

# APOCALYPSE THE RISEN

## CAMPAIGN SETTING



**RUSTED  
PORTAL**

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# RUSTED PORTAL COLONY

“To those holding this piece of history, you are forever a member of the Rusted Portal Colony. Each of you are true survivors of troubled times never before witnessed. You emerged from tragedy scathed, hindered, perhaps harmed, yet alive. Remember those who have not by moving forward without loss of enthusiasm. Do not acquiesce to abhorrent behavior. Rally around the colony, defend its walls and residents with grim resolution. Your determination bodes ill for those damned and dead threatening the colony you now call home. The first battle has been won and many more are just over the horizon. Be vigilant, for you will be called upon again. We thank you and stand with you in building the future we each envision.”

## LEGEND

Joseph Evenson, Handle: “Jag Zero”  
Luca , Handle:  
Benedikt Simon, Handle: “Ben Simon”  
Heather Higgins, Handle: “TEB the Unseemly”  
Kyle MacKay, Handle: “Toffeeyak”  
Lisa Brines, Handle: “Gravy Boat”  
Jason Stolberg, Handle: “Tranzor”  
Toshi Yoshida, Handle: “Mister Yo”

## ANTIQUITY

Name Hidden, Handle: “Redfuji6”  
Joseph Thompson, Handle: “Sevis Maaul”  
Jeff Trisoliere, Handle: “Sage”  
David Nolan, Handle: “Dragonvalor”  
Canadian Bakka, Handle: “Juicebox”  
Viktor Price, Handle: “Reverend”  
Ashley , Handle:  
BJ Shea, Handle: “Irradiated Drifter”  
Thomas Lee Bunting, Handle:  
Drew Whitten, Handle: “Randall”  
Chad Prentice, Handle: “Tater Chip”  
Lillian Brines, Handle: “Lily”  
Steve Reinhart, Handle: “Sammeal Geryon”

## DEMONOLOGIST

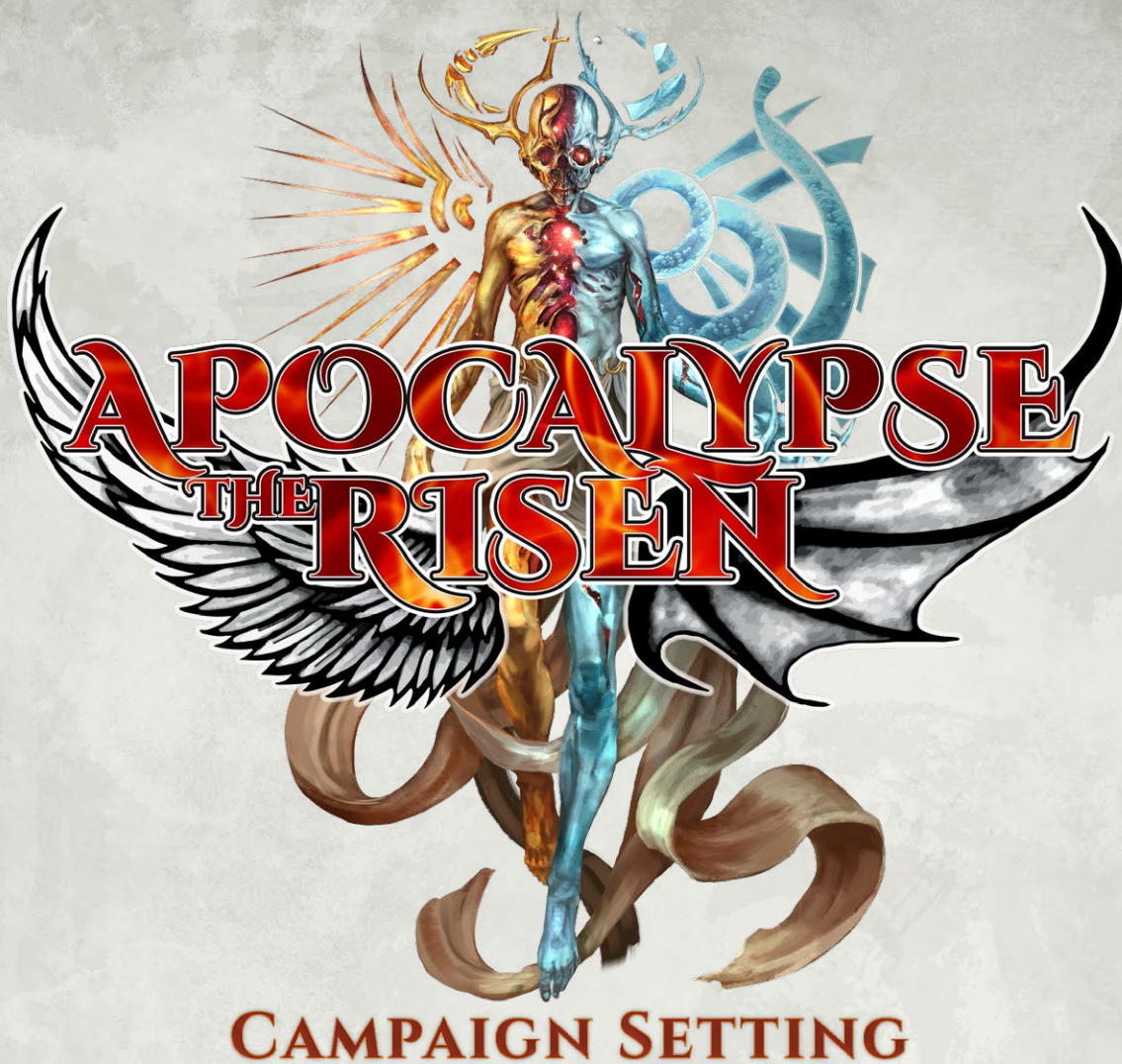
Donaven Brines, Handle: “Veno”

## DIRECTOR

Reid Finucan, Handle: “Draaz”  
Jeff Carter, Handle: “Crash6”







© Rusted Portal LLC. *Apocalypse the Risen Campaign Setting* is published by Rusted Portal Games. *Apocalypse the Risen* and its logo, and Rusted Portal and its logo, are trademarks of Rusted Portal, LLC. *Apocalypse the Risen* and original artwork content are © 2014-2020 Rusted Portal Games. All rights reserved.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, storylines, locations, events, characters, classes, new races, new creatures, artwork, logos, and all trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

**Open Content:** Subject to designation as Product Identity (see above), the only portion of this Rusted Portal Games product designated as Open Game Content are specific rules content (creature stat blocks, names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.** See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See [paizo.com/pathfinder/compatibility/first](http://paizo.com/pathfinder/compatibility/first) for more information on the compatibility license.

RPG2020 ATRCS ISBN 978-1-7348871-0-5  
RPG2020 ATRCS LEA ISBN 978-1-7348871-1-2  
1st Edition, 1st Printing

Printed in Lithuania







# APOCALYPSE THE RISEN

## CAMPAIGN SETTING

**Dedication:** *To those that walked with us in the Darkness and revealed to us the Light.*

**Original Content Creator:** Donaven Brines

**Game Design and Story:** Chad Matson, Jason Stolberg, Reid Finucan

**Acquisitions and Logistics:** Jeff Carter

**Art Direction:** Donaven Brines

**Layout and Design:** Simeon Cogswell

**Cover Artist:** Éva Kedves

**Iconics Artist:** Raven Mimura

**Interior Artists:** Rodrigo Vega, Guillaume Ducos, Scott Harshbarger, Preston Stone, Vincent Coviello, Christopher Onciu, Joseph Thompson, Alejandro Gonzalez Agudelo, Michael Rechlin, Aaron Wilkerson, Nicholas Gentile, Donaven Brines, Reid Finucan

**Stock Art:** Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games, David Lewis Johnson, Joyce Maureira, Luigi Castellani, Miguel Santos, Earl Geier

**Graphic Design and Logos:** Alison Hench, Hiromi Kimura, Thomas Kohler

**Contributing Writers:** Amy DuBoff (Lead), Craig Guarisco, Jacob Huebsch, Ant Tessitore, Robert Hazelton, James Pianca, Jenna Pitman, Raven Mimura (Iconics Contributor)

**Editing:** Jennifer R. Povey, Trish Ledoux

**Contributors and Playtest:** Joe Colistro, Risa Colistro, Will Koch, Justin Robinson, David Carnahan, William Walters, Jeff Slater, Steve Jameson, Noah Kropp

**Special Thanks:** Our faithful and extraordinarily patient Kickstarter Backers!

**Published By:**  
Rusted Portal Games  
PO Box 58593  
Renton, WA 98058

[www.RustedPortalGames.com](http://www.RustedPortalGames.com)

# RUSTED PORTAL



# CONTENTS

Chapter 1: Surviving.....	1	Personality Traits.....	79
Character Creation.....	2	Reactions.....	81
Chapter 2: Races.....	5	Positive Reactions.....	81
Descended.....	5	Negative Reactions.....	81
Humankind.....	9	Insanity.....	83
Lazarus.....	9	Insanity Modifiers.....	83
Lazarus Spells Per Day.....	10	Minor Insanities.....	84
Progeny.....	11	Major Insanities.....	85
Chapter 3: Classes.....	19	Triggers.....	86
Racial Templates.....	14	Manifestations.....	87
Creating an Arbiter.....	21	Types of Disorders.....	87
Arbiter.....	22	Chapter 5: Feats.....	91
Wrath of Justice Special Abilities.....	25	Master Feat List.....	91
Creating an Conservator.....	27	Feats.....	92
Conservator.....	28	Feats (Cont).....	93
Creating an Enforcer.....	39	Metamagic.....	117
Enforcer.....	40	Metaphysical.....	119
Weapon Pro Damage.....	41	Chapter 6: Skills.....	121
Creating a Harbinger.....	43	Master Skills List.....	121
Harbinger.....	44	Explosives.....	124
Creating a Hound.....	51	Poisonous Substances.....	125
Hound.....	52	Structures.....	127
Creating a Jackal.....	55	Cost Modifiers: Mechanical Traps.....	128
Jackal.....	56	Cost Modifiers: Magical Traps.....	128
Creating a Maverick.....	61	Craft (Traps) DCs.....	128
Maverick.....	62	Knowledge Skill DCs.....	132
Creating a Shepherd.....	65	Surviving In the Wild.....	135
Shepherd.....	66	Chapter 7: Trading Post.....	137
Creating a Splicer.....	73	Resources.....	137
Splicer.....	74	Resource Costs.....	138
Spell Fuse Resource Cost.....	75	Character Wealth by Level.....	141
Imbue Enhancement List.....	77	NPC Resources.....	142
Chapter 4: Humanity.....	79	Resources By Encounter.....	142
Core Personality.....	79	Animals.....	143

*Italicized entries indicate tables*



<i>Animals, Mounts, and Mount Gear</i> .....	143
<i>Armor &amp; Weapons</i> .....	144
<i>Light Armors</i> .....	146
<i>Medium Armors</i> .....	147
<i>Heavy Armors</i> .....	148
<i>Shields</i> .....	149
<i>Armor &amp; Shield Modifications</i> .....	151
<i>Firearms &amp; Explosives</i> .....	153
<i>Conditions</i> .....	154
<i>Qualities</i> .....	154
<i>Firearms</i> .....	156
<i>Firearms (Cont)</i> .....	157
<i>Firearms Modifications</i> .....	160
<i>Ammunition</i> .....	162
<i>Ammunition (Cont)</i> .....	163
<i>Firearm Accessories</i> .....	165
<i>Explosives &amp; Chemical Weapons</i> .....	166
<i>Explosives &amp; Chemical Weapons (Cont)</i> .....	167
<i>Simple Weapons</i> .....	174
<i>Simple Weapons (Cont)</i> .....	175
<i>Martial Weapons</i> .....	175
<i>Martial Weapons (Cont)</i> .....	176
<i>Exotic Weapons</i> .....	176
<i>Exotic Weapons (Cont)</i> .....	177
<i>Weapons Modifications</i> .....	180
<i>Special Materials</i> .....	182
<i>Clothing</i> .....	185
<i>Clothing Styles</i> .....	186
<i>Footwear</i> .....	187
<i>Outerwear</i> .....	188
<i>Drugs</i> .....	189
<i>Gear</i> .....	190
<i>Bags &amp; Cases</i> .....	191
<i>Professional Equipment</i> .....	193
<i>Professional Equipment (Cont)</i> .....	193
<i>Standard Gear</i> .....	194
<i>Standard Gear (Cont)</i> .....	195
<i>Survival Gear</i> .....	198
<i>Survival Gear (Cont)</i> .....	198
<i>Weapon Accessories</i> .....	201

<i>Prosthetics</i> .....	202
<i>Vehicles</i> .....	202
<i>Ramming Damage by Size</i> .....	208
<i>Vehicle Hit Points by Material</i> .....	208
<i>Vehicle AC, CMB Modifier, &amp; Base Save by Size</i> ..	210
<i>Vehicle Size by Squares</i> .....	210
<i>Land Vehicles</i> .....	211
<i>Water Vehicles</i> .....	215
<i>Air Vehicles</i> .....	216
<i>Vehicle Weapons</i> .....	218
<i>Conditions</i> .....	218
<i>Qualities</i> .....	218
<i>Vehicle Weapons</i> .....	219
<i>Vehicle Modifications</i> .....	220
<i>Simple Vehicle Modifications</i> .....	222

## Chapter 8: Magic.....225

<i>Types &amp; Sources Of Magic</i> .....	225
<i>Magic Sources</i> .....	225
<i>Spellcasting</i> .....	227
<i>Spells by Class</i> .....	228
<i>Spell Descriptions</i> .....	236
<i>Contact Other Plane</i> .....	239
<i>Detect</i> .....	241
<i>Summon Ally</i> .....	261
<i>Summon Nature's Ally</i> .....	263

## Chapter 9: Narrating .....269

<i>Setting the Scene</i> .....	269
<i>Starting a Campaign</i> .....	271
<i>Building a Colony</i> .....	271
<i>NPC Classes</i> .....	278
<i>Auxiliary</i> .....	278
<i>Spell Fuse Resource Cost</i> .....	278
<i>Colonist</i> .....	279
<i>Combatist</i> .....	279
<i>Marauder</i> .....	280
<i>Official</i> .....	280
<i>Journeyman</i> .....	280
<i>Vendor</i> .....	280

*Italicized entries indicate tables*



<i>Seer</i> .....	282
Session Zero .....	283
<i>Initial Survivor Chart</i> .....	283
<i>Survivor Personality Traits</i> .....	283
<i>Scenario Chart</i> .....	284
<i>Rescued Survivor Chart</i> .....	287
<i>Colony Government Traits</i> .....	288

## Chapter 10: The World ..... 291

Environments .....	291
<i>Darkland Exposure</i> .....	292
<i>Mutation Table</i> .....	293
<i>Cosmetic Mutations</i> .....	293
<i>Minor Mutations</i> .....	293
<i>Major Mutations</i> .....	293
<i>Hindrance Mutations</i> .....	293
<i>Radiation Exposure</i> .....	300
<i>Radiation Sickness</i> .....	300
<i>Random Weather</i> .....	301
<i>Wind Effects</i> .....	301
Regions .....	303
The Americas .....	303
North West Region .....	303
West Region .....	312
South West Region .....	318
Mid-West Region .....	323
South East Region .....	326
Mid-Atlantic Region .....	331
North East Region .....	337
North America Territory .....	342
South America Territory .....	345
The World Intro .....	350
Travel .....	352

## Chapter 11: The Multiverse ..... 355

Planar Rules .....	355
Material Plane .....	358
Transitive Planes .....	359
Inner Planes .....	363
Outer Planes .....	365

## Chapter 12: Catalog of Beasts ..... 367

Damned .....	367
Darklands .....	378
Dead .....	382
Ghost .....	382
Risen .....	392
Paradox .....	399

## Chapter 13: Magic Items ..... 401

Magic Item General Rules .....	401
Magic Item Values .....	402
Magic Items .....	402
<i>Armor and Shield Pricing by Bonus</i> .....	402
<i>Magic Armor and Shields</i> .....	403
<i>Armor and Shield Percentage Chance</i> <i>For Oddities</i> .....	404
<i>Armor Special Abilities</i> .....	404
<i>Shield Special Abilities</i> .....	404
Magic Weapon Enhancements .....	405
<i>Weapon Pricing By Bonus</i> .....	406
<i>Magic Weapons</i> .....	406
<i>Melee Weapon Special Abilities</i> .....	407
<i>Weapon Percentage Chance For Oddities</i> ...	408
<i>Ranged Weapon Special Abilities</i> .....	408
<i>Ammunition Special Abilities</i> .....	408
Other Magic Items .....	411
Oddities .....	413
<i>Beneficial Oddities</i> .....	413
<i>Unusual Oddities</i> .....	414
<i>Detrimental Oddities</i> .....	415

## Appendix ..... 417

## Character Sheet ..... 425



"Darkness has always been here, child. Darkness bathed in the absence of light, washing over everything and everyone. A wicked shadow fueled by tribulation, withering in its own filth and misery, spreading the deadliest of sins across the land: collaborative, corrosive, and loathsome.

The Light witnessed the evil of Darkness and with resolve flooded the Earth in radiance; light revealed as Darkness recoiled. The Darkness fractured, split at the seams of suffering. Factions of Darkness were locked away by the forces of the Light, with knowledge of their isolation lost to time. Behind the seven great Seals these factions wrestled for power and status.

In the Light the living thrived, spreading across the land. Darkness retreated, cowering where the Light did not fully reach. In those shadows the seeds of each sin nature were planted within the living who dwelled furthest from the Light. The Darkness knew it could not defeat the Light, no matter how many turned from luminance, the Light was unfettered. Still Darkness would wait, allowing seeds of perdition to fester and proliferate.

As the shadows spread across the land the factions of Darkness took shape as demons of sin. Unable to cross over to Earth without aid, they schemed and plotted, coercing the living to let them in, failing time and again. That was until Pride directed just the right narrative.

Pride was not wholly a demon, in truth. A fallen angel corrupted by the taint of Darkness, Pride became a devil. After centuries of patient plotting, Pride achieved the highest prize of demonkind, crossing over a part of himself to Earth, taking form in a newly conceived child: Adam Cain.

As Seals broke and Portals opened, factions of Darkness breached ancient Earthly defenses. Demonic rulers from each sin nature reigned over once sovereign human provinces. Lust, Gluttony, Greed, Sloth, Wrath, and Envy followed the harbinger Pride and flooded the world with their sin, heralding a breaking of the realm and the very Rise itself.

Earth's future now hangs in the balance as champions of Light face hordes of dead and the growing Darkness. Which direction will you tip the scales?"

Mother - Shepherd, Old Orleans Colony Leader



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 1 SURVIVING

25 ATR, M2

Greetings, Survivor. If you are reading this volume perhaps all is not lost. In the pages that follow, you will find my most complete account of the history After the Rise. You may find other books in my possession, this one is by far the most important. My name is Dr. Nicholas Dobrin and I bear responsibility, at least in part, for this apocalypse.

Heroes of the Light created seven seals to protect humankind from the Darkness. The Seals prevented demonkind, mythical creatures, and even magic from entering our realm. That is before my pride lead me to uncover the Seals and break them one by one.

Twenty-five years ago, the last of the Seals was broken. Much may be written on that subject, but the catastrophes that followed here on Earth must first be understood. As the Seals were broken, agents of the Darkness, demonic royalty from each sin nature, were freed from their Otherworldly prison.

As tragic as the influence of demonkind may be, their existence proved not to be our only plight. Nature abhors a vacuum; in this case, the vacuum of magic. With Earth empty of the arcane and the pressure from Purgatory great, the breaking of the Seals rended the Veil between worlds. Magic rushed back to Earth and Purgatory itself yawned wide, ripping souls of the past and forcing them into corpses to walk the Earth once again. We have since come to call these creatures Risen, an affliction beyond comprehension that even demons must reckon with.

Now, the battle for Earth falls to you and your fellow survivors. I can hear your plight: "Save the world? I'm more worried about where I'll get my next can of beans." But understand, Humans must learn to embrace our reality beyond the mundane of mere survival. Knowledge is indeed power and learning truth in the formation of the multiverse is critical in the raging power struggle for Earth.

If I've learned anything, it's that we are but pawns in the battle of the Light and the Darkness. But always remember... a pawn can change the game.

My whereabouts are compromised. I can only hope this work reaches you in time.

Your humble servant,

Dr. Nicholas Dobrin



*WE ARE TIED TOGETHER YOU AND I... FOREVERMORE. Remember -- you chose this. You made the pact to save your family. Oh look. Another colony in the distance. Will someone there recognize you? Know of your adventures? Recognize the darkness that resides within you? You better hope not. They will do more than just run you out of town. They will destroy you. But even if they snuff the life out of you, I am everlasting. Unlike your soul, I will remain. Never forget. YOU CHOSE THIS.*

## WHAT IS APOCALYPSE THE RISEN?

*Apocalypse the Risen* Campaign Setting is a post-apocalyptic fantasy horror RPG based on Earth, twenty-five years after the fall of society. In an event known as the Rise, demons rose to power and the risen dead crawled from their graves.

In this game you are thrust into the role of a resolute survivor, forging through the ashes of humanity on an Earth besieged by demons and the dead—known as Risen. Twenty-five years after the collapse of society, humankind and their new allies now fight back, staggered and beaten but not broken. You are far more than a victim in some horror movie or a scavenger in a blasted wasteland, you are a survivor of the Light battling the forces of Darkness. That role does not make you a hero, this is not a game for heroes. However, heroic choices move humanity forward and that allows you to survive. Without your Colony and fellow hunters, you would already be dead.

Players in this world take on the role of a hunter relied upon by your Colony for resources and protection. You may be Human or a race previously unknown to Earth. You possess specialized skills and powerful abilities which vary greatly among playable classes. Your Colony is your home and responsibility, but soon you may discover the world larger and filled with even more wonder and danger than you could imagine.

Channels cut through the ether quickly spanning great distances, shortening travel and adding in discovery. Darklands form in places of great sorrow or suffering. Supernatural energy and radiation twist and collide in great storms sweeping across the landscape. The multiverse stretches before you, transitive planes overlapping all the realms, intruding on the Earth you know. Unimaginable Prime worlds across the multiverse struggle from their own cataclysms perpetrated by the apocalypse of Earth. These worlds, connected by more than suffering, discover Purgatory bridging the planar landscape and the Upper and Lower realms battling for the fate of humankind.

You stand against demons, Risen, mutated beasts, extraplanar entities, and desperate people who seek to destroy those you love. Is it the survival of your Colony that drives you onward? Is the hunt for precious resources and mysterious relics your true motivation? Or perhaps it is your hatred for the evils walking the Earth, your Earth, that fuels your righteous anger seeking redemption?

Whatever your motivation or methodology, may you always choose the Light over the Darkness.

## CHARACTER CREATION

In the *Apocalypse the Risen* Campaign Setting you play survivors in a horrifying near-future Earth. While your characters should strive to be heroes, this world is not a story of the heroic. This is a story of the resolute, the enduring, and the broken, working toward an impossible task.

Character creation begins with a character concept. Formulate an idea of who you want to play as you attempt to survive in this dangerous world. What keeps you alive? What motivates your survival? Are you the rugged Human Maverick carrying your father's pistol and a lifetime of guilt? Maybe a Progeny Shepherd, hunting demons while running from your own heritage? Perhaps a corrupted Descended Arbiter unable to shake the Darkness inside. There are a multitude of race and class combinations to help fulfill your defining motivation.

Next are the ability scores for your character which help define physical and mental strengths and weaknesses. The race selected in your character concept will change assigned scores. While higher scores provide more bonuses, it is important to understand the value of flaws. A Lazarus Harbinger with a seven strength score that bull rushes a Risen to save the Enforcer makes for memorable games and valiant stories.

The following is the recommend rolling option for creating your character, as well as a default set of stats that you could instead choose.

## ROLLING ABILITY SCORES

There are six ability scores as follows: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability represents a different aspect of your characters physical and mental makeup.

For each of the six ability scores it is recommended you use the standard rolling method, described as follows:

**Roll four six-sided die, total the three highest, and record this number. Do this for all six ability scores, placing the numbers on the ability that is most fitting of your character concept.**

Alternatively, the GM may allow players to select default ability scores instead of rolling.

## DEFAULT ABILITY SCORES

The following default ability scores are somewhat higher than those allowed in most games. While *Apocalypse the Risen* is intentionally deadlier than a high fantasy game, the scores below are intended to give characters clear physical and mental strengths and weaknesses.

**Default Scores: 16, 15, 13, 12, 9, 7**

Ability scores are certainly important but should not overshadow more defining motivations and personality traits.

When you reach Chapter 4: Humanity, use your character motivations to connect core personality and reactions into your overall personality. Combined with your class and race, you will have designed a character with depth, flaws, and goals. Keep these concepts in mind when roleplaying the horrifying scenarios your GM will present.







"I will tell you this, Doc; I've known some amazing people in my time. My wife, my kids, good honest folk I've met along the way both in the Before and the After. Seen people tested to the very limits of their humanity, and somehow come out on the other side better for it. Our mutual friend, Finder, is a good example.

That said, I didn't lose my family to the damned or to the dead. I lost 'em to people. Demons, risen, all the horrors, they're predicable; you know what you're going to get with 'em. When you see 'em comin' and can't avoid 'em, the fix is you draw down and hope you got the bullets. With people, it's different. It don't matter if they're Humans, Descended, Progeny or Lazarus. They all have the most unpredictable power of all - choice. People can choose to be kind or cruel, good or evil. That power of choice makes people either the most wondrous or most dangerous creatures around. Sometimes both at the same time. Ultimately, it'll be people who decide the fate of this new world."

Gideon - Maverick, The 47



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 2 RACES

**T**HIS COLONY LOOKS FRIENDLY. AT LEAST ACCEPTING. *There are so many of the other races. I just saw a Lazarus, two Descended, and a Progeny right here near the gate. I usually don't have much trouble in places like this... Dare I hope for this to be a fresh start? The woman checking in visitors just asked me a question. My call? Was that it? I shouldn't chance my previous call, perhaps she heard the stories from Turbine. I better answer, she's staring at me... what is that written on that old combustible?*

*"My call? Umm...Cole...It's Coalman."*

## RACES OF POST-RISE EARTH

From the smallest and most isolated settlements to the largest open trading Colonies, the one thing all gathering places of this new world share is the diversity of inhabitants. Not only do Colonies often have Humans from all walks of life who gathered together for safety after the Rise, but they also have the more exotic inhabitants that showed up during those horrible events. Descended, Progeny, and Lazarus are now part of the fabric of what once was a "Humans only" society, integrating in different ways into Colonies all over the world.

Humans are the most plentiful race in the world, but no longer the most powerful as they attempt to wrest control of their own existence away from the demons and dead alike. Humankind now survives alongside the three new races that appeared on the Earth but 25 years ago.

As mortal embodiments of angels Descended are often revered or feared. Half-demon Progeny sometimes have the hardest time integrating, due to suspicion of their infernal lineage. Lazarus – escaped spirits from Purgatory – now manifest in physical form, and are commonly misunderstood. In many ways, Humans are still struggling to cope with both their new world and those now sharing its scarce resources.

A person's race in the post-Rise world sets the foundation for who they are. Not only does it affect their physical attributes and inherent abilities, but it also forms the building blocks of their own individual story. More so than any other aspect, a person's race influences their lives in the past, present, and future. While there are certainly racial norms in terms of personality and physical appearance, there are those who deviate from those norms. This makes the fabric of post-Rise society vibrant, even if the world itself seems harsh and shrouded in shadow.

## DESCENDED

When the last seal was broken, a great call went out across the heavens for any angel willing to descend to Earth to save humanity by fighting the rising tide of undead and demons. Many answered the call and gave up all they knew to save the mortal world they helped create; but that bravery came at a great personal cost. The Descended were severed from the higher realms, forgetting their heritage and losing most of their powers. These former angels often refer to the day of their descent as their date of birth.

The Descended, while not always benevolent, are more inclined toward benevolence rather than malice. Most colonial societies interpret Descended as good omens; though it must be acknowledged that some Descended administer their judgment with a swift brutality.

**Physical Description:** Descended look like perfect examples of their Human counterparts, with minor physical traits to further reveal their unusual heritage. Descended hair color is that of any shimmering metal, their eyes the color and sparkle of jewels, and their skin lustrous perfection in any tone found in humanity. Descended can reproduce, but the result is always human.

**Society:** Descended do not have an independent society of their own. Acclimating to life on Earth had most Descended adopting the societal norms around them. Despite social influences, most Descended are drawn to elements of society that





work to redress the injustice and right the wrongs of the Rise. At times, this calling puts Descended in opposition with the ruling party of some Colonies. Truly righteous Descended are often found congregating in numbers as part of good organizations, including churches and religious orders.

**Relations:** Descended are common and find comfort in Human communities. This is especially true of those whose lineage is more distant and who bear only faint marks of their heavenly ancestry.

However, even if they generally tend toward Human societies, Descended can become comfortable in virtually any environment. They have an easy social grace and are disarmingly personable.

### ANGELIC BANNER ORIGIN

Descended were once guardian angels before their fall, created celestial beings. Guardian angels hail from the lowest ranks of the celestial sphere within the angelic hierarchy. Now they are something different, keeping only fragments of their celestial heritage through the angelic banner which they served: Seraphim, Cherubim, and Thrones. Their numbers on Earth are finite, based on the angels descending at the time of the Rise.

## Cherubim

Cherubim are the angelic order of the Upper Realm who served as keepers of knowledge. Guardians within those ranks occasionally held advisory positions, but most were dispatched to Earth to collect knowledge. The true form of a Cherubim was said to have a cat-like body, white feathered wings of a crane, and the head of an owl, but they are often depicted as a hauntingly beautiful human with large white wings and all white eyes. The Descended do not remember this previous celestial glory.

### Cherubim Racial Traits

**+2 Intelligence, +2 Charisma, -2 Strength**

**Instinct:** Cherubim have a +1 racial bonus to all Knowledge and Spellcraft checks. Being from a higher plane of existence, this bonus increases to a +3 racial bonus on Knowledge (Supernatural) and Knowledge (Theology and Philosophy).

**Purpose:** Cherubim find divinity and purpose in knowledge, leading their descent to Earth in order to secure as much collective knowledge of humanity as possible. Cherubim gain an extra skill point per level that must be taken in a Knowledge skill.

**Celestial Power:** The Cherubim banner Descended gain a number of celestial powers listed below:





**Halo (Sp):** Beginning at 4th level, Cherubim gain the ability to manifest a halo. As a swift action the Cherubim can create a ring of light centered above their head. While active the halo emits light as the daylight spell. While active the halo constantly radiates a 20' radius aura from the Cherubim. The Cherubim's vast knowledge allows all who are in the aura to gain a +1 Insight bonus to all Intelligence, Wisdom or Charisma based skill checks.

The Cherubim are able to use this ability 1/day for every 4 levels to a max of five times a day at 20th level. Halo lasts for 1 minute per character levels of the Cherubim.

**Cherubim Resistance (Su):** At 8th level the Cherubim gains spell resistance equal to 5 + their level against spells and spell-like abilities cast by outsiders.

**Divine Wings (Su):** At 12th level feathered wings sprout from the Cherubim's back. This pair of feathered wings grants a fly speed of 40 feet if wearing light armor or unencumbered (average maneuverability), or 30 feet with a medium or heavy load or wearing medium or heavy armor (poor maneuverability). They gain Fly as a class skill if they don't already have it. The Cherubim also gains two wing attacks as secondary attacks, dealing 1d4 bludgeoning damage. Any clothes or equipment must be modified to be able to use with the wings, which cannot be retracted.

The Cherubim can also create a vortex of wind by beating its wings together. The vortex of wind is 5 feet wide and 10 feet high. The vortex of wind moves away from the Cherubim in a straight line to a distance dependent on the type of action the Cherubim takes to create it: 30 ft for a move action or 60 ft for a full-round action. Any creature caught in the vortex of winds path is affected.

Affected creatures must succeed on a Reflex save (DC 10 + 1/2 the Cherubim's level + their Strength modifier) when it comes into contact with the vortex of wind or take 1d4 plus their Str modifier in bludgeoning damage. Creatures of medium size or smaller must also succeed on a second Reflex save or be pushed into an adjacent square out of the vortex of winds path. A creature that can fly is instead lifted 10 ft.

straight up. The Cherubim may only create the vortex of wind a number of times per day equal to their Con modifier.

