>
<th>Level</th>
<th>Judgment</th>
<th>Dedication</th>
<th>Oath</th>
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Judgment: The Seven Circles of Knowing

If you possess the Bastion track, all characters affected by your Bastion aura gain the Knowing, as described in the first circle. This is used as a springboard of sorts, and allows you to broadcast certain augmentations of this ability. These are tagged with [Bastion]. Only one other ability from this track may be active as a broadcast at a given time, and this choice is made at the beginning of your first turn during an [Encounter] as a free action. Each ability has a small amount of text that explains what this means, but in general, any ally affected by your Bastion aura gains the broadcasted ability.

1st Circle – KnowingSU: You are aware, in the general sense, of the moral and ideological predilections of any sentient creature within a radius of 15 ft plus an additional 5 ft per Judgment circle you possess. This effect is an emanation, is not a divination effect, and is always on. It does not automatically penetrate [Invisibility], [Concealed], or stealth, but if you can otherwise circumvent these effects, Knowing will function unimpeded. Likewise, you become aware in a limited sense of likely major moral consequences of your actions. This takes the form of prescient flashes of meaningless images, and while reliable, it is not deterministic. In cases where the creed’s meaning is unclear, you may get no forewarning. This grants a +4 bonus to Awareness and to active Perception checks. This is a [Bastion] effect.

2nd Circle – MercySU: Once per [Encounter], as an immediate action or part of another immediate action, you may prevent up to three times your character level in damage that would be dealt to any ally within your Knowing. This does not persist once the ally leaves the Bastion. Dispelling attempts automatically affect the original copy, and thus if successful, remove the spell from you and by extension the whole Bastion.

3rd Circle – GraceSU: You gain a +3 bonus to all saves, 2 additional HP per level, and gain [Immunity] to all [Fear] effects.

4th Circle – RequitalSU: Opponents who begin a movement within the range of your Knowing have their effective move speed reduced by 20 ft, for the purposes of that movement. This does not affect 5 ft steps.

5th Circle – LightSU: You may now, at any time, illuminate the area around you out to the limit of the Knowing. This may be turned on or off as a free action. In addition, you gain Blind Sight with a range equal to the radius of the Knowing. When this is broadcast, your allies gain both of these abilities. This is a [Bastion] effect.

6th Circle – EnduranceSU: The first time in each [Encounter] that you fail a saving throw against a harmful effect, the effect is negated without affecting you. When this is broadcast, your allies gain this ability. This is a [Bastion] effect.

7th Circle – AllegianceSU: You are indefatigable. You gain [Immunity] to ability damage, [Mind-affecting], [Fatigued], [Exhausted], [Blown away], [Stunned], [Dazed], and cannot be knocked [Prone].

Protection: The Seven Circles of the Bastion

The Bastion allows you to radiate beneficial spells that would normally be single target effects as an aura. This is the core ability of the Protection track.

1st Circle – The ShieldSU: You gain the ability to project the Bastion Aura, turned on and off with a swift action. It manifests as an emanation with a radius of 10 ft + 5 ft per two character levels. While the aura is active, any beneficial spells of first circle or lower currently affecting you instead affect all allies within the Bastion. This does not persist once the ally leaves the Bastion. Dispelling attempts automatically affect the original copy, and thus if successful, remove the spell from you and by extension the whole Bastion.

2nd Circle – The GauntletSU: The Bastion Aura now broadcasts spells of second circle or lower.

3rd Circle – The MantleSU: The Bastion Aura now broadcasts spells of third circle or lower. Each [Encounter], the first dispelling attempt made against effects distributed by Bastion fails.
4th Circle – The Armor\textsuperscript{su}: The Bastion Aura now broadcasts spells of fourth circle or lower. Additionally, allies affected by the Bastion Aura gain a +2 deflection bonus to AC.

5th Circle – The Soul\textsuperscript{su}: The Bastion Aura now broadcasts spells of fifth circle or lower. Each [Encounter], the second dispelling attempt made against effects distributed by Bastion fails.

6th Circle – The Ready\textsuperscript{su}: Each ally gains a pool of points equal to half your character level. These points may be spent to add a bonus to any single saving throw, attack roll, or skill check equal to the number of points spent. These points may only be spent while affected by the Bastion Aura. The pool refreshes each [Scene].

7th Circle – The Strong\textsuperscript{su}: When allies would be dealt lethal damage inside your Bastion, they gain a one-round grace period before actually dying. During their grace period, they are not treated as dying unless they already were prior to this ability triggering. They can be healed or given additional protection from death (such as the Shaman’s Shallow Grave ability) during their grace period. At the end of the grace period, if healed or given additional protection, they do not die. Otherwise, they die immediately and can be resurrected normally.

**Heroica: The Seven Circles of Endings**

1st Circle – The Blade and the Bow\textsuperscript{ex}: Designate one ally within sight (who cannot be you). This can be changed once a week, and the bond is exclusive (nobody can have two partners or benefit from two different partnerships). You and your partner both add half your respective levels to damage rolls with any weapon (minimum 1). If your partner also has this ability, the damage bonuses stack.

2nd Circle – Of Might and Guile\textsuperscript{ex}: Choose one of the following abilities:

**Might:** You can spend a swift action to invoke a shockwave of fire around your partner if your partner is within [Medium] range. This shockwave is centered on your partner and extends out to [Close] range. It deals damage equal to your KOM which cannot be mitigated or reduced, and immunities do not apply. Your partner does not take damage from this ability.

**Guile:** You can spend a move action to double your partner’s critical threat range for one [Round]. Your partner also gains this ability, but cannot use it in a [Round] where you have used it.

3rd Circle – The Just and the Unjust\textsuperscript{ex}: Your partner is affected by any one of your Lesser or Greater magic items.

4th Circle – The Truth and the Folly\textsuperscript{ex}: Whenever you and your partner attack the same opponent, you may both ignore the highest applicable [Miss chance].

5th Circle – The Quick and the Dead\textsuperscript{ex}: If your partner is within [Close] range, enemies further than 10 ft from you cannot draw line of sight to your partner.

6th Circle – Aleph and Null\textsuperscript{ex}: When either you or your partner kills an opponent, you each heal 25 HP and may each immediately take two 5 ft steps.

7th Circle – With Your Shield or On It\textsuperscript{su}: You don’t die until your partner would also be [Dead]. This only works if you are within 100 ft of each other, and have line of effect. If either of those conditions ceases to be met, you die instantly if this ability was currently sustaining you. If your partner has this ability, it does not make you immortal.

**Smiting: The Seven Circles of War**

1st Circle – Skirmish\textsuperscript{ex}: When you miss on an attack roll against an opponent, add a +1 bonus to your attack rolls for the duration of the [Encounter]. This is cumulative, but caps at your character level.

2nd Circle – Conflict\textsuperscript{ex}: You add your Charisma bonus to your damage rolls with any weapon.

3rd Circle – Struggle\textsuperscript{ex}: If you hit twice in a row against an opponent, add your Charisma bonus to your damage rolls against that opponent until the beginning of your next turn. You can stack this ability by hitting two more consecutive attacks, to a maximum of twice your Charisma bonus to damage rolls. This stacks with all other Charisma-based damage bonuses in this track.
4th Circle – Escalation\textsuperscript{EX}: When your Struggle ability activates, any successful attacks you make against that opponent for the remainder of the round apply the [Battered] condition for one round (the duration increases by one round for every additional successful attack after the first). Additionally, once per round, if you attack a [Battered] opponent, that opponent must make a Fortitude save (DC 10 + \(\frac{1}{2}\) your level + your Charisma modifier) or be [Dazed] for one [Round].

5th Circle – Annihilation\textsuperscript{EX}: When you charge, add your Charisma bonus to your damage rolls for the duration of the [Encounter]. This ability stacks with itself up to two times.

6th Circle – Scorched Earth\textsuperscript{EX}: If you are reduced to less than half of your normal maximum hit points, you add your Charisma bonus to damage rolls for the duration of the [Encounter]. This also inflicts the [Battered] condition (similarly for the duration of the [Encounter]), which may activate some party members’ abilities. The AC penalty does not stack.

7th Circle – War Engine\textsuperscript{EX}: When you hit, reduce the AC of your opponent by your Charisma modifier for the duration of the [Encounter]. This also inflicts the [Battered] condition (similarly for the duration of the [Encounter]), which may activate some party members’ abilities. The AC penalty does not stack.

\textbf{Virtue: The Seven Circles of Renewal}

1st Circle – Font\textsuperscript{SU}: Once per [Encounter], you may draw up an immobile wellspring of vitality called a font, which manifests as a low steady hum and a single spark of light. You may, as a swift action, place it anywhere within 10 ft + 5 ft per two character levels. Each round, at the start of your turn, an arc of positive energy strikes one ally within 20 ft + 5 ft per two character levels of the Font, and heals 2 HP plus your character level and your Charisma modifier. The arc strikes an ally of your choice who is within range of that specific font. They expire after a number of [Rounds] equal to your Charisma modifier (minimum 2). Fonts do not occupy a square and they cannot be attacked.

2nd Circle – Icon\textsuperscript{EX}: You may now place up to two fonts per [Encounter], using a separate swift action to place each.

3rd Circle – Dawnsign\textsuperscript{EX}: Fonts you place now persist for a number of turns equal to twice your Charisma modifier, and an additional font emanates from you passively, beginning on your first turn each [Encounter].

4th Circle – Vitality Engine\textsuperscript{SU}: If any portion of the HP healed by an arc would have no effect on a target due to his or her HP being full, instead of simply being wasted, that target gains temporary HP equal to the amount of healing that would have normally had no effect. Unlike normal temporary HP, this stacks to a maximum of half the target’s normal max HP. This temporary HP lasts for the duration of the [Encounter].

5th Circle – Holy Glyph\textsuperscript{SU}: An arc may be used to expunge any one of the following conditions instead of healing: [Shaken], [Entangled], [Nauseated], [Dazzled], [Deafened], [Blinded], or [Sickened].

You can trigger and direct a single arc from one of your fonts as a swift action.

6th Circle – Star Spark\textsuperscript{SU}: An arc may be used to expunge any one of the following conditions instead of healing: [Stunned], [Slowed], [Battered], or [Dazed]. Additionally, any time you use your swift action to generate an additional arc, you may destroy any one of your fonts to create an arc that heals 50 points of damage and teleport that ally anywhere within range of a remaining font. You may not destroy the font emanating from your person.

7th Circle – Rebirth\textsuperscript{SU}: You may destroy a font as part of your swift action to generate an arc that revives a [Dead] ally, healing the ally to 50 hit points in the process (if the ally’s maximum hit points are less than 50, he gains the rest as temporary HP). If you opt to do this, you may not destroy a font with Star Spark as part of the same action. You may not destroy the font emanating from your person.
Rangers are masters of guerilla warfare, capable scouts and vicious soldiers that use their environment and shrewd tactics to dispose of their enemies. Though their skills are naturally suited for war, during rare times of peace rangers ply their deadly trade in the wilderness as hunters, wardens or poachers. Though their abilities are well-suited for working alone, rangers sometimes form groups with like-minded characters such as rogues and barbarians in order to shore up their weaknesses and maximize their strengths.

**Party Role:** Rangers are masters at scouting ahead to look for enemies or traps, and can set deadly ambushes with their stealth skills and traps. This makes them especially potent against groups of weaker enemies.

**Rangers in Your Game:** As many rangers serve in armies as live in forests and turn to banditry. Any job where things need to be killed with a minimum of fuss is a job that a ranger can excel at.

**Multiclassing Tips:** All rangers benefit greatly from the Dragon racial track: Melee rangers gain many extra hit points, and archery rangers can keep out of enemy reach by taking to the skies.
Professional Soldier

1st Circle – Reap the Whirlwind: You can, with minimal preparation and using only the resources at hand, create deadly ambushes for your enemy. By spending five minutes, you can gather resources to prepare a trap. You can prepare up to one trap at a time, plus one more every four character levels. Deploying a prepared trap in combat requires a swift action. Every trap has a unique effect when sprung. A trap will remain functional throughout an [Encounter], with some exceptions, and can be retrieved after combat so that you need not spend another five minutes preparing it. Traps are normally visible, but can be concealed with the Larceny skill (as explained in Chapter V).

Tanglefoot Paste: Atomized in a fine mist throughout the air, this paste covers up to five squares in [Close] range of you at time of deployment. Each affected square must touch at least one other affected square. Targets entering these squares must make a Fortitude save (DC 10 + ½ your level + your Key Offensive Modifier), or stop their movement and become [Flat-footed] until their next turn.

Tripwire: Stretched across a 30 ft line, which exists entirely within [Medium] range of you. Those attempting to leave a square covered by the line must make a Reflex save (DC 10 +½ your level + your Key Offensive Modifier) or become [Prone]. A tripwire can only trigger twice before being destroyed utterly.

Fumigator: Fills a 20 ft radius with a thin gas that has mild hallucinogenic effects. Targets occupying or moving through squares within the area must make a Will save (DC 10 +½ your level + your Key Offensive Modifier) or treat all creatures as being [Fully concealed] due to seeing double for the next 2 [Rounds]. A fumigator dissipates after 4 [Rounds], but can still be salvaged after combat.

2nd Circle – A Personal Touch: A soldier’s gear is only as good as her skills. Grappling hooks are standard-issue for rangers, and for good reason. As a standard action you may make a ranged attack ([Close] range, base damage 1d8+KOM) with a grappling hook. If you hit, you do normal damage and activate a trip attempt (Reflex negates, DC 10 +½ your level + your Key Offensive Modifier) or stop their movement and become [Flat-footed] until their next turn.

### Table 3-4 Ranger Track Abilities

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<th>Daggers and Bolts</th>
<th>Battle’s Tempering</th>
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<td>Reap the Whirlwind</td>
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Offensive Modifier). On a failed save, your opponent is [Prone] and can be pulled up to (10 ft + 5 ft per 4 levels) closer to you as a swift action.

3rd Circle – Kept Secret, Kept Safe\textsuperscript{EX}: At will, you may use a move action to lay down a cloaking scatter of smoke, dust, and silvered shards to screen your allies. All allies within [Close] range gain a +2 bonus to AC and Reflex saves for one [Round]. At 12th level, the bonus rises to +3 and rises again to +4 at 18th.

4th Circle – A Swiftness in the Blood\textsuperscript{EX}: You may take an additional swift or immediate action per round.

5th Circle – Into the Valley of Death\textsuperscript{EX}: As an immediate action, when a creature triggers one of your traps, you may place another trap. This trap may not be placed directly under the unfortunate soul who triggered this ability. You gain access to the following additional traps:

- **Razorpods**: Razor pods are fabricated in packets of three, and can be deployed three at a time, or one by one. Tiny weightless whirring balls that hover on the slightest breeze, a razorpod is nothing more than a collection of razor edges deployed in any one square within [Close] range. Due to their tendency to get caught on anything, a razorpod cannot share a square with another razorpod. Razorpods move 15 ft per turn, at the end of your turn, and deal 13 damage to any creature they touch. A pod is utterly destroyed after it deals damage three times.

- **Remote mines**: Remote mines exist for the sole purpose of delivering cleverly timed pillars of cheery and warmth-giving fire hot enough to melt steel. Each prepared remote mine occupies a single square when placed, and can be deployed anywhere within [Close] range. A remote mine is triggered with an immediate action, and detonates in a 30 ft cube of flame that does four times your character level in damage. This damage is halved on a successful Reflex save at DC 10 + \( \frac{1}{2} \) character level + Key Offensive Modifier. It also inflicts the [Battered] condition on all damaged creatures for two [Rounds]. Remote mines cannot be recovered after detonation.

6th Circle – Bring the Rain\textsuperscript{EX}: If you have a means of communicating with a creature, you can spend a standard action providing that creature with targeting information for its abilities. The creature can then choose to use your location instead of its location for purposes of determining line of sight, line of effect, and range when calculating whether it can target a location or creature with one of its extraordinary, spell, spell-like, or supernatural abilities. You may maintain this effect for as many [Rounds] as you wish by spending a standard action each round you wish to maintain this effect.

7th Circle – The Sound of Cannon\textsuperscript{EX}: You become as swift as the terrible thunder you herald. You gain a +6 bonus to your initiative, and all allies gain a +4 bonus to their initiative, bringing your total bonus to +10.

**Daggers and Bolts**

Most rangers are master snipers, striking fear into the hearts of demon generals and aberrant tyrants. These rangers take the Reign of Arrows track, given immediately below. Some, however, devote themselves to an ancient art of blade magic, built around chains of precise strikes that leave a worthy opponent devastated and helpless. Such masters of swordplay take the Iron Magi track, detailed after A Reign of Arrows.

You can choose either track at 2nd level, when you gain the first ability of the track. This choice is permanent, although Guild Initiation can still be used to multiclass out of this track.

**A Reign of Arrows**

1st Circle – Dead-eye\textsuperscript{EX}: You fight best when you don’t fight fair. You add 3 [Precision] damage per 2 character levels when making ranged attacks against a [Flat-footed] opponent. Only one source of [Precision] damage may be applied to any attack.

2nd Circle – Return Fire\textsuperscript{EX}: Once per round, if you are attacked by an enemy at [Melee] or [Close] range, you may make a ranged attack against that enemy. If your attack hits, it does damage equal to your character level and leaves your target [Flat-footed].

3rd Circle – Ricochet\textsuperscript{EX}: You can intercept any sort of projectile, given a chance. As an immediate action, you can
intercept and negate all effects of any ranged weapon projectile, spell, supernatural ability, or spell-like ability with a single target, if that target is within [Close] range. Make an attack roll with a ranged weapon of your choice. Your attack roll replaces the target’s Armor Class, Fortitude, Reflex, or Will save, depending on the defense threatened by the particular attack.

4th Circle – Missile Barrage\(^\text{EX}\): Each attack you make is part of a carefully planned pattern of fire. If you make at least one attack roll in a given round and all attacks in that round hit the same target, all enemies within a 5 ft radius per attack made are [Blown away] in a direction away from your target. You may opt to target a square of the ground to trigger this intentionally.

5th Circle – A Crashing of Heaven\(^\text{EX}\): Twice per [Encounter], as a move action, you can take aim, steady your breathing, and unleash devastation on your foe. Your next ranged attack this round deals additional damage equal to four times your character level if it hits. A successful Fortitude save (DC 10 + \(\frac{1}{2}\) your level + your Key Offensive Modifier) halves the bonus damage and prevents that attack from reducing your target below 1 hit point. Regardless of the result of the attack, your attack inflicts the [Battered] condition on your target.

6th Circle – Storm Bolt\(^\text{EX}\): Once per round, as a swift action, you can make a single successful ranged attack into a Storm Bolt. The attack deals normal damage, and your target must make a Reflex save (DC 10 + \(\frac{1}{2}\) your character level + your Key Offensive Modifier) or be [Dazed] for one round.

7th Circle – Thus Always Unto\(^\text{SU}\): As a swift action, you can sap the will and ability of your opponents with every strike. Until the end of your turn, each successful attack forces a Fortitude save (DC 10 + \(\frac{1}{2}\) your level + your Key Offensive Modifier) on your target. On a failed save, your target gains one [Negative level]. On a successful save, your target is [Flat-footed] until the beginning of your next turn.

Iron Magi
Practicing a form of magic channeled by martial prowess, those who opt to follow this ancient tradition rely on steady blows and determination to cast their might. Also called Wind Dukes, after the ancient race who gave rise to the lore of their profession, these magisters are a true terror on the battlefield. Instead of relying on spells or the like, these strange magi use the rhythm of their weapons to bind esoteric forces according to laws almost forgotten. This manifests as a variety of abilities used to modify, replace, or augment a sequence of melee attacks. A sequence of melee attacks is called a chain, and a chain ends when either the [Encounter] ends, or the Wind Duke uses a [Chain Finisher]. A chain’s length only counts the melee attacks that were actually successful hits, but these attacks do not need to be made within the same round, merely the same [Encounter].

A [Chain Component] is an ability that may be used as part of an attack action. Generally, it will replace a certain number of attacks, though a [Chain Component] may eventually be introduced that has other costs. Though they are never melee attacks, any [Chain Component] counts as a single hit for the purposes of chain length. As a result, many Wind Dukes use flurry extensively and substitute heavily with [Chain Components].

A [Chain Finisher] is used as a swift action, unless otherwise specified. Each [Chain Finisher] requires that the current chain be at least a certain length before it can be used. Howl of the North Wind, for example, requires a chain that is at least two attacks long. Finishers end the current chain, thus resetting length.

As part of each finisher, you may teleport 5 ft per hit in the chain, which often lets you close gaps and bring home the attack. This may be done before or after triggering the effect, but does provoke attacks of opportunity from any opponent within reach when you teleport, though not at your destination.

1st Circle – A Cadence of Blows\(^\text{EX}\): The Cadence is the most basic [Chain Component]. By aiming your attacks to throw your opponent off balance rather than brutally murder him or her, you can trade short-term opportunities for long-term advantages. Activating it replaces one normal attack, and it can be used once per attack action. Reduce the AC of a single opponent within [Melee] range by one, and increase your AC by one. This stacks up to five times, and expires at the end of the [Encounter].

Cadence can also be used as a [Chain Finisher], for any chain 2 hits or longer. This does not count against the once per attack action limit on the use of Cadence.
2nd Circle – Howl of the North Wind\textsuperscript{SU}: The Howl is a [Chain Finisher] that may be triggered after a chain that is at least two hits long, and may be used three times per [Encounter]. All enemies within 20 ft of you are [Blown away] and take damage equal to your character level. A successful Reflex save (DC 10 + \(\frac{1}{2}\) your level + your Key Offensive Modifier) prevents being [Blown away].

3rd Circle – Beloved of the Dirae\textsuperscript{SU}: The Dirae’s powers manifest as a [Chain Component]. Activating this [Chain Component] replaces two normal melee attacks. The manifestation of the Dirae is called a Sparkstorm, a rain of sparks and dancing bolts of electricity in a 15 ft radius burst that may be placed within [Medium] range and line of sight. This static discharge lasts one full round, and any opponent in this area immediately takes [Electricity] damage equal to your level, as do opponents that enter that area for the Sparkstorm’s duration. Opponents within the effect at the start of your turn take [Electricity] damage equal to twice your character level. You may have no more than four instances of this ability active at a given time.

4th Circle – Scream of the Black Sky\textsuperscript{SU}: The Scream is a [Chain Finisher] that may be triggered after a chain that is at least four attacks long, and may be used three times per [Encounter]. Up to three enemies within 30 ft of you take damage equal to twice your character level, and are [Blinded] for 2 [Rounds] and [Dazzled] for 2 [Rounds] after. A successful Reflex save (DC 10 + \(\frac{1}{2}\) your level + your Key Offensive Modifier) halves the [Blinded] duration.

5th Circle – Staccato Blastwave\textsuperscript{SU}: The Blastwave is a [Chain Component] which can be used to replace two attacks in a single attack action, three times per [Encounter]. You deal damage equal to your character level plus your KOM plus your KDM to an enemy within [Melee] range.

The Blastwave can also be used as a [Chain Finisher], for any chain of at least a single hit. Blastwave may be used this way twice per [Encounter].

6th Circle – Bellow of the Deep Earth\textsuperscript{SU}: The Bellow is a [Chain Finisher] that may be triggered after a chain that is at least four attacks long, and may be used two times per [Encounter]. Enemies in a 40 ft radius around you take damage equal to three times your level and must make a Fortitude save (DC 10 + \(\frac{1}{2}\) your level + your Key Offensive Modifier) or be knocked [Prone].

7th Circle – Mastery of Law\textsuperscript{SU}: As the curious tenets of your art become obvious to you, you begin to grasp a great and terrible truth. You make a [Bonus attack] during your attack action, and any successful melee attack count twice for determining the length of the current chain.

Battle’s Tempering

1st Circle – Rather Quick than Dead\textsuperscript{EX}: You gain a bonus equal to half your level (minimum 1) on initiative rolls.

2nd Circle – Dive for Cover\textsuperscript{EX}: You gain the Evasion ability. Once per [Encounter], if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

3rd Circle – For Ire\textsuperscript{EX}: You’re more likely to end up with bruises and scrapes instead of gaping chest wounds. You gain [Fast healing] equal to your Key Defensive Modifier.

4th Circle – Into the Trees\textsuperscript{EX}: As a move action, you can meld into plants, earth, or stone for up to 5 [Rounds]. While melded, you continue to perceive your surroundings and can use any telepathic abilities (such as world-mind or similar abilities), but cannot otherwise attack or move unless manipulated by an outside force. While melded, you are effectively completely hidden from attack, though damage that destroys the object you are hiding in will eject you. At any time, you can exit the meld (also a move action) from the place you entered and act normally. The stress placed on your body from the meld prevents you from activating this ability for 10 [Rounds] after you exit.

5th Circle – It Has Been an Honor\textsuperscript{EX}: All allies within 15 ft are affected by your bolstering presence. If any of the affected allies make a successful Fortitude or Will save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), instead negate the effect entirely.

6th Circle – Ghost\textsuperscript{EX}: You resist magical and technological attempts to locate you. If you are using the Stealth skill,
you cannot be found with a spell, supernatural or spell-like ability, or item. The only way to locate you is to make a Perception check, subject to all normal modifiers.

7th Circle – A Masterpiece in Violence\textsuperscript{Ex}: Once per [Encounter], if an attack (a single attack roll, extraordinary, spell, spell-like, or supernatural ability) would reduce your current hit points by 60 or more, you may immediately make an attack action (including all attacks normally made when you spend a standard action to attack a creature) against the source of the damage. If this attack kills your target, you take no damage.
No two rogues are quite the same, and some can show quite incredible variety. Whether by nature or nurture, rogues develop a wide range of talents, though any given rogue has a preference for certain aspects of that spectrum. These unorthodox fighting styles make rogues dangerous and unpredictable opponents, and they often relish in their enemies’ confusion. A rogue’s vast arsenal of tricks means they can keep their enemies guessing until the final blow. Some rogues like to make elaborate plans, but most play it fast and loose, relying on their famous luck when everything goes sour.

**Party Role:** Rogues are excellent at dealing lots of damage while remaining mobile. A rogue should always be on the lookout for her next target, and deliver devastating blows where they count most.

**Rogues in Your Game:** While it might be tempting to make all rogues some kind of thief, they can also serve as excellent scouts, pirates, musketeers, duelists or undercover detectives.

**Multiclassing Tips:** A rogue can make better use of the monk’s incredible mobility than the monk himself, using her abilities to move much more often.

*Rogues may choose either Fortitude or Will as their good save. Reflex is always a good save for Rogues.*
Each rogue chooses a single track’s worth of offensive class features and a single track’s worth of defensive class features. The offensive track is chosen at 1st level and the defensive track at 2nd level; once made, these choices are permanent. Unless stated otherwise, abilities are extraordinary and can be used at will.

While rogues can choose different offensive and defensive tracks, one track is common to all rogues and cannot be traded away via multiclassing (or accessed via multiclassing). This track is the basic set of tricks that all rogues use, called the Esoterica Radica.

The variety inherent to rogues means that rogues vary in their Key Ability Modifiers. Your choice of offensive track determines your Key Offensive Modifier, and your choice of defensive track determines your Key Defensive Modifier. If you multiclass out of one of these tracks, you may choose any ability modifier for the KOM (for rogues without an offensive track) or KDM (for rogues without a defensive track); of course, the two modifiers must still be linked to different abilities.

### Esoterica Radica

Rogues are by nature gamblers, people who bet everything on chances that they can’t control. Whether a rogue is crouched in an alcove hoping a guard won’t glance in while passing by or setting a fuse with just enough time to sprint through a hallway, dive through a window, and land in a moat, there is always an extra variable that no rogue can control. The abilities of the Esoterica Radica let you stretch your circumstances just far enough to get past that extra variable and make a quick getaway if you still can’t win.

1st Circle – Playing it Right: Any rogue learns to use one or two key skills without pausing to think about them. Pick two skills. You can take 10 on both these skills regardless of circumstances.

2nd Circle – When to Hold: When it’s time to stand your ground, you trust in your uncanny luck to protect you. Once per [Encounter] per 4 character levels (minimum 1), as an immediate action, you may gain a bonus of 1

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Table 3-5
Rogue Track Abilities
+1 per 4 character levels (maximum +6 at 20th level) to your Armor Class or to your Fortitude, Reflex, or Will save until the beginning of your next turn.

3rd Circle – When to Fold: You know the value of beating a hasty retreat in the face of danger. Once per [Encounter] per 4 character levels, as a swift action, you can gain an extra move action on your current turn. If you use this move action to move, it provokes attacks of opportunity as normal.

4th Circle – When to Cheat: Even when death comes for you, you can slip away by a hair. Once per [Encounter], if you would be reduced below 0 hit points by any attack or effect, you can activate this ability as an immediate action. If you do, your hit points are instead set to a number equal to your level (this effect can increase your hit points).

5th Circle – When to Run: Sometimes walking away from a fight isn’t fast enough. Twice per [Encounter] as an immediate action, you can move up to your base speed.

6th Circle – An Ace to Keep: You can be extra-lucky when you need to be. Once per round, you can make a successful attack into a critical hit, inflicting all normal effects of critical hits.

7th Circle – Gambler’s Dao: You’ve made it this far with unbelievably good luck, so you may as well keep relying on it. Whenever you roll a d20, you instead roll two d20s and choose the better result.

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

Assassin
Rogues who choose the assassin track focus on their ability to set up devastating strikes from cover or stealth. Eventually, they learn to destroy crowds just as efficiently as they would eliminate a lone guardsman. Your Key Offensive Modifier is Dexterity, as appropriate for a stealthy character.

1st Circle – Sneak Attack: You know that a fair fight is a failure to plan. Any time that you successfully attack a [Flat-footed], [Shaken], [Frightened], [Cowering] or [Panicked] target, you deal 1d6 [Precision] damage per Assassin circle that you possess, to a maximum of 7d6. Only one source of [Precision] damage may be applied to any attack.

2nd Circle – Slayer’s Sense: Once you go for an enemy, you’re rarely inclined to let them escape alive. You can ignore [Concealed] and [Fully concealed] when attacking an enemy you have previously damaged with Sneak Attack in the [Encounter]. This does not bypass an enemy’s use of the Stealth skill.

3rd Circle – Blood Calls to Blade: Any time you make an attack roll against an enemy subject to your Sneak Attack ability, you gain a +4 bonus on your attack roll.

4th Circle – Menacing Presence: The sight of one of your victims leaves their allies disturbed and vulnerable. Any enemy who ends their turn within 5 ft of someone you have successfully damaged with Sneak Attack in the past minute is [Shaken] until the beginning of their next turn. This is a [Mind-affecting] [Fear] effect.

5th Circle – Felling Strike: The shock of a successful Sneak Attack often causes an enemy to open their defenses. If you successfully deal Sneak Attack damage to an enemy within [Melee] range, you can make a free trip attempt. The DC for this trip attempt is Dexterity-based instead of Strength-based.

6th Circle – Sweeping Scythe: You move through a crowd, leaving enemies crumpled and bleeding on the ground. By spending a move action and a standard action, you can make an attack roll using a melee weapon and move up to your current speed. Every 10 ft of movement, you can apply that attack roll to a single opponent within [Melee] range of your current location; if it hits, you deal normal damage (including Sneak Attack damage, if warranted). You cannot score critical hits or gain [Bonus attacks] when using this ability.

7th Circle – Battle Fatigue: Even if an enemy survives your first strikes, you still leave their body battered and crippled. If you successfully deal Sneak Attack damage to an
enemy twice in the same round, that enemy is [Slowed] until the beginning of your next turn.

Swashbuckler
Rogues who choose the swashbuckler track focus on elegant, mobile combat, preferably one-on-one so that they can isolate an opponent and show off properly. Your Key Offensive Modifier is Dexterity, since you value quick mobility and finesse.

1st Circle – Once More!: When you spend a standard action to make a single attack, and then move at least 10 ft, you can make a single melee attack at the end of your movement. This attack, called a Once More! attack, can be made another time at the end of each additional instance of movement, such as an extra move action gained through the When to Fold ability. However, you can make only as many Once More! attacks in a single round as the number of Swashbuckler circles you possess.

2nd Circle – With Feeling: Your fighting spirit is difficult to overcome, particularly once you fall into a proper swashbuckling rhythm. You gain a +2 bonus on Will saves, +1 for every successful Once More! attack you have made in the current [Encounter].

3rd Circle – Dirty Fighting: Your speed and finesse leave opponents demoralized and bruised, even before they are defeated. Any successful Once More! attack inflicts the [Battered] condition on your target for 3 [Rounds]. You do bonus damage equal to your character level any time that you hit a [Battered] target.

4th Circle – Kick Him While He’s Down: Once you begin to win a fight, you send a flurry of attacks against your enemies in order to defeat them quickly. If you successfully attack a [Battered] target with a Once More! attack, you can immediately make a [Bonus attack] (at the same attack bonus and damage) against the same target. This is not a Once More! attack.

5th Circle – Concussive Impact: You disorient your opponents with lightning-fast strikes. If you strike a creature with two Once More! attacks in the same round, they are [Confused] for one round.

6th Circle – Panache: You mercilessly take advantage of openings in your opponents’ defenses. Any time an opponent provokes an attack of opportunity from you, you may instead move exactly 10 ft in any direction. If you end that movement within [Melee] range of the opponent who provoked an attack of opportunity, you may make a Once More! attack against that opponent.

7th Circle – Never Gonna Say Goodbye: In the end, your taunts leave an enemy unable to run and unable to hide. They fight to the end even though they know they are doomed. Once per round, if you make a successful Once More! attack against an opponent who has no allies within 15 ft, that opponent must make a Will save (DC 10 + ½ your level + your Dexterity modifier) or be unable to move or teleport further than 15 ft away from you. This effect lasts for 3 [Rounds], until you move further than 15 ft from that opponent, or until you activate this effect against someone else (whichever comes first).

Demo Man
Rogues who choose the demolitionist track rely on their ability to destroy all obstacles in their path. Your Key Offensive Modifier is Intelligence, as the strength of your explosives largely depends on your skill in making them.

It is assumed that a demolitionist rogue always has the necessary supplies to construct concoctions used for this track’s abilities. It is also assumed that any concoction that requires an action cost of less than 1 round to assemble goes inert at the beginning of a demo man’s next turn – more stable explosives can be made and purchased, but generally don’t work in as spectacular a fashion.

1st Circle – Smells Like Victory: You love the smell of a good firebomb in the morning. Or afternoon. Or evening, for that matter. As a move action or swift action, you can mix noxious chemicals into a vial. You can throw such a vial as a ranged attack ([Close] range), and it does 1d4 points of [Acid] damage per level. When mixed and exposed to oxygen, the chemicals react violently with each other, so any target struck by the vial must make a Reflex save (DC 10 + ½ your level + your Intelligence modifier) or catch [On fire].

Once you have mixed the chemicals together, you must throw the mixture before the end of your next turn. Otherwise, the chemicals blow up in your face, and you must make a Reflex save (same DC) or catch [On fire].

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Since throwing a Smells Like Victory bomb is a normal ranged attack, you can make more than one such attack in a turn if you normally could do so. If you are able to take more than one move action per turn, you may make additional Smells Like Victory bombs with those actions (though you should make sure that you can throw all of them before they explode).

2nd Circle – Flash-bang: There is never a bad time to disable a guard or assailant. As a move action, you can add a fuse to a small – but exceptionally bright and noisy – firecracker and ready it for an attack. There are two uses for such a firecracker:

Flash Grenade: As a ranged attack, you simply throw the firecracker at a target square within [Close] range (a trivial task, which we assume you can successfully do without a roll). All creatures within a 10-foot radius must make a Reflex save (DC 10 + ½ your level + your Intelligence modifier) or be [Blinded] and [Deafened] for 2 [Rounds].

Flash Missile: You affix the firecracker to a crossbow bolt or similar projectile (done with the same move action to ready the firecracker). The bolt can be fired with its normal range increment and damage, and if you hit your target that opponent must make a Fortitude save (DC 10 + ½ your level + your Intelligence modifier) or be [Blinded] and [Deafened] for one [Round].

3rd Circle – Sticky Bomb: When you make your presence felt, people tend to chase you with pitchforks and torches. Eventually, it dawns on you that you might want to ensure a safer escape. Once per [Encounter] per 4 character levels, you can fire a special crossbow bolt (or arrow or similar projectile) at its normal range increment and damage. On a successful hit, the crossbow bolt’s chemical reservoir bursts and sprays thin goo over everyone within a 20-foot radius of your target. The goo solidifies on contact, and everyone affected must make a Reflex save (DC 10 + ½ your level + your Intelligence modifier) or be [Entangled] for 2 [Rounds].

4th Circle – High Explosive: You learn to mix chemicals in a much more spectacular fashion – but the increasing destruction of the explosives you carry means that you can carry only a couple of at any one time. Twice per [Encounter], as a standard action you can deploy (throw or plant) a high explosive charge at any square within [Close] range. The explosive detonates, doing 1d6 damage per level to everything within 30 ft and moving targets within the blast radius to the edge of the blast radius. Creatures affected by the blast must make a Reflex save (DC 10 + ½ your level + your Intelligence modifier). Creatures who succeed on their Reflex save are [Prone] in their new location, but take half damage. Creatures who fail their Reflex save are [Dazed] for one round and take full damage.

Objects in the area of the explosion that are not in the possession of a creature take full damage. If an object (such as a wall or sofa) would block line of effect, determine how much damage is required to destroy that object. If the damage done by the explosion destroys the object, creatures affected by the explosion move past that object to the edge of the blast radius, and the explosion affects anything past that object (to the edge of the blast radius). If the object is not destroyed, creatures forced into that object stop at that object, and anything past that object is not affected by the blast.

Assembling a high explosive charge takes 5 minutes, so it takes 10 minutes to refresh your charges for the next [Encounter].

5th Circle – Sapper Rods: As a high-level demolitionist, you develop bombs that disrupt and scramble magical energies. As a standard action, you can throw a sapper rod at any given square within [Close] range. The sapper rod triggers an area-dispel effect (per greater dispel magic) on all targets within a 30-foot radius.

Sapper rods are more stable than other demo man explosives and can be set up as traps. Such a trap detonates on contact and requires 3 minutes to set up (in addition to the time required to construct a sapper rod). It takes 5 minutes to assemble a sapper rod, but sapper rods kept in close proximity to one another cause magical interference with each other. If a creature carries two sapper rods at any given time, the rods shut down the effect of any magical items the creature carries as long as the creature possesses both rods. Four or more sapper rods placed in close proximity detonate within 1d10 [Rounds], triggering a single area-dispel effect as above and destroying all four rods.
6th Circle – Cluster Bomb: The more explosives you can fit in one space, the better. You can assemble and carry a single cluster bomb, composed of any three of the following explosives: Smells Like Victory bomb, Flash-Bang, Sticky Bomb, High Explosive, or Sapper Rods. Assembling a cluster bomb requires 3 minutes of effort. The product is light enough to be thrown at any square within [Close] range, and detonates in a 30-foot radius. Creatures within the blast radius are affected by all of the chosen explosives, and make separate saves.

7th Circle – Da Big ‘Un: You can create the mother of all explosives, known best by its orcish appellation of “Da Big ‘Un.” Once per [Encounter], you can lob a Big ‘Un at a target square within [Close] range. Da Big ‘Un detonates in a massive 60-foot burst, doing 4 points of damage per level to all targets in the vicinity (with a Reflex save for half, DC 10 + ½ your level + your Intelligence modifier). Additionally, the blast leaves a cloud of flaming debris throughout its area of effect, lasting three [Rounds] and dealing 2 points of damage per your character level to any creature entering the debris cloud and to any creature who both begins and ends its turn in the debris cloud. Da Big ‘Un affects objects in the same way as High Explosive does, but does not move creatures to the edge of the cloud.

Defensive Track

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

Acrobatic Adept
Rogues who choose the Acrobat track rely on their blindingly fast reflexes to keep out of danger. Your Key Defensive Modifier is Constitution, as performing such an impressive series of dodges is incredibly draining.

1st Circle – Just That Quick: You learn to react to attacks with stunning alacrity, sometimes dodging a blow that would otherwise pierce your armor. Once per round, as an immediate action, you can make a Reflex saving throw to dodge an incoming attack. If the result of the Reflex save is higher than your Armor Class, treat the Reflex save as your Armor Class against the incoming attack.

To use this ability, you must be aware of your attacker. If an attacker is using the Stealth skill (and has not been detected by you) or is [Concealed] or [Fully Concealed], this ability cannot be used.

2nd Circle – Evasion: You are able to dodge explosive or magical attacks. Once per [Encounter], if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage.

3rd Circle – On Your Toes: Your extraordinary reflexes allow you to dodge even the deadliest of attacks. You gain a +3 bonus to Reflex saves and do not automatically fail Reflex saves, even on a roll of natural 1.

4th Circle – Don’t Stop Me Now: You can slip out of any bonds, even magical ones. You gain [Immunity] to effects with the [Binding] descriptor.

5th Circle – Improved Evasion: You are so accustomed to twisting into inhuman shapes that lethal explosions and expanding waves of doom barely bruise you. This ability works like Evasion, except that you only take half damage on a failed save.

6th Circle – Supersonic Man: You permanently gain the benefits of the haste spell.

7th Circle – Infinite Dodge: You can take 15 on Reflex saves.

I Am Ten Ninjas
Practitioners of the exotic art of espionage known as ninjutsu often develop near-supernatural abilities to complement their stealth training. Your Key Defensive Modifier is Wisdom, as perceptiveness and self-control are critical in learning the art of the ninja.

1st Circle – Smoke Bomb!: As a ninja, you are well-schooled in the art of disappearing at a moment’s notice. Once per [Encounter] per 4 levels (minimum 1), as a swift action, you can create obscuring mist, as the spell.

2nd Circle – Spider Step: Climbing into targets’ rooms requires, well, climbing. You gain a climb speed equal to your base land speed. You can stop movement and remain in place (i.e., you can choose not to move on your turn while climbing), and you can attack while climbing.
3rd Circle – Shadow Step: As a swift action, you can add the [Teleport] descriptor to all movement you make before the beginning of your next turn. Your movement only provokes attacks of opportunity from people who threaten the square from which you begin movement, and you can ignore line of sight when moving. If you use a Smoke Bomb! during your turn, you automatically gain the benefit of Shadow Step.

4th Circle – Mantis Stance: As a standard action, you can move up to your speed, making a single attack at any point in your movement. If you also have the Swashbuckler track, this attack benefits from the Once More! ability.

5th Circle – Flash of Shadows: Once per [Encounter] per 4 levels, as an immediate action, you can move up to your base speed. This movement benefits from and activates the Shadow Step ability. If you also have the Swashbuckler track, this movement activates your Once More! ability.

6th Circle – Paint It Black: You can attempt to use the Stealth skill as either a swift action or a move action (instead of only a move action). Additionally, you take no penalties for acting while using the Stealth skill.

7th Circle – Void Disciple: As an immediate action, you can become [Ethereal]. You can remain [Ethereal] for a number of [Rounds] each [Scene] equal to twice your level, and returning from being [Ethereal] is a swift action.

Fortune’s Friend
Some people are just lucky. Whether by the blessings of some god, the accumulation of charms, or some innate ability to manipulate fate, things always seem to go more favorably for a very fortunate few. Your Key Defensive Modifier is Charisma, reflecting your ability to talk and finagle your way out of otherwise-deadly scrapes.

1st Circle – A Little to the Left: You seem to narrowly dodge what would otherwise be lethal blows. Once per [Encounter], if you would be reduced to negative hit points, you are instead reduced to 1 hit point and immediately gain a move action. If you have the Swashbuckler track, this move action triggers the Once More! ability (if you wish to use it).

2nd Circle – Improvisation: As a swift action, you can gain a +2 bonus on attack rolls, saving throws, ability checks and skill checks until the beginning of your next turn. You can grant this bonus to an ally within [Close] range instead, if you wish.

3rd Circle – Gift of Gab: In any round in which you spend at least one free action speaking (be it a joke, an elaborate discourse, or simple nonsense, as long as full words are used), you gain a +3 deflection bonus to Armor Class and Reflex saving throws.

4th Circle – Better Lucky And Good: At any time once per round, you can remove any one of the following conditions from yourself: [Battered], [Bleeding], [Blinded], [Confused], [Cowering], [Dazed], [Dazzled], [Deafened], [Entangled], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Panicked], [Paralyzed], [Petrifed], [Shaken], [Sickened] or [Stunned]. You may not remove any conditions not listed here with this ability. Activating this ability does not require an action, and can be done even if a condition would normally prevent you from acting.

5th Circle – Changing the Odds: Things that shouldn’t work in your favor sometimes do anyway. Once per [Scene], plus an additional time for every Fortune’s Friend circle you possess (including this one), as a swift action, you can reroll a single d20 roll after hearing whether that roll succeeds or fails. You must keep the second result, even if it’s unfavorable.

6th Circle – Never Tell Me the Odds: Once per round, as an immediate action, you can add 1d4 to a single d20 roll. If the result of the two dice rolls together is 20 or higher, it counts as rolling a natural 20 in any situation in which a natural 20 would matter.

7th Circle – Roll With It: Once per round, you can halve any single source of damage done to you (via a single attack, spell, or spell-like or supernatural ability).
Whatever the time or place, there are always dark secrets hidden away, ripe for the inquisitive mind to plunder. The sage is such a mind, and her knowledge of unsavoury arcana gives her many an advantage over her comparatively ignorant opponents. The magic of a sage is not shackled by traditional conceptions and petty precautions that lesser beings adhere to, making each sage uniquely unpredictable in her abilities and fighting style. For that same reason, sages tend to be loners – two sages rarely have many things in common, making it difficult to learn from one another.

* Sages may choose any two saves to be their good saves.

**Party Role:** Depending on your choice of abilities for Sage's Wrath, you will either be harrying opponents from a distance or up close and personal, inflicting both damage and debilitating status effects. Don't stay still long enough to get hit.

**Sages in Your Game:** There is no better class than sage to represent a demon-worshipping cultist or the cleric of a mad god, but they also make fine battle priests and spellswords.

**Multiclassing Tips:** If you wish to improve the sage's defensive and party-buffing abilities, consider the shaman's Incantation or Spellcasting tracks.
Sages are known for their mastery of arcane arts and prodigious mental abilities, but vary in the precise nature of those mental abilities. At character generation, choose a single mental ability (Intelligence, Wisdom, or Charisma). The modifier of this ability becomes your Key Offensive Modifier, and is used to calculate DCs and other values for all Sage track features. Similarly, Sages vary in their methods of resisting or avoiding attack. Your Key Defensive Modifier is any physical ability modifier, chosen at character generation.

**Sage’s Wrath**

When troubles wrack normal people, the Sage grimly plies ancient crafts to enforce her (or, as the case may be, his) will on the battlefield. Choose either the Just Blade or Arcane Lore track. You gain the abilities of that track at the levels stated in the table.

**Just Blade**

**1st Circle – Grim Heritor**: As a swift action, or part of another swift action, you may form a melee weapon of your choice out of pure energy, though it may include a decorative hilt as part of your personal stylings. This weapon is treated as a normal weapon of its type. While your energy weapon is drawn, you count as having a Good Base Attack Bonus (equal to your character level).