## Seraphim

Seraphim are the angelic order of the Upper Realm closest to the deity they served. Guardians within those ranks were often intermediaries for their Human charges, overseeing celestial decrees from love to fury. The true form of a Seraphim was said to be that of a four-faced serpent with six wings. They are usually depicted as a titanic human with fiery wings, burning red eyes, and clothed in attire representing their faith. The Descended do not remember this previous celestial glory.

### Seraphim Racial Traits

**+2 Wisdom, +2 Charisma, -2 Dexterity**

**Instinct:** Seraphim have a +2 racial bonus on Diplomacy and Perception checks. Being from a higher plane of existence they also gain a +2 bonus on Knowledge (Supernatural) and Knowledge (Theology and Philosophy).

**Purpose:** Seraphim thrive on order, descending to put the world back into the order they perceive that the divine plan dictates. They receive a +2 bonus on saves against Illusions, blindness or dazzling.

**Celestial Power:** The Seraphim banner Descended gain a number of celestial powers listed below:

**Halo (Sp):** Beginning at 4th level, Seraphim gain the ability to manifest a halo. As a swift action the Seraphim can create a ring of fire centered above their head. While active the halo emits light as the light spell. In addition, the halo constantly radiates a 10' radius aura from the Seraphim. Any hostile creature within the aura must succeed at a Will save (DC 10 + 1/2 Seraphim level + its Chr modifier) or take a -1 penalty on attack rolls, on saving throws, and to AC for the next 24 hours or until it hits the Seraphim with an attack or damages it with a spell, spell-like ability, or supernatural ability. A creature that has resisted or broken the effect of the Seraphim halo cannot be affected by the Seraphim halo for 24 hours. The aura is a mind-affecting effect.

## DESCENDED RACIAL TRAITS

**Ability Scores:** Based on angelic banner (described below)

**Earth Outsider:** Descended are outsiders with the Earth subtype. Unless otherwise noted, Descended count as humanoids for purposes of spells and spell-like abilities.

**Medium:** Descended are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Descended have a base speed of 30 feet.

**Low Light Vision:** Descended have low-light vision.

**Angelic Banner:** Descended each originate from one of three primary angelic banners (described below).

**Celestial Power:** When Descended arrived on Earth and shed their immortality they also lost their vast knowledge, memories, and bestowed powers. Descended have an intense faith and are drawn to reconnect with the Upper Realm without an understanding of how, leading some to feel lost. As the Descended increase in experience levels they gain back a small portion of their former celestial power.

**Otherworldly Resistance:** The Descended have acid resistance 5, cold resistance 5, and electricity resistance 5.

**Languages:** Descended begin play speaking the language of their Colony and the language of the higher plane of existence, Angelic (though they are unable to read this language).



The Seraphim is able to use this ability 1/day for every 4 levels to a max of five times a day at level 20. Halo lasts for 1 round per two character levels of the Seraphim.

**Seraphim Resistance (Su):** At 8th level the Seraphim gains spell resistance equal to 3 + their level and fire resistance 5.

**Fiery Ascent (Su):** At 12th level the Seraphim can manifest fiery wings as a swift action. This pair of radiant wings grants a fly speed of 60 feet if wearing light armor or unencumbered (good maneuverability), or 40 feet with a medium or heavy load or wearing medium or heavy armor (average maneuverability). They gain Fly as a class skill if they don't already have it. Seraphim are able to manifest the fiery wings without having to modify their equipment. The Seraphim is able to use this ability once a day for one hour per four character levels.

As a standard action the Seraphim can build up and release the remaining manifestation energy into a burst of energy. The burst damages everything within 20 ft. of the Seraphim dealing 1d6 damage, Reflex save for half (DC 13 + Seraphim Charisma modifier), for each remaining hour of the manifestation. This damage is divine fire energy and may not be prevented by abilities or spells that reduce or prevent damage from fire. If the energy is released the round the wings manifest, damage

dice are calculated at the maximum duration of the ability. If the Seraphim also has their halo active at the time of releasing the burst, they may choose to forgo the remaining time of the halo to increase the area of the burst to 30 ft. and increase the dice damage to 1d6+1 per hour remaining.

## Throne

Thrones are the angelic order of the Upper Realm who served as the fighting force for the deity they served. Their task was to handle justice and keep a balance between the material and spiritual. Thrones act as police, soldiers, judges, and carry out the dispensing of justice. Guardian Thrones were tasked with guarding humankind from the dangers of the Lower Realm. The true form of a Thrones was said to be four interlocking, spinning circles of flowing golden energy covered in small white ovals with black hexagons in the center, usually referred to as eyes. More commonly, they are depicted as armored statues with golden wings and eyes filled with space. The Descended do not remember this previous celestial glory.

### Throne Racial Traits

**+2 Dexterity, +2 Wisdom, -2 Constitution**

**Instinct:** Thrones have a +2 racial bonus on Sense Motive and Intimidate checks. Being from a higher plane of existence they also gain a +2 racial bonus on Knowledge (Supernatural) and Knowledge (Theology and Philosophy).

**Purpose:** Descended came to earth destined to war against Demon-kind. Because of this they gain a +1 Insight bonus on attack and damage rolls and a +1 to AC against demons and progeny. Because of their mistrusting of anything with demon blood they gain a -2 to Diplomacy checks when dealing with demons or progeny.

**Celestial Power:** The Throne banner Descended gain a number of celestial powers listed below:

**Halo (Sp):** Beginning at 4th level, Thrones gain the ability to manifest a halo. As a swift action the Thrones can create a golden ring centered above their head. While active the halo constantly radiates a 30' radius aura from the Thrones. Against attacks made or effects created by demons, the aura provides a +2 Deflection bonus to AC and a +2 Resistance bonus on saving throws to anyone within 30 feet of the Throne, including itself. Against progeny the ability provides a +1 Deflection bonus to AC and a +1 Resistance bonus on saving throws to anyone within 30 feet of the Throne.

The Throne is able to use this ability 1/day for every 4 levels to a max of five times a day at level 20. Halo lasts for 1 round per two character levels of the Throne.

**Thrones Resistance (Su):** At 8th level The Descended gains spell resistance equal to 7 + their level against any and all spells and spell-like abilities cast by demons or progeny, even helpful ones.

**Armored Wings (Su):** At 12th level metallic feathered wings, the same color as their hair, sprout from the Thrones back. This pair of shiny feathered wings grants the Thrones a +4 bonus to their natural armor class. This bonus also counts as ballistic and grants them a ballistic resistance 2 but is not stackable. The Throne also gains two wing attacks treated as secondary attacks that deal 1d6 slashing damage each. Any





## HUMAN RACIAL TRAITS

**+2 to One Ability Score:** Human characters get a +2 bonus to one ability score of the player's choice at creation to represent humankind's varied nature.

**Earth:** Humans are humanoid with the Earth subtype.

**Medium:** Humans are Medium creatures and have no bonuses or penalties due to size.

**Normal Speed:** Humans have a base speed of 30 feet.

**Bonus Feat:** Humans select one extra feat at 1st level.

**Skilled:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

**Stalwart:** Humans gain an additional hit point at first level and whenever they gain a level.

**Resolved:** Humans gain a +1 bonus on saving throws against effects with the emotion descriptor. In addition, for any round in which you begin your turn affected by a fear effect, you gain a new save at the beginning of your turn to reduce the severity of the fear effect, from *panicked* to *frightened*, *frightened* to *shaken*, and *shaken* to *unaffected*.

**Languages:** Humans begin play speaking the language of their Colony. Humans with high Intelligence scores can choose any languages they want.

clothes or equipment must be modified to be able to use with the wings, which cannot be retracted.

While Thrones cannot fly with their wings, they can glide. Thrones can make a DC 20 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, a Throne may make an additional DC 20 Fly check to glide, moving 5 feet laterally for every 20 feet they fall.

## HUMANKIND

Humankind comes in many different shapes, sizes, colors and creeds. Although they have a shared history their differences have led to countless conflicts and atrocities. Humankind is capable of greatness in spirit and mind, yet their capability of ruthlessness and evil has led them down the darkest paths imaginable.

For countless generations, humankind has been charged as both the master and steward of Earth. Humans have always revered a higher power, whether that be in organized western and eastern religions, or in philosophical spirituality. Humankind has always known they weren't alone, and now that belief has become reality. The greatest asset of humankind is their fathomless ability to adapt and overcome; humankind will persevere. The world After the Rise presents humankind with their toughest test yet; to forge a new path for civilization out of the shadow of extinction.

**Physical Description:** Adaptable. Hearty. Innovative. Intrepid. It is with these qualities that humankind was able to survive the Rise and brave a new world full of demons and risen. Humankind has the greatest range of capacity for both kindness and cruelty, making Humans as unpredictable as they are adaptable. Humans have a wide range of possible heights and weights.

## LAZARUS

The Lazarus formed when raw supernatural energy bound to bare souls forced out of Purgatory, creating a physical being. This inception happened at the time of the Rise and nobody knows how many they number. Lazarus are unique because





# LAZARUS RACIAL TRAITS

**+2 Intelligence, +2 Charisma, -1 Constitution, -1 Wisdom:** Lazarus are strong-minded and endearing, but lack direction and physical fortitude.

**Outsider:** Lazarus are Outsiders with the Tortured Souls subtype. Unless otherwise noted, Lazarus count as humanoids for purposes of spells and spell-like abilities.

**Medium:** Lazarus are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Lazarus have a base speed of 30 feet.

**Senses:** Lazarus have Low-Light vision and Darkvision 60 foot

**Tortured Souls (Ex):** Lazarus suffered through extreme torment from their time in Purgatory. Lazarus gain a +2 Racial bonus on all saving throws made to resist death effects, disease, paralysis, poison, sleep effects, stunning, mind-affecting affects (charms, compulsions, morale effects, patterns, and phantasms), Insanity checks, and a -2 Beneficial modifier on all rolls on the Insanity chart. However, the Lazarus begins play with one permanent negative reaction or physical manifestation that has an intensity of strong and a trigger from the Insanity chart representing their time in Purgatory. This insanity does not count as a personality trait or physical manifestation for that trigger when it comes to gaining insanity.

Lazarus cannot be raised from the dead nor can they become Risen, as their body and soul are one. When a Lazarus dies their bodies do not decompose for 24 hours before turning to a pile of white ash. Only spells or magical effects such as a minor miracle or miracle may restore a Lazarus to life and this must take place before the body turns to ash, at which time their death is irrevocable. Lazarus are also immune to the effects of Darkland radiation and cannot receive mutations or have the mutated template.

**Distant Memories (Ex):** The Lazarus have lived previous lives, perhaps more than one. Those memories are buried and twisted but accessible when times dictate the need. Lazarus may roll a skill check for any trained skill in which they are not currently trained. This check is made with a +2 Racial bonus plus any applicable ability score modifiers. Unfortunately, these memories are not always reliable. Whenever a check is made that falls short of the DC, the skill check is treated as if a natural 1 were rolled resulting in potentially catastrophic results or misdirection.

**Supernatural Bonds (Su):** Lazarus have a deep attachment to the supernatural energy released on the world. This connection grants the Lazarus limited supernatural spell casting ability that increases in power as they connect and advance in their new form. The DC for these spells is 10 + the spell level + their Charisma modifier.

## Spell Selection:

1st Character Level (Select 1)—*Cause Fear, Chill Touch, Confusion (Lesser), Obscuring Mist, Ray of Enfeeblement*

4th Character Level (Select 1)—*Darkness, Fog Cloud, Ghoul Touch, Hideous Laughter, Scare*

7th Character Level (Select 1)—*Deeper Darkness, Ray of Exhaustion, Suggestion, Vampiric Touch*

10th Character Level (Select 1)—*Confusion, Crushing Despair, Fear, Solid Fog*

**Languages:** Lazarus begin speaking the language of their Colony. Additionally, due to the faded memories of their past life, they have a chance to understand and speak all Human languages. When encountered with a language they do not otherwise know, the Lazarus may make a DC 15 Intelligence check with a +2 Racial bonus. Success means they are able to understand and speak that language for the next 24 hours.

## LAZARUS SPELLS PER DAY

Level	Spells Per Day			
	1st	2nd	3rd	4th
1st–3rd	1/day	—	—	—
4th–6th	1/day	1/day	—	—
7th–9th	1/day	1/day	1/day	—
10th–12th	1/day	1/day	1/day	1/day
13th–15th	2/day	1/day	1/day	1/day
16th–18th	2/day	2/day	1/day	1/day
19th–20th	2/day	2/day	2/day	1/day

\*The Lazarus must have an Intelligence modifier high enough to cast the level of spell noted



they are not created like Descended, they are not born like Progeny or Humans, and they cannot reproduce. Life as a Lazarus is a juxtaposition of faded memories from their past life, competing pain from memories of Purgatory, and a lost sense of direction and purpose in their new existence.

**Physical Description:** Lazarus are easily identifiable by their appearance in comparison to other races on Earth. Most Lazarus have an ashen gray complexion, while some have been reported as having a powdery white skin tone. Strangely, or perhaps not given their unique beginnings, the veins of the Lazarus are more visible than most races, presenting a nearly florescent violet color in lines under their skin. Lazarus eyes are always translucent and pale, varying in color from blue, to green, to yellow, or even pink. Notably, Lazarus are completely devoid of hair and are typically short by Human standards.



**Society:** Lazarus have no society to call their own. They are not numerous enough to form unique Colonies, though they do feel close enough to Humans they are comfortable joining in other social structures.

**Relations:** Lazarus are strange beings, alien to humans yet somehow comforting as they both search for their sense of self. Some Humans, and even more Descended and Progeny, engage with suspicion.

## PROGENY

Spanning the divide between mortal and otherworldly, Progeny are the offspring of demon dalliances with humankind. With the blood of the damned coursing through their veins, Progeny are often shunned and despised due to their origins being misunderstood or feared. Most Progeny never know their demonic sire, as the damned rarely have interest in their offspring. Their demonic traits usually manifest at birth as a powerful yet otherworldly ability, though it is not unheard of for traits to manifest as late as adolescence. Despite their demonic heritage, Progeny have a Human's capacity for free will. While some embrace their dark lineage and side with demonic powers, most reject their darker ancestry, preferring to support the survival of humanity.

**Physical Description:** Progeny are generally as varied as Humans in possible height and weight, ranging from 5' to 7', and 100lbs-300+lbs. No two Progeny look alike; the demonic blood running through their veins manifests inconsistently, granting them an array of demonic traits. One Progeny might appear as a human with small horns, a barbed tail, and oddly colored eyes, while another might manifest a mouth of fangs, tiny wings, and claws. Typically, these qualities harken back in some way to the manner of demon that spawned the Progeny's bloodline and the vast flexibility that lineage produces, running the gamut from oddly beautiful to utterly terrible.

**Society:** Progeny rarely create their own settlements. Instead, they live on the fringes of the land where they were born or choose to settle. In most Human settlements Progeny are viewed as aberrations or curses. However, in societies where there are frequent interactions with—or worship of—demons, Progeny may be more populous and accepted (perhaps even cherished) as blessings of their demonic overlords.

Progeny seldom see others of their own kind, and thus they usually simply adopt the culture and mannerisms of their Human parent.

**Relations:** Progeny face a significant amount of prejudice from most who view them as seeds of evil, monsters, and lingering curses placed upon the world. Far too often, civilizations shun, fear and reject them unless forced or cowed into acceptance. The widespread assumption that Progeny are innately evil prevents many from easily fitting into Human society.

## SIN NATURES

Due to the Progeny's demonic sire they gain an ability that is closely tied to the sin type their demonic side hails from. They also gain a personality trait that manifests in certain situations. This trait does not count as a personality trait for that trigger when it comes to gaining insanity.



## Envy Racial Traits

+2 DEX, +2 INT, -2 CHA

**Covet:** The Progeny's envious nature grants it sharp powers of judgment. The Progeny gains the negative personality traits of Shrewd and Malicious. These traits are triggered by Wisdom based skill checks and are both of a mild intensity. Additionally, the Progeny gains a +1 bonus to Sense Motive and Perception. Starting at 5th level, and every five character levels after, this bonus increases by +1. At 5th level the bonus is +2, 10th is +3, 15th is +4, and finally at 20th the bonus is +5.

## Gluttony Racial Traits

+2 CON, +2 INT, -2 WIS

**Binge:** The Progeny's gluttonous proclivity adds the negative personality trait of Compulsive. This trait is triggered by Insanity checks and has strong intensity, lasting 2 hours after being triggered. The Progeny must also choose one compulsive thing they do every time their trait is triggered.

Additionally, the Progeny gains the ability to gorge to gain power. As a full round action, the Progeny can choose to eat a Consumable resource to gain a +1 to their natural AC and +1 to physical damage for 3 rounds. Every 5 levels, the Progeny gets faster and more efficient in their gluttony but the amount they eat also increases. At 5th, eating uses a Standard action and the effects lasting for 4 rounds, at 10th a Move action requiring two Consumable resources with the effects increasing to +2 and lasting for 5 rounds, at 15th a Swift action with the effects lasting for 6 rounds, and at 20th a free action requiring three Consumable resources with the effects increasing to +3 and lasting for 7 rounds. If the Progeny cannot eat the full amount of resources, then the bonus they gain is equal to the amount or resources they eat.

## Greed Racial Traits

+2 CON, +2 DEX, -2 INT

**Drain:** The Progeny's greedy nature gives it the Treacherous negative personality trait. This trait is triggered by a Flashback (worked out by player and GM) and has strong intensity,

lasting 2 hours after being triggered. Additionally, the Progeny gains the ability to steal the life force of other creatures. As a standard action, the Progeny can choose to make a Touch attack to cause damage to an opponent while healing themselves. This attack does not provoke an attack of opportunity. At 1st level, Drain does 1d6 damage, and the Progeny heals 1d6 hit points, and the ability can be used once per day. At 5th level the damage becomes 2d6 and usable twice per day at 5th, 3d6 and three times per day at 10th, 4d6 and four times per day at 15th, to a maximum of 5d6 and five times per day at 20th. This ability does not work on undead.

## Lust Racial Traits

+2 INT, +2 CHA, -2 WIS

**Pheromones:** The Progeny's lustful nature earns the Erratic negative personality trait. This trait is triggered by Charisma based skill use, and is at strong intensity. In addition, the Progeny is particularly alluring due to their lustful parentage, granting a +1 bonus to Diplomacy and Bluff checks. Every five character levels, this bonus increases by +1. At 5th level the bonus is +2, 10th is +3, 15th is +4, and finally at 20th the bonus is +5.

## Pride Racial Traits

+2 INT, +2 WIS, -2 CHA

**Hubris:** The Progeny's prideful heritage grants it the trait of Arrogant. This trait is triggered whenever the Progeny gains a Circumstance bonus from hubris (see below). The trait persists as long as the Progeny has a bonus from hubris, and is at strong intensity. Hubris grants the Progeny a bonus when succeeding in checks against another character or creature. Every time the Progeny succeeds in an opposed roll or makes a successful save versus an effect from a character or creature, the Progeny gains a +1 Circumstance modifier to one of the following: attack, damage, future opposed skill checks, or saving throws against the character or creature and their effects. These bonuses stack to a maximum of +5 and last for 12 hours.

## PROGENY RACIAL TRAITS

**Ability Scores:** Based on sin nature (described below)

**Earth Outsider:** Progeny are outsiders with the earth subtype. Unless otherwise noted, Progeny count as humanoids for purposes of spells and spell-like abilities.

**Medium:** Progeny are Medium creatures and receive no bonuses or penalties due to their size.

**Normal Speed:** Progeny have a base speed of 30 feet.

**Low-light Vision:** Progeny have low light vision.

**Skilled:** Progeny gain a +4 Racial bonus on Bluff checks and +2 to Stealth checks.

**Demonic Resistance:** Progeny have cold resistance 5, electricity resistance 5, and fire resistance 5. They also gain a +4 bonus to saves vs the effects of Darkland exposure.

**Natural Armor:** Progeny have a natural armor of +2.

**Hereditary Ability:** The Progeny gains one sin nature and its associated abilities:

**Physical Traits:** Due to the Progeny's demonic parentage they gain two physical traits that, although they can be hidden, are still a part of their physical nature.

**Languages:** Progeny begin play speaking the language of their upbringing and can understand the demonic language when it is spoken (but not read demonic text).



## Sloth Racial Traits

+2 WIS, +2 CHA, -2 CON

**Good Enough:** The Progeny's lineage of laziness grants it the trait of Procrastination. This trait is triggered by Intelligence based skill use and is a strong intensity. Additionally, the Progeny is always able take a 10 for any trained class skill regardless of the situation, even if the skill usually does not allow it. The Progeny must accept the result of taking a 10 and even if something allows a reroll. A failed result may be attempted again only when circumstances have changed.

## Wrath Racial Traits

+2 STR, +2 CON, -2 DEX

**Vengeful Strike:** The Progeny's vengeful nature grants the negative personality trait of Vindictive. This trait is triggered during Combat situations and is a strong intensity. Additionally, the Progeny gains the ability to automatically confirm a critical hit once per day. Starting at 5th level and every five character levels after that, the Progeny increases the number of uses a day by one. At 5th level they may confirm a critical twice a day, 10th three times a day, 15th four times a day, and finally at 20th they may use this ability five times a day.

## PHYSICAL TRAITS

The Progeny gains two of the following traits.

**Demonic Movement:** The Progeny's feet resemble that of their inhuman parent, whether those be more paw-like or hooved, and can go from running upright to running on all fours interchangeably. Progeny with this trait gain a 10' racial bonus to their speed when running on all fours and using the charge, run, or withdraw actions.

**Talons and Fangs:** The Progeny manifests the more animalistic aspects of their demonic heritage, exhibiting pointed fangs, sharp talons, or ravaging claws. The Progeny can choose between a bite attack that deals 1d6 points of damage or two claws/talons that each deal 1d4 points of damage. These attacks are primary natural attacks.

**Horned:** Small horns protrude from the top of the Progeny's head which grants it one natural primary attack that deals 1d6 points of piercing damage.

**Stinger Tail:** The Progeny has a long, scorpion-type tail with a barbed stinger. The stinger is a primary natural attack that does 1d4 points of damage, along with a poison effect. Poison: Injury; save Fort DC 10 + 1/2 the progenies Hit Dice + the progenies Constitution modifier; frequency 1 round for 4 rounds; effect *sickened*; cure 1 save.

**Scaled or Chitinous:** The Progeny's skin is made up of scales or an insect's chitin, which provides some energy resistance and armor qualities. Choose one of the following energy types: cold, electricity, or fire. A Progeny with this trait gains an additional resistance 5 in the chosen energy type and also gains an additional +1 to their natural armor.

**Winged:** The Progeny has a pair of rudimentary wings that are not as functional as that of their demonic sire. The wings can be leathery and reptilian or bat-like, or they can be feathered like those of a raven or vulture. Progeny with wings can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, it may make an additional DC 15 Fly check to glide, moving up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. They cannot gain height with these wings alone; they merely coast in other directions as they fall. If subjected to a strong wind or any other effect that causes them to rise, they can take advantage of the updraft to increase the distance they can glide. The wings also grant a +4 racial bonus on Fly skill checks.

**Bestial Senses:** The Progeny has bestial sight and/or hearing, manifesting in ways such as cat-like eyes or bat-like ears. The Progeny gains +2 to Perception checks.

**Lizard Climb:** Progeny with this racial trait possess slightly tacky and very flexible hands and feet, granting them a climb





speed of 20 feet (along with the +8 racial bonus on Climb checks a climb speed affords). The Progeny cannot be wearing gloves or shoes while making use of this ability.

**Forked Tongue:** Even among their own kind the gift of twisting words and speech come naturally to the Progeny. Whenever they successfully use Diplomacy to win over an individual, that creature takes a -2 penalty to resist any of your Charisma-based skill checks for the next 24 hours.

**Toxic:** The Progeny has very pronounced jaw and cheek bones. A number of times per day equal to their Constitution modifier (minimum 1/day), a Progeny can envenom a weapon that they wield with their toxic gland. Applying venom in this way is a swift action. **Venom:** Injury; save Fort DC 10 + 1/2 the progenies Hit Dice + the progenies Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

## RACIAL TEMPLATES

The following racial templates may be applied to any character class. The corrupted template may be applied to any race and at any time during a character's life. The mutated template must be selected at character creation and may not be applied to the Lazarus race. Each template represents significant changes to the character.

Whether out of desperation or desire, selecting the corrupted template is embracing the Darkness. The horrors of the world claim victory as humanity abandons the Light.

Those selecting the mutated template must be prepared for a world challenged to accept the transformed or disfigured. It should also be noted that less common and more shocking mutations exist than those documented within this tome.

### CORRUPTED

**Corrupted Template (CR +0):** This template may be applied to a being that has made an irrevocable deal with a demon in exchange for some favor or boon. Making this deal embeds a piece of Darkness within the newly corrupted host. This Darkness grows within the host, granting benefits and causing hindrances while attempting to fully corrupt and control the host. A fully Corrupted host no longer weighs morality, friendships, family relations, or typical cause and effect as they did before the corruption. The advancement of Darkness and their own personal agenda fully dominates their actions. When the corrupted host dies, the Darkness bursts forth from the body as an Embraced demon from the sin nature embedded at the time of the corruption.

### Rebuild Rules

Roll a D8 to determine type of Darkness hosted (1: Lust, 2: Gluttony, 3: Greed, 4: Sloth, 5: Wrath, 6: Envy, 7: Pride, 8: GM choice).

**Senses:** Darkvision 30 ft. (or 60 ft if the being already had Darkvision).

**Sin Nature:** As type below.

**Benefits:** Dark Favor; Corrupted Protection (Su), Ageless (Ex).

**Hindrance:** Channel Energy Vulnerability, Essence of Darkness.

**Sin Nature (Ex):** The Darkness growing within the corrupted is infused with one of the seven sin natures. Corrupted beings receive traits based on that sin nature as follows:



1. **(Lust)** +2 racial bonus on saves against the Charm Person spell; Negative Personality Trait: Flirtatious, Trigger: Charisma skill checks; Intensity: Strong
2. **(Gluttony)** Iron Stomach: +2 racial bonus to Survival checks to forage, +2 racial bonus on saves versus effects that cause the *nauseated* or *sickened* conditions when triggered by consuming whatever caused that effect; Negative Trait: Requires double Consumable resources per day
3. **(Greed)** Whenever resources are scavenged, the Greed corrupted always “finds” 10% more resources (players choice, minimum 1 resource). This ability stacks with the Jackal’s *Scrounger* (Su) ability; Negative Trait: Possessive, Trigger: Whenever resources or gear are being shared in their presence. In these situations, the Greed corrupted must make a DC 15 Will save or attempt to take the resources or gear being shared by any means possible, including attack; Intensity: Strong
4. **(Sloth)** +2 racial bonus to Attack or AC during combat in each round the Sloth corrupted chooses to act last; Negative Trait: After combat, the Sloth corrupted being must immediately nap for a number of mins equal to the number of rounds they were in combat. The Darkness will not require this nap until the corrupted being is able to lay down with relative safety. Resisting this nap requires a DC 15 Will save. A successful save delays the nap for an hour at which time another save must be made with a -2 penalty applied. This continues until the Sloth corrupted being eventually naps.
5. **(Wrath)** +2 racial bonus to Damage, on melee and ranged attacks allowing a Str bonus, in any round in which the Wrath corrupted being takes damage; Negative Trait: -2 penalty to Diplomacy checks. In addition, the Wrath corrupted is challenged to support diplomatic solutions when negotiating with a perceived enemy. In these situations, the Wrath corrupted must make a DC 15 Will save or be unable to resist attacking.
6. **(Envy)** +2 racial bonus to Appraise and Sleight of Hand checks; Negative Trait: -2 penalty to opposed Diplomacy checks when negotiating for something the Envy corrupted being wants.
7. **(Pride)** +2 racial bonus on saves against *Fear* or Fear-based effects; Negative Trait: No retreat. The Pride corrupted being must make a DC 15 Will save in order to retreat or withdraw from combat.

## Corrupted Traits

All beings with the Corrupt template receive the following traits regardless of sin nature:

**Dark Favor:** Corrupted rarely become so because they wish to join forces with the Darkness. Often, these are desperate people lacking hope who are seeking a solution to problems they cannot seem to solve. Asking the favor of Darkness is but a simple task, requiring only a full round action. You see, the Darkness is always listening. At the time a being invites corruption, all aspects of this template are immediately applied. In addition, the newly corrupted immediately receives a Dark Favor in the form of some boon. Boons come in many forms, the most common of which is simply a single *Wish*, as the spell. Any of the typical *Wish* effects are often granted without further requirements. Requesting more risks outrageous perversion of the boon and requires a debt

to the Darkness in the form of a *Geas/Quest* (as the spell). Caution is advised.

**Corrupted Protection (Su):** When a demon attempts to damage or otherwise affect a corrupted being, the demon must attempt a Will save. If the save succeeds, the demon can attack normally and is unaffected by the corrupted protection for 24 hours. If the save fails, the demon cannot follow through with the attack and that part of their action is lost. The demon is unable to attempt another attack or affect against the corrupted creature for 24 hours. If the action was a spell or effect with chosen targets, such as *slow*, then the corrupt being cannot be targeted. Other creatures within the effect may be targeted as normal. Area of effect spells or effects that would include the corrupted being within their affected area, such as *fireball*, are lost. The corrupted being cannot attack a demon without breaking the protection against that demon for 24 hours. The corrupted may use nonattack spells or otherwise act against a demon from whom they are protected.

**Will Save DC:** 10 + 1/2 the corrupted being’s character level (rounded down, minimum 1) + the corrupted being’s Charisma bonus

*Example: Three demons attack a party of five PCs, one with the Corrupted template. Demon number one full round attacks with 3 attacks, the first attack being against the corrupted PC. Failing its Will save, the demon loses that attack but may continue with its other two attacks against other beings besides the corrupted PC. Demon number two casts greater command, then chooses all the players as the targets. Failing its Will save, the demon may not target the corrupted PC but may still target the other players in the area of effect. Finally, demon number three uses a breath weapon with an area of effect that includes all the PCs and demon number one. Failing its Will save, the breath weapon from demon number three fails and affects no one. The corrupted is now protected from the three demons for the next 24 hours. If the corrupted attacks any of these demons the corrupted loses this protection until 24 hours has passed.*

**Ageless (Ex):** A corrupted no longer ages naturally. They are still subject to magic and effects that cause aging, death, or death effects. However, the corrupted no longer grows old naturally.

**Channel Vulnerability:** Channel Energy that effects demons also affects the corrupted being in the same fashion.

**Essence of Darkness:** The Darkness imbedded in the newly corrupted being has a will of its own. This inner demon has its own personality, determined by rolling a core personality from either the “disorder” or “emotional” categories, plus four negative traits. This inner demon and its essence increase in power and influence with the corrupted being. A corrupted wishing to make positive moral decisions, actively battle the Darkness, or directly oppose one of the Seven may well find themselves in a personality conflict with their inner demon. These conflicts can occur at any time but are most dangerous in the following circumstances:

- When the creature is at less than half its hit points
- During a life or death situation/decision affecting the being or the being’s allies



- The being attempts to do something directly against their corrupted sin nature
- Any other time the GM sees fit
- When a personality conflict occurs, the corrupted must make a Will save (DC = 10 + 1/2 their character level + 2 for each negative trait shared with their inner demon). If the corrupted succeeds, they are the dominant personality and may act as desired. Failure means the inner demon is dominant and the corrupted temporarily loses control, locked inside their own mind watching their horrific actions. The inner demon controls the being's actions, abilities, and dark thoughts. The dominant demon rarely acts directly against perceived allies, preferring covertly furthering the Darkness agenda. Sin nature and negative traits may alter this approach. The demon's dominance lasts from one scene up to a full day or until the corrupted being is forced to sleep. The duration of the dominance is the GMs discretion and should be based on how severely the corrupted being failed the Will save.

## MUTATED

**Mutated Template (CR +0):** Mutated beings with this template were exposed to a significant amount of Darkland energy early in life. This exposure results in several mutations and an accompanying hindrance. Because the exposure occurred at a young age, the mutated individual develops immunity to future mutations. Additionally, the Mutated being is so attuned to Darkland energy they gain Fast Healing while in a Darkland. This template must be selected at character creation.