**2nd Circle – Mental Thrust**: As a move action, a single opponent within [Close] range must make a Reflex save against a DC equal to \(10 + \frac{1}{2}\) your character level + Key Offensive Modifier, or be [Blown away] in a direction of your choosing. If they would pass through the square you occupy, they provoke an attack of opportunity before passing on their less than merry way.

**3rd Circle – Mystic Focus**: The burgeoning power of your art allows you to spend a swift action and channel any one spell-like ability you possess through your blade, converting it into a single target effect that is added to the next successful attack you make. Imbuing counts as a use of the ability imbued, only one charge can be held at a time, and the charge dissipates after a...
single hit. While your energy weapon holds a spell-like ability as a charge, you gain a 20% [Miss chance] against all attacks made against you.

4th Circle – Vectored Thrust\[^{SU}\]: You gain a fly speed equal to your ground speed, after any relevant modifiers.

5th Circle – Devastating Barrage\[^{SU}\]: Once per round, as a move action, you can manipulate the latent forces of the universe. This manifests as a 5 ft wide line, with a maximum distance of 25 ft, plus 5 ft per four character levels. Any unfortunate caught in the line effect is lifted off their feet and tossed like a rag-doll down it. Once the line has reached an obstacle, its maximum range, or if the sage wishes (as a free action), the blast detonates upon a cube of 15 ft. The cube is a burst effect, and thus bypasses obstacles (and may even destroy them). Anything caught in the cube other than yourself takes damage equal to your character level, and must make a Fortitude save against DC 10 + ½ character level + Key Offensive Modifier or be dragged toward the center of the cube, forming a disgraceful [Prone] pile and taking additional damage equal to your character level.

6th Circle – Indestructible Focus\[^{SU}\]: While your energy weapon holds a spell-like ability as a charge, all damage you sustain is reduced by your character level.

7th Circle – Voice of Devastation\[^{SU}\]: Once per [Encounter], as a swift action, you can call upon the fundamental truths of the universe and proclaim your enemies’ mortality. This takes the form of a brutal shock wave. All enemies within [Close] range take damage equal to three times your character level and are [Battered] for 3 [Rounds]. In addition, they must make a Will save against DC 10 + ½ character level + Key Offensive Modifier or be [Stunned] for one [Round].

Arcane Lore

1st Circle – Black Tidings\[^{SU}\]: As a standard action, once per round, you toss twisting gyres of energy through the air, dealing devastating damage. Any opponent caught in the blast takes base damage equal to your Key Offensive Modifier and then an additional 1d4 damage per character level you possess. The actual blast wave takes one of the two following forms, which you may freely alternate between.

Dread Wave: The Dread Wave manifests as a 20 ft long by 20 ft wide cone, which affects all creatures within its area. The cone width and length increase by 5 ft every five character levels. Any creatures within the area must succeed on a Will saving throw (with a DC equal to 10 + ½ character level + Key Offensive Modifier) or be shaken for one round. The damage is [Cold] or [Negative] damage, which you may switch between freely for each use of Black Tidings.

Hammerfall: The Hammerfall manifests as a 10 ft cube, centered at a designated target area within 100 ft, plus 15 ft per character level. You must have line of sight with the designated area. Hammerfall deals 1d6 damage per level, rather than 1d4 damage per level. The damage is physical or [Fire] damage, chosen when you use your tidings. Opponents can make a Reflex save at DC 10 + ½ character level + Key Offensive Modifier for half damage.

2nd Circle – Canto\[^{SU}\]: Select one of the two following abilities. This choice is permanent. These abilities function only during combat.

Red Hymn: For every five points of damage dealt to an opponent by your Black Tidings, an ally within 100 ft of the sage’s choice are healed for 2 HP.

Grey Hymn: For every ten points of damage dealt by your Black Tidings to an opponent, any other ally within 100 ft of the sage’s choice may move 5 ft.

3rd Circle – With A Word\[^{SU}\]: Immediately after using your Black Tidings, you may teleport up to 15 ft to any square within line of sight. This does not require an action.

4th Circle – Verso\[^{SU}\]: Sometimes the few must suffer in the name of your own personal and completely opaque agenda. Whenever you use Black Tidings, select one opponent who failed the associated save. This opponent is [Battered] for one round.

5th Circle – Recto\[^{SU}\]: Recto improves the ability you selected as your canto. The following text replaces your Red Hymn or Grey Hymn respectively. Again, these abilities function only during combat.

Crimson Hymn: For every four points of damage dealt by your Black Tidings, an ally within 100 ft of the sage’s choice are healed for 2 hit points.
Silver Hymn: For every ten points of damage dealt by your Black Tidings, any other ally within 100 ft of the sage’s choice may move 10 ft.

6th Circle – Bitter News: Once per [Encounter], for a single use, Black Tidings lose their elemental type and reduce maximum hit points rather than deal damage. This [HP reduction] persists until the end of the [Encounter].

7th Circle – Binding: Select one of the two following abilities. This choice is permanent.
   - Glimpse of Madness: Any target affected by your Black Tidings who fails the associated save is [Blinded] for two [Rounds].
   - Life Fades: Any target affected by your Black Tidings who fails the associated save is [Exhausted] for the rest of the [Encounter]. This ability does not work if the target has [Immunity] to [Negative].

Force Of Will

1st Circle – Healing Burst: By focusing for a moment on the mechanisms of creation, a sage can force a bit of life back into the world. As a move action, the sage conjures a burst of energy that heals all allies within 15 ft of you, restoring 1 HP per character level plus your Key Defensive Modifier. This is not a [Positive] or [Negative] energy effect and can only be used once per [Round].

2nd Circle – A Stitch In Time: Time is fleeting, but the sage has learned how to warp it for just a second, long enough perhaps to change fate. As a standard action, you may activate this ability, twisting up the world in a rippling wave around you. This stretches out to 15 ft from you, affecting all allies within this range. Those affected can immediately make one melee or ranged attack. Taking this action doesn’t affect the subject’s normal place in the initiative order. This is a single attack and follows the standard rules for attacking.

3rd Circle – Stem The Tide: As an immediate action, you may craft a shimmering rune of force, then bestow it on a single ally within 45 ft. You start any [Encounter] with one rune placed, and may have two placed at any given time. This rune serves to block half the damage that would be dealt by a single attack made against that ally, and then dissipates in a shudder of smoke. This effect stacks in such a way that someone with two active runes protecting them takes no damage from a single attack, but cannot opt to split them across two attacks.

4th Circle – Steady Old Hand: Once per round, you may now activate A Stitch In Time as a standard or a swift action, and the wave now stretches out to 25 ft from you.

5th Circle – Shields, Brace!: Any opponent setting off a rune from Stem the Tide must make a Reflex save against 10 + ½ you character level + your Key Offensive modifier, or provoke an attack of opportunity.

6th Circle – Swift As Thought: A Stitch In Time now triggers Healing Burst when used.

7th Circle – The Time Is Now: You may use A Stitch In Time as an immediate action.

Arcane Secrets

1st Circle – The First Trick: Behind every horribly deadly magister is a very clever first trick. This is yours. You gain the ability to manifest a particular flavor of spell-like abilities called Arcane Secrets. These are used as a standard action, and have the special properties of never affecting you and being usable at will, rather than per [Encounter] or per [Scene]. All Arcane Secrets are detailed in the list below the text of this track. The first arcane secret you gain access to is called Hungry Shadows.

2nd Circle – Space, Discontent: You gain access to one arcane secret, either Lung-breaker or Stutter Step. This choice is permanent, and made when you acquire this ability.

3rd Circle – Dweomertide: You gain access to two arcane secrets, Spellbreaker and Reweave.

4th Circle – Space, Twisted: You gain access to Revelation and also gain access to wall of thorns as a spell-like ability that is treated in all ways as an Arcane Secret.

5th Circle – Unbearable Lightness Of Casting: You may use an arcane secret as a swift action once per [Encounter].
6th Circle – Space, Betraying\textsuperscript{Ex}: You gain access to the Gravity Smash arcane secret.

7th Circle – Cascade Failure\textsuperscript{Su}: The DC for any saves provoked by your Arcane Secrets increases by one for each different secret you've used this [Encounter], to a maximum of +4.

**Arcane Secret List**

All arcane secrets have a range of 100 ft + 10 ft per character level unless otherwise noted.

**Hungry Shadows\textsuperscript{SlA}:** As a standard action, you can release a 15 ft radius burst of shadowy energy anywhere within [Medium] range. The energy leeches the strength of all enemies in the area, inflicting a -1 penalty to attack rolls and Fortitude and Reflex saving throws and halving all movement modes for 2 [Rounds]. This is an Evocation effect.

**Lung-Breacker\textsuperscript{SlA}:** As a standard action, you can create one 5-foot-radius burst of choking miasma within [Close] range for every 4 levels you possess (minimum one). The miasma lasts for 4 [Rounds]. Creatures on opposite sides of the fog lose line of effect to each other and are [Concealed] in respect to one another. A creature who enters the miasma must make a Fortitude save (DC 10 + ½ your level + your Key Offensive Modifier) or be [Nauseated] for 1 round. This is a Creation effect.

**Stutter Step\textsuperscript{SlA}:** As a standard action, you can place a 30-foot-radius burst of hindering energy anywhere within [Close] range. Creatures in the radius must make a Will save (DC 10 + ½ your level + your Key Offensive Modifier) or be [Slowed] for 1 round per 5 levels you possess. This is a [Binding] Evocation effect.

**Spellbreaker\textsuperscript{SlA}:** You may dispel a single magical effect of one circle lower than your highest Arcane Secrets circle.

**Reweave\textsuperscript{SlA}:** You may restore one effect dispelled in the last two [Rounds] that affected a creature or object.

**Gravity Smash\textsuperscript{SlA}:** As a standard action, you can summon and concentrate the strength of earth itself in a 15-foot-radius burst anywhere within [Close] range. The effect lasts for 2 [Rounds]. Creatures in the area when you create the effect take a -2 penalty to attack rolls, Armor Class, and all Strength- and Dexterity-based skill checks. Creatures who attempt to cast a spell while affected by Gravity Smash must make a Will save (DC 10 + ½ your level + your Key Offensive Modifier) or their spell fails. At the end of each round, Gravity Smash deals 35 damage to anything in the affected area. This is a [Binding] Transmutation effect.

Gravity Smash never overlaps with itself, and a creature cannot be affected by two instances of Gravity Smash damage in the same round.

**Revelation\textsuperscript{SlA}:** As a standard action, you can create an emanation within [Close] range with a radius of 5 ft per 3 levels you possess. This emanation makes [Invisible] and [Ethereal] creatures and objects visible. Suppressed effects resume if a creature or object leaves the emanation. This is a Divination effect.
Shaman

Many people never think about their relationship with the world around them, but for the shaman it is a sacred bond — simultaneously a way of thinking and a gateway to incredible power. Shamans control the ebb and flow of the energy of the world, able to mend wounds with but a thought or cause them to fester and deepen, and even to change the nature of the spells they cast to better fit their needs. Because being a shaman is more of a world-view than it is a skillset, most shamans pursue another life parallel to their dedication to the natural world, bringing that experience into the shaman tradition. For this reason, shamans get along very well with other people, always eager to gain new insights from them.

Party Role: As a spellcaster, a shaman can tear the enemy asunder with powerful offensive magic, but the class also provides a large number of defensive and healing abilities that any party will appreciate.

Shamans in Your Game: Though they make appropriate hermits or village healers, a shaman can also serve as a capable leader of men or a member of a priestly order that could be called upon to dispense either healing or divine punishment.

Multiclassing Tips: A shaman with the paladin’s Bastion or the sage’s Force of Will as her free track can be even more effective than normal at protecting the party from harm.

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Incantation

1st Circle – Incantation\(^{SLA}\): As a standard action, you can either heal an ally or harm an opponent within [Medium] range. You heal or harm for 2d4 hit points, plus your Key Offensive Modifier. This amount increases by 1d4 for each character level beyond 1st, for a maximum of 21d4 + your KOM at level 20. Harming an opponent with your incantation requires a successful ranged attack roll; healing an ally does not require an attack roll. This ability is a spell-like ability and can be modified with any feats that affect spell-like abilities. For purposes of this ability, “ally” is defined as “anyone you choose to heal” and “opponent” is defined as “anyone you choose to harm.”

Incantation is not a ray, orb or weapon attack. Incantation is also not a [Positive] or [Negative] effect. You may not channel Incantation through the Mystic Focus ability of the sage’s Just Blade track.

2nd Circle – Imbue Spell\(^{SLA}\): As a swift action, you can channel a spell that either has a Target listing of a single creature or has a listed Incantation version through your Incantation ability. The Incantation ability takes a standard action to activate as normal, but includes the spell’s casting time if it is 1 standard action or less; you expend the spell slot as normal, but the spell targets only the creature targeted by your Incantation. The spell has no save, even if it normally would grant a save, but is wasted with no effect if you miss with the ranged attack for your Incantation. Unless otherwise noted, the spell otherwise works exactly as it would if cast normally.

You may only channel a single spell through any Incantation. If you imbue a spell into a healing Incantation, the target may choose to ignore the effect of the imbued spell.

3rd Circle – Shaman’s Presence\(^{SU}\): Allies within 30 ft of you have [Fast healing] equal to your KDM.

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Table 3-7 Shaman Track Abilities
4th Circle – Guardian Spirits\textsuperscript{SU}: As an immediate action, you can reroll a single d20 roll once per [Scene].

5th Circle – Shallow Grave\textsuperscript{SU}: Once per [Scene], as an immediate action, you can prevent an ally within 5 ft per level from dying for 1 round per 5 levels. The ally can continue to act normally during the duration of shallow grave, but immediately dies at the end of your turn when the effect expires. The ally can be saved if the amount of healing received while shallow grave is active would set the ally’s total hit points above the threshold at which the ally would normally die. At 20th level, you can use this effect once per [Encounter].

6th Circle – Twin Incantation\textsuperscript{EX}: Once per [Encounter], as a standard action, you can use your Incantation twice. You make separate attack rolls and can target two different opponents or allies, if you wish. If you use your imbue spell ability, it functions on both incantations as normal, but expends two spell slots.

7th Circle – Stolen Moment\textsuperscript{SU}: Once per [Encounter], as a free action, you can immediately use your Incantation upon an ally that has just been harmed (taken hit point damage or afflicted with a harmful status effect). You may channel a spell through this use of Incantation as an immediate action.

Picking this track for multiclassing would be silly, as you would just multiclass into whatever second-order track you chose.

Spellcasting

You cast spells drawn from the shaman spell list, found in Chapter X.

The DC for your spells is equal to 10 + ½ the shaman’s character level + the your Wisdom modifier.

You can only cast a certain number of spells of each spell circle in a [Scene]. That number is noted on the “Spells per Scene” section of the Shaman table. You also receive bonus spells per [Scene] for having a high Wisdom modifier.

You can only cast spells that you know. You gain an additional spell known every time you gain a level. Any time that you level up, you can unlearn a single spell and learn a new spell of the same circle.

If you are multiclassing into this track, your progression of spells per [Scene] remains the same as indicated on table 3-7 even if you gain circles in this track at a different rate. You cannot learn spells of a level you cannot cast. If you have spell slots available in a circle for which you have no spells known, you may use those slots to cast spells of a lower circle.

Shaman’s Path

Shamans are a diverse lot, ranging from humble servants of nature to raving battle priests. Each shaman picks a track that fits them best, and gains a unique source of power in the process.

Pick an ability track from a player class, excluding the paladin’s Judgment and the rogue’s Esoterica Radica. Alternatively, pick an ability track from the list of bonus tracks in Chapter IV, or any ability track from a Legend supplement. You gain each of the abilities of your chosen track in consecutive order, going from 2nd level onward.

If you gain a spellcasting progression from your new track, all save DCs, bonus spells, and other mechanics are based off of the ability scores of the original class. Save DC calculations are based off of the ability scores named in the original track as well. Plan accordingly.
An organized platoon of warriors will always triumph over a rowdy band of brutes, and it is the tactician’s duty to make sure that his comrades are the former rather than the latter. Tacticians rarely hold their own in a duel, but their talents lie elsewhere – in finding the enemy’s weak point and enabling their allies to strike it as effectively as possible. To this end, tacticians train in a diverse range of skills, from powerful magic that can turn the tide of a battle to unorthodox tactics that give them and their allies an edge in combat. Nearly all tacticians are intellectual and studious, as a keen intellect is key to the profession, but they also know the value of staying as fit as their sword-wielding allies.

**Party Role:** A tactician is a support character. While his low hit points make him unsuitable for fighting personally, his abilities greatly help front-liners such as barbarians or paladins.

**Tacticians in Your Game:** Tacticians are suitable for leadership roles such as army officers, bandit chiefs or rebellion leaders, and their focus on magic and knowledge makes them ideal wizards or scholars.

**Multiclassing Tips:** Tactician spells synergize well with the paladin’s Bastion track. Tacticians can take the shaman’s Spellcasting track for even more magical power, or exchange their own spells for the Mechanist Savant’s excellent defensive capabilities.

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*A tactician is trained in any three skills of his choice, plus the six Knowledge skills (see Chapter V)*
Tactical Insight

You spend your time reading obscure field manuals and tomes. As a result, you and your allies are well prepared for nearly any fight you face. As a move action, you can attempt a Knowledge skill check of the relevant type against your enemy (Arcana against a dragon, for example). If there are several enemies of the same category, the ability affects all of them; enemies covered by different Knowledge skills require different skill checks (requiring another move action). The DC of the check is equal to 10 + the level of the highest-level enemy (minimum 11). If you succeed on the check, you and allies who can see or hear you gain the benefits of one of the abilities that you know from the list below. You cannot make more than one Knowledge check of the same kind in an [Encounter], but hostile creatures that join an [Encounter] in progress are affected by any Knowledge check that covers their creature type. The effects of a Tactical Insight ability expire at the end of the [Encounter], with new Knowledge checks necessary the next time you encounter that opponent.

Any allies that have a mental or telepathic link to you (such as from the world-mind spell) do not need to see or hear you to benefit from your tactical insights.

1st Circle – Combative Precognition\xc2\x9c: You and your allies may gain either a +3 bonus to attack rolls or a +3 deflection bonus to Armor Class against enemies affected by your Knowledge check. You choose which bonus to apply when activating your Tactical Insight ability.

2nd Circle – Psychological Warfare\xc2\x9c: You and your allies may gain a +2 bonus to Bluff, Diplomacy, Intimidate, and Perception rolls against enemies affected by your Knowledge check.

3rd Circle – Precognitive Resistance\xc2\x9c: You and your allies may gain a +2 bonus to saving throws against effects or abilities used by enemies affected by your Knowledge check.

4th Circle – Extra Insight\xc2\x9c: When you use Tactical Insight to make a Knowledge check for a given type of creature,
you can activate two Tactical Insight abilities you know instead of only one.

5th Circle – Exploit Weakness\( ^{[3]} \): You and your allies may gain a +1 bonus to the DC of any abilities they activate against enemies affected by your Knowledge check.

6th Circle – Countermeasures\( ^{[3]} \): As an immediate action once per [Encounter], you may automatically cancel a spell, spell-like ability, or supernatural ability that an enemy affected by your Knowledge check attempts to activate. The ability automatically fails, but counts as having been activated for the purpose of any resource cost (such as spell slots) and the enemy’s action counts as having been used.

7th Circle – Unspeakable Secret\( ^{[3]} \): As a swift action once per [Encounter], you may speak a word of power that renders a single enemy affected by your Knowledge check [Stunned] for one [Round]. There is no save allowed, and if the enemy has [Immunity] to being [Stunned] the enemy is [Dazed] instead. If the enemy has [Immunity] to both, the ability has no effect, but you really should have known about those immunities beforehand.

Bag of Tricks

1st Circle – Surgical Precision\( ^{[3]} \): Once per [Encounter], as a swift action, you can shape a spell with the burst, line, cone, or spread descriptors to affect only a particular area. The spell must be shaped in the same turn that you cast it (i.e., you must cast the spell with the standard action immediately following your swift action use). You can affect as large an area (measured in squares) as the spell normally could, but may exclude squares from the spell’s effect.

2nd Circle – Early Warning\( ^{[3]} \): You and all allies within 30 ft gain a bonus to initiative checks equal to ¼ your level.

3rd Circle – Bait and Switch\( ^{[3]} \): Once per 4 levels per [Encounter] as a move action, you can switch the positions of two willing creatures. Both creatures must be within 10 ft per your character level of your location. You can use this ability to switch yourself with another creature.

4th Circle – The Enemy You Know\( ^{[3]} \): You gain permanent arcane sight. Many tacticians use this ability to counter enemies’ spells and abilities with their own.

5th Circle – Dweomerbreaker\( ^{[3]} \): Once per [Encounter] as a standard action, you can empower the weapons of allies within 30 ft until the beginning of your next turn. The first successful attack made by each ally under a dweomerbreaker effect dispels a single effect on the ally’s target. The ally can choose a known effect to dispel on the target; if the ally does not know what effects are present, the highest-circle effect is dispelled.

6th Circle – Saw That Coming\( ^{[3]} \): Once per [Encounter], as an immediate action, you can negate an incoming attack. This includes a targeted spell or spell-like ability and any effect requiring an attack roll, but not an area attack.

7th Circle – Checkmate\( ^{[3]} \): Once per [Encounter], as a standard action, you can imprison an opponent for the next 2 [Rounds]. The opponent is locked in temporal stasis, and is therefore both invulnerable and incapable of acting or perceiving its surroundings. A successful Will save negates this effect, but leaves your target [Dazed] for 1 [Round].

Spellcasting

You cast spells drawn from the tactician spell list, detailed in Chapter X. The DC for your spells is equal to 10 + ½ your character level + your Intelligence modifier.

You can only cast a certain number of spells of each spell level in a [Scene]. That number is noted on the “Spells per Scene” section of the table above. You also receive bonus spells per [Scene] for having a high Intelligence modifier.

You can only cast spells that you know. You gain an additional spell known every time you gain a level. Any time that you level up, you can unlearn a single spell and learn a new spell of the same level.

If you are multiclassing into this track, your progression of spells per [Scene] remains the same as indicated on table 3-8 even if you gain circles in this track at a different rate. You cannot learn spells of a level you cannot cast. If you have spell slots available in a circle for which you have no spells known, you may use those slots to cast spells of a lower circle.
**Additional Tracks and Abilities**

**Extra Tracks**

These tracks can be used for building monstrous NPCs, for multiclassing, and particularly for guilds.

**Elementalist**

Choose a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). All of the following abilities are typed with that energy type and all damage is typed as that energy type. Essentially, replace “elemental” with your chosen energy. If you cast spells, all DCs are based off of your primary spellcasting ability. Otherwise, you can pick a mental ability, and that ability determines all DCs for this track. The DCs for your abilities are 10 + ½ your character level + the modifier of the mental ability you selected. All abilities are spell-like abilities. Unless otherwise stated, each ability can be activated once per [Encounter], as a standard action.

If there are multiple options under any circle, you must choose between the options when you gain the relevant ability. This choice is permanent absent a forgiving GM.

1<sup>st</sup> Circle – Elemental Burst: At will, you can summon a burst of energy targeting a single 5-foot square within [Close] range. It does 1d6 elemental damage for each level you possess, plus the mental ability modifier that you use to calculate DCs for this track, and allows a save for half damage. The save required is Reflex if you channel [Electricity] or [Fire], or Fortitude if you channel [Acid] or [Cold].

2<sup>nd</sup> Circle – Elemental Finesse: Pick one of the following abilities:

- **Forced Vulnerability:** You can strike an enemy within [Medium] range with a bolt of energy that makes it more vulnerable to further attacks. This bolt does 1d6 damage per level, allowing a Reflex save for half damage. Additionally, if your target fails the Reflex save, it gains [Vulnerability] to the element of your choice until the end of your next turn. This condition does not stack.

- **Elemental Resistance:** You gain [Resistance] to your chosen element. At 16<sup>th</sup> level, you gain [Immunity] to your chosen element. This ability is passive, not activated.

3<sup>rd</sup> Circle – Shape the Elements: Pick one of the following abilities:

- **Elemental Ball:** You fire a baseball-sized bit of energy at a specific location within [Long] range. When it reaches that location, or if it hits an obstruction, it detonates in a 20-foot-radius explosion, doing 1d6 damage per level. If you try to aim the ball through a small enclosure (size Small or lower), you must make a ranged attack against an AC of 10 + the size modifier of the enclosure. Any creature affected is entitled to a Reflex save for half damage. Creatures who fail the Reflex save are hurled to the outside edge of the effect.

- **Elemental Bolt:** You fire a line of energy at a specific location within [Medium] range. The line is 5 ft wide, does 2d4 damage per level to all creatures in the area, and continues until it reaches the limit of [Medium] range or strikes an obstruction (such as a solid wall). The line deals damage to the obstruction and, if that damage is sufficient to break through the obstruction, continues as normal. Any creature affected is entitled to a Reflex save for half damage. Creatures who fail the Reflex save become [Prone].

- **Elemental Wave:** You fire a cone of energy, 15 ft long + 5 ft per level, that does 1d6 damage per level to
all creatures in the area (Reflex half). Creatures who fail the Reflex save are pushed backwards up to 5 ft per level, but cannot be pushed past the outside edge of the cone.

Elemental Boost: When you activate your Elemental Burst, creatures who fail the save are affected as follows:

- **Acid**: Nauseated for 1 [Round].
- **Cold**: Slowed for 1 [Round].
- **Electricity**: Entangled for 2 [Rounds].
- **Fire**: Blinded for 2 [Rounds].

4th Circle – Elemental Protection: Pick one of the following abilities:

- **Elemental Wall**: You create a wall of your chosen element, 5 ft wide, with a 10 ft square area per level, and lasting for the remainder of the [Encounter]. The wall cannot be placed on top of a creature, and must be anchored on a surface (one edge of the wall must touch either a horizontal or a vertical surface). Any creature who enters the wall or begins its turn inside the wall takes 2 points of damage per level and gains the condition corresponding to your chosen element, as detailed below.
  - **Acid**: Nauseated for 1 [Round].
  - **Cold**: Slowed for 1 [Round].
  - **Electricity**: Entangled for 2 [Rounds].
  - **Fire**: Blinded for 2 [Rounds].

- **Elemental Shield**: You are shielded by your chosen element. Any creature who successfully attacks you with a melee attack takes 2 points of elemental damage per level. Additionally, you reduce all instances of incoming damage by 1 point per level. Once per [Encounter], as a standard action, you can apply this ability for the rest of the [Encounter] to an ally within [Close] range.

5th Circle – Elemental Strike: You gain one of the following abilities, depending on your element:

- **Evoker’s Wrath**: If you channel [Fire] or [Electricity], you call up 1 burst per 2 levels of your chosen element all over the battlefield (within [Medium] range). The bursts have a 5-foot radius and each does 1d6 damage per level, with a Reflex save for half damage. The bursts cannot overlap.

- **Conjurer’s Insidious Doom**: If you channel [Cold] or [Acid], you create a deadly cloud that affects a 20-foot-radius sphere. The cloud blocks line of sight, but is penetrated by [Darkvision], [Tremorsense] and [Ghostwise sight]. All creatures in the area when you create the cloud take damage equal to your level and suffer a 10-foot penalty to all movement modes (minimum 5 ft). On your next turn (the beginning of the effect’s 2nd [Round]) all creatures in the area take damage equal to twice your level, suffer a 10-foot penalty to all movement modes (minimum 0 ft), and take -2 penalty on all attack rolls. On your third turn, all creatures in the area take damage equal to three times your level, suffer a 10 ft penalty to all movement modes (minimum 0 ft), and take a -2 penalty on all attack rolls and saving throws. At the beginning of your fourth turn, the cloud disperses and all penalties are removed. Creatures who leave the cloud while the effect is active continue to take damage on your turn, but their penalties do not increase from the initial penalties applied.

6th Circle – Elemental Mastery: Anytime you attack with your chosen element, any [Resistance] to that element is halved for the purpose of calculating your attack’s damage. Even if a target has [Immunity] to your chosen element, you are entitled to a character level check (DC 10 + the character level of your target) to inflict half damage. You do not bypass your own [Resistance] or [Immunity].

7th Circle – Elemental Rift: You open a planar rift between your current plane and the elemental plane corresponding to your chosen element – a vast expanse full of creatures and objects transformed by their elemental environment in often unexpected ways. This can either function as a travel gate or as an attack. You retain both options; you do not have to choose between them. Each may be used within [Medium] range.

- **Stable Rift**: You create a travel gate between your current plane and your chosen elemental plane. 1 creature per your character level can travel through the gate in either direction. The gate persists for the remainder of the [Scene], or until the maximum number of creatures have traveled through. It is recommended that you take precautions to only allow creatures you want to travel through the gate, but the gate itself has no such features.
Unstable Rift: You create 4 vortices of elemental energy, each of which damages everything in a 10-foot radius for 1d6 per level (Reflex save for half damage). The vortices can overlap, doing up to 3 times the damage of each individual vortex, but cannot occupy the exact same space. The vortices persist for the rest of the [Encounter], and do the same damage on your turn each [Round].

Mechanist Savant

The Mechanist Savant track answers a really elemental question. What is life like for someone who works with runes, tiny bits of clockwork, and a paintbrush until four AM? How does it change when a rampaging barbarian rolls into their workshop, calms down, demands tea and painting lessons, and then whisks her off on a life of adventure? It also answers a more interesting mechanical question: How do you write a good track that is defensively oriented without using magic or muscles?

You may select Charisma, Wisdom, or Intelligence as your Key Ability, which will be referred to as such throughout the track.

Restriction: Unlike most tracks, Mechanist Savant is only available to characters through the Guild Initiation feat. Almost all guilds have Mechanist Savants working for them in some form, and the GM is free to play this up as much or as little as they want.

1st Circle – Front-Line Assemblage\textsuperscript{SU}: You gain the ability to project a protective aura, called the Assemblage, with a radius of 10 ft per character level. This aura is active at all times. The Assemblage provides several benefits that advance as you progress through this track. Each circle expands what it does in some way or another, but it begins as a simple pool of shared hit points, accessible to allies within a 10 ft per character level you possess.

At the beginning of each [Encounter], your assemblage pool starts with a number of points equal to three times your Key Ability modifier. It bears mention that multiple allied Mechanist Savants that are physically present during an [Encounter] share and contribute to a single pool. These points can be used to soak up damage that would be dealt to allies at a 1:1 ratio. Specifically, any ally within the Assemblage that takes damage can redirect that damage to the Pool. Once the Pool has 0 points remaining, no more damage can be redirected to it. At the end of each [Encounter], the pool empties.

2nd Circle – The Littlest Automatons\textsuperscript{SU}: You gain the ability to extend your Assemblage by summoning tiny automatons. You may place an automaton anywhere within [Medium] range as a move action, conjuring the tiny black prism into existence with a gesture and placing it at an intersection. Each automaton is a stationary entity with no combat relevant statistics, and does not take up any meaningful space on the battlefield. Initially, you are limited to one automaton, but you can raise an additional automaton at 6th, 12th, and 18th. As long as an automaton is within your Assemblage, it is considered active, and radiates a 25 ft wide aura that acts as an extension of your Assemblage.

While automatons have a variety of functions as the track progresses, the Mechanist Savant can only raise Generator automatons at first. At the end of your turn, each active Generator automaton adds points equal to your Key Ability modifier to the Assemblage pool, and one additional point for each other active generator up to five. They serve as the primary source of your defensive power, ensuring that your ability to mitigate damage is not reduced below meaningful levels. However, if six generators are active, any additional generators project their Assemblage aura but do not generate points for the Assemblage pool.

3rd Circle – Trust in Steam\textsuperscript{SU}: Your automatons grant you a mechanical detection network. As a swift action, you can image the entire area within your Assemblage as per the [Tremorsense] vision mode, revealing the location of all creatures and objects in the area. As with [Tremorsense], this allows you to make a special Perception check to detect any creatures in your assemblage who are using the Stealth skill (DC 10 + creature’s Stealth modifier).

4th Circle – The Consuming Spark\textsuperscript{SU}: Your automatons take on a slightly more sinister design, without entirely compromising their sleek and almost charming aesthetic. When you raise a automaton, you may designate it as a Hunger automaton instead of a Generator automaton. Instead of adding directly to the Assemblage pool, Hunger automatons deal damage to your opponents at the
end of your turn if the automaton is within your Assemblage. All opponents within 25 ft of the Hunger automaton take twice your Key Ability modifier in damage, as a ruby pulse of crawling runes roils out of the tiny floating effigy. In any [Round] where the automaton does damage, you add points equal to your Key Ability modifier to the Assemblage Pool at the end of the [Round].

5th Circle – Giants in Iron: Your automatons take on the form of stylized figures, with smooth curves and strange appendages, dreadful and alluring all at once. They seem largely random, taking on colors beyond just the glossy black of your earlier creations. With a immediate action, any ally within your Assemblage can convert an existing active automaton into a Decimation automaton, giving animation to the figure briefly, so that it fires a charged bolt of energy before imploding. Activated Decimation automatons can be directed towards any enemy within [Medium] range of their current position, and dish out serious damage before crumbling and going off line. A Decimation automaton’s effect takes the form of a 25 ft radius area of effect centered on the target that deals damage equal to your character level, and dispels a single ongoing magical effect on each opponent within that radius. The automaton then crumbles into worthless scrap.

6th Circle – Scrapheap Hero: Clad in armor augmented with strange devices of your own crafting, your armor’s AC bonus is increased by 2, and you act as a Hunger or Generator automaton during an [Encounter]. You may suppress any component of this ability for a [Round] as a free action. Further, you can fire a bolt as per Decimation automatons as an immediate action. This ability has a one [Round] cooldown, but on the plus side, you do not implode after using this ability.

7th Circle – To Bend Steel: Your automatons now manifest as swarms of steel shards, each flurry of metal bent into the fluid shape of a figurine. Hunger, Decimation, and Generator automatons are affected differently by this transformation, and in turn, Scrapheap Hero is affected by these upgrades.

Generator automatons now manifest as Engine Totems. Engine Totems provide an additional 4 points per turn for assemblage pools. This latter effect stacks up to six times.

Hunger automatons now manifest as Devourer Totems. Devourer totems deal damage whenever an enemy leaves their aura, and may teleport up to 30 ft at the start of your turn.

Decimation automatons now form as Devastator Totems. Devastator Totems now produce two blasts instead of just one, and may target different opponents each time.

Necromancer

You zap people with dark energies and listen to depressing music. Life sucks, then you get reanimated as a zombie and forget it ever happened. If you cast spells, all DCs are based off of your primary spellcasting ability. Otherwise, you can pick a mental ability, and that ability determines all DCs for this track. All abilities are spell-like abilities and activated via a standard action (unless otherwise noted).

If there are multiple options under any circle, you must choose between the options when you gain the relevant ability. This choice is permanent absent a forgiving GM.

1st Circle – Apprentice of Darkness: Pick one of the following abilities:

Draining Ray: At will, on a successful ranged attack with a range of [Close], your target takes a 1d6 penalty to Strength or Dexterity for the remainder of the [Encounter]. This penalty doesn’t stack with itself, but can be used twice to penalize both Strength and Dexterity. This is a [Negative] ability.

Cause Fear: At will, you can force an enemy within [Close] range to make a Will save or be [Shaken] for two [Rounds]. This is a [Fear], [Mind-affecting] ability.

Chill Touch: At will, on a successful melee attack, your target takes 1d4 points of damage, +1d4 per level. This is a [Negative] ability.

2nd Circle – Whispers of the Afterlife: Pick one of the following abilities:

False Life: Once per [Encounter], you can give yourself 1 temporary hit point per level. These temporary HP last until the end of the [Scene] or until they are lost.

Speak With Dead: Once per [Scene], you can grant
the semblance of life and intellect to a corpse for half an hour, allowing it to answer several questions that you put to it. You may ask one question per two levels. Unasked questions are wasted if the duration expires. The corpse is compelled to answer each question truthfully, although the corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any), and the creature is only compelled to answer the explicit question asked. Furthermore, you can only interrogate a corpse that is reasonably intact (at least head and throat) and cannot interrogate a corpse that has been subject to Speak With Dead in the previous week. If the corpse is already animated, such as an undead creature, you cannot interrogate it with this spell.

Crippling Aura: Once per [Encounter], as a swift action, you can summon the negative energy that courses through the world to wrack enemies around you with pain and limit their mobility. Any opponent ending its turn within [Close] range of you loses 10 ft of movement on its next turn. This ability lasts for the duration of the [Encounter]. This is a [Negative] ability.

3rd Circle – Blight From the Beyond: Pick one of the following abilities:

Vampiric Touch: Once per [Encounter], on a successful melee attack, you can do 1d8 damage per level to a single target. You gain a number of hit points equal to half of the damage dealt. This hit point gain counts as healing up to your normal maximum, then adds any excess healing as temporary hit points that remain until the end of the [Encounter] or until they are lost. This is a [Negative] ability.

Blindness: Once per [Encounter], you can blind an opponent within [Close] range. The blindness is permanent, but can be removed with a successful dispelling attempt or by any spells that remove the blinded condition.

4th Circle – Ebb and Flow: Pick one of the following abilities:

Enervation: Once per [Encounter], on a successful ranged attack, you inflict 1d4 [Negative levels] on an opponent. This is a [Negative] ability.

Enervating Strike: Once per [Encounter], as a swift action, you can empower your melee attacks with negative energy. All successful melee attacks you make before the beginning of your next turn inflict one [Negative level] on their target. This is a [Negative] ability.

Protection from Death: Once per [Encounter], you can grant a single target within [Close] range [Immunity] to all status effects caused by abilities with the [Negative] descriptor. For the rest of the [Encounter], the target also reduces damage that it takes from abilities with the [Negative] descriptor by 2× your level.

5th Circle – Dread Lord: Pick one of the following abilities:

Slay Living: Once per [Encounter], you can do 6 damage per level to a target within [Close] range and apply the [Battered] condition to that target. A successful Fortitude save halves the damage and prevents the damage from reducing the target below 1 hit point. This is a [Negative], [Death] ability.

Retributive Armor: Once per [Encounter], you can call up clouds of negative energy that surround your person and lash out at your foes. For the remainder of the [Encounter], anyone who successfully attacks you (with an attack roll within [Close] range) is shaken and takes 2 points of damage per level. This is a [Negative] ability.

6th Circle – Wave of Terror: Once per [Encounter], you can release a huge wave of negative energy in a cone, 5 ft long per level. This wave does 1d6 damage per level and applies the [Exhausted] and [Frightened] conditions to all opponents in the area, although a successful Fortitude save leaves the opponents merely [Fatigued] and [Shaken]. This is a [Negative], [Fear], [Mind-affecting] ability.

7th Circle – Wail of the Banshee: Once per [Encounter], you release a horrible shriek, rending the air and destroying your enemies completely. You do 6 damage per level and apply the [Battered] condition to all enemies within [Medium] range (up to one enemy per level). A successful Fortitude save leaves the opponents merely [Fatigued] and [Shaken]. This is a [Negative], [Death] ability.
True Mage

If you cast spells, all DCs are based off of your primary spellcasting ability. Otherwise, you can pick a mental ability to be your Key Ability Modifier (KAM) for this track.

Abilities in this track may refer to “discharging” an ability. When this happens, the passive benefit ends and you gain the active benefit at that point. If no duration is given on the active benefit, it lasts one [Round].

True Mage includes support for upcoming free expansion material, namely, the Combat Alchemist track.

1st Circle – Kingship: You start out with the ability to grant powerful abilities to allies at the beginning of a [Quest]. Unless discharged, this ability lasts for the duration of the [Quest]. Two Mages cannot give the same ally different abilities. At the beginning of your arcane career, you have access to following ritual blessings, though each must be placed only once per [Quest] and on a different ally:

**Sword**<sup>EX</sup>: All opponents struck by the ally who possesses this ability have their move speed reduced by 10 ft until the end of the [Encounter]. In addition, this ability can be discharged as a free action after hitting a foe, in order to reduce the AC of one opponent within [Close] range by one point for every circle of True Mage you possess. This penalty lasts until the end of the [Encounter] in which Sword was discharged.

**Shield**<sup>EX</sup>: An opponent who strikes the ally who possesses this ability in melee combat takes damage equal to that ally’s character level. This ability can be discharged by the ally as a free action, to create a [Close] range burst surrounding the ally, in which opponents take KAM + CL damage.

**Sceptre**<sup>EX</sup>: The ally who possesses this ability has the power to speak words which hold greater weight to other creatures. That ally receives a +2 bonus to a social skill of their choice, or to Awareness. When attempting to reason with a hostile creature, the ally may discharge this ability as a free action to gain a token for the social encounter.

2nd Circle – Foundation: You gain access to a powerful ritual, commonly called the Engine Glyph. Once per [Scene], by spending two [Rounds] drawing the Engine Glyph, you are empowered until the end of the [Scene]. You may have only one Engine Glyph active at a time, but while a glyph is active, you gain one of the following abilities:

**Theurgic Secret**<sup>EX</sup>: You can cast a single spell you know, once per [Encounter]. This casting does not count against any daily or [Scene] limits. This spell must be one circle lower than the highest circle of spell you can cast and is chosen when the glyph is drawn.

**Alchemical Mysteries**<sup>SU</sup>: If you possess the Combat Alchemist track, you can expend a consumable to convert one of your potions into a consumable item with identical effects. This consumable is usable by any ally as a swift action, has effects identical to the potion used to create it, and is treated as a Lesser Consumable.

**Goetic Strength**<sup>EX</sup>: If you possess any spell-like abilities, calculate all level-dependent variables (such as range, damage, and DCs) for your spell-like abilities as if you were two levels higher.

**Arcane Preparation**<sup>SU</sup>: You can draw a physical representation of the Engine Glyph (a task requiring 5 minutes of effort) that wards the area within [Close] range of the center of the glyph. The Glyph lasts for the rest of the [Scene]. If any creature enters the area, the glyph alerts you (a harmless mental jolt sufficient to wake you from sleep) and conveys an image of the creature, along with a vague sense of the creature’s general intent. When you create the glyph, you can choose to direct it to ignore creatures fitting a certain description (such as “small animals and insects”), as well as yourself and/or anyone inside the glyph when create.

You can also direct the glyph to repel creatures fitting a certain description no more complex than race and a range of height and weight. In this case, creatures fitting that description must make a Will save (DC 10 + ½ your level + your Key Ability Modifier) to enter the area. Any creature that successfully saves is not affected by that particular glyph’s repulsion effect as long as it remains active.

Finally, the glyph powers minor illusory magic, creating an appearance of sameness with the area outside the glyph. As a result, anything inside the glyph is concealed from detection.
at [Long] range or farther. Observers outside [Medium] range simply see nothing anomalous, though other senses may provide hints. Attacking an opponent while inside the Glyph’s warded area breaks this illusion, but not the other aspects of the Glyph.

3rd Circle – Splendor: You gain access to three broader rituals which take a hundred [Rounds] to cast each. Out of combat, this is roughly equivalent to ten minutes.

Seal[^3]: You create a Splendorous seal over a door or object, stopping it from being opened without two [Rounds] of concerted effort. You may only have one Seal in existence for each circle of Mage you have acquired, and only one active on a given door or object. These seals function while you are within 750 ft, and 5 minutes after you leave that radius. You may willingly open a seal at anytime, and may discharge a seal in order to deal damage equal to your character level plus your key offensive modifier to all opponents within 20 ft of the seal.

Trickery[^3]: You create a rune of Trickery on an ally. You may only have one Rune in existence for each circle of True Mage you have acquired, and only one active on a given ally. While this Rune is on a creature, they may alter their appearance as per at will. A Perception check (DC 10 + ½ your character level + your KOM) makes an observer aware of the deception. This Rune lasts for the duration of the [Quest]. The ally may discharge this Rune as a move action or part of a move action to teleport anywhere in [Close] range, and become [Invisible] for two [Rounds].

Majesty[^3]: You create a symbol of Majesty on an ally. You may only have one Symbol in existence for each circle of True Mage you have acquired, and only one active on a given ally. Melee attacks made by an ally with Majesty inscribed on them have their reach increased by 10 ft, and cause any opponent they strike to be set [On fire]. This can be discharged as a move action to cause all opponents within the ally’s improved [Melee] range to be [Blown away] and set [On fire].

4th Circle – Eternity[^5]: Your control over the Splendor Rituals increases. You may now prepare these rituals in advance on some form of item – notably paper or cards, by expending another consumable item to empower the physical form of the ritual. These cards may then be used for the rituals. Notably, having a readied card allows the ritual it holds to be used within a swift action, as long as a card has been prepared and the subject is within [Melee] range. No two Mages may use each other’s rituals prepared this way, and where applicable, cards count against the total number of instances you may have active for a given ritual.

5th Circle – Severity: At the start of each [Scene], select one of the following benefits:

Circle of Ether[^3]: Your ability to bind magic into physical forms takes on another aspect, one that is perhaps more startling. At the start of this [Scene], you gain the ability to simply pull a small set of consumable items into existence. You gain a Rusted Ring, conjured from the dream of iron, and you craft a single instance of Gloss Armor, protection made from mysteries.

Binding of The Seventh[^5]: Once per [Scene], you can craft a magic circle with 5 minutes of effort. The circle has a radius equal to [Close] range, and affects a cylinder that extends 100 ft upward from the circle. This circle remains dormant until activated or until you craft a new Binding of the Seventh, in which case the dormant one disappears. You can activate the circle as a standard action. All creatures within the area of effect become unable to activate [Teleport] effects, and all enemies within the area must make a Will save (DC 10 + ½ your level + your Key Offensive Modifier) or become [Slowed]. Creatures who successfully save become [Entangled] instead. Once activated, the circle lasts for 10 [Rounds] and then disappears.

6th Circle – Understanding: As you master the ancient arts of the mage, you can combine your powers in unusual ways. You may choose one of the following abilities; this choice is permanent, unless your GM is unusually forgiving:

Dual Focus[^5]: You learn to split your arcane focus between two constant effects. You may now have up
to two Engine Glyphs active simultaneously, and their effects stack if they provide the same ability.

**Glyph of Calling**: You can craft a magic circle linked to a similar circle, enabling instant travel between the two. Once per [Scene], with two hours’ effort, you can create a 10-foot-radius teleportation circle linked to any other teleportation circle within a distance of (100 miles x your level). Any creature that steps into the circle is immediately transported into the destination circle, and vice versa, along with up to 250 pounds of equipment. The circle is permanent, but can be destroyed either by a 7th-circle [Dispelling] effect or by ten minutes’ physical labor.

**7th Circle – Crown**: At the beginning of each [Scene], select one of the following abilities. You gain it for the duration of the [Scene].

**Ars Arcana**: If you have the Combat Alchemist track, you can create and use a single potion once per [Scene] as a move action without having prepared it in advance.

**Magna Anima**: At the beginning of each [Scene], pick a single spell that you know with a casting time of “1 standard action”. You may activate that spell once per [Encounter] as a swift action, and it does not count any daily or [Scene] limits. This spell must be one circle lower than the highest circle of spell you can cast. In addition, if you have the Theurgic Secret ability active and your chosen spell from that ability has a casting time of “1 standard action”, you can activate it with a swift action instead of as a standard action if you choose.