## Rebuild Rules

"Mutated" is a template that may be added to Human, Descended, and Progeny beings at character creation. This adds the Mutated Subtype to the being and the following mutations:

- Roll 1 time on the Cosmetic Mutation chart<sup>†</sup> adding the result to the mutated being<sup>†</sup>
- Roll 2 times on the Minor Mutation chart<sup>†</sup> adding the results to the mutated being<sup>2</sup>
- Roll 1 time on the Hindrance Mutation chart<sup>†</sup> adding the results to the mutated being

<sup>†</sup>If the Cosmetic Mutation chart results in a Minor Mutation, add that mutation instead. If the roll results in "roll on Minor Mutation table" then roll a result on the Minor Mutation table as normal.

<sup>2</sup>If the Minor Mutation chart results in a Major Mutation, add that mutation instead. If the roll results in "roll on Major Mutation table" then roll a result on the Major Mutation table as normal.

<sup>†</sup>The mutation charts are found in Chapter 10: The World

**Note:** Beings with the Mutated Template cannot have more than one cosmetic mutation and two other mutations, plus one hindrance, unless the minor or major mutation grants them the cosmetic mutation. The two mutations can be any combination of Major and Minor Mutations. These beings all have a Hindrance mutation.

**Defensive Abilities:** Immune to Darkland exposure/future mutations; **Special:** Fast Heal 1 while in a Darkland









"I remember the days of the Before. Now, I wasn't old at all: pretty green myself actually in those days. And I cannot tell you how badly I miss wasted days and trivial stuff like the internet, coffee shops, and that new car smell! Ain't nothing like it right? Hell, I miss being able to work out just for the sake of taking a fit selfie, because let's face it, back in the day I was a snack. But now? I burn because I gotta have the stamina to outrun some slobbering maw of teeth or a bloated dead guy that wants to eat my face.

And therein lies my point, Doc. Gotta have a use in the world after the Rise. No tolerance for dead weight, wink-wink. Now you have to have a skill or at least be willing to work damn hard to make sure your Colony survives. But really, if you got some talent... then you're the backbone of your Colony, no joke. Don't matter if you're the one who's shoving boots in Marauder orifices, the one who is out scrounging up 'sources outta almost nothing, or the one blazing demons with supernatural fury, your Colony lives and dies by your ability. It's a burden, Doc... a big one. But I wouldn't have it any other way."

Finder - Jackal, Finder's Fortune



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 3 CLASSES

*YOU ARE DOING WELL HERE, COALMAN. If these poor souls only knew what you used to do, who you really are. They believed your lie about working on old steam boilers. You have no mechanical skills; if they make you use your expertise' they will find you out and surely exile you... or worse. But now you're in their hunting party, finding resources for them. Do they know how tempted you are to keep some for yourself? If they could only see your thoughts, Coalman. If they could only see us.*

**AS DIVERSE THE INHABITANTS OF THE WORLD AFTER THE RISE** are racially, people are even further segmented by their chosen professions. People have become a scarce resource, and every member of a Colony is important to its survival. Whether you're a Human, Descended, Progeny, or Lazarus, you are expected to contribute your skills, talents, and expertise to the Colony that you call home. More than just your job, your class is also the core of your abilities and the backbone of how you will thrive in this harsh world.

As an example, an Enforcer would use their vast weapon and fighting style expertise to keep the Colony safe and train a group of colonists to be guards. On the other hand, a Splicer may contribute by creating and repairing the tech of the Colony, such as keeping vehicles in working order or creating a new source of electricity powered by a nearby water source.

There are abilities and skills that are essential to the way a class functions. From a Harbinger's telekinetic powers to a Hound's ability to read terrain, these abilities grow in scope and scale

as you gain experience. Hunters in this world may choose more than one class; an Enforcer may hone the stealthy skills of a Jackal, or an Arbiter may find the perfect complement to their sense of justice in the balance with nature found with the Conservator.

In the end, your class will give you the lens for which you view the world After the Rise. It will shape the manner in which you navigate the dangers and wonder, how you interact with others in the world and ultimately be the vehicle for your journey through life in the Apocalypse.

**Arbiter:** Warrior of faith.

**Conservator:** Sacred Earth protector.

**Enforcer:** Hardened killer.

**Harbinger:** Mystic of body and mind.

**Hound:** Self-reliant survivor.

**Jackal:** Ultimate scavenger.

**Maverick:** Consummate gunslinger.

**Shepherd:** Spiritual compass.

**Splicer:** Tech wizard.







MIMURA



# ARBITER

The Arbiter is the ultimate warrior of faith and unquestioned hand of justice. They stand alone as judge, jury, and frequently executioner both within the Colony and abroad. The Arbiter is driven by an inner sense of justice and a burning faith leaving them with a determination to eradicate undead and demonic entities. Whether the Arbiter is the voice of faith within a Colony, or a true believer out to spread the word of justice to the masses, all Arbiters share a talent for wielding both magic and weaponry in their quest push back against the darkness.

## CREATING AN ARBITER

As you delve into your Arbiter, think about your character's beliefs and sense of justice. How did they come to be a believer in being just? How did they acquire their skills? Did they find an old manuscript or other instruction to self-teach? Were they inspired by a guru or other expert? What does their faith look like, and what type of religious ethos do they follow? Perhaps their beliefs were gained from their parents, who were devout in the Before. Perhaps their Colony is almost cult-like, with complex rituals. Maybe a special weapon holds reverence, and it was destined from an early age to be their weapon of justice. No matter what their background looks like, every Arbiter is driven by their faith and belief that justice must be served in the grand scheme of the universe.

## CLASS FEATURES

**Hit Die:** d10

**Starting Resources:** 14

**Weapon and Armor Proficiency:**

Arbiters are proficient with all simple and martial weapons, and all light or one-handed simple and martial firearms. They are proficient with all types of armor (heavy, medium, and light), and with shields (except tower shields).

## CLASS SKILLS

Craft (Int)  
Diplomacy (Cha)  
Handle Animal (Cha)  
Heal (Wis)  
Intimidate (Chr)  
Knowledge (History) (Int)  
Knowledge (Theology and Philosophy) (Int)  
Profession (Wis)  
Ride (Dex)  
Sense Motive (Wis)  
Spellcraft (Int)

**Skill Ranks per Level:** 2 + Int modifier.

A Human, a shield made from the sheet metal of a car door in one hand and a machete in the other, drops to his knees next to a wounded comrade. The machete glows with the golden hue of otherworldly light as he touches it to the fallen and his faithful essence heals the injury. Her glowing wood-cutting axe in hand, a Lazarus concentrates for a moment and the Weapon of Justice bursts into flames along its razor-sharp edge as she swings and cleaves two hungry Risen in half. A Progeny begins casting nearby, throwing his glowing hammer at an onrushing Ravenous; it strikes, engulfing the creature with the holy flame.



## ARBITER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Arbiter Spells Per Day						
						0	1st	2nd	3rd	4th	5th	6th
1st	+1	+2	+0	+2	Justice Pool, Smite, Weapon of Justice, Spells	1	0	—	—	—	—	—
2nd	+2	+3	+0	+3	Channel Energy 1d6, Touch of Justice	1	1	—	—	—	—	—
3rd	+3	+3	+1	+3	Weapon of Justice, Reach, Miracle	2	1	—	—	—	—	—
4th	+4	+4	+1	+4	Channel Energy 2d6, Righteous Light	2	1	0	—	—	—	—
5th	+5	+4	+1	+4	Wrath of Justice	3	2	1	—	—	—	—
6th	+5	+5	+2	+5	Weapon of Justice, Channel Energy 3d6	3	2	1	—	—	—	—
7th	+6/+1	+5	+2	+5	Miracle, Righteous Light	4	2	1	0	—	—	—
8th	+7/+2	+6	+2	+6	Wrath of Justice, Channel Energy 4d6, Call of Justice	4	2	1	1	—	—	—
9th	+8/+3	+6	+3	+6	Weapon of Justice	4	3	2	1	—	—	—
10th	+9/+4	+7	+3	+7	Righteous Light, Channel Energy 5d6	4	3	2	1	0	—	—
11th	+10/+5	+7	+3	+7	Miracle, Wrath of Justice, Call of Justice	4	3	2	1	1	—	—
12th	+10/+5	+8	+4	+8	Weapon of Justice, Channel Energy 6d6	4	3	2	2	1	—	—
13th	+11/+6/+1	+8	+4	+8	Righteous Light, Reach	4	4	3	2	1	0	—
14th	+12/+7/+2	+9	+4	+9	Wrath of Justice, Call of Justice, Channel Energy 7d6	4	4	3	2	1	1	—
15th	+13/+8/+3	+8	+5	+9	Weapon of Justice, Miracle	4	4	3	2	2	1	—
16th	+14/+9/+4	+10	+5	+10	Righteous Light, Channel Energy 8d6	4	4	3	3	2	1	0
17th	+15/+10/+5	+10	+5	+10	Wrath of Justice, Call of Justice	4	5	4	3	2	1	1
18th	+15/+10/+5	+11	+6	+11	Weapon of Justice, Channel Energy 9d6	4	5	4	3	2	2	1
19th	+16/+11/+6/+1	+11	+6	+11	Righteous Light	4	5	4	3	3	2	1
20th	+17/+12/+7/+2	+12	+6	+12	Faithful Warrior, Channel Energy 10d6	4	5	4	4	3	2	1

## CLASS ABILITIES

**Justice Pool:** Arbiters have an allotment of points that they use to power each of their abilities. These points make up the Justice Pool. The total points in the Justice Pool are as follows:

$$\text{Justice Pool} = 1 + \text{Arbiter level} + \text{Charisma Modifier}$$

**Smite (Su):** The Arbiter can call upon their righteous justice to aid them in combat. The Arbiter selects one target within visual range and declares a Smite. The Smite bonus depends on the number of Justice points spent from the Justice Pool. With each point spent, a new effect is added. All bonuses are only applied against the target of the Smite. Using Smite is a switch action.

- **1 Justice Point:** Gain half the Arbiter's level, rounded down, to attack rolls (min. of 1).
- **2 Justice Points:** Gain half the Arbiter's level as a bonus to damage rolls (min. of 1). If the target is undead or an outsider without the Earth subtype, the Arbiter instead gains their level as a bonus to damage rolls.
- **3 Justice Points:** Gain half Arbiter's level as Deflection bonus to AC and Temporary bonus to Saving Throws against attacks and effects made by the target of the Smite (min. of 1)

The Smite effect remains until the target of the Smite is dead or the next time the Arbiter rests long enough to regain their abilities. Smite can only be used on a melee or thrown weapon. Only one Smite can be active at a time.

**Weapon of Justice (Su):** So devout is the faith of the Arbiter that they can forge that faith into a *Weapon of Justice*. The

Arbiter chooses a melee or thrown weapon they are proficient in and, through the sacrifice of their hit points, that weapon becomes their spell focus. As the Arbiter progresses in level the *Weapon of Justice* creates a light aura. This light cannot be suppressed.

Infusing a new weapon to be their *Weapon of Justice* takes 24 hours of fasting and meditation with their newly selected weapon.

- 1st level—The Arbiter names one weapon they own as their *Weapon of Justice*. This weapon is now considered masterwork. Hardness: +1, Hit Points: +1
- 3rd level—The Arbiter sacrifices 2 hit points and their *Weapon of Justice* becomes a +1 magic weapon and now glows a faint blue color providing light as candlelight (5' radius). Hardness: +2, Hit Points: +2
- 6th level—The Arbiter sacrifices 3 additional hit points and their *Weapon of Justice* becomes a +2 magic weapon and now provides light as a common lamp (15' radius). Hardness: +3, Hit Points: +3
- 9th level—The Arbiter sacrifices 4 additional hit points and their *Weapon of Justice* gains the magical property of *Throwing*. This ability works as normal except that it also applies to weapons with a range increment, in which case that base increment is increased by 10ft. The weapon now provides light as a torch (20' radius). Hardness: +4, Hit Points: +4
- 12th level—The Arbiter sacrifices 5 additional hit points and their *Weapon of Justice* gains the magical property *Returning*. The weapon now provides light as a hooded lantern (30' radius). Hardness: +5, Hit Points: +5



- 15th level—The Arbiter sacrifices 6 additional hit points and their *Weapon of Justice* becomes a +3 magic weapon and provides light as a bullseye lantern (60' cone) or as a hooded lantern (30' radius). Adjusting the light produced is a swift action. Hardness: +6, Hit Points: +6
- 18th level—If the Arbiter is incapacitated, *unconscious*, or otherwise unable to defend themselves due to an effect or condition, but not dead, the *Weapon of Justice* gains the magical enhancement *Dancing* with the following changes. The *Weapon of Justice* fights for a number of rounds equal to the Arbiter's Charisma modifier using the fully modified attack ratios of the Arbiter. If the Arbiter has *Justice Pool* points remaining when this effect triggers, the *Weapon of Justice* may spend these points to power *Touch of Justice*, *Reach*, and *Wrath of Justice* at the player's choice.

If the *Weapon of Justice* is destroyed or abandoned the Arbiter begins gaining hit points back at the same rate as normal healing. The recovery of hit points cannot be sped up via magic or any other ability that effects healing. Only after the Arbiter is fully healed of these lost hit points are they able to name another *Weapon of Justice*.

The Arbiter always knows the direction and distance of their *Weapon of Justice*, provided both are on the same plane of existence. If the *Weapon of Justice* is in a Channel, the Arbiter knows the direction and distance to the nearest Portal for that Channel.

**Spells:** Starting at 1st level, an Arbiter gains the ability to cast Divine/Otherworldly Magic spells which are drawn from the Arbiter spell list. An Arbiter must prepare spells in advance. The Arbiter must be wielding the *Weapon of Justice* to cast spells. This weapon is their spell focus, divine focus, and the center of their spells. Presentation of the *Weapon of Justice* represents the somatic component.

The *Weapon of Justice* must touch the recipient of any spell being cast. If the recipient is unwilling a successful touch attack using the *Weapon of Justice* must be made or the spell is lost. If the weapon can be thrown a ranged touch attack may be made against unwilling recipients. The Arbiter does not provoke an attack of opportunity when casting spells using their *Weapon of Justice*. Touch and ranged touch attacks are made at the modified *Weapon of Justice* attack bonus.

Unless otherwise stated, the target of the Arbiter's spell is not affected by any magical enhancements their *Weapon of Justice* has and nor do they take damage from the weapon.

- **Requirement to Cast Spells:** Arbiter's Charisma score must be equal to at least 10 + the spell level
- **Saving Throw DC:** Arbiter's spells are 10 + the spell level + the Arbiter's Charisma modifier
- See "Arbiter Spells Per Day" for the number of spells of each spell level per day the Arbiter can cast
- Arbiter receives bonus spells per day if they have a high Charisma score
- Once per day, the Arbiter must rest for eight hours then meditate for one additional hour to regain their daily complement of spells
- Arbiter may prepare and cast any spell on the Arbiter spell list within their acquired spell casting levels

- Arbiters can prepare a number of Orisons, or 0-level spells, each day, as noted under "Arbiter Spells per Day." These spells follow the general rules for preparing and casting Orisons.

**Channel Energy (Su):** At 2nd level, the Arbiter gains the supernatural ability to channel energy, causing a burst of energy that either damages demonic and undead beings or provides limited restoration to allies in a 30' radius centered on the Arbiter. The *Channel Energy* effect depends on the number of Justice Points spent from the Justice Pool. Using *Channel Energy* is a standard action that does not provoke an attack of opportunity.

- **Blight (Su): 1 Justice point**—Damages demons (but not Progeny) and undead enemies. The amount of damage dealt is equal to 1d6 at 2nd level and increases by 1d6 every two Arbiter levels thereafter. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the Arbiter's level + the Arbiter's Charisma modifier. The Arbiter takes 1 point of damage per dice rolled.
- **Renew (Su): 2 Justice points**—Allies automatically stabilize if below 0 hit points, are healed of all *bleed* conditions (except *Wrathful Bleed*), and recover 1 point of temporary ability score damage plus 1 per every 6 levels beyond 2nd (max 4 points at 20th level)
- **Balance (Su): 3 Justice points**—Activates both *Blight* and *Renew* simultaneously

**Touch of Justice (Su):** Beginning at 2nd level, an Arbiter can use points from their Justice Pool to heal the wounds of others or harm enemies by touch with the power of their immense faith. Using this ability is a standard action that does not provoke an attack of opportunity.

- **Faith Heal (Su): 1 Justice point**—When this ability is activated the glow from the *Weapon of Justice* turns a soft yellow color. The Arbiter selects a willing target and touches them with their *Weapon of Justice*. The target is immediately healed 1d6 hit points of damage for every two levels of the Arbiter. *Touch of Justice* heals the Arbiter 1 point of damage per dice rolled plus their Constitution modifier. An Arbiter cannot use this ability on themselves nor does the healing provided to the Arbiter from using this ability stop *bleed* damage.
- **Faith Harm (Su): 2 Justice points**—When this ability is activated the glow from the *Weapon of Justice* turns an angry red color. The Arbiter selects a target and immediately makes a touch attack using their *Weapon of Justice*. On a successful hit, the target takes 1d6 points of damage for every two levels of the Arbiter. This touch attack does not cause weapon damage. *Touch of Justice* deals the Arbiter 1 point of damage per dice rolled. There is no save against the damage caused by *Faith Harm*.
- **Faith Aura (Su): 3 Justice points**—When this ability is activated the glow from the *Weapon of Justice* turns a deep orange color. Using their *Weapon of Justice*, the Arbiter may immediately touch a number of targets within melee reach equal to one plus half their Arbiter level rounded down. Unwilling targets require a successful touch attack to trigger the effect. Each



target touched with the *Weapon of Justice* may either be healed or harmed 1d6 points of damage plus the Arbiter's Charisma modifier.

**Reach (Su):** At 3rd level the Arbiter can spend points from their Justice Pool to extend the reach of their physical attacks when using the *Weapon of Justice*. This ability may not be used for attacks of opportunity. Using *Reach* is a move action. At 13th level *Reach* may be used as a swift action.

- **1 Justice Point:** +5 ft. to the Arbiters reach and thrown range increases by 5 ft., Duration: Number of rounds equal to the Arbiter's Charisma Modifier
- **2 Justice Points:** +10 ft. to the Arbiters reach and thrown range increases by 10 ft., Duration: two rounds
- **3 Justice Points:** +15 ft. to the Arbiters reach and thrown range increases by 15 ft., Duration: round activated

**Miracle (Su):** At 3rd level, and every four levels thereafter, an Arbiter can select one Miracle from the list provided. Each Miracle adds an effect to the Arbiter's Touch of Justice ability. The Miracle works with both Faith Heal and Faith Harm. When the Arbiter uses Touch of Justice, all targets receive the additional effects from all acquired Miracles. Faith Heal may heal the noted conditions, while Faith Harm may cause the harmful conditions.

A Miracle can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the Miracle removes the affliction that causes the condition.

Miracles triggered using Faith Harm allow a saving throw to resist the effect. Target receives a Fortitude save (10 + 1/2 the Arbiter level + the Arbiter's Charisma modifier) to avoid all Miracles. Duration: Unless otherwise noted, Faith Harm Miracles last 1 round for every three Arbiter levels. At each level noted below, new conditions are added to the list of Miracles available. The Arbiter may select any condition previously unlocked when reaching the next Miracle level.

**Miracle List:** 3rd—*fatigued, shaken, sickened*; 7th—*dazed, deafened, diseased<sup>2</sup>, staggered<sup>2</sup>*; 11th—*cursed<sup>3</sup>, exhausted<sup>4</sup>, frightened<sup>5</sup>, nauseated<sup>6</sup>* 15th—*blinded, paralyzed, poisoned, stunned*.

<sup>1</sup>**Diseased:** *Faith Heal*—As Remove Disease at Arbiter caster level, *Faith Harm*—Cause Disease (Otherworldly)

## OTHERWORLDLY DISEASE

**Onset** instant; **Frequency** 1/day

**Effect** 1d4 WIS damage; **Cure** 2 consecutive saves (SR equal to Arbiter level)

<sup>2</sup>**Staggered:** *Faith Heal*—Remove staggered condition (unless target has exactly 0 hit points or less)

<sup>3</sup>**Cursed:** *Faith Heal*—As Remove Curse at Arbiter caster level, *Faith Harm*—Cause Curse (Otherworldly)

## OTHERWORLDLY CURSE

**Onset** instant; **Frequency** 1/day

**Effect** target cannot heal naturally by resting and all healing magic fails resulting in the spell being lost; **Cure** 2 consecutive saves (SR equal to Arbiter level)

<sup>4</sup>**Exhausted:** Must have the *Fatigued Miracle*

<sup>5</sup>**Frightened:** Must have the *Shaken Miracle*

<sup>6</sup>**Nauseated:** Must have the *Sickened Miracle*

<sup>7</sup>**Poisoned:** *Faith Heal*—As Neutralize Poison at Arbiter caster level, *Faith Harm*—Cause Poison (Otherworldly)

## OTHERWORLDLY POISON

**Onset** instant; **Frequency** 1/round for 6 rounds

**Effect** 1d3 Con damage; **Cure** 2 consecutive saves (SR equal to Arbiter level)

**Righteous Light (Su):** At 4th level the Arbiter's *Weapon of Justice* becomes a beacon of righteous light. This ability functions while the Arbiter wields the *Weapon of Justice*.

- 4th level—Arbiter gains immunity to fear and fear effects (magical or otherwise). While within the light aura from the *Weapon of Justice*, allies are subject to a +4 Morale bonus on saving throws against fear effects
- 7th level—Arbiter gains immunity to mutations caused by exposure to Darkland radiation. While within the light aura from the *Weapon of Justice*, allies are subject to a +4 Morale bonus on saving throws against mutations
- 10th level—Arbiter gains DR 1/— increasing by 1 point for every two levels past 10th, max DR 5/— at 18th level. The Arbiter may choose to take the damage dealt from any source to any ally within the light aura of the *Weapon of Justice*. The Arbiter may make this decision as frequently as they wish for any damage and all allies within the light aura. DR or other damage reduction abilities do not prevent or reduce damage taken in this way. This decision must be made before the damage is rolled.
- 13th level—Arbiter gains a +4 Morale bonus to saving throws against all natural and supernatural diseases (includes Grave Worm Plague, Scat Fever, and Demon Fever). While within the light aura from the *Weapon of Justice*, allies are subject to a +2 Morale bonus on saving throws against diseases
- 16th level—Arbiter gains immunity to compulsion spells and spell-like effects. Additionally, the Arbiter gains a +4 Morale bonus on saves against possession (Supernatural or Otherworldly).

While within light aura from the *Weapon of Justice*, allies are subject to a +2 Morale bonus on saving throws against compulsion spells, spell-like effects and possession. If affected by a compulsion spell, spell-like effect, or possession when entering the aura for the first time since being affected, the ally receives a new saving throw with the +2 Morale bonus, using the same DC as the original effect. If successful, the effects are suppressed while in the area and for a number of rounds equal to the Arbiter's Charisma modifier if the ally moves out of the affected area. This does not expel a controlling life force (such as a ghost or demon), but it does prevent them from controlling the target.

- 19th level—Allies within the light aura from the *Weapon of Justice* increase their spell save DC by 2 when casting spells against an enemy who is also within the light aura.

Enemies take a -4 penalty on all saving throws against the Arbiter's spells or class abilities.



**Wrath of Justice (Su):** Upon reaching 5th level the Arbiter's *Weapon of Justice* may be filled with their own righteous wrath. Activating *Wrath of Justice* turns the weapon's glow to a vibrant white. When powering the weapon in such a way, the Arbiter is able to temporarily create additional magical properties within their *Weapon of Justice*. Magical bonus may be purchased as magical enhancements at 1 point for each +1. The Arbiter can also add additional special abilities to their *Weapon of Justice*. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Wrath of Justice Special Abilities) as long as the individual special abilities cost is not higher than the *Weapon of Justice* Enhancement bonus.

This need for justice uses points from their Justice Pool and is a standard action to activate. The Arbiter can use points from their Justice Pool as follows:

- **1 Justice Point:** Duration – Following round, 2 rounds *Wrathful Bleed*
- **2 Justice Points:** Duration – Following 3 rounds, 4 rounds *Wrathful Bleed*
- **3 Justice Points:** Duration – Following 9 rounds, 6 rounds *Wrathful Bleed*

The number and power of these magical properties increases as the Arbiter advances in level as noted below:

- 5th Level—1 point of Magical Enhancements
- 8th Level—2 points of Magical Enhancements
- 11th Level—3 points of Magical Enhancements
- 14th Level—4 points of Magical Enhancements
- 17th Level—5 points of Magical Enhancements

**Wrathful Bleed:** The Arbiter takes 1 point of damage for each point of Magical Enhancements used for a number of rounds as noted above. The *Wrathful Bleed* effect can stack with other *bleed* effects. Nothing can stop the *wrathful bleed* effect and damage caused by *Wrathful Bleed* may only be healed after the effect has ended.

**Call to Justice (Su):** At 8th level the Arbiter gains the ability to call their *Weapon of Justice* directly to their hand. The weapon disappears from its current location and appears in the Arbiter's hand during the action in which *Call to Justice* is activated. This ability only works if the *Weapon of Justice* is unattended. This ability is a move action.

- The weapon must be within 60' of the Arbiter to recall in this fashion
- 11th level range increases to 120' and may be activated as a swift action
- 14th level range increases to 1 mile and functions even if the *Weapon of Justice* is attended
- 17th level range is same plane of existence and may be activated as a free action

**Faithful Warrior (Su):** At 20th level, an Arbiter becomes a symbol and conduit for the power of their faith. This manifest as follows:

- Arbiter regains all lost hit points for their *Weapon of Justice*. Creating a new *Weapon of Justice* now only takes a full round action that provokes an attack of opportunity.

## WRATH OF JUSTICE SPECIAL ABILITIES

Enhancement	Cost
<i>Impervious</i>	+1 point
<i>Corrosive</i>	+1 point
<i>Countering</i>	+1 point
<i>Flaming</i>	+1 point
<i>Frost</i>	+1 point
<i>Ghost touch</i>	+1 point
<i>Soulfire</i>	+1 point
<i>Menacing</i>	+1 point
<i>Merciful</i>	+1 point
<i>Shock</i>	+1 point
<i>Thundering</i>	+1 point
<i>Vicious</i>	+1 point
<i>Advancing</i>	+2 point
<i>Corrosive burst</i>	+2 point
<i>Flaming burst</i>	+2 point
<i>Tainted</i>	+2 point
<i>Icy burst</i>	+2 point
<i>Impact</i> <sup>1</sup>	+2 point
<i>Shocking burst</i>	+2 point
<i>Purified</i>	+2 point
<i>Nullifying</i>	+3 point
<i>Speed</i>	+3 point

<sup>1</sup> This special ability cannot be applied to light melee weapons

\* *Weapon of Justice* magical bonus may be increased by 1 point for each enhancement point spent to a max of +5

- Arbiter gains immunity to all bleed conditions and automatically becomes stable if below 0 hit points
- Using *Wrath of Justice* is a move action and no longer triggers the *Wrathful Bleed* condition
- The *Weapon of Justice* becomes a legendary minor artifact and cannot be destroyed normally
- *Weapon of Justice* light aura increases to a 60' radius at all times
- Arbiter and all allies within the *Weapon of Justice* light aura gain *Fast Healing* (Ex) 1
- The Arbiter may target anyone with their spells that are within the light aura of the *Weapon of Justice* without the requirement of being touched by the *Weapon of Justice*
- *Call to Justice* now functions regardless of plane of existence or distance







MIMURA



# CONSERVATOR

The Conservator believes in restoring natural order to a world gone wrong. They study natural pathways of power, following ley line energies connecting node sites such as cairns, standing stones, and megalithic circles. Their studies have allowed the Conservator to tap into these energies and form their own powerful sites. The Conservator believes that the biggest affront to the natural order are the hordes of undead now walking the land and the Darklands disrupting the natural flow of energies.

## CREATING AN CONSERVATOR

While starting the creation process with your Conservator, think about how your character became so attuned to nature that their abilities manifested. Did they grow up in a Colony that valued the solitude that a forest provided? Did they discover an affinity for spellcasting in solitude while communing with nature? Or did their elders show them the path while honing their skills to fight the most unnatural beings on the Earth, the Risen? Is your Conservator cut from a more peaceful cloth, interested more in healing and caring for the land? Or are they heart and soul nature's warrior, seeking out and destroying the unnatural at every turn? Or more likely, a balance of both? Regardless of their driving force, every Conservator has taken up the mantle of defender of the natural world, and they are a formidable foe for those who have aligned themselves as an enemy of Mother Nature.

## CLASS FEATURES

**Hit Die:** d8

**Starting Resources:** 14

**Weapon and Armor Proficiency:**

Conservators are proficient with all simple and martial weapons. They are proficient with light and medium armor but are restricted in what types of materials they can be made out of (See "Prohibited Armor Materials" below).

## CLASS SKILLS

Climb (Str)  
Craft (Int)  
Fly (Dex)  
Handle Animal (Cha)  
Heal (Wis)  
Knowledge (Earth and Life Sciences) (Int)  
Knowledge (Geography) (Int)  
Knowledge (nature) (Int)  
Knowledge (Undead)  
Perception (Wis)  
Profession (Wis)  
Ride (Dex)  
Spellcraft (Int)  
Survival (Wis)  
Swim (Str)

**Skill Ranks per Level:** 4 + Int modifier.

A Lazarus, faced with the charging terror of a Devourer, raises her hands at the ground and vines burst forth, inhibiting the rush of the undead creature while simultaneously striking it with a charge of natural energy. His companion, a Descended, calls upon the power of the Bison and blocks its path, ready to strike with her two-handed spear. Meanwhile, a Progeny, concentrating on the power of her totem, summons her totem animal, a coyote, which appears suddenly from the earth and charges the undead beast.



## CONSERVATOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Conservator Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Nature Pool, Spells, Nature's Totem, Agent of Nature, Prohibited Materials	2	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Channel Energy 1d8, Nature's Shroud (Coyote)	2	1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Tap the Line, Nature's Shroud (Raven)	2	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Agent of Nature, Channel Energy 2d8, Nature's Shroud (Badger),	3	2	1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Nature's Shroud (Wolf),	3	2	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Channel Energy 3d8, Nature's Shroud (Bison)	3	3	2	1	—	—	—	—	—	—
7th	+5	+5	+2	+5	Agent of Nature, Nature's Shroud (Jaguar), Tap the Line	3	3	2	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Channel Energy 4d8, Nature's Shroud (Eagle)	4	3	3	2	1	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Nature's Shroud (Bear),	4	3	3	2	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Agent of Nature, Channel Energy 5d8, Nature's Shroud (Thunderbird),	4	4	3	3	2	1	—	—	—	—
11th	+8/+3	+7	+3	+7	Tap the Line, Totem Animal (Coyote)	4	4	3	3	2	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Channel Energy 6d8, Totem Animal (Raven),	4	4	4	3	3	2	1	—	—	—
13th	+9/+4	+8	+4	+8	Agent of Nature, Totem Animal (Badger)	4	4	4	3	3	2	2	1	—	—
14th	+10/+5	+9	+4	+9	Channel Energy 7d8, Totem Animal (Wolf),	4	4	4	4	3	3	2	1	—	—
15th	+11/+6/+1	+9	+5	+9	Tap the Line, Totem Animal (Bison)	4	4	4	4	3	3	2	2	1	—
16th	+12/+7/+2	+10	+5	+10	Agent of Nature, Channel Energy 8d8, Totem Animal (Jaguar)	4	4	4	4	4	3	3	2	1	—
17th	+12/+7/+2	+10	+5	+10	Totem Animal (Eagle),	4	4	4	4	4	3	3	2	2	1
18th	+13/+8/+3	+11	+6	+11	Channel Energy 9d8, Totem Animal (Bear),	4	4	4	4	4	4	3	3	2	1
19th	+14/+9/+4	+11	+6	+11	Agent of Nature, Tap the Line, Totem Animal (Thunderbird)	4	4	4	4	4	4	3	3	2	2
20th	+15/+10/+5	+12	+6	+12	Conduit of Nature, Channel Energy 10d8, Totem Guardian	4	4	4	4	4	4	4	3	3	2

### CLASS ABILITIES

**Prohibited Materials:** Armors made of leather, hide, wood, and normal metal are allowed but Conservators are prohibited from wearing armors made from non-natural materials such as cloth, plastic, rubber, any pre-Rise armor (athletic pads, body armor), or any special type of metal. Conservators are proficient with shields (except tower shields) but must use only those crafted from wood or normal metal, nothing made from their prohibited materials.

A Conservator who wears prohibited armor or uses a prohibited shield is unable to cast Conservator spells or use any of their supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

**Nature Pool:** Conservators have an allotment of points that they use to power each of their abilities. These points make up the Nature Pool. The total points in the Nature Pool are as follows:

$$\text{Nature Pool} = 1 + \text{Conservator level} + \text{Wisdom Modifier}$$

**Spells:** Starting at 1st level, a Conservator gains the ability to cast Arcane/Prime Magic spells which are drawn from the Conservator spell list. The Conservator communes with nature to prepare spells in advance.

- **Requirement to Cast Spells:** Conservator's Wisdom score must be equal to at least 10 + the spell level.
- **Saving Throw DC:** Conservator's spells are 10 + the spell level + the Conservator's Wisdom modifier.
- See "Conservator Spells Per Day" for their base daily spell allotment.
- Conservator receives bonus spells per day if they have a high Wisdom score.
- Once per day, the Conservator must rest for eight hours then commune with nature for one additional hour to regain their spell allotment.
- Conservator may prepare and cast any spell on the Conservator spell list within their acquired spell casting levels.
- Each day the Conservator can prepare Orisons, or 0-level spells, as noted under "Conservator Spells per Day." These spells follow the general rules for preparing and casting Orisons.

**Spontaneous Casting:** The Conservator gains Spontaneous Casting for *Summon Nature's Ally* spells. This allows a Conservator to convert prepared Arcane/Prime Magic spell of first level or higher into a *Summon Nature's Ally* spell of the same spell level or lower. This ability follows the standard rules for spontaneous casting.



**Nature's Totem (Su):** The Conservator begins play having built a focal point to nature in the form of a physical totem. The Conservator decides the appearance and material used in the totem construction. The totem must be accessible to sunlight and at least as large as the Conservator. The totem is usually constructed near the center of the Conservator's Colony. If the Nature's Totem is destroyed the Conservator must rebuild the base.

- 1st Level—*Tranquil Aura*: The totem creates a soothing tranquility affecting normal animals within a one-mile radius per Conservator level. Animals within the *Tranquil Aura* will not be hostile toward the Conservator so long as the Conservator causes the animals no harm.
- 7th level—*Improved Allies: summon nature's ally* cast by the Conservator within the totem's *Tranquil Aura* grant summoned animals a Morale bonus of +1 to attack rolls, damage rolls, and saving throws plus +1 hit point per HD.
- 13th Level—*Consecrate*: The *Tranquil Aura* now acts as the spell *consecrate*. Additionally, *summon nature's ally* cast by the Conservator within this area of affect doubles the *Improved Allies* bonus.
- 20th Level—*Nature's Shrine*: Nature's Totem is now considered a permanent altar or shrine for purposes of the *Consecrate* ability. The entire *Tranquil Aura* is now connected to other sites of power by ley lines.

If the Conservator wishes to move the totem to a new area or the totem is destroyed, it takes two days for each level of the Conservator for a moved or new totem to align with the underlying powers. Only when the totem is at full strength does the *Consecrate* ability work.

**Agent of Nature:** Beginning at 1st level with the creation of the *Nature's Totem*, the Conservator becomes an *Agent of Nature*, immediately gaining the following abilities:

- Fast for up to six days before feeling the effects of starvation (normal three days). The Conservator must eat normally for three consecutive days before Fasting again.
- Gain a +2 Circumstance bonus on Knowledge (Earth and Life sciences), Knowledge (Nature), Knowledge (Undead), and Survival checks.
- One time per day the Conservator can cast *endure elements* as a spell-like ability. The caster level is equal to the Conservator's class level.

As the Conservator progresses in class level, *Agent of Nature* grants the following abilities:

- 4th Level—Detect Undead creatures at will. This ability functions like the spell *detect undead* but does not discern the type, location, or differing power level of detected undead creatures.
- 7th Level—Detect Darkland at will. This ability functions like the spell *detect animals or plants* but only reveals the existence and distance of any Darkland within range.
- 10th Level—Detect Portal entrance at will. This ability functions like the spell *detect secret doors* but only reveals the existence of a Channel's portal entrance.

- 13th Level—The Conservator gains immunity to all natural diseases as well as supernatural diseases caused by or relating to undead (including Scat Fever).
- 16th Level—The Conservator gains immunity to all possession caused by or relating to undead.
- 19th Level—Totem Transportation (Su): Once per day the Conservator may immediately transport themselves and any number of allies in physical contact with the Conservator directly back to their *Nature's Totem*. Using this ability is a standard action. This ability only functions if the Conservator and the totem are on the same plane.

**Channel Energy (Su):** At 2nd level, the Conservator gains the supernatural ability to channel energy, causing a burst of energy that either damages undead opponents or generates extraordinary growth to nature in a 30' radius centered on the Conservator. The *Channel Energy* effect depends on the number of Nature Points spent from the *Nature Pool*. Using *Channel Energy* is a standard action that does not provoke an attack of opportunity.

- *Abide (Su): 1 Nature Point*—Damages undead enemies. The amount of damage dealt is equal to 1d8 at 2nd level and increases by 1d8 every two Conservator levels thereafter. Creatures that take damage from channeled energy receive a Will save for half damage. The DC of this save is equal to 10 + 1/2 the Conservator's level + the Conservator's Wisdom modifier.
- *Overgrow (Su): 2 Nature Points*—This effect causes rapid new growth of thick and overgrown vegetation. Regardless of the type of terrain, *Overgrow* causes grasses, briars, bushes, creepers, thistles, trees, vines, and so on to emerge from the ground or floor. Movement through the growth reduces speed to 5' per round or 10' for large or larger creatures. If this spell is cast on an area that is already affected by any spell or effect that enhances plants, such as *entangle* or *wall of thorns*, any DC involved with these spells is increased by 4. Duration: Conservator's Wisdom modifier in rounds.
- *Balance (Su): 3 Nature Points*—Activates both *Abide* and *Overgrow* simultaneously

**Tap the Line (Su):** Beginning at 3rd level, the Conservator gains the ability to tap directly into powerful ley lines, utilizing Prime energy directly from the Earth. These ancient powers may increase the effective caster level and even add Metamagic effects to spells cast during the duration of Tap the Line. Activating *Tap the Line* is a swift action that requires spending Nature Points. The Conservator must be on Earth to *Tap the Line*.

- **1 Nature Point:** Duration – 1 round
- **2 Nature Points:** Duration – 2 rounds
- **3 Nature Points:** Duration – 3 rounds

*Tap the Line* provides the following effects:

- 3rd Level—+1 to caster level
- 7th Level—Caster level increases to +2 and using Tap the Line is now an immediate action



- 11th Level—Minor Ley Line Meta-magic (Roll d6)
  1. Elemental Spell
  2. Enlarge Spell
  3. Extend Spell
  4. Reach Spell
  5. Selective Spell
  6. Spectral Spell
- 15th Level—Caster level increases to +3 and using Tap the Line is now a free action
- 19th Level—Major Ley Line Metamagic (Roll d6), adds to Minor Ley Line Metamagic effect
  1. Disruptive Spell
  2. Elemental Spell (Conservator choice)
  3. Infused Spell
  4. Intensified Spell
  5. Lingering Spell
  6. Piercing Spell

**Nature's Shroud (Su):** Beginning at 2nd level, the Conservator crafts an animal effigy and attaches it to the *Nature's Totem*. Each new effigy increases the size of the totem by three feet. The appearance and materials used for each effigy is determined by the Conservator.

Adding the animal effigy allows the Conservator to adopt aspects of that animal by spending points from their *Nature Pool*. Activating *Nature's Shroud* creates a faint phantasmal image representing the aspect of the animal effigy selected.

*Example: Activating Nature's Shroud/Raven for the passive trait might produce a phantasma of raven feathers hovering in front of the character's forehead.*

While using *Nature's Shroud*, the Conservator gains the benefit of the animal effigy passive ability. The Conservator must announce the animal effigy selected when activating

*Nature's Shroud*. If an activate ability is triggered, that ability must be selected immediately. The Conservator can only be connected to one animal effigy at a time.

The Conservator must be on the same plane of existence as their *Nature's Totem* to use this ability. This is a polymorph effect and cannot be used while the Conservator is using another polymorph effect.

Activating *Nature's Shroud* or selecting a different animal effigy is a standard action. Changing the active ability of an already active effigy is a swift action. Connecting to a different effigy requires spending *Nature Pool* points.

Duration and active abilities depend on the number of *Nature Pool* points spent as noted below:

- **1 Nature Point:** Select an animal effigy  
*Gain:* Animal's passive ability  
*Passive Duration:* 24 hours or another *Nature's Shroud* activated.
- **2 Nature Points:** Select an animal effigy  
*Gain:* Animal's passive ability and select one active ability from that animal's list  
*Passive Duration:* 24 hours or another *Nature's Shroud* activated.  
*Active Duration:* One round per Conservator level. A new active ability from the same animal effigy may be selected each round this use of *Nature's Shroud* is in effect.
- **3 Nature Points:** Select an animal effigy  
*Gain:* Animal's passive ability and select one active ability from that animal's list.  
*Passive Duration:* 24 hours or another *Nature's Shroud* activated.  
*Active Duration:* One minute per Conservator level. A new active ability from the same animal effigy may be selected each round this use of *Nature's Shroud* is in effect.

Using *Nature's Shroud* provides the following additional benefits:

- Conservator may speak normally while using *Nature's Shroud* and can cast *speak with animals* at will
- Natural attacks from *Nature's Shroud* active abilities are considered supernatural attacks for purposes of damaging incorporeal creatures and the Conservator is considered proficient
- While within the area of effect of *Nature's Totem*, casting *Summon Nature's Ally* for any animal effigy added to the totem summons the animal at max HP and with a +2 Insight bonus to AC

Adding an animal effigy to *Nature's Totem* requires one week to craft at a cost in resources as noted under the animals below. At the end of this time the Conservator must make a Craft (Structural) skill check, with the DC set by the effigy (see below).





## Nature's Shroud Animal Effigies

### Coyote

**Level:** 2nd

**Resource Cost:** 2 Mechanical, 2 Combustible, 2 Consumable

**Craft Check:** DC 12

**Passive Ability:**

*Hasty Retreat (Ex):* The withdraw action allows movement up to double speed even if the Conservator is restricted to a standard action. This movement does not provide attacks of opportunity from any enemy.

**Active Abilities (Ex):**

*Silent Stalker:* +4 to Stealth rolls

*Trickster's Guile:* +2 Luck Bonus to AC

*Attack Form:* Bite (1d6 plus Trip). Using the Trip combat maneuver as part of this attack does not provoke an attack of opportunity. If the attempt fails, the Conservator is not tripped in return.

### Raven

**Level:** 3rd

**Resource Cost:** 4 Mechanical, 4 Combustible, 4 Consumable

**Craft Check:** DC 13

**Passive Ability:**

*Raven Senses (Ex):* If the Conservator naturally has normal vision, they gain low-light vision. If the Conservator naturally or through mutation has low-light vision, they gain darkvision 30'. If the Conservator naturally or through mutation has darkvision, the range increases by 30'. In addition, they can identify sources of magic, as per *Detect Magic*.

**Active Abilities (Ex):**

*Feather on the Wind:* Conservator gains *Feather Fall* as per the spell

*Magical Presence:* Increase DC of all your Conservator spells by +2

*Observant:* +3 to sight-based Perception rolls, senses gained from Raven Senses increase one category (low-light becomes darkvision, darkvision gains +30')

*Attack Form:* Bite (1d3), 2 Talons (1d2)

### Badger

**Level:** 4th

**Resource Cost:** 6 Mechanical, 6 Combustible, 6 Consumable

**Craft Check:** DC 14

**Passive Ability:**

*Go to Ground (Ex):* Burrow at 10' per round, Detect grades/slopes and elevation changes at will.

**Active Abilities (Ex):**

*Retribution:* When the Conservator provokes an attack of opportunity they gain an attack of opportunity in return, up to the number of attacks of opportunity per round they are normally allowed

*Weasel Movement:* The Conservator moves at their normal movement speed while crawling. They are considered one size category smaller for purposes of moving through narrow spaces and move at their normal movement speed. They may squeeze through spaces a quarter of their normal size category.

*Fearless:* +4 save vs. Fear effects

*Attack Form:* Bite (1d6), 2 Claws (1d4)

### Wolf

**Level:** 5th

**Resource Cost:** 8 Mechanical, 8 Combustible, 8 Consumable

**Craft Check:** DC 15

**Passive Ability:**

*Canine Scent (Ex):* Perception checks may be made by scent instead of sight. The Conservator does not suffer penalties from the *blind* condition.

**Active Abilities (Ex):**

*Pack Mentality:* When threatening the same target as an ally, the Conservator counts as flanking regardless of position

*Swift Runner:* +20' to land based movement

*Intuition:* +4 to Initiative

*Attack Form:* Bite (1d8 plus trip or grab, player's choice). Using the trip or grab combat maneuver as part of this attack does not provoke an attack of opportunity. If the attempt fails, the Conservator is not tripped in return.

### Bison

**Level:** 6th

**Resource Cost:** 10 Mechanical, 10 Combustible, 10 Consumable

**Craft Check:** DC 16

**Passive Ability:**

*Large Presence (ex):* The Conservator may act as one size category larger with respect to any situation or effect except for dealing damage. This includes number of occupied squares and combat squares threatened.

**Active Abilities (Ex):**

*Buffalo Hide:* +4 Natural Armor

*Stampede of One:* Using the overrun combat maneuver does not provoke an attack of opportunity. If the Conservator has the improved overrun feat, treat this ability as greater overrun. The target may not choose to avoid you. If the target is knocked prone they take trample damage (2d6+Str).

*Even Tempered:* +4 save vs. magical cold effects or attacks, +4 save vs. magical fire effects or attacks

*Attack Form:* Gore (2d6+STR)

### Jaguar

**Level:** 7th

**Resource Cost:** 12 Mechanical, 12 Combustible, 12 Consumable

**Craft Check:** DC 17

**Passive Ability:**

*Feline Feet (Ex):* Terrain never counts as trackless for local or overland movement, instead terrain is considered as a road or trail. Additionally, the first 10 feet of any fall are negated.

**Active Abilities (Ex):**

*Quiet Paws:* Gain the ability of *fast stealth* and may take 10 while using the Stealth skill

*Swimmer/Climber:* +4 to Swim and Climb checks, move at normal movement speed while swimming or climbing

*Attack Form:* Bite (1d6+STR), 2 Claws (1d3+STR). Conservator gains the *pounce* and *rake* special abilities. When charging, the Conservator may make all jaguar attacks plus two free back claw attacks (1d3+STR). A Conservator wielding weapons in one or both hands do normal weapon damage instead of claw attacks. Doing so treats all remaining natural weapon attacks as secondary attacks (-5 to attack, half STR modifier).



## Eagle

**Level:** 8th

**Resource Cost:** 14 Mechanical, 14 Combustible, 14 Consumable

**Craft Check:** DC 18

**Passive Ability:**

*Eagle Eyes (Ex):* Penalty for vision-based Perception checks reduced to -1 for every 20' (normal is 10'). Additionally, the Conservator can roll twice for all Perception checks taking the most favorable result.

**Active Abilities (Ex):**

*Soar like an Eagle:* Conservator gains *Overland Flight*

*Flyby Combat:* When the Conservator takes a move action for movement, they can take a standard action at any point during the movement, both on land or during flight. The Conservator cannot take a second move action for movement during a round it does Flyby Combat.

*Birdseye View:* The Conservator has low-light vision and 270-degree sight. Opponents are only considered to be flanking a Conservator if at least three of them are threatening the Conservator, regardless of their actual positioning.

*Attack Form:* Bite (1d4) and 2 Talons (1d4)

## Bear

**Level:** 9th

**Resource Cost:** 16 Mechanical, 16 Combustible, 16 Consumable

**Craft Check:** DC 19

**Passive Ability:**

*Bear Hide (Ex):* Gains the feat Toughness and DR 2/—

**Active Abilities (Ex):**

*Strength of the Bear:* +4 to Strength

*Thunderous Roar:* As per the spell, *Sound Burst*. If the save is successful, creatures still take damage but are not stunned; however, they are considered *deafened* for 1D4+1 rounds. This ability may only be used one time per use of *Nature's Shroud*.

*Intimidating Presence:* As a swift action, the Conservator may activate a fear effect in a 10' radius. This effect works as per the *Fear* spell cast as the Conservator. This ability may only be used one time per use of *Nature's Shroud*.

*Attack Form:* 2 Claws (1d6+STR plus grab) and Bite (1d6+STR)

## Thunderbird

**Level:** 10th

**Resource Cost:** 20 Mechanical, 20 Combustible, 20 Consumable

**Craft Check:** DC 20

**Passive Ability:**

*Stormsight (Ex):* Low-light vision, darkvision 60'. Stormsight ignores all penalties and concealment from weather effects, including those created by *fog cloud*, *obscuring mist*, and similar spells.

**Active Abilities (Ex):**

*Spell Resistance:* 12+ half the Conservator level

*Flight:* Conservator gains fly 120ft. (good)

*From the Ashes:* Immediately returns the Conservator to maximum hit points and removes all the following conditions: *bleed*, *blind*, *confused*, *cowering*, *dazed*, *dazzled*, *deafened*, *entangled*, *exhausted*, *fascinated*, *fatigued*, *frightened*, *nauseated*, *panicked*, *paralyzed*, *shaken*, *sickened*, *staggered*, or *stunned*. The Conservator may use this ability at the start of their turn even if a condition would prevent them from acting. Using this ability cannot bring the Conservator back

from the dead nor regrow limbs. The Conservator must be conscious to use this ability. Using this ability ends *Nature's Shroud* which may not be used again until the Conservator has had 8 hours of uninterrupted sleep.

*Thunderbolt:* Ranged touch attack that creates a bolt of electricity and deafening clap of thunder. A successful attack causes 3D6 Electricity and 3D6 sonic damage (6D6 total, no save). Being hit with this attack requires a DC 22 Fortitude save or be *stunned* and *deafened* for 1 round. Range of the attack is 200ft with no range increments. This ability may only be used once every 10 rounds.

*Attack Form:* 2 Claws (1d6+STR) and Bite (1d8+STR)

**Totem Animal (Su):** Starting at 11th level, the Conservator may perform a totem ritual to gain a deeper bond with the animal effigy added to their totem with *Nature's Shroud*. Successful completion of this ritual means an animal spirit matching the effigy has joined with the totem allowing the Conservator to summon a manifestation of that effigy in physical form.

The ritual requires the following tasks: sacrifice Consumable resources equal to double the animal effigy resource cost, spend one day fasting in meditation, then succeed in a Knowledge (Theology and Philosophy) check with a DC equal to the animal effigy Craft DC+10. If the knowledge check succeeds, the Consumable resources are absorbed by the totem and the animal effigy is now bonded to the Conservator. If the knowledge check fails, the Consumable resources rapidly mold and the Conservator must wait one week before trying again.

Activating *Totem Animal* is a standard action and requires spending Nature Pool points as below:

- **1 Nature Point:** Summon Coyote, Raven, or Badger totem animal
- **2 Nature Points:** Summon Wolf, Bison, or Jaguar totem animal
- **3 Nature Points:** Summon Eagle, Bear, or Thunderbird totem animal

**Note:** Duration for each *Totem Animal* is listed in the stat block for that creature. No more than one *Totem Animal* may be active at the same time. The *Totem Animal* may be dismissed at will.

The *Totem Animal* is a physical manifestation matching the appearance of the animal effigy added to the *Nature's Totem*. The appearance of each *Totem Animal* can be shocking, disturbing, beautiful, or even grotesque depending on the styling preferred by the Conservator.

The *Totem Animal* is not subservient, but rather a trusted ally that may be asked to perform tasks and even fight alongside the Conservator. Intentional mistreatment or abuse will cause the *Totem Animal* to be uncooperative. Continued abuse will lead to outright aggression against the Conservator.

All *Totem Animals* also have the following special ability:

*Devoted (Ex):* The Spirit Animal gains a +4 Morale bonus on Will saves against enchantment spells and effects.



## Nature's Shroud Totem Animals

### Coyote

Level: 11th

Duration: 1 hour/level

#### STATISTICS

Size medium augmented animal

Init +3; Senses low-light vision, scent; Perception +12

AC 22, touch 16, flat-footed 18 (+6 natural, +2 luck, +3 dex, +1 dodge)

HP 125 (10d10+60)

Fort +13, Ref +10, Will +6

Speed 40 ft.

Attack bite +12 (1d6+7 plus trip)

Str 21, Dex 17, Con 23, Int 6, Wis 16, Cha 10

Base Atk +7, CMB +12, CMD 25

Feats Skill Focus (Perception), Dodge, Disorienting Maneuver, Vital Strike, Wind Stance

Skills Acrobatics +9 (+17 when jumping), Perception +12, Stealth +11, Survival +5 (+9 when tracking by scent), Swim +9; Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

#### Passive Traits:

**Hasty Retreat (Ex):** The withdraw action allows movement up to double speed even if the Coyote is restricted to a standard action. This movement does not provide attacks of opportunity from any enemy.

### Raven

Level: 12th

Duration: 1 hour/level

#### STATISTICS

Size small augmented animal

Init +3; Senses low-light vision, darkvision 60'

Perception +18 (21 sight-based)

AC 20, touch 15, flat-footed 16 (+5 natural, +4 Dex, +1 size)

HP 105 (11d10+33)

Fort +6, Ref +11, Will +10

Speed 10 ft., fly 40 ft. (average)

Attack bite +12 (1d4)

Str 10, Dex 19, Con 16, Int 6, Wis 19, Cha 11

Base Atk +8, CMB +8, CMD 22

Feats Lightning Reflexes, Improved Lightning Reflexes, Dodge, Alertness, Skill Focus (Perception), Weapon Finesse

Skills Fly +14, Perception +18 (+21 sight-based) Racial Modifiers +3 to sight-based Perception rolls

#### Passive Abilities:

**Raven Senses (Ex):** Raven can identify sources of magic, as per *Detect Magic*, at will

**Feather on the Wind (Su):** Raven gains *Feather Fall* as per the spell

**Magical Presence (Su):** DC of all your Conservator spells increases by +1. This stacks with the Magical Presence active ability from the Raven *Nature's Shroud*.





## Badger

Level: 13th

Duration: 1 hour/level

### STATISTICS

Size medium augmented animal

Init +2, Senses low-light vision, scent; Perception +12

AC 19, touch 13, flat-footed 16 (+6 natural, +3 dex)

HP 162 (12d10+84)

Fort 14, Ref 6, Will 13

Speed 30 ft., burrow 20 ft.

Attack bite +13 (1d4+4), 2 claws +13 (1d3+4)

Str 18, Dex 15, Con 23, Int 6, Wis 16, Cha 10

Base Atk +9, CMB +13, CMD 25 (29 vs. trip)

Feats Iron Will, Toughness, Combat Reflexes, Step up, Following Step, Step Up and Strike

Skills Climb +9, Escape Artist +10, Perception +12 Racial Modifiers +4 Escape Artist

### Passive Abilities:

*Go to Ground (Ex):* Detect grades/slopes and elevation changes at will

*Retribution:* If the Badger provokes an attack of opportunity, Badger gets an attack of opportunity in return, up to the number of attacks of opportunity per round Badger is normally allowed.

*Fearless (Ex):* +4 save vs. Fear effects

*Blood Rage (Ex):* When Badger takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

## Wolf

Level: 14th

Duration: 1 hour/level

### STATISTICS

Size large augmented animal

Init +7; Senses low-light vision, scent; Perception +14

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

HP 150 (12d10+72)

Fort +14, Ref +11, Will +7

Speed 70 ft.

Attack bite +14 (1d10+7 plus trip or grab)

Space 10 ft.; Reach 5 ft.

Str 21, Dex 17, Con 23, Int 6, Wis 16, Cha 10

Base Atk +9, CMB +14, CMD 27 (31 vs. trip)

Feats Dodge, Mobility, Agile Riposte, Sidestep, Skill Focus (Perception), Vital Strike

Skills Acrobatics +7 (+23 when jumping), Perception +14,

Stealth +3, Survival +6 (+10 tracking by scent), Swim +10

Racial Modifiers +4 Survival when tracking by scent

### Passive Abilities:

*Canine Scent (Ex):* Perception checks may be made by scent instead of sight. The Wolf does not suffer penalties from the blind condition.

*Pack Mentality (Ex):* When threatening the same target as an ally, the Wolf counts as flanking regardless of position

*Intuition (Ex):* +4 to Initiative

## Bison

Level: 15th

Duration: 10 minutes/level

### STATISTICS

Size huge augmented animal

Init +1; Senses low-light vision, scent; Perception +15

AC 21, touch 9, flat-footed 20 (+12 natural, +1 Dex, -2 size)

HP 189 (13d10+104)

Fort +16, Ref +5, Will +10

Speed 40 ft.

Attack gore +21 (4d6+18)

Special Attacks stampede, trample (2d8+18, DC 32)

Space 15 ft.; Reach 10 ft.

Str 35, Dex 12, Con 27, Int 6, Wis 15, Cha 8

Base Atk +9, CMB +23, CMD 34 (38 vs. trip)

Feats Endurance, Improved Bull Rush, Bull Rush Strike, Power Attack, Improved Natural Attack (gore), Ability Focus (trample), Awesome Blow (1d8+12)

Skills Perception +15, Swim +19

### Passive Abilities:

*Large Presence (Ex):* Bison may act as one size category larger with respect to any situation or effect except for dealing damage. This includes number of occupied squares and combat squares threatened.

*Even Tempered (Su):* +4 save vs. magical cold effects or attacks, +4 save vs. magical fire effects or attacks

*Stampede of One (Ex):* The Bison may stampede as a solitary creature. While stampeding, the Bison can trample foes of its size or smaller, and its trample save DC increases by +2 (included).

## Jaguar

Level: 16th

Duration: 10 minutes/level

### STATISTICS

Size large augmented animal;

Init +8; Senses low-light vision, scent; Perception +11

AC 23, touch 17, flat-footed 15 (+8 Dex, +6 natural, -1 size);

HP 161 (14d10+70);

Fort +14, Ref +17, Will +7;

Speed 35 ft., climb 35 ft., swim 35 ft.;

Attack bite +18 (1d10+7 plus grab), 2 claws +18 (1d6+7, 19-20x2);

Special Attacks pounce, rake (2 claws +18, 1d6+7, 19-20x2);

Space 10 ft.; Reach 5 ft.;

Str 24, Dex 26, Con 21, Int 6, Wis 17, Cha 10;

Base Atk +10, CMB +18 (+22 grapple), CMD 36 (40 vs. trip);

Feats Stealthy, Sure Grasp, Skill Focus (Stealth), Weapon Finesse, Run, Fleet, Fleet of Foot, Athletic, Improved Critical (Claws);

Skills Acrobatics +12, Climb +21, Perception +11, Stealth +18 (+22 in undergrowth), Swim +13;

Racial Modifiers +4 on Stealth in undergrowth

### Passive Abilities:

*Feline Feet (Ex):* Terrain never counts as trackless for local or overland movement, instead terrain is considered as a road or trail. Additionally, the first 10 feet of any fall are negated.

*Quiet Paws:* Gains the ability of *Fast Stealth* and may take 10 while using the Stealth skill



*Swimmer/Climber (Ex)*: +4 to Swim and Climb checks, move at normal movement speed while swimming or climbing  
*Stalker (Ex)*: Gains the feats of Run and Fleet of Foot

## Eagle

**Level**: 17th

**Duration**: 10 minutes/level

### STATISTICS

**Size** medium augmented animal

**Init** +5; **Senses** low-light vision; Perception +25

**AC** , touch, flat-footed (+5 Dex, +6 natural)

**HP** 158 (15d10+60)

**Fort** +9, **Ref** +16, **Will** +13

**Speed** 10 ft., fly 80 ft. (good)

**Attack** 2 talons +16 (1d6+3), bite +16 (1d6+3)

**Str** 16, **Dex** 21, **Con** 18, **Int** 6, **Wis** 19, **Cha** 11

**Base Atk** +11, **CMB** +14, **CMD** 29

**Feats** Lightning Reflexes, Dodge, Mobility, Acrobatic, Alertness, Weapon Finesse, Flyby Attack, Death from Above

**Skills** Fly +21, Perception +25

**Racial Modifiers** +8 Perception

### Passive abilities:

*Eagle Eyes (Ex)*: Penalty for vision-based Perception checks reduced to -1 for every 20' (normal is 10'). Additionally, the Eagle can roll twice for all Perception checks taking the most favorable result.

*Soar like an Eagle (Su)*: Eagle gains *Overland Flight* resulting in a free move action of 40 ft. while flying

*Flyby Combat*: Gains Flyby Attack feat. Eagle may take a full round attack when using *Soar like an Eagle*.

*Birdseye View (Ex)*: Opponents are only considered to be flanking the Eagle if at least three of them are threatening Eagle, regardless of their actual positioning.

## Bear

**Level**: 18th

**Duration**: 10 minutes/level

### STATISTICS

**Size** huge augmented animal

**Init** +2; **Senses** low-light vision, scent; **Perception** +12

**AC** 21, touch 10, flat-footed 19 (+2 Dex, +11 natural, -2 size); **DR** 2/—

**HP** 233 (15d10+135)

**Fort** +17, **Ref** +7, **Will** +12

**Speed** 40 ft.

**Attack** 2 claws +22 (1d10+11 plus grab, 19-20 x2), bite +22 (1d10+11)

**Special Ability** Thunderous Roar (DC 17); **Space** 15 ft.; **Reach** 10 ft.

**Str** 33, **Dex** 15, **Con** 27, **Int** 6, **Wis** 16, **Cha** 10

**Base Atk** +11, **CMB** +24 (+28 grapple), **CMD** 36 (40 vs. trip)

**Feats** Improved Sunder, Endurance, Toughness, Run, Skill Focus (Survival), Power Attack, Snatch, Improved Critical (claws)

**Skills** Climb +15, Perception +12, Survival +10, Swim +22

**Racial Modifiers** +4 Swim

### Passive Abilities:

*Thunderous Roar (Su)*: As per the spell, *Sound Burst*. All creatures within 10 ft. of bear are affected. If the save is successful, creatures still take damage but are not *stunned*; however,

they are considered *deafened* for 1d4+1 rounds. DC 17 Fortitude save to avoid being *stunned*.

*Intimidating Presence (Su)*: Bear has a Fear effect on enemies within 20 feet, as per the *Fear* spell, that is always active. Can only affect an opponent once per manifestation.

## Thunderbird

**Level**: 19th

**Duration**: 1 minute/level

### STATISTICS

**Size** Gargantuan Mythical Creature

**Init** +7; **Senses** darkvision 60 ft., low-light vision, *storm sight*; **Perception** +20

**Special Qualities** Aura storm aura (100 ft.)

**AC** 25, touch 10, flat-footed 21 (+3 Dex, +1 dodge, +15 natural, -4 size)

**HP** 161 (14d10+70)

**Fort** +14, **Ref** +12, **Will** +9

**Immune** electricity, sonic, **SR** 19

**Speed** 30 ft., fly 120 ft. (good)

**Attack** 2 claws +18 (2d6+8/19-20 plus grab), bite +18 (2d8+8/19-20), **Ranged** thunderbolt +13 ranged touch (6d6 electricity and 6d6 sonic)

**Spell-Like Abilities** (CL 11th; concentration +12) At will—control weather

**Space** 20 ft.; **Reach** 20 ft.

**Str** 26, **Dex** 17, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +14; **CMB** +26 (+30 grapple); **CMD** 40

**Feats** Critical Focus, Dodge, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Iron Will, Power Attack

**Skills** Acrobatics +13, Fly +11, Perception +20, Perform (sing) +8, Sense Motive +10

### Passive abilities:

*From the Ashes (Su)*: As an immediate action Thunderbird can return the Conservator to maximum hit points and removes all the following conditions: *Bleed*, *blind*, *confused*, *cowering*, *dazed*, *dazzled*, *deafened*, *entangled*, *exhausted*, *fascinated*, *fatigued*, *frightened*, *nauseated*, *panicked*, *paralyzed*, *shaken*, *sickened*, *staggered*, or *stunned*. Using this ability can bring the Conservator back from the dead and regrow limbs. Thunderbird may use this ability even if a condition would prevent it from acting but must be conscious to use this ability. Using this ability ends this use of *Totem Animal* and the Thunderbird may not be summoned for seven days and then only after the Conservator completes an atonement ritual. Atoning requires the Conservator to meditate in physical contact with their *Nature's Totem* for 24 consecutive hours and make a sacrifice of Consumable resources equal their maximum hit points.