**Ars Goetia**: Once per [Scene], you may activate any two spell-like abilities you possess with a casting time of a standard action or a swift action with a single standard action. You can choose the order in which the abilities take effect. This action counts against any limits for using those spell-like abilities, and you may not activate a spell-like ability that has no remaining uses or otherwise could not normally be activated.

**Magna Mutatio**: Once per [Scene], you may transform any consumable into any other consumable of the same tier. This takes one [Round] of effort.

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**Vigilante**

Wherever the law can’t handle every crook wandering the streets in search of easy prey, the Vigilante comes out to lend a helping hand. These champions and rebels equip themselves accordingly for their task, to make sure that a stray switchblade doesn’t put an end to their righteous crusade, and always keep around a getaway ride in case the local law enforcement gets funny ideas.

**1st Circle – Vigilante Armor**: You are granted a suit of incredible armor, which you can call to your person with a dramatic gesture and shouted command. It covers your whole body, including your face, but does not limit your field of vision.

Your armor snaps into existence at the start of combat, pieces fading in to protect you as needed until you can complete your transformation at the start of your turn. This provides a +2 item bonus to Athletics, a +2 item bonus to AC, and a +2 item bonus to Acrobatics.

**2nd Circle – Brutal Kick**: You jump high in the sky, then come streaking down towards your foe for a devastating kick, whether or not you usually use such attacks. As a standard action, you may fly up to your base land speed. This movement does not provoke attacks of opportunity. Then if you are within range, you may make a single melee attack against a foe. This attack deals damage as a Main weapon, and gains additional bonus damage equal to your level.

**3rd Circle – Signature Ride**: You gain the the ability to call forth a mysterious contraption to ride on. As a part of a move action, you may summon your ride. It provides a 15 ft bonus to your land speed, a flight speed equal to your land speed, and a 20% [Miss chance] against all attacks during any [Round] in which you move at least 20 ft, thanks to your speed. Against all expectations, you can still use Brutal Kick while mounted.

**4th Circle – Unnatural Resilience**: Through esoteric means, you are simply tougher and more enduring than any life ought to be. Once per [Encounter], if you successfully save against an effect that allows a Fortitude save to mitigate it, you can negate the effect entirely. Particular examples include spells that have “Fortitude: Half” as their save or effects that permit a save against
an inflicted condition but no save against their damage. Further, the bonuses from Vigilante armor increase by +2 when you acquire Unnatural Resilience.

5th Circle – Vigilante’s Courage\textsuperscript{EX}: You have [Immunity] to [Fear] and gain a +2 bonus to initiative, due to your prodigious courage. Any time this ability negates an effect, or you successfully make a Fortitude save, you may make a Brutal Kick.

6th Circle – Finishing Move\textsuperscript{EX}: Once per [Encounter], you can make a single dramatic attack. This attack action is identical to a Brutal Kick, but deals additional bonus damage equal to three times your level on top of the damage added by Brutal Kick. You gain temporary hit points equal to the damage dealt by this attack.

7th Circle – Unbeaten\textsuperscript{EX}: Once per [Encounter], as a move action, you can heal all damage, setting your current hit point total to your maximum HP.

Racial Tracks

These tracks provide racial abilities for various types of monstrous NPCs or unusual PCs. They are available to PCs with group approval (since not all groups want to play on the same team with vampires or dragons).

Each racial track is linked to a race and often a creature type. Use this race at character generation instead of one of the races found in Chapter III.

As usual for multiclassing, a character should always progress racial track circles at the same rate as the track he gave up, even if the table of the racial track indicates otherwise.

Racial tracks possess “racial class” statistics (such as base attack bonus and save bonus progressions) that override the class statistics of a normal class. However, you are still tied by default to a single class. For example, a Demon could have any two Tactician tracks, or any two Barbarian tracks, or any two tracks from another class.

Creatures with a racial track retain the ability to multiclass (so a creature could have a racial track, a track from one normal class, and a track from another class or from the Extra Tracks section).

Additional racial tracks, along with statblocks for creatures that use them, are coming soon in the Legend Monster Guide.
Demons are malevolent and destructive creatures, remnants of a dead universe. They spread chaos and despair in many different ways, but all are known for their mobility and the tactical threats they pose.

If there are multiple options under any circle, you must choose between the options when you gain the relevant ability. This choice is permanent absent a forgiving GM.

Demons have claws (Natural weapons that do 1d8 damage + your KOM and cannot be disarmed). Additionally, select one social skill (Bluff, Diplomacy, Intimidate, or Perception). You gain a +3 bonus on all checks with that skill.

2nd Circle – Demon Magic\textsuperscript{SLA}: Pick one of the following spells: \textit{darkness, see invisibility}. You can use it once per [Encounter] as a spell-like ability.

3rd Circle – Demonic Movement: Pick one of the following abilities:
- \textbf{Fell Flight}\textsuperscript{EX}: You gain wings, and a flight speed equal to your land speed plus 30 ft.
- \textbf{Abyssal Travel}\textsuperscript{SLA}: Instead of gaining flight, you can opt to gain teleportation. Once per [Encounter], as a standard action, you can cast \textit{dimension door}, as the spell.

5th Circle – \textbf{Chaos Hammer}\textsuperscript{SLA}: Once per [Encounter], as a standard action, you can smite everyone around you. All creatures within [Close] range of you take 1d12 damage per level (Fortitude DC 10 + ½ your level + your Charisma modifier halves the damage). Creatures who fail their save take 2 points of Strength damage. Demons are not affected by this ability.

6th Circle – \textbf{Terrorizing Attacks}\textsuperscript{SU}: Each round, the first creature who is successfully hit by you or fails a save against an effect that you create becomes [Shaken] for 2 [Rounds].

7th Circle – \textbf{Deplorable Word}\textsuperscript{SLA}: Once per [Encounter], as a standard action, you can speak a word of power. All creatures within [Close] range of you must make a Will save (DC 10 + ½ your level + your Charisma modifier) or be [Stunned] for 1 [Round]. If they save, they are still [Shaken] for 1 [Round].
1st Circle – Agility: You gain the Wings Of War feat even though you would not otherwise qualify. You also have claws (Natural weapons that do 2d6 damage + your KOM and cannot be disarmed).

2nd Circle – Vitality: Your maximum HP is increased by one point per character level for each circle of the Dragon track you possess, to a maximum of +140 HP at 20th level. This is a fury bonus.

3rd Circle – True Dragon: This marks your transition from your previous form to the dragon you were meant to be. Your scales have hardened, increasing your AC by one point per circle of Dragon you possess. This is an item bonus and a deflection bonus, and so conflicts with armor, shields, and other deflection effects. In addition to any enchantments applied to them, your claws now heal you for half the damage you deal with them, up to your level in HP per hit.

4th Circle – Dignity: All conditions and [Binding] effects have their durations reduced by one [Round] when affecting you. If a condition would normally persist for an [Encounter], it instead lasts eight [Rounds]. Permanent conditions are unaltered.

5th Circle – Endurance: Fatal damage you are subjected to takes a full [Round] to kill or incapacitate you. During that [Round], you may be healed.

6th Circle – Power: Twice per [Encounter] you may let loose a horrible challenge as a swift action. Opponents within [Close] range must make a Will save or be [Deafened] for one [Round]. While [Deafened], an affected opponent must use their standard and move actions to either flee (using standard actions to run and move actions to move away), approach you, attack you or attempt to harm you with a spell or ability.

7th Circle – Great Wyrm: You have grown in power, transcending the mortality of lesser beings. Whenever you die, if your body is destroyed or your heart is interred in the deep places of the earth, you are resurrected at the beginning of the next [Quest]. Many dragons opt to remove their hearts in order to better take advantage of this ability, a process that is inexplicably quite survivable for a Great Wyrm.
Sentient Construct

Table 4-3

<table>
<thead>
<tr>
<th>Abilities</th>
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<tbody>
<tr>
<td>+2 CON</td>
</tr>
<tr>
<td>+2 INT</td>
</tr>
<tr>
<td>-2 CHA</td>
</tr>
<tr>
<td>MEDIUM</td>
</tr>
<tr>
<td>[Immunity] to [Exhausted], halves [Fatigued] duration (minimum one [Round])</td>
</tr>
<tr>
<td>[Construct] type (does not age)</td>
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<tr>
<td>Darkvision</td>
</tr>
<tr>
<td>Monkey Business</td>
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<tr>
<td>Fish in the Water</td>
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<td>By Will Sustained</td>
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<table>
<thead>
<tr>
<th>Bonus Feats (choose one)</th>
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</thead>
<tbody>
<tr>
<td>10 HP/LEVEL</td>
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<tr>
<td>5 SKILLS</td>
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<td>KOM</td>
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<td>DEX</td>
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<td>KDM</td>
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</table>

1st Circle – Hard to Break\textsuperscript{EX}: Once per [Encounter], if you make a successful Fortitude or Will save against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), you instead ignore the effect entirely.

2nd Circle – Self-Repair\textsuperscript{EX}: You gain [Fast healing] 3.

3rd Circle – Sensor Suite\textsuperscript{EX}: Your advanced senses enable you to penetrate illusions that would fool organic creatures. You gain [Immunity] to effects with the [Glamer] descriptor.

4th Circle – Spell Disruption\textsuperscript{EX}: You decrease all damage that you take from spells and spell-like abilities by 2 hit points per character level.

5th Circle – Rapid Repair\textsuperscript{EX}: Your [Fast healing] increases to 6.

6th Circle – Can’t Kill the Robot\textsuperscript{EX}: You gain [Immunity] to level drain and ability drain.

7th Circle – Backup Copy\textsuperscript{EX}: Once per [Scene], if you are killed, you reassemble and are resurrected the following [Round] with full hit points. You can choose not to reassemble.

Sentient constructs vary in form and function much like normal constructs, but are self-aware and capable of reasoning. In fact, most sentient constructs are extremely capable of reasoning, if not particularly charismatic.
Undead

**ABILITY MODIFIERS VARY BY TYPE**

[Immunity] to [Exhausted], halves [Fatigued] duration (minimum one [Round])

[Undead] type (does not age, healed by damage from [Negative] effects and harmed by "healing" from [Positive] effects)

[Ghostwise sight] 30

**BONUS FEATS**

Varies by type

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### Table 4-4: Undead Track

<table>
<thead>
<tr>
<th>Level</th>
<th>BAB</th>
<th>Fort</th>
<th>Ref</th>
<th>Will</th>
<th>Undead Ability</th>
</tr>
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<tbody>
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<td>2</td>
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<tr>
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<td>+2</td>
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<td>3</td>
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<td>Strength of Undeath</td>
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<tr>
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<tr>
<td>6</td>
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<td>3</td>
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<tr>
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<td>10</td>
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</tbody>
</table>

Undead creatures are, simply put, creatures that in a previous-and-irrelevant life were alive, and now are not. However, they still manage to walk, talk, and break things. Sentient undead (who can be played by PCs) come in one of five main kinds: mummies, ghoul, liches, skeleton champions, and vampires. Each one has

its own racial statistics, detailed at the end of the track rules. Your Key Ability Modifiers and abilities from the Undead track vary based on your race.

**Special:** The Undead track models creatures that have been stripped of their past life and many of their previous physical and mental characteristics. Characters that access the Undead track via Guild Initiation or Full Buy-In must select an Undead race from the list below, but are not required to change a previously-acquired racial track, racial feats, or Key Ability Modifiers.

1st Circle – Consumption

You feed on energy that belongs to someone else. The specifics of this vary based on your subtype:

**Ghoul:** You draw life and sustenance from the flesh of sentient creatures. Once per [Round], if you successfully hit an opponent with your bite attack, you can force the bitten creature to make a Reflex save (DC 10 + ½ your level + your Strength modifier). On a failed save, you regain 1 hit point per level and a +1 bonus on your next d20 roll, and your opponent is [Shaken] for one [Round].

**Lich:** You draw strength from ambient magical energy. Every time you cast a spell or spell-like ability, you can reduce your level by 1 for purposes of calculating numerical effects of that spell (if you are level 1, all numerical effects are halved). Doing so causes you to regain 1 hit point per level. Additionally, any time a magical effect within [Close] range is dispelled, you regain 1 hit point per level.

**Mummy:** You draw strength from the fear of surrounding mortals. Every time an opponent within [Close] range fails a saving throw against a [Fear] effect, you regain 1 hit point per level.

**Vampire:** You draw strength from feeding on blood. Once per [Round], if you successfully hit an opponent with your bite attack, you can force the bitten creature to make a Fortitude save (DC 10 + ½ your level + your Dexterity modifier). On a failed save, you regain 1 hit point per level and your opponent’s takes an equal amount of [HP reduction].

**Skeleton Champion:** You draw strength from the heat of battle. Each [Round], as your opponents become weaker, you grow in power. You gain one of I Am Not Left-Handed, Kensai, or My Name is War as a bonus feat.
2nd Circle – Strength of Undeath\(^\text{15}\): You gain powers that few mortals can rival, but become vulnerable to a specific threat.

**Ghoul:** You gain [Damage reduction] equal to 1 hit point for every circle you have access to from the Undead track. However, you take a -2 penalty to Will saves.

**Lich:** You gain [Resistance] against all effects with the [Cold] and [Electricity] descriptors. However, whenever you are successfully hit with a weapon, the damage increases by 3.

**Mummy:** You gain [Damage reduction] equal to 1 hit point for every circle you have access to from the Undead track. However, you have [Vulnerability] to [Fire] effects.

**Vampire:** You gain [Fast healing] equal to 1 point for every circle you have access to from the Undead track. However, direct sunlight (generally outdoors during the daytime, although particularly heavy clouds or tree canopies can protect you) harms you. If your skin is completely protected from sunlight (such as by full plate armor, or billowing robes, gloves, and a large hood), you take a -1 penalty on d20 rolls while in direct sunlight. If, for some reason, you are in direct sunlight without such protection, you take 1d12 damage per [Round] or catch [On fire].

**Skeleton Champion:** Choose a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). All weapons you wield now deal damage of this type or their regular damage, at your option. Unfortunately, your bony feet aren’t the best for balance, and you take a -2 penalty on saves against effects that would render you [Prone] on a failed save.

3rd Circle – Death Rising: Choose one of the following abilities when you gain access to this circle. Your choice is permanent.

**Lord of the Damned\(^\text{16}\):** As a master of the forces of undeath, you can grant the mixed blessing of undeath to a fallen creature. With a ritual lasting 30 minutes, you can transform a [Dead] or willing living creature into an undead creature of the same kind that you are. This creature can be of any level up to one less than your own and must have Intelligence, Wisdom, and Charisma scores of 1 or greater. When you transform this creature, it loses one of its ability tracks (you pick which one) and exchanges it for the Undead track. You can transform your cohort in this way, if you have one. If you do not have a cohort, you can choose to make a transformed creature your new cohort. All cohorts are acquired with the explicit permission of your GM.

**Necrotic Aura\(^\text{17}\):** Your presence reminds all creatures around you of their inevitable decay. All enemies within [Close] range of you must make a Will save (DC 10 + ½ your character level + your Key Offensive Modifier) or take a -2 penalty to all d20 rolls. All enemies within [Melee] range of you take this penalty regardless of whether they have successfully saved against this effect.

4th Circle – The Blight Spreads\(^\text{18}\): You gain a powerful attack that cripples your foes:

**Ghoul:** Horrible Teeth – Once per [Encounter], if a creature fails its save against your Consumption ability, it also takes -3 penalty on attack rolls and Fortitude saves for the duration of the [Encounter].

**Lich:** Netherworld Grasp – Once per [Encounter] as a standard action, you encase a creature within [Close] range in bonds of magical energy that renders it [Stunned] and [Paralyzed]. The creature is entitled to a Will save (DC 10 + ½ your level + your Intelligence modifier) when you activate the effect, and on its turn every [Round] for the duration of the [Encounter]. A successful Will save breaks the effect.

**Mummy:** Contagious Touch – Contagious Touch – You can afflict a creature with a horrible disease. Once per [Encounter], if you strike a creature with a melee attack, it must make a Fortitude save (DC 10 + ½ your character level + your Charisma modifier) or be afflicted with Mummy Rot. On a failed save, the creature immediately takes a -5 penalty to attack and damage rolls. Additionally, the creature must make a Fortitude save at the same DC every day afterward, or suffer [HP reduction] of a cumulative 1d4 hit points per level. A successful Fortitude save removes the disease. The disease can also be removed via a [Dispelling] effect, but the creature that activates such an effect must make a successful Will save (against the same DC) or the effect does not function.
Vampire: Entrancing Gaze – You gain a bonus feat. For this feat, you may pick any [Skill] feat with trained Bluff, Diplomacy or Intimidate as a prerequisite.

Skeleton Champion: Devastating Strike – Once per [Encounter], you can expend all of your focus points. You gain a bonus on your next attack roll equal to the number of focus points spent, and your damage roll increases by three times the number of focus points spent.

5th Circle – Fear Aura\(^{su}\): Undead creatures are scary. All enemies who approach within [Close] range of you must make a Will save (DC 10 + ½ your level + your Key Offensive Modifier) or become [Shaken]. This effect stacks with other [Fear] conditions – for example, [Shaken] creatures become [Frightened], and [Frightened] creatures become [Panicked].

6th Circle – Heartstopper\(^{su}\): You radiate an aura of decay, reducing the effectiveness of healing effects. You reduce any [Healing] effect activated within [Medium] range by 2 hit points per level, to a minimum of 1 hit point healed.

7th Circle – No Requiem\(^{su}\): Heroes that manage to strike you down are doomed to frustration. Once per [Scene], if you are killed, you return to undeath after 1 [Round] with full hit points. You can delay your resurrection or choose not to return at all.

Undead Races

Unlike standard races, these may only be taken along with the Undead racial track.

Ghoul

<table>
<thead>
<tr>
<th>+2 STR</th>
<th>+2 CON</th>
<th>-2 WIS</th>
<th>MEDIUM</th>
</tr>
</thead>
</table>

BONUS FEATS (choose one)

- Feign Death
- Ghoulish Enthusiasm
- Wake

Ghouls are vicious and ravenous creatures who only marginally resemble their living forms. They are strong and fierce, but weak-willed at best. A ghoul satisfies the Devourer requirement of the Undead type by consuming the flesh of a sentient creature (Int score of 8 or greater), either through the Consumption ability of the Undead track or after-battle meals.

A ghoul’s Key Offensive Modifier is Strength, and its Key Defensive Modifier is Constitution. Ghouls have access to the following natural weapon:

- Bite – Special weapon, range [Melee], 1d8+KOM base damage, cannot be disarmed.

Lich

<table>
<thead>
<tr>
<th>+2 INT or WIS</th>
<th>MEDIUM</th>
</tr>
</thead>
</table>

BONUS FEATS (choose one)

- Lich’s Wrath
- Safekeeper Adept
- The Sun Grows Dim

Liches are the dried-out husks of mortal spellcasters who craved the power of magic too strongly. Undeath only sharpens their mental acuity. Liches satisfy the Devourer requirement of the Undead type by absorbing magical energy via the Undead track’s Consumption ability.

A lich’s Key Offensive Modifier is Intelligence, and its Key Defensive Modifier is Wisdom.

Mummy

<table>
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<tr>
<th>+2 CHA</th>
<th>MEDIUM</th>
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</thead>
</table>

BONUS FEATS (choose one)

- Keep Them In Line
- On A Pale Horse
- Terrifying Shout

Mummies are preserved in body by enchanted bandages wrapped around their bodies, but remember little or nothing of their past lives. Most, however, can recall the adoration and apprehension of subjugated masses who lived to serve their will. Mummies satisfy the Undead type’s Devourer requirement by basking in the fear of lesser beings via the Undead track’s Consumption ability.

A mummy’s Key Offensive Modifier is Strength, and its Key Defensive Modifier is Charisma. Mummies have access to the following special ability:

- Chains of Command\(^{su}\): Once per [Round], a creature struck by your attack must make a Will save (DC 10 + ½...
your level + your Charisma modifier) or be [Shaken] for 1 [Round].

**Skeleton Champion**

Skeleton champions might once have been knights, swashbucklers, or kings. It is certain, however, that all lived for the heat of battle, and the magical forces that bind their bones together are most strengthened by the clash of steel on steel. Skeleton champions satisfy the Undead type’s Devourer requirement by participating in at least one combat encounter daily.

A skeleton champion’s Key Offensive Modifier is Strength, and its Key Defensive Modifier is either Dexterity or Intelligence (chosen at character generation).

**Vampire**

Vampires feed on the blood of creatures that have it. Some are thoroughly demonic; some may have a conscience or even something like a soul. None are sparkly. Vampires satisfy the Undead type’s Devourer requirement by consuming a creature’s blood via the Consumption ability or drinking blood outside an encounter.

A vampire’s Key Offensive Modifier is Dexterity, and its Key Defensive Modifier is Charisma. Vampires have access to the following natural weapon:

**Bite** – Special weapon, range [Melee], 1d8+KOM base damage, cannot be disarmed.
There exist a set of creatures more defined by their size and brutal nature than any other aspect. Ranging from giant bears to cyborg gnomes from hell, these aberrations are simply utter brutes, and thus an Utter Brute might have almost any racial type (check with your GM). While such creatures will vary greatly in appearance, they all function the same mechanically.

All abilities in this track are EX. When this track offers you a choice of several abilities, the choice you make is permanent.

This track provides some fury bonuses, which do not stack with other tracks’ fury bonuses. A creature benefiting from a fury bonus may not benefit from sources of [Precision] damage. Core tracks that grant fury bonuses include Path of Rage and the Dragon racial track, while core tracks that grant [Precision] damage include Discipline of the Serpent, Reign of Arrows, and Assassin.

1st Circle – Uncivilized: Your unarmed attacks add your KOM to damage, and are treated as [Special] weapons with [Reach]. In addition, select one of the following abilities:

- **Defender**: You gain a fury and item bonus to Armor Class equal to the number of circles of Utter Brute you possess.
- **Attacker**: You gain a fury and item bonus to your to-hit rolls equal to the number of circles of Utter Brute you possess.

2nd Circle – Unforgiving: As you die, you may take a standard action. You’re still dead, so healing won’t help you, and you can’t use abilities to resurrect yourself if you opt to activate Unforgiving. Triggered abilities with no action cost may be used instead of the standard action.

3rd Circle – Unrelenting: At the beginning of your turn, move 5 ft. At the end of your turn, move 5 ft. Effects that prevent movement other than death do not prevent this.

4th Circle – Unnatural: Select a set of fury bonuses from the following:

- **Soldier**: +3 bonus to attack rolls and Fortitude saves, +3 hit points per level, +10 feet to all movement speeds.
- **Striker**: +3 bonus to attack rolls and Fortitude saves, +3 hit points per level, +5 feet to your [Melee] range.
- **Skirmisher**: +1 bonus to attack rolls and Fortitude saves, +1 hit point per level, +15 feet to all movement speeds, and +5 feet to your [Melee] range. These bonuses stack with fury bonuses from this track.

5th Circle – Unspeakable: Pick two of the following abilities:

- **Flight**: You gain a flight speed equal to your fastest movement speed.

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* Utter Brutes may choose either Reflex or Will as their good save. Fortitude is always a good save for Utter Brutes.
Focus: You can eavesdrop on telepathic communication if any participant is within [Close] range.

Flexibility: Your [Melee] range is increased by +10 ft.

Flesh: You gain [Fast healing] equal to your character level.

6th Circle – Unbreakable: You gain [Immunity] to two of the following: [Stunned], [Dazed], [Prone], [Slowed], [Fear] effects (this includes [Shaken], [Frightened], [Panicked] and [Cowering]).

7th Circle – Unstoppable: You gain [Immunity] to [Unconscious] and [Dying], though you still die at -(Constitution) HP. Further, every time you hit an opponent with an attack, that opponent is pushed back 5 ft.
How to Use Skills

Generally speaking, skill checks in your campaign should require a d20 roll of 10 to 12 for an average character who's trained that skill. If the GM wants to implement a particularly challenging situation, the DC might require a d20 roll of 14-17 for an average character who's trained that skill. For example, a DC 15 challenge is a fairly reasonable typical challenge for a 1st- or 2nd-level character (1 or 2 ranks +3 stat means that the character needs a 10 or 11 to succeed). A DC 20 challenge is quite difficult for a 2nd-level character, but fairly typical for a 4th-level character. A DC 30 check is a serious challenge for a typical 10th-level character, and even a 12th-level character who is heavily optimized for a specific skill will find a DC 35 check difficult to reliably make.

In each skill entry, some tasks are given, with a normal DC for achieving that task. The game is written and balanced around these DCs; however, no list of tasks could be exhaustive and the GM should use his or her discretion in deciding where a given task falls in the DC range. Beyond DC 35, we have not consistently provided representative tasks, but GMs should use imagination to come up with suitably epic challenges at higher levels. It should be noted that without a substantial focus in a specific skill and the aid of party members, even a 20th-level character will not be able to reach DC 50 with any degree of reliability, so obviously DCs should generally cap out at 50 for the most absurd extrapolation of a skill that you can imagine.

We generally place a greater value on speed and simplicity in terms of skill use than on the strict simulation of a challenge. As a result, we tend to prefer an environment where the GM says “Make an Athletics check to climb the cliff” to an environment where the GM says “Okay, your turn, make a Climb check to move this round.” For this reason, we suggest that in situations where the PCs are dealing with primarily environmental hazards (as opposed to rolling against an opponent), skill checks of the same skill should be kept down to one per challenge, or two or three if there are logically different steps to the challenge (such as picking a lock, then disarming a trap, then opening a safe, all of which are Larceny checks). Notes regarding this general principle are placed in specific skill descriptions as an aid to GMs.

Skill Listing

Physical Skills

Acrobatics (Dex) is your character’s ability to jump, tumble, and roll around or over obstacles. This includes obstacles that want to stab you. You also use Acrobatics to determine your ability to balance on things that you normally couldn’t balance on. For purposes of dealing with environmental hazards, one Acrobatics check should generally be enough unless something happens to increase the difficulty of that check; for purposes of combat, one check should generally be needed for each [Round] in which you attempt to use a function of the Acrobatics skill.

Moving through threatened areas: If you wish to move through an area that would normally provoke an attack of opportunity without being attacked, make an Acrobatics check (DC equal to 10 + your opponent’s BAB + your opponent’s KOM). Success means you are not attacked; failure means you are attacked but can still move normally (aside from any consequences of the attack).

Surprising an opponent: As part of a move action, you can halve your movement speed and make an Acrobatics check with a DC equal to an opponent’s Armor Class. If you succeed, your opponent
loses track of you and is [Flat-footed] against any attacks you make on your turn. If you attempted to avoid an attack of opportunity as part of the same move action, don’t make two Acrobatics checks – compare the same check to each DC and determine the results separately.

Balancing: You can balance on things without falling. If you are [Flying] with the Acrobatics or Athletics skill, you may leap off one of these objects to continue your flight. A few representative objects, with appropriate DCs, follow:

**DC 10:** Slick floor in a grocery store. The kind that require signs so people don’t slip and hurt themselves. Alternatively, an oil slick on a road.

**DC 15:** Icy rock.

**DC 20:** Rain-slick precipice of darkness. Alternatively, an inch-thick tree branch.

**DC 25:** The point of a spear (obviously, without being impaled). This cannot get you un-stabbed if someone successfully attacks you.

**DC 30:** The grains of sand in a desert storm.

**DC 35:** Falling snowflakes.


**DC 10:** Cross a fast stream without getting your boots wet.

**DC 15:** Jump from one roof to another, with a narrow alley separating them.

**DC 20:** Jump from one roof to another, across a street. Alternatively, vault an ogre-proof fence.

**DC 28:** Leap onto the back of a charging war elephant. You gain [Flying] for 1 [Round]. You must land on something at the end of your turn or fall, taking 5d6 damage. You may not make a new Acrobatics check to continue your flight without something to jump from.

**DC 30:** Leap onto a flying skeletal dragon to confront the lich riding it. Ideally, have some way to get back down in an emergency. You gain [Flying] for 2 [Rounds]. You must land on something at the end of your turn or fall, taking 5d6 damage. You may not make a new Acrobatics check to continue your flight without something to jump from.

**DC 35:** “Neo’s doing his Superman thing again.” You gain [Flying] for 3 [Rounds]. You may not make new Acrobatics checks to continue your flight without something to jump from, but if you fail you fall and take 5d6 damage.

**Athletics (Str)** is your character’s ability to climb and swim. Since all of these can get you into pretty inhospitable areas, high-level athletes also learn to do things like holding their breath for absurd periods of time.

Climbing: With a successful Athletics check, you can move up a vertical or near-vertical surface at half of your normal speed. Generally speaking, one check is good enough for a given surface, unless something happens to increase the difficulty of climbing. If your check exceeds the DC of the task by 5 or more, you can move at your full speed. If you are in combat, you take a -2 penalty to attack rolls, AC, and physical skill checks while climbing.

A few representative climbing surfaces, with appropriate DCs, follow:

**DC 10:** A steep rocky slope with frequent handholds and footholds and no rattlesnakes at all.

**DC 15:** A smooth tree with relatively few branches.

**DC 20:** The outside of a castle wall, in the dead of night.

**DC 25:** An overhanging defensive wall kept artificially slick and equipped with fake handholds.

**DC 30:** A wall of force with invisible protrusions, or the farthest-outside twigs of a never-ending world tree. You can “climb” into the air, gaining [Flying] for one [Round], but must make checks at the beginning of every round to avoid falling.

**DC 35:** Falling snowflakes. You gain [Flying] for 3 [Rounds].

Swimming: With a successful Athletics check, you can move through a liquid medium at half of your normal speed. Generally speaking, one check is good enough for a given medium, unless some-
thing happens to impede your pace. If your check exceeds the DC of the task by 5 or more, you can move at your full speed. A few representative environments, with appropriate DCs, follow:

- **DC 10:** A calm pool of cool water.
- **DC 15:** A cold mountain river.
- **DC 20:** Frigid river rapids.
- **DC 25:** An underwater whirlpool with unpredictable outside currents.
- **DC 30:** A death trap deep within the underwater Sahuagin sanctum.
- **DC 35:** The leading edge of a tsunami.

**Scaling bonuses:** Your training gives you certain bonuses when you have a given number of ranks in Athletics. All of these abilities are considered extraordinary abilities.

- **1 rank:** Add your Strength modifier to your Athletics ranks. Increase your base land speed by 5 ft for every 5 points in the result (for example, a 1st-level human barbarian with Strength 18, granting a +4 Strength modifier, and 1 rank in Athletics has a total result of 5, and therefore has a base land speed of 35 ft instead of 30 ft).
- **5 ranks:** You take no damage from extreme hot or cold weather.
- **10 ranks:** You can apply your 1-rank bonus to all movement modes you possess that are not calculated from your base land speed.
- **15 ranks:** You can hold your breath for 1 minute per point of Constitution.
- **20 ranks:** You are not harmed by harmful planar conditions.

**Larceny (Dex)** is your character’s ability to commit acts of burglary, to disable traps or sabotage equipment, and to perform sleight-of-hand tricks.

**Burglary:** With a successful Larceny check, you can open a lock on a door or safe, non-destructively open a window, or perform similar feats. Practically any of these tasks can be accomplished without a Larceny check by destroying the lock or the material around the lock; however, Larceny checks allow you to subvert any failsafes and accomplish your task without leaving a pile of debris. Generally speaking, there should not be more than two or three Larceny checks of this type required for a given “job.” If an investigator uses the Perception skill, the DC to detect the forced entry is equal to the result of your Larceny check; exceeding the DC by 5 or more means that the investigator finds a clue that could point to you. A few representative obstacles, with appropriate DCs, follow:

- **DC 10:** A simple, poorly secured window or gate latch.
- **DC 15:** The lock on an old treasure chest, or a rusty lock on a door.
- **DC 20:** A well-made mechanical lock, or a simple magitech combination.
- **DC 25:** A well-made and advanced mechanical lock, such as a real-world 20th Century combination lock, or a magitech lock with basic security countermeasures.
- **DC 30:** A magitech lock with personal identification capabilities.
- **DC 35:** A magitech lock keyed to biological parts of a specific individual or group of individuals.

**Disable Device:** This function is basically identical to the burglary function in terms of DCs, but allows you to jam a device or even cause it to injure the user. It is, of course, possible to destroy devices without using the Larceny skill; however, this skill allows you to subtly alter a device so it stops functioning. If you rig a device to harm the user, the Larceny DC increases by 2, and the modifications can be spotted with a Perception check with a DC equal to the result of your Larceny check. A Perception check exceeding your Larceny check by 5 or more means that a clue is spotted that could point to the person who caused the malfunction. A few representative devices, with appropriate DCs, follow:

- **DC 10:** The wheel of a wagon.
- **DC 15:** The firing mechanism of a crossbow.
- **DC 20:** The steering mechanism of a ship, possibly including magitech parts. Alternatively, the trigger mechanism of a magic wand.
- **DC 25:** The mechanism of a watch, or the magical components of a scrying device.
- **DC 30:** A magitech information-storing terminal.
DC 35: The decision-making cortex of a golem or other magitech automaton.

Sleight of Hand: You use this function to pick someone’s pocket or do magic tricks on street corners. It is always evaluated as a check against a character’s Awareness defense (10 + the creature’s level + the creature’s Wisdom modifier). Picking someone’s pocket is a standard action.

Trap-setting: When setting a trap (such as the ones made available in the ranger’s Professional Soldier track), you can attempt to conceal the trap with a Larceny check (the DC is the Awareness defense of anyone who approaches within 10 ft of the trap). People who are actively searching for traps may make a Perception check, with the result equal to the DC of your Larceny check.

Stealth (Dex) is your character’s ability to avoid detection by other creatures or sentient/animated objects. As such, it is always evaluated as a roll against a creature’s Awareness defense (10 + the creature’s level + the creature’s Wisdom modifier + any other applicable modifiers). There are, however, a few important modifiers and action costs to note:

- You can generally attempt to hide from someone as part of a move action. You must be [Concealed] or out of line of sight at the end of the rest of your move action to do so. If you do so after using an offensive action in the current turn or your previous turn, you take a -5 penalty to your Stealth check. See the glossary for the types of actions that count as “offensive actions”.
- You gain a +2 modifier to your Stealth check if you are immobile. Moving more than half your speed in a single [Round] imposes a -2 penalty to your Stealth check.
- Casting a spell that is not an offensive action also imposes a -2 penalty to your Stealth check. These penalties are cumulative, and if a penalty reduces your Stealth check to below the Awareness defense of a creature, that creature detects you.
- You take a -1 penalty to your Stealth check if you are within [Melee] range of an opponent. You gain a +1 bonus to your Stealth check if you are at [Medium] range of an opponent, and an additional cumulative +1 bonus for every additional range category that separates you and your opponent.

Ride (Dex) is your character’s ability to effectively use biological and mechanical mounts or vehicles.

Daredevil: While riding a mount, you can duplicate any function of the Acrobatics skill by making a Ride check.

Scaling bonuses: For each 5 ranks you have in the Ride skill, you can access a mount of the next higher tier or upgrade your mount to that tier. Examples follow (mounts include sentient creatures, who are generally cohorts, and mechanical constructs without intelligence, which are generally items).

- Tier 0 (1 rank): Horse, motorcycle.
- Tier 1 (5 ranks): Unicorn, hover bike.
- Tier 2 (10 ranks): Pegasus, battle tank.
- Tier 3 (15 ranks): Fire-breathing dragon, VTOL attack aircraft.
- Tier 4 (20 ranks): Five-headed wyrm, five-story-tall battlemech.

A creature with no ranks in the Ride skill can ride a Tier 0 mount out of combat (or be carried on a higher-tier mount, if it has a real rider), but cannot control a mount of any kind in combat. A prudent creature who doesn’t train Ride will dismount at the first sign of trouble, since dismounting from an uncontrollable mount generally costs both a standard and a move action.

Knowledge Skills

Overview: All knowledge skills have a primary function – identifying creatures, objects, and devices. Each knowledge skill represents a general category, something like an academic department at a university. Certain feats and class features allow you to use successful knowledge checks to gain mechanical bonuses against your opponents in a combat, in addition to the tactical advantages of knowing a monster’s mechanical strengths and weaknesses. Finally, each knowledge skill has specific uses in its general “field” that can affect the game world.

Identification: As a swift action, you can make a Knowledge check to identify a creature. The DC for identifying a creature is equal to 10 + the creature’s level; a successful check gives you a general idea of the creature’s special powers. For each 5 points by which your Knowledge check exceeds the DC, you can ask a specific question
about one of the creature’s defenses or special attacks (such as a numerical value, or which defense is weakest).

**Arcana (Int)** covers magic and spellcasting, along with technology based on or powered by magic.

**Identification:** Creatures with the [Dragon] or [Outsider] type.

**Application:** Uses of the Arcana skill generally revolve around identifying or designing magical effects.

**Identify effect:** You can identify a magical effect by observing it (a move action) and making a successful Arcana check (DC equal to 10 + the character level required to create the effect). You can identify an item in the same way. Effects that can only be activated by [Legendary] creatures add +2 to the DC.

**Locate effect:** You can identify the center of an area effect by observing it (a move action) and making a successful DC 15 Arcana check.

**Design effect:** You can design magical items.

**Engineering (Int)** covers buildings, structures, and mechanical technology.

**Identification:** Creatures with the [Construct] type.

**Application:** You can identify faulty structural or mechanical engineering. If you examine a Medium-sized or smaller device for 5 minutes, you can identify faults or sabotage in the device. A Large device must be examined for 15 minutes, and a Huge or larger device must be examined for an hour. DCs are outlined below.

You can repair a fault in a structure or device; or, if it’s a particularly large structure or device that would require more than one person’s work, you can at least figure out how to repair the fault and explain to others how to fix it. The DC is equal to the DC for identifying the fault +2.

You can design a new mechanical device or advanced structure. Any implementation of your design requires GM approval. The DC is equal to identifying faults in a similar device +5.

**Sabotage:** The Engineering DC is equal to the Perception DC for detecting sabotage (the result of the Disable Device check made to sabotage the device). You cannot normally use the Engineering skill to trace sabotage as with the Perception skill.

**DC 10:** You can identify faults in a basic mechanical device, such as a horse-drawn wagon. Structurally, you can identify faults in a livestock barn.

**DC 15:** You can identify faults in a more complex mechanical device, such as a well-built crossbow or (if your setting has them) a double-action revolver.

**DC 20:** You can identify faults in a highly complex mechanical device, such as a pocket watch or a self-propelling ship. Structurally, you can identify faults in a suspension bridge.

**DC 25:** You can identify faults in the body parts of a golem or other construct. Structurally, you can identify faults in large or particularly mobile structures, such as a submarine.

**DC 30:** You can identify faults in the decision-making cortex of a golem or information terminal. You can identify faults in programmable or autonomous structures, such as a hovercar.

**DC 35:** You can identify faults in truly massive or complex systems, such as a flying city.

**Geography (Int)** covers exactly what it says on the label, including places where no one has gone before.

**Identification:** Creatures with the [Elemental] type.

**Application:** You can use the Geography skill to locate special routes, recognize strange places, and anticipate hostile areas. In short, Here There Be Dungeons. Also Dragons. Examples follow.

**DC 10:** Travelers through the mountain road are often harassed by bandits. On one cliff, overhanging the road, villagers and caravan drivers alike have seen lights flicker and then go out.

**DC 15:** The forest’s trees grow in a unique pattern that allows elves to set up platforms high above the ground. These particular elves believe that “not-elves” are divinely ordained to serve as target practice, so caution is warranted.

**DC 20:** The best way to reach the mountain fortress without aggravating the local giant population is to travel through a strangely-
shifting network of ice tunnels. Somehow, you have a very good idea of which turns to take through the tunnels.

DC 25: The old dwarven forge left lasting marks on the mountain. Somewhere in the mine tunnels, there is a dimensional overlap with the Plane of Elemental Fire.

DC 30: Several map fragments suggest that a cluster of massive gems can be found deep inside a tunnel network within the Plane of Elemental Earth. In point of fact, there is an entire city carved out of emeralds.

DC 35: The emerald city is secretly ruled by a dragon illusionist – and his hoard is [REDACTED].

History (Int) is, as any dictionary will tell you, the discipline of knowing what happened in the past, and if you’re lucky, why it happened. In a world with powerful monsters and heroes alike, knowing the past is an important key to the present and future.

Identification: [Legendary] creatures.

Application: You can come up with the details of someone or something’s past. Identifying and recognizing a [Legendary] creature, an important political figure such as the king or general of a large country, or historical details of a large city is done at the DCs given below. Identifying a significant, but less well-known individual or smaller city can be done at +2 DC. Identifying the past of a minor official or large town increases to +5 DC. An obscure individual or small town can be identified, but the DC is at a steep +7. DCs can be decreased at the GM’s discretion if your character has some kind of local experience or knowledge.

DC 10: You know the king’s name, and the names of the queen and their parents.

DC 15: You know the locations of a general’s major battles.

DC 20: You know the wizard’s favored spells – or, at least, the ones he’s used in public.

DC 25: You know what the king’s secret adviser has been doing behind closed doors. Maybe even the rumored glimpses of a scaly, gem-studded hide. Alternatively, you know where to find the wizard’s old and trusted apprentice.

DC 30: You know the identity of the children who played a crucial part in the lich’s transformation.

DC 35: You can activate a legend lore effect on your target. This functions in all ways like the spell, except there are no material costs.

Medicine (Int) covers the anatomy and physiology of creatures, including methods of putting them back together. It works best on creatures of the same type as the prospective medic; any attempts to use Medicine on a creature of a different type are made at a -5 penalty. Any attempts to use Medicine on a creature of a different size are made at a -2 penalty per size category difference.

Identification: Creatures with the [Humanoid] or [Undead] type.

Application: Attempting to heal someone with the Medicine skill requires spending the required period of time in relative safety. If the medic or the person being healed are successfully attacked and damaged during the medical procedure, the attempt automatically fails. Specific time costs and DCs fall under each task.

Heal creature: You can restore the health of a creature with 0 or more hit points with 8 hours of care and a successful DC 10 Medicine check. A successful check heals 2 points for each level the patient has. You can increase the amount healed or decrease the amount of time required by meeting a higher Medicine DC, as detailed below. At each 5-point increment, you can also choose to use both of the improvements available at the previous increment (so a DC 20 check enables you to heal 3× your patient’s level in 4 hours).

DC 15: Increase amount of healing to 3× patient’s level, or reduce time required to 4 hours.

DC 20: Increase amount of healing to 4× patient’s level, or reduce time required to 2 hours.

DC 25: Increase amount of healing to 5× patient’s level, or reduce time required to 1 hour.

DC 30: Increase amount of healing to 6× patient’s level, or reduce time required to half an hour.
DC 35: Increase amount of healing to $7 \times$ patient’s level, or reduce time required to a single 5-minute rest.

DC 40: Heal $8 \times$ patient’s level, or reduce time required to a standard action for you and a move action for the patient (both actions must be spent in the same [Round]'s time, and you must spend your standard action first). You must be adjacent to your patient when you spend your standard action.

DC 45: Use both of the DC 40 improvements.

Remove ability damage: You can double the rate of natural ability damage regeneration with a successful DC 15 Medicine check.

Stabilize dying creature: You can make a [Dying] creature [Stable] with a standard action and a DC 20 Medicine check.

Revive unconscious creature: You can revive a creature with fewer than 0 but more than -10 hit points to 0 hit points with 1 minute of care and a successful DC 15 Medicine check.

Remove harmful condition: You can remove a harmful condition, other than ability damage, affecting a patient with a successful Medicine check. The DC is equal to the save DC of the effect that inflicted the condition. The time required is based on the duration of the condition; a duration measured in [Rounds] requires a full-round action, a duration measured in minutes requires a minute of care, a duration measured in hours requires an hour of care, and a condition measured in days or longer requires eight hours of care.

Revive dead creature: You can revive a creature that has been [Dead] for no longer than 1 hour per level with an hour of effort and a successful DC 30 Medicine check. You can revive a creature that has been [Dead] for no longer than 1 day per level with an hour of effort and a successful DC 35 Medicine check. Creatures who have been [Dead] for longer than that can be revived at the GM’s discretion, but the DC may be even higher.

Nature (Int) covers the knowledge of the environment and how to get through it without being eaten.

Identification: Creatures with the [Animal], [Magical Beast], or [Plant] type.

Application: You can identify environmental hazards of various sorts with enough time to make basic preparations to protect yourself and your allies. The DC increases based on the difficulty of identifying the hazard and the rarity of the hazard. The threats posed by each hazard are explained in Chapter VIII.

DC 10: Thunderstorm.
DC 15: Flash flood.
DC 20: Tornado.
DC 25: Earthquake.
DC 30: Surprise eruption of a long-dormant volcano.
DC 35: Magically-induced natural disaster.

Tracking: You can track or locate a creature with a successful Nature check. DCs scale up for more difficult tracking situations and for more unusual tracking capabilities.

DC 10: Undisturbed tracks in moist (but not muddy) soil.
DC 15: Tracks that have been trampled or disturbed.
DC 20: Tracks that have been washed away by a storm.
DC 25: Damaged grass left by halflings on the run.
DC 30: Disturbed air currents left by a fleeing pixie.
DC 35: You can activate a *scrying* effect on any pool of liquid or reflective surface crossed by your target. The *scrying* will target your intended quarry and functions exactly as the spell.

A successful tracking attempt allows you to follow a creature that is not using the Stealth skill. If the creature is within your line of sight, you may then immediately locate it. If the creature you are tracking is using the Stealth skill, you gain a +5 bonus to your Awareness defense against that creature’s Stealth check.

**Interaction Skills**

Overview: Interaction skills cover your character’s ability to interact with other creatures and secure their cooperation (or at least reduce their ability to thwart your goals). In a combat encounter, each skill allows you to distract or counter opponents; in social encounters, each skill allows you to gain advantages in a negotiation,
interrogation, or similar adversarial setting. The specific rules for social encounters are explained below.

**Bluff (Cha)** is your character’s ability to deceive or misdirect another creature.  
In a combat encounter, you can make a Bluff check as part of a move action to render an opponent [Flat-footed] against any attacks you make before the end of your turn. Using a skill as part of a move action halves your movement for that [Round].  
In a social encounter, you can make a Bluff check when attempting to mislead your target about circumstances or capabilities.  
In either case, the DC is equal to 10 + the level of the opponent + the opponent’s Wisdom modifier.

**Diplomacy (Cha)** is your character’s ability to persuade another creature of your rightness or friendliness.  
In a combat encounter, you can make a Diplomacy check as part of a move action to inflict a -2 penalty on an opponent’s attacks until the beginning of your next turn. Using a skill as part of a move action halves your movement for that [Round].  
In a social encounter, you can make a Diplomacy check when attempting to induce cooperation by describing common goals, enemies, or values.  
In either case, the DC is equal to 10 + the level of the opponent + the opponent’s Intelligence modifier.

**Intimidate (Cha)** is your character’s ability to coerce another creature into cooperation with you via direct or indirect threats.  
In a combat encounter, you can make an Intimidate check as part of a move action to inflict a -1 penalty to an opponent’s AC and saves until the beginning of your next turn. Using a skill as part of a move action halves your movement for that [Round].  
In a social encounter, you can make an Intimidate check when attempting to win cooperation by threatening your opponent’s interests or person.  
In either case, the DC is equal to 10 + the level of the opponent + the opponent’s Charisma modifier.