*Thunderbolt (Su)*: Thunderbird can fire a ray of thunder and lightning from its outspread wings as a standard action. This attack has a range of 200 feet with no range increment and requires a ranged touch attack to hit. A creature critically hit by a thunderbolt is *stunned* and *deafened* for 1 round if it fails a DC 22 Fortitude save. The save DC is Constitution-based.

*Storm Aura (Su)*: Thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons (but not siege weapons) take a -4 penalty on



attack rolls, Fly checks are made at a -4 penalty, and exposed flames are extinguished. Small creatures must make a DC 10 Strength check (if on the ground) or a DC 20 Fly check to move toward the thunderbird, while Tiny or smaller creatures can be knocked backward (1d4 × 10 feet if they are on the ground and fail a DC 15 Strength check, or 2d6 × 10 feet if they are flying and fail a DC 25 Fly check). Creatures on the ground that are pushed back take 1d4 points of nonlethal damage per 10 feet, and flying creatures that are pushed back take 2d6 points of nonlethal damage regardless of the distance they are pushed. In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the thunderbird) within the area of its storm aura. This bolt of lightning deals 12d6 points of electricity damage (DC 22 Reflex halves). The save DC for the lightning bolt is Constitution-based, while those for resisting the wind effects are fixed.

**Stormsight (Ex):** Thunderbird ignores all vision penalties and concealment from weather effects, including those created by fog cloud, obscuring mist, and similar spells.

**Conduit of Nature (Su):** At 20th level, the Conservator is so attuned to the Earth they become an actual *Conduit of Nature*.

- Detect Undead, Detect Darkland, and Detect Portal abilities increases to a 1-mile radius and do not require a line of site but must be on the same plane
- While on Earth, the Conservator no longer requires food or drink, gaining sustenance directly from nature
- The Conservator is considered to always be under the effects of *endure elements*
- When using *Tap the Line*, minor and major ley line metamagic may now be selected instead of requiring a random roll.
- The Conservators totem animates, becoming a Totem Guardian.

**Totem Guardian (Su):** At 20th level, the Conservator can infuse their totem with life. The totem animates any time it detects danger or is called into action by the Conservator. The totem can move up to 1 mile away from where it was built, but must return there at the end of the activated duration. The Guardian can activate for one day (24 hours). The totem cannot be activated again until the Conservator completes a ritual requiring 4 uninterrupted hours in physical contact with the totem. If the totem is destroyed, the Conservator will have to spend an equal amount of resources and time to rebuild the totem.

## Totem Guardian

**Size** Huge Construct (totem)

**Init** +2; **Senses** low-light vision, darkvision 90 ft.\*; **Perception** +22

### DEFENSE

**AC** 25; touch 13, Ballistic 13, flat-footed 23 (-2 size, +1 dodge, +2 Dex, +12 natural, +2 luck\*)

**HP** 160 (15d10+55)

**Fort** +5, **Ref** +5, **Will** +9

**Defensive Abilities** DR 10 Meteoric Iron

**Construct Traits**; +4 save vs. cold, fire\*; **SR** 22\*

### OFFENSE

**Speed** 30 ft.

**Melee** slam x2 +24 (2d6+9 [2d6+13, 19-20 x2 vs. undead)

**Space** 15 ft.; **Reach** 15 ft.; **Spell** (CL 15)

### STATISTICS

**Str** 28, **Dex** 14, **Con** -, **Int** 14, **Wis** 18, **Cha** 14

**Base Atk** +15; **CMB** +26; **CMD** 36

**Feats** Improved Natural Attack (slam), Combat Reflexes, Stand Still, Power Attack, Dodge, Mobility, Combat Patrol, Toughness

**Skills** Climb +20, Handle Animal +11, Perception +22, Stealth +13, Swim +20; Languages same as Conservator

**Powerful Blows (Ex):** Against undead the guardian inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attack.

**Slow Healing:** The guardian regains 1 hit point for every hour it remains dormant at the spot it was created. Otherwise the guardian can only be healed through magical means.

**Totem Aspect (Su):** The guardian gains abilities based on the animal effigies the Conservator has attached to it.

- **Wolf, Trickster's Guile:** +2 Luck Bonus to AC.
- **Raven, Observant:** +3 to sight-based Perception rolls, senses gained from Raven Senses increase one category (low-light becomes darkvision, darkvision gains +30').
- **Badger, Retribution:** When the guardian provokes an attack of opportunity, they gain an attack of opportunity in return, up to the number of attacks of opportunity per round they are normally allowed.





- **Wolf, Pack Mentality:** When threatening the same target as an ally, the guardian counts as flanking regardless of position.
- **Bison, Even Tempered:** +4 save vs. magical cold and magical fire effects or attacks
- **Jaguar, Quiet Paws:** Gain the ability of *fast stealth* and may take 10 while using the stealth skill.
- **Eagle, Birdseye View:** The guardian has 270-degree sight. Opponents are only considered to be flanking the guardian if at least three of them are threatening the guardian, regardless of their actual positioning.
- **Bear, Intimidating Presence:** One time per day as a swift action, the guardian may activate a fear effect in a 10' radius. This effect works as per the *Fear* spell as if cast by the Conservator.
- **Thunderbird, Spell Resistance:** 12+ half the Conservator level.

**Link (Ex):** A Conservator and their totem guardian share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the Conservator to give orders to their guardian at any time. In addition, magic items or other forms of mental shielding interfere with the Conservator's mental connection to their guardian.

**Share Spells (Ex):** The Conservator grant spells with a target of personal or touch to their guardian. When the Conservator regains their spells for the day and are within their totem's aura radius they may impart any number of spells from their daily allotment, up to level 8 spells. The guardian cast them as any other spellcaster. These spells are lost to the Conservator until the guardian cast them and the Conservator regains their spells for the day.

## EXCOMMUNICATION

A Conservator who helps undead, attempts to create undead, or ceases to revere nature and its natural order loses all spells and Conservator abilities (not including weapon, armor, and shield proficiencies). They roll three times on the major insanity chart, keeping these traits as long as they are in disgrace. These insanities cannot be removed or lessened in severity. They cannot thereafter gain levels as a Conservator until they amend, but once they complete their penance they may gain levels, and they also lose any insanity they gained from falling into disgrace.







MIMURA



# ENFORCER

The Enforcer is the front-line defender of their Colony, the weapon-laden bulwark against the building darkness. Enforcers often subscribe to the “first in, last out” mantra, leading the charge for their hunting party in any conflict, and being the last off the field of battle. Whether a hardened combat-trained Colony militia soldier, a local tough recruited into a Marauder gang, or a lone wolf warrior that has used the horrors of the world to hone their unorthodox fighting methods, all Enforcers share their immense skill in all forms of weapons, armor, and tools of the combat trade.

## CREATING AN ENFORCER

As you formulate your Enforcer, think about your character’s fighting background. How were they trained in their combat skills? By who? Was it a parent, a Colony elder, a wandering warrior?

What makes them unique compared to the run-of-the-mill Colony militia and soldiers of fortune that have crossed their path? What motivated your Enforcer to hone their skills to the fine points they are now? Perhaps it was a Risen horde overrunning a former Colony. Or having to fend off a demon that attacked their family.

How and why did your Enforcer acquire the weapons and armor they currently use? They might have been part of the standard issue for the Colony’s militia, or maybe family heirlooms passed down from a time before the Rise. Either way, the Enforcer’s tools of their killing trade can be the difference in being a victor or a victim of combat.

## CLASS FEATURES

**Hit Die:** d12

**Starting Resources:** 12

At 1st level the Enforcer gains one free exotic weapon costing up to 20 resources. This weapon must be the same as selected with the Competent Killer feat gained at 1st level. Any resources not used in the purchase of this free exotic weapon are lost. This exotic weapon may be from the firearm, melee, or ranged categories.

**Weapon and Armor Proficiency:**

An Enforcer is proficient with all simple and martial weapons, and all simple and martial firearms. They are proficient with all armor types and all shields.

## CLASS SKILLS

Climb (Str)  
Craft (Int)  
Drive (Dex) Handle Animal (Cha)  
Intimidate (Cha)  
Knowledge (Construction) (Int)  
Knowledge (Tactics) (Int)  
Profession (Wis)  
Ride (Dex)  
Survival (Wis)  
Swim (Str)

**Skill Ranks per Level:** 2 + Int modifier.

A Descended charges into battle, gunfire glancing off her vulcanized rubber plate armor as she crashes through the front line of Marauders, swinging Baker’s Dozen, her 13lb sledgehammer. A Progeny, heavy combat rifle at the ready, picks off the spellcaster looking to stop his Descended companion in her tracks. Meanwhile, a Human, exploding from the brush on the flank, the insane thrum of his double-bladed chainsaw drowning out all other clashing sounds of combat, sends the remaining Marauders fleeing in terror.



## ENFORCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+1	+2	+0	+0	Exotic Focus, Bonus Feat
2nd	+2	+3	+0	+0	Bonus Feat, Hardened
3rd	+3	+3	+1	+1	Tenacious
4th	+4	+4	+1	+1	Bonus Feat
5th	+5	+4	+1	+1	Exotic Focus, Competent Killer
6th	+6/+1	+5	+2	+2	Bonus Feat, Hardened
7th	+7/+2	+5	+2	+2	Tenacious
8th	+8/+3	+6	+2	+2	Bonus Feat
9th	+9/+4	+6	+3	+3	Competent Killer
10th	+10/+5	+7	+3	+3	Exotic Focus, Bonus Feat, Hardened
11th	+11/+6/+1	+7	+3	+3	Tenacious
12th	+12/+7/+2	+8	+4	+4	Bonus Feat
13th	+13/+8/+3	+8	+4	+4	Competent Killer
14th	+14/+9/+4	+9	+4	+4	Bonus Feat, Hardened
15th	+15/+10/+5	+9	+5	+5	Exotic Focus, Tenacious
16th	+16/+11/+6/+1	+10	+5	+5	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+5	Competent Killer
18th	+18/+13/+8/+3	+11	+6	+6	Bonus Feat, Hardened
19th	+19/+14/+9/+4	+11	+6	+6	Indomitable, Tenacious
20th	+20/+15/+10/+5	+12	+6	+6	Bonus Feat, Weapon Pro

## CLASS ABILITIES

**Exotic Focus (Ex):** The Enforcer is a dedicated student of fighting and regularly seeks out the most effective implement to destroy their foes. Because of this interest, they have become adept at learning to use unusual and exotic weapons, gaining a bonus Exotic Weapon feat at 1st level. This weapon must align with the weapon they elect to receive for free and may be from the exotic firearms, exotic melee, or exotic ranged weapon lists. The Enforcer gains a new Exotic Weapon feat at each of the following levels: 5th, 10th, and 15th respectively. The Enforcer must have found or purchased the Exotic Weapon selected to gain this feat.

Additionally, the Enforcer is particularly adept at crafting exotic weapons.

- 1st Level—Receives +1 competency bonus on Craft (Weaponsmith) and Craft (Gunsmithing) skill checks to create and repair exotic weapons or exotic firearms. This bonus increases by an additional +1 at 7th level and every 6 levels after to a max of +4 at 19th level. As the Enforcer advances in level they receive these additional benefits when crafting exotic weapons.
- 5th Level—Reroll one Craft (Weaponsmith) or Craft (Gunsmithing) skill check each project dealing with exotic weapons or exotic firearms, whether that be creating a new weapon or repairing one. The Enforcer must take the second result, even if worse.
- 10th Level—The Enforcer must fail a Craft (Weaponsmith) or Craft (Gunsmithing) check by more than their skill ranks, or 5 (whichever is more beneficial) to count as a failure that ruins raw materials when using these skills for exotic

weapons or exotic firearms. The Enforcer still losses the time spent, just not the materials.

- 15th Level—When making a Craft (Weaponsmith) or Craft (Gunsmithing) check representing one week's worth of work, the Enforcer calculates successes by how much they made the check and add 5, instead of the normal add 1. The Enforcer only gains this benefit when using the skills for exotic weapons or exotic firearms.

**Bonus Feats:** The Enforcer gains bonus feats in addition to those gained from normal level advancement. These bonus feats must be selected from the "Enforcer bonus feats" marked as such in the feats section. See the Enforcer advancement table for the levels at which the Enforcer gains their bonus feats.

In addition, upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), an Enforcer can choose to forget one of the Enforcer bonus feats they have already learned and replace it with another Enforcer bonus feat. The forgotten feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. An Enforcer must choose whether or not to swap the feat before they gain any other bonus feat for that level.

**Hardened (Su):** An Enforcer sees and does things that no one should have to, and it numbs them to the horrors of the world. Starting at 2nd level, an Enforcer gains a +1 bonus to Insanity saves and checks. This bonus increases by +1 for every four levels beyond 2nd. For saves vs. Insanity it counts as a bonus, and on the minor or major insanity chart this bonus reduces the roll. While even the most hardened Enforcer may succumb to insanity, this reduces the likelihood and severity.



**Tenacious (Ex):** An Enforcer's combat experience allows them to overcome conditions that impact their ability to survive. At 3rd level the Enforcer gains *Tenacious* and selects one of the available condition trees below.

If a spell or other effect would cause one of the Enforcer's chosen effects, the Enforcer is allowed to make two saving throws against the initial effect and keep the highest result. If an Enforcer is under the effect of a condition amongst their chosen *Tenacious* conditions, they can make a single saving throw to recover at the start of each round they are under the effect of the condition. The DC is the same as the original effect's saving throw DC.

If the spell or effect does not normally allow a save, the Enforcer receives a single saving throw with the DC calculated normally. For these spells or effects the Enforcer only gets this initial save and does not get a save versus the effect at the start of their round.

At 7th level and every four levels thereafter (11th, 15th, and 19th), the Enforcer may choose to select the next condition on the tree they've already selected or another condition tree entirely. You must select conditions within a tree in the order listed.

If another ability provides a roll to recover from their chosen *Tenacious* conditions, the Enforcer gains a bonus to the roll equal to the Enforcer's base save. The Enforcer does not get a *Tenacious* save in these instances.

## Tenacious Conditions

**No Fear:** *Shaken, Frightened, Panicked*

**Iron Gut:** *Sickened, Nauseated, Poisoned*

**Intense Focus:** *Dazzled, Dazed, Deafened*

**Enduring Will:** *Fatigued, Exhausted, Paralyzed*

**Strong Jaw:** *Staggered, Stunned, Unconscious*

**Competent Killer (Ex):** Starting at 5th level, an Enforcer's skill increases in the exotic weapons selected with their *Exotic Focus* ability. Every four levels thereafter (9th, 13th, and 17th), an Enforcer becomes further skilled in these weapons.

- 5th Level—Enforcer gains a +1 bonus to attack and +2 bonus to damage on all Exotic Focus weapons. This bonus increases by +1/+2 for every four levels beyond 5th (maximum +4 to attack and +8 to damage at 17th level) and the Enforcer adds one of the following weapon special features to each of the Exotic Focus weapons. Weapon Special Feature Choices—Brace, Deadly, Disarm, Distracting, Nonlethal, or Trip.

An Enforcer also adds the attack bonus to any combat maneuver checks made with Exotic Focus weapons. This bonus also applies to the Enforcer's Combat Maneuver Defense when defending against disarm and sunder attempts made against their Exotic Focus weapons.

- 9th Level—The Enforcer gains the competent killer attack bonus as an Insight bonus to their AC in any round in which they have attacked with one of their Exotic Focus weapons. This bonus last until the start of their next turn.
- 13th Level—Overwhelm – As a full round action, the Enforcer presses their opponent with a barrage of fierce attacks, forcing their opponent backwards. The Enforcer must make a single attack at their highest attack bonus. If the attack is successful, the opponent takes damage as normal and must make a WILL

save equal to the damage caused by the attack. If the save is successful, the opponent is pushed 5' away from the Enforcer. On a failed save, the opponent is forced 15' away from the Enforcer. The opponent cannot be pushed into a square that is occupied by a solid object or obstacle. If there is another creature in the way of the opponent, the opponent must make a Reflex save, equal to overwhelm DC with a +2 bonus for each 5 feet it has already been pushed. Success means it stops due to the other creature, failure means it falls *prone*. If the opponent moved in this way exits any threatened space, they may provoke an attack of opportunity. The Enforcer is not allowed an attack of opportunity in this case. The Enforcer can only do this maneuver with their Exotic Focus weapons. The opponent may only be up to one size larger and cannot be pressed into a solid object. The Enforcer must be within 30' of their opponent if using a ranged weapon.

- 17th Level—The Enforcer can reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll as an immediate action. They must accept the second roll even if it is worse. They can use this ability 4 times per day.

**Indomitable (Ex):** At 19th level, an Enforcer becomes a machine of purpose and muscle memory. So strong is this focus that their body is able to override their brain. Once a day the Enforcer may make a Fortitude save in place of a Will save. The DC and source of the save doesn't change, just the save type. If the Enforcer is successful, they do not lose this ability for the day and instead keep the use for the day to use it again. Each time they succeed in using Indomitable Physical Determination the Enforcer gains a +2 Morale bonus to Strength lasting for four rounds, as their body floods with adrenaline.

Once the Enforcer fails a Fortitude check when using Indomitable Physical Determination they lose the ability for the day but can automatically try the failed save again, this time as the Will save.

**Weapon Pro (Ex):** At 20th level, the Enforcer level of skill in the exotic weapons gained from Exotic Focus becomes honed to a deadly level. The damage dealt by these weapons while in the hands of the Enforcer increase their damage dice to the next higher dice (see chart Weapon Pro Damage Increase). In addition, their normal critical hit threat range increased by 1 (this bonus stacks with feats or magical enchantments such as keen), and they gain a +4 Insight bonus to confirm critical hits with them.

## WEAPON PRO DAMAGE

Base Damage	Increase
1d4	1d6
1d6	1d8
1d8/2d4	2d6
1d10	2d8
2d6/3d4	3d6
2d8	3d8
3d6	4d6
3d8	4d8
5d6	6d8







# HARBINGER

The Harbinger is the epitome of mind over matter, using their Void-gifted magical powers for telekinetic attacks and movement, as well as for spells. Often misunderstood, Harbingers are nevertheless powerful allies frequently sought after for resource recovery teams and Colony defense. Harbingers generally avoid technologies from the before, preferring to align their energies with the natural and supernatural world.

## CREATING A HARBINGER

As you create your Harbinger, think about their abilities. How and when did they acquire their powers? Also, think about the path through life that your Harbinger has taken that lead them to this point. Did they use their powers defensively, looking to heal and protect their fellow Colony members? Or had they always wanted to be a part of a hunting party, going out and using their powers of the mind to extinguish dangers? Regardless of your Harbinger's personality and background, the individual powers wielded by every Harbinger makes each one both unique and dangerous.

## CLASS FEATURES

**Hit Die:** d6

**Starting Resources:** 10

**Weapon and Armor Proficiency:**

A Harbinger is proficient with all simple and martial weapons. Harbingers are proficient with light armor and all shields (except tower shields).

## CLASS SKILLS

Acrobatics (Dex)  
Appraise (Int)  
Bluff (Cha)  
Climb (Str)  
Craft (Int)  
Diplomacy (Cha)  
Disguise (Cha)  
Escape Artist (Dex)  
Intimidate (Cha)  
Knowledge (all) (Int)  
Linguistics (Int)  
Perception (Wis)  
Perform (Cha)  
Profession (Wis)  
Sense Motive (Wis)  
Sleight of Hand (Dex)  
Spellcraft (Int)  
Stealth (Dex)

**Skill Ranks per Level:** 6 + Int modifier.

A Human, eyes glazed over with the mystical powers of the Void, uses her telekinetic power to push a Risen backward into a pit. A Descended, kneels next to a wounded companion, casting Cure Light Wounds to get them back in the fight, followed a few seconds later by casting magic missile at an oncoming Fire Urchin. A Lazarus uses his Lift ability to allow a companion to reach an opening on the 5th floor of a dilapidated building, moving them to a safe landing spot to scavenge for supplies.



## HARBINGER

Conservator Spell Access by Level

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+2	+2	Emotional Quotient 1, Iron Will, Mystic Slip, Slip Trick	x	x	—	—	—	—	—	—	—	—
2nd	+1	+0	+3	+3	Kinetic Rank 1	x	x	—	—	—	—	—	—	—	—
3rd	+2	+1	+3	+3	Slip Trick	x	x	—	—	—	—	—	—	—	—
4th	+3	+1	+4	+4	Kinetic Rank 2	x	x	x	—	—	—	—	—	—	—
5th	+3	+1	+4	+4	Emotional Quotient 2, Combat Casting, Slip Trick	x	x	x	—	—	—	—	—	—	—
6th	+4	+2	+5	+5	Kinetic Rank 3	x	x	x	x	—	—	—	—	—	—
7th	+5	+2	+5	+5	Slip Trick	x	x	x	x	—	—	—	—	—	—
8th	+6/+1	+2	+6	+6	Kinetic Rank 4	x	x	x	x	x	—	—	—	—	—
9th	+6/+1	+3	+6	+6	Emotional Quotient 3, Slip Trick	x	x	x	x	x	—	—	—	—	—
10th	+7/+2	+3	+7	+7	Improved Iron Will, Kinetic Rank 5	x	x	x	x	x	x	—	—	—	—
11th	+8/+3	+3	+7	+7	Slip Trick	x	x	x	x	x	x	—	—	—	—
12th	+9/+4	+4	+8	+8	Kinetic Rank 6	x	x	x	x	x	x	x	—	—	—
13th	+9/+4	+4	+8	+8	Emotional Quotient 4, Slip Trick	x	x	x	x	x	x	x	—	—	—
14th	+10/+5	+4	+9	+9	Kinetic Rank 7	x	x	x	x	x	x	x	x	—	—
15th	+11/+6/+1	+5	+9	+9	Uncanny Concentration, Slip Trick	x	x	x	x	x	x	x	x	—	—
16th	+12/+7/+2	+5	+10	+10	Kinetic Rank 8	x	x	x	x	x	x	x	x	x	—
17th	+12/+7/+2	+5	+10	+10	Emotional Quotient 5, Slip Trick	x	x	x	x	x	x	x	x	x	—
18th	+13/+8/+3	+6	+11	+11	Kinetic Rank 9	x	x	x	x	x	x	x	x	x	x
19th	+14/+9/+4	+6	+11	+11	Slip Trick	x	x	x	x	x	x	x	x	x	x
20th	+15/+10/+5	+6	+12	+12	Kinetic Rank 10, Distorted Reality, Disruptive	x	x	x	x	x	x	x	x	x	x

## CLASS ABILITIES

**Emotional Quotient (Su):** The Harbinger is able to pick up on subtle signs, and even sense on a subconscious level, the emotional state of other beings. Beginning at 1st level the Harbinger gains a +1 bonus to Bluff, Diplomacy, Intimidate, Perform, and Sense Motive. This bonus increases by +1 for every four additional Harbinger levels (5th, 9th, 13th, and 17th levels) to a maximum of +5 at 17th level.

**Mental Fortitude (Ex):** Through mental training and discipline the Harbinger gains the following bonus feats:

- 1st level—Iron Will
- 5th level—Combat Casting
- 10th level—Improved Iron Will
- 15th level—Uncanny Concentration
- 20th level—Disruptive (Harbinger counts as a 6th level fighter for purposes of this feat)

**Mystic Slip (Ex):** A Harbinger can *slip* their mind's eye into the supernatural ether of the Void to channel and focus those energies in the form of spells. Starting at 1st level, a Harbinger can *slip* for a number of rounds per day equal to 4 + their Intelligence modifier. At each Harbinger level after 1st, the Harbinger can *slip* for 2 additional rounds. Temporary increases to Intelligence, such as those gained from *slipping* and spells like *fox's cunning*, do not increase the total number of rounds that a Harbinger can *slip* per day. Entering a *slip* is a free action. The total number of rounds a Harbinger may *slip* per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While *slipping*, a Harbinger gains a +4 Insight bonus to Intelligence and Charisma, as well as a +2 Insight bonus to Will saves. In addition, they take a -2 penalty to Fortitude saves.

The Harbinger must *Mystic Slip* in order to cast spells, except for 0th level spells. The Harbinger can only cast spells from their available spell lists, and of a level for which they have attained access. Multiclass Harbingers may cast spells from their other classes without *slipping*. The Harbinger may perform any other action during this time without further hindrance, including using their *Metaphysics* abilities.

A Harbinger can end a *slip* as a free action. After a *slip* ends the Harbinger is *sickened* a number of rounds equal to 2 times the number of rounds spent *slipping*. A Harbinger cannot *slip* again while *sickened* but can otherwise *slip* multiple times during a single encounter or combat. If a Harbinger falls *unconscious*, the *slip* immediately ends.

Spells with a casting time greater than 1 round do not require the Harbinger to be *slipping* the entire time. After the round in which the spell is initiated, the Harbinger may end the *slip*, spending the remaining casting time *sickened*. If the spell is disrupted or lost for any reason, the *sickened* condition remains until the casting time would have completed or until the standard duration of the *sickened* condition has passed, whichever is longer. Regardless, the *sickened* condition clears at the conclusion of the casting time and further *slips* may be performed as normal.

A Harbinger who has entered a *mystic slip* takes on a glazed look in their eyes and often appears to look through others as if they are not present. When viewed by another Harbinger or anyone with an active *detect magic* or similar spell, the *slipping* Harbinger's eyes are filled with swirling energy and ancient symbols or mystic script appears in front of their forehead.

**Spells:** A Harbinger casts Divine/Cosmic Magic spells drawn from the spell lists they select with *Slip Tricks*. Once per day, the Harbinger must rest for eight hours to regarding their



daily complement of spells. They do not need to prepare spells ahead of time. To know or cast a spell, a Harbinger must have an unmodified Intelligence score equal to at least 10 + the spell level. Saving throw DC's against a Harbinger's spell is 10 + the spell level + the Harbinger's Intelligence modifier. These spells are cast like any other spell.

Each day, the Harbinger may cast a number of spells per level equal to two times their natural Intelligence modifier (minimum of 1). They of course must have a sufficient Intelligence to cast a spell of that level. Temporary increases to Intelligence from magic items, those gained from *slipping*, or from spells like *fox's cunning*, do not increase the total number of spells per level an individual may cast. Permanent increases to Intelligence, such as from *Wish*, may increase this total.

Additionally, the Harbinger may only cast any specific individual spell a number of times per day equal to their normal Charisma modifier (minimum of 1). Temporary increases to Charisma from magic items, those gained from *slipping*, or from spells like *eagle's splendor*, do not increase the total number of times an individual spell may be cast.

If the Harbinger wishes to cast more spells than allowed from either a given spell level or of a specific individual spell, they may elect to do so at risk of great peril. Each casting beyond either of these limits requires a roll directly on the insanity chart as if they had failed an insanity check, adding the spell level to the result of the roll and +1 for each casting over the limit. If a single casting of a spell exceeds both the spells per level and individual spell per day limit, two consecutive rolls would be required. Results from these insanity chart rolls occur immediately after the current *slip* ends.

Increases to the spell's level, like those from metamagic feats, count as an additional casting per level increase of the spell. If this pushes the Harbinger past their limit, then each time they pass it they must roll on the Insanity chart as above.

All Harbingers gain access to the general spell list. More spell lists may be added to the Harbingers known spells by selecting a spell list *slip trick*. The spell list is then added to the known spells of the Harbinger. Harbinger oth level spells may be cast outside of a *Mystic Slip*. All spells 1st level and higher require that the Harbinger be in a *slip* in order to cast.

## General Spell List

0th—*Bleed, Dancing Lights, Daze, Detect Magic, Ghost Sound, Know Direction, Lullaby, Message, Mage Hand, Open/Close, Prestidigitation, Read Magic, Resistance*

1st—*Floating Disk, Identify*

2nd—*Arcane Lock, Levitate*

3rd—*Arcane Sight*

4th—*Arcane Eye*

5th—*Telekinesis*

6th—*Legend Lore*

7th—*Arcane Sight Greater, Limited Wish*

8th—*Telekinetic Sphere*

9th—*Foresight, Wish*

**Slip Tricks:** As a Harbinger gains levels, they learn to use their *slip* in new ways. Starting at 1st level, a Harbinger selects a *slip trick*. They gain another *slip trick* for every two levels of Harbinger attained after 1st level. A Harbinger gains the benefits of *slip tricks* only while *slipping*, unless otherwise stated,

and some of these powers require the Harbinger to take an action first. Unless otherwise noted, a Harbinger cannot select an individual power more than once.

**Slip Trick List:** A Harbinger may take any of the following *slip tricks* as long as they have a free *slip trick* slot and any of the pre-requisites. Spell Lists may be selected and cost the Harbinger a *slip trick* slot.