**Perception (Wis)** is your character’s ability to sense your surroundings and the intentions of your opponent.  
You make Perception checks to detect traps or to observe your surroundings to detect clues or anomalies in your environment. Some abilities and vision modes also allow you to make a special Perception check to detect a creature or creatures using the Stealth skill; in such cases, the DC for your Perception check is 10 + the creature’s total Stealth modifier.  
In a social encounter, you can make a Perception check when attempting to evaluate the truth of your opponent’s claims and the vulnerabilities of your opponents. The DC is equal to 10 + the level of the opponent + the opponent’s Charisma modifier.

### Skill Implementation

You either have a skill trained, or you don’t. You choose trained skills at 1st level, as covered in Chapter II. Trained skills have a skill rank equal to your level; untrained skills have no rank.

#### Using Skills
To make a skill check, roll: 1d20 + skill modifier (Skill modifier = skill rank + ability modifier + miscellaneous modifiers). This roll works just like an attack roll or a saving throw – the higher the roll, the better. Either you’re trying to match or exceed a certain Difficulty Class (DC), or you’re trying to beat another character’s check result.

#### Skill Ranks
A character’s number of ranks in a skill is equal to the character’s level. Many skills can be used even if the character has no ranks in them; doing this is called making an untrained skill check.

#### Ability Modifier
The ability modifier used in a skill check is the modifier for the skill’s key ability (the ability associated with the skill’s use). The key ability of each skill is noted in its description.

#### Miscellaneous Modifiers
Miscellaneous modifiers include racial bonuses, armor check penalties, and bonuses provided by feats, among others.
General Feats

Arcantric Accuracy
Prerequisites: 6th Level
Benefit: You gain a +2 bonus to attack rolls. This bonus increases by +1 each time you are the target of any spell-like ability or spell, with the exception of Rime Wand attacks. Increases last until the end of the next round. Your total bonus cannot exceed +5.

Baptized In Rage
You can conjure up the aether to hinder your opponents.
Prerequisites: 9th level
Benefit: Your footsteps leave behind the faintest scent of charred cedar, like a discharge of some terrible vitality that utterly pervades you. With nothing more than a flex of your fist, you can wring life from the void itself, and direct it to ensnare all bystanders to your grim work. Three times per scene, as an immediate action, all creatures within a 100 ft radius who fail a Strength check are [Entangled] for one round by chains of aether. The DC is 10 + ½ Character level + Charisma Modifier. This is a [Binding] effect, and activating it is a supernatural ability.

Breakneck Pace
Prerequisites: None
Benefit: Your speed is increased by 15 ft in all movement modes.

By Will Sustained
You can exist on spiritual energy alone.
Prerequisites: None
Benefit: You no longer need food, but still require water. At 5th level, your need for water is also obviated. At 8th level, you no longer require sleep. At 12th level, you no longer need to breathe.

Chatty Bugger
Prerequisites: 6th Level
Benefit: You gain the ability to converse freely with animals and most magical creatures. This does not extend to constructs, oozes, and similarly mindless or deeply alien creatures. Further, you are able to acquire a new language after only a few days of exposure.

Damage Specialization
Prerequisites: 6th Level
Benefit: All of your attacks deal bonus [Precision] damage equal to your KOM. This affects only attacks originating from you personally.

Drink Deep
Prerequisites: 12th Level, Livers Need Not Apply
Benefit: As a swift action, up to twice per encounter, you may consume up to 3 drinks.

Elemental Specialization
Prerequisites: Spellcasting track
Benefit: Spells you cast that deal elemental damage deal additional damage of that element equal to your character level.

Esoteric Adept
Prerequisites: 6th level, spellcasting track
Benefit: You may add a single spell of a circle one lower than your current highest circle spell known, from any casting list, to your spells known. This choice is permanent.
Exit, Stage Left
A swift flanking maneuver or escape is a powerful asset in combat.
**Prerequisites:** 1st level only
**Benefit:** Once per [Encounter], you may trade a swift action for a move action. At 9th level, you may use this one additional time per [Encounter].

Feign Death
You learn to “play dead”, but with such precision and skill that you can fool even the keenest eye.
**Prerequisites:** 1st or 3rd level only
**Benefit:** As an immediate action, you may attempt to convince all observers that you are [Dead]. You enter a state where it is very difficult to establish your life-signs, but you remain conscious. This effect has a duration of two minutes per character level, and you also fool divination effects of 4th circle or lower. When this state is ended, you cannot attempt it again for 5 minutes.

Floating Feat
You have an unusually flexible mind.
**Prerequisites:** 3rd level only
**Benefit:** Select one of your other feat slots. Each week, you may pick a new feat to fill that specific slot, as though you had just gained a new feat from leveling up. You must still meet all qualifications for your new feat, you lose the feat that previously filled that slot, and any old feats that you cease to qualify for become inactive. At 12th level, you may select another feat slot other than the one from 3rd level, and repick both selected slots once per week.

Glyphweave Adept
**Prerequisites:** Spellcasting track
**Benefit:** Spells you cast have fundamentally different appearances, but the changes extend all the way down into how and what you cast. Arcana checks used to identify spells you cast or maintain have their DCs increased by +5.

Guild Initiation
Affiliation with a guild offers you the prospect of learning different abilities.
**Prerequisites:** Guild membership
**Benefit:** You may exchange one of your tracks for a track offered by your guild. This swap is retroactive, and so replaces abilities you have already acquired. If this swap makes you ineligible for any feats or simply renders a feat irrelevant, you may retrain these feats.
**Special:** You may take this feat with your Racial feat slot.

Into The Breach
You can strategically position allies for a tactical advantage.
**Prerequisites:** Shadow Blink or The Sky Empties
**Benefit:** As a standard action, you may teleport one adjacent ally up to 40 ft in any direction. If this would place them within [Melee] range of an opponent, they may take a single attack action.

Livers Need Not Apply
Prolonged drinking has inexplicably altered your body to gain strength from alcohol.
**Prerequisites:** Constitution 14, must not possess The Bitter Dregs
**Benefit:** You no longer suffer negative effects from drinking alcohol, and can consume one drink as a move action. In fact, you can store two drinks inside you for future use, and one additional drink for each point of Constitution modifier you possess. You may, at any time, expend one of these stored drinks as a move action. Doing so allows you to recover 1d4 HP per character level.

Manyspell Magus
**Prerequisites:** Glyphweave Adept, 9th level
**Benefit:** You gain the ability to break down and store potential spells as points that can be used later to cast other spells. As a swift action, you may cast a spell into your internal reserves, ignoring any normal effect that spell might have had. Instead, you gain points equal to twice the circle of that spell. These points expire at the end of each [Scene], and can be used to cast spells. You spend one point per circle of the spell you wish to cast, instead of expending a spell slot, but spells cast this way can never be of a higher circle than what you could have have cast 5 character levels ago.

Multiclass Flexibility
You have an unusual combination of abilities.
**Prerequisites:** Must have multiclassed
**Benefit:** When calculating the DCs for features from your new track, you gain the ability to substitute a
different ability score for the normal ability score. You must choose the new ability score when you select this feat. The new ability score must be physical (Strength, Dexterity, or Constitution) if the original ability score is physical, or mental (Intelligence, Wisdom, or Charisma) if the original ability score is mental. This feat can be applied to a new track accessed through the Guild Initiation feat, but applies only to a single new track. Therefore, you can take it twice if you have both a normally multiclassed track and the Guild Initiation feat. Special: You may take this feat with your Racial feat slot.

My Shadow Grows Long
Your shadow possesses an unnaturally geometrical bent, and the hard lines of your silhouette stretch out to bizarre lengths.

Prerequisites: The Sun Grows Dim
Benefit: By giving substance and direction to your distended shadow, you may make one of your attacks each [Round] as a ranged attack while still using your melee weapons. This attack has a range of [Close], and all weapon-linked feats apply. At 10th level, you may make two attacks this way.

Objective Analysis
Prerequisites: GM Approval. Ask first. Nicely.
Benefit: By examining an object for 5 minutes, you may perform a minor divination regarding the recent history of the object. You gain access to information about what the object was used for within the last 45 minutes, with a fair level of detail. At 3rd level, your visions stretch back 2 hours. At 6th level, you gain detailed information about the last 15 minutes, and a fair amount of detail about the last 4 hours. At 9th level, you gain perfect clarity regarding the last 15 minutes, detailed information about the last 30 minutes, and a solid idea of the last 12 hours. At 12th level, you may instead opt for a brief history of the object’s last 4 years, containing little more than a name or three, and any truly important events it was involved in.

Open Greater Binding
Prerequisites: Open Lesser Binding, 12th level
Benefit: You can equip an additional greater magic item.

Open Lesser Binding
Prerequisites: None
Benefit: You can equip an additional lesser magic item.

Recon
Prerequisites: None
Benefit: Each party member can take a 5 ft step at the beginning of an [Encounter], before the first [Round] of combat, even if they are surprised.

Rune Magic
You have learned the ancient written magic of the dwarves.

Prerequisites: Spellcasting track
Benefit: You may place as a trap any offensive spell you possess, with 10 minutes of work, and the expenditure of a spell slot. This trap is a one-shot, and has a detect/disarm DC equal to 10 + your character level. When triggered by an enemy passing within 10 ft without first detecting the trap, it acts exactly as if you had just cast the spell, except that all decisions regarding it must be made when placing the trap, and the individual who triggers the trap is treated as the target. At 1st level, you may have one trap active at any time. At 10th, you may have two traps active at any time. Attempting to move the trap more than 10 ft triggers it.

Seven Drunken Immortals
Alcohol heals you as quickly as magic.

Prerequisites: Livers Need Not Apply
Benefit: You gain the ability to summon the healing spirits of spirits. You may, as a move action, expend three saved drinks to heal yourself and all allies within a 15 ft radius. Each affected character recovers 1d4+1 hit points per character level.

Small Concessions
Prerequisites: None
Benefit: Once per social encounter, you may grant all involved parties a single token each.

Slow and Steady
Prerequisites: 1st level only
Benefit: If you would suffer the [Prone] condition, you instead halve your move speed for one [Round].
Spirited Strength
That which does not kill you only makes you stronger.
**Prerequisites:** Livers Need Not Apply
**Benefit:** As a swift action, you may expend a drink to gain a +2 bonus to Strength per drink. Each drink applies a -2 penalty to Dexterity and counts against your saved drink limit for the duration of the buff. Any effect that would remove some or all of the Dexterity penalty removes a corresponding amount of the Strength bonus.

Summon Mote
A tiny companion assists you in your adventures.
**Prerequisites:** No access to spellcasting
**Benefit:** You are followed at all times by a tiny, cheerful, malevolent spirit of your own devising. Treat it as a [Tiny] [Flying] creature with 15 HP, one spoken language, and no offensive capabilities. It has an intelligence of 14, and no other relevant stats. It can carry a small object of less than 5 pounds but cannot use any object as a weapon. Further, any object it drops floats to the ground at a moderate pace. It flies at a speed of 40 ft, but can travel no more than 80 ft from you. The Mote uses your perception skill, but has no other skills. If your Mote is destroyed, it reforms at the end of the [Encounter] or in ten [Rounds], whichever is shorter.

At 4th level, you may siphon its HP to heal yourself as an immediate action, and your Mote gains darkvision out to 30 ft. At 8th level, its HP rises to 30, and it gains the ability to take your place for the purposes of a targeted spell once per [Encounter], taking the damage itself. You may use this ability after you know if the attack hits. It also gains [Blindsight] out to 10 ft. At 12th level, its HP rises to 45 and it can pass through small solid objects or walls. At 16th, you may have two motes active at a given time and the range of your motes becomes unlimited.

The Bigger They Are
An enemy taller than you has his weak spots at eye level.
**Prerequisites:** Small or Tiny size.
**Benefit:** When attacking a creature one or more size category larger than you, you add +1 damage per 2 levels (minimum 1) to all damage rolls.

The Bitter Dregs
You appear to be the last sober person in the world.
**Prerequisites:** Must not possess Livers Need Not Apply, 9th Level
**Benefit:** You may add a +1 bonus to any d20 roll you make.

The Earth Cracks
The magical connection between you and the earth grants you special abilities.
**Prerequisites:** None
**Benefit:** You bear the sigil of the Broken Earth on your skin, a tightly woven nest of hooped lines that writhe uneasily. Representing the cycle of geological time, it provides an anchor for your deathless patron whose name has been lost since before the rise of man. You gain [Tremorsense] out to 20 ft. This widens to 30 ft at 5th level. At 10th level, your [Tremorsense] widens to 40 ft.

The Left Hand of Death
Your life force can malevolently suppress healing effects for a short time.
**Prerequisites:** 12th level, must not possess The Right Hand of Creation
**Benefit:** Twice a [Scene], you may disrupt the workings of life itself. As a move action, you may put up an aura that causes [Healing] effects that occur within 15 ft of you are delayed by one [Round]. The aura lasts for two [Rounds] and this effect does not stack with any similar effects.

The Right Hand of Creation
Your spirit is powerful enough to temporarily ward off death.
**Prerequisites:** 12th level, must not possess The Left Hand of Death
**Benefit:** Twice a [Scene], you may disrupt the terrible mechanism of death itself. As a move action, you may put up an aura that causes damage that occurs within 15 ft of you to be delayed by one [Round]. The aura lasts for two [Rounds] and this effect does not stack with any similar effects.

The Sky Empties
You know things that humans were not meant to know. Knowledge, of course, is power.
**Prerequisites:** The Earth Cracks
**Benefit:** The stars are no longer visible to you at night.
When you stare up, you see great dappled ripples slowly moving across the heavens, like fabric caught in the wind. You gain the ability to Teleport 5 ft per character level as a move action twice per Encounter. At 6th level, you may use a swift action to gather a charge. This charge dissipates when you Teleport, leaving behind a trail of electricity which deals 2 Electricity damage per level to anyone in a direct line between your starting point and your destination.

**The Smell of Napalm**
You can emit a shockwave of booze-fueled vitality, searing away the flesh of your foes.

**Prerequisites:** Livers Need Not Apply, 12th Level

**Benefit:** By taking a move action to expend your remaining saved drinks, you may apply HP reduction to all enemies in a 20 ft radius, equal to 4 points per drink expended. This effect lasts for 10 Rounds.

**The Sun Grows Dim**
You can summon shadowy helpers to aid you in mundane tasks.

**Prerequisites:** None

**Benefit:** You bear the sigil of the Brass Dawn on your skin, a vast tessellating design that serves as a channel for your patron. This deathless and forgotten entity is said to be the embodiment of the first sunset and the second sunrise. You gain the ability to craft small mundane objects out of shadow, though each object takes a swift action to draw together. They fade to dust within twenty minutes. At 5th level, you may create little servitors using this ability. These are tiny harmless shadows that move on their own, even passing through well-lit areas, up to one mile away from you per character level. These creatures are unable to affect the world around them and have only very limited vision (15 foot darkvision, allowing them to avoid running into obstacles), but you can use them as proxies and interlocutors for social skills. At 10th level, you gain a +3 bonus for social skills used this way.

**Troubleshooter**
You find trouble and shoot it.

**Prerequisites:** some guild affiliation

**Benefit:** It’s never personal. It’s just business. You can always walk away from a social encounter without losing tokens, and the DC of Diplomacy and Intimidate checks made against you increases by 2.

**Truly Bad People**
Your past actions have corrupted your body into something foul. Whatever you did, it was incredibly horrible, and you enjoyed it far more than was reasonable. Welcome to the Bad Life, complete with acid blood.

**Prerequisites:** Judgment track

**Benefit:** The first successful melee attack made against you each Round deals one point of damage per character level you possess to any adjacent creature.

**True Names**
Your knowledge of true names offers you power over certain aspects of creation.

**Prerequisites:** None

**Benefit:** Your enunciation is going to get better, but it’s good enough already. At first level, you know only the name of shadow and may use True Names once per Encounter. With a word and an immediate action, you can Blind an opponent for the duration of his or her current action. At fifth level, you learn the name of the sunset and may use True Names twice per Encounter. As an immediate action, you can become Invisible for one Round. At tenth level, you learn the name of the tornado and may use True Names thrice per Encounter. As part of your move action, you can let your body disintegrate into swirling wind. As you move, you may pass through occupied squares and narrow gaps. You do not provoke attacks of opportunity during this move.

**Wake**

**Prerequisites:** None

**Benefit:** Up to twice per Round, when you move through a square that is adjacent to an enemy, that enemy takes damage equal to your KOM and is pushed 5 ft in a direction of your choice.

**Wings of War**
A pair of wings, of any appearance you desire, grow out of your back.

**Prerequisites:** 9th level

**Benefit:** You grow a set of wings. You gain a fly speed equal to your normal land speed. While the process of
gaining wings or having them implanted is likely supernatural, the ability to fly is extraordinary.

**Weaponized**
**Prerequisites:** 6th level
**Benefit:** Instead of rolling dice for base weapon damage, use your KOM if it is +1 or greater. This does not affect bonus damage dice such as the Sneak Attack ability of the assassin track.

**You Will Falter**
Your menacing demeanor prevents enemies from effectively recovering from injuries.
**Prerequisites:** 3rd level
**Special:** This feat may be taken twice.
**Benefit:** Effects that would cause an opponent within 60 ft to recover at least 2 HP instead cause that opponent to recover one less point. This affects [Fast healing]. This effect will stack with up to five other instances of You Will Falter, but the minimum healed by any reduced ability is one.

**You Will Fail**
**Prerequisites:** 9th level, You Will Falter
**Special:** This feat may be taken twice.
**Benefit:** Effects that would cause an opponent within 30 ft to recover at least 2 HP instead cause that opponent to recover one less point per level you possess. This does not affect [Fast healing], unlike You Will Falter. This effect will stack with You Will Falter and one other instance of You Will Fail, but the minimum healed by any reduced ability is one.

**[Iconic] Feats**
Players may only have one feat with the [Iconic] tag, and that feat cannot be exchanged or replaced by any means except direct GM permission. NPCs with [Iconic] feats should be relatively rare. [Iconic] feats may not be appropriate for all campaigns, so consult with your GM.

**Blacksmith [Iconic]**
Your skill at crafting arms and armor is unmatched.
**Benefit:** Your armor’s item bonus to AC is increased by +1. Your shield’s deflection bonus to AC is increased by +1. Your weapon’s item bonus to attack rolls is increased by +1. At 6th level, your Constitution increases by 2. At 12th level, your Constitution increases by 2 again.

**A Light Against Shadow [Iconic]**
Your soul illuminates even the darkest of places.
**Benefit:** You shed a sacred radiance that illuminates 5 ft per character level, with no shadowy illumination. You may deactivate or reactivate this aura as a free action. Three times per [Encounter], you may intensify the light to searing levels as a standard action, inflicting [HP reduction] equal to 2 points per character level upon all enemies in the radiance. Those enemies must make a Fortitude save or be rendered [Blind] for one [Round]. The DC is 10 + ½ character level + your Wisdom modifier.

**Big Damn Hero [Iconic]**
You can carry on despite even the most debilitating effects. This helps if villagers have already started burning your party’s psychic monk.
**Benefit:** Once per [Encounter], you may ignore [Binding] effects as well as the following conditions: [Stun], [Entangle], [Fear] and [Confused]. This temporary reprieve lasts for one [Round]. The duration of any ignored effects continues to tick down while they are being ignored.

**I Am Not Left-Handed [Iconic]**
Your relentless fighting style is famous. Or would be, if you ever had to use it.
**Benefit:** Each [Round] of combat in which you make at least one attack roll that is not an intentional miss, you gain one focus point. You may spend it, or any other focus points you may have, to reduce an opponent’s AC by one per focus point spent. This does not require an action. At 10th level, you may opt to instead reduce the AC of all creatures in a 60 ft radius. You are affected by this ability. Focus points and their effects expire at the end of each [Encounter].

**Justice, Blind [Iconic]**
You rely on senses other than sight to compensate for your blindness.
**Benefit:** Whether by choice or by fate, you are [Blind]. This does not have any of the normal effects on your ranged attacks, including the 50% blind-fire [Miss chance]. You still need to know the correct square to
target, but fortunately, you gain [Ghostwise sight] out to 30 ft. At sixth level, you inflict two extra points of damage for every 10 ft between you and your target, to a maximum of your character level. Your [Ghostwise sight] also widens to 45 ft. At 12th level, you may forgo an attack to add your character level to your next attack roll. This ability may be used once per [Round]. The bonus expires at the end of the [Encounter] and does not stack. Your [Ghostwise sight] extends to 60 ft.

**My Name Is War [Iconic]**

In your wake, continents will shatter, and empires will fall. You are how tomorrow ends.

**Benefit:** Each [Round] of combat in which you make at least one attack roll or spend a standard action to activate a spell, spell-like, or supernatural ability, you gain one focus point. As an immediate action, you may spend three focus points to copy the effects of one ability as it is being used by you or an ally, but you cannot gain focus as a result. You must be able to access the circle of any power you attempt to copy. For example, if you access 5th-circle powers from at least one of your own ability tracks, you can copy a single 5th-circle ability or any lower-circle ability. Focus points and their effects expire at the end of each [Encounter].

**On A Pale Horse [Iconic]**

You are the closest thing to the Grim Reaper that your enemies will ever see.

**Benefit:** Whenever you slay an enemy, all unfriendly creatures within 30 ft of the slain creature must make a Will save or be forced to [Cower] for one [Round]. The DC for this ability is 10 + ½ character level + your Charisma modifier. You may use this ability, as a free action, three times per [Encounter].

**Strike Down [Iconic]**

You’ve learned to fuel your deadly combat style by drawing power from an...alternative source. You focus your rage and your frustration, bringing your energy weapon to a crackling hum, dancing with electricity.

**Prerequisites:** Just Blade track, Mystic Focus

**Benefit:** You may, as an immediate action, charge your blade with lightning. Imbuing your blade this way causes it to be treated as though it was holding a spell-like ability as a charge. When this erstwhile charge is released as part of a successful hit, it deals [Electricity] damage equal to your character level. A blade can hold only one charge at a time. At 10th level, your mental thrust deals [Electricity] damage equal to your character level while your weapon is charged.

**Something of a Traditionalist [Iconic]**

You wield a less elegant weapon from a less civilized age, a relic of silvery metal, crude matter, and black iron. Given power by the weight of history and the strength of your arm, it is a icon of an era not yet quite bygone.

**Prerequisites:** Just Blade track

**Benefit:** You gain an additional hitpoint at every level. Once you acquire Mystic Focus, whenever you make a charging attack, your weapon is filled with terrible power. You may imbue your weapon with a single spell-like ability as part of your charge. This acts exactly as though you had imbued it normally.

**[Combat] Feats**

Note that all feats with “Use a [weapon name]” as a prerequisite function only while you use that weapon. You may have multiple weapon feats, and gain the benefit of one at a time while using an appropriate weapon.

**A Hell of a Thing [Combat]**

With great power, comes great power. You think there might have been something else to that phrase, but it’s somewhere behind you, lost in blood-stained memories.

**Prerequisites:** 6th level

**Benefit:** As a standard action, you can try to crush the life out of any one within [Close] Range. You suffer [HP reduction] equal to your character level, and your target suffers an equal amount of [HP reduction]. You may sustain this as long as you end your turn with them still in [Close] Range, or for three [Rounds], whichever is shorter. This is a spell-like ability.

**A Song of Arrows [Combat]**

Your heightened reflexes allow you to get a shot off quicker than normal.

**Prerequisites:** Use a long bow, heavy crossbow, or light crossbow, 6th Level

**Benefit:** You may make a single attack at your full attack bonus as an immediate action. You may use this ability three times per [Encounter].
And My Axe! [Combat]
Your brutal fighting style inflicts more damage on an enemy with each subsequent attack.

Prerequisites: Use an axe or throwing axe

Benefit: Axes don’t hurt people, enraged player characters with axes and omnicidal tendencies hurt people. When dealing damage with your axe, you deal an extra 2 damage for each time you have already hit your opponent in this [Encounter]. At 10th level, this increases to 4 extra damage.

Batter Down [Combat]
A well-placed blow can fell even the strongest enemies.

Prerequisites: To Iron Married, 6th level

Benefit: A successful melee critical knocks your foe [Prone].

By Steel Beholden [Combat]
You are invigorated by spectacular attacks.

Prerequisites: 9th level, To Iron Married

Benefit: On a successful critical hit, you recover 1 HP per character level you possess.

Cataphract [Combat]
Your heavy cavalry training allows you to put more power behind your strikes.

Prerequisites: Ride as a trained skill

Benefit: While using a mount, you can use two-handed ranged and melee weapons (such as a longbow or greatsword). You gain a +2 feat bonus to attack rolls while mounted.

Epic Flail [Combat]
You take full advantage of your weapon’s flexibility.

Prerequisites: Use a flail

Benefit: Flails you wield gain the [Reach] property. If you make an attack without using the [Reach] property, it ignores deflection bonuses to AC.

Fancy Footwork [Combat]
You have mastered the art of bobbing and weaving.

Prerequisites: Base Attack Bonus +6

Benefit: When taking an attack action, you may give up an attack to make an extra 5 ft step.

In Mithril Reborn [Combat]
Years of warfare have granted you even greater insights into the art of beating people up.

Prerequisites: 12th level, By Steel Beholden

Benefit: The benefits of To Iron Married extend to natural rolls of 16 and 17, in cases of a successful hit.

Kensai [Combat]
By feeling out the enemy with probing attacks, you can predict and defeat your enemy’s strikes.

Prerequisites: One or more melee weapon feats, 6th level

Benefit: You may convert any attack roll targeting an opponent into a miss. For each attack you forgo this way, you accrue one point of focus. A point of focus can be spent as an immediate action to block an attack roll aimed at you. You may only block an attack roll in this fashion once per [Round], even if you have more than one immediate action available to spend. Focus points are lost at the end of the [Encounter].

Master of Swordplay [Combat]
You have learned to adapt the techniques of another weapon discipline to your own style.

Prerequisites: Use a sword

Benefit: Select one other feat that requires using a melee weapon. You gain the benefit of that feat, provided you meet all other prerequisites for the feat.

Meteor Crush [Combat]
Prerequisite: 3rd level, fighting unarmed

Benefit: You can strike a blow from the heavens, a kiss between the earth and the sky. As a standard action you may make a single melee attack against a flying opponent who would otherwise be within [Melee] range. If you hit, you not only deal damage as part of the melee attack, but also deny their ability to fly. Your opponent loses their flight speed until the end of your next turn, stops [Flying], is rendered [Prone] and takes additional damage equal to your KOM.

Mighty Smash [Combat]

Prerequisites: Use a warhammer

Benefit: Every time you successfully hit with your warhammer, your opponent takes 2 additional damage. For every 6 bonus damage an opponent has taken this way, they suffer a -1 penalty to their attack rolls. This expires at the end of an [Encounter] and caps at -4.
**Musketeer [Combat]**
Special training in firearms makes your shots all the more deadly.

**Prerequisites:** Use a rifle

**Benefit:** Simply put, despite being a flintlock, your gun is always loaded. If you ever reload, it is just to make a point. Add your KOM to damage an additional time for your first shot each [Round] when using your rifle and Deadly Aim.

**Perfect Defense [Combat]**
You have learned special defensive techniques to make the most of your shield.

**Prerequisites:** Use a shield

**Benefit:** While you are wielding a shield, you gain the ability to limit the options of your opponents. Once per [Encounter], as an immediate action, you may cancel an opponent’s charge at any point during their charge. Once per [Encounter], you may cancel an opponent’s Power Attack or Deadly Aim. At 10th level, you may use each of the above twice per [Encounter].

**Pistolero [Combat]**
You’re quite the trick shooter.

**Prerequisites:** Use a pistol or hand crossbow, To Iron Married

**Benefit:** On a critical hit with your chosen weapon, your victim is [Blinded] for one [Round]. Your bandana has a small white 8 on it, and you never seems to run out of shots. Reloading your chosen weapon is a free action.

**Reckless Strike [Combat]**
You can retain the precision of your attack while swinging for power.

**Prerequisites:** None.

**Benefit:** As part of a move action, you can apply the penalty to attack rolls from using the Power Attack combat maneuver to your Armor Class instead. Your move action must be spent either simply activating Reckless Strike, remaining in one place while you attack, or activating the Charge combat maneuver.

While using Reckless Strike, the Power Attack penalty is still capped at your Base Attack Bonus.

**Runic Gunknight [Combat]**
You can send a barrage of shots at the enemy.

**Prerequisites:** Musketeer or Pistolero, 12th level

**Benefit:** As a free action before your attack, pick one of the following: a 60 ft cone, a 120 ft line, or two 5 ft cubes within your range. On your first attack of each [Round], you may choose to apply your attack to your chosen area. If you do so, make a single attack roll, and compare it to the AC of all applicable targets as though they had been attacked individually. This ability can only be used three times per [Encounter].

**Shadow Blink [Combat]**
You can move from one place to another disturbingly quickly.

**Benefit:** As a swift action, you can add the [Teleport] descriptor to your movements until the beginning of your next turn. You do not provoke attacks of opportunity by moving, except from opponents who threaten your square at the beginning of movement. You cannot use the Acrobatics skill to avoid those attacks of opportunity.

**Simply Smashing [Combat]**

**Prerequisites:** Must use a sap, mace, club, or staff

**Benefit:** In your hands, the heft of your weapon hits hard enough to cut. Each time you hit with three consecutive attacks, your opponent is knocked [Prone] and takes damage equal to three times your KOM. Each time this feat triggers, restart the count of consecutive hits.

**Sniper [Combat]**
A steady hand helps you kill people from far away.

**Prerequisites:** Perception as a trained skill

**Benefit:** You increase the range of any ranged weapon by 1 range category.

**Spectacular Beats [Combat]**
Your knack for improvisation in combat allows you to wield common objects with great lethality.

**Prerequisites:** Monk Unarmed Damage, 3rd level

**Benefit:** Your unarmed damage applies to any improvised weapon you use (which can include an object or [Dead] creature, but not a live creature). Penalties associated with using an improvised weapon are ignored, but your improvised weapon is destroyed after eight attacks. When your improvised weapon breaks, you may make a [Bonus attack].
Swift-hand Throw [Combat]
Prerequisites: Use a thrown weapon, To Iron Married
Benefit: You’ve gotten incredibly quick with a knife. You may draw a new weapon as a free action after any thrown weapon attack. In the case of magical weapons, the weapon returns instantly to your hand between throws. Critical hits you deal with thrown weapons set the affected opponent [On fire].

Tell Them, Still Angry [Combat]
Your destructive fury is terrible to behold.
Prerequisites: Rage track, 6th level
Benefit: On death, you may explode in firestorm, leaving behind a small pre-packaged urn. This shockwave is all consuming, and inflicts [HP reduction] equal to 4 points per character level upon all creatures in a 35 ft radius. This effect lasts for the rest of the [Encounter] or 10 [Rounds], whichever is shorter. You can be resurrected normally, including by effects like Phoenix’ Rebirth.

The Scattering Wind [Combat]
Your arrows can shatter magic.
Prerequisites: Use a short bow, 3rd Level
Benefit: Once per [Encounter], you may dispel a single continuing effect as part of a successful attack with your sweet bow. At 10th level, you may use this ability twice per [Encounter].

The Terrible Swift Lash [Combat]
You move around the battlefield much like the weapon you wield.
Prerequisites: Use a whip
Benefit: While wielding a whip, you may take an extra 5 ft step each [Round]. At 5th, you may take this 5 ft step during your attack. At 10th, you may take an immediate action to render the target of your next attack [Prone]. A successful Reflex save at DC 10 + ½ Character level + KOM negates this effect. The duration of this effect is one [Round], and rises to two [Rounds] at 15th level, and may be used once per [Encounter].

This Is a Knife [Combat]
Your deft blows cause massive bleeding.
Prerequisites: Use a knife, To Iron Married
Benefit: A critical hit with your knife deals 2 Constitution damage. This effect stacks no more than four times. A Medicine check at DC 15 is required to repair the entirety of the damage, and takes about five minutes.

To Iron Married [Combat]
Your mighty blows strike home a little more often.
Benefit: In addition to scoring a critical on a natural roll of 20, you now score a critical on a natural roll of 18 and 19 if you would successfully land the blow.

To Pierce the Heavens [Combat]
Yours is the spear that shall not break, the line that shall be held.
Prerequisites: Use a polearm, spear or drill
Benefit: While wielding your chosen weapon, once per [Encounter], as a swift action, you may either:
- Render the squares within your normal reach impassable. Anyone caught inside the aura may opt to be pushed outside of the effect. Your reach is then doubled.
- Render foes within your reach unable to move out of your reach.
Both effects last two [Rounds], and are [Binding] effects. The auras are visible as a dulling of the air, and a metallic sheen. At 10th level, you may use both effects in the same [Encounter], but not at the same time.

Unstoppable Assault [Combat]
There is no stopping your inexorable advance.
Prerequisites: Into the Breach, 12th level
Benefit: You may use Into The Breach as a move action, and any other ally within 20 ft is a valid target. You may still only teleport a single ally at a time.

Way of the Gun [Combat]
You are one with your weapon, and can perform combat maneuvers with it that normal people never could.
Prerequisites: Musketeer or Pistolero, discipline of the serpent track
Benefit: When applying your monk unarmed damage to a weapon qualifying for Musketeer or Pistolero, you may activate the Trip combat maneuver with your ranged weapon (even though it normally requires a melee attack).
[Skill] Feats

Note that feat bonuses don’t stack with each other.

Anatomical Targeteer [Skill]
Your medical expertise allows you to damage an enemy with surgical precision.
Prerequisites: 6th level, Medicine as a trained skill
Benefit: As a swift action, you may make a Medicine check against an opponent (the DC for the check is equal to 10 + ½ of the opponent’s level + their Constitution modifier). A successful check makes your attacks against that opponent vastly more precise for the next [Round] – during that time, any hit inflict the [Bleeding] condition.

Arcane Engineer [Skill]
Prerequisites: 12th level, Rune Magic, Arcana and Engineering as trained skills
Benefit: Once per [Scene], you may render a single rune trap you construct portable for the duration of the [Scene].

Charm [Skill]
Prerequisites: 6th level, Diplomacy as a trained skill
Benefit: Once per [Encounter], as a standard action, you can influence a single creature to view you in as favorable a light as possible. The target must make a Will save (DC 10 + ½ your level + your Charisma modifier) or immediately stop attacking you and your allies unless threatened. The use of any damaging or harmful effects against the target immediately cancels and dispels Charm. This influence lasts for the rest of the [Scene].

Once per social encounter, you may use Charm on an opponent. Doing so gives the opponent a social check (as if you used the Diplomacy or Intimidate skill). The opponent must succeed on a Will save (DC 10 + ½ your level + your Charisma modifier) or concede any demand you make while it gibbers incoherently. Any demand you make, however, has a 10% chance to result in your opponent immediately leaving the [Encounter].

All effects of this feat are [Mind-affecting].

Create Teleportation Circle [Skill]
Prerequisites: 9th level, any two of Arcana, Engineering, and Geography as trained skills
Benefit: With an hour’s effort, you can craft a gate of sorts that provides one-way instantaneous teleportation to a single location within 100 miles. You must have studied the target location carefully (as per the teleport spell) and the target location cannot be affected by dimensional lock or similar. The portal can be destroyed with minor intentional physical effort, but otherwise lasts indefinitely.

Daggerstorm [Skill]
Prerequisites: 9th level, Arcana as a trained skill
Benefit: As a standard action, every other [Round], you may fire a number of homing daggers up to your character level plus KOM. Each dagger may be directed at a different target in [Medium] range, and deals 2 damage.

Danger Sense [Skill]
Your keen instincts have saved you from hidden dangers more than once.
Prerequisites: 6th level, Perception as a trained skill
Benefit: If you approach within [Close] range of a trap or other hidden threat or object, you are entitled to a Perception check as if you were actively searching. You gain a +2 feat bonus to Perception checks.

Deft Strike [Skill]
A well-placed strike can pierce scales that would resist a more brutal blow.
Prerequisites: Larceny as a trained skill
Benefit: As a swift action, you may attempt a Larceny check (DC 10 + ½ opponent’s level + opponent’s Wisdom modifier) to distract your opponent and strike at a gap in your opponent’s armor. A successful check allows you to ignore an amount of [Damage reduction] equal to your level for any attacks you make against that opponent for 1 [Round].

Dread Secret [Skill]
Everyone has a skeleton or two in the closet.
Prerequisites: 5th level, History as a trained skill
Benefit: Once per [Encounter] as a swift action, you may attempt a History check to discover a terrible secret relevant to a single opponent (DC 10 + ½ opponent’s level + opponent’s Intelligence modifier). A successful check means that you can speak that terrible secret as a standard action. Your target must make a successful Will save (DC 10 + ½ your level + your Intelligence modifier) or be [Dazed] for two [Round]. A successful Will save still leaves the target [Sickened]. This ability cannot be used on a given creature more than one per [Scene].

Earthen Liege [Skill]
Prerequisites: Earthshaper Warden or Earthshaper Journeyman
Benefit: Yours are the bones of the earth, flint and granite. You gain [Immunity] to being [Blown away] and a +1 item bonus to AC for every five levels you possess, rounding up. This is treated in every way as being armored and thus is affected by Blacksmith.

Earthshaper Warden [Skill]
Prerequisites: 3rd Level, Geography as a trained skill
Benefit: During the first [Round] of combat, you reduce the damage you take from each separate effect by an amount equal to your character level.
shadows to move through an area the size of [Close] range. This recap can be at any speed. Once per [Scene], you can alter this recap to include any shadows that would have been cast by [Invisible] creatures or objects.

**Lightbender Magus [Skill]**
**Prerequisites:** Lightbender Adept  
**Benefit:** One per [Round] as a free action, you can manipulate the play of light or shadow to strike a foe within [Medium] range. This opponent is [Dazzled] and takes damage equal to your KOM. More significantly, you have the ability to attack with bolts of directed light. This takes the form of the *searing light* spell usable twice per [Encounter] as a spell like ability.

**Master Healer [Skill]**
**Prerequisites:** Journeyman Healer, 6th Level  
**Benefit:** You gain the ability to brew short-lived draughts that duplicate the effects of a Medicine check. To make one, you must pass the corresponding check by ten or more. You may make three draughts per [Scene]. These draughts last until the end of the [Scene] and can be used as part of a move action.

**Monkey Business [Skill]**  
At times, you seem more at home in the trees than on the ground.  
**Prerequisites:** 3rd level, Athletics as a trained skill  
**Benefit:** You gain a climb speed equal to your base land speed.

**Mountain Scout [Skill]**  
You can adapt to hard terrain.  
**Prerequisites:** Acrobatics as a trained skill  
**Benefit:** You ignore the effect of difficult terrain when you are determining your movement range. You gain a +2 feat bonus to Acrobatics checks.

**Mystic Healer [Skill]**  
You are naturally adept in the healing arts.  
**Prerequisites:** Medicine as a trained skill, Incantation track  
**Benefit:** You gain a +2 feat bonus on Medicine checks. Also, you heal an additional 1d4 damage whenever you use your Incantation ability to heal an ally.

**Retcon [Skill]**  
**Prerequisites:** 6th level, Trained any two of Bluff, Diplomacy, or Arcana.  
**Benefit:** Once per [Scene], you may alter how up to two creatures within [Close] range recall a conversation, dialogue, or written statement by up to two words. Depending on the extent of the alteration, this might be permanent, or it might only last through next [Scene].

**Positive Energy Specialist [Skill]**  
Your insight into magic increases your healing abilities.  
**Prerequisites:** Arcana as a trained skill, Shaman spell-casting track  
**Benefit:** When casting [Healing] spells or using the Incantation ability to heal an ally, you heal an additional 2 damage. However, reversed [Healing] spells and harmful Incantations do -2 damage, minimum 0.

**Safekeeper Adept [Skill]**  
**Prerequisites:** 3rd level, Arcana as a trained skill  
**Benefit:** You have the capacity to open and maintain a small dimensional pocket, which you open or close as a move action. At only 125 cubic ft, storage is modest but secure as no one else can access this dimensional pocket while you are alive. The pocket opens if you have been [Dead] for more than an hour.

**Safekeeper Magus [Skill]**  
**Prerequisites:** Safekeeper Adept, 12th Level  
**Benefit:** The dimensional pocket you maintain no longer opens when you die unless you will it. Storage is expanded to about 125,000 cubic ft, or roughly a 50 foot cube. Air replenishes slowly but steadily, and is sufficient to sustain up to 6 people indefinitely. Safekept Magus is not appropriate for all campaigns, and should be explicitly cleared with your GM.

**Sinister Sinews [Skill]**  
Sometimes muscles are as intimidating as words.  
**Prerequisites:** Intimidate as a trained skill  
**Benefit:** You substitute your Strength modifier for your Charisma modifier when making an Intimidate check and when calculating DCs for [Fear] effects you activate, if those effects would normally have Charisma-based DCs.
Terrifying Shout [Skill]
You can perform a savage war cry that instills fear into the enemy.
**Prerequisites:** 5th level, Intimidate as a trained skill
**Benefit:** When you use the combat function of the Intimidate skill, you can affect all enemies within [Close] range. You gain a +2 feat bonus to Intimidate checks.

Terror [Skill]
You can force your enemies into blind panic.
**Prerequisites:** 5th level, Intimidate as a trained skill
**Benefit:** Once per [Encounter], as a standard action, you can terrify a single opponent. The target must make a Will save (DC 10 + ½ your level + your Charisma modifier) or be [Frightened] for the next 2 [Rounds]. A creature that successfully saves against this ability cannot be affected by it for the remainder of the [Scene].

Once per social encounter, you may use Terror on an opponent. Doing so gives the opponent a social check (as if you used the Diplomacy skill). The opponent must succeed on a Will save (DC 10 + ½ your level + your Charisma modifier) or refrain from using the Bluff or Intimidate skills for the duration of the social encounter.

All effects of this feat are [Mind-affecting].

Blood Thirst [Racial]
When you bite an opponent, you latch on with your powerful fangs.
**Prerequisite:** Vampire race
**Benefit:** If a creature fails its Fortitude save against your Consumption ability, you may choose to apply the [Grappled] condition to that creature until the beginning of your next turn. You automatically enter the creature's square and gain [Temporary hit points] equal to twice your level.

Elven War Dance [Racial]
You have learned to combine both elegance and deadly precision in your fighting style.
**Prerequisites:** 1st level only, Rage track
**Benefit:** Use your Dexterity modifier (instead of your Constitution modifier) to determine the duration of your rage. When you rage, you gain a bonus to Reflex and Will saves (instead of Fortitude and Will saves). At 2nd circle, instead of gaining Powerful Rage, you gain one additional attack at your full BAB whenever you make a full attack, and a 10 ft increase to your movement speed while raging.

Your Key Offensive Modifier changes to Dexterity, unless your Key Defensive Modifier already is Dexterity.

Ghoulish Enthusiasm
While others see a battle, you see a buffet.
**Prerequisite:** Ghoul race
**Benefit:** If a creature fails its Reflex save against your Consumption ability, you may immediately make a [Bonus attack] with your natural weapon against that creature.

Keep Them in Line
You know that fear is the greatest motivator, and use that knowledge to turn the tide of battles.
**Prerequisite:** Mummy race
**Benefit:** Once per [Encounter], when your Consumption ability activates, as a swift action, you can send a wave of fear sweeping through the battlefield. For the rest of the [Encounter], all allies within [Close] range gain a +1 bonus on all d20 rolls, while all enemies within [Close] range take a -1 penalty on all d20 rolls.

[Racial] Feats

Battleforged [Racial]
You are a finely-tuned killing machine.
**Prerequisites:** 1st level only, Sentient Construct race, must not have the Skinjob feat
**Benefit:** You have armor and a weapon built into your frame. You gain a permanent +2 item bonus to Armor Class, and have permanent access to a weapon of your choice (if your weapon uses ammunition, your body is designed to build standard mundane ammunition of the correct type). You can upgrade or enchant your armor and weapon in the same way as normal armor. You automatically succeed on Reflex saves against the Disarm special attack. Unfortunately, you cannot wear any other kind of armor, and you take a -2 penalty on attack rolls made with any weapon other than the one built into you.
Lich’s Wrath
The power of undeath has only furthered your control over magical energies.

**Prerequisite:** Lich race

**Benefit:** Choose one of the following spell-like abilities. You may use it at will, as a standard action:

- **Life Fades:** Make a ranged attack against a target within [Close] range. If successful, your target takes a -2 penalty to attack rolls and either Fortitude or Reflex saves for the [Encounter]. This penalty doesn’t stack with itself, but can be used twice to penalize both saves. This is a [Negative] ability.

- **Cause Fear:** You can force an enemy within [Close] range to make a Will save (10 + ½ your character level + your Key Offensive Modifier) or be [Shaken] for two [Rounds]. This is a [Fear], [Mind-affecting] ability.

- **Clutch of the Grave:** Make a single melee attack. It deals normal damage, plus 1d4 damage per level. This is a [Negative] ability.

Skeleton King
In life, you were not merely a fighter, you were a warlord.

**Prerequisite:** Skeleton Champion race

**Benefit:** Once per [Encounter], as a swift action, you can utter a cry of vengeance. For the next two [Rounds], all allies within [Close] range heal 1 hit point per level on every successful attack roll.

Skinjob [Racial]
You can infiltrate the ranks of meatbags with ease.

**Prerequisites:** 1st level only, Sentient Construct race, must not have the Battleforged feat.

**Benefit:** You are basically indistinguishable from a race of your choice (your chosen race must be the same size as you naturally are). You gain a +3 racial bonus to Larceny checks. Additionally, skill check DCs to identify your abilities increase by 5 points.
The Combat Round

Combat takes place over a series of [Rounds], in which each creature acts on its turn (“initiative”). A [Round] represents 6 seconds of game time, in which each creature has a set of actions that it can spend on its turn.

Initiative

Initiative determines when each character in a combat encounter is able to act. At the beginning of a combat encounter, each player rolls an initiative check for characters under their control, and the GM rolls initiative for all creatures not under the players’ control. From that point onward, each creature in the encounter acts on its initiative count – the numerical result of the initiative check, ordered from highest result first.

Rolling Initiative

An initiative check is 1d20 + a creature’s Dexterity modifier + all other applicable modifiers. Ties are broken first by a creature’s total modifier, then by a creature’s Dexterity modifier, then by a reroll.

Generally, a GM rolls initiative for enemies as a group; however, if enemies have dramatically different initiative modifiers (such as a shaman directing a small horde of zombies) the GM may choose to roll initiative for different groups of enemies.

Results of Initiative

Once there is an initiative result for all creatures in the [Encounter], the results are ordered from highest to lowest. Each creature may act on its initiative count every [Round] for the duration of the [Encounter], unless [Unconscious], [Disabled], or [Dead].

Any creature who has not yet acted in the first [Round] of an encounter is [Flat-footed].

Delaying

A creature can delay its initiative count. Doing so means that the creature can take its turn on any subsequent initiative count, including earlier initiative counts in a following [Round]. A creature who delays its initiative count changes its initiative count to the one on which it acts next.

Surprise Round

If every creature on one side of the encounter is unaware of the other sides of the encounter, all creatures who are aware of their enemies can act in a special surprise [Round]. All participants in the surprise [Round] can take either a single standard action or a single move action, as well as a single swift or immediate action.

Actions

There are five types of actions. In any given [Round], a creature has one each of a standard action and move action, either a swift action or an immediate action, and up to five free actions.

Standard Action

A standard action allows you to attack, cast a spell, or use any ability that requires a standard action to activate (such as a sage’s Black Tidings).

**Attack:** As a standard action, you may make all attacks you are entitled to, including iterative attacks from having a high Base Attack Bonus and [Bonus attacks] from a *baste* effect or Flurry.

**Critical Hits:** When making an attack roll, if you roll
a “natural 20” (i.e., the d20 result is 20, before considering modifiers) and the final result of your attack roll is a hit, you score a critical hit. A critical hit deals extra damage equal to twice your character level. Critical hits increase only hit point damage, and not ability damage, [Negative levels], or any other effect. Spells that require attack rolls can critically hit.

**Move Action**

A move action allows you to move up to your speed or to use an ability that requires a move action to activate.

*As Part of Move:* Some skills and abilities can be used “as part of” a move action, meaning that you can move and activate that skill or ability at the same time. Doing so halves your move speed. You cannot activate more than one ability per move action in this way.

You can only use one movement mode in any given move action.

**Free Action**

Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally, but cannot take more than five free actions in a [Round].

**Swift Action**

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

**Immediate Action**

An immediate action is similar to a swift action, but can be taken when it is not your turn. If you do not perform a swift action on your turn, performing an immediate action at any time before the start of your next turn can be done at no cost. Otherwise, taking an immediate action counts as taking your next turn’s swift action. You cannot use an immediate action if you are [Flat-footed].

**Other Actions**

A number of actions can reasonably be taken in combat, but do not fall under a specific ability description. The action costs involved are given in the following table, along with how these actions interact with attacks of opportunity.

**Distance, Range and Duration**

**Distance**

*Legend* expresses distance in terms of squares such as those found on a battle mat used for tabletop war games and role-playing games. These squares are scaled at 5 ft

<table>
<thead>
<tr>
<th>Action</th>
<th>Action Cost</th>
<th>Provokes AoO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cast a spell</td>
<td>Usually standard action</td>
<td>Usually yes</td>
</tr>
<tr>
<td>Draw a weapon</td>
<td>Swift action or as part of move action</td>
<td>No</td>
</tr>
<tr>
<td>Drink a potion</td>
<td>Move action</td>
<td>Yes</td>
</tr>
<tr>
<td>Pick up a dropped/disarmed weapon</td>
<td>Move action</td>
<td>Yes</td>
</tr>
<tr>
<td>Stand up</td>
<td>Move action</td>
<td></td>
</tr>
<tr>
<td>Use combat maneuver</td>
<td>See description</td>
<td>See description</td>
</tr>
<tr>
<td>Use extraordinary ability</td>
<td>See description</td>
<td>Usually no</td>
</tr>
<tr>
<td>Use item</td>
<td>See description</td>
<td>No</td>
</tr>
<tr>
<td>Use skill</td>
<td>See description</td>
<td>Usually no</td>
</tr>
<tr>
<td>Use spell-like ability</td>
<td>See description</td>
<td>Usually yes</td>
</tr>
<tr>
<td>Use supernatural ability</td>
<td>See description</td>
<td>Usually no</td>
</tr>
</tbody>
</table>
(or 1.5 meters) per square by default, and all references to “squares” as a measure of distance refer to units of 5 ft (1.5 meters).

When measuring distances on a diagonal angle across a square grid, count every diagonal movement as 1.5 squares. In practice, count the first square of diagonal movement as 1 square, and the second square of diagonal movement as 2 squares.

**Range**

When expressing the range of abilities, *Legend* uses increments that scale based on the creature using any given ability. Thus, point-blank range for a hand crossbow is different for an experienced ranger (a dead-eye shot if there ever was one) than it is for a first-level rogue who is still learning to put bolts on target – and a high-level paladin dominates a large section of a battlefield with only his melee attacks.

There are 5 range categories in *Legend* by default. It is possible to use an ability that requires an attack roll and has a range category higher than [Melee] at a range category one higher than normal, but doing so imposes a -4 penalty on that attack roll. Some feats and items also allow characters to make attacks at one range increment higher than normal.

Any effect that reaches a range category automatically reaches any lower range category, so an effect with [Long] range also is capable of targeting within [Medium], [Close], and [Melee] range.

Range categories are expressed using feet, but can be converted to meters in the same way that distance is.

**Melee range**
[Melee] range defaults to 5 ft + 5 ft per 5 levels (up to 25 ft at level 20). Weapons with the [Reach] property add 5 ft to the wielder’s melee range, and melee reach increases by 5 ft for every size category above Medium (so a Large-sized giant with 4 levels would have a melee range of 10 ft).

**Close Range**
[Close] range covers attacks with short-ranged weapons, such as hand crossbows, pistols, and many ray spells. [Close] range reaches up to 25 ft + 5 ft per 2 levels.

**Medium range**
[Medium] range covers attacks with bows, short-ranged firearms, and many spells that affect small areas. Medium range reaches up to 100 ft + 10 ft per level.

**Long Range**
[Long] range covers attacks with advanced firearms, magically enhanced bows, and short-range magical artillery. [Long] range reaches up to 400 ft + 40 ft per level.

**Extreme Range**
[Extreme] range covers attacks with highly advanced ranged weapons and magitech artillery. [Extreme] range reaches up to 1,000 ft + 100 ft per level. Due to the relatively low levels of technology (comparatively speaking) in *Legend*, the game does not (by default) assume engagement ranges longer than [Extreme] range.

Engagements at [Extreme] range are relatively rare due to the difficulty of targeting at such ranges. Specifically, all attack rolls and abilities that target something at [Extreme] range target a square instead of a creature, and have a one-[Round] travel time before they take effect. Such abilities affect any creatures present in the square or squares targeted when the effects arrive, and their success is determined by those creatures’ Armor Class or saving throws, as applicable.

Longer ranges can be implemented at a GM’s discretion.

**Duration**

Duration in *Legend* applies to measuring the duration and cooldown of any given effect. An effect can have any of the following durations and any of the following cooldowns.

**Turn**
A turn is a small subset of a [Round], when a given character gets to spend their actions. Aside from immediate actions, you usually cannot act when it is not your turn.

**Round/Rounds**
A duration of [Round] measures from the initiative count when that effect was activated to the same initiative count in the following [Round].
An effect may last multiple [Rounds]. If so, measure from initiative count to initiative count in the same way, and continue until the correct number of [Rounds] has passed.

**Encounter**
A duration of [Encounter] lasts until the specific challenge or threat that the player characters are facing has been overcome, neutralized, or escaped.

**Scene**
A duration of [Scene] generally lasts at least three encounters, or until the party takes a two- to four-hour break, whichever is more convenient and reasonable.

Between [Scenes], characters can change the magic items they are presently using, if they have extra magic items beyond the maximum number of items they can use (see the tables on page 160 for this number).

Since per-[Scene] abilities, such as spell slots, refresh between [Scenes], a series of encounters that rely on resource attrition should generally all occur in the same [Scene]. For example, if the players characters' camp is harassed all through the night, the [Scene] of the previous day’s battles should end, with the player characters able to momentarily eat, relax, and refresh their abilities, with the new [Scene] being the midnight ambush that hurls them back into life-or-death combat. Of course, as noted in the sidebar, a single [Scene] should not last more than five encounters.

**Quest**
An effect that lasts throughout one entire arc of the plot, but is in effect primarily while that arc is being pursued directly. Any variation on this will be described in the text that explains the effect or bonus in question.

**Tactical Movement**

**Difficult Terrain**
Some terrain (such as a drawbridge littered with bodies, or an overgrown forest floor) is more difficult to move through. Moving through a square of difficult terrain costs you two squares of movement.

**Five-Foot Step**
If you spend your move action doing anything other than moving, you may adjust your position by a single square once during your turn. Making a five-foot step
does not provoke attacks of opportunity and does not cost an action.

Flight
When describing combat, Legend treats flight as something of an abstraction. [Flying] creatures are far enough above the ground that they are not vulnerable to melee attacks, but at low enough altitude that they can be targeted by ranged weapons and are caught in area effects. [Flying] creatures can engage each other at [Melee] range; however, a [Flying] creature must land (or hover close to the ground) in order to engage a non-[Flying] creature at [Melee] range.

Creatures who have a flight speed are not always considered [Flying]; for example, they may be hovering a few inches above the ground. As long as a creature has a flight speed and is capable of using it, it has [Immunity] to effects that only affect creatures walking on the ground (these effects are tagged as [Ground] effects).

Attacks of Opportunity

Sometimes a creature in melee combat lets its guard down. In this case, nearby combatants can take advantage of the lapse in defense to gain free attacks. These free attacks are called attacks of opportunity.

Threatened Squares
You threaten all squares within [Melee] range, even when it is not your action. An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you.

Provoking an Attack of Opportunity
Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

Moving: Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot step and the run action.
Performing a Distracting Act: Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule.

Ranged attacks: Making one or more ranged attacks provokes an attack of opportunity.
Generally speaking, activating spells and spell-like abilities provokes attacks of opportunity, while activating extraordinary and supernatural abilities does not provoke attacks of opportunity unless they cause the user to move out of threatened squares.

Making an Attack of Opportunity
An attack of opportunity is a single melee attack, and you can only make one per [Round]. You don’t have to make an attack of opportunity if you don’t want to.
An attack of opportunity does not count as an action, but effects that prevent you from taking actions or making attack rolls prevent you from making attacks of opportunity.

Combat Maneuvers

Combat maneuvers are special actions or tactics you can employ while attacking.

Bull Rush
A bull rush is a rapid assault designed to force an enemy out of your way or into an exposed position. As a standard action, you can advance into an adjacent opponent’s space (provoking an attack of opportunity), then attempt to push the opponent 5 ft in any direction. The opponent can make either a Fortitude or Reflex save to resist (DC 10 + ½ your level + your Strength modifier). A successful save means that your opponent remains in place and you return to the space in which you started. A failed save means that you successfully push your opponent 5 ft, and take the space that your opponent started in.

If you have not used your move action, you may continue to push your opponent up to half of your normal move distance, in addition to the initial 5 ft.
A creature being pushed does not provoke attacks of opportunity. You provoke attacks of opportunity when you move into your opponent’s square to initiate a bull rush, but do not provoke attacks of opportunity for distance moved while pushing your opponent.
Charge
A charge is a straight-line movement ending in a melee attack. As a standard action, you may move up to your speed (but at least 10 ft) in a straight line and make a single melee attack (you gain no additional attacks from high Base Attack Bonus or effects that grant additional attacks). Any obstruction in a straight-line path prevents you from charging (although you could maneuver to a straight-line path, if one exists, with your move action). Your charge attack, and any other attacks for 1 Round (such as attacks of opportunity), gain a +2 bonus to attack rolls. However, charging inflicts a -2 penalty to Armor class for 1 Round.

You can use the Power Attack combat maneuver while charging.

Deadly Aim
As a free action, before using a standard action to attack on your turn, you may declare that you are activating Deadly Aim. Apply a penalty equal to or less than your Base Attack Bonus on all ranged attack rolls that you make for 1 Round, and apply that number as a bonus to all ranged damage rolls that you make for 1 Round.

Defensive Fighting
As a move action, you can fight defensively, gaining a +2 bonus to Armor Class for one Round. You may not fight defensively and charge on the same turn.

Disarm
As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful attack roll, your opponent must make a Reflex save (DC 10 + ½ your level + your Strength modifier) or drop any items that it is currently holding (such as weapons, wands, or grenades). If you still have a move action, you could use it to pick up a single item, as usual.

Flurry
You may make a Flurry as part of an attack action. For that attack action, you can take a -2 penalty to attack rolls in return for gaining an extra melee attack at your highest attack bonus. For example, a 1st-level barbarian would have -1/-1 for the two attacks, before adding a Strength bonus and other modifiers.

Power Attack
As a free action, before using a standard action to attack on your turn, you may declare that you are Power Attacking. Apply a penalty equal to or less than your Base Attack Bonus on all melee attack rolls that you make for 1 Round, and apply twice that number as a bonus to all melee damage rolls that you make for 1 Round.

You may not use Power Attack and Fight Defensively in the same Round.

Trip
As a standard action, make a single melee attack. The attack does normal damage. In addition, on a successful attack roll, your opponent must make a Reflex save (DC 10 + ½ your level + your Strength modifier) or become Prone.

Run
As a standard action, you can move up to your speed without provoking an attack of opportunity. This does not preclude using your move action to move again (for a total of twice your normal move speed).

Vision Modes, Line of Sight and Effect, Detection

Line of Sight
A line of sight is a straight, unblocked path that indicates what a creature can see. Line of sight is blocked by fog or smoke, darkness, solid barriers, and similar limitations that affect normal sight. Some vision modes can establish line of sight through some of these barriers.

Line of Effect
A line of effect is a straight, unblocked path that indicates what an ability or attack can target or affect. A line of effect is canceled by a solid barrier, or by
certain abilities that specifically block line of effect. It’s like line of sight, except that it’s not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you attempt to activate an ability on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any ability you activate.

A burst, cone, cylinder, or emanation effect affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst’s center point, a cone-shaped burst’s starting point, a cylinder’s circle, or an emanation’s point of origin).

An otherwise solid barrier with a hole of at least 1 square foot through it does not block a spell’s line of effect. Such an opening means that the 5-foot length of wall containing the hole is no longer considered a barrier for purposes of a spell’s line of effect.

Vision Modes

Ghostwise Sight
Whenever a creature or object moves 5 ft or more within the range of your Ghostwise sight, they become visible to you as a trailing phantasm for the duration of that movement. If they would otherwise be [Invisible] or move by [Teleport], your perception is blurred, but not completely fooled. Treat the target as [Concealed] for purposes of aiming and other interactions. Interestingly, this means that even if they would be hidden by a wall, you can see them as though they had no cover. Unfortunately, the wall will still stop an arrow. A successful Stealth check against your Awareness defense may be used to reduce this to a general directional awareness (that the creature is somewhere in a 45-degree arc from you at an unknown distance).

Tremorsense
Tremorsense bestows all the benefits and restrictions of [Ghostwise sight], but pierces invisibility completely and also obviates any distortion created by [Teleportation]. Further, as a swift action, you can image the area, revealing stationary objects and creatures. This allows you to make a special Perception check (DC 10 + creature’s total Stealth modifier) to detect any creatures in the area using the Stealth skill, as well as allowing you to automatically detect any creatures in the area that would normally be concealed but are not using the Stealth skill.

Darkvision
You have sight beyond sight, but only a little beyond. You can see in the dark out to the limits of your normal vision in full daylight, or 120 ft, whichever is shorter. Additionally, magical darkness generated by effects of fourth circle or lower is reduced to an uneven shadowing of your vision, and you can safely ignore its effects.

Blindsight
Blindsight provides all of the benefits of Darkvision, though it is generally much more limited in range, and ignores [Concealed], [Fully concealed] and Stealth bonuses from clouds, smoke, [Invisibility], and other forms of concealment that rely on eliminating visual cues.

Injury and Death

Injury

In Legend, hit points represent an abstract resource reflecting stress levels, endurance, and fighting capability. Serious injuries do not generally happen until a creature is on its last few hit points; that is why one can restore hit points with a decent rest and even more with trivial Medicine checks.

Some attacks inflict damage that might amount to an injury (such as ability damage) or particularly serious conditions that can impair a creature’s combat and social abilities. See the Condition Summary section for these conditions.

Once a creature is on its last few hit points, serious wounds and injuries become a concern. Reducing a creature to exactly 0 hit points renders it [Disabled], and reducing a creature to -1 hit points renders it either [Dying] or [Unconscious], at the discretion of the creature who dealt the damage.
Healing

Natural Healing
Injured characters can heal in one of several ways. The most automatic is natural healing – after an 8-hour rest, a creature who has at least 1 hit point or has been stabilized with the Medicine skill heals 2 hit points per level, and a day of complete relaxation (with no encounters) counts as two 8-hour rests. Some effects do damage that cannot be naturally healed.

Fast Healing
Some creatures have the extraordinary ability to heal very quickly, tagged as [Fast healing]. This ability always includes a number, such as “[Fast healing] 3”; a creature with this ability heals that number of hit points every [Round]. The [Battered] condition negates healing from this source while it is active, although the healing resumes once the condition is gone.

Using the Medicine Skill
Healing resulting from the Medicine skill stacks with natural healing. If the Medicine skill is used to stabilize a [Dying] or [Disabled] creature, natural healing resumes normally afterward.

[Healing] Effects
[Healing] effects are supernatural, spell-like or spell abilities that restore a creature’s health instantly. They can also temporarily grant the [Fast healing] ability. The [Battered] condition negates healing from these effects.

Death
If a creature accumulates negative hit points equal to its Constitution score or has 0 Constitution, it is [Dead]. [Dead] creatures cannot sense their surroundings, act, think, or reflect. Their souls depart from their bodies.

Condition and Descriptor Summary

Condition Summary
If more than one condition affects a character, apply them all; however, multiple copies of the same condition do not stack unless the condition description specifies otherwise. If certain effects can’t combine, apply the most severe effect.

Ability Damaged
The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is [Helpless]. A character with Dexterity 0 is [Paralyzed]. A character with Constitution 0 is [Dead]. A character with Intelligence, Wisdom, or Charisma 0 is [Unconscious]. Characters who are normally [Immune] to these conditions still suffer them when they are caused by ability damage. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Battered
The character does not benefit from [Healing] effects or the [Fast healing] extraordinary ability (although [Healing] effects that remove the [Battered] condition do retain that sole function). Additionally, some effects and abilities trigger when used against battered targets. Unless otherwise noted, this condition expires at the end of the [Encounter].

Bleeding
Characters who are bleeding suffer 4 points of [HP reduction] each [Round]. This persists as long as the condition does. Bleeding lasts three [Rounds], but the duration resets each time an effect would inflict it. Characters may spend a move action to stop the [Bleeding], but this provokes attacks of opportunity.

Blinded
The character cannot see. He takes a -2 penalty to Armor Class, loses his Key Defensive Modifier bonus to AC (if any), moves at half speed, and takes a -4 penalty
on Perception checks and on all Physical skill checks. Checks and activities that rely on vision automatically fail. All opponents are considered to be [Fully concealed] to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away
Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is [Knocked down] and rolls 1d4 × 10 ft. A flying creature that is blown away is blown back 2d6 × 10 ft.

Checked
Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

This is a [Binding] effect.

Concealed
Protected from visual detection by a cloud, [Glamer] effect, or other object or effect that does not outright stop attacks. Attack rolls targeting concealed creatures suffer a 20% [Miss chance].

Confused
A confused character’s actions are determined by rolling d% at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature (for this purpose, a familiar counts as part of the subject’s self). A confused character who can’t carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Covered
Protected from physical attack by some kind of obstruction (such as a wall or tree). A covered creature can attack normally and gains a +2 bonus to Armor Class.

Cowering
The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Key Defensive Modifier bonus to AC (if any).

Unless otherwise noted, this condition expires at the end of the [Encounter].

Damage Reduction
Whenever you would take damage from a physical or untyped source (such as a melee attack, but not a [Fire] spell), it is reduced by a specific amount given in the description of the ability that granted you damage reduction.

Dazed
The creature is unable to act normally. A dazed creature can take no actions other than a single 5-foot step per [Round], but has no penalty to AC.

The dazed condition typically lasts 1 [Round].

Dazzled
The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls and perception checks.

The dazzled condition generally lasts no more than 5 [Rounds].

A [Blinded] creature has [Immunity] to being [Dazzled].

Dead
The character’s hit points are reduced to a negative number equal to his Constitution score, his Constitution drops to 0, or he is killed outright by a spell or effect. The character’s soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies. Dead creatures are objects, not creatures, and can neither sense their surroundings nor act.
Deafened
A deafened character cannot hear. She takes a -4 penalty on initiative checks and a -5 penalty on Perception checks. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled
A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each [Round] (but not both, or swift or immediate actions). She moves at half speed. Taking move actions doesn’t risk further injury, but performing any standard action deals 1 point of damage after the completion of the act. Unless the action increased the disabled character’s hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she can make a DC17 Medicine check to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying
A dying character is unconscious and near death. She has hit points between -1 and -(Constitution). A dying character can take no actions and is unconscious. At the end of each [Round] (starting with the [Round] in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -(Constitution) hit points, she is [Dead].

Entangled
The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity.

This is a [Binding] effect.

Ethereal
An ethereal being is [Invisible], inaudible, insubstantial, and scentless to others on the Material Plane. An ethereal being can see and hear into the Material Plane in a 60 ft radius, though things look gray, indistinct, and ghostly. Material objects still block sight and sound; an ethereal being cannot see through a wall, not even if it is hiding inside one. An ethereal being can’t affect the Material Plane, not even magically, though it interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects. Even if a creature on the Material Plane can see an ethereal being (typically in the same manner as one sees [Invisible] creatures) the ethereal creature is on another plane. If, on the other hand, both beings are ethereal, they can affect each other normally.

A [Force] effect originating on the Material Plane extends onto the Ethereal Plane, as do abjurations. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal beings move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don’t block them.

Exhausted
An exhausted character moves at half speed and takes a -6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue, or by being affected by an effect that makes a creature fatigued.

Fatigued
A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed
A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character cannot make attacks of opportunity or take immediate actions, and takes a -3 penalty to Armor Class.

Unless otherwise noted, this condition lasts until the start of the creature’s turn.
The Fear Ladder

Fear effects function with increasing severity if a character is already suffering from fear. It is helpful to think of fear effects as a “ladder”, with the worst condition at the top and less-severe conditions stacking on top of each other to create more severe effects.

Each application of a condition increases a creature’s total fear level by the given amount, and when the total equals or exceeds the Severity of a given condition, the creature is afflicted with that condition instead of the previous one. If a creature afflicted with a given condition is affected by an effect that removes a lesser condition, subtract the corresponding adjustment from the creature’s total fear level, and change the creature’s fear condition as needed.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Severity</th>
<th>Increase</th>
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</thead>
<tbody>
<tr>
<td>Cowering</td>
<td>10</td>
<td>–</td>
</tr>
<tr>
<td>Panicked</td>
<td>5</td>
<td>+5</td>
</tr>
<tr>
<td>Frightened</td>
<td>3</td>
<td>+3</td>
</tr>
<tr>
<td>Shaken</td>
<td>1</td>
<td>+2</td>
</tr>
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</table>

Flying

Flying creatures move through the air under their own power (including power supplied by magic or an item). Flying creatures ignore difficult terrain, walls without ceilings, and any other obstructions that are not specifically identified as affecting flying creatures.

Frightened

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all d20 rolls. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Unless otherwise noted, this condition expires at the end of the [Encounter].

Fully Concealed

Full concealment refers to a creature whose location is known, but who cannot be seen. Attacks targeting a fully concealed creature suffer a 50% [Miss chance].

Helpless

A helpless character is [Paralyzed], held, bound, sleeping, [Unconscious], or otherwise completely at an opponent’s mercy. A helpless target is treated as having a Dexterity of 0 (-5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. Helpless targets can be sneak attacked.

Immunity

A creature with this ability cannot be affected by effects with a particular descriptor, as indicated in the ability.

Invisible

Visually undetectable. An invisible creature gains a +5 bonus on stealth checks against sighted opponents, and ignores its opponents’ KDM bonuses to AC (if any) if they do not have some other way of detecting it (see Vision Modes).

Knocked Down

Depending on their size, creatures can be knocked down by winds of high velocity or other forces. Creatures on the ground are knocked [Prone] by the force of the wind. [Flying] creatures are instead blown back 1d6 × 10 ft.

Nauseated

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Unless otherwise noted, this condition lasts 1 [Round].

Negative levels

The character has gained one or more negative levels, which stack with one another. If the subject has at least as many negative levels as character levels, he dies. Each negative level gives a creature the following penalties: -1 penalty on all d20 rolls; 5 points of [HP reduction]; and -1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell slot from the highest circle that he can cast.
Effects that remove conditions treat each negative level as an individual condition.

Negative levels expire at the end of a [Scene].

**On Fire**
Characters who are on fire take 1d4 damage each [Round] at the end of their turns and an additional 1d4 damage for every [Round] they’ve continuously been on fire. This condition lasts for three [Rounds], but the duration resets each time an effect would inflict it. Characters may spend a move action to stop the [On fire] effect but this provokes attacks of opportunity.

**Panicked**
A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can’t take any other actions. In addition, the creature takes a -2 penalty on all d20 rolls. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Unless otherwise noted, this condition expires at the end of the [Encounter].

**Paralyzed**
A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is [Helpless], but can take purely mental actions. A winged [Flying] creature cannot flap its wings and falls. A paralyzed swimmer can’t swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

This is a [Binding] effect, unless caused by Dexterity penalties or damage.

**Petrified**
A petrified character has been turned to stone and is considered [Unconscious]. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character’s petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Prone
The character is on the ground or otherwise temporarily disoriented in its movement, and can only move at 5 ft per [Round]. An attacker who is prone has a -4 penalty on melee attack rolls. A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up (removing the [Prone] condition) is a move action that provokes an attack of opportunity.

**Resistance**
Whenever you would take damage from a particular element, it is reduced by your character level, or if the effect granting you resistance does not originate from you, the character level of the effect’s source.

**Revealed**
This creature has been illuminated or otherwise detected, and does not benefit from being [Concealed].

Unless otherwise noted, this condition lasts 1 [Round].

**Shaken**
A shaken character takes a -2 penalty on d20 rolls. Shaken is a less severe state of fear than frightened or panicked.

Unless otherwise noted, this condition expires at the end of the [Encounter].

**Sickened**
The character takes a -2 penalty on all d20 rolls.

Unless otherwise noted, this condition expires at the end of the [Encounter]. If inflicted by the environment, this condition persists for as long as the environmental condition does.

**Slowed**
A slowed character must skip either a standard action or move action during his turn. If the character already skips a standard action or all his move actions, this condition has no effect. Unless otherwise noted, this condition expires at the end of the [Encounter].

This is a [Binding] effect.
Stable
A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still [Unconscious]. If the character has become stable because of aid from another character (such as a Medicine check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn’t had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered
A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each [Round] (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes [Unconscious].

Stunned
A stunned creature drops everything held, can’t take actions, takes a -2 penalty to AC, and loses his KDM bonus to AC (if any).

Unless otherwise noted, this condition lasts 1 [Round].

Unconscious
Knocked out and [Helpless]. Unconsciousness can result from having current hit points between -1 and -(Constitution).

Vulnerability
Whenever you would take damage from a particular element, you take extra damage of that type equal to the character level of the attacker.

Descriptor Summary

Air effects transmute or manipulate wind and atmospheric conditions.

Acid effects consist of caustic substances that eat away at whatever they hit.

Binding effects control or restrict a creature’s movement.

Cold effects create icy substances or leech heat from an area.

Darkness effects absorb or obstruct light.

Death effects horribly harm a creature and generally threaten to leave it [Battered]. A creature may only activate one [Death] effect in any given [Round].

Dispelling effects remove or negate active magical effects.

Earth effects harness the power of the earth by manipulating gravity, transmuting the earth or things growing from it, or creating similar effects.

Electricity effects cause electrical shock or overload, potentially burning or disrupting creatures.

Fear effects frighten creatures.

Figment effects create an illusory image, object, or sound.

Fire effects burn stuff.

Force effects create tangible magical constructs.

Glamer effects alter or obscure the appearance of an object.

Ground effects alter the ground in some way but do not extend above the ground. Creatures with flight speeds have [Immunity] to [Ground] effects.

Healing effects directly restore the health of a creature.

Harming effects directly reduce the health of a creature, often manifesting by reopening old wounds and aggravating old injuries.
**HP Reduction** effects reduce a creature’s maximum hit points. Such effects do not affect a creature’s actual hit points unless its actual hit points are above the new maximum, in which case the creature has only its current maximum hit points. Track [HP reduction] effects separately from damage; [HP reduction] is reset at the end of the effects’ duration or at the end of the [Encounter], whichever comes first. When the duration for [HP reduction] effects ends, the creature regains any hit points it lost directly from [HP reduction] effects. [HP reduction] effects stack with each other, but cannot total to more than half of a creature’s normal maximum hit points.

**Light** effects emit photons that make it easier to see.

**Mind-Affecting** effects alter one’s mental state.

**Miss Chance** effects give a creature an additional defense against incoming attack rolls. Any attack roll that would normally hit that creature is subject to a percentile chance for failure; a d% roll under the specified threshold (usually 20% or 50%) means that the attack fails. Apply only the highest applicable [Miss chance] to any given attack roll.

**Negative** effects are tied to negative energy, which animates and bolsters undead creatures but is inimical to living creatures.

**Positive** effects are tied to positive energy, which heals and invigorates living creatures but harms undead creatures.

**Precision** damage is done by effects or abilities that target specific vulnerabilities in a creature. Only a single source of precision damage can apply to any attack.

**Sensor** effects create a magical sensor that acts as a proxy for a spellcaster’s senses.

**Teleportation** effects cause creatures to instantly move over great distances.

**Ward** effects create a magical barrier or protection for a creature.

**Weapon** effects create a new weapon or transmute an existing one; obviously, no two weapon effects can coexist on the same weapon because the second one will replace or override the first one.

### Area Effects

**Aura** effects emanate from a creature or entity and affect everything around them in a given radius. In general, a creature who enters an aura is immediately affected by it, and a creature who leaves an aura is no longer affected by it unless it specifically has a lasting effect. If an aura allows a saving throw, a creature who succeeds on the saving throw cannot be affected by that aura for the [Scene].

**Burst** effects instantaneously expand from a point in space (a grid intersection, if you use a battle map) into a sphere. They are blocked by barriers that block line of effect.

**Cone** effects instantly expand in a given direction from a grid intersection. They are blocked by barriers that block line of effect.

**Cylinder** effects start as a horizontal circle and spread down directly from that circle. They ignore vertical barriers but can be blocked by horizontal barriers that block line of effect.

**Emanation** effects are like burst or cone effects (depending on the specific effect, emanation effects can mimic either one), but last for a given duration instead of taking instantaneous effect. A creature who enters an emanation is immediately affected by it, and a creature who leaves an emanation is no longer affected by it. If an emanation allows a saving throw, a creature who succeeds on the saving throw is not affected by that emanation for 24 hours or the emanation’s duration, whichever is shorter. Emanations are blocked by barriers that block line of effect.

**Line** effects start from a square or hex and spread along a straight path of squares or hexes. They are blocked by barriers that block line of effect, although some line effects can break through such barriers.
Spread effects expand from a grid intersection into an area, and go around or through barriers that block line of effect.

**Glossary**

**Ally** refers to any creature that is not hostile to you, including yourself. An ally can choose not to benefit from any specific ability activated by you that would normally affect that ally, and you can choose not to affect a specific ally with an ability that normally affects allies.

**Attack** refers to making an attack roll in order to strike a creature with a weapon, magical ability, or unarmed strike. Depending on the implement used, an attack is either a **melee attack** or a **ranged attack**.

**Attack action** refers to the full set of attacks that a creature is entitled to make when using a standard action to attack.

**Bonus attack** denotes an additional attack added to the attacks you are normally entitled to from your Base Attack Bonus or the Flurry maneuver. You may only benefit from one [Bonus attack] per [Round]. A [Bonus attack] is made at your full Base Attack Bonus unless otherwise noted.

**Offensive action** refers to any of the following actions:
- Making an attack roll.
- Casting a spell that does damage or forces a creature to make a saving throw.
- Activating an extraordinary, spell-like, or supernatural ability that does damage or forces a creature to make a saving throw.

**Opponent** refers to any creature that you choose to attack, or that attacks you.

**Critical threat range** is the result on a d20 that you have to roll in order for a weapon to strike a critical hit. The normal critical threat range is 1 (only a natural roll of 20) but items, feats and track abilities can increase this.
Encounters in Legend follow a fairly straightforward set of rules to help everyone at the gaming table have an interesting and enjoyable experience. If you’re planning to be a Game Master for a Legend game, this chapter is your best friend. The rules here are a tool to help you build challenging encounters that won’t overwhelm your players or leave them with nothing to do.

These rules are not written as guidelines. Legend’s balance and game design are based on the assumption that monsters and NPCs follow the same rules as the player characters do — in other words, the rules in Legend describe how the game world works, and a change in that game world should apply equally to everyone. That said, there is room for some flexibility in how GMs can build encounters, and we encourage GMs and players to cooperate in doing whatever is best for the gaming group as a whole.

So, let’s take a look at how the player characters interact with their world.

**What is an Encounter?**

An encounter, in Legend, is any situation where player characters are challenged, threatened, or have the opportunity to gain something of value. encounters generally should have some sort of narrative significance; a party of 10th-level characters can kill practically any number of 2nd-level bandits and won’t get anything useful from them, so there isn’t really any point to making an encounter out of it. Similarly, a party of 1st-level students aren’t going to be able to do anything about the fact that Godzilla is rampaging through their high school, so describing that that’s happening and giving them a chance to announce that they’re running away is about as much of an “encounter” as you need to make of the situation.

When building an encounter, or the series of encounters in a game session or an entire adventure, Legend offers tools for you to accomplish three major goals: first, to keep the stories and creatures in your group’s game world alive and interesting; second, to preserve the internal game balance that Legend is built on; and third, to provide interesting combat and non-combat encounters that will challenge your players without leaving them helpless.

**Encounter Level**

The main tool for calculating balance and challenge in an encounter is called the “encounter level” in Legend. Generally speaking, a group of four player characters of level X should be able to handle between three and five encounters of encounter level X before they need to stop the adventuring day, take an 8-hour rest, and continue with their abilities, item uses, and hit points generally refreshed and ready for new challenges.

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**About Encounter Rules:** The rules in this chapter are primarily for the use of Game Masters to help in building campaigns and adventures in Legend. While it can be helpful for a player to understand how these rules work, it isn’t necessary to be familiar with these rules to enjoy playing Legend. If you are new to role-playing games or just want to get familiar with how to play a character in Legend, feel free to pass over this chapter and go back to it at some point in the future.
Calculating Encounter Level

Basic Calculation
As a rule, any creature has, by itself, an encounter level of its own level. A level 6 tactician is an EL 6 encounter. Two creatures of the same level have an encounter level 2 higher than the creatures’ level, and four creatures of the same level have an encounter level 4 higher than the creatures’ level – so a party of a tactician, shaman, paladin, and rogue, all of whom are level 9, would be an EL 13 encounter.

Pairing a creature with another that is 1 level lower counts as an encounter level either equal to the higher creature’s level or 1 higher than that level. Three creatures of the same level have an encounter level 3 higher than the creatures’ level.

Summons, Allies, and Bodyguards
Creatures acquired via feats and track features do not count when calculating encounter level. The opportunity cost associated with acquiring and directing such creatures is roughly similar to the benefit gained by having the extra creatures, especially since defeating the “master” is generally sufficient to dispel or drive away the “minions.”

Legendary Creatures
A creature with the [Legendary] subtype counts as a creature 2 levels higher for purposes of calculating EL. As explained in Chapter XII, the [Legendary] subtype should only be applied to all PCs in a game or no PCs in a game; however, it is possible to see a [Legendary] creature with minions as an NPC encounter.

Encounter Level and Game Balance

Legend’s use of encounter level offers a great way to test game balance, especially when building and implementing new monsters and creatures in the game. Since all creatures have a level, we can use that level as an objective measure of power and capability. By comparing different creatures of the same level, we can test how a creature works in terms of overall game balance.

There are a few assumptions we make when discussing level and game balance. The first one is fairly intuitive: 1 is equal to 1, and 6 is equal to 6. So, if we say that a character or monster is “level 6,” then that character or monster should be roughly as capable and dangerous as other level 6 characters and monsters.

Statistically, we can say that on average, a level 6 creature should have roughly a 50-50 chance against a broad range of other level 6 creatures, and that we should see a similar success rate for all other levels when we look at same-level creatures and their survival chances.

The second assumption we make about level and game balance is that while a lower-level creature will generally lose a fight with a higher-level creature, a sufficient number of lower-level creatures can defeat a creature that is a few levels (5 or fewer) higher with good tactics and a greater number of actions in each [Round]. Past a certain level advantage, however, the higher-level creature will possess abilities that simply negate or render irrelevant the abilities of the lower-level creatures. We think this is a good thing.

Third, we assume that in a role-playing game, the player characters should statistically be favored in most encounters. After all, over the course of a campaign or even a short adventure, the odds are against the player characters. Basic statistical knowledge tells us that even a small risk of a “failure” increases to be quite serious if you repeat a process enough times. And while most monsters aren’t expected to survive an encounter, they only have to get lucky once against a PC to greatly alter the direction of a game. Running a series of encounters where player characters are expected to lose means that after only a few gaming sessions there might not be a single one of the original characters left in the game. While this may be an acceptable risk for the occasional hack-and-slash game, a total party kill stretched over a period of several game sessions is nearly as destructive to a storyline as a total party kill in a single session.

So, generally speaking, we favor encounter design that sets the player characters up to succeed in most encounters, with occasional encounters that are particularly challenging.

Encounter Design

So, we’ve established some general principles for how Legend encounters are expected to work. It’s possible to calculate the level of a given encounter, for each side in the encounter. We want the player characters to win most of the time, and when they lose, we generally want
survivors left to run away, barring excessive stupidity on
the players’ side of the table. We can combine all of this
to set up guidelines for building encounters that work
well with Legend design goals.

Since encounter level is generated based on the level
of the creatures involved, we can infer that two groups
of creatures, each “adding up” to the same EL, will on
average have roughly a 50-50 chance against each other.
(We’ll discuss exceptions later on). A difference of 1
between each side’s EL is a fight that statistically favors
one side quite a bit, while a difference of 2 means that the
likelihood of the weaker side winning is very slim.

**Challenging Encounters**

If you want a climactic pitched battle where there’s a
good chance that the player characters will suffer casual-
ties, pitting them against an encounter level the same as
their own will likely produce the results you want. One
example of a difficult encounter that will stretch the
player characters’ abilities is a “mirror match,” where the
opposition is a group of creatures each of whom is the
same class and level as one of the player characters.

An EL one level higher than the party’s is pushing it,
and should only be used occasionally for extremely diffi-
cult encounters.

In general, extremely difficult encounters become
“safer” if you use several lower-level creatures instead
of using one particularly high-level character. A single
creature 5 levels higher than the PCs represents an EL
one level higher than a party of 4 PCs, but will likely
either be overwhelmed by the PCs’ numbers and
action advantage or possess specific abilities that give it
(comparatively, against creatures of the PCs’ level)
unbreakable defenses or unstoppable attacks. Adding
a character 1 level higher than the PCs to a group of
same-level monsters, however, makes the PCs outnum-
bered and outgunned without giving either side an
insurmountable action advantage or massively superior
abilities. Making the higher-level NPC or monster a
“big bad” with the [Legendary] subtype can make the
encounter particularly memorable if you’re capping off a
long campaign (or a short hack-and-slash).

Generally speaking, you should not expect players to
be able to handle more than one or two of these encoun-
ters without a full eight-hour rest and time to rebuild
their resources (and never more than one encounter with
an EL higher than their own). You can probably still fit a
couple of lower-level encounters into an adventuring day.

At the lower end of the level range, between levels 1 and
3, especially with smaller PC groups, you may find that
most encounters are quite challenging and therefore
dangerous. Many GMs like this effect because it allows
for particularly gritty games where direct confrontation
with an enemy is often an unattractive option.

**Normal encounters**

If you want encounters that challenge the PCs by slowly
draining their resources, while allowing the PCs to
“win” and continue moving forward in the campaign,
you should use encounters with ELs one or two levels
below the PCs’ encounter level. Using three or four
monsters a level lower than the PCs, or 5 or 6 monsters
a couple of levels below the PCs, is a classic example of a
monstrous “hit squad” that the players can defeat while
still having to spend meaningful resources on winning
encounters.

Generally speaking, you can reasonably expect the
player characters to handle somewhere between 3 and 5
encounters of this type before requiring a full 8-hour rest.

**Level and Power**

One of the inescapable aspects of a level-based game like
Legend is the fact that after some number of levels, the
creatures that used to be a threat (or would be a threat
to lower-level characters) are no longer a viable threat in any
quantity. There is no reasonable number of Chihuahuas
that is large enough to meaningfully threaten a healthy
adult human. In our world, this doesn’t really come into
play in human-versus-human confrontations, because the
“level gap” never grows that big – a teenager with a
Saturday night special may not have much chance against
a trained soldier, but there’s still some theoretical chance
of the teenager winning. But if gaining a single level is
to give any noticeable benefit at all, gaining 10 levels is
going to add up to an unstoppable advantage. Practically
speaking, we have designed Legend in a way that a differ-
ence of 5 levels between two creatures brings capabilities
and numerical advantages into play that give the higher-
level creature a functionally insurmountable advantage.
There are still fluke cases, brought on by exceptional luck
or particularly unequal circumstances, but the smart
response is flight, not fight.
The most important aspect of this design decision for GMs is that the game literally changes every few levels. Between 5th and 9th levels, some form of increased mobility (including short-distance teleportation, flight, wall-climbing, and bursts of extreme speed) becomes available to practically all classes. Practical weapon ranges increase, as a swordsman becomes adept at darting back and forth in the face of enemies equipped with ranged weapons. And crippling or disabling spells and special attacks begin to enter the scene, adding a new kind of threat to many battles.

In some games, this progression is a great thing. If your players expect to start out as humble farmers and then be hurled on a heroic arc that ultimately makes them dragon-slaying saviors of the entire realm, then you want big changes in your game as time goes on. Creatures that could terrify the PCs into submission or outright flight should eventually become viable targets for the PCs’ vengeance.

In other games, you may want things to stay more or less static in terms of the PCs’ capabilities. If the atmosphere of your game is one of mystery or horror, it simply isn’t helpful for the PCs to have dramatically new capabilities after only a few game sessions. Assuming that the players want to play such a game (something any group should agree about), consider drastically reducing the rate at which the PCs gain levels or simply not giving level-ups at all. The PCs should still gain resources, but in this kind of game the PCs should probably not access the geometric power increase that leveling up grants.

### Cohorts

Cohorts are creatures that, for one reason or another, are with the player characters during an encounter. They count as part of the party when calculating overall encounter level. We must emphasize this, since cohorts can dramatically alter the circumstances of a battle and therefore affect the calculation of an encounter’s difficulty. Remember that since most skill checks (aside from individual uses in combat as part of a character’s actions) can be made by a single character and applied to the entire party, and a party of 3 characters can easily cover all of the bases in terms of skill selection, the addition of extra characters with lower skill modifiers to an already-large party generally has a relatively minuscule effect on encounter balance in non-combat encounters.

The GM, of course, retains discretion whether or not to increase the encounter difficulty if the player characters find a temporary cohort. However, we strongly suggest that temporary cohorts at least access a proportion of the encounter rewards. Simply having a cohort or cohorts should not be a guarantee of steamrolling encounters for cheap loot.

Since cohorts are effectively additional lower-level characters controlled by the players, they can substantially increase the time it takes to resolve combat encounters. GMs who are strongly concerned with speed of play or who are GMing for large groups (particularly groups with 6 or more players) should therefore probably avoid the use of permanent cohorts and may wish to restrict access to temporary cohorts. Additionally, cohorts are usually too much work for beginning players, as beginning players have often not yet learned to play a single character.

On the other hand, cohorts offer a great deal of utility to small groups (such as solo campaigns or groups with only 2 or 3 regular players), and to experienced players who understand and can deal with the mechanical implications of cohorts.

### Cohort Rules

Some basic rules apply to all cohorts. The first, and most important, is that cohorts are always at least one level lower than the player characters. We instituted this rule for a number of very good reasons – most importantly, it keeps the story centered around the player characters, instead of leaving the player characters overshadowed by an NPC used to advance the plot and create non-interactive “cutscene” play. Additionally, the purpose of creating cohort rules is to duplicate the concept of “leadership,” “mentorship,” or supply the PCs with dragon mounts and similar awesome things. There’s simply no point in having the PCs be in charge of characters that are more powerful than they are, and NPCs that are employing the PCs or otherwise in charge of them should generally be kept off-screen except to provide instructions and quest rewards.

The second rule of cohorts is that a player character may only have a single cohort at any given time.
Finally, cohorts should never be more than 3 levels lower than the players, and 2 levels is generally an unusually wide gap for a permanent cohort. Creatures who are substantially lower-level than the player characters are extremely vulnerable to area effects, and the roleplaying value of a permanent cohort cannot be maintained if the cohort is functionally just cannon fodder.

Temporary Cohorts

Temporary cohorts are allied to the player characters via short-term bargains, common enemies, or occasionally pure happenstance. Generally speaking, a temporary cohort will not remain with the PCs for longer than a single scene; certainly, a creature remaining with the PCs for an entire quest is in the process of becoming a permanent cohort.

Temporary cohorts do not trade magical items with the player characters, and the presence of a temporary cohort does not qualify a player for any feat or item with a prerequisite of “cohort.”

Temporary cohorts do not automatically gain levels when the players do (although at the GM’s discretion, they may level up before, with, or after the players). If the GM and players decide that a temporary cohort has become permanent, and the cohort was 3 levels lower than the players, it immediately gains at least one level (and, of course, no more than two), so that it is within the level range for a permanent cohort.

Temporary cohorts can be asked to participate in social encounters on the player characters’ behalf, but are under no compulsion to do so (indeed, additional negotiations in the form of an extra social encounter might be necessary to gain such a service).

Permanent Cohorts

Permanent cohorts are friends or apprentices of the player characters. It is the job of the GM and the players, collectively, to figure out what these motivations are and to make them work. Permanent cohorts will generally remain with the player characters for at least an entire quest, and usually across multiple campaign arcs.

A player character may trade a magical item or items with his or her cohort, on a one for one basis, assuming the cohort has a magical item of the same classification and is willing to exchange the items (in some cases, creatures grow attached to their items and aren’t interested in a trade). All applicable attunement costs must be paid (see Chapter XI for more details). A player character who gains a permanent cohort qualifies as having a cohort for any feat or item that requires having a cohort.

Permanent cohorts automatically level with the players. Permanent cohorts loyally serve the players unless they are obviously betrayed in some way. It is possible for extreme requests to meet with refusal or even alienate cohorts to the point of leaving the players.

Game Balance in Your Group

There are a number of issues that can affect overall game balance, and specifically the relative “worth” of encounters, which are not directly based on the level of the creatures involved. Since many of these variables are part of having a flexible system that allows for extensive freedom for players and GMs, we prefer to simply accept them and warn you in advance.

Please note that the variables below do not have a “right” value. Many people honestly differ in their preferences in these issues, and we are not taking a side. Instead, we are offering ways to calibrate your encounters and campaign design to a set of preferences or tendencies that may exist in your gaming group.