## Energy Spell List

1st—*Magic Missile, Magic Weapon, Shield*

2nd—*Flame Blade, Spectral Hand, Spiritual Weapon*

3rd—*Daylight, Magic Weapon Greater, Tiny Hut*

4th—*Enervation, Fire Shield, Resilient Sphere*

5th—*Interposing Hand, Wall of Force, Waves of Fatigue*

6th—*Antimagic Field, Eyebite, Forceful Hand, Repulsion*

7th—*Forcecage, Grasping Hand, Prismatic Spray, Waves of Exhaustion*

8th—*Clenched Fist, Horrid Wilting, Prismatic Wall*

9th—*Crushing Hand, Energy Drain, Prismatic Sphere*

## Enhance Spell List

1st—*Endure Elements, Enlarge Person, Jump, Reduce Person, True Strike*

2nd—*Bear's Endurance, Bull's Strength, Cat's Grace, Darkvision, Eagle's Splendor, Fox's Cunning, Owl's Wisdom*

3rd—*Aid, Gaseous Form, Good Hope, Haste, Heroism, Rage*

4th—*Enlarge Person Mass, Reduce Person Mass, Stoneskin*

5th—*Divine Power, Heroism Greater, Polymorph*

6th—*Bear's Endurance Mass, Bull's Strength Mass, Cat's Grace Mass, Eagle's Splendor Mass, Fox's Cunning Mass, Owl's Wisdom Mass, Transformation*

7th—*Polymorph Greater, Statue*

8th—*Iron Body, Polymorph Any Object*

9th—*Shapechange*

## Heal Spell List

1st—*Cure Light Wounds*

2nd—*Cure Moderate Wounds, Remove Fear, Status*

3rd—*Cure Serious Wounds, Remove Paralysis*

4th—*Cure Critical Wounds, Remove Blindness/Deafness*

5th—*Remove Curse, Remove Disease*

6th—*Breath of Life, Cure Light Wounds Mass*

7th—*Cure Moderate Wounds Mass*

8th—*Cure Serious Wounds Mass*

9th—*Cure Critical Wounds Mass*

## Hurt Spell List

1st—*Disrupt Undead, Inflict Light Wounds, Magic Missile*

2nd—*Inflict Moderate Wounds, Shatter, Spiritual Weapon*

3rd—*Bestow Curse, Crushing Despair, Inflict Serious Wounds*

4th—*Inflict Critical Wounds, Phantasmal Killer, Shadow Conjuraton, Shout*

5th—*Baleful Polymorph, Feeblemind, Nightmare, Shadow Evocation*

6th—*Blade Barrier, Flesh to Stone, Inflict Light Wounds Mass, Stone to Flesh*

7th—*Inflict Moderate Wounds Mass, Mage's Sword, Shadow Conjuraton Greater*

8th—*Inflict Serious Wounds Mass, Shout Greater, Shadow Evocation Greater*

9th—*Implosion, Inflict Critical Wounds Mass, Shades, Weird*



## Mislead Spell List

- 1st—*Disguise Self, Hide from Undead, Hypnotism, Magic Aura, Silent Image, Ventriloquism*
- 2nd—*Alter Self, Darkness, Enthrall, Hypnotic Pattern, Invisibility, Minor Image, Mirror Image, Misdirection, Silence*
- 3rd—*Deeper Darkness, Glibness, Illusory Script, Invisibility Sphere, Major Image, Sculpt Sound*
- 4th—*Hallucinatory Terrain, Illusory Wall, Invisibility Greater, Modify Memory, Rainbow Pattern, Zone of Silence*
- 5th—*False Vision, Mind Fog, Mirage Arcana, Persistent Image, Seeming*
- 6th—*Mislead, Permanent Image, Programmed Image, Veil*
- 7th—*Invisibility Mass, Project Image*
- 8th—*Scintillating Pattern, Sympathy*
- 9th—*Imprisonment*

## Move Spell List

- 1st—*Animate Rope, Expeditious Retreat, Feather Fall*
- 2nd—*Blur, Gust of Wind, Rope Trick, Spider Climb*
- 3rd—*Blink, Displacement, Fly, Helping Hand*
- 4th—*Air Walk, Dimension Door*
- 5th—*Overland Flight, Passwall, Secret Chest*
- 6th—*Animate Objects, Forbiddance*
- 7th—*Ethereal Jaunt, Instant Summons, Mage's Magnificent Mansion, Phase Door, Reverse Gravity*
- 8th—*Maze, Temporal Stasis, Trap the Soul*
- 9th—*Astral Projection, Etherealness, Time Stop*

## Planar Spell List

- 1st—*Confusion Lesser, Doom, Protection, Unseen Servant*
- 2nd—*Augury, Death Knell, Obscure Object, Touch of Idiocy*
- 3rd—*Contagion, Magic Circle, Tongues*
- 4th—*Black Tentacles, Confusion, Dimensional Anchor, Divination, Planar Ally Lesser*
- 5th—*Commune, Contact Other Plane, Planar Binding Lesser*
- 6th—*Circle of Death, Form of the Dragon I, Planar Ally, Planar Binding, Plane Shift*
- 7th—*Finger of Death, Form of the Dragon II, Insanity*
- 8th—*Dimensional Lock, Form of the Dragon III, Planar Ally Greater, Planar Binding Greater*
- 9th—*Gate, Wail of the Banshee*

## Protect Spell List

- 1st—*Hold Portal, Mage Armor, Sanctuary*
- 2nd—*False Life, Phantom Trap, Protection from Arrows, Resist Energy*
- 3rd—*Explosive Runes, Gentle Repose, Protection from Energy*
- 4th—*Freedom of Movement, Globe of Invulnerability Lesser, Nondetection*
- 5th—*Death Ward, Mage's Faithful Hound, Mage's Private Sanctum, Spell Immunity, Symbol of Pain*
- 6th—*Contingency, Globe of Invulnerability, Guards and Wards, Spell Resistance, Symbol of Fear*
- 7th—*Sequester, Spell Turning, Symbol of Weakness*
- 8th—*Antipathy, Mind Blank, Protection from Spells, Screen, Symbol of Insanity*
- 9th—*Spell Immunity Greater*

## Reveal Spell List

- 1st—*Comprehend Languages, Detect Secret Doors, Detect Snares & Pits*

- 2nd—*Detect Thoughts, Find Traps, Knock, Locate Object, See Invisible, Whispering Wind, Zone of Truth*
- 3rd—*Clairaudience/Clairvoyance, Discern Lies, Dispel Magic*
- 4th—*Detect Scrying, Break Enchantment, Locate Creature, Scrying, Sending*
- 5th—*Dispel Otherworldly, Dream, Telepathic Bond*
- 6th—*Analyze Dweomer, Dispel Magic Greater, Find the Path, True Seeing*
- 7th—*Scrying Greater, Vision*
- 8th—*Discern location, Moment of Prescience*
- 9th—*Freedom, Mage's Disjunction*

## Tell Spell List

- 1st—*Cause Fear, Charm Person, Command, Sleep, Hideous Laughter*
- 2nd—*Calm Emotions, Command Undead, Daze Monster, Hold Person, Magic Mouth, Scare*
- 3rd—*Charm Monster, Crushing Despair, Deep Slumber, Halt Undead, Suggestion*
- 4th—*Dismissal, Fear, Geas Lesser*
- 5th—*Command Greater, Dominate Person, Hold Monster, Magic Jar, Song of Discord*
- 6th—*Banishment, Geas/Quest, Suggestion Mass*
- 7th—*Charm Monster Mass, Control Undead, Hold Person Mass, Power Word Blind*
- 8th—*Binding, Demand, Irresistible Dance, Power Word Stun*
- 9th—*Dominate Monster, Hold Monster Mass, Power Word Kill*

**Chakra Healing (Su):** As a standard action, the Harbinger heals 1d8 points of damage + their Constitution modifier. For every four Harbinger levels the Harbinger has attained above 4th, this amount of damage healed increases by 1d8, to a maximum of 5d8 at 20th level. This trick can only be used once per day and only when *slipping*.

**Pre-requisite:** A Harbinger must be at least 4th level and have the *Heal Spell List* slip trick before selecting this power.

**Clear Mind (Su):** A Harbinger may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The Harbinger must take the second result, even if it is worse. This trick can only be used once per *slip*. If the Harbinger is not *slipping*, they may immediately do so when activating this ability.

**Pre-requisite:** A Harbinger must be at least 8th level before selecting this trick.

**Distorted Presence (Su):** The Harbinger gains a +1 Dodge bonus to their AC against ranged attacks for a number of rounds equal to the Harbinger's current Charisma modifier (minimum 1). This bonus increases by +1 for every 6 Harbinger levels the Harbinger has attained. Activating this ability is a move action that does not provoke an attack of opportunity. This trick can only be used once per *slip*.

**Fearless Slip (Su):** While *slipping*, the Harbinger is immune to the *shaken* and *frightened* conditions.

**Pre-requisite:** A Harbinger must be at least 12th level before selecting this trick.

**Guru (Su):** As a free action, for any skill check for which the Harbinger is trained they may roll twice and take the better result. This trick can only be used once per *slip*.

**Hunter's Eyes (Su):** The Harbingers gains low-light vision while *slipping*.



**Insightful Stance (Su):** The Harbinger gains a +1 Dodge bonus to their Armor Class against melee attacks for a number of rounds equal to the Harbinger's current Intelligence modifier (minimum 1). This bonus increases by +1 for every 6 Harbinger levels the Harbinger has attained. Activating this ability is a move action that does not provoke an attack of opportunity. This trick can only be used once per *slip*.

**Intimidating Glare (Su):** The Harbinger can make an Intimidate check against one adjacent foe as a move action. If the Harbinger successfully demoralizes her opponent, the foe is *shaken* for 1d4 rounds + 1 round for every 5 points by which the Harbinger's check exceeds the DC.

**Kinetic Attack Focus (Su):** A Harbinger selecting this *slip trick* increases the Kinetic Attack ability. The *Strike/Crush* gains an additional 1d6 damage. The *Push* functionality gains an additional 10 ft. distance. Note that no combination of *slip tricks* or feats may push the total damage beyond 15d6 or distance beyond 150 ft. The noted increases only apply when using Kinetic Attack while *slipping*. This does not change Kinetic Attack to a (Su) ability.

**Note:** This ability may be selected three times.

**Pre-requisite:** Kinetic Level 1

**Kinetic Attack Specialist (Su):** A Harbinger selecting the *Kinetic Attack Specialist* increases the Kinetic Attack ability. The *Strike/Crush* gains an additional 2d6 damage while the *Push* functionality gains an additional 20 ft. distance. The Kinetic Attack range increases by 30 ft. and the save DC increases by +2. Note that no combination of *slip tricks* or feats may push the total damage beyond 15d6. This does not change Kinetic Attack to a (Su) ability.

**Pre-requisite:** Kinetic Boost Focus slip trick, Kinetic Rank 3

**Kinetic Boost Focus (Su):** A Harbinger selecting this *slip trick* increases the Kinetic Boost abilities. The *Lift* functionality gains an additional 100lbs. while the *Move* functionality gains an additional 10 ft. to the speed. The noted increases only apply when using Kinetic Boost while *slipping*. This does not change Kinetic Boost to a (Su) ability.

**Note:** This ability may be selected three times.

**Pre-requisite:** Kinetic Level 1

**Kinetic Boost Specialist (Su):** A Harbinger selecting the *Kinetic Boost Specialist* increases the Kinetic Boost abilities. The *Lift* functionality gains an additional 200lbs. while the *Move* functionality gains an additional 30 ft. to the speed and increases the fly maneuverability by one step. The range for Kinetic Boost increases by 30 ft. and the save DC increases by +2. Rounds spent *slipping* do not count against the time of the Kinetic Boost in use/used. This *slip trick* only functions when using Kinetic Boost while *slipping*. This does not change Kinetic Boost to a (Su) ability.

**Pre-requisite:** Kinetic Boost Focus slip trick, Kinetic Rank 3

**Kinetic Defense Focus (Su):** A Harbinger selecting this *slip trick* increases the effectiveness of the Kinetic Defense. The *Self* functionality gains one more point of DR/magic and reduces any Kinetic Attack (strike/crush) by an additional 1d6 and Kinetic Attack (push) by an additional 10'. The *Area* functionality gains one additional designation for resistance and one additional designated creature. The noted increases only apply when using Kinetic Defense while *slipping*. This does not change Kinetic Defense to a (Su) ability.

**Note:** This ability may be selected three times.

**Pre-requisite:** Kinetic Rank 1

**Kinetic Defense Specialist (Su):** A Harbinger selecting the *Kinetic Defense Specialist* increases the effectiveness of the Kinetic Defense. The *Self* functionality gains two more points of DR/magic or one point of DR/- and reduces any Kinetic Attack (strike/crush) by an additional 2d6 and Kinetic Attack (push) by an additional 20'. The *Area* functionality gains two additional selection for resistance, two additional designated creatures, and increases the area by 5 ft. Rounds spent *slipping* do not count against the time of the Kinetic Defense in use/used. This *slip trick* only functions when using Kinetic Boost while *slipping*. This does not change Kinetic Boost to a (Su) ability.

**Pre-requisite:** Kinetic Boost Focus slip trick, Kinetic Rank 3

**Kinetic Descent (Su):** This trick is involuntarily activated as a free action when the Harbinger falls more than five feet. If the Harbinger is not *slipping* at the time of the fall, they immediately enter a *slip* and activate this ability. The Harbinger acts as if affected by *feather fall* for the first 20 feet of a fall. After the first 20 feet the Harbinger falls as normal.

**Kinetic Fortification (Su):** Your body holds more Supernatural energy than ever before. You gain immunity to critical hits, sneak attacks, fast healing 1 and damage reduction 5/-. This trick is only active while *slipping*.

**Pre-requisite:** Kinetic Resistance slip trick. Able to cast 9th level spells from the Harbinger spell list.

**Kinetic Resistance (Su):** Your body begins to hold an overflow of Supernatural energy. You gain a +4 bonus to AC against any attempt to confirm a critical hit or against sneak attacks, and you gain fast healing 1. This trick is only active while *slipping*.

**Pre-requisite:** Must be able to cast 6th level spells from the Harbinger spell list.

**Kinetic Stand (Su):** As a free action the Harbinger can stand up from a *prone* position once per round. This still provokes attacks of opportunity as normal. This trick is only usable while *slipping*.

**Kinetic Step (Su):** The Harbinger gains a 5' Enhancement bonus to their speed. This increase is always active while the Harbinger is *slipping*. A Harbinger can select this *slip trick* up to three times. Its effects stack.

**Metamagic Adept (Su):** Once per day you may apply any one metamagic feat you know to a spell you selected with *Spell Specialist* slip trick without that spell costing additional castings. This trick is only active while *slipping*. This ability may be selected a maximum of three times. Each time a different *Spell Specialist* spell must be selected.

**Pre-requisite:** *Spell Specialist* slip trick in the spell selected. Able to cast 3rd level spells from the Harbinger spell list.

**Mystic Accuracy (Su):** The Harbinger gains a +1 Morale bonus on one attack roll. This bonus increases by +1 for every 4 Harbinger levels the Harbinger has attained. This power is used as a swift action before the roll to hit is made. This trick can only be used once per *slip*.

**Mystic Insight (Su):** The Harbinger may *slip* even if *sickened*. During the *slip* and only after using this ability, the Harbinger is immune to the *sickened* condition. Once this *slip* ends, in addition to being *sickened* as normal when the *slip* ends the Harbinger is also *nauseated* for 10 minutes per round they spent *slipping*.

**Mystic Intuition (Su):** For one round the Harbinger gains a +3 Insight bonus on any Intelligence, Wisdom, or Charisma skill



checks. This trick is an immediate action that may be used a number of times per day equal to their Wisdom modifier.

**Mystic Link (Su):** As a free action, the Harbinger can grant allies within 30 feet that can hear them the benefit of their *mystic intuition*. The Harbinger must use their *mystic intuition* in conjunction with this trick. The Harbinger can grant this benefit to a number of allies equal to their Wisdom modifier.

**Pre-requisite:** *Mystic Intuition*.

**Mystic Strength (Su):** The Harbinger adds their Harbinger level on one Strength check or combat maneuver check, or to their Combat Maneuver Defense when an opponent attempts a maneuver against them. This power is used as an immediate action and can only be used once per *slip*.

**Mystic Understanding (Su):** The Harbinger gains a +2 Morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 Harbinger levels attained. While *slipping*, the Harbinger cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies. This trick is only active when *slipping*.

**Night Vision (Su):** The Harbinger's senses grow incredibly sharp while *slipping* that they gain darkvision 60 feet. This trick is only active when *slipping*.

**Pre-requisite:** A Harbinger must have *hunter's eyes* as a *slip trick* or a racial trait to select this *slip trick*.

**Otherworldly Resistance (Su):** The Harbinger gains spell resistance against Otherworldly magic equal to their Harbinger level + 10. This trick is only active while *slipping*.

**Pre-requisite:** Base Will Save +9

**Powerful Blow (Su):** The Harbinger gains a +1 bonus on any single damage roll. This bonus increases by +1 for every 4 Harbinger levels the Harbinger has attained. This power is used as a swift action before the roll to hit is made. This trick can only be used once per *slip*.

**Quick Kinetic Boost (Su):** A Harbinger selecting the *Quick Kinetic Boost* may perform the *Lift* ability as a move action and the *Move* ability as a swift action. This *slip trick* may only be used while *slipping*.

**Pre-requisite:** *Kinetic Boost Focus slip trick* (at least once), *Kinetic Boost Specialist slip trick*, Kinetic Rank 4

**Quick Kinetic Defense (Su):** A Harbinger selecting the *Quick Kinetic Defense* may perform the *Self* and *Area* abilities as swift actions. This *slip trick* may only be used while *slipping*.

**Pre-requisite:** *Kinetic Defense Focus slip trick* (at least once), *Kinetic Defense Specialist slip trick*, Kinetic Rank 4

**Quick Kinetic Push (Su):** A Harbinger selecting the *Quick Kinetic Push* may perform the *Push* ability as a move action. This *slip trick* may only be used while *slipping*.

**Pre-requisite:** *Kinetic Attack Focus slip trick* (at least once), *Kinetic Attack Specialist slip trick*, Kinetic Rank 4

**Quick Reflexes (Su):** While *slipping*, the Harbinger can make one additional attack of opportunity per round.

**Spell Specialist (Su):** Select one spell from your Harbinger spell list. This spell must be one level below the maximum spell level you may cast. This spell may be cast outside of a *Mystic Slip*. Casting this spell still counts against the maximum number of safe castings per day. This ability may be selected a maximum of three times. This *slip trick* does not make the spell a (Su) ability and does not require the Harbinger to *slip*. The Harbinger may select spells requiring a divine focus for

this *slip trick*. Using *spell specialist* with these spells causes their mind's eye to appear.

**Slip Fortitude (Su):** The Harbinger is immune to the *sickened* and *nauseated* conditions while *slipping*. This does not prevent these conditions once a *slip* ends.

**Pre-requisite:** A Harbinger must be at least 8th level before selecting this trick.

**Slipping Death's Grasp (Su):** This trick is involuntarily activated as a free action when the Harbinger is brought to below 0 hit points. The ability activates whether or not the Harbinger is *slipping* and even if *sickened*. The Harbinger enters a *slip* and gains temporary hit points equal to the Harbinger's level. These temporary hit points last as long as the Harbinger remains *slipping* or takes additional damage applied toward these temporary hit points. If the Harbinger's hit points drop below 0 due to the loss of these temporary hit points or the *slip* stops for any reason, the Harbinger falls *unconscious* and is *dying* as normal but may not roll to stabilize. This trick can only be used once per day and only if the Harbinger has *slip* rounds remaining.

**Spatial Intelligence (Su):** Until the start of the Harbinger's next turn, ranged attacks they perform do not provoke attacks of opportunity. This trick can only be used once per *slip* and is a swift action.

## THOUGHT DISCIPLINE

**Kinetic (Ex):** A Harbinger examines the nature of reality and the relationships between mind and matter, substance and attribute, fact and value. This philosophy and their devotion to knowledge help them unlock hidden talents inherent within. They learn that through force of will and focusing their mind they can exert that will upon the world around them.

Starting at 2nd level the Harbinger gains kinetic abilities that they can use daily. Harbingers start at Kinetic Rank 1, increasing this rank every two Harbinger levels past 2nd level, to a max rank of 10 at level 20. The number of times a Harbinger can use their metaphysics per day is equal to their Kinetic Rank + their intelligence modifier. The Harbinger gains access to: Kinetic Boost, Kinetic Attack, and Kinetic Defense.

**Kinetic Boost (Ex):** The Harbinger can use their mind to lift and move objects. Kinetic Boost has a range of 60' + 15' each Kinetic Rank, to a max range of 210 ft. Kinetic Boost has two effects, both of which use the same use of Kinetic Boost. Duration is two rounds for every Kinetic Rank.

Kinetic Boost functions only while the Harbinger is conscious, not if they are *unconscious* or dead. *Lift* is initiated as a standard action while *Move* is activated as a move action.

- **Lift:** The Harbinger can lift 100 lbs. per Kinetic Rank a few inches off the ground. The Harbinger can target an unwilling target, but unwilling targets get a saving throw (Will save, DC 10 + the Harbinger Kinetic Rank + the Harbinger's Intelligence modifier). The Harbinger cannot move the recipient in any direction, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A lifted creature gains -2 to their AC, Reflex saves and to all attack rolls. The lifted creature can still do its normal



actions, even move if it has the means to do so without a land speed.

Using lift is a standard action to initiate but once started it is a free action to maintain, with no need for a concentration check while in use. The Harbinger can cancel the lift as a swift action.

- **Move:** Once a target is lifted the Harbinger can move the target of the lift in any direction. Unwilling targets get a saving throw (Will save, DC 10 + the Kinetic Rank + the Harbinger's Intelligence modifier) before the start of the movement each round move is used. The Harbinger can mentally direct the recipient to move as if they had 20 ft. Fly (poor). Starting at Kinetic Rank 2 and every rank after the movement speed increases by 10 ft.

The target is still affected by the lift, and since this movement is a fluid motion the target generally doesn't take damage (like Kinetic Attack: *push*), although moving out of the range of lift also cancels the effect too. Using Move is a move action.

**Kinetic Attack (Ex):** The Harbinger can use their mind to create a physical force to attack objects and creatures. Kinetic attack can be used in two different ways: strike/crush or push. Kinetic Attack has a range of 60' + 15' each Kinetic Rank, to a max range of 210 ft.

Using *Strike/Crush* or *Push* is a standard action.

- **Strike/Crush:** This attack hits the target with a focused mental force striking or crushing the target. This is considered force damage. The Harbinger makes a ranged touch attack against the target using their Int modifier instead of their Dex. This attack threatens a critical hit on a natural roll of 20 and deal double damage on a successful critical hit. The attack deals 1D6 points of damage for every Kinetic Rank, to a max of 10d6 at Kinetic Rank 10. The target gets a Reflex save for half damage (Reflex save, DC 10 + the Kinetic Rank + the Harbinger's Intelligence modifier).

Starting at Kinetic Rank 2 the Harbinger can spread this attack over an area, affecting every creature inside of the area. The Harbinger must choose to do this and what area effect they are going to use before seeing exactly what is hit by the attack. The Harbinger uses one attack roll for all the targets within the area as above, but this attack cannot cause a critical hit. For every creature affected beyond the first the DC save for the attack is reduced by 1, as the Harbinger must spread their focus over a larger area than just one target. The Harbinger gains a 5 ft. burst at Kinetic Rank 2, a 30 ft. line at Kinetic Rank 4, a 15 ft. cone at Kinetic Rank 6, a 45 ft. line at Kinetic Rank 8, and a 10 burst at Kinetic Rank 10. The Harbinger can use any area of effect that they have gained access.

- **Push:** This attack creates an invisible force that pushes the first moveable object it encounters away from the Harbinger with great force. The Harbinger makes a ranged touch attack against the target using their Int modifier instead of their Dex and unleashes the mental force directly away from them. From the starting square the force pushes the target 10 ft. directly away from the Harbinger for every Kinetic Rank, to a max of 100 ft. at Kinetic Rank 10 (Reflex save, DC 10 + the Kinetic Rank + the Harbinger's

Intelligence modifier for half effect). For every size category the target is above medium reduce the distance pushed by 10 ft. (Large -10 ft., huge -20 ft., gargantuan -30 ft., and colossal -40 ft.).

For every 10 ft. the target cannot move, due to terrain or other obstacles, the target takes 1d6 points of damage. If the target runs into a creature then the two split the damage from the amount of travel left for the target to travel and each must make a Reflex save (as above) or be knocked *prone* where they collided.

**Kinetic Defense (Ex):** The Harbinger can use their mind to create a barrier of force to lessen damage taken. The Harbinger can use Kinetic defense on themselves or on designated creatures within a certain range. Duration is two rounds for every Kinetic Rank.

Kinetic Defense functions only while the Harbinger is conscious, not if they are *unconscious* or dead. Using *Self* or *Area* is a move action.

- **Self:** The Harbinger gains Damage Reduction\*/magic equal to the Kinetic Rank. Alternatively, the Harbinger can choose to gain Damage Reduction\*/-, but at only half their Kinetic Rank, rounded down.

In addition, the Harbinger also reduces any strike/crush kinetic attack used against them by one dice for each Kinetic Rank. So, at Kinetic Rank 3 the Harbinger would gain DR 3/magic, or DR/- 1 and reduce strike/crush attacks used against them by three dice for 6 rounds.

- **Area:** The Harbinger creates a protective shield of mental energy that grants designated creatures within a specific radius protection—centered on the Harbinger—from some types of attacks. The radius of protection moves with the Harbinger and creatures must be within the area of effect to remain protected. The Harbinger decides whom to protect when they use this ability, affecting themselves and one creature per Kinetic Rank.

The area of protection is 5' radius for every Kinetic Rank. For every Kinetic Rank, the Harbinger may select one resistance type to provide from the following list: kinetic attack, acid, ballistic, cold, electricity, fire, force, and sonic.

The protection provides resistance 2 for the type selected each time it is selected, with a max resistance of 10.

**Example:** At Kinetic Rank 4, the Harbinger could select fire and cold resistance twice each granting a resistance of 4 to themselves and up to four others in a 20 ft. radius.

**Distorted Reality (Su):** At 20th level the Harbinger's connection to the Void becomes so strong they are able to distort their own reality. A Harbinger with a Humanoid type becomes an Outsider but maintains their subtype. While *slipping*, the Harbinger may use a move action to become incorporeal, gaining the incorporeal subtype and all benefits and restrictions of being incorporeal. The Harbinger's Fly speed is equal to its land speed with a perfect maneuverability. Spells cast while incorporeal that deal damage only deal half damage to corporeal creatures. The Harbinger may become corporeal again as a move action or by ending the *slip*. If the Harbinger becomes corporeal within an object or creature, the Harbinger emerges in the next available space.





MI  
MU  
RA



# HOUND

The Hound is an educated and disciplined warrior with wilderness self-reliance knowledge and combat skills handed down from generations of survivalists and military tacticians alike. This training may have come from a mentor, their prepper family, regimented study, or involvement in a well-organized Colony or combat unit. However that foundation was acquired, the Hound continues to build on those tactics and strategies as they progress in experience.

## CREATING A HOUND

When building your Hound, consider the path that you want your character to be on. Is she an urban survivalist, guiding travelers around dangerous areas chock full of Risen? Is she a tracker, specializing in following trails that no one else can find? How did she acquire her skills? Was there another Hound in her Colony when she was growing up to learn from? Was her family a group of doomsday preppers that passed the knowledge down from the time of the Rise? Whether they're a master of cityscape or countryside, every Hound shares a desire to be the quintessential expert of survival in the field.

## CLASS FEATURES

**Hit Die:** d10

**Starting Resources:** 13

**Weapon and Armor Proficiency:**

A Hound is proficient with all simple and martial weapons, and simple and martial firearms. They are proficient with light armor, medium armor and shields (except tower shields).

## CLASS SKILLS

Climb (Str)  
Craft (Int)  
Demolitions (Int)  
Drive (Dex)  
Handle Animal (Cha)  
Heal (Wis)  
Intimidate (Cha)  
Knowledge (Speleology) (Int)  
Knowledge (Geography) (Int)  
Knowledge (tactics) (Int)  
Perception (Wis)  
Profession (Wis)  
Ride (Dex)  
Stealth (Dex)  
Survival (Wis)  
Swim (Str)

**Skill Ranks per Level:** 6 + Int modifier.

A Descended leads a group of pilgrims through the snowy mountain pass, skirting through the woods away from the road to avoid a Risen horde clogging the path through. A Human finds a few stamped down blades of grass and a tiny shred of fabric, telling her she's hot on the trail of an Envy demon that has stolen away with a child from her Colony. A Progeny rests high on an old communications tower, spying a group of Marauders with a piece of makeshift artillery aimed down at the valley below, awaiting travelers. He takes aim through his scope, evens his breathing, and with a single shot takes out the artillery gunner.



## HOUND

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+1	+2	+2	+0	Strong Senses, Track, Unarmed Training
2nd	+2	+3	+3	+0	Endurance
3rd	+3	+3	+3	+1	Favored Terrain
4th	+4	+4	+4	+1	Terrain Tactician, Uncanny Dodge
5th	+5	+4	+4	+1	Strong Senses, Violence of Action
6th	+6/+1	+5	+5	+2	Catch Off-Guard, Patient Precision
7th	+7/+2	+5	+5	+2	Diehard
8th	+8/+3	+6	+6	+2	Favored Terrain, Swift Tracker
9th	+9/+4	+6	+6	+3	Strong Senses, Throw Anything
10th	+10/+5	+7	+7	+3	Improved Uncanny Dodge, Violence of Action
11th	+11/+6/+1	+7	+7	+3	Toughness
12th	+12/+7/+2	+8	+8	+4	Camouflage, Patient Precision
13th	+13/+8/+3	+8	+8	+4	Favored Terrain, Strong Senses
14th	+14/+9/+4	+9	+9	+4	Evasion
15th	+15/+10/+5	+9	+9	+5	Inspirational Tactics, Violence of Action
16th	+16/+11/+6/+1	+10	+10	+5	Improvised Weapon Mastery
17th	+17/+12/+7/+2	+10	+10	+5	Hide in Plain Sight, Strong Senses
18th	+18/+13/+8/+3	+11	+11	+6	Favored Terrain, Patient Precision
19th	+19/+14/+9/+4	+11	+11	+6	Improved Evasion
20th	+20/+15/+10/+5	+12	+12	+6	Tactical Awareness

## CLASS ABILITIES

**Honed Senses (Su):** At 1st level, a Hound's training in variable amounts of light has honed their senses granting them low-light vision. If they already have low-light vision, then they instead gain +1 bonus to Perception checks. Starting at 5th level and at every five levels after 5th they gain +1 bonus to Perception to a maximum of +4 at 20th level, +5 if they started with lowlight vision.

**Track (Ex):** A Hound gains the ability to track at 1st level. The Hound adds half their level (minimum 1) to Survival checks made to follow tracks.

**Unarmed Training (Ex):** Hounds train to be prepared for any contingency, even being without a weapon. Because of this a Hound starts off with the Martial Arts feat.

**Endurance (Ex):** At 2nd level the Hound gains the bonus feat of Endurance.

**Favored Terrain (Ex):** At 3rd level, a Hound may select a type of terrain from the Favored Terrains table. The Hound gains a +2 bonus on Initiative checks and Knowledge (Geography), Perception, Stealth, and Survival skill checks when they are in this terrain. A Hound traveling through their favored terrain normally leaves no trail and cannot be tracked (though they may leave a trail if they so choose).

At 8th level and every five levels thereafter, the Hound may select an additional favored terrain. In addition, at each such interval, the skill bonus and Initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the Hound's bonuses do not stack; the Hound simply uses whichever bonus is higher.

## Favored Terrains

- Cold (ice, glaciers, snow, tundra)
- Darklands
- Desert (sand, badlands, wastelands)
- Forest (coniferous and deciduous)
- Jungle
- Mountain (hills too)
- Plains
- Swamp
- Underground (caves, natural)
- Urban (buildings, streets, sewers)
- Water (above and below)

**Terrain Tactician (Ex):** At 4th level, a Hound becomes a formidable tactician in their favored terrain(s). When in a favored terrain, the Hound grants all allies within line of sight and whom they can communicate with a bonus equal to half the amount a Hound gets in their favored terrain to skills and Initiative.

In addition, the Hound gains a bonus to Acrobatics, Climb, and Swim checks in any of their favored terrains equal to half the normal bonus.

**Uncanny Dodge (Ex):** At 4th level, a Hound gains the ability of Uncanny Dodge. They cannot be caught flat-footed, nor do they lose their Dexterity bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized. A Hound with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.

If a Hound already has Uncanny Dodge from a different class, they automatically gain Improved Uncanny Dodge (see below) instead.



**Violence of Action (Su):** At 5th level the Hound has learned to move quickly and with exceptional aggression when wielding a ranged weapon in melee combat. The sheer force of their momentum keeps opponents off guard and on their heels. As long as the Hound moves at least 5 ft. (not including taking a 5' step), maintains one hand free, and is proficient in the wielded weapon, they may use a ranged weapon while threatened without provoking an attack of opportunity. This works with light firearms, one-handed firearms, thrown light weapons, and thrown one-handed weapons.

At 10th level this ability no longer requires a free hand and also extends to two-handed firearms, two-handed thrown weapons and all other ranged weapons. At 15th level the movement requirement may be a 5' step.

**Catch Off-Guard (Ex):** At 6th level the Hound gains the bonus feat Catch Off-Guard.

**Patient Precision (Su):** At 6th level the Hound has learned through intense breathing exercises and exhaustive practice to make extremely accurate and deadly attacks at range. A Hound can take a full round action to aim at a target that is more than 30 ft. away and make a single ranged attack at their highest attack bonus as a precision attack. The Hound adds 1 point of damage per Hound class level on any successful hit using patient precision. This extra damage caused by this attack is considered precision damage. Only targets that may be affected by critical hits are susceptible to *patient precision*.

At 12th level the Hound has become particularly accurate in striking critical locations. A *patient precision* attack causes the target of the attack to take 4 points of *bleed* damage. This *bleed* damage increases by 1 at 16th level and 20th level.

At 18th level the Hound may use *patient precision* as a standard action but any move action in the round must take place after making the *patient precision* attack.

**Diehard (Ex):** At 7th level the Hound gains the bonus feat of Diehard.

**Swift Tracker (Ex):** At 8th level, a Hound gains the ability of *Swift Tracker*. The Hound may move at normal speed while using Survival to follow tracks without taking the normal -5 penalty. They take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**Throw Anything (Ex):** At 9th level the Hound gains the bonus feat Throw Anything.

**Improved Uncanny Dodge (Ex):** At 10th level the Hound gains Improved Uncanny Dodge. The Hound can no longer be flanked. This defense denies an attacker from gaining a sneak attack on the Hound by flanking them, unless the attacker is at least four levels higher in their class with sneak attack than the Hound in class levels.

If a character already has Uncanny Dodge (see above) from another class, the levels from the classes that grant Uncanny Dodge stack to determine the minimum level required to flank the character.

**Toughness (Ex):** At 11th level the Hound gains the bonus feat Toughness.

**Camouflage (Su):** At 12th level the Hound gains the ability of Camouflage. The Hound can use the Stealth skill to hide in any of their favored terrains, even if the terrain doesn't grant cover or concealment.

**Evasion (Ex):** At 14th level the Hound gains the ability of evasion. If the Hound makes a successful Reflex saving

throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if the Hound is wearing no armor, light armor, or medium armor. A *helpless* Hound does not gain the benefit of evasion.

**Inspirational Tactics (Ex):** At 15th level, a Hound can survey a battle and improve the conditions drastically for themselves and their allies. As a standard action the Hound can make a Knowledge (tactics) check (DC 10 + CR of encounter) while in their favored terrain. If they succeed, they grant allies influenced by *Terrain Tactician* an additional +1 to AC or attack bonuses gained from battlefield position (flanking, cover, higher ground, etc.). The Hound gains a +2 to such bonuses while in their favored terrain.

**Improvised Weapon Mastery (Ex):** At 16th level the Hound gains the bonus feat Improved Weapon Mastery.

**Hide in Plain Sight (Su):** At 17th level the Hound gains the ability of *Hide in Plain Sight*. While in any of their favored terrains, a Hound can use the Stealth skill even while being observed.