Party Composition

Traditionally, class-based RPGs have a set of roles that different classes fill particularly well. Some characters have large amounts of health and can absorb damage while wrecking enemies at [Melee] range. Some characters can scout and do damage when attacking from stealth, and others have the ability to control battlefield conditions, destroy groups of weak enemies, or support, buff, and heal their allies. In many systems, each of these abilities is tied to a specific class – Fighters tank, Rogues scout, Wizards nuke and control, and Clerics heal. There isn’t a great deal of flexibility on these roles, and indeed some
game systems explicitly assign a particular role to each class. In *Legend*, between multiclassing, skill use, and class design, it’s possible to fill several different roles with any one class, depending on how an individual character is designed. The “standard” Barbarian class, as written, can withstand a great deal of direct attack and specializes offensively in destroying large numbers of lesser mortals; socially, Barbarians work best with the Intimidate skill because of track features that support intimidating opponents. However, a multiclassed Barbarian could change from attacking large numbers of weak opponents to devastating a single powerful opponent – or even become a capable forester and scout. We believe that multiclassing gives players a great deal of freedom to play the character that they want to play without breaking the game.

Still, even if players have a great deal of flexibility in picking abilities for their characters, and even if it is theoretically possible to have a party of two Barbarians, a Paladin, and a Ranger and still have all of the party’s bases covered in terms of combat, skill use, and general utility, there’s no guarantee that the players in your own group will coordinate well enough to have a party whose bases are covered. Without that coordination, some encounters may be much more difficult than expected. For example, a party at or above level 6 which doesn’t have anyone who can fly or make powerful ranged attacks is in serious danger from creatures like dragons.

If you find that your group is in this situation, there are a few responses that are likely to solve your problem. First, if you have any contact with your players during character creation, you might consider advising them to coordinate better in their character creation process. If the players are set on their character concepts, they might at least fill in some “holes in the lineup” by picking cohorts or allies. This is probably the best solution, because gameplay goes along as normal with minimal disruption to anyone’s plans.

Alternatively, you could offer your players the use of a free ally – a GM-controlled character who would assist them and generally follow their direction. Since this character would be an autonomous creature of the same level as the rest of the party, you would increase the party’s EL to account for an extra member. Unfortunately, using a GMPC that’s an integral part of the party can be very difficult. Finally, if you choose to let the players live with the consequences of their party makeup, you should compensate for the mechanical imbalance by increasing the EL of encounters with which the party is not equipped to deal. We recommend that if you use an encounter where an enemy has abilities that the player’s can’t counter, you treat that encounter as having an EL one higher than it normally would.

**Character Optimization**

Depending on your background in role-playing games, this phrase may immediately raise your hackles, bring back fond memories, or leave you wondering what the phrase means. But at its simplest, “character optimization” simply refers to a continuum of how much effort a player puts into ensuring that a character is mechanically powerful. *Legend* is designed to ensure that classes are, on average, roughly equal in terms of power. However, poor feat and ability selection, or particularly synergistic feat and ability selection, can effectively “move” a character’s capability roughly one level in either direction.

If all of the players in a given group optimize to a generally similar extent, the solution is relatively simple. Adjusting encounter levels to match the characters’ actual capabilities is easy enough, and you can get a good idea of the characters’ actual abilities over the first few game sessions by using a series of encounters that are the characters’ level and one level in either direction.

If some players in a given group optimize differently, consider working with the “outlying” players to bring their characters’ power level into line with the rest of the group. Often, differences of this sort arise because some players in the group have different amounts of familiarity and mastery of the game system; if that’s the case, encourage players who understand the nuances of strategy and economy to help players with less understanding.

**Campaign Theme**

Look, we all like a well-built campaign with a clear theme. “The great orc invasion of 1678” is probably going to stay with us as a common campaign for a long
time to come, and the main reason that it’s going to stick around is the fact that it’s a good idea. The players get to fight huge hordes of enemies, deal with the internal politics of whatever region is being invaded, and sneak around hordes that are just too huge. If they’re particularly bright, they circumvent the second half of the campaign by sending a strike force on giant eagles to drop the key plot device into a volcano and crush the big bad forever.

There’s only one thing wrong with a campaign like this. It starts to pop up when the Ranger has every possible bonus against Humanoids and a +9 Orc-Slaying Knife, the Tactician has every possible devastating trick in existence that assist in the killing of orcs, the Shaman has used the Ancient Curse of Orc Disintegration for the past twelve encounters, and the Rogue has somehow picked up a strange disease that’s usually carried only by orcs. The players have long since made telling observations about the presence of orcs and absence of variety. You’ve memorized standard hit points, attack bonus, and defense stats for all orcs within five levels in either direction of the PCs. You’re getting bored.

Fortunately, this problem is relatively easy to solve. Mechanically and tactically, it actually takes very little effort to customize monsters in Legend. Orcs, as humanoids, can take whatever class levels they want, so throwing in a shaman or sage can drastically change the tactical situation without changing your campaign theme. Monsters can also switch out tracks – giant society has wizards too, believe it or not. The Ogre Mage is a great example of how a giant can turn out to be a powerful mage.

Alternatively, you can simply mix and match the types of creatures staging the invasion (or whatever your campaign uses for introducing the villains to the players). One infamous published adventure added a set of dragon overlords and sorcerers to the hobgoblin army closing in on a city. Often humanoids or other “lesser mortals” bring help to accomplish their goals.

On the Making of Monsters

So you want to play Frankenstein, get your lightning on, maybe unleash a monstrosity on your players? We can help with this. In fact, we’d love to. Most monsters in Legend are made exactly the same way you would make a player character, with exceptions highlighted in this section. Simply follow the rules for making characters higher than level one, if needed, and the additional rules in this section:

- GMs are allowed unlimited track substitutions.
- GMs may repick the key offensive and defensive attributes.
- Monsters should not have consumables unless they are recurring villains or loot on legs.
- Most monsters are full-buy in.

As an example, let’s make a dire wolf. First, we’re going to use the Utter Brute track as our racial track. This gives us a great layout, and fits with the idea we’re trying to convey mechanically. We don’t even need to change the key modifiers. Next, we decide that we’d like to make this critter a 4th level character. We’ll have a progression from one to twenty, so that if we need to adjust its power we can just bump it up or down a level. Next, let’s pick our other tracks. Dire wolves are pretty mundane in nature, so we’d like to avoid magical offensive abilities. This limits our access to some of the more interesting melee options. Let’s use two barbarian tracks, Path of Destruction and Path of Ancestors. We’re going to go with full-buy in as well. For the final track, let’s use Battle’s Tempering.

Next, we have to figure out what our progression looks like. We definitely want the second ability from Utter Brute, so Utter Brute is our fast progression track. We also want the second ability from Battle’s Tempering, to make our wolf more difficult to take down easily. So it turns out that we want to have Path of Ancestors as our Full Buy-in track, and Path of Destruction in our slow progression. Now we have an effective creature that’s difficult to take down, capable of giving a poorly prepared party a run for its money.

For added effectiveness, consider pairing your monsters up with allies that can take advantage of their strengths, and shore up their weaknesses.
Sample Dire Wolf

EL 4 Utter Brute Barbarian

Utter Brute/Path of the Ancestors/Path of Destruction/Battle’s Tempering

<table>
<thead>
<tr>
<th>+3</th>
<th>10 ft</th>
<th>35 ft</th>
<th>MEDIUM</th>
</tr>
</thead>
<tbody>
<tr>
<td>INIT</td>
<td>REACH</td>
<td>SPEED</td>
<td>SIZE</td>
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</tbody>
</table>

| 80 | 17 |
| HP | AC |

Fort +8  Ref +5  Will +4  Awareness 16 (Darkvision)

[Animal] type

ATTACK ACTION

| +10 | 8 |
| ATK | DAMAGE |

Bite 10 ft

Abilities: Str 16  Dex 12  Con 18  Int 8  Wis 14  Cha 10
Skills: Athletics +7, Stealth +5, Intimidate +4, Perception +6
Feats: Weaponized, Recon, Meteor Crush

KOM: Constitution (+4)  KDM: Strength (+3)  BAB: +4

Activated Abilities

Meteor Crush\(^\text{EX}\): As a standard action, the dire wolf may make a single melee attack against a flying opponent who would otherwise be within 10 ft. If it hits, it deals 12 damage, its target loses its flight speed until the end of the dire wolf’s next turn, stops [Flying] and falls [Prone].

Cleave\(^\text{EX}\): As a swift action, if the dire wolf hits an opponent with a melee attack, it can make a cleave attack by applying that attack roll to another opponent within 10 ft. If the result hits that opponent, the wolf does normal melee damage to the second opponent as well.

Dive for Cover\(^\text{EX}\): Once per [Encounter], if the dire wolf makes a successful Reflex saving throw against an effect that would normally deal half damage on a successful save, it instead takes no damage.

Hard to Break\(^\text{EX}\): Once per [Encounter], if the dire wolf makes a successful Fortitude saving throw against an effect that would normally have a lesser effect on a successful save (such as a spell with a save of “Fortitude half”), the dire wolf instead ignores the effect entirely.

Passive Abilities

Recon\(^\text{EX}\): At the beginning of an encounter, the dire wolf’s party moves 5 ft, even if they are surprised.

Lesser Resilience\(^\text{EX}\): Any [Healing] effects that affect the dire wolf (but do not originate from it) heal 4 extra points of damage.
Social Encounters

Social encounters – confrontations resolved by talk instead of by force – are key factors in any roleplaying game that gives players nonviolent options for conflict resolution. Unfortunately, many roleplaying games either provide too few social “tools” to players or make the tools available far too powerful, adding an extra method of “breaking” encounters into the game.

Simply put, we believe that players who want to should have the opportunity to “talk down” a man with a crossbow and apparent hostile intent. We do not believe that once battle is joined, a few shouted words should suddenly convert the crossbow-armed bandit into a helpful citizen who wants nothing more than to hand the players a map to guide them through the forest.

During the early design stages of Legend, we developed a tool that we think solves a great many of the problems found in other social encounter systems.

Tokens

In Legend, a “token” is a unit of what you might call “political capital” – the ability to persuade someone to concede a point of contention. Tokens can be tracked during a social encounter in almost any way, but we prefer using poker chips. By bidding and counter-bidding with tokens, Legend allows players to bargain with each other and with NPCs in a fun but simple way.

Acquiring Tokens

While speaking in-character, you can make a skill check with an Interaction skill (Bluff, Diplomacy, Intimidate or Perception) that is appropriate to the tone of what you are saying. A successful check (DCs are found in the relevant skill descriptions in Chapter V) gives you a token that you can use when attempting to persuade the creature or creatures to whom you are talking.

There’s a catch, however. Any time that you make a skill check of this sort, the “target” of your skill check is entitled to a check of their own. If their check succeeds, they gain a token that they can use against you, regardless of how your check succeeds.

Generally speaking, interaction between characters becomes a social encounter as soon as an interaction skill check is made.

Using Tokens

During a social encounter, if you have at least one token available for use against the creature with whom you are interacting, you can make a “demand” on that creature. (Of course, you do not have to phrase a “demand” aggressively; a polite request is resolved in the same way as an outright ultimatum, although the target’s bidding choices might not be the same.)

When you make a demand, you bid one or more tokens (up to the maximum you have available). Your opponent must now choose between one of four options (though nobody can bid more tokens than they actually have).

First, your opponent can concede outright, giving you what you demanded. The tokens in your bid are removed, and play continues.

Role-playing and Social Encounters

We recognize that not all groups enjoy extensive in-character conversations in their tabletop games. If your group doesn’t, feel free to simply make the skill checks and bid tokens without making speeches appropriate to the skill checks. Nobody’s watching over your shoulders. If your group enjoys in-character debate and politics, however, the GM may grant a +1 bonus to a PC’s skill check if the player makes a particularly persuasive argument in character.
Second, your opponent can meet your bid (assuming your opponent has enough tokens to do so). You must now either increase your bid, forcing your opponent to choose between these options again, or give up your demand. If you give up your demand, the tokens in both sides’ bids are removed, and play continues.

Third, your opponent can exceed your bid and make a counteroffer. You must now either increase your bid, making your own counteroffer, or accept the counteroffer. If you accept the counteroffer, the tokens in both sides’ bids are removed, your agreement is completed, and play continues. If you make your own counteroffer, you must exceed your opponent’s bid, and your opponent has to choose between these options.

Fourth, at any point during bidding, a side that is responding to a new bid has the option of walking away and ending the encounter altogether. Ending the encounter has consequences, as described below.

**Ending a Social Encounter**

Ending a social encounter can be either a serious blow to one’s credibility, or a straightforward parting between colleagues. Each circumstance, and the resulting consequences, are discussed below.

**Walking Away From Bidding**

Walking away from bidding is generally a response to a completely unacceptable demand, and often one that the responder doesn’t have the resources to counter normally. As such, walking away severely impacts your credibility, and you lose all tokens that you had gained in that social encounter. Additionally, walking away sends the message that nothing further can be accomplished through social encounters, and the other party may resort to subterfuge or force in the future.

**Ending Social Encounters Amicably**

If all bids have been resolved, or no bids have been made, you can end a social encounter by walking away (although exchanging pleasantries is traditional, from an in-character perspective). Ending a social encounter in this way imposes no penalty, and you retain all tokens that you have not spent during bids.

**Advice for GMs**

Running social encounters has both blessings and curses. Here are a few basic principles that can make a GM’s life much easier.

**Secrecy**

A key to any bidding system is the idea that opponents don’t know one key aspect of each other’s resources. In poker, the unknown resource is the other player’s hand of cards. In an auction, as in *Legend*, the unknown is how much the bidders have available to bid (since in most cases, bidding signals the bidders’ priorities fairly well, so the question of how much the bidders are willing to bid becomes apparent with time).

The problem, of course, is that while a GM can (and likely should) keep the result of NPC skill checks secret, and certainly can keep tokens from other sources (explained in Chapter XI) secret, the GM can maintain perfect metagame knowledge of what tokens the players have. So the GM has the ability to create bargaining strategies that are much too strong for NPCs, given the knowledge that the NPCs would have in-character.

The best way to solve this problem, of course, is for you to behave as a GM in the same way you would want your players to behave if they had, for example, a strong metagame familiarity with a specific monster’s stats. To the best of your ability, “play” NPCs as you think the NPCs would act with the knowledge they have available. In the case of tokens that have some sort of material measure (see Chapter XI), have NPCs that can research do the research to discover the PCs’ capabilities – but don’t just randomly give NPCs knowledge, particularly knowledge that doesn’t exist in-game.

**Example Social Encounters**

**Buying Dinner**

In a large city with established currency, this isn’t an encounter. We put this here to underscore that social encounters are a tool for resolving *confrontation or potential conflict*, and not for modeling mundane transactions.

On the other hand, if you are dealing with a barter economy, chances are that people will use social encounters almost every day.
Hostage Negotiation

Akasha the Masked Barbarian Raider isn’t much good at stealth or careful thievery, but she’s fairly good at taking hostages. When her plan to rob a caravan just outside the city goes haywire, the caravan is quickly surrounded by armed militia soldiers. Now Victor the Paladin Medic (and, apparently, now main hostage negotiator) needs to talk her into surrendering peacefully. The relevant bonuses for each character (with the relevant DCs for each skill in parentheses) are a +7 Intimidate (DC 13) and +4 Perception (DC 14) bonus for Akasha, and a +6 Bluff (DC 12), +6 Diplomacy (DC 10), and +5 Perception (DC 11) bonus for Victor. Victor clearly has a mathematical advantage, as expected for a character who trains several interaction skills and assigns a relatively high priority to mental stats.

Environmental Encounters

Environmental encounters are, basically, threats with no bad guy for the PCs to fight. They tend to pose a serious threat to lower-leveled characters who fail to detect them; higher-level characters will generally only be challenged if they intend to protect stationary resources (such as villages in a flood plain) or extremely serious environmental encounters that are a threat to huge amounts of landscape— we’re talking interplanar rifts here.

Environmental threats can generally be detected in advance via a Nature check, as detailed in Chapter V.
Magic in Legend

Mechanically, we think that a predictable and “learnable” magic system is absolutely critical. If your character wants to call fire down from the sky on the enemy, it’s very important to know how big the column of fire is going to be. If you’re banking on the spell working the same way it did last time, you’d better hope that a sudden change in the spell’s function doesn’t end up roasting your allies.

There are, of course, many game systems with a much lighter rule set, in which case it’s possible to come up with a failure mode for spells that consistently advances the game’s story. In a rules-heavy game like Legend, in which effects are carefully and precisely described, there is less room for ambiguous effects that can randomly screw over player characters. If you need to expand the consequences of spellcasting, look to ability descriptions that describe potential environmental effects, such as a fire spell being capable of igniting easily combustible material. If you like magic to have a more unpredictable feel, consider emphasizing rolled damage and the effects of targets’ saving throws as a function of how correctly the spell was cast.

Magic in the Game World

Magic in Legend is a force subject to laws that do not arbitrarily change. This is a very important concept, because it means that magic is subject to experimentation; it can be studied and eventually even understood. This does not mean that magic is always understood; the people of many game worlds have never come up with the scientific method and many other game worlds lack the social stability to spread information widely. It does, however, mean that once you learn to use magic, it generally works the way you expect it to, barring the intervention of external forces.

As you might imagine, there are quite a few ways that magic can manifest, depending on the place and people involved. In areas where magic is feared instead of studied, for instance, magic is never well understood. Unknown magical techniques are occasionally found in ancient tomes or secret runes, but even then the techniques are usually recorded as rituals rather than as principles that can be further developed.

Classifying Magic

Since magic in Legend is largely predictable and measurable in nature, it shouldn’t come as a surprise that creatures who interact frequently with magic and the supernatural have evolved a set of classifications for magic that are well-known to all creatures who have spell, spell-like or supernatural abilities (Arcana DC 5) and common knowledge among creatures who do not (Arcana DC 10).

It’s important to note that these classifications refer not to what the spells accomplish, but to how the spells “function” – creation spells function by creating something that then functions as it naturally would, for example, but various creation spells accomplish very different things.

Spell-like and supernatural abilities can be classified in the same fashion as spells, but are not subject to the same restrictions (specific rules for spell-like and supernatural abilities can be found in individual ability descriptions).
Creation

Creation spells create matter of some sort. This matter can be temporarily formed from ambient energy or extraplanar substance, or can be more permanent in nature.

Divination

Divination spells provide the caster with insight or precognition.

Evocation

Evocation spells bring forth bursts of insubstantial energy. Some evocations can be made to last, but none are substantial in nature or create actual matter.

Transmutation

Transmutation spells change the structure or nature of matter.

Using Magic as a Character

Acquiring Magic

All spellcasting creatures in *Legend* gain the use of spells via a specific track devoted to spellcasting. In *Legend*, the two core spellcasting tracks belong natively to the shaman and tactician classes. Each track is tied to a list of spells (although there is some overlap), and the shaman and tactician tracks can each be acquired via multiclassing.

Possessing a spellcasting track gives a creature two benefits. First, the track opens access to its spell list. The creature can learn (and therefore cast) spells from that list. Core tracks give one new spell per character level, so a creature learns one new spell every time it gains a level. Second, the track grants a number of “spells per day” – essentially, open slots dedicated to a particular spell level, which the creature can “spend” on any spell of that level.

Using Magic

Using magic in *Legend* is a straightforward process. On your turn (unless activating a spell as an immediate action), you spend the action required to activate the spell, make any roll necessary to determine the spell’s success, and make any roll necessary to determine the spell’s damage or other variable effects. The GM then makes any saving throws required by the spell (unless using the Passive Defense variant, in which case the GM only makes a saving throw if your spell is limited to a single target).

There are, however, a few exceptions and potential interruptions to this process.

Attacks of Opportunity

All spells with a casting action other than “swift action” or “immediate action” provoke an attack of opportunity from any enemy creature within [Melee] range. If you are damaged by such an attack of opportunity, you must make a successful Will saving throw (DC 10 + ½ your attacker’s level + the ability modifier your attacker used to calculate the attack roll) or your spell fails to activate.

Dangerous Conditions

Certain conditions, as detailed in the Condition Summary in Chapter VII, affect spellcasting in some way. Generally, these conditions require you to make a successful saving throw or your spell fails.

Immediate Actions

A spell with a casting action of “immediate action” can be activated when it is not your turn. Other than that, it is activated with the same process as any other spell.

Recovering Magic

A substantial bit of rest is required to recharge expended magica resources. A spellcaster recovers all previously cast spells at the end of each [Scene].

Reverse Spells

Some spells have two versions – a normal and a reverse. A spellcaster that knows the normal version of the spell automatically knows the reverse version as well. For the purposes of learning new spells, learning a spell with a reverse version functions exactly like if you were learning two different spells, except it only costs one spell known to learn a spell with a reverse version.
Spell Lists

Shaman

First Circle:

Cure Light Wounds – Restores 1d8 HP +2 per level and removes one condition. (Inflict Light Wounds – 1d8 damage +1 per CL.)
Sanctuary – Enemies must make a Will save or ignore the subject as long as the subject takes no hostile actions.
Bless (Bane) – Allies gain +1 to attack rolls and Will saves. Incantation – single creature gains +1 bonus to attack rolls, +1 more per 3 levels.
Endure Elements – Exist comfortably in a hot or cold environment.
Obscuring Mist – Fog forms around you.
World-Mind – You can communicate telepathically with your allies.

Second Circle:

Cure Moderate Wounds – Restores 2d4 +3 per CL and removes one condition. (Inflict Moderate Wounds – 2d4 damage +3 per CL.)
Lesser Restoration – Removes magical ability penalties and restores 2 points of ability damage on a single ability; removes the [Fatigued] and [Exhausted] conditions.
Status – Makes you aware of the location and condition of allies.
Resist Elements – Ignore limited amount of damage from a specific type of elemental energy. (Elemental Vulnerability – Make target vulnerable to an element.)
Nature’s Power – Improve one of a creature’s physical abilities by 4.
Remove Paralysis – Frees one or more creatures from paralysis or a slowing effect. (Hold Person – Will save or be paralyzed; new Will save every [Round].)
Flame Blade – Add energy damage to a weapon.

Third Circle:

Call Lightning – Gain the ability to call down bolts of lightning for the rest of the [Scene]. Incantation: add 1d6 per level in [Electricity] damage to all attacks made by one ally for the rest of the [Encounter].
Cure Serious Wounds – Restores 3d4+4 per CL and removes two conditions. (Inflict Serious Wounds – 3d4 damage +4 per CL.)
Dispel Magic – End the effect of a specific spell or spells.
Poison – Do 1d8 damage to one of the target’s ability scores, repeating in 1 minute. (Antidote – immunize target to poison for rest of [Scene] and neutralize any poison currently affecting target.)
Holy Smite – Do damage in a [Medium] burst, force opponents in area to make a Fortitude save or become [Prone]. Incantation: opponent takes Strength damage too.
Searing Light – Ray of energy damages creatures, does extra damage to Undead. Incantation: forces Fortitude save vs. [Blindness].
Death Ward – Allies gain [Immunity] to ability damage and [Negative levels].
Repelling Ward – Creatures must make a Will save to approach you.

Fourth Circle:

Cure Critical Wounds – Restores 4d4 +4 per CL and removes three conditions. (Inflict Critical Wounds – 4d4 damage +4 per CL.)
Flame Strike – Call down a column of flame that deals 1d8 damage per level.
Stoneskin – Reduce incoming damage.
Restoration – Removes magical ability penalties and restores all ability damage on a single ability OR 2 points of ability damage on all abilities; removes any 3 conditions.
Wind Walk – Turn yourself and your companions into mist and ride with the wind.
Dimensional Anchor – Target must make a Will save or be unable to use or benefit from [Teleport] effects and movement.
Regenerative Aura – Allies within [Close] range gain [Fast healing] 3 for the [Scene].

Fifth Circle:

Crush of Earth – Creatures in area are rendered [Prone] and [Immobilized]. (Reverse Gravity – Creatures and objects in area fall upward.)
Heal – Restore 5 points of damage per character level and removes any 5 conditions. (Harm – deals 6 points of damage per character level to enemy.)

Fist of the Earth – Allies within [Close] range gain powerful melee attacks.

Ring of Blades – Wall of blades deals 1d6/level damage.

Sunburst – Blinds all within a burst and deals damage.

**Sixth Circle:**
- **Adamant Skin** – Temporarily stop incoming damage.
- **Greater Dispel Magic** – Like *dispel magic*, but better.
- **Lightning Storm** – Call lightning bolts on all enemies around you.
- **Heart of Oak** – Creature gain [Immunity] to effects that are negated by a Fortitude save.
- **Hallow** – Create a magical field over an area that boosts allies’ spells and hinders enemies’ spells.
- **Bloodwind** – Howling wind does Constitution damage to enemies in an area.
- **Greater Restoration** – Removes magical ability penalties and restores all ability damage; removes all harmful conditions presently on a character.

**Seventh Circle:**
- **Miracle** – Perform a miracle.
- **Firestorm** – Set a huge area on fire.
- **Mass Heal** – Restore 6 points of damage per character level to all allies. Reversal: deals 6 points of damage per character level to enemies, Fortitude save for half. Incantation: fully heals a single character (friendly incantation only).
- **Control Winds** – Cause a tornado to form.

**Tactician**

**First Circle:**
- **Comprehend Languages** – You understand all speech around you for the rest of the [Scene].
- **Dimensional Swap** – You instantly trade places with an ally within [Medium] range
- **Entangle** – Surrounding vegetation traps and holds your foes.
- **Grease** – You create a slippery area.
- **Magic Missile** – You fire a bolt of damaging magic.
- **Obscuring Mist** – Fog forms around you.

**Resist Energy** – You grant [Resistance] to a specific type of elemental damage.

**Silent Image** – You call forth an illusory image with only a visual manifestation.

**Second Circle:**
- **Glitterdust** – You create a burst of blindingly bright particles.
- **Invisibility/Silence** – You draw a glamer over a creature or object, blending it into its background. It becomes either invisible or inaudible.
- **Fog Cloud** – You create a zone of dense fog.
- **See Invisibility** – You gain the ability to see through concealing glamers.
- **Status** – Makes you aware of the location and condition of allies.
- **Darkvision** – Your eyes, or the eyes of a creature you designate, become able to see in mundane darkness.

**Third Circle:**
- **Arcane Blade** – Gives you the use of a terrifying, ethereal sword.
- **Clairaudience/Clairvoyance** – You can see or hear at a distance.
- **Arcane Sight** – Magical auras become visible.
- **Dispel Magic** – End the effect of a particular spell or spells.
- **Prying Eyes** – You create magical eyes to scout for you.
- **Haste** – Allies in an area gain a [Bonus attack] and have their movement speed increased.
- **Slow** – Enemies in an area are [Slowed].
- **Fly** – You (or a creature you touch) gain the ability to fly.
- **Dimensional Anchor** – Target must make a Will save or be unable to use or benefit from [Teleport] effects and movement.

**Fourth Circle:**
- **Solid Fog** – Creates a bank of thick fog that hinders movement.
- **Freedom of Movement** – Grant [Immunity] to certain conditions that restrict movement.
- **Wall of Thorns** – Creates a wall of artificially sentient thorns.
- **Scrying** – You can spy on a creature or area from a distance.
- **Detect Scrying** – Detects scrying sensors targeting you or an area.
Spell Descriptions

Acid Fog
Creation [Acid], [Air]
Circle: Tactician 5
Casting Time: 1 standard action
Range: Medium
Effect: 20-foot-radius cloud of caustic chemical fog
Duration: Encounter
Saving Throw: Will; see text

This spell functions like solid fog, including the Will save to move through the cloud at half speed. In addition, creatures who enter the cloud or begin their turn inside it take 2 points of [Acid] damage for every level you possess.

Adamant Skin
Transmutation
Circle: Shaman 6
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene
Saving Throw: None (harmless)

Your touch transforms a creature’s skin to a hard surface that reduces incoming attacks to mere scratches. This spell creates an ablative shield of hit points equal to 12 times your level, and each instance of damage (such as a spell or weapon attack) that damages the protected is reduced to 10 points of damage (damage instances that do less than 10 points to begin with are unaffected). Any extra damage that the shield blocks counts against the shield’s hit points. If an attack uses up all remaining shield hit points but still does more than 10 damage, the shield dissipates and the attack inflicts whatever damage the shield could not cover. Adamant Skin overrides Stoneskin and Elemental Shield while it is effective, rendering the spells dormant.
Arcane Blade
Creation [Force], [Weapon]
Circle: Tactician 3
Casting Time: 1 swift action
Range: Melee
Effect: Sword made of pure force
Duration: Encounter
Saving Throw: Will negates; see text

This spell creates a weapon of pure force in your hand. This weapon does 1d8 damage +1 damage per level in base damage, and attack and damage rolls are based off of your Intelligence modifier. On your first successful attack each [Round], an opponent must make a Will save (DC 10 + ½ your level + your Intelligence modifier) or be [Shaken] for one [Round].

If you are disarmed or put down the force weapon, the spell ends. The weapon can also be dispelled.

Arcane Sight
Divination
Circle: Tactician 3
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Encounter
Saving Throw: None (harmless)

This spell makes your eyes glow blue and allows you to see the auras of all magical effects (effects caused by spells and spell-like abilities) and items within [Medium] range. You know the school of each magical effect, and are entitled to an Arcana check (DC 15 + the circle of the effect) to identify the effect itself.

If you concentrate on a specific creature within [Medium] range of you as a move action, you can determine whether it has any spellcasting or spell-like abilities and the highest circle of spell or spell-like abilities that the creature has.

Bless
Evocation
Circle: Shaman 1
Casting Time: 1 standard action
Range: Close
Effect: Emanation centered on you
Duration: Encounter
Saving Throw: None

All allies within Close range gain a +1 bonus to attack rolls and Will saves.

Reversal – Bane: All enemies within [Close] range incur a -1 penalty to attack rolls and Will saves.

Incantation: A single ally within [Close] range gains a +1 bonus to attack rolls and Will saves. This bonus increases by 1 for every three levels you possess.

Blindsight
Divination
Circle: Tactician 4
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Encounter
Saving Throw: None

The touched creature gains the ability to distinguish forms, shapes, and depth without using conventional vision within [Close] range. The creature ignores [Concealed] and Stealth bonuses from clouds, smoke, invisibility, and other ways of becoming [Concealed] that rely on eliminating visual cues.

Bloodwind
Evocation [Death]
Circle: Shaman 6
Casting Time: 1 standard action
Range: Close
Effect: Cone of necromantic energy
Duration: Instantaneous
Saving Throw: Fortitude half

Dark energy pours from your fingertips, shooting through all enemies in a cone that reaches to [Close]
range. All enemies in the area take 2d4 points of Constitution damage (Fortitude DC 10 +½ your level + your Wisdom modifier for half).

**Call Lightning**
Evocation [Air] [Electrical]
Circle: Shaman 3
Casting Time: 1 standard action
Range: Long
Effect: One lightning bolt per round
Duration: Encounter
Saving Throw: Reflex, see text

This spell gives you the ability to call down lightning to strike your enemies. When you cast this spell, you can immediately call a lighting bolt to strike one enemy within [Long] range. The lightning bolt does 2d4 [Electricity] damage per level (Reflex DC 10 +½ your level + your Wisdom modifier for half). You can also call an additional bolt, as a standard action, once per [Round] for the rest of the [Encounter].

**Incantation:** When you imbue this spell into an Incantation, the target ally gains 1d6 bonus [Electricity] damage per circle you possess in the spellcasting track that granted this spell, or 6d6 if you gained this spell from another source, on all attacks made with a specific weapon the ally is holding.

**Clairaudience/Clairvoyance**
Divination [Sensor]
Circle: Tactician 3
Casting Time: 1 standard action
Range: Long
Effect: Magical sensor
Duration: Scene
Saving Throw: None

Clairaudience/clairvoyance creates an [Invisible] magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don’t need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, the sensor doesn’t move, but you can rotate it in all directions to view the area as desired. This spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell’s effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

**Comprehend Languages**
Divination
Tactician 1
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene
Saving Throw: None

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

**Control Winds**
Transmutation [Air]
Shaman 7
Casting Time: 1 standard action
Range: Medium
Effect: Windstorm affecting everything within Medium range of you
Duration: Encounter
Saving Throw: Fortitude negates

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until you choose new ones, which requires concentration. You may create an “eye” of calm air up to 80 ft in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical...
area less than your full limit.

You may choose one of four basic wind patterns to function over the spell’s area:

A downdraft blows from the center outward in equal strength in all directions.

An updraft blows from the outer edges in toward the center in equal strength from all directions, veering upward before impinging on the eye in the center.

A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.

A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three levels, you can increase or decrease wind strength by one level. Each [Round] on your turn, a creature in the wind must make a Fortitude save or suffer the effect of being in the windy area.

Strong winds (21+ mph) make sailing difficult.

A severe wind (31+ mph) causes minor ship and building damage.

A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.

Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.

A tornado (175+ mph) destroys all nonfortified buildings and often uproots large trees.

Crush of Earth
Transmutation [Earth]
Circle: Shaman 5
Casting Time: 1 standard action
Range: Long
Effect: Dramatically increased gravity in a 20-foot-radius, 200-foot-high cylinder
Duration: Encounter
Saving Throw: Fortitude; see text

This spell dramatically increases gravity in an area. All creatures in the area must make a Fortitude save (DC 10 + ½ your level + your Wisdom modifier or become [Prone] and [Immobilized] for 1 [Round] (causing flying creatures to fall to earth). Creatures who save are instead [Slowed].

Creatures who enter the effect must save as above.

Creatures who begin their turn inside the effect have their movement speed halved, but are otherwise unaffected (once the duration of the above conditions is complete).

Reversal – Reverse Gravity
Transmutation [Air]
Effect: Reversed gravity in a 20-foot-radius, 200-foot-high cylinder
Saving Throw: Reflex; see text

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 [Round]. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Cure Critical Wounds
Transmutation [Healing], [Positive]
Circle: Shaman 4
Casting Time: 1 standard action
Range: Close
Target: Creature within Close range
Duration: Instantaneous
Saving Throw: None (harmless)

You heal the target creature for 4d4 points of damage, +4 per level, and remove up to 3 conditions currently affecting the creature.

Reversal: Inflict Critical Wounds
Transmutation [Harm], [Negative]
Saving Throw: Will half; see text

You damage the target creature for 4d4 points of damage, +4 per level. A successful Will save (DC 10 + ½ your level + your Wisdom modifier) halves the damage and prevents this effect from reducing the creature’s health below 1 hit point.
Cure Light Wounds
Transmutation [Healing], [Positive]
Circle: Shaman 1
Casting Time: 1 standard action
Range: Close
Target: Creature within Close range
Duration: Instantaneous
Saving Throw: None (harmless)

You heal the target creature for 1d8 points of damage, +2 per level, and remove a single condition currently affecting the creature.

Reversal: Inflict Light Wounds
Transmutation [Harm], [Negative]
Saving Throw: Will half; see text

You damage the target creature for 1d8 points of damage, +2 per level. A successful Will save (DC 10 + ½ your level + your Wisdom modifier) halves the damage and prevents this effect from reducing the creature's health below 1 hit point.

Cure Moderate Wounds
Transmutation [Healing], [Positive]
Circle: Shaman 2
Casting Time: 1 standard action
Range: Close
Target: Creature within Close range
Duration: Instantaneous
Saving Throw: None (harmless)

You heal the target creature for 2d4 points of damage, +3 per level, and remove one condition currently affecting the creature.

Reversal: Inflict Moderate Wounds
Transmutation [Harm], [Negative]
Saving Throw: Will half; see text

You damage the target creature for 2d4 points of damage, +3 per level. A successful Will save (DC 10 + ½ your level + your Wisdom modifier) halves the damage and prevents this effect from reducing the creature's health below 1 hit point.

Cure Serious Wounds
Transmutation [Healing], [Positive]
Circle: Shaman 3
Casting Time: 1 standard action
Range: Close
Target: Creature within Close range
Duration: Instantaneous
Saving Throw: None (harmless)

You heal the target creature for 3d4 points of damage, +4 per level, and remove two conditions currently affecting the creature.

Reversal: Inflict Serious Wounds
Transmutation [Harm], [Negative]
Saving Throw: Will half; see text

You damage the target creature for 3d4 points of damage, +4 per level. A successful Will save (DC 10 + ½ your level + your Wisdom modifier) halves the damage and prevents this effect from reducing the creature's health below 1 hit point.

Darkness
Evocation [Darkness]
Tactician 2
Casting Time: 1 standard action
Range: Close
Effect: 20-foot-radius of magical darkness
Duration: Encounter
Saving Throw: None

This spell absorbs all light in an area, creating an area of complete darkness. All creatures in the area are [Concealed]. Even creatures that can normally see in such conditions (such as with darkvision) cannot see clearly through magical darkness.

Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level. Higher level light spells are not affected by darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell’s effect is blocked until the covering is removed.
Darkvision
Transmutation
Circle: Tactician 2
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Scene
Saving Throw: None (harmless)

The subject gains the ability to see 60 ft even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant one the ability to see in magical darkness.

Death Ward
Transmutation
Circle: Shaman 3
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Scene
Saving Throw: None (harmless)

The creature touched gains [Immunity] to effects with the [Death] descriptor, [Negative levels], and ability penalties and ability damage caused by spells, spell-like, and supernatural abilities.

Detect Scrying
Divination
Circle: Tactician 4
Casting Time: 1 standard action
Range: Close
Effect: Emanation centered on you
Duration: Scene
Saving Throw: None

You immediately become aware of any attempt to observe you by means of a [Sensor] spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, the scryer must make a Will save (DC 10 + ½ your level + your Intelligence modifier). If the scryer fails, you get a visual image of the scryer and an accurate sense of his or her direction and distance from you.

Dimensional Anchor
Evocation [Binding]
Circle: Shaman 4, Tactician 3
Casting Time: 1 standard action
Range: Medium
Target: Creature within range
Duration: Scene
Saving Throw: Reflex negates

You weave magical bindings around a creature. While these bindings do not restrict physical movement in any way, they completely prevent [Teleport] effects and other dimensional travel. The creature is entitled to a Reflex save (DC 10 + ½ your level + your casting ability modifier) to evade the bindings before you have a chance to complete them.

Dimensional Lock
Evocation [Binding]
Circle: Tactician 7
Casting Time: 1 standard action; see text
Range: Long
Effect: Emanation of binding energy
Duration: Scene; see text
Saving Throw: None

You create a field of anti-teleportation energy that blocks all [Teleport] effects and other dimensional travel that either originates or is directed into the field. If you increase the casting time to 1 minute, the duration increases to 1 [Scene].

Dimensional Swap
Creation [Teleport]
Circle: Tactician 1
Casting Action: 1 standard action
Range: Medium
Target: Any two willing creatures
Duration: Instantaneous
Saving Throw: None

You swap the positions of any two willing creatures within [Medium] range.
**Dimension Door**
Creation [Teleport]
Circle: Tactician 4
Casting Time: 1 standard action
Range: Long
Target: You, plus 1 willing creature per 3 levels within melee range

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. You bring all objects that you are currently carrying, and may also bring one willing creature within [Melee] range for every 3 levels you possess. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 ft of the intended location.

If there is no free space within 100 ft, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 ft. If there is no free space within 1,000 ft, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

**Discern Location**
Divination
Circle: Tactician 7
Casting Time: 10 minutes
Range: Unlimited
Target: One creature or object
Duration: Instantaneous
Saving Throw: None

This spell gives you knowledge of the exact location of a creature or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object’s location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

**Dispel Magic**
Evocation [Dispelling]
Circle: Shaman 3, Tactician 3
Casting Time: 1 standard action
Range: Long
Target: Magical effect or effects within range
Duration: Instantaneous
Saving Throw: None

This spell ends two magical effects (effects created by spells or spell-like abilities) of the third circle or lower, or a single magical effect of the fourth or fifth circle. The effects must have a duration other than Instantaneous.

**Dispel Magic, Greater**
Evocation [Dispelling]
Circle: Shaman 6, Tactician 6
Casting Time: 1 standard action
Range: Long
Target: Magical effect or effects within range
Duration: Instantaneous
Saving Throw: None

This spell ends two magical effects of the sixth circle or lower, or a single effect of the seventh circle.

**Endure Elements**
Transmutation [Ward]
Circle: Shaman 1
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene

The warded creature is able to function normally in extreme hot or cold weather (anywhere from -40°F/-40°C to 113°F/45°C).
**Entangle**
Transmutation [Earth] [Binding]
Circle: Tactician 1
 Casting Time: 1 standard action
 Range: Long
 Effect: Difficult terrain in 40-foot radius
 Duration: Encounter
 Saving Throw: None

You call up entropic forces, causing plants to grasp at creatures’ feet, pavement to become inexplicably slippery, and rocks to catch shins and ankles. The area you target becomes difficult terrain (creatures can move only at half speed over the terrain and cannot Charge).

**Feeblemind**
Circle: Tactician 5
 Casting Time: 1 standard action
 Range: Close
 Target: Any creature
 Duration: Scene
 Saving Throw: Will negates

If the target creature fails a Will saving throw, it takes a -6 penalty to a mental ability score of the caster’s choice. Additionally, the target loses the ability to cast spells, cannot communicate effectively, and cannot make knowledge or social skill checks. Aside from being dispelled, feeblemind can be removed by any effect capable of removing the [Confused] condition.

**Find the Path**
Divination
Circle: Tactician 6
 Casting Time: 1 minute
 Range: Melee
 Target: Creature touched
 Duration: Scene
 Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a maze spell. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

**Firestorm**
Evocation [Fire]
Circle: Shaman 7
 Casting Time: 1 standard action
 Range: Long
 Effect: Columns of fire pouring down from the heavens
 Duration: Encounter
 Saving Throw: Reflex and Fortitude; see text

This spell creates one 20-foot-radius, 100-foot-high column of flame per 4 levels. The flame columns do 1d8 damage per level (Reflex DC 10 + ½ your level + your Wisdom modifier for half) to all creatures caught inside them when you cast the spell. For the rest of the [Encounter], creatures who end their turn inside one of the columns take 1d8 [Fire] damage per level, with no save, and creatures who end their turn within 20 ft of one of the columns take 1d8 damage per level, with a Fortitude save (same DC) for half damage.

After the [Encounter], the fiery columns fade, but surrounding flammable objects may have caught fire.

**Fist of the Earth**
Transmutation [Earth] [Weapon]
Circle: Shaman 5
 Casting Time: 1 standard action
 Range: Close
 Target: Allies within range
 Duration: Scene
 Saving Throw: Fortitude; see text

When you cast this spell, tiny bits of gravel slide up from the ground and cover the hands, arms and weapons of your allies. Your allies’ blows fall more heavily, doing an additional point of damage for every
level you possess. Additionally, each [Round], the first successful melee attack made by each affected ally forces the creature struck to make a Fortitude save (DC 10 + ½ your level + your Wisdom modifier) or be dazed for one [Round]. However, no creature can be forced to make more than one save per [Round] against this effect.

Flame Blade
Evocation [Fire] [Weapon]
Circle: Shaman 2
Casting Time: 1 standard action
Range: Close
Target: One ally’s weapon
Duration: Encounter
Saving Throw: None

When you cast this spell, the target weapon (or weapons, if the ally wields a pair of weapons together) burns with an aura of flame. All damage inflicted with this weapon is [Fire] damage, and the damage increases by 1 point for every 2 levels you possess.

Special: When you learn this spell, you may have it deal [Electricity], [Cold] or [Acid] damage instead. If you do, it is a spell of that type instead of [Fire].

Flame Strike
Evocation [Fire]
Circle: Shaman 4
Casting Time: 1 standard action
Range: Long
Effect: Single column of fire
Duration: Instantaneous
Saving Throw: Reflex half

A 20-foot-radius, 100-foot-tall column of flame roars down from the sky, doing 1d8 [Fire] damage per level. Creatures caught inside can make a Reflex save (DC 10 + ½ your level + your Wisdom modifier) for half damage.

Fly
Transmutation
Circle: Tactician 3
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene
Saving Throw: None (harmless)

The touched creature gains a fly speed of 60 ft.

Fog Cloud
Creation [Air]
Circle: Tactician 2
Casting Time: 1 standard action
Range: Medium
Effect: 20-foot-radius cloud of dense fog
Duration: Encounter
Saving Throw: None

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 ft. A creature within 5 ft is [Concealed]. Creatures farther away are [Fully concealed].

A moderate wind (11+ mph) disperses the fog in 4 [Rounds]; a strong wind (21+ mph) disperses the fog in 1 [Round].

Foresight
Divination
Circle: Tactician 7
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Scene
Saving Throw: None (harmless)

This spell gives the touched creature a powerful sixth sense, granting instantaneous warnings of impending danger or harm. The touched creature is never surprised or [Flat-footed] and receives a +5 bonus to Armor Class and all saving throws. Additionally, as an immediate action, the touched creature can discharge and end the effect by making a single d20 roll count as a natural 20 (decided before making the roll).
Freedom of Movement
Transmutation
Circle: Tactician 4
Casting Time: 1 standard action
Range: Close
Target: Any creature
Duration: Encounter
Saving Throw: None

The target creature gains [Immunity] to [Binding] effects, including any currently active on the creature.

Glitterdust
Creation [Light]
Circle: Tactician 2
Casting Time: 1 standard action
Range: Medium
Effect: 5-foot-radius burst of blindingly bright particles
Duration: 3 rounds/encounter; see text
Saving Throw: Will

You create a burst of bright particles that cling to all creatures in the area, who must make a Will save (DC 10 + ½ your level + your Intelligence modifier) or be [Blinded] for 3 [Rounds]. Creatures who are blinded can remove the condition by spending a move action wiping the particles from their eyes. The particles also cling to all creatures in the area, removing the [Invisible] condition and imposing a -2 penalty to Stealth checks; this effect lasts for the rest of the [Encounter].

Grease
Creation
Circle: Tactician 1
Casting Time: 1 standard action
Range: Close
Effect: 10-foot-radius spread of slippery grease
Duration: Encounter
Saving Throw: Reflex; see text

You create a pool of slippery grease on any horizontal surface within range. Any creature in the area when the spell is cast must make a successful Reflex save (DC 10 + ½ your level + your Intelligence modifier) or fall. This save is repeated on your turn each [Round] that the creature remains within the area. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can’t move that [Round] (and must then make a Reflex save or fall).

Hallow
Evocation
Circle: Shaman 6
Casting Time: 10 minutes
Range: Long
Effect: Field of magical energy
Duration: 1 Scene
Saving Throw: None

You create a field of magical energy that boosts the abilities of allies and reduces the abilities of your enemies. The Hallow effect emanates from a point of your choosing and affects everything within [Long] range. All allies in the field are treated as being 1 level higher for level-dependent numerical effects (such as saving throw DCs and damage done by abilities), and all enemies are treated as being 1 level lower for the same effects.

Haste
Transmutation
Circle: Tactician 3
Casting Time: 1 standard action
Range: Close
Target: All allies within Close range
Duration: Encounter
Saving Throw: None (harmless)

All allies within [Close] range gain +10 movement speed, a +1 dodge bonus to Armor Class, and one [Bonus attack].

Heal
Transmutation [Healing], [Positive]
Circle: Shaman 5
Casting Time: 1 standard action
Range: Close
Target: Creature within Close range
Duration: Instantaneous
Saving Throw: None (harmless)

You heal the target creature for 4d4 points of damage, +6 per level, and remove up to 5 conditions currently affecting the creature.
Reversal: Harm
Transmutation [Negative]
Saving Throw: Will half; see text

You damage the target creature for 6 points of damage per level. A successful Will save (DC 10 + \( \frac{1}{2} \) your level + your Wisdom modifier) halves the damage and prevents this effect from reducing the creature's health below 1 hit point.

Heal, Mass
Transmutation [Healing], [Positive]
Circle: Shaman 7
Casting Time: 1 standard action
Range: Close
Target: All allies within Close range
Duration: Instantaneous
Saving Throw: None (harmless)

You heal all allies within [Close] range for 6 points of damage per character level and remove up to 5 conditions currently affecting each creature.

Reversal: Mass Harm
Transmutation [Negative]
Target: All enemies within Close range
Saving Throw: Will half; see text

You damage all enemies within [Close] range for 6 points of damage per level. A successful Will save (DC 10 + \( \frac{1}{2} \) your level + your Wisdom modifier) halves the damage and prevents this effect from reducing the creature's health below 1 hit point.

Incantation: Target: Single ally
You heal the target creature to full hit points and remove up to 5 conditions currently affecting the target.

Heart of Oak
Transmutation [Earth]
Circle: Shaman 6
Casting Time: 1 standard action
Range: Close
Target: Allies within Close range
Duration: Encounter
Saving Throw: None (harmless)

All allies within [Close] range are imbued with the toughness of an oak tree and gain [Immunity] to [Dazed], [Stunned], and ability damage.

Hold Monster
Evocation [Binding]
Circle: Tactician 4
Casting Time: 1 standard action
Range: Close
Target: Single creature
Duration: See text
Saving Throw: Will negates; see text

You encase a creature in bonds of magical energy that makes it [Stunned] and [Paralyzed]. The creature is entitled to a Will save (DC 10 + \( \frac{1}{2} \) your level + your Intelligence modifier) when you activate the effect, and on its turn every [Round] for the duration of the [Encounter]. Any successful Will save breaks the effect.

Holy Smite
Evocation
Circle: Shaman 3
Casting Time: 1 standard action
Range: Long
Effect: 15-foot-radius burst of crushing energy
Duration: Instantaneous

This spell calls crushing energy to strike your foes. All creatures in the effect take 1d10 damage per level (Fortitude DC 10 + \( \frac{1}{2} \) your level + your Wisdom modifier for half).

Incantation: Range: Close
Target: Single creature
The target creature takes 1d10 damage per level and 8 Strength damage. A Fortitude save halves both the hit point and ability damage.

Invisibility/Silence
Evocation [Glamer]
Circle: Tactician 2
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene; see text
Saving Throw: None
The touched creature becomes either [Invisible] or [Silent], gaining a +5 bonus to Stealth checks and is [Concealed]. If the creature performs an offensive action or casts a spell, this effect ends.

**Invisibility, Greater**
Evocation [Glamer]
Circle: Tactician 4
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Encounter
Saving Throw: None

The touched creature becomes [Invisible], gaining a +5 bonus to Stealth checks, and is also [Fully concealed]. If the creature attacks or casts a spell, the creature gives away its location, but retains [Fully concealed] (and therefore can make an immediate Stealth check, following the rules for Sniping).

**Legend Lore**
Divination
Circle: Tactician 5
Casting Time: 1 hour
Range: Unlimited
Target: You
Duration: Instantaneous
Saving Throw: None

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

**Lightning Storm**
Evocation [Air] [Electrical]
Circle: Shaman 6
Casting Time: 1 standard action
Range: Long
Effect: Many lightning bolts per round
Duration: Encounter
Saving Throw: Reflex, see text

When you activate this skill, lightning bolts strike each enemy within [Long] range, doing 1d6 damage per level (Reflex DC 10 + ½ your level + your Wisdom modifier for half damage). For the rest of the [Encounter], once per [Round], if you spend a standard action, the bolts strike again.

**Magic Missile**
Evocation [Force]
Circle: Tactician 1
Casting Time: 1 standard action
Range: Medium
Duration: Instantaneous; see text
Saving Throw: None

A magic missile shoots from your fingertips and unerringly strikes a creature, doing damage equal to your Key Offensive Modifier (minimum 3). [Resistance] and similar effects cannot reduce magic missile damage below 3 points per missile. You can fire an additional missile for every new circle of Tactician spellcasting you gain (up to 7 total missiles), and each missile can be independently targeted. The energy of a magic missile lingers around a struck target, outlining it and making it [Revealed] for one [Round].

**Major Image**
Evocation [Figment]
Circle: Tactician 4
Casting Time: 1 standard action

This spell functions like silent image, except that sound, smell, and thermal illusions are included in the spell effect. As a swift action, you can move the image within the range.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately.
Miracle
Evocation
Circle: Shaman 7
Casting Time: 1 standard action
Range: See text
Target/Effect: See text
Duration: Instantaneous
Saving Throw: See text

A miracle is among the most powerful effects that you can produce. It can accomplish any one of the following tasks:

Resurrection: You can resurrect a [Dead] creature within [Close] range, who has full hit points and ability resources when resurrected.

Anyspell: You can duplicate any spell on the shaman spell list of the 6th circle or lower, or any spell on the tactician spell list of the 5th circle or lower. The spell is adjudicated exactly as if you had cast that spell, and if it has a casting time greater than 1 standard action you must use the greater casting time.

Spell Disjunction: You can immediately end any three active magical effects of any circle, exactly as if you cast a dispelling spell.

Word of Recall: You and all willing allies within [Long] range are immediately transported to an area you consider safe. The area cannot be across a planar boundary, but otherwise the range of this transportation is unlimited.

Nature’s Power
Transmutation
Circle: Shaman 2
Casting time: 1 standard action
Range: Close
Target: Creature within range
Duration: Scene
Saving Throw: None (harmless)

You increase a single physical ability score of the target creature by 4 points.

Obscuring Mist
Creation
Circle: Shaman 1, Tactician 1
Casting time: 1 standard action
Range: 0
Effect: 20-foot-radius cloud around you.
Duration: Encounter
Saving Throw: None

A misty vapor arises around you. It is stationary once created. The vapor obscures all sight, including darkvision, beyond 5 ft. A creature 5 ft away is [Concealed]. Creatures farther away are [Fully concealed].

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 [Rounds]. A strong wind (21+ mph) disperses the fog in 1 [Round]. Effects that inflict [Fire] damage in an area burn away the mist in the area that they do damage.

Poison
Transmutation
Circle: Shaman 3
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude; see text

The creature you touch is poisoned horribly and takes 1d8 damage to an ability score of your choice (Fortitude negates). Regardless of the first save’s result, the creature takes an additional 1d8 damage to the same ability score 1 minute (10 [Rounds]) later; a second Fortitude save negates the second instance of damage.

Reversal – Antidote: The touched creature gains [Immunity] to poison for the duration of the [Encounter] and any poison currently affecting the creature is neutralized. This does not heal ability damage already sustained, but it prevents any additional damage occurring from the poison.
Prismatic Spray
Evocation [Light]
Circle: Tactician 7
Casting time: 1 standard action
Range: Close
Effect: 7 rays, each with random effects
Duration: Instantaneous
Saving Throw: See text

This spell causes shimmering, intertwined, multicolored beams of light to spray from your hand. Each beam has a randomly-determined power, and at least one beam strikes each enemy within [Close] range. Roll 1d8 and compare the result to the table to determine the result of each ray.

Creatures within [Close] range are [Blinded] for one [Round]. There is no saving throw for this effect.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3 points of [Fire] damage per level, Reflex half</td>
</tr>
<tr>
<td>2</td>
<td>4 points of [Acid] damage per level, Reflex half</td>
</tr>
<tr>
<td>3</td>
<td>5 points of [Electricity] damage per level, Reflex half</td>
</tr>
<tr>
<td>4</td>
<td>Poison – 6 points of damage per level and target is [Battered], Fort half</td>
</tr>
<tr>
<td>5</td>
<td>Petrification – target is [Petrified], Fort negates petrification but target is [Slowed] for the [Encounter]</td>
</tr>
<tr>
<td>6</td>
<td>Insanity – target is [Confused] until healed, Will negates</td>
</tr>
<tr>
<td>7</td>
<td>Distorted – target is [Battered] for 3 [Rounds] and takes damage equal to twice your CL</td>
</tr>
<tr>
<td>8</td>
<td>Roll twice and apply both, ignoring all results of 8</td>
</tr>
</tbody>
</table>

You can see through its eyes and hear through its ears as if you were standing where it is, and during your turn you can switch from using its senses to using your own, or back again, as a free action. While you are using its senses, your body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the projected image instead of from you. The projected image can’t cast any spells on itself except for illusion spells. The spells affect other targets normally, despite originating from the projected image.

Objects are affected by the projected image as if they had succeeded on their Will save.

You must maintain line of effect to the projected image at all times. If your line of effect is obstructed, the spell ends. If you use a [Teleport] effect or another effect that breaks your line of effect, even momentarily, the spell ends.

Prying Eyes
Divination [Sensor]
Circle: Tactician 3
Casting Time: 1 minute
Range: 1 mile
Effect: Levitating eyes
Duration: Scene
Saving Throw: None

You create a number of semitangible, visible magical orbs (called “eyes”) equal to 1d4 + your level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 ft (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18, flies at a speed of 30 ft, and has a +16 Stealth modifier. It has a Perception modifier equal to your level and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.
In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 [Round] to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per level or until they return to you. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

**Prying Eyes, Greater**
Divination [Sensor]
Circle: Tactician 6

This spell functions like *prying eyes*, except that the eyes can see all things as they actually are, just as if they had *true seeing* with a range of 120 ft. Thus, they can navigate darkened areas at full normal speed.

**Regenerative Aura**
Transmutation [Healing]
Circle: Shaman 4

Casting time: 1 standard action
Effect: Aura of healing energy
Duration: Scene
Saving Throw: None (harmless)

You create an aura of healing energy that knits wounds back together. All allies within [Close] range gain [Fast healing] 3 as long as they remain within range.

**Remove Paralysis**
Transmutation
Circle: Shaman 2

Casting time: 1 standard action
Range: Close
Target: Creature within Close range
Duration: See text
Saving Throw: None (harmless)

You remove the [Paralyzed] condition from one creature within [Close] range. Additionally, the target creature gains a +2 bonus on saves against [Binding] effects for the duration of the [Encounter], and is entitled to make a saving throw against [Binding] effects even if they would not normally allow a saving throw.

**Reversal: Hold Person**
Transmutation [Binding]
Duration: 3 rounds
Saving Throw: Will negates; see text

You encase a creature in bonds of magical energy makes it [Stunned] and [Paralyzed]. The creature is entitled to a Will save (DC 10 + ½ your level + your Intelligence modifier) when you activate the effect, and on its turn every [Round] for the duration of the effect. Any successful Will save breaks the effect.

**Repelling Ward**
Evocation [Ward]
Circle: Shaman 3

Casting time: 1 standard action
Effect: Aura of protective energy
Duration: 10 rounds
Saving Throw: Will and Fortitude; see text

You create an aura that repels enemies. Enemies must make a Will save (DC 10 + ½ your level + your Intelligence modifier) to approach within [Close] range of you. Enemies who approach within [Close] range of you must then make a Fortitude save (DC 10 + ½ your level + your Wisdom modifier) or be [Nauseated] while they remain within [Close] range of you.

**Resist Elements**
Transmutation [Ward]
Circle: Shaman 2

Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Encounter
Saving Throw: None

Choose a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). The touched creature gains [Resistance] to that energy type.
Reversal: Elemental Vulnerability
Transmutation [Curse]
Saving Throw: Fortitude negates
Choose a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). Your target gains [Vulnerability] to that energy type.

Incantation: If you incorporate this spell into an Incantation, the range increases to [Close].

Resist Energy
Transmutation [Ward]
Circle: Tactician 1
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene
Saving Throw: None (harmless)

Choose a type of elemental energy ([Acid], [Cold], [Electricity], or [Fire]). You create an ablative shield against that energy with hit points equal to 10× your level. The shield reduces all incoming damage of that type by 2× your level (to a minimum of 0 damage). Unused hit points remain in the shield. If the amount of hit points remaining on the shield is less than the amount of damage that would normally be reduced, the incoming damage is reduced by the number of hit points remaining on the shield and the spell is discharged.

Restoration, Lesser
Evocation [Healing]
Circle: Shaman 2
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Instantaneous
Saving Throw: None (harmless)

This spell removes all magical ability penalties affecting the touched creature and restores up to 2 points of damage to a single ability score. This spell also removes the [Fatigued] and [Exhausted] conditions, if they are affecting the touched creature.

Restoration
Evocation [Healing]
Circle: Shaman 4
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Instantaneous
Saving Throw: None (harmless)

As lesser restoration, but this spell restores all ability damage on a single ability or up to 2 points of ability damage on all ability scores and removes any 3 conditions affecting the touched creature.

Restoration, Greater
Evocation [Healing]
Circle: Shaman 6
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Instantaneous
Saving Throw: None (harmless)

As lesser restoration, but this spell restores all ability damage, removes all harmful conditions affecting the touched creature, and restores the creature to full hit points.

Ring of Blades
Creation [Force]
Circle: Shaman 5
Casting time: 1 standard action
Range: Medium
Effect: Wall of whirling force blades
Duration: Encounter
Saving Throw: Reflex half or negates, see text

You create a wall of whirling blades of force. The wall is either a straight wall, 10 ft high and 5 ft wide per level, or a ring wall, 10 ft high and a 5 foot radius per 5 levels. Creatures who pass through the wall take 1d6 damage per level you possess (Reflex DC 10 + ½ your level + your Wisdom modifier to halve the damage). If you form the wall on top of a creature, it can make a Reflex save at the same DC to avoid the damage entirely. On a successful save, the creature must move to a square where the wall is not; if the creature refuses to move, it cannot make a Reflex save and takes full damage.
Sanctuary
Evocation [Ward]
Circle: Shaman 1
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Encounter
Saving Throw: Will negates

Anyone who declares an offensive action against the warded creature must make a successful Will save (DC 10 +½ your character level + your Wisdom modifier) or ignore the warded creature for the [Encounter]. A successful Will save allows the attacker to penetrate the ward until the beginning of the attacker’s next turn, at which point an additional save is required. The attacker may choose to attack someone else instead. If the warded creature takes an offensive action, the Sanctuary effect is dispelled.

Scrying
Divination [Sensor]
Circle: Tactician 4
Casting time: 1 minute
Range: See text.
Effect: Magical sensor
Duration: 10 minutes
Saving Throw: Will negates

You can see and hear some creature, which may be at any distance. If the subject succeeds on a Will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

If the save fails, you can see and hear the subject and the subject’s immediate surroundings (approximately 10 ft in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 ft. As with all [Sensor] spells, the sensor has your full visual acuity, including any magical effects.

If the save succeeds, you can’t attempt to scry on that subject again for at least 24 hours. You must have some form of connection to the target if you have no knowledge of it.

Knowledge

<table>
<thead>
<tr>
<th>Knowledge</th>
<th>Will Save Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>+5</td>
</tr>
<tr>
<td>Secondhand (heard of the subject)</td>
<td>+2</td>
</tr>
<tr>
<td>Firsthand (met the subject)</td>
<td>+0</td>
</tr>
<tr>
<td>Familiar (know the subject well)</td>
<td>-2</td>
</tr>
</tbody>
</table>

Connection

<table>
<thead>
<tr>
<th>Connection</th>
<th>Will Save Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Picture or likeness</td>
<td>-1</td>
</tr>
<tr>
<td>Garment or possession</td>
<td>-2</td>
</tr>
<tr>
<td>Body part (hair, blood, etc.)</td>
<td>-5</td>
</tr>
</tbody>
</table>

Scrying, Greater
Divination [Sensor]
Circle: Tactician 6
Duration: Scene
Saving Throw: Will negates; see text

This spell functions like scrying, except that if you have a possession or body part of the target, greater scrying allows no saving throw.

Searing Light
Evocation [Light]
Circle: Shaman 3
Casting time: 1 standard action
Range: Close
Effect: Ray of intense light
Duration: Instantaneous
Saving Throw: None

You fire an intense beam of light at a target. On a successful ranged attack, the ray does 1d8 damage per level. It does 1d10 damage per level to creatures with the [Dark] subtype.

See Invisibility
Divination
Circle: Tactician 2
Casting time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Scene
Saving Throw: Harmless

The target of the spell is able to see [Invisible] creatures.
Silent Image
Evocation [Figment]
Circle: Tactician 1
Casting Time: 1 standard action
Range: Long
Effect: Visual figment that cannot extend beyond four 10-ft cubes + one 10-ft cube/level (S)
Duration: Encounter
Saving Throw: Will disbelief (if interacted with)

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Slow
Transmutation [Binding]
Circle: Tactician 3
Casting time: 1 standard action
Range: Close
Effect: 20-foot-radius burst of binding energy
Duration: Encounter
Saving Throw: Will negates

Enemies caught in the burst must make a Will save or be [Slowed].

Solid Fog
Creation [Air], [Binding]
Circle: Tactician 4
Casting time: 1 standard action
Range: Close
Effect: 20-foot-radius cloud of dense and physically hindering fog
Duration: Encounter
Saving Throw: Will; see text

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 ft, regardless of its normal speed. The fog breaks line of effect.

A successful Will saving throw (DC 10 + ½ your level + your Intelligence modifier) allows a creature to move at half speed through the fog.

Spell Turning
Evocation [Ward]
Circle: Tactician 7
Casting time: 1 standard action; see text
Range: Melee
Target: Creature touched
Duration: Scene
Saving Throw: See text

This spell creates an ablative shield around the touched creature. This shield automatically reflects 1 spell per 5 levels you possess. This spell can only reflect targeted spells and spells requiring an attack roll to affect a creature. A reflected spell affects the caster instead of the target, using the caster’s original attack roll if applicable.

If you cast this spell on yourself, you can choose to make it provide active protection instead of passive protection. In this case, the spell does not automatically reflect any spells, but as an immediate action, you can reflect a spell that could otherwise be reflected. You can only reflect a spell if you have an immediate action available, and you can still only reflect 1 spell per 5 levels you possess.

Status
Divination
Circle: Shaman 2, Tactician 2
Casting time: 1 standard action
Range: Close, see text
Target: 1 ally per 3 levels
Duration: Scene
Saving Throw: None (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, [Disabled], [Staggered], [Unconscious], [Dying], [Nauseated], [Panicked], [Stunned], poisoned, [Confused], or the like. Once the spell has been cast, the distance between you and the subjects does not affect the link as long as the subjects remain on the same plane as you. If, for any reason, you and a subject end upon different planes, the link between you and that subject is broken.
**Stoneskin**  
Transmutation [Ward], [Earth]  
Shaman 4  
Casting time: 1 standard action  
Range: Melee  
Target: Creature touched  
Duration: Scene  
Saving Throw: None (harmless)

Your touch imbues an ally’s skin with supernatural toughness. This spell creates an ablative shield of hit points equal to 10 × your level, and each instance of damage (such as a spell or weapon attack) that damages the protected ally is reduced by 10 points (minimum 1). Subtract the reduced damage from the ablative shield. If the number of hit points remaining is less than 10, the last instance of damage is reduced by as many points as possible. When the shield runs out of hit points, the spell ends.

**Sunburst**  
Evocation [Light]  
Shaman 5  
Casting Time: 1 standard action  
Range: Medium  
Effect: 20-foot-radius burst of intense light  
Duration: Instantaneous, Encounter; see text  
Saving Throw: Reflex half; see text

You summon a burst of energy that Dazzles and burns creatures in the area of effect. The energy does 1d6 damage per level (Reflex DC 10 + ½ your level + your Wisdom modifier for half damage). Creatures who fail the Reflex save are [Blinded] for the duration of the [Encounter].

**Tactical Deployment**  
Creation [Teleport]  
Tactician 6  
Casting Time: 1 standard action  
Range: Long  
Target: Any willing creature within Close range  
Duration: Encounter  
Saving Throw: None

When you cast this spell, you gain the ability to transport allies across the battlefield to tactically advantageous positions. Once per [Round], as a move action, you can relocate a single willing creature within [Close] range. The creature is transported exactly as if it had benefited from a *dimension door*.

**Teleport**  
Creation [Teleport]  
Tactician 5  
Casting Time: 1 minute  
Range: Melee  
Target: You, the objects you are holding, and other touched willing creatures  
Duration: Instantaneous  
Saving Throw: None

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn’t exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw. Only objects held or in use (attended) by another person receive saving throws.  
You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.  
To see how well the teleportation works, roll d% and consult the Teleport table. Refer to the following information for definitions of the terms on the table.

**Familiarity**

“Very familiar” is a place where you have been very often and where you feel at home.  
“Studied carefully” is a place you know well, either because you can currently see it, you’ve been there often, or you have used other means (such as scrying) to study the place for at least one hour.  
“Seen casually” is a place that you have seen more
than once but with which you are not very familiar. “Viewed once” is a place that you have seen once, possibly using magic.

“False destination” is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

**On Target**
You appear where you want to be.

**Off Target**
You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10×1d10% of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area**
You wind up in an area that’s visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the spell’s range, the spell simply fails instead.

**Mishap**
You and anyone else teleporting with you have gotten “scrambled.” You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters take more damage and must reroll.

<table>
<thead>
<tr>
<th>Familiarity</th>
<th>On Target</th>
<th>Off Target</th>
<th>Similar Area</th>
<th>Mishap</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very familiar</td>
<td>01-97</td>
<td>98-99</td>
<td>100</td>
<td>—</td>
</tr>
<tr>
<td>Studied carefully</td>
<td>01-94</td>
<td>95-97</td>
<td>98-99</td>
<td>100</td>
</tr>
<tr>
<td>Seen casually</td>
<td>01-88</td>
<td>89-94</td>
<td>95-98</td>
<td>99-100</td>
</tr>
<tr>
<td>Viewed once</td>
<td>01-76</td>
<td>77-88</td>
<td>89-96</td>
<td>97-100</td>
</tr>
</tbody>
</table>

**True Seeing**

Divination
Circle: Tactician 5
Casting Time: 1 standard action
Range: Melee
Target: Creature touched
Duration: Encounter
Saving Throw: None (harmless)

While under the effects of *true seeing*, you are able to see through effects with the [Figment] and [Glamer] descriptions and can see perfectly in darkness.

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

**Vortex**

Transmutation
Circle: Tactician 6
Casting Time: 1 standard action
Range: Long
Effect: Cyclone 10 ft wide at base, 30 ft wide at top, and 30 ft tall
Duration: Encounter or until it dissipates; see text
Saving Throw: Reflex; see text

This spell creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a speed of 60 ft per [Round]. You can concentrate on controlling the cyclone’s every movement or specify a simple program. Directing the cyclone’s movement or changing its programmed movement is a standard action for you. The cyclone always moves during your turn. If the cyclone exceeds the spell’s range, it moves in a random, uncontrolled fashion for 1d3 [Rounds] and then dissipates. (You can’t regain control of the cyclone, even if comes back within range.)

Any creature that comes in contact with the spell effect takes 5d6 points of damage (Reflex DC 10 + ½ your
level + your Intelligence modifier halves the damage). A Large or smaller creature that fails its Reflex save picked up bodily by the cyclone and held suspended in its powerful winds, taking 5d6 points of damage each [Round] on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

**Wall of Force**

Evocation [Force]
Circle: Tactician 5
Casting Time: 1 standard action; see text
Range: Close
Effect: Transparent wall with an area of up to 10 ft square per level
Duration: Encounter; see text
Saving Throw: None

A wall of force spell creates an invisible wall of force. The wall cannot be moved or damaged. It can only be dispelled by a [dispelling] spell of the 6th or 7th circle. Breath weapons and spells cannot pass through the wall in either direction, although dimension door, teleport, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings).

By increasing the casting time to a minute, you can increase the duration of the wall of force to Scene.

**Wall of Thorns**

Creation [Earth]
Circle: Tactician 4
Casting Time: 1 standard action; see text
Range: Close
Effect: Wall of thorny brush, 10 ft thick and tall and up to 10 ft wide per level.
Duration: Encounter; see text
Saving Throw: None

A wall of thorns spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human’s finger. Any creature forced into (via bull rush, the [Blown away] condition, or some other forced movement) or attempting to move through a wall of thorns takes damage every [Round] that it moves equal to 3× your level.

Creatures can force their way slowly through the wall as a move action, at half their normal move speed. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

A creature within the area of the spell is caught inside, but does not take damage until it begins to move through the thorns. In order to escape, it must attempt to push its way free, or it can wait until the spell ends. Creatures with the ability to pass through overgrown areas unhindered can pass through a wall of thorns without taking damage, but still have their movement slowed to the above rate.

A wall of thorns can be breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical [Fire] burns it away in 10 minutes.

Despite its appearance, a wall of thorns is not actually a living plant, and thus is unaffected by spells that affect plants.

If you increase the casting time of this spell to 1 minute, the duration increases to Scene.

**Wind Walk**

Transmutation [Air]
Circle: Shaman 4
Casting Time: 1 minute
Range: Melee
Target: One touched ally per 3 levels
Duration: Scene
Saving Throw: None (harmless)

You alter the substance of your body to a cloudlike vapor and move through the air, possibly at great speed. You can take other creatures with you, each of which acts independently.

Normally, a wind walker flies at a speed of 10 ft. If desired by the subject, a magical wind wafts a wind walker along at up to 600 ft per [Round] (60 mph). Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, or the like.
A wind walker can regain its physical form as desired and later resume the cloud form. Each change to and from vaporous form takes 5 [Rounds], which counts toward the duration of the spell (as does any time spent in physical form). As noted above, you can dismiss the spell, and you can even dismiss it for individual wind walkers and not others.

For the last minute of the spell’s duration, a wind walker in cloud form automatically descends 60 ft per [Round] (for a total of 600 ft), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

**World-Mind**

Divination
Circle: Shaman 1
Casting Time: 1 standard action
Range: Melee
Target: One touched ally per 3 levels
Duration: Scene
Saving Throw: None (harmless)

You can communicate telepathically with your targets even if you do not share a common language. No special power or influence is established as a result of this bond. Once the bond is formed, it works over any distance (although not from one plane to another).
Items in Legend

The magic item economy has always been a minefield for gaming groups. In past editions, magic items have been either exceptionally rare and powerful, common and necessary for characters to even function, or, in some cases, both. This has lead to different play-styles, even different ideologies, from Monty Haul type games, where treasure is behind every corner in great piles, to the other end of the spectrum, where characters have to work for every MacGuffin and mystic bauble they use. Concepts such as a holy warrior with a vow of poverty or a character who requires only a club and bear skin to brave the wilds do not work well in many games, despite such concepts’ presence in fantasy literature and media. In Legend, we attempt to make various points on the spectrum not only functional and equivalent but also fun and balanced, regardless of play style of players or game masters, even within the same campaign.

First, many people want items to “feel” powerful, but don’t want characters inundated with powerful items that seem to replace their characters’ own abilities. We address this concern in a few ways. For starters, we see magic items as special tools that can only be wielded by characters strong enough to use them properly. A character must reach a certain level to be capable of wielding particularly powerful items, and can only use so many at any given time. One may own many magic items, of course; a particularly powerful character may have an armory full of magical weapons, and may change his or her choice of magic items at the end of any scene in which that “stash” is readily accessible. At the same time, GMs should ensure that player characters have the opportunity to acquire powerful items in games where such items exist. As always in Legend, your game will work best when your group works together to create an enjoyable game.

Second, some characters work best without advanced or magical items: the ascetic with a vow of poverty and the caveman survivalist mentioned above, for example. There are entire games and campaigns that work best with such characters; a “low-magic” or post-apocalyptic game, for example, may simply not have much reliable magic left. Since Legend has a predictable rate of item access, we offer characters the option to trade their ability to use most magical items for an extra track. This option, described later in the chapter under “Full Buy-In”, opens up the ability for characters who use items and characters who do not use items to coexist comfortably in the same party or in the same game world.

Third and finally, some character concepts work best with an item or items that gradually increase in power and shape their owner’s character development. Legend offers two ways to model this progression. If you are looking for a single item that grows in power as your character develops, the Full Buy-In option will be a good choice: you wield a single item that offers you immense power as your character gains levels, but are limited in your choices of other items. On the other hand, for characters who will have many items that they will be attached to, this allows for a system where items can be upgraded instead of replaced. This system also allows GMs and players to build balanced custom weapons and armor from scratch.

Guilds

There’s still a piece of the puzzle missing, a mechanism for us to tie together all the loose ends. This is where guilds come in.

What are guilds and guild buy-in?

r: Guild buy-in comes in three different flavors, of varying depths of commitment. These are laid
out later in the document, but the presence of multiple points of entry is important. This is for two reasons. The first is obvious, in that it encourages Joe Player to interact with the world and the story instead of simply buying a huge catapult and aiming it at the nearest bank. The second is more subtle, but perhaps more important. The costs of a joining a guild should serve as a nearly-infallible litmus test for the worth of an item by establishing a way to think about what else you could get instead of a magic item.

Social Buy-in

One important concept in *Legend* is that you shouldn’t feel like mechanics have nailed you to a specific character concept. In other words, we want characters to be able to pursue whatever in-game options make the most sense for them. Why should we be the ones who tell you that you can’t be a murderous gnome or a chivalrous troll?

Social buy-in means that you might take the fluff from a guild of your choice, pay the social costs, and gain only the social benefits. It’s a mechanism for making participation in a guild easy, and for allowing people to take tracks mechanically associated with one guild while still adhering to the tenets of the guild that best fits their character concept.

Late Buy-in

Sometimes, we get tired of being who we are. In real life, this is a serious problem. In *Legend*, there are guilds. In Chapter VI, under General feats, you’ll notice a feat called Guild Initiation. This can be taken whenever one wants it, and is the heart of the Late Buy-in mechanic.

Generally, one takes Guild Initiation for the guild you have existing ties to, but exceptions can easily arise. When you’ve selected a guild, you then select a single one of its character tracks. This track replaces one of your three class tracks. The swap is retroactive, meaning abilities already gained are exchanged for abilities from the new track. It bears mention that switching tracks is not impossible, but it is generally a bit difficult to do without some of personal cost and time expenditure. After all, we all make mistakes when we build our characters, and we shouldn’t be permanently punished for this.

Full Buy-in

Each guild is represented by at least one character track, which plays into some of the mechanics of the guild, and also offers a sense of what exactly the guild is about, in an accessible form of shorthand. By the same turn, we also have to acknowledge that characters live inside an over-arching storybook world, where choices have some costs. I think this is a good place to lay out the costs and offer a bit of explanation for them.
balance concerns elegantly. It also conveys elegantly the flavor of a Made Man, Samurai, or Guild-Mage. Like Late Buy-in, which can still be taken by characters using Full Buy-in, changing your chosen track is can be an ordeal, but should never be regarded as impossible for mechanical reasons. Despite this small added flexibility, outside of one-offs or rapid generation, this option is mostly for advanced players with a clear idea of what they want and need. Table 10-2 shows the modified progression used by characters who opt for full buy-in.

Some Important Notes:
1: While it is hard enough to move from guild to guild, it is generally the subject of at least a small quest to make the switch and maintain one’s level of status. This will be articulated more deeply in the rules once we finalize them, but the simplest idea is that the guilds are often not on great terms with each other. This helps enforce the idea that guild membership is a serious character decision, without making it feel like complete lock-in.

2: If a guild is simply not meshing with a player’s intentions, or the abilities seem to be lackluster in the context of that character, it is the GM’s responsibility to help ameliorate this situation. Guilds are about player choice, and are intended to provide a storytelling tool married to enjoyable mechanics. Like any marriage, if either side is failing, something is wrong.

3: Guild politics affect party politics, but should not dictate them. Many guilds are not open about their membership or their agenda. A few are silent even on the matter of their very existence. This all leads to situations where a character could plausibly be working at cross-purposes with another party member, or even the whole party. This could quite conceivably happen without the character possessing a full knowledge of the repercussions of his or her actions. The GM is encouraged to use these tensions as a way to generate quests instead of a source of party conflict. If all else fails, the health of the game comes before the health of the guild system.

### Table 10-1
Standard ability and item progression

<table>
<thead>
<tr>
<th>Level</th>
<th>Item Type</th>
<th>Level</th>
<th>Item Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lesser item</td>
<td>11</td>
<td>Lesser item</td>
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<tr>
<td>2</td>
<td>12</td>
<td>13</td>
<td>Greater item</td>
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<tr>
<td>3</td>
<td>Lesser item</td>
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<tr>
<td>5</td>
<td>Lesser item</td>
<td>16</td>
<td>Greater item</td>
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<tr>
<td>6</td>
<td>Greater item</td>
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</tr>
<tr>
<td>7</td>
<td>Lesser item</td>
<td>18</td>
<td>Lesser item</td>
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<tr>
<td>8</td>
<td>Greater item</td>
<td>19</td>
<td>Relic</td>
</tr>
<tr>
<td>9</td>
<td>Lesser item</td>
<td>20</td>
<td>Relic</td>
</tr>
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### Table 10-2
Full buy-in ability and item progression

<table>
<thead>
<tr>
<th>Level</th>
<th>Item Type</th>
<th>Level</th>
<th>Item Type</th>
</tr>
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<tbody>
<tr>
<td>1</td>
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<tr>
<td>10</td>
<td>4th circle ability</td>
<td>20</td>
<td>Relic</td>
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</tbody>
</table>

### Mundane Items

These are items that you might purchase with gold. It’s a fairly limited subset of the things that an adventurer might care about in day to day life. Nothing will break if you allow this to slip from the attention of your players and your game entirely. Likewise, nothing will break if you want to run a gritty game where every arrow counts. Better still, you can run such a gritty game without fear of shattering the balance of the system. You may need to refluff magic items as blessings or guardian spirits, but such a thing can be done. This class of item is pretty much entirely decoupled from the rest, and has pretty minimal effects on the mechanics of the game. If you want mundane wealth to be a significant part of your game, a set of optional rules that cover this will be created later in Legend’s development cycle.
Weapon Overview

Weapons in *Legend* come in three types. Each type offers players specific benefits and incurs specific opportunity costs, as described below.

**Hold-out weapons** are small, concealable weapons, such as knives or small hand crossbows (or pistols, in some settings). Hold-out weapons are automatically concealed on your person from anything but a hand search, and you can make a Larceny check at no penalty to conceal them from a hand search. They do 1d6 damage (plus ability modifiers and other relevant modifiers).

**Special weapons** are weapons that trade sheer offensive output for opening extra tactical options (found in the Weapon Properties section). Special weapons include longswords (which can be used with a shield, increasing one’s Armor Class), spears (which increase the wearer’s Reach), and shortbows (which can be used while mounted). They do 1d8 damage (plus ability modifiers and other relevant modifiers).

You can choose to use a special weapon with two hands and not benefit from its special property. If you do so, you can treat it as a Main weapon for purposes of calculating damage.

**Main weapons** are weapons focused on damage. They always occupy both hands. A Main weapon can be either a single large weapon (such as a two-handed sword) or two weapons with the same Range category (such as a pair of matched shortswords, or a brace of pistols). Main weapons do 2d6 damage (plus ability modifiers and other relevant modifiers). Note that two-handed weapons generally can’t be used effectively while using a mount.

In all cases, magically or technologically-enhanced weapons grant increasing bonuses to attack rolls, based on their item tier.

<table>
<thead>
<tr>
<th>Item</th>
<th>Bonus to Attack Rolls</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lesser item</td>
<td>+1</td>
</tr>
<tr>
<td>Greater item</td>
<td>+2</td>
</tr>
<tr>
<td>Relic</td>
<td>+3</td>
</tr>
<tr>
<td>Artifact</td>
<td>+4</td>
</tr>
</tbody>
</table>

Two-Weapon Fighting

Two-weapon fighting, in the sense of gaining extra attack rolls, is dead. The only instance in which one wields two different weapons and does not treat them as a single Main weapon is if the weapons differ in their range categories (for example, a pirate wielding a pistol in one hand and a sword in the other). If this happens, you must choose to divide up attack rolls between the two weapons. Of course, you can assign all your attack rolls to one weapon, holding the other in reserve for when it becomes tactically superior.

Weapon Properties

The following properties apply to weapons in *Legend*.

**Guardian** weapons are [Special] melee weapons that can be wielded in one hand, enabling the use of a shield.

**Magnum** weapons are ranged weapons that are particularly powerful, enabling them to punch through wooden walls and similar obstructions.

**Mounted** weapons are two-handed weapons that can be used effectively while riding a mount (generally, one-handed weapons can be used without a problem).

**Reach** weapons are [Special] melee weapons that are particularly long, increasing the user’s reach by 5 ft.

**Repeater** weapons are ranged weapons that allow the user to fire multiple shots without having to spend an action reloading. The amount of shots a repeater weapon can fire before reloading is given in its entry.

**Single shot** weapons are cumbersome to reload once fired, and cannot be reloaded until the end of the [Encounter].

**Tripping** weapons are [Special] melee weapons that have chains or hooks, granting a +1 bonus to the DC of the Trip combat maneuver when the wielder activates it.

**Disarm** weapons are [Special] melee weapons that grant a +1 bonus to the DC of the Disarm combat maneuver when the wielder activates it.
Armor Overview

Armor in *Legend* has been greatly condensed, in keeping with our general philosophy of basing characters’ statistics primarily on the character instead of on external sources.

**Mundane** armor comes in two kinds:
- **Light** armor provides a +1 item bonus to Armor Class.
- **Heavy** armor provides a +2 item bonus to Armor Class, but inflicts a -1 penalty on Reflex saves because it tends to limit the wearer’s flexibility and mobility.

**Magical** armor provides a +2 or higher item bonus to Armor Class with no penalties, along with special abilities or options.
- **Lesser item** +2 to Armor Class
- **Greater item** +3 to Armor Class
- **Relic** +4 to Armor Class
- **Artifact** +5 to Armor Class

**Mundane** shields provide a +1 deflection bonus to AC.

**Magical** shields provide a +2 or higher deflection bonus to Armor Class along with special abilities or options.

**Tower** shields grant a +1 deflection bonus to Armor Class, but inflict a 5-foot penalty on your movement speed. At the beginning of your turn on every [Round], pick a direction (either two sides of a square or 3 sides of a hex, depending on the type of map you use). You are [Covered] from attacks from that direction. Additionally, as a standard action, you can halve your movement speed for 1 [Round], but become [Fully concealed] from enemies and attacks in your chosen direction for 1 [Round]. Tower shields can be magical, and aside from these special traits function exactly as normal magical shields if they are.

With that out of the way, we can proceed to the meat of the system. In short, *The Things Money Can’t Buy*, specifically, the subset that helps you crush your enemies, lets you drive them before you, and improves your hearing so that you can listen to the lamentations of the gender of your choice. In other words, Magic Items.

Magic Items

Gaining and Choosing Magic Items

The most straightforward way to gain additional items is to acquire them in-game as encounter rewards or quest rewards. All GMs should ensure that, at a minimum, the players can acquire enough items in this way to fill all available magic item slots in their item progressions. It is also generally wise to provide items that are useful for the player characters, as few wizards particularly want a magic sword and few barbarians wish for magical books. As noted earlier in this chapter, a game in which large numbers of magic items are inappropriate should be designed around that concept from the outset, with player characters using the Full Buy-In progression (explained on page 160).

In some situations, players may gain additional resources beyond the number of items they are actually able to use. Characters may maintain a cave where their butler and product engineer store extra treasures and tools, or they might simply devote a wall in their bedrooms to storing spare weapons. These are reasonable things for adventurers to do, and our item system supports this choice. Between [Scenes], if a character has access to extra magic items, the character may switch out one or more magic items currently in use for items of the same tier that are not currently in use (for example, a Lesser magic item for another Lesser magic item).

When the player characters wish to acquire extra items for these purposes, it is reasonable to set up a short quest focused on acquiring items, possibly with in-character repercussions involving bitter nobles or vengeful guard captains. Campaigns don’t generally suffer from extra challenges and plot arcs.

Generally, a character should have no more than one of each item, unless the item’s description states otherwise.

Activating and Using Magic Items

Magic items in *Legend* can only be activated by a process of attunement, as described in the previous section. Attunement is a brief process, lasting only a minute, but only a creature of sufficient power can attune to any given magic item. Various magic items are “unlocked” in
different ways; relatively common attunement methods include feeding the item a drop of the would-be user’s blood, implanting a gem into the item, and holding the item in noonday sunlight or the light of the full moon (many adventurers store sunlight and moonlight in ritual jars so that they can attune items at more convenient times). As a rule, assume that characters have or gain the resources to attune a magic item by the time they acquire it; if an item is part of a quest reward, the attunement resources should be part of the quest as well.

Once a magic item is attuned to its user, using it is a straightforward process. Items generally provide passive (“always-on”) bonuses to their users; if a specific item has an ability that is activated separately, follow the item description to determine the action cost and availability of the active ability.

Lesser Items

As the weakest category, Lesser magical items are the relatively simple things, like the well-worn tools in Batman’s utility belt. They often have a significant effect, but they tend to be more colorful than powerful. Most players will start with access to one of these, and gaining it may even be part of what sends them off on their adventuring career. Even the simple things can count for a lot.

Greater Items

More powerful magical items are always problematic. Our intellectual model for these is that they should be like Artemis’s bow. Sure, it’s an item of power, it’s been blessed, crafted, coddled. But at the end of the day, what matters is that this was a bow used by Artemis, not that this was the bow Artemis had to use. Items in this class are powerful props that help add depth and diversity to your character’s arsenal, rather than define your character.

Relics

Every story has MacGuffin items. We thought it’d be nice if they were also MacBeatYour-FoesToDeath items. These are deadly powers given a home in steel, and serve as milestones for a character’s ascension to power and fame. More than that, relics are the tools that great deeds are sealed with, representing rarities likely to be almost universally sought after. Many of these relics are likely to have unique names, and histories of their own. While they are unlikely to be the defining aspect of a character, there’s a modicum of notoriety involved simply in owning a Relic that players should be prepared for.

Artifacts

Artifact items are singularly character-defining, those rare items of immense power that are almost inextricably tied to the heroes who wielded them. If Relics help you finish quests and win battles, Artifacts are the items that make a quest possible, or a battle conceivable. Excalibur comes to mind as a superb example. Artifacts elevate their owners, as few other things in this system do. But power, in any system worth its salt, comes at a trade-off. Each Artifact item deeply alters the way your character fights his or her battles, be they social or martial, but each Artifact also comes with a very serious disadvantage. For example, an Artifact sword might require that its wielder never pick up another weapon, or that its wielder never engage in a social encounter other than by using the Intimidate skill. A suit of winged power armor might require implants and grafts to be placed inside the user, costing the user several hit points per level. Creatures with the [Legendary] subtype can select the Ironmonger advantage to eliminate these costs, but otherwise the disadvantage of an Artifact item cannot be directly obviated.

Places of Power

Sometimes, a character can draw insight from a place of significance, and gain a benefit similar to that of a magic item. Many of these places may not be physically present in your campaign in any sense, but their essence can still be available to those who seek them. A place of power acts as a magic item of equivalent grade.
Item Descriptions

Mundane

The following descriptions are examples of weapons that may be common in *Legend* games. Other statistically comparable weapons are available if presented in expansion material or created by your group.

**Battleaxe** – One-handed Special weapon, range [Melee], [Guardian], 1d8+KOM base damage.

**Crossbow** – Two-handed Special weapon, range [Medium], [Mounted], swift action to reload, 1d8+KOM base damage.

**Crossbow, Hand** – One-handed Hold-out weapon, range [Close], swift action to reload, 1d6+KOM base damage.

**Flail** – One- or two-handed Special weapon, range [Melee], [Tripping], 1d8+KOM base damage.

**Greataxe** – Two-handed Main weapon, range [Melee], 2d6+KOM base damage.

**Greatsword** – Two-handed Main weapon, range [Melee], 2d6+KOM base damage.

**Halberd** – Two-handed Special weapon, range [Melee], [Reach], [Tripping], 1d8+KOM base damage.

**Knife** – One-handed Hold-out weapon, range [Close], 1d6+KOM base damage.

**Longbow** – Two-handed Main weapon, range [Medium], free action to reload, 2d6+KOM base damage.

**Longspear** – Two-handed Special weapon, range [Melee], [Mounted], [Reach], 1d8+KOM base damage.

**Longsword** – One-handed Special weapon, range [Melee], [Guardian], 1d8+KOM base damage.

**Mace** – One-handed Special weapon, range [Melee], [Guardian], 1d8+KOM base damage.

**Pistol** – Flintlock or percussion cap pistol. One-handed Hold-out weapon, range [Close], [Single shot], 1d6+KOM base damage.

**Revolver** – Primitive cartridge-based pistol, likely constructed with the aid of magical precision tools. One-handed Special weapon, range [Close], [Repeater 6], move action to reload, 1d8+KOM base damage.

**Quarterstaff** – Two-handed Main weapon, range [Melee], 2d6+KOM base damage.

**Rifle** – Flintlock or percussion cap rifle. Two-handed Main weapon, range [Medium], [Single shot], 2d6+KOM base damage.

**Sap** – One-handed Hold-out weapon, range [Melee], 1d6+KOM base damage.

**Shortbow** – Two-handed Special weapon, range [Medium], [Mounted], free action to reload, 1d8+KOM base damage.

**Spear** – One- or two-handed Special weapon, range [Melee], [Reach], [Mounted], 1d8+KOM base damage.

**Throwing Axe** – One-handed Hold-out weapon, range [Melee]/[Close], 1d6+KOM base damage.

**Unarmed Strike** – An unarmed strike can be made with any part of the body. Holdout weapon, range [Melee], 1d4+KOM base damage.

**Warhammer** – Two-handed Main weapon, range [Melee], 2d6+KOM base damage.

**Whip** – One-handed Special weapon, range [Melee], [Disarm], [Reach], 1d8+KOM base damage.
Lesser Items

Ancient Reliquary
*Description:* You would swear you hear something crawling inside.
*Benefit:* Once per [Scene], you may open the Reliquary to release a very small hand that crawls rapidly away. You can see through it, as though it had your vision out to 30 ft, and direct it without concentrating. The hand has 10 hit points, an AC of 15 and a speed of 40 ft. If destroyed the hand reappears in the box at sunset.

Black Ankh
*Description:* Long associated with life after death, this ankh or cross seems to serve you as more than a good luck charm, giving you a better grasp on the force of life itself.
*Benefit:* +2 item bonus to Constitution.

Broken Ring
*Description:* This old hunk of junk was once a powerful invisibility charm. Now, it’s almost unusable, with surges of electricity rendering it very painful to wear.
*Benefit:* Once per [Scene], you may become [Invisible] as a standard action until the end of your next turn. Doing so causes you to take 15 damage, and no source of redirection or mitigation may prevent it.

Burnished Phylactery
*Description:* These little wooden boxes are designed to be held by straps against the back of your wrist, but have long since been set in small pauldrons and worn to a shine by use. Oddly, while the pauldrons are scarred by sword blows, the oak boxes are not.
*Benefit:* Once per [Encounter], as an immediate action, you may create a spiritual bond between you and an ally. As long as they are within 25 ft + 5 additional ft per Character Level, that ally takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the bonded ally is taken by you. At this point the damage cannot be further redirected, nor reduced in any way. When the [Encounter] ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned.