**Improved Evasion (Ex):** At 19th level a Hound gains the ability of Improved Evasion. This ability works like evasion, except that while the Hound still takes no damage on a successful Reflex saving throw against attacks, they now only half damage on a failed save. A *helpless* Hound does not gain the benefit of Improved Evasion.

**Tactical Awareness (Su):** At 20th level, the Hound can use *Inspirational Tactics* as a swift action. Also, whenever the Hound is in one of their favored terrains, they may use the delay ability or a ready action without changing their actual Initiative count, they simply act on another Initiative for that round and reset back to their original Initiative the next round. If they carry the ready action or delayed ability to a new round and use it before their normal round their Initiative does change to the new higher Initiative count and they still lose their regular action for that round. Additionally, any allies of the Hound that are gaining the benefit of *Terrain Tactician* may also use a ready action without changing their actual Initiative count with the same restrictions as the Hound has above.







MI  
MU  
RA



# JACKAL

Jackals are the ultimate scroungers. Not only are they able to quickly and quietly move in and out of locations, but they have a keen understanding of where resources can be discovered. Combustible, Consumable, and Mechanical resources are not just post-Risen currency, they are the lifeblood of maintaining and improving living conditions; and nobody sniffs out resources like the Jackal. The Jackal selects from two career paths: Finders and Keepers. Finders aspire to be adventuring archaeologists, while Keepers embrace the Supernatural to conceal and disguise important items and places.

## CREATING A JACKAL

When formulating the background and personality of your Jackal, make sure to keep in mind their motivations. Is your Jackal a scavenger, looking for any scrap of gear or equipment that could be useful? Is your Jackal perhaps a “Robin Hood” type, stealing from those with plenty and giving to those without? Or are they selfish and keep resources for themselves? Is your Jackal motivated by the prosperity of their colony? Regardless of what drives an individual Jackal, they all share the unique ability of sniffing out gear and resources no one else can, making them extremely valuable members of a hunting party and Colony.

A Lazarus skulks in the shadows of a crumbling off-ramp, using her combat knife “Grin Giver” to cut the throat of a Marauder in a sneak attack. Meanwhile, her Descended companion slips along the concrete rail of the elevated roadway, silently moving to support a Human crouched behind a derelict automobile. The Human snips a hidden fishing line strung across the path, disarming the explosive trap. With the lookout dealt with below, nothing stands in their way to recover the bag of medical supplies the Marauders stole from their Colony.

## CLASS FEATURES

**Hit Die:** d6

**Starting Resources:** 14

**Weapon and Armor Proficiency:**

Jackals are proficient with all simple and martial weapons, all light or one-handed simple and martial firearms, hand crossbows, and the shortbow and composite shortbow. Jackals are only allowed to use light or one-handed weapons. They are proficient with light armor.

## CLASS SKILLS

Acrobatics (Dex)  
Appraise (Int)  
Bluff (Cha)  
Climb (Str)  
Craft (Int)  
Diplomacy (Cha)  
Disable Device (Dex)  
Disguise (Cha)  
Drive (Dex)  
Escape Artist (Dex)  
Intimidate (Cha)  
Knowledge (Speleology) (Int)  
Knowledge (Streetwise) (Int)  
Linguistics (Int)  
Perception (Wis)  
Perform (Cha)  
Profession (Wis)  
Sense Motive (Wis)  
Sleight of Hand (Dex)  
Stealth (Dex)  
Swim (Str)

**Skill Ranks per Level:** 6 + Int modifier.



## JACKAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+0	+0	+2	+0	Fast Movement, Sneak Attack, Finder/Keeper Path
2nd	+1	+0	+3	+0	Scrounger
3rd	+2	+1	+3	+1	Sneak Attack +2d6, Finder/Keeper Path
4th	+3	+1	+4	+1	Evasion
5th	+3	+1	+4	+1	Sneak Attack +3d6, Finder/Keeper Path
6th	+4	+2	+5	+2	Quick Fingers, Uncanny Dodge
7th	+5	+2	+5	+2	Sneak Attack +4d6, Finder/Keeper Path
8th	+6/+1	+2	+6	+2	Fast Stealth
9th	+6/+1	+3	+6	+3	Sneak Attack +5d6, Finder/Keeper Path
10th	+7/+2	+3	+7	+3	Improved Uncanny Dodge
11th	+8/+3	+3	+7	+3	Sneak Attack +6d6, Finder/Keeper Path
12th	+9/+4	+4	+8	+4	Improved Evasion
13th	+9/+4	+4	+8	+4	Sneak Attack +7d6, Finder/Keeper Path
14th	+10/+5	+4	+9	+4	Master of Stealth
15th	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6, Finder/Keeper Path
16th	+12/+7/+2	+5	+10	+5	Skill Mastery
17th	+12/+7/+2	+5	+10	+5	Sneak Attack +9d6, Finder/Keeper Path
18th	+13/+8/+3	+6	+11	+6	Strike From Shadow
19th	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6, Finder/Keeper Path
20th	+15/+10/+5	+6	+12	+6	Master Strike

## CLASS ABILITIES

**Fast Movement (Ex):** At 1st level, the Jackal gains Fast Movement. This benefit applies only when the Jackal is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the Jackal's speed because of any load carried. This bonus stacks with any other bonuses to the Jackal's land speed.

**Sneak Attack:** At 1st level, the Jackal gains sneak attack. If the Jackal can catch an opponent when they are unable to defend themselves effectively from the Jackal's attack, the Jackal can strike a vital spot for extra damage.

The Jackal's attack deals extra damage anytime their target would be denied a Dexterity bonus to AC, or when the Jackal flanks their target. This extra damage is 1d6 at 1st level and increases by 1d6 every two Jackal levels thereafter. This extra damage is not multiplied on a critical hit. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a Jackal can make a sneak attack that deals nonlethal damage instead of lethal damage. They cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The Jackal must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A Jackal cannot sneak attack while striking a creature with concealment.

**Scrounger (Su):** At 2nd level, the Jackal has learned to sniff out even the most hidden and necessary of resources. If an encounter would otherwise have no resources, the Jackal may add their level in resource value to encounters with the treasure rating of "none." At 7th level they may add twice their level in resource value to encounters with the treasure

rating of "insubstantial" and lower. At 12th level they may add three times their level in resource value to encounters with a treasure rating of "standard" or lower. And finally, at 17th level, having mastered the art of scrounging, the Jackal adds four times their level in resource value to encounters with the treasure rating of "substantial" and lower.

The Jackal must declare before treasure is revealed the form in which they wish to receive their additional resources. They may request to receive the extra treasure as resources, gear, weapons, or armor. At 10th level the Jackal may further request magic from the list options. When selecting any reward other than resources, the GM determines what items are found.

**Evasion (Ex):** At 4th level the Jackal gains Evasion. If the Jackal makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if the Jackal is wearing light armor or no armor and not carrying a heavy load. A *helpless* Jackal does not gain the benefit of evasion.

**Quick Fingers (Ex):** Starting at 6th level a Jackal can, once per day, re-roll a Sleight of Hand or Acrobatics check. A Jackal can use this ability one additional time every three Jackal levels after 6th (twice at 9th, three times at 12th, four times at 15th, five times at 18th). Beginning with the first re-roll, for every re-roll taken in a single day, the Jackal receives a cumulative -1 penalty to the roll.

**Uncanny Dodge (Ex):** At 6th level, the Jackal gains Uncanny Dodge. They cannot be caught flat-footed, nor do they lose their Dexterity bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized. A Jackal with this ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.



If a Jackal already has Uncanny Dodge from a different class, they automatically gain Improved Uncanny Dodge (see below) instead.

**Fast Stealth (Ex):** At 8th level, the Jackal gains Fast Stealth. This ability allows a Jackal to move at full speed using the Stealth skill without penalty.

**Improved Uncanny Dodge (Ex):** At 10th level the Jackal gains Improved Uncanny Dodge. The Jackal can no longer be flanked. This defense denies a Jackal the ability to sneak attack the Jackal by flanking them, unless the attacker has at least four more Jackal levels than the target has Jackal levels.

If a character already has Uncanny Dodge (see above) from another class, the levels from the classes that grant Uncanny Dodge stack to determine the minimum Jackal level required to flank the character.

**Improved Evasion (Ex):** At 12th level, the Jackal receives Improved Evasion. This ability works like evasion, except that while the Jackal still takes no damage on a successful Reflex saving throw against attacks, they now only half damage on a failed save. A *helpless* Jackal does not gain the benefit of Improved Evasion.

**Master of Stealth (Su):** At 14th level a Jackal becomes a master of stealth. A Jackal can hide even while being observed, but with a -10 penalty, or a -5 if observers are momentarily distracted. When the Jackal uses sniping from stealth, they only take a -10 penalty instead of the normal -20.

**Skill Mastery (Ex):** At 16th level, the Jackal gains Skill Mastery. Upon gaining this ability, the Jackal selects a number of skills equal to 3 + their Intelligence modifier. When making a skill check with one of these skills, they may take 10 even if stress and distractions would normally prevent them from doing so.

**Strike from Shadow (Ex):** At 18th level the Jackal's attacks are so quick that their strikes hit with crippling precision. Any time the Jackal deal damage from a sneak attack, the target must make a Fortitude save equal to 10 + half the Jackal's level + the Jackal's Intelligence modifier or be *staggered* for 1 round.

**Master Strike (Ex):** Upon reaching 20th level, a Jackal becomes incredibly deadly when dealing sneak attack damage. Each time the Jackal deals sneak attack damage, they can choose one of the following three effects: the target can be put to sleep for 1d4 hours, *paralyzed* for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the Jackal's level + the Jackal's Intelligence modifier. Once a creature has been the target of a Master Strike, regardless of whether or not the save is made, that creature is immune to that Jackal's Master Strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

## JACKAL PATHS

**Finders and Keepers:** Jackals fall into two camps: Finders and Keepers. Finders are the true scavengers of the Colony, specializing in finding resources and gear in places most others wouldn't. Keepers on the other hand, are more adept at defense and misdirection, both at home in the Colony and on the road in the hunting party. The Jackal path must be selected at first level.

The Jackal receives rank 1 abilities at 1st level based on the path selected. Each odd Jackal level after, the Jackal gains a rank in their chosen path, to a maximum of rank 10 at Jackal level 19.

## Finders

### Rank 1

**Level:** 1st

**Nimble (Ex):** At Finder rank 1 and every rank of Finder after, the Finder gains a +1 bonus on Acrobatics, Escape Artist, Stealth checks.

**Trap Finding (Ex):** A Finder adds 1/2 their level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A Finder can use Disable Device to disarm magic traps.

### Rank 2

**Level:** 3rd

**Trap Sense (Ex):** The Finder gains *trap sense* at rank 2. The Finder gains an intuitive sense that alerts them to danger from traps, giving them a +1 bonus on Reflex saves made to avoid traps and a +1 Dodge bonus to AC against attacks made by traps. These bonuses increase by +1 when the Finder reaches 6th level in the Jackal class and every three Jackal levels after that (9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

### Rank 3

**Level:** 5th

**Gumshoe (Ex):** Starting at 5th level when a Finder makes a Diplomacy check to gather information, they are able to roll twice and take the highest result. If both rolls are successful, the Finder learns additional information they would not have otherwise received, if more information on the topic is available. If both rolls fail, the Finder receives inaccurate and misleading information.

### Rank 4

**Level:** 7th

**Finder's Luck (Ex):** At Finder rank 4, the Finder's quick thinking and Reflexes allows them to find luck at the most opportune times. Two times per day as an immediate action, they can add their Intelligence modifier to the result of a saving throw. They must choose to do this before the roll is made. At Finder rank 6, 8 and 10 they gain an additional use maximum of 5 times per day.

### Rank 5

**Level:** 9th

**Device Expert (Ex):** At rank 5, when the Finder uses Use Magic Device on an item for the first time, if successful in the activation, the Finder learns the name, properties and pertinent command words of the item. Also, the Finder can use the Use Magic Device skill even if they're not trained in that skill. The Finder gains a +1 bonus to their Use Magic Device for each Finder rank past Finder rank 5, to a maximum of +5 at rank 10.

### Rank 6

**Level:** 11th

**Maximum Effort (Ex):** At rank 6 the Finder can activate Maximum Effort once per day as a free action. The Finder gains the following benefits until the end of their next turn: speed increases by 10 feet, an extra move or standard action, +3 Dodge bonus to AC and a +3 Circumstance bonus to attack rolls, skill checks, or ability checks. They can use this ability one additional time per day at rank 10.



**Rank 7****Level:** 13th

**Uncanny Observation (Su):** At rank 7, the Finder's skill of observation goes well beyond normal mortal limits. Once per day, the Finder can activate an ability equal to *true seeing* as a spellcaster of their Jackal level. The Finder is able to use this ability one additional time per day with every rank after 7 to a maximum of 4 times at rank 10.

**Rank 8****Level:** 15th

**Steal and Go (Ex):** At rank 8, a Finder gains Improved Steal as a bonus feat. If they already have Improved Steal, they instead gain Greater Steal. If they already have Greater Steal, they instead gain Quick Steal. If the Finder already has all three feats, they gain a +2 to all steal attempts. In addition, if the Finder makes a successful sneak attack or confirms a critical hit, the Finder can choose to make a *steal* combat maneuver in addition to dealing damage.

**Rank 9****Level:** 17th

**Less Than Lethal (Ex):** Three times per day at rank 9, when the Finder takes precision damage or damage from a confirmed critical in combat, the Finder can attempt to slip from the damage (melee or ranged), or redirect the blow (melee only). To use this ability, the Finder must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, they take only half damage from the blow; if they fail, they take full damage. To redirect, the Finder must make a Reflex save (DC = attack roll) to redirect the hit, and the new target must be adjacent to the attacker.

The Finder must be aware of the attack and able to react to it in order to execute less than lethal—if they are denied their Dexterity bonus to AC, they can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the Finder's evasion ability does not apply to less than lethal.

**Rank 10****Level:** 19th

**Combat Acrobat (Ex):** At 19th level when a Finder uses Acrobatics to move at full speed through a threatened square, they do not increase the DC by 10. In addition, the Finder can move through an enemy's square at half speed as if moving through a threatened square or at full speed with the normal

DC plus 5. If the Finder passes through an enemy-occupied square and ends their movement in an adjacent square to that enemy, the enemy loses their dexterity modifier against the Finder's next attack.

**Keepers****Rank 1****Level:** 1st

**False (Ex):** At Keeper rank 1 and every rank of Keeper after, the Keeper gains a +1 bonus on Bluff, Disguise, Sleight of Hand checks.

**Trap Maker (Ex):** A Keeper adds half Jackal levels (minimum 1) to Craft (Traps) skill checks and to Disable Device skill checks.

**Rank 2****Level:** 3rd

**Deadly Traps (Ex):** Keepers have learned a deeper understanding of the inner workings of traps. At 3rd level and every three levels after, any trap the Keeper builds gain an Insight bonus to its attack roll or the Reflex DC increases by +1 to maximum of +6 at 18th level. These bonuses do not increase the CR of the trap.

**Rank 3****Level:** 5th

**Vanish (Sp):** At 5th level the Keeper gains the ability to cast *invisibility* once a day. This ability functions like a spellcaster of their equivalent Jackal level, using their Intelligence modifier. Keepers gain an additional use of this ability every six levels above 5th level, max of three times a day at 17th level.

**Rank 4****Level:** 7th

**Deceptive Terrain (Su):** At Keeper rank 4 the Keeper is able to disguise or make the terrain look better or worse than its current condition. Structures, equipment, and the environment features within the area are not hidden but slightly changed in appearance.

Through the use of optical illusions, components found in the area, and the knowledge and experience of the world the Jackal is able to overlay a realistic illusion upon an area. Structures, equipment, and environmental features within the area are not hidden but take on features on either a more dilapidated or pristine appearance. While the Jackal is prepared for these images and is not affected by them, any other creature within the area or interacting with it must make a Will save or fully believe in the state of the area; the belief persists as long as the creature remains in the area.





At rank 4 the Keeper can affect a 30-ft cube and takes 10 minutes to set up. Each Keeper rank beyond 4 increases the area of affect by an additional 30-ft cube and adds an additional minute to the setup time.

The illusion lasts one hour per Jackal level. Ending the effects before the duration is over requires 5 minutes of tear down time. Anyone who has made a save to disbelieve may also tear down the illusion, requiring 10 minutes to complete. Disbelieving requires a successful Will save (DC 10 + 1/2 Jackal level + Int modifier of the Keeper).

#### Rank 5

Level: 9th

**Vanish Bubble (Sp):** At rank 5 the Keeper gains the ability to cast *invisibility sphere* once a day. This ability functions like a spellcaster of their equivalent Jackal level, using their Intelligence modifier.

#### Rank 6

Level: 11th

**Probably Nothing (Ex):** At rank 6, a Keeper that has been detected during a Stealth skill check can attempt a Bluff skill check as an immediate action. The DC of the Bluff check is equal to the Perception check rolled to detect the Keeper. If the check succeeds, the target assumes that the noise was not something to worry about. This ability only functions if the creature has no line of effect to the Keeper, and if the Keeper is no longer moving. This ability can only be used once during a given Stealth attempt. If the same creature detects the Keeper's presence again during the same stealth attempt, the ability has no effect. If the Keeper moves again, they will need to make another Stealth roll.

#### Rank 7

Level: 13th

**Smuggle (Ex):** At rank 7, the Keeper has learned how to effortlessly conceal weapons or items on their person. With this ability, the Keeper is able to conceal any one-handed weapon or item. The Keeper may conceal a weapon or item as a move action instead of a standard action unless the Keeper is making this attempt with an item not normally concealable with Sleight of Hand, then it remains a standard action. They may do this even if the item is in plain sight, or while they are being observed. In addition, they can draw hidden weapons as a move action, instead of as a standard action.

#### Rank 8

Level: 15th

**Hidden Item (Sp):** At rank 8, the Keeper has the ability to *obscure object*. This ability functions like a spellcaster of their equivalent Jackal level, using their Intelligence modifier. They can use this spell-like ability three times per day.

#### Rank 9

Level: 17th

**Hide the Masses (Su):** At rank 9, the Keeper gains the ability to cast *mass invisibility* once a day. This ability functions like a spellcaster of their equivalent Jackal level, using their Intelligence modifier.

#### Rank 10

Level: 19th

**Greater Vanish (Sp):** At 19th level, the Keeper can cast *greater invisibility* on themselves as a spellcaster of their Jackal level as a swift action, using their Intelligence modifier. They can use this spell-like ability a number of times per day equal to their Wisdom modifier.







MIMURA



# MAVERICK

The world outside a Colony is a dangerous place, filled with fierce and cunning damned, the dead, and worse. Few individuals can survive alone in such a dangerous world, and of that small lot you are likely to find a fair share of Mavericks. The Maverick is a separatist in spirit, though in practice they are some of the most valued members of a Colony.

Training themselves in mental focus a Maverick has learned to anticipate actions and probable outcomes. Through this training they have been able to not see what might happen but instead to see what will happen, tapping into another level of consciousness. But this state takes its toll.

## CREATING A MAVERICK

When building out your Maverick, think about how they came to have their abilities and how it's affected their personality. Did they grow up around an elder that used to be a trick shooter from the Before? Did they manage to glean their interest from watching old westerns or sci-fi movies on the one working DVD player their Colony has? Or perhaps their skills came more organically, from growing up in a Colony that required every child to help defend the harvest as soon as they were old enough to hold a weapon? Regardless of your Maverick's personal motivations, every Maverick shares the uncanny ability of turning any projectile weapon into an integral tool in the art of killing.

## CLASS FEATURES

**Hit Die:** d10

**Starting Resources:** 25

Starting out a Maverick must buy a functioning firearm of at least standard quality of rough or higher condition.

**Weapon and Armor Proficiency:**

A Maverick is proficient with all simple and martial weapons, and all simple and martial firearms. They are proficient in light armor, medium armor and shields (except tower shields). They can never use heavy armor, even if they somehow become proficient in it.

## CLASS SKILLS

Acrobatics (Dex)  
Climb (Str)  
Craft (Int)  
Handle Animal (Cha)  
Intimidate (Cha)  
Knowledge (Nature) (Int)  
Knowledge (Physical Sciences) (Int)  
Perception (Wis)  
Ride (Dex)  
Survival (Wis)  
Swim (Str)

**Skill Ranks per Level:** 4 + Int modifier.

A Progeny rapid-fires her combat rifle, spraying bullets into an army of Shyft trying to corner her in an old sawmill. A Descended draws his pistol remarkably fast, shooting the tanglewood javelin out of the hand of a Darklander hunter. A Lazarus calmly reloads a crossbow as a storm of bullets from a makeshift Gatlin gun erupts around him, the projectiles somehow missing him as he lines up his shot and puts a bolt through the gunner's throat.



## MAVERICK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+1	+2	+0	+0	Foresight +1, Call to Action
2nd	+2	+3	+0	+0	Uncanny Dodge
3rd	+3	+3	+1	+1	Trap Sense +1
4th	+4	+4	+1	+1	Foresight +2, Exhibition Shooting
5th	+5	+4	+1	+1	Improved Uncanny Dodge
6th	+6/+1	+5	+2	+2	Trap Sense +2
7th	+7/+2	+5	+2	+2	Hard Target
8th	+8/+3	+6	+2	+2	Foresight +3, Exhibition Shooting
9th	+9/+4	+6	+3	+3	Trap Sense +3
10th	+10/+5	+7	+3	+3	Hard Target, Improved Exhibition Shooting
11th	+11/+6/+1	+7	+3	+3	Greater Foresight
12th	+12/+7/+2	+8	+4	+4	Foresight +4, Evasion, Trap Sense +4, Exhibition Shooting
13th	+13/+8/+3	+8	+4	+4	Hard Target
14th	+14/+9/+4	+9	+4	+4	Sharpened Insight
15th	+15/+10/+5	+9	+5	+5	Trap Sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Hard Target, Foresight +5, Greater Exhibition Shooting, Exhibition Shooting
17th	+17/+12/+7/+2	+10	+5	+5	Tireless Foresight
18th	+18/+13/+8/+3	+11	+6	+6	Trap Sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Hard Target
20th	+20/+15/+10/+5	+12	+6	+6	Premonition, Exhibition Shooting

## CLASS ABILITIES

**Gear:** The Maverick cannot use light load ammo and will try to use the highest quality gear, preferring pre-Rise items. The Maverick will always select armor that provides ballistic protection over an armor that does not.

**Call to Action (Ex):** At 1st level the Maverick gains Call to Action as a free feat.

**Foresight (Su):** The Maverick is able to perceive and react to the world faster than any other class. Starting at 1st level, a Maverick can use Foresight for a number of rounds per day equal to 4 + their intelligence modifier. At each level after 1st, they can use Foresight for 2 additional rounds. Entering Foresight is a free action. The total number of rounds of Foresight per day is renewed after resting for 8 hours.

When using Foresight, the Maverick gains an Insight bonus of +1 to Initiative, AC, attack rolls, Perception, concentration checks and Reflex saves. These bonuses increase by +1 every four levels (4th, 8th, 12th, 16th) to up to +5 at 16th level. The AC and Reflex bonus are lost whenever you would lose a Dexterity bonus to AC.

A Maverick can end their Foresight as a free action. Anytime Foresight ends, the Maverick becomes *staggered* due to the mental strain for a number of rounds equal to twice the number of rounds spent in Foresight. A Maverick cannot enter Foresight again while *staggered* in this way but can otherwise enter Foresight multiple times during a single encounter or combat. If a Maverick falls *unconscious*, their Foresight immediately ends.

**Uncanny Dodge (Su):** At 2nd level, a Maverick gains Uncanny Dodge. They cannot be caught flat-footed, nor do they lose their Dexterity bonus to AC if the attacker is invisible. They still lose their Dexterity bonus to AC if immobilized. A Maverick with this

ability can still lose their Dexterity bonus to AC if an opponent successfully uses the feint action against them.

If a Maverick already has Uncanny Dodge from a different class, they automatically gain Improved Uncanny Dodge (see below) instead.

**Trap Sense (Su):** At 3rd level, a Maverick gains Trap Sense. The Maverick gains a +1 bonus on Reflex saves made to avoid traps and a +1 Dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three Maverick levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

**Exhibition Shooting (Ex):** At 4th level, a Maverick may select a combat maneuver or action to perform with a firearm against any target within 30 feet. Their options are: dirty trick, disarm, feint, or sunder. When calculating their CMB for exhibition shooting the Maverick can use their Dex modifier instead of their Str modifier but with an additional -4 penalty. They may choose an additional trick shot every 4 levels of Maverick earned after 4th. The Maverick must still use ammunition to use this ability.

At 12th level, Mavericks add the following options to choose from for exhibition shooting: bull rush, reposition, and trip. Additionally, the penalty to their CMB when exhibition shooting becomes a -2 penalty instead of a -4 penalty.

**Improved Uncanny Dodge (Su):** At 5th level, a Maverick gains Improved Uncanny Dodge. The Maverick can no longer be flanked. This defense denies an attacker from gaining a sneak attack on the Maverick by flanking them, unless the attacker is at least four levels higher in their class with sneak attack than the Maverick in class levels.



If a character already has Uncanny Dodge (see above) from another class, the levels from the classes that grant Uncanny Dodge stack to determine the minimum level required to flank the character.

**Hard Target (Su):** At 7th level, a Maverick gains a subconscious warning due to a bleeding effect of using Foresight. Whenever the Maverick is the target of any ranged attack they gain a +1 Dodge bonus to AC. At 10th level, and every three Maverick levels thereafter (13th, 16th, and 19th level), this bonus increases by +1, to a max of +5. The Maverick does not gain this bonus if they are carrying a medium or heavy load.

**Improved Exhibition Shooting (Ex):** At 10th level, when a Maverick uses the Exhibition Shooting ability with one of their chosen combat maneuvers, the maneuver may be treated as if the Maverick has the improved feat for that action.

**Greater Foresight (Ex):** At 11th level, the Maverick gains the bonus feats of Lightning Reflexes and Improved Initiative while using their Foresight ability. If they already have Lightning Reflexes then they gain Improved Lightning Reflexes while using their Foresight ability. If the Maverick already has Improved Initiative, then they gain an additional +2 to their Initiative instead. Their Foresight ability also becomes an extraordinary ability (Ex) instead of a supernatural ability (Su).

**Evasion (Ex):** At 12th level, a Maverick gains Evasion. If the Maverick makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, they instead take no damage. Evasion can be used only if the Maverick is wearing light armor, medium armor, or no armor. A *helpless* Maverick does not gain the benefit of evasion.

**Sharpened Insight (Ex):** While using Foresight, a Maverick of 14th level or higher gains a +4 bonus on Reflex saves to resist area effects. This bonus stacks with all other modifiers, including the Reflex bonus on Reflex saves they also receive during their Foresight.

**Greater Exhibition Shooting (Ex):** At 16th level, when a Maverick uses the Exhibition Shooting ability with one of their chosen combat maneuvers, the maneuver may be treated as if the Maverick has the greater feat for that action. This includes not provoking an attack of opportunity when using a ranged weapon while threatened.

**Tireless Foresight (Ex):** Starting at 17th level, a Maverick no longer becomes *staggered* at the end of their Foresight. In addition, all abilities they have gained from the Maverick class before this level become extraordinary ability (Ex) instead of a supernatural ability (Su).

**Premonition (Ex):** At 20th level their greater foresight ability functions all the time: they gain the bonus feats of Lightning Reflexes, or Improved Lightning Reflexes if they already had Lightning Reflexes, and Improved Initiative at all times, or the +2 to Initiative if they already had Improved Initiative. They are never surprised. The Maverick's Foresight now lasts for minutes instead of rounds and they gain a move action per round while using Foresight, even when taking a full round action.







MIYURA



# SHEPHERD

A Shepherd is a person of faith. In their view the demons and all they represent are the root of all the trouble facing the world. If nothing else, demonkind must be met at every advance and thwarted whenever possible, not just for the sake of their Colony, but for the sake of all humanity. It is that faith and belief that moves every Shepherd and keeps them going when others falter.

## CREATING A SHEPHERD

When formulating your Shepherd, their motivations and how they came to choose the path of faith is something to give much thought to. How did they come to their beliefs? Were they always involved in their faith from a young age? Are they someone who instead had a revelation later in life? Were their beliefs challenged? Did they ever lose faith and regain it? Also, think about what type of Shepherd you want them to be. Do they mostly concentrate on fighting demonkind on the front line? Do they instead stay more of a support role, healing and enhancing comrades? Perhaps a balance of both? No matter what you choose, all Shepherds channel their faith into extraordinary powers that make them a formidable member of any hunting party.

## CLASS FEATURES

**Hit Die:** d8

**Starting Resources:** 12

**Weapon and Armor Proficiency:**

A Shepherd is proficient with all simple and martial weapons. They refuse to use any firearms or explosives out of concern for inadvertently injuring an innocent. They are proficient in light armor, medium armor, and shields (except tower shields).

## CLASS SKILLS

Appraise (Int)  
Craft (Int)  
Diplomacy (Cha)  
Heal (Wis)  
Investigate (Int)  
Knowledge (Demonology) (Int)  
Knowledge (Behavioral Science) (Int)  
Knowledge (History) (Int)  
Knowledge (Theology and Philosophy) (Int)  
Linguistics (Int)  
Perform (Chr)  
Profession (Wis)  
Sense Motive (Wis)  
Spellcraft (Int)

**Skill Ranks per Level:** 2 + Int modifier.

A Progeny, hands aglow with holy light, ignores a hail of bullets from a ragtag army of a rival Colony and casts a healing spell on a fallen comrade to get them back in the fight. A Human holds her climbing axe in front of her, points toward two onrushing enemies and shouts at them, her voice literally so powerful it pushes them back several feet and damages their hearing. Meanwhile a Lazarus, his voice clear and true, envelops his fellow colonists with an inspiring sermon, making their attacks more accurate and their resolve stronger to turn the tide of the invasion.



## SHEPHERD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Shepherd Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Faith Pool, Spells, Sermonic Performance	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Channel Energy 1d8, Faithful Devotion	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Sermonic Performance, Path of Faith	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Channel Energy 2d8	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Sermonic Performance, Faithful Devotion	4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Channel Energy 3d8	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Sermonic Performance (Move), Path of Faith	4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Channel Energy 4d8, Faithful Devotion	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Sermonic Performance	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Channel Energy 5d8	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Sermonic Performance, Faithful Devotion	4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Channel Energy 6d8	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	Sermonic Performance (Swift), Path of Faith	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Channel Energy 7d8, Faithful Devotion	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Sermonic Performance	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Channel Energy 8d8	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	Sermonic Performance, Faithful Devotion	4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Channel Energy 9d8, Path of Faith	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Sermonic Performance	4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Channel Energy 10d8, Conduit of Light	4	4	4	4	4	4	4	4	4	4

## CLASS ABILITIES

**Faith Pool:** Shepherds have an allotment of points that they use to power each of their abilities. These points make up the Faith Pool. The total points in the Faith Pool are as follows:

$$\text{Faith Pool} = 1 + \text{Shepherd level} + \text{Wisdom Modifier}$$

**Spells:** Starting at 1st level, a Shepherd gains the ability to cast Divine/Otherworldly Magic spells which are drawn from the Shepherd spell list. The Shepherd must choose and prepare their spells in advance.

- Requirement to Cast Spells: Shepherd's Wisdom score must be equal to at least 10 + the spell level
- Saving Throw DC: Shepherd's spells are 10 + the spell level + the Shepherd's Wisdom modifier
- See "Shepherd Spells Per Day" for their base daily spell allotment
- Shepherd receives bonus spells per day if they have a high Wisdom score
- Once per day, the Shepherd must rest for eight hours then pray for one additional hour to regain their spell allotment
- Shepherd may prepare and cast any spell on the Shepherd spell list within their acquired spell casting levels
- Each day the Shepherd can prepare Orisons, or 0-level spells, as noted under "Shepherd Spells per Day." These spells follow the general rules for preparing and casting Orisons.

**Spontaneous Casting:** The Shepherd gains Spontaneous Casting for cure spells. This allows a Shepherd to convert

prepared Otherworldly spells of first level or higher into a cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). This ability follows the standard rules for spontaneous casting.

**Sermonic Performance:** Beginning at 1st level, the Shepherd can project their conviction to the world by conveying the words of their faith. *Sermonic Performance* requires the Shepherd to spend points from their *Faith Pool* to create magical effects as listed in each *Sermonic Performance* ability. Some abilities also require a Perform (Oratory) skill check.