Cloak of the Endless Journey
*Description:* To all appearances this cloak is a plain, if well kept, travelers cloak that is just the right fit for you.
*Benefit:* A Cloak of the Endless Journey is a boon to anyone traveling anywhere. A Cloak of the Endless Journey has several useful functions. By reaching into one of the two internal pockets, the user of the cloak can withdraw a fruit. A single cloak can produce up to 5 such fruits per [Scene]. The other pocket can produce a clay jug filled with either clear, cool water, or warm or cold tea. The cloak can produce 2 such jugs per [Scene] and each jug contains enough liquid for 4 drinks. The cloak can also be transformed with a word into a sturdy, weatherproof tent that appears large enough for a single person, but is actually quite spacious inside and can accommodate up to 4 people comfortably and the pockets remain accessible.

Crackle Bag
*Description:* This inconspicuous bag imbues any items with a peculiar property – they emit a loud cracking sound if squeezed or thrown against a hard surface. Typically used as a security measure or as a distraction.
*Benefit:* Each [Round], as part of a normal move action, you can coat two 5 ft squares with tiny bits of food or wood imbued using the cracker-nuts bag. You can cover up to 15 squares before the bag abruptly stops working. If someone moves across the square without first searching the floor and slowing to half their move speed, their position is exposed to anyone in [Close] range and their general location is revealed to those in [Medium] range. All imbued items lose their special property after 24 hours, and the bag begins working again.

Earthsmasher Pickaxe
*Description:* This pickaxe is a marvel of dwarven ingenuity.
*Benefit:* This pickaxe allows the user to carve out 5 ft of tunnel through solid rock as a standard action. These tunnels are self supporting and wide enough for a medium creature to comfortably move through. If wielded in combat, the Earthsmasher Pickaxe is treated as a Main weapon.
**Eternal Pipe**

**Description:** This intricately wrought pipe portrays a fanciful sculpture of some mythological beast. Even when it sits quietly it emits light wisps of smoke.

**Benefit:** By blowing out rings of smoke, the user of an Eternal Pipe can create several thick clouds that hover persistently in [Close] range. These clouds are surprisingly solid like a thick wall of cotton and bar entry to the spaces placed. A single cloud may be placed as part of a move action and each cloud occupies one square, and possesses 45 hitpoints. Although the squares occupied by smoke clouds cannot be entered, a character can make a DC 15 Climb check as part of a move action to climb up one. These clouds last 5 [Rounds] and the user of an Eternal Pipe may only have 3 clouds placed at any given time.

**Fury Stone**

**Description:** Cradling this stone leaves you with a hulking rage, and an accompanying desire to smash through any obstacles.

**Benefit:** +2 item bonus to Strength.

**Grim Fragment**

**Description:** These dull gray amulets are coarse, lumpy, filthy, depressing to look at, and one of the most valuable things to have handy when swords start swinging.

**Benefit:** +2 item bonus to Charisma.

**Knuckleduster**

**Description:** Your unarmed attacks are considerably less unarmed.

**Benefit:** These little brass-and-bone knuckles offer a +1 bonus to attack rolls on unarmed attacks and cause punches you throw deal damage as though you were attacking with a main weapon. You may make an additional melee attack as part of a Charge while using this weapon, but you take penalties as though you were flurrying if you do so.

**Map of the Master Strategist**

**Description:** This black leather wrapped vellum map can be rolled and unrolled with the help of a single silver clasp. The map itself appears blank, save for an intricate compass rose in the lower left hand corner.

**Benefit:** A Map of the Master Strategist must be attuned to an owner in order to function. In order to attune to an owner, the map must be kept with that person’s possessions for 24 hours. Once attuned, the previously blank map will draw a 250 ft map of the owner’s current location. With a full [Round] of effort, the map can be commanded to update, magically erasing itself and redrawing the new location. The map does not automatically remain accurate.

**Oakstone Shard**

**Description:** Removed from the petrified heart of a treant, this shard of stony oak fills you with the ancient wisdom of the forests.

**Benefit:** +2 item bonus to Wisdom.

**Obsidian Ring**

**Description:** Legends of old tell of the Black Isle, inhabited by wizards who brought beautiful worlds into being with only their imagination. With or without justification, you suspect that this ring grants you a small portion of their intellect.

**Benefit:** +2 item bonus to Intelligence.

**Quicksilver Brooch**

**Description:** This brooch contains a chamber of liquid metal, and imbues your limbs with startling flexibility and speed.

**Benefit:** +2 item bonus to Dexterity.

**Rime Wand**

**Description:** A rod made of unmelting ice, this object radiates a slight sense of eagerness.

**Benefit:** You may replace any attack except flurry attacks with an ice dagger shot from this wand. Firing an ice dagger is treated as a spell-like ability. Ice daggers cannot be blind-fired, require direct line of sight, and always hit their target. An ice dagger deals damage equal to your KOM.

**Small Totem**

**Description:** This statue grins at you affably.

**Benefit:** You gain darkvision.

**Shield Amulet**

**Description:** This old thing’s seen better days, but the glitter of power is still in the silvered contours.

**Benefit:** You gain a +2 bonus to any one saving throw.
Will-O’-Wisp Lantern
Description: This black iron lantern contains a glowing orb that sheds a pale light through intricately wrought glass panes. When released it hovers eerily in mid air.
Benefit: A Will-O’-Wisp Lantern has several useful functions. A Will-O’-Wisp lantern provides pale light that is visible only to the owner of the lantern, permitting the owner to see up to 60 ft as clear as though it were day. Several black iron shutters can be slid over the glass panes permitting a Will-O’-Wisp Lantern’s light to be more focused. With one pane shuttered the light extends 80 ft in three directions and with two panes shuttered it extends 100 ft in two directions. Finally, all but one pane can be closed to allow for a focused light 120 ft in one direction. Furthermore, a Will-O’-Wisp Lantern can be released and it will float near the owner, requiring no hands to maintain. It can always keep up with its owner’s movement speed.

Coldfire Ingot
Description: A small flame twinkles inside this unmelting block of ice. It is designed to serve as a whetstone.
Benefit: A Coldfire Ingot is an odd item, possessing two distinct functions, with one chosen upon acquisition. Despite this, only one Coldfire Ingot may be carried. A Coldfire Ingot thus offers either:
- An additional 2 + Constitution modifier [Cold] damage on all attacks;
- OR
- An additional 2 + Strength modifier [Fire] damage on all attacks.

Crystal Ball
Description: Round, transparent and the expected tool of any seer. It helps you do seerly things and provides an easy way to see around the corner in a pinch.
Benefit: Once per [Scene] you can use the Scrying ability (as per the spell), and the Crystal Ball provides a -3 modifier to the target’s Will save. As a standard action you can view remotely any place within [Close] range.

Eye of Wrath
Description: At first, this appears to be just a roughly carved marble sphere, until it blinks and begins to track you with stony malevolence. You get the sense that it would kill you if it could, and that maybe it really can.
Benefit: Once per [Encounter], a single ally may cast a spell or use an ability as though he or she was in the square you currently occupy. Multiples of this item add uses per [Encounter]. The casting ally may be no further from you than 5 ft per two character levels you possess, but does not need to have line of effect to you.

Garnet Studded Belt
Description: Rigged with tiny arcane capacitors, this otherwise beautiful leather belt doesn’t quite fit with the summer fashions as a result.
Benefit: Each [Encounter] you successfully complete without dying imbues this belt with a charge. Each charge twice your KOM to every creature and object whose AC is lower than your to-hit roll, within 20 ft of the square or creature you targeted. Any target that is missed still takes [Fire] damage equal to your KOM. Blaze Bolter does not benefit from sources of bonus damage.

Lesser Places of Power
Broken Stele
Description: This old monument isn’t much of an aid to memory anymore.

Silent Halls
Description: Opening your mind to the thoughts of another requires a place from distractions, and you have found such a place.
Benefit: At will, you are able to attempt to form a telepathic link (as the world-mind spell) with anyone else who has Silent Halls. The other person must accept your mindlink, and you may only have one active at any given time.

Greater Items
Blaze Bolter
Description: This heavily burnished bronze beauty fires small shards of pure elemental fire, which explode into considerably larger balls of pure elemental fire.
Benefit: This weapon is used as a musket but never requires reloading. Instead of dealing damage like a regular gun, successful hits explode, dealing [Fire] damage equal to
increases your max HP by one point. When the belt has five charges, you may then use it to imbue a Healing Potion consumable. Charges used this way are lost.

**Infighter's Bardiche**

**Description:** Preternaturally reliable, this is the bladed weapon for the mage who simply must get up close and excessively personal.

**Benefit:** This item grants a +2 deflection bonus to AC. Further, as a standard action, you may deal damage equal to your character level + your KOM to a single target within [Melee] range and then move up to 15 ft.

**Iron Tactica**

**Description:** A curious tablet made of clay, bound and bordered in iron.

**Benefit:** You gain a bonus feat from the [Combat] list.

**Ironmountain Plate**

**Description:** The traditional lines of this sleek armor give way to what look to be heavy modifications, with broad sharp plating added and anchored with dwarven runes. The craftsmanship marks this as the work of a master smith.

**Benefit:** This is enhanced mitigated heavy armor, offering a +3 bonus to your armor class, as well as increasing your durability at a fundamental level. Ironmountain plate increases your hit points by 1 point per level.

**Ironshod Staff**

**Description:** There’s a bit of a static charge on this old staff, and a wielder can unleash it at a moment’s notice.

**Benefit:** As a standard action, you may deal damage equal to your character level to up to one target per point of KOM you possess. All targets must be within [Medium] range and must have line of sight to you or to one other target.

**Pistolcaster**

**Description:** It’s not a gun, that’s for sure, not really. It’ll fire bullets or even arrows in a pinch, but the strange struts and arcane wiring suggests this weapon has a higher purpose... or at least a more devastating one.

**Benefit:** A Pistolcaster is treated as an enhanced pistol or shortbow, depending on the user’s preference. It gives a +2 item bonus to attack rolls, and allows you to store a single spell in the weapon at a time, by having it cast normally into the Pistolcaster. This spell can be released as part of a normal attack, and can be switched out by casting a new spell into the gun. The spell is cast as normal, affecting the intended target of your attack. You may even use healing spells through the Pistolcaster, though it still deals its normal damage. If your attack has more than one target, choose one to cast the spell on.

**Silver Figurine**

**Description:** This small figurine is made from hundreds of layers of fine silver thread twisted into a sculpture that might be a horse, and welded into partial solidity. Its curious construction allows the limbs and neck a degree of lifelike flexibility.

**Benefit:** At the beginning of each [Scene], the character may call the figurine to a semblance of life. It stretches and distends into a formidable mount with 13 HP x master’s character level, a ground speed of 25 ft + 5 ft per two character levels, [Flying], and strength sufficient to carry the Character and a second rider. It is a Large Construct with 10 AC and save bonus of +0/+0/+0. If killed or commanded to revert, it reverts to the figurine and may be summoned again the next [Scene].

**Simple Icon**

**Description:** A small icon you carved years ago. It sings like an aeolian harp.

**Benefit:** On their respective turns, as a swift action, allies within [Close] range of you may swap locations with you so long as you are willing. Each ally may use this effect twice per [Encounter]. This is a [Teleport] effect.

**Stone Fist**

**Description:** In your travails, your right hand has come to ossify into a creaking but animate stone caricature, emblazoned with the symbol of your creed and unrecognizable cuneiform.

**Benefit:** As a swift action, every other [Round], you may call grasping stone maws of still-hot obsidian to strike upward from the ground or downward from the sky at any two opponents within 10 ft of you, with range increasing by 5 ft per character level. As they close over your foes, each crumbles into searing ash. This reduces the max health of your foes by twice your character level for three [Rounds].
Useful Goggles
Description: On a first glance they look like any other pair of goggles and don’t seem to do anything. With a bit of fiddling, however, they can provide the user with an interesting selection of additional senses.
Benefit: You gain a number of senses usable one at a time (you can switch between them as a swift action): [Ghostwise sight] out to 20 ft, [Darkvision], or [arcane sight] as the spell.

Vanguard
Description: This beautifully-carved shield makes you feel healthier when you pick it up.
Benefit: The Vanguard gives you a +2 deflection bonus to Armor Class when you wield it. Moreover, it increases your hit points by 1 point per level.

Vera
Description: This is your very favorite gun. Rumors suggest that a previous owner traded it for a slave, shortly before she killed him in his sleep.
Benefit: Vera is a repeating rifle (Two-handed Main ranged weapon, [Repeater 10], [Magnum], reload as a swift action, [Long] range).

Wings of Faith
Description: They take thousands of shapes: fey, fiendish, clockwork, feathered, but regardless of their nature, most creatures of faith are attributed with the ability of flight. Now you can count yourself among them.
Benefit: You gain a flight speed equal to your land speed.

Worry Beads
Description: These little beads hum and rattle happily, their motion a comforting constant.
Benefit: You gain an additional trained skill. Up to two sets of worry beads stack.

Greater Places of Power
Abandoned Arsenal
Description: There’s plenty of power left in this old place.
Benefit: Your melee weapons gain the [Magnum] property and your [Melee] range is increased by 5 ft. Finally, your thrown weapons return to you at the end of each turn.

Endless Pit
Description: You’ve already taken the plunge.
Benefit: You no longer take falling damage.

Sweet Springs
Description: An old benediction’s left these waters sweet and almost pure.
Benefit: Once per [Scene], you can summon one gallon of the spring’s water per character level. This strange water can be poured into molds and baked into food, tools, or even extremely durable building materials. With an hour’s work, you can shape a mold out of the water by force of will alone. Food made this way heals twice your character level when eaten in quantities larger than about a fist sized amount, which is roughly what one gallon will make. It takes a full round action to consume, and any [Fast healing] possessed by someone who consumes it is doubled for three [Rounds].

Relic Items
Fine Belt
Description: This is a carefully tooled and precisely enchanted belt made of high-quality trollskin.

Forgotten Song
Description: You feel like if you could just hear a couple of bars of it, you could remember this melody. It’s an old paean to better days for you, though, an allegory for loss. You start to think that maybe you’ve forgotten other things too.
Benefit: At any time, you can spend a move action to struggle to remember the song. This places a charge on this item. The song can only hold four charges, and a charge burns off after five [Rounds]. The Song starts each [Encounter] uncharged. While the song is charged, you can pass through walls that are less than a foot thick. You can spend four charges as a immediate action to [Slow] all opponents within [Medium] range for one [Round], and immediately move up to 120 ft. The charges are not counted as spent until after you’ve moved. This effect is an emanation.
**Ghostly Rifle**

**Description:** This slickly organic firearm feels like it’s not quite there. There’s no place to put ammo, certainly, but you suspect this will be the least of your problems.

**Benefit:** This weapon offers a +3 bonus on attack rolls. More critically, despite working like a musket, it possesses the [Magnum] property and never needs to reload. A player may choose to stagger rounds fired from this gun, causing them to hit their target up to three [Rounds] late. Rounds delayed this way always strike at the beginning of your turn, and gain an additional +1 bonus to attack rolls.

**Gunslinger’s Sash**

**Description:** With a heavy holster attached, this is the perfect place to store big iron.

**Benefit:** Any pistol or crossbow drawn from this holster leaves behind a shadowy copy. Drawing the shadowy image reduces the original weapon to dust as this afterimage solidifies into an exact copy with one notable exception: the copy is loaded. You may take a five foot step for each successful attack you make with a weapon drawn this way. Imbued spells are not copied, in the case of a pistolcaster.

**Icy Fang**

**Description:** A fang as long as your arm, rimed in perpetual frost. There’s a sense of finality and permanence to the very object itself that makes you uneasy.

**Benefit:** Your first attack roll of each turn ignores [Miss chance] entirely.

**Iron Sliver**

**Description:** This small piece of metal vibrates steadily.

**Benefit:** The first attack roll made against you each turn has a 50% [Miss chance].

**Magister’s Staff**

**Description:** Made of solid silver hardened with alchemical treatments, the staff is capped with obsidian at the top and dull iron at the bottom.

**Benefit:** At the beginning of each [Quest], the Magister’s staff gains 21 charges. You may accumulate up to 42 total charges. Charges may be used to cast any spell you know without reducing your spells per [Scene], at the cost of one charge per circle of the spell you wish to cast. Once per [Scene], you may switch one spell you know for another spell of the same circle or lower. This spell must be on your casting track’s spell list, and the swap must be at the start of the [Scene]. When you switch a spell out, the previous swap expires.

**Mote of Fear**

**Description:** When you pick up this dusty filigree sphere, your shadow stretches back almost twenty feet along the path of your footsteps then clambers up to wrap itself around you like a ready cloak.

**Benefit:** Enemies within 20 ft of the Character must make a Will Save at DC 10 + half your Character Level + Cha modifier or take a -4 penalty to AC, Attacks, and Saving Throws.

**Rolling Thunder**

**Description:** This greataxe seems to be made from a single slab of iron. Incomprehensible runes and otherworldly creatures are engraved all over its surface. Was this weapon used by them or against them?

**Benefit:** Rolling Thunder is a greataxe with 2d6 base damage +1d6 [Electricity] damage. You gain a +2 item bonus to Intimidate checks. You may attempt a Bull Rush once per attack action, even if using other combat maneuvers. Additionally, once per [Encounter] as a swift action you can yell a horrifying battle cry, causing all enemies within [Close] range to make a Will save (DC 10 + ½ character level + your Charisma modifier) or become Frightened for one [Round].

**Simple Knife**

**Description:** This finely made blade looks like it's actually carved out of flint, though the hilt is very well-worked, and uses an exotic tanned leather. The only adornment is a single glyph that is cut all the way through the middle of the handle.

**Benefit:** This weapon offers a +3 bonus to attack rolls, and is absolutely unbreakable and thoroughly indestructible. It’s also sharp enough to slide right through armor, and thus ignores item bonuses to AC.

**Something Ungiven**

**Description:** There are no good words for this, but you made a small mistake. A long lasting mistake, though, made by not making that little commitment. This is an ossified reminder of your failure to give when giving mattered.
Benefit: Each [Encounter] you successfully complete without dying imbues this old thing with a charge. Each charge increases your max HP by one point. As a swift action, you can spend five points to turn off an opponent's lesser, greater and relic level items for one [Round].

True Symbol
Description: This glyph crawls across you, sliding easily from your skin onto your armor and back, like a slick of oil across water. A faint chill accompanies it.
Benefit: You get two swift actions per turn, rather than one.

Winged Armor
Description: This massive clockwork plate armor has huge wings mounted on its back. Its gauntlets have spikes mounted on the knuckles.
Benefit: This plate armor gives you a +4 item bonus to Armor Class and a fly speed equal to your land speed plus 30 ft. If you already have a fly speed, it increases by 10 ft. The armor also gives you natural attacks (the spiked gauntlets) that do 3d6 base damage before modifiers.

In addition, once per [Encounter], as a swift action, you can overload the power armor’s machinery. All of your movement modes increase their speed by 20 ft, and your natural attacks do an additional +1 damage per level. Additionally, once per [Round], a creature you strike with your fists must make a Fortitude save (DC 10 + ½ your level + your Strength modifier) or be [Dazed] for one [Round]. This effect lasts for 3 [Rounds].

Unfortunately, your armor requires some of your mental power to coordinate its powerful systems. While you wear this armor, you take a -1 penalty to all non-Physical skills and activate spells, spell-like and supernatural abilities at -1 levels.

Relic Places of Power

Menhir Circle
Description: It claims a debt and offers a loan.
Benefit: Your maximum HP is reduced by 70 points. One other party member’s maximum HP is increased by 140 points. If this ally dies, turns on you, or just ceases to be an ally, both effects end until you select another ally.

Siege Walls
Description: These old walls are all that is left of a great city, torn apart by internal strife. In the end, the fortifications were used to hold the vast foment of rebellion inside the city.
Benefit: Once every five [Rounds], you may create a wall of bones. This wall has an area of 5 ft per character level you possess, and may be crudely shaped whichever way you want, so long as it is supported by existing ground. It does not even need to be vertical, and can be used as a bridge or ramp. Each individual 5 ft square of the wall has 50 HP. This is a spell-like ability. The wall may not be placed in such a way that it occupies the same space as another object or creature.

Unfinished Cathedral
Description: The great stone ribs of this place simply haven’t been completed yet. Work swirls around you, the great unbroken chain of a century’s design and creation.
Benefit: You cannot be rendered [Prone] or moved by hostile effects that would alter your position.

Artifact Items

Chameleon Skin
Description: When you first stretch this skintight suit over your body, you feel a stabbing pain all over your body, but it quickly subsides.
Benefit: This armor gives you +4 item bonus to Armor Class and increases your land speed by 20 ft. You also gain a +2 item bonus to Acrobatics, Larceny, and Stealth checks.

In addition, you may use the Stealth skill in combat as a swift or immediate action.

Book Of Seven Lies
Description: You remember nothing about this book.
Benefit: Any one knowledge skill and any one interaction skill count as trained for you. You receive a +5 untyped bonus on all rolls involving those skills. Once per [Scene], you may use Find The Path, as the spell.

Orb of Exigencies
Description: This mysterious orb engulfs you in a sheath of consumptive energy when you hold it.
Benefit: You gain a flight speed equal to your land move-
ment speed, and the “Elemental Strike” and “Elemental Shield” abilities of an Acid Elementalist. Non-magical melee weapons used to attack you are destroyed after the first successful hit.

**Steadyheart Steels**  
**Description:** Glowing orange gemstone-like cores are set into the armor, offering a first intimation of preternatural power.  
**Benefit:** This heavy suit of plate provides a +5 armor bonus to AC. Also, the first time you are killed in a [Scene], you are resurrected, with current hit points equal to 5 times your character level.

**Damascus Shield**  
**Description:** The smooth surface of this shield quivers a little depending on air currents. The water-like patterns in the steel shift as it does.  
**Benefit:** The shield supplies a +2 deflection bonus to AC, a +2 untyped bonus to all saves, and gives you [Immunity] to being [Stunned], [Dazed], [Paralyzed], [Nauseated] and [Slowed].

**Oxidized Slab**  
**Description:** Hardly a sword, this heavily rusted block of steel is crudely attached to a handle.  
**Benefit:** When wielding this sword, you gain a +4 item bonus to attack rolls, as well as an extra [Close] range attack that can be used as an immediate action. This attack takes the form of an erosive shockwave, and can be used regardless of what conditions are affecting you, provided you are not [Dead]. This attack is not treated as a normal attack, but rather simply deals damage, calculated as weapon damage and bonus damage from KOM. In addition, any hit with this weapon, whether with a regular attack or the shockwave attack, causes a negative condition of your choice to expire on you or one of your allies. This ability cannot remove [Dead] or [Dying].

**Immaculate Hilt**  
**Description:** This finely wrought piece is untarnished, without even the fine marks of honing or the faint tell-tales of use on the handle. More curiously, this hilt flows uneasily like melting butter to fit any melee weapon, even stretching to a pole-like heft if used with a halberd or spear.  
**Benefit:** To use the Immaculate Hilt with a weapon, you must have the feat In Mithril Reborn. When used with a weapon, you gain a +5 item bonus to attack rolls and your critical hit range is expanded once more, meaning that you score a critical hit on any successful hit with a natural d20 roll of 10 to 20. This item cannot be attached to a weapon created by Grim Heritor.

**Lamellar Gauntlet**  
**Description:** The plates that compose this gauntlet are not held together in any visible way. Despite any physical forces applied, they float unsupported in formation, though they will adjust to fit their wearer.  
**Benefit:** Three times per [Encounter], as an immediate action, you may:  
- Replicate any [Teleport] ability that you have access to, whether through feats, items or other methods;  
- Copy a [Teleport] ability with an origin within [Close] range that was just activated by another creature, choosing the destination and the targets as if you were the original user;  
- Copy a [Teleport] ability with a destination within [Close] range that was just activated by another creature, choosing the destination and the targets as if you were the original user.

Additionally, once per [Encounter] as an immediate action or part of an immediate action, you may end the current move action or remove the next move action of one opponent within [Medium] range and line of sight. This ability may even be used to interrupt a [Teleport], even if you have already copied it with this item.

**Strange Eyepatch**  
**Description:** This small eyepatch is covered in a design depicting a spear, with a single blinded eye enamelled on the heft.  
**Benefit:** You gain a +4 item bonus to attack rolls, superseding your weapon’s to-hit item bonus. All of your ranged weapon attacks may be made in the form of a 10 foot wide line, out to the limit of your line of sight or [Medium] range, whichever is shorter. You make a single attack roll, and compare it to the AC of each target in your line of attack. All affected targets after the first only take base weapon damage, including bonus damage from your Key Offensive Modifier.
An Old Thread
Description: An old red bit of yarn, greying with age. It has a single knot in it. Somehow, the knot depicts the image of an ankh.
Benefit: You start each [Quest] with 4 Ankh consumables. You start each [Encounter] with 50 temporary hit points, which stack with temporary hit points from other sources.

Artifact Places of Power

The Axle Clan Canon
Description: The true record of all dwarven law for an entire epoch spans this enormous edifice, cut in glyphs large enough to form caves and walkways. The seven mile long stone pillar plunges out of sight into the earth. Despite this, nothing at all is known of the Axle clan itself.
Benefit: You may use History in the place of Diplomacy, as the power and knowledge of dwarven law suffuses you. Further, you are affected by freedom of movement and adamantine skin for the first [Round] of any [Encounter].

The Bittersea Deeps
Description: In the deep places of the world, things sleep. Some sleep well, others poorly. Some for now, some forever. Beneath the Bittersea, a vast creature rests almost awake eternally, poisoning the taste of the water for a hundred miles in every direction. Those empowered by the Deeps find that their abilities gain a certain ineluctable force.
Benefit: Increase the DC to save against all abilities you use by +3. Once per [Scene] as a free action, you may designate an ability as [Unstoppable] before you take the action associated with it. Any damage directly caused by an [Unstoppable] ability cannot be mitigated, reduced, or redirected. This, for example, will let you burn a fire elemental or destroy a wall of force, or blow away an adamantine door.

The Iron Clan Archives
Description: The living heart of modern dwarven lore, this collects the rulings of judges, the songs of dead skalds, the musings of recent philosophers, and the many other sundries of countless lives.
Benefit: You may use legend lore, as the spell, at will.

The Mercury Reaches
Description: Spread across the sky like never-falling clouds, these seas of mercury are hidden from prying eyes by arching mountains and stranger barriers. To behold them is to witness movement of unimaginable grace and grandeur.
Benefit: Your initiative is doubled. You never provoke attacks of opportunity.

The Planar Weapon
Description: Last used before the birth of your race, this dreadful slow weapon reaches across time and space at the call of those who wield it. Its effects are visible as a shimmering in the air, and anyone caught inside it finds their very existence beginning to flag.
Benefit: As a free action, once per [Round], you may trigger the weapon. This breaks your stealth, renders you visible, and suffuses you with a macabre glow. Opponents within [Medium] range and line of sight of you suffer 10 points of [HP reduction] every [Round]. This [HP reduction] persists until the [Encounter] ends.

The Tomb
Description: Everything about this place is a sickening phantasm.
Benefit: You may use Major Image, as the spell, at will.

The Treadstone Plains
Description: A maze of paths, walkways, and public amphitheaters, this huge sprawling plain is empty. No signs of cities, people, or even animal traffic besmirch the thick dust on these roads.
Benefit: You may walk with a small party or caravan to any location you know of, even if on a different plane, in four days, or the normal travel time, whichever is shorter. Perhaps more critically, you can use this ability to travel to a small private plane with a radius of roughly 600 ft where time runs twice as fast. This planar bubble starts empty except for a pathway of floating cobblestones that ends abruptly in the center of the plane, and
a set of four servitor spirits that can be used to communicate with the outside world.

The Visited Place

Description: Something changed this land. Dotted with strange mutable artifacts, but otherwise unchanging, the old part of the city remains the same as it was, right down to the fires. Those touched by these altered environs carry away a bit of its metamorphosis.

Benefit: You gain a bonus feat, and +1 to all d20 rolls. You must meet all prerequisites for this bonus feat.

Consumables

Players start each [Quest] length period with three consumables per character under almost all circumstances. Should players be exceptionally poor either in money or sense, they may end up starting with less. This is a fairly significant change, however, so consider it carefully. It can lead to failure becoming a slippery slope, as consumables are designed to take the edge off of that exact same slope.

We offer a large set of items with different durations, and enough of them that a single party is actually making meaningful choices about their loadouts. Notably, consumable items are rarely open to monsters, as it would not make sense for them to have such equipment. We use this to distinguish bosses, recurrent foes, and the like as well!

Finally, consumables offer something really special to players. Loot they can use right away, which directly affects their short term survival, and can be accumulated meaningfully, unlike other magical or mundane items. This means that it is perfectly reasonable for players to find a chest of healing potions, or recover a pair of ancient Ankh. Players should be able to expect one consumable per character about every 6 encounters, varying based on difficulty and likely not received all at

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<td>Perception</td>
<td>Curious Monocle</td>
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Table 10-4
Consumables by skill and item type
Once. On average, a character can expect to use or need a consumable about every three encounters, leading to a gradual but virtually inevitable loss of resources across the arc of the quest. It’s up to the GM how much this scarcity receives emphasis.

**Consumable Rules Summary**

Consumables normally require a swift action to activate; however, exceptions exist.

Consumables linked with a skill are considered linked with it. A character that wants to use that consumable must have that skill trained.

A good general rule in trading or attempting to acquire Consumables is that a consumable is worth two Consumable items of the next tier down. Artifacts cannot be traded down.

The Artifacts are never available for trade, and are generally only found as rewards for perilous quests, or created via a recipe as part of an Artifact level magic item. Some games may find it useful to make the Ankh considerably more available, however.

Again, we recommend that each player get 3 consumables per [Quest], of the following types:

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</thead>
<tbody>
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<td>Lvl. 1-4</td>
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<td>0</td>
<td>0</td>
</tr>
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<td>Lvl. 5-9</td>
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<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Lvl. 10-20</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
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**Lesser Consumables**

**Curious Monocle (Perception):** Made out of a rather lovely lens and some strange little armatures, you’d swear this thing was almost alive. For the entire [Scene], you gain a +4 bonus to your Awareness.

**Firebrand (Larceny):** For the duration of the [Encounter], your attacks set enemies [On fire].

**Floating Eye (Engineering):** This tiny clockwork eye floats near you on a tiny ornithopter, once you spin it up. It provides a +2 to your Awareness for the duration of the [Scene].

**Granite Spike (Geography):** With a whisper to the trickster spirits of the earth, you can snap the granite spike, which allows you to manipulate the shape of the world. This forces an opponent to [Teleport] up to 45 ft.

**Healing Potion (None):** With the sound of a cork and a quick toss of your head, you swallow the bitter brew. A cheap healing potion made from a variety of bizarre and otherwise useless ingredients, imbibing it causes you to heal 5 hit points per character level.

**Hollow Horn (Arcana):** As an immediate action, you may incorporate the tiny horn into the casting of a spell. This raises the DC for saving against that spell by +2. Multiple Hollow Horns do not stack.

**Instant Tree (Nature):** If placed in any earth or soil, this tiny bonsai tree turns into a mighty oak in the next 3 minutes, gaining 1 foot of vertical height per [Round], to a maximum of 30 ft. The tree begins to wither and die at the end of the [Scene] if the environment is not suitable for its survival.

**Meat Grenade (Engineering):** When thrown within [Close] range, this horrible little object explodes into a 20 ft cube of ground meat that rapidly rots, turning to stone instead of putrescence. Opponents caught inside a meat grenade must spend a complete move action to escape it. Opponents who opt not to attempt to escape are unable to move, though they may take other actions as normal within the soft whorls of stone. After four [Rounds], the stone fades entirely into dust, freeing anyone left inside.

**What Someone Else Knew (History):** An ancestor or perhaps just a helpful ghost has volunteered their skill in place of yours. You are treated as having trained a skill of your choice for the duration of the [Scene].

**Greater Consumables**

**Affable Cube (Geography):** Cheerfully bantering when given a chance, the little earth elemental in this cube of granite desperately wants to be helpful. Given a chance, it will form a floating platform of rock that is 10 ft by 10 ft or a wall of identical dimensions, and then cause it to
move freely or levitate up or down for 6 [Rounds], after which it crumbles into equally cheerful dust. It moves at a speed of 50 ft per [Round], and has 80 HP.

Brush Shield (Engineering): Activating this tiny clockwork engine wraps you in a powerful protective field for the duration of the [Encounter]. The engines get their name from a side-effect of the shielding that leaves your appearance distorted as if the product of a water-color painter’s desperate masterpiece. You gain temporary HP equal to twice your level.

Canned Lightning (Engineering): Crack open a cool refreshing can full of electrical potency! Until the end of the [Encounter], as a standard action, you can zap one target per circle you possess within [Medium] range, dealing damage equal to your character level plus your key offensive modifier. Each target must be different.

Daedalic Wings (Engineering): For the remainder of the [Scene], you gain flight at your normal land speed.

Dragon's Blood (Arcana): This congealed droplet looks like a very large ruby. Swallowed, however, it reverts to the arcane essence of the donor. For the duration of the [Scene], you exchange any one of your tracks for the Dragon track.

Formal Favor (None): Perhaps you’re owed something by an old friend or a foe. Or maybe you have coerced someone or something dear to whoever you are talking to. In any case, you gain a single token to use in this social encounter.

Friends In Low Places (Larceny): You get two free tokens during this [Scene] that can be used in any social encounter with criminals or their corrupt allies.

Gloss Armor (None): For the remainder of this [Encounter], you are coated in a fine thin shell of devilishly hard gloss, with a stony texture. You gain two points of [Damage reduction] per circle you possess. If you already possess [Damage reduction], it is instead improved by two points per circle.

Intricate Headgear (Engineering): You gain tremorsense out to 30 ft for the duration of the [Encounter].

Limited Diplomatic Immunity (Diplomacy): You get two free tokens during this [Scene] that can be used in any social encounter with law enforcement or their allies.

Shape Earth (Geography): For the duration of the [Scene] you can manipulate the terrain slowly with concerted effort and the cooperation of nearby earth elementals. This lets you dig trenches and raise earthen battlements, or otherwise alter the earth to suit you within a 120 foot radius. Once you begin work, it takes at least an hour to affect any meaningful changes, and up to three hours for more intricate work like basic fortifications.

Spirit’s Shielding (History): You may block one ranged attack made against you per [Encounter] for the rest of the [Scene].

Strange Acid Flask (Nature): This glass flask is worrysome. No one would put acid in a flimsy container that wouldn’t hold it, though. That’s something you’re pretty sure of. Tossing this at a point in space seems to trigger some bizarre magic, causing it to air-burst like a carefully timed explosive. Select any square within [Close] Range. The flask tumbles end over end to hover there for a moment before detonating in a 20 ft radius burst. This deals 10 points of damage, and reduces the AC of anyone caught in the blast by 2 points per [Round] for 3 [Rounds]. Careful maintenance after the [Encounter] will remove this penalty.

Tiny Model (None): This small glass encased diorama depicts a stone bier on an earthen mound. Shattering it deprives one opponent of [Flight] for the rest of the [Encounter]. They glide to the ground immediately, and may move up to half their speed if they would land in something hilariously fatal, like lava or an event horizon.

Wolf Totem (Perception): With a touch and a whisper, the figurine dissolves into a caricature of a wolf, and circles you defensively for the remainder of the [Encounter]. Any opponent who enters [Melee] range is revealed if [Invisible] or using Stealth.
Relic Consumables

**Illusionary Terrain (Arcana):** Opponents attacking any ally within 15 ft of you suffer a 50% [Miss chance] for the next two [Rounds] as the world distorts into a nightmare of organic forms and impossible architecture.

**Rusted Ring (None):** With an effort of will, you invoke the powers of the ring, and immediately teleport up to 550 ft, leaving behind a curious trail of rust as the ring disintegrates.

**Unhappy Juice (Engineering):** For the duration of this [Encounter], you gain the Rage track. If you already have Rage, your Strength increases by four points, and you gain two additional hit points per level. Two doses of Unhappy Juice stack, but beyond that, you become so mopey that you gain no further benefits.

Artifact Consumables

**Ankh (None):** An ankh is activated at the beginning of a [Scene], and expires at the end of that [Scene] even if it has not been triggered. If the character who activated the ankh dies, however, the ankh blows itself to shreds in an explosion of energy and resurrects that character immediately after their death at half HP. Each character may use only two ankhs per [Quest].

**Hourglass (None):** By snapping this tiny egg timer in half, you release a swirling mist of salt and iron. Pick one opponent, they are [Stunned] for one [Round], during which they cannot be the target of any effects, cannot be attacked, and are not damaged or affected by any area of effect abilities that would normally include them. Ongoing effects are not altered in any way, and do not count this [Round] against their duration.
What is Legendary?

The [Legendary] subtype is a mechanism for depicting characters who are truly larger than life. These characters have more in common with Achilles, John Carter, or even Elric than they do with Odysseus, Sherlock Holmes, or the Musketeers. Fights against [Legendary] foes are enough to merit ballads in their own right, and often enter into the greater mythology of the world.

In general, [Legendary] characters can be considered two levels higher for the purposes of calculating encounters, but this is not a perfect analogy. Simply put, [Legendary] characters are not suitable for use as common monsters or mewling recruits; they require a little bit more planning and thought. [Legendary] is also a mechanic for defining player characters, but it is critical that if one player’s character is [Legendary], all the player characters should be.

There are four tiers, and at each tier you acquire a single ability. There are no dependencies between choices, so feel free to mix and match to build the larger-than-life megalomaniac you’ve always wanted.

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Champion

This is the first step towards a more profound destiny, the first display of greatness through some particularly adroit skill or powerful trait. For many characters, the ability granted at this tier is their most defining mechanical aspect.

Woldhewn: You take half damage from any elemental source.

Indestructible: You take half damage from any non-elemental source.

Collateral Damage: The size of any area of effect you generate is doubled.

Mr. Atlas: You get a +10 bonus to Acrobatics and Athletics.

Suave: You are as cool as a cucumber, though somewhat more deadly. You enter each social encounter with a free token on one opposing party.

Magic Bullet: You may ignore line of sight and line of effect for a single ranged attack once per [Encounter]. Any penalties (such as [Miss chance]) that would be accrued for blind-firing are also ignored.

Origin Story: You must take the full buy-in option to qualify for this ability (see Chapter XI). Once per [Quest] at the start of an [Encounter] or between encounters, you may reveal the current version of your origin story. When you do so, you may pick a different track for your full buy-in track.
Chameleon: You always have the right tool for the job, demonstrating either a preternatural degree of preparedness or a distressing ability to fake it. Once per [Scene], you may use one of the following abilities:

- As an immediate action, you may force any single successful attack to be a critical hit;
- As a free action, you may gain any one feat you qualify for, for three [Rounds];
- As a free action, you count as trained in an additional skill for three [Rounds].

Child of the Forge: You are the master of crafting items. From 1st level onward, you may create any magic item that you could equip with a week's effort and mundane tools, though this does not allow you to use more items than usual.

Fated

Your name is whispered by the firelight far from civilization. Tales of your deeds are sung in taverns the world over. Your footsteps shake the earth and leave nothing unscathed in your wake. Knowledge checks made to identify you are made with a +5 bonus.

Iron Monger: You gain early access to a Relic, and may use it in addition to the normal Relics you are entitled to due to your level.

Wayfarer: Once per [Scene], with the work of twenty [Rounds], you can form a short-lived bridge between a point within [Close] range and any point within a hundred miles. For three [Rounds], the entry and exit points of your bridge are treated in all ways as though they were adjacent squares. This allows line of sight and line of effect to be drawn. As the bridge is being formed, a tell-tale hum and an actinic glow are present at both the origin and the destination; a DC 15 History or Arcana check can identify the effect.

Awesome Presence: Bystanders are awestruck by your charisma or reputation. You enter each social encounter with a free token on everyone else.

Phantom: Once per [Quest], you can call in favors or exercise your considerable acumen to hush up just about anything, from a robbery to a political gaffe, all the way up to a brutal gunfight.

Bigger: The size of any area of effect you generate is doubled. This stacks with the other similar [Legendary] abilities.

The World Twists: You begin each [Encounter] affected by Illusionary Terrain, as the consumable.

Windblessed: Ranged attacks made against you from [Medium] or longer range simply fail, unless the source is [Legendary].

Full Sanction: Once per [Quest], you may use this ability by initiating combat during a social encounter. Doing so immediately ends the social encounter, but you suffer no social repercussions from any party other than the one you attacked.

Servant of Twelve Labors: You can move and rearrange stunning amounts of material. With a [Scene]'s physical or mental labor, you can dig a small canal, dig a trench with built-in earth fortifications, or erect a solid fence around a military camp.

Immortal

Your ascension has begun in earnest, a sharp arc plotted against the terrible power you now wield. When people say your name, it is no longer a casual mention for most. Knowledge checks made to identify you are made with a +10 bonus, unless you took the Puppetmaster ability.

No! Bigger!: The size of any area of effect you generate is doubled. This stacks with the other similar legendary abilities.

Plot Armor: Any evidence of your demise is a red herring. When you 'die', you come back to life at the end of the [Scene]. If your body has been reduced to chunky salsa or finer (hit points reduced to less than -20 times your level), however, your death will stick this time.

Inhume: Once per [Quest], you can arrange for one non-[Legendary] NPC to suffer a horrible and nearly
untraceable accident, one that is extremely fatal. This NPC cannot be more than one level higher than you. Be careful, though, as resurrection may be possible.

**Puppetmaster:** Knowledge checks made to learn anything about you automatically fail. Accounts of your exploits inevitably leave you out. Your role in events is quickly forgotten, though the events themselves often grace the pages of the history books. You’ve become nothing more than a boogeyman, a whispered myth.

**Minions:** You have a squad of five disposable minions who blindly obey your orders. Each of these minions is a character five levels lower than you. When one of these minions dies, you may replace it at the end of the [Scene]. Minions do not get consumables, must be built using full buy-in, do not come with magic items, and cannot have Iconic feats.

**Debts Reckoned:** Some debts are bigger than men, nations, or gods. Fate owes you, and some debts simply must be fulfilled. Three times per [Quest], as an immediate action, you may dictate the outcome of any one roll or bid, or the placement of any area of effect. Placements must still be legal and a single action may be affected only once. This ability may not be not suitable for all campaigns, and should only be taken with the GM’s express permission.

**Awesome Lair:** You have a supremely cool lair. Perhaps it is a flying ship, or a burrowing castle. Perhaps a citadel complete with artillery, or a black tower that cannot be destroyed. Maybe you built it, or inherited it, or stole it. In addition to the single significant perk that this lair must possess compared to a normal lair, once per [Quest], you may opt to take the fight home or possibly take your home to the fight. If you do, you may design the terrain for a single [Encounter]. As a result, most [Legendary] lairs are distinguished by the fact that they are mobile.

**Lionhearted:** Some few were meant especially to lead, but many legends are about the led as much as the leaders. While within [Long] range of you, allies gain a single Champion-tier legendary ability of your choice other than Suave. This choice, made when this ability is acquired, is permanent.

**Singer of Earth and Tide:** You are a master of creation and engineering. As long as you have something to build on, you can create a bridge, solid wall, or large dome. This may require anywhere from an hour’s effort for a structure the size of a small house or a bridge across a gap of only a few yards to a week’s effort for a castle or other fortification large enough to hold a small army or a bridge up to five miles long. It is possible to call forth an even larger structure, but such a feat is almost always a group effort. Once per [Quest], you may render a structure you’ve created indestructible for the rest of the [Quest].

**Legend**

For many of your acquaintances, you are the closest thing to a god that they will ever encounter. If you have one of these abilities, Knowledge checks to identify you are made with a bonus of +20 unless you have the Puppetmaster ability, in which case the checks still fail.

**A Bit of Gravitas:** All opponents within [Long] range lose their fly speeds, and their ability to fly; for all effects and purposes, they do not have that ability. Characters who did not possess a flight speed move at half speed. Your own flight is unaffected by this ability even if an opponent possesses it as well.

**Maniacal Laughter:** The size of any area of effect you generate is multiplied by 4 in all dimensions.

**Practicing Nihilist:** Sooner or later, you are going to blow up the world. In the meantime, you will have to settle for the complete and utter devastation of a city or something smaller as the result of a quest negotiated with your GM.

**Arrangements:** Your shadowy assets and the agendas aligned with you have seen fit to remove obstacles from your path. Once per [Quest], if you can tell a great story about how your complex and convoluted plan has come to fruition, you may outright win a single [Encounter]. If the other side also has this ability, you trade off complex counter-plots until one side tells a definitively cooler story. This power is not suitable for all campaigns and should only be taken with the GM’s express permission.
Seeker: You find things. Things lost, things gone, things alive, things dead, things that have never been, things that are yet to be. As the result of a quest negotiated with your GM, you can locate a single object or individual, though the acquisition of your quarry is a separate endeavor. This may be done as part of any other Legendary Quest.

Protean: You have gone back to your roots. Way back, to the primordial roots. At the beginning of each [Quest], you may select two sets of tracks from class or race tracks, as though you were replacing the tracks you currently have. You may switch between these sets of tracks at the beginning of a [Scene] and completely alter your physical appearance with the exception of a single distinguishing and constant trait selected when you gain this ability. This power is not suitable for all players and campaigns, as it entails a considerable amount of book-keeping.

Technologist: Breakthroughs have become your stock in trade. As the result of a quest negotiated with your GM, you may introduce a single significant technological breakthrough to the market at large. Uptake is not instantaneous, and distribution is not automatic. Examples of a breakthrough are revolutionary lens-making techniques, a basic design for a limited arcane turbine, or new light-generating runes. Comprehensive products such as computers, arcane engines, giant robots, and electrical power grids do not count as a single breakthrough, but might instead represent the entire dramatic arc of a character.

A Place To Stand: You can shift the very planets, altering forever the geography of a world. As the result of a quest negotiated with your GM, you may move a landmass approximately the size of a continental plate up to three hundred and thirty three miles. Alternatively, you can create vast permanent gateways joining two spots up to ten thousand miles apart. These gates are large enough to route a major thoroughfare through.

Titan: You have [Immunity] to physical damage if you took Indestructible. Otherwise, you take half damage from physical sources. This ability is mutually exclusive with the Puppetmaster ability.

Tap Leyline: It turns out that old arts die hard. As the result of a quest negotiated with your GM, you may lay a spell of your own design into the very spirit of a place, be it a city, ancient glade, or mage’s tower. The anchoring of the spell gives it permanency, and it cannot be disrupted without completely destroying the enchanted location and the leyline that powers the spell as well.

Old Hero: You’ve stayed alive by learning valuable lessons the extremely hard way. Whenever your group completes a quest negotiated with another legendary ability, you gain a new feat. You must meet all prerequisites for this feat.

Old Mage: Only the wisest mages reach old age. You are permanently affected by a single spell you can cast. You may change this spell at the beginning of each [Quest].

Hero Rising: Heroism has a certain kind of inertia, a sense of the unstoppable. You’ve come to embody this with your growing power. As the result of a quest negotiated with your GM, your party gains an additional level.