A *Sermonic Performance* cannot be disrupted but does end immediately if the Shepherd dies or becomes *paralyzed*, *stunned*, knocked *unconscious*, or is unable to take a free action. A Shepherd cannot have more than one *Sermonic Performance* active at one time.

*Sermonic Performance* requires a standard action to start or change the performance to a new effect. Changing to a new *Sermonic Performance* requires the Shepherd to stop the previous performance. If the type of performance can be maintained, it may be continued as a free action unless otherwise stated. At 7th level, starting or changing a *Sermonic Performance* requires a move action. At 13th level, the Shepherd may start or change a *Sermonic Performance* as a swift action.

*Sermonic Performance* always has audible components and the target(s) must be able to hear the Shepherd for the performance to have any effect. Creatures with the *deaf* condition are immune to *Sermonic Performance*. Performances with a language component require the target(s) to understand the language the Shepherd is speaking, or the *Sermonic Performance* has no effect. Performances with a visual component



require line of sight from the target(s) to the Shepherd or have no effect. Additionally, there is a 20% chance of failure if the Shepherd has the *deaf* condition. Faith points spent on a failed *Sermonic Performance* are lost.

## 1st Level Performances

**Drown Out (Su):** This ability creates a cone of sound with range and intensity based on the amount of points spent from the *Faith Pool*. The Shepherd rolls a Perform (Oratory) skill check and uses their voice to make communication and spell casting difficult for their opponents. Those within the area of effect attempting to hear anything other than the Shepherd must make a hearing-based perception check. Those attempting to cast a spell within the area of effect must make a Concentration check each round they wish to cast a spell.

*Component(s):* Audible

*DC:* Shepherd's Perform (Oratory) result to negate

*Duration:* Round started, Maintain: Equals number of Faith Points per round per the ability started

*Area of Effect:* As per Faith Points spent

- **1 Faith Point:** 15' cone
- **2 Faith Points:** 30' cone
- **3 Faith Points:** 30' cone, successful Concentration check still has 20% spell failure chance if the spell has a verbal component

**Inspiring Sermon (Su):** The Shepherd preaches an inspirational sermon that inspires and fortifies their allies and themselves. The range and intensity are based on the amount of points spent from the *Faith Pool*.

*Component(s):* Audible, Language

*Duration:* Round started, Maintain: 1 Faith Point per round

*Area of Effect:* As per Faith Points spent

- **1 Faith Point:** 10' radius, +1 Morale bonus vs. fear and fear effects, +1 bonus to attack and damage rolls
- **2 Faith Points:** 20' radius, +2 Morale bonus vs. fear and fear effects, +2 bonus to attack and damage rolls
- **3 Faith Points:** 30' radius, +3 Morale bonus vs. fear and fear effects, +3 bonus to attack and damage rolls

**Shout from the Pulpit (Su):** The Shepherd appears to grow in height, speaking words of power using their voice as a weapon. *Shout from the Pulpit* produces a 15' cone of sound originating from the Shepherd, dealing sonic damage and producing a force effect against a single target within the area, pushing them directly away from the Shepherd. Push back distance is reduced by 5' against large size creatures, 10' against huge size creatures, and gargantuan creatures do not move. At 7th level, the Shepherd gains the option of producing the effect in a 10' burst around the Shepherd. They can affect two targets within the chosen area. At 13th level, the Shepherd gains the option of producing the effect in a 30' cone originating from the Shepherd. The ability may now affect a number of targets within the chosen area equal to their Wisdom modifier (minimum of 3).

*Component(s):* Audible

*DC:* WILL Save to Negate (Charisma based), 10 + 1/2 Shepherd's level + the Shepherd's Wisdom modifier

*Duration:* Round started, Maintain: Cannot be maintained

*Area of Effect:* As per Shepherd level

- **1 Faith Point:** 1d6 + CHA modifier damage, pushed back 5'
- **2 Faith Points:** 2d6 + CHA modifier damage, pushed back 10'
- **3 Faith Points:** 3d6 + CHA modifier damage, pushed back 15', Deafened for 1d3 rounds

## 3rd Level Performances

**Commanding Rebuke (Sp):** The Shepherd takes on an authoritative presence, using their Perform (Oratory) skill check to command their enemies (as per the *command* spell). If the Perform (Oratory) skill check is successful, creatures within the target area must make a successful saving throw or be affected. Only one skill check is needed to start and maintain a *Commanding Rebuke*. Starting a new performance requires a new roll. A successful save negates the effect. If the save fails, creatures are subject to the instructions delivered by the Shepherd. Creatures are allowed a new saving throw each round they are within the area of effect. *Commanding Rebuke* is an enchantment (compulsion) and mind affecting.

*Component(s):* Audible, Line of Sight, Language

*DC:* WILL Save to Negate (Charisma based), 10 + 1/2 Shepherd's level + the Shepherd's Wisdom modifier

*Duration:* Round started, Maintain: Equals number of Faith Points per round per the ability started

*Area of Effect:* As per Faith Points spent

- **1 Faith Point:** 15' cone, DC 15 Perform (Oratory) check, enemies obey command
- **2 Faith Points:** 10' radius, DC 20 Perform (Oratory) check, enemies obey command
- **3 Faith Points:** 30' cone, DC 30 Perform (Oratory) check, enemies obey command

**Counter Lecture (Su):** The Shepherd begins a convincing speech, taking on a scholarly appearance while using their performance to counter certain magic effects. While *Counter Lecture* is active, allies within the area of effect can use the Shepherd's Perform (Oratory) skill check in place of the normal saving throw, whichever is higher. If an ally within the performance radius is already under the effect of the type of spell targeted by *Counter Lecture*, they receive a saving throw each round against the effect using the Shepherd's Perform (Oratory) skill check result for the save. *Counter Lecture* does not work on effects that don't allow saves. The number of *Faith Pool* points spent determine what type of spells and effects can be countered in this way.

*Component(s):* Audible, Language

*Duration:* Round started, Maintain: 1 Faith Point per round

*Area of Effect:* 30' radius of the Shepherd

- **1 Faith Point:** Perform (Oratory) result as saving throw vs. sonic and language-based spells and effects
- **2 Faith Points:** Perform (Oratory) result as saving throw vs. charm and charm-like spells and effects
- **3 Faith Points:** Perform (Oratory) result as saving throw vs. all mind-affecting effects



## 5th Level Performance

**Frightful Rhetoric (Sp):** The Shepherd takes on a menacing appearance and terrifying tone, using their Perform (Oratory) skill check to cause terror in the hearts of their enemies. If the Perform (Oratory) skill check is successful, creatures within the target area must make a successful saving throw or be affected. Only one skill check is needed to start and maintain a *Frightful Rhetoric*. Starting a new performance requires a new roll. If the save succeeds, creatures are unaffected and immune to this ability for 24 hours. If the save fails, creatures are stricken with the appropriate condition. This performance cannot cause a creature to advance in related conditions even if they are already *shaken* or *frightened* from another effect. At 17th level, the *shaken* effects now cause the *frightened* condition and the *frightened* effect now causes the *panicked* condition. *Frightful Rhetoric* is a mind-affecting fear effect.

**Component(s):** Audible, Line of Sight

**DC:** WILL Save to Negate (Charisma based), 10 + 1/2 Shepherd's level + the Shepherd's Wisdom modifier

**Duration:** Round started, Maintain: Equals number of Faith Points per round per the ability started

**Area of Effect:** As per Faith Points spent

- **1 Faith Point:** 15' cone, DC 15 Perform (Oratory) check, enemies become *shaken*
- **2 Faith Points:** 10' radius, DC 20 Perform (Oratory) check, enemies become *shaken*
- **3 Faith Points:** 30' cone, DC 30 Perform (Oratory) check, enemies become *frightened*

## 9th Level Performance

**Evangelizing Inspiration (Su):** The Shepherd begins an inspirational sermon, preaching their faith as a Competence bonus to bolster the resolve and prowess of themselves and allies in range. The range and strength of the sermon are based on the amount of points spent from the *Faith Pool*.

**Component(s):** Audible, Language

**Duration:** Round started, Maintain: 1 Faith Point per round

**Area of Effect:** As per Faith Points spent

- **1 Faith Point:** 10' radius, Shepherd level in temporary hit points, +1 bonus to attack and +2 to damage
- **2 Faith Points:** 20' radius, Shepherd level in temporary hit points, +2 bonus to attack and +4 to damage
- **3 Faith Points:** 30' radius, Shepherd level in temporary hit points, +3 bonus to attack and +6 to damage

## 11th Level Performance

**Redeeming Chaos (Sp):** The Shepherd begins preaching redemption to the heretics, confusing enemies with these sacred words by making a Perform (Oratory) skill check. If the Perform (Oratory) skill check is successful, creatures within the target area must make a successful saving throw or be affected. Only one skill check is needed to start and maintain a *Redeeming Chaos*. Starting a new performance requires a new roll. If the save succeeds, creatures are unaffected and immune to this ability for 24 hours. If the save fails, creatures are stricken with the listed effect. *Redeeming Chaos* is a mind-affecting compulsion effect.

**Component(s):** Audible, Line of Sight

**DC:** WILL Save to Negate (Charisma based), 10 + 1/2 Shepherd's level + the Shepherd's Wisdom modifier

**Duration:** Round started, Maintain: Equals number of Faith Points per round per the ability started

**Area of Effect:** As per Faith Points spent

- **1 Faith Point:** 15' cone, DC 20 Perform (Oratory) check, causes *confusion, lesser* (as the spell)
- **2 Faith Points:** 10' radius, DC 25 Perform (Oratory) check, causes *confusion, lesser* (as the spell), *dazed* the round after the effect ends
- **3 Faith Points:** 30' cone, DC 30 Perform (Oratory) check, causes *confusion, lesser* (as the spell), *stunned* the round after the effect ends

## 15th Level Performance

**Deliverance (Su):** The Shepherd lectures using the scared words of faithful liberation, their performance delivering allies from evil. While *Deliverance* is active, the Shepherd and allies are affected by spell-like effects per the number of Faith Points below.

**Component(s):** Audible

**Duration:** Round started, Maintain: Equals number of Faith Points per round per the ability started

**Area of Effect:** 10' radius of the Shepherd

- **1 Faith Point:** Mass Invisibility (as the spell)
- **2 Faith Points:** Ethereal Jaunt (as the spell)
- **3 Faith Points:** Invisibility and Programmed Image (as the spells)

**Note:** Triggering this effect simultaneously makes the Shepherd and all allies in the area of effect to become invisible while a programmed image of each person appears in the same space. Each image immediately moves 30' directly away from the Shepherd in all directions from their starting location. The Programmed Image must stay within the effect of the spell as per the Shepherd's caster level.

## 17th Level Performance

**Zealotry (Sp):** The Shepherd preaches a fiery sermon to convert those from Darkness to the Light. This ability functions like the spell *suggestion*, but allows a Shepherd to make a suggestion simultaneously to any creatures within the area of effect.

**Component(s):** Audible, Language

**DC:** WILL Save to Negate (Charisma based), 10 + 1/2 Shepherd's level + the Shepherd's Wisdom modifier

**Duration:** Round started, Maintain: Equals number of Faith Points per round per the ability started

**Area of Effect:** Per Faith Points spent

- **1 Faith Point:** 15' cone, any targets within range
- **2 Faith Points:** 10' radius, any targets within range, plus *confusion* as the spell after the effect ends
- **3 Faith Points:** 30' cone, any targets within range, plus *confusion* as the spell after the effect ends



## 19th Level Performance

**Eulogy (Sp):** The Shepherd orates the last rites for a creature within the area of effect. If a creature's saving throw succeeds, the target is subject to the listed effect and cannot be affected by the Shepherd's *Eulogy* again for 24 hours. If a creature's saving throw fails, it dies. Eulogy is a mind-affecting death effect.

**Component(s):** Audible, Language

**DC:** WILL Save to Negate (Charisma based),  $10 + 1/2$  Shepherd's level + the Shepherd's Wisdom modifier

**Duration:** Round started, Maintain: Cannot be maintained

**Area of Effect:** Single target with range per Faith Points spent

- **1 Faith Point:** 15' cone, death or *staggered* the following round
- **2 Faith Points:** 30' cone, death or *dazed* the following round
- **3 Faith Points:** 60' cone, death or *stunned* the following round

**Channel Energy (Su):** At 2nd level, the Shepherd gains the supernatural ability to channel energy, causing a burst of energy that either damages demons or provides limited restoration to allies in a 30' radius centered on the Shepherd. The *Channel Energy* effect depends on the number of Faith points spent from the Faith Pool. Using *Channel Energy* is a standard action that does not provoke an attack of opportunity.

- **Conviction (Su): 1 Faith Point**—Damages demons (but not Progeny). The amount of damage dealt is equal to  $1d8$  at 2nd level, and increases by  $1d8$  every two Shepherd levels thereafter. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to  $10 + 1/2$  the Shepherd's level + the Shepherd's Wisdom modifier.
- **Baptize (Su): 2 Faith Point**—Living non-demon allies within the area of effect are healed. The amount of HP healed is equal to the Shepherd's Wisdom modifier plus 1 point for every two Shepherd levels (minimum 1).
- **Balance (Su): 3 Faith Points**—Activates both *Conviction* and *Baptize* simultaneously

**Faithful Devotion:** Starting at 2nd level, the Shepherd's dedication to their faith and connection with the Otherworldly grows stronger. The Shepherd gains the following benefits as they advance in class level.

- 2nd Level—Detect the presence of living creatures at will. This spell-like ability functions like *detect* but the Shepherd does not discern the type, location or the difference of power level of those detected.
- 5th Level—Gains Scribe Scroll as a bonus feat
- 8th Level—Gains immunity to all supernatural diseases caused by or relating to demons (including Demon Fever).
- 11th Level—Gains Divine Interference as a bonus feat
- 14th Level—Gains immunity to all demonic possession and possession effects
- 17th Level—Gains immunity to all demonic abilities and effects that are both compulsion and mind-affecting

## PATH OF FAITH

**(Sp):** Starting at 3rd level the Shepherd must choose a path that they will follow to help them battle the forces of outsiders interfering with their world. Once a path is chosen the Shepherd is set on that path until the end of their life. The Shepherd gains rituals based on the path they choose that function as spell-like abilities and reproduce the function of the spell named. The Shepherd gains the first ritual at 3rd level, the second ritual at 7th, the third at 13th, and the last ritual at 18th level.

## Caretakers

Caretakers are the protectors of the faithful, guiding and shielding their flock them from demonic influences. The Shepherd immediately gains a +1 bonus to their Perform (Oratory) skill and +1 to all their *Sermonic Performance* DCs. The abilities act as the spell of the same name. As the Shepherd advances in level the Caretaker gains the following benefits:

- 3rd Level—*Protection*: 2/day
- 7th Level—*Protection*: 3/day, *Magic Circle*: 1/day
- 13th Level—*Protection*: 4/day, *Magic Circle*: 2 time per day, *Forbiddance*: 1/day
- 18th Level—Caretakers may choose to spend additional Faith Points when using *Channel Energy* for a bonus effect within the same area. The points listed below are in addition to those spent with *Channel Energy*. The additional effect lingers for a number of rounds equal to the Shepherd's Wisdom modifier.





# CHAPTER 3: CLASSES





They may spend their faith points as follows:

- **1 Faith Point:** *Protection*
- **2 Faith Points:** *Magic Circle*
- **3 Faith Points:** *Forbiddance*

## Exorcists

Exorcists are the cleansing force of their faith, forcing demons back to their Otherworldly hell. The Exorcist immediately gains a +2 bonus to Knowledge (Supernatural) and Knowledge (Demonology) skills. The abilities act as the spell of the same name. As the Shepherd advances in level the Exorcist gains the following benefits:

- 3rd Level—*Command*: 3/day
- 7th Level—*Command*: 4/day, *Dismissal*: 1/day
- 13th Level—*Command*: 5/day, *Dismissal*: 2/day, *Banishment*: 1/day
- 18th Level—Exorcists may choose to spend additional Faith Points when using *Shout from the Pulpit* for a bonus effect within the same area. The points listed below are in addition to those spent with *Shout from the Pulpit*. The duration for the additional effect is the same as the spell of the same name.

They may spend their faith points as follows:

- **1 Faith Point:** *Command* (single target)
- **2 Faith Points:** *Dismissal* (single target)
- **3 Faith Points:** *Banishment* (single target)

## Investigators

Investigators are the eyes and ears of their faith, tirelessly uncovering the plots and plans of demonic leadership. The Investigator immediately gains a +2 bonus to their Sense Motive skill.

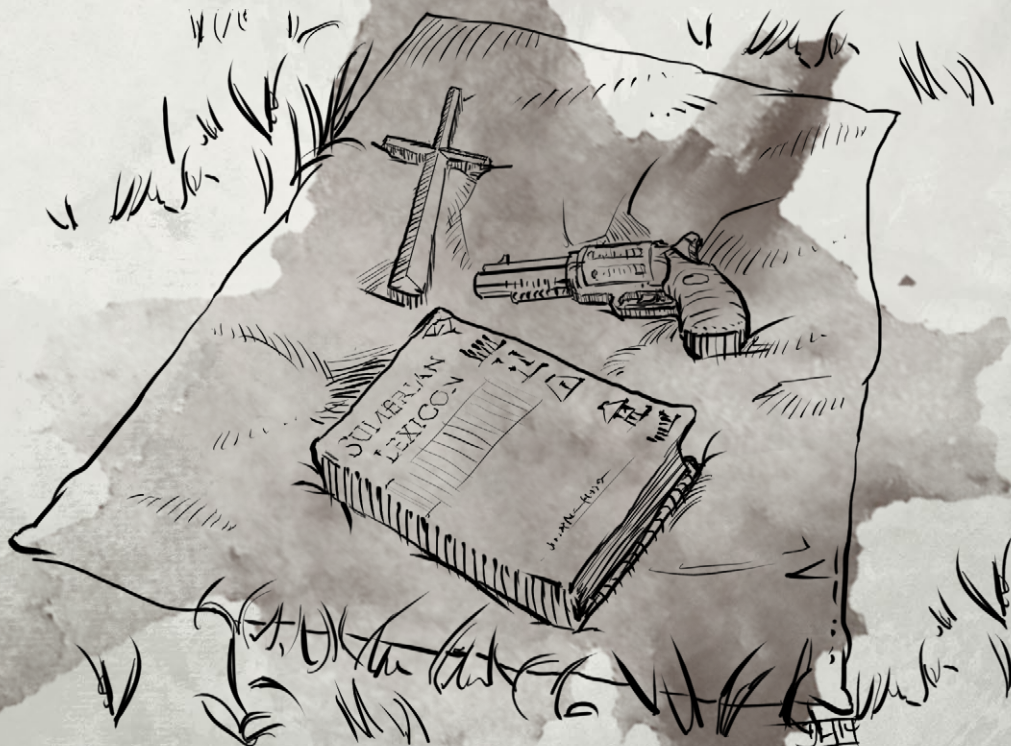
The abilities act as the spell of the same name. As the Shepherd advances in level the Investigator gains the following benefits:

- 3rd Level—*Detect*: 1/day
- 7th Level—*Detect*: 2/day, *Discern Lies*: 1/day
- 13th Level—*Detect*: 3/day, *Discern Lies*: 2/day, *True Seeing*: 1/day
- 18th Level—*Detect*: 4/day, *Discern Lies*: 3/day, *True Seeing*: 2/day, *Discern Location*: 1/day

**Conduit of Light (Su):** At 20th level, a Shepherd becomes immune to negative levels and ability drain. Negative levels instead deal the Shepherd 1d8 nonlethal damage per negative level and ability drain instead becomes ability damage. Additionally, whenever a Shepherd receives a bonus from an Otherworldly spell or spell-like ability from a class or creature using Otherworldly magic that bonus increases by +1.

## EXCOMMUNICATION

A Shepherd who grossly violates the code of conduct required by their faith loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. Killing an innocent with a firearm, committing an act strictly against their ethos, and supporting an agent of Darkness are examples of violations of their faith. Doing so requires three rolls on the minor insanity chart, keeping these traits as long as they are in disgrace. These insanities cannot be removed or lessened in severity. The character is no longer able to gain levels as a Shepherd until they *amend*, but once they do their penance they may gain levels and they also lose any insanity they gained from falling into disgrace.







©  
MIMURA



# SPLICER

Splicers are tinkers, mechanics, engineers, scientists, and inventors, offering Colonies and hunting parties innovative solutions and powerful magic. Filtering supernatural energy through technology, they have learned to store the energy in fuses and release that energy through their caster. Spells require an attack roll, and “memorizing” these spells requires creating the “fuse” that stores the spell, requiring a combination of Combustible and Mechanical resources.

## CREATING A SPLICER

As you mold your Splicer into the character you want them to be, think about the mode in which they deliver their spells, in addition to their personality and background. Is their caster a boombox like the example of “Anything”? Or is it perhaps a megaphone or even a pepper grinder? Is it family heirloom that holds deep sentimental value? Or is your Splicer more practical, the caster representing nothing more than a tool to them? Often times, the caster can be representative of the Splicer’s personality. Is your Splicer aggressive in their magic casting, preferring direct damage? Or do they prefer indirect effects like illusions? Who taught your Splicer to use magic? Was it a family member or perhaps a mysterious mentor who appeared at their Colony one day? No matter what you choose, all Splicers have an immense array of magic at their disposal, which makes them equally helpful to comrades and lethal to their enemies.

## CLASS FEATURES

**Hit Die:** d6

**Starting Resources:** 13 and a standard schematic book

**Weapon and Armor Proficiency:**

Splicers are proficient with all simple weapons, as well as all light and one-handed simple and martial firearms. They are proficient with light armor.

## CLASS SKILLS

Appraise (Int)

Computer Use (Int)

Craft (Int)

Drive (Dex)

Knowledge (all) (Int)

Linguistics (Int)

Profession (Wis)

Spellcraft (Int)

**Skill Ranks per Level:** 4 + Int modifier.

A Human readies a fuse, rife with supernatural energies incased in its Mechanical shell, into her caster resembling a boombox, and fires a crackling bolt of lightning at several crazed zealots. Meanwhile, her Progeny companion flicks a jump fuse to the Enforcer of the group, providing him mirror image as he wades into combat. The Lazarus imbues a revolver with magical enhancements and fires away at the embraced demon worshipped by the zealots.



## SPLICER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities	Splicer Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Imbue. Gearhead, Jury-Rig	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Jump Fuse	4	2	1	—	—	—	—	—	—	—
4th	+3	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Bonus Feat	4	3	2	1	—	—	—	—	—	—
6th	+4	+2	+2	+5	Recycling	4	3	3	2	—	—	—	—	—	—
7th	+5	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+3	+3	+7	Bonus Feat	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+5	+5	+9	Bonus Feat	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+6	+6	+12	Bonus Feat	4	4	4	4	4	4	4	4	4	4

## CLASS ABILITIES

**Caster (Ex):** The Splicer gains the ability to build a device known as a “caster” capable of focusing and discharging stored magical energy in the form of an Arcane/Supernatural Magic spell. The Splicer beings play with a free caster in which they have built. This caster can fire up to level one fuses.

The magical energy of each spell is stored in an object known as a “fuse”, requiring Mechanical and Combustible resources based on the spell level (discussed under “Fuse” below). The caster requires one hand to use and must have some method of aiming a spell such as a barrel, cone, or other focal point. The design of the caster must also include the method of how fuses connect to the caster. The number of designs and styles are nearly limitless. How you get there is entirely up to the creativity of the player, who must describe the design and functionality upon selecting this class.

When the Splicer gains the ability to cast a new fuse spell level, they must upgrade their caster. Upgrading your existing caster costs three Mechanical and one Combustible resource per new fuse spell level. The Splicer must make a Craft (Mechanical) skill check with a DC of 10 plus the new fuse spell level. The time required to make this upgrade is one day per the new fuse spell level.

Creating a caster from scratch requires a DC 20 Craft (Mechanical) check with a resource cost of ten Mechanical and 5 Combustible. Scratch built casters can cast up to 1st level spells. Each spell level of increase must be paid for, and Craft checks made, for each new fuse spell level increase past 1st.

The intricacies of a caster are difficult to comprehend for anyone other than the Splicer that built the device. A Splicer

attempting to use another Splicer’s caster must make a caster level check (DC equals 15 plus the max level of the caster device) to understand how the device works. If this check fails, the Splicer is unable to use the caster and cannot make another attempt until gaining another level in Splicer.

**Attacking with a Caster:** All attacks made with a caster are made as touch or ranged touch attacks. The range increment of the caster is 50’, with range increment 10 extending to the maximum range of the particular spell. The focus of the caster must be pointed at the target or in the direction of the desired effect. Spells with a range of touch still require an attack unless used on a willing target. This requirement means a *pinned* Splicer could not use their caster unless using a touch spell. A natural 1 on an attack roll means the fuse fizzles and is wasted. Using a caster provokes attacks of opportunity and cannot be used to cast defensively. However, use of the caster is not subject to concentration checks.

Touch attack, ranged touch attack, or ray spells threatens a critical hit on a natural roll of 19 or 20 and deals double damage on a successful critical hit when used through a caster.

Spells that are cones or lines that emanate from the caster roll one attack and use that attack roll to see which creatures or objects they hit. Cones and lines that deal damage threaten a critical hit on a natural roll of 20 and deal double damage on a successful critical hit to all targets within the area.

Area of effect spells also require an attack roll, typically against a valid creature or object as specified in the spell. Spells such as *fireball*, which allow targeting of a specific



location rather than a creature or object, work as normal. Determine the AC for the range touch attack based on the difficulty hitting the target, modified by range. For example, an empty square with no range modifiers might be AC 10, though hitting that same square through an arrow slit may be AC 20.

If the Splicer instead decides to target a specific creature for the center of the selected area of effect spell, they may do so by making a ranged touch attack against that creature's touch AC. In this case, area of effect spells that deal damage threaten a critical hit on a natural roll of 20 and deal double damage on a successful critical hit to the target of the spell. Class features, creature abilities, or feats such as Improved Evasion that would otherwise reduce this damage to zero may not take less than one quarter damage on a successful save if they were the target of the spell. Other creatures within the spell area are affected as per the spell description and not subject to a critical hit.

Ranged touch attack area of effect spells scatter if the attack misses. For scatter, roll a d8. The rolled number determines which direction the missed spell travels. A roll of 1 falls short (toward the Splicer) with each higher number moving around the target in a clockwise fashion (see the diagram to side). A missed spell scatters 5' per range increment of the fired spell. Missing by 10 or more on the attack roll doubles the scatter distance.

Because spell fuses are created and activated later, spells originating from fuses have no verbal, somatic, or focus components.

**Schematics Book:** A Splicer must study their schematics each day to prepare their fuses and cannot prepare any fuses not recorded in their schematic book.

Any character who starts their career as a Splicer starts the game with a standard schematic book containing all 0-level Splicer spells plus three 1st-level spells of their choice plus a number of additional 1st-level spells equal to their Intelligence modifier. Every time a Splicer goes up a level in the Splicer class, they may choose two new schematics to learn and add to their schematic book. These new schematics must be of a level that the Splicer can cast but do not have to be the same level as each other.

At any time, a Splicer can also learn and add spells found in other Splicers' schematic books to his own. This requires

an hour of study per level of the schematic followed by a Spellcraft check (DC 15 + schematic level). Success means the Splicer learns the spell and makes a copy of it in their schematic book. Failure means the Splicer must wait a week before they can try again.

Additionally, by using technical books and drawings the Splicer can research new spells in order to build and produce new fuses. This requires a weeks' worth of pure research, a Spellcraft and Craft (Mechanical) check (DC 15 + schematic level) and 20 Mechanical resources per level of the schematic.

### SPELL FUSE RESOURCE COST

Spell Level	Mechanical	Combustible
0th	1 (for all)	—
1st	1	0
2nd	1	1
3rd	2	1
4th	2	2
5th	3	2
6th	3	3
7th	4	3
8th	4	4
9th	5	4

**Fuse Creation & Use:** The Splicer harnesses magical energy through technology in the form of a "fuse". The fuse is a Mechanical object built and coded to a specific spell. To store (memorize) a spell, the Splicer creates a fuse from Combustible and Mechanical resources, charging the fuse with magical energy. Once created these fuses store the energy of the coded spell until that energy is discharged through the caster, released without effect at will by the Splicer, or destroyed. Only the Splicer who creates the fuse may discharge it through their caster.

The Splicer may only maintain a number of active fuses equal to the Splicer base daily spell allotment (see Splicer Spells Per Day). In addition, the Splicer receives bonus fuses per day for a high Intelligence score. Fuses may be maintained indefinitely but continue to take the stored spell slot.

The Splicer stores spell fuses selected from the Splicer spell list. A Splicer may know any number of spells but may only have their daily fuse allotment maintained simultaneously. Once per day, the Splicer must rest for eight

hours then spend one additional hour studying their schematics book in order

to prepare their fuses.

During this







hour the Splicer decides which spells to store and the fuses are then created.

While studying, the Splicer decides which spells to prepare and creates the fuses. Once a fuse is created it cannot be turned back into its raw resources; however, unless the fuse is destroyed or used it remains usable to the Splicer indefinitely. If the Splicer wants to create a different fuse from those already prepared, and they have already created the number of fuses in their daily allotment, they must destroy or use an existing fuse. The fuse may be canceled at any time, even if not in the possession of the Splicer. Canceling the fuse is a full round action that causes the spell and resources to be lost just as if the spell were cast.

To learn to create a new spell fuse, the Splicer must have an Intelligence score equal to at least 10+ the spell level. The Difficulty Class for a saving throw against a Splicer's spell is 10+ the spell level + the Splicer's Intelligence modifier.

**Fuse Resource Cost:** Creating a fuse costs Mechanical and Combustible resources per spell level as seen in the table "Spell Fuse Resource Cost." Metamagic feats that increase the level of the spell also raise the resource cost of the fuse.

**Fuses and Feats:** Some feats help with the attack and range of some fuses. Long Range increases the caster range increments for that spell fuse to 75 feet; Far Shot, Point-blank Shot, Precise Shot, Deadly Aim, Improved Precise Shot, Impact Critical Shot, Opening Volley, and Deadly Accuracy work for all spells that are listed as ray, line, touch attack or ranged touch attack. Feats that affect Ranged weapons or weapons can work for rays, such as Weapon Focus, Weapon Specialization, etc.

**Imbue (Su):** A Splicer can transfer the spell energy from a fuse to a single one-handed or light firearm of any quality that they are wielding. A Splicer may sacrifice a prepared fuse that is in their caster and on their person to channel the spell energy through their body, imbuing the weapon with magic.

The sacrificed fuse provides a magical bonus equal to the level of the spell it contained. This bonus may be spent on magical enhancement and special abilities for the firearm. Added bonuses are added to any properties the firearm already has, but duplicate abilities do not stack. If the firearm does not have at least a +1 Enhancement bonus, this bonus must be added before any special abilities can be added. The duration of this ability is one minute per spell level of the fuse sacrificed. Sacrificing another spell to assign different enhancements ends the previous effects. These bonuses only apply to one half of a double firearm.

Splacers may activate this ability in one of three ways: a standard action, move action, or swift action.

**Standard Action:** The Splicer can add up to a +5 Enhancement bonus or any combination of enhancements from the Imbue Enhancements Table below. Enhancement bonuses and properties are at a one-to-one cost.

**Move Action:** The Splicer can add up to a +5 Enhancement bonus or any combination of enhancements from the Imbue Enhancements Table below. Enhancement bonuses are at a one-to-one cost; however, enhancement property costs are doubled.

**Swift Action:** The Splicer can add up to a +5 Enhancement bonus or any combination of enhancements from the Imbue Enhancements Table below. Enhancement bonuses and properties are at a one-to-one cost. Activating Imbue as a swift action requires the Splicer to direct supernatural energy through their body in an unsafe manner. The Splicer must make a concentration check (DC 15 + spell level). Failure means the energy has harmed the Splicer, causing 1d3+1 damage per spell level of the fuse. The Imbue still works, though at half the level of the spell sacrificed (rounded up).

**Gearhead:** If the Splicer has at least 1 rank in a craft skill, they get a +1 bonus on all checks for that skill. The character also gets a +2 bonus on all Computer Use checks.

In addition, a Splicer may voluntarily add +5 (instead of the normal +10) to the indicated DC to craft an item in half the time (rounded up). The Splicer must decide whether to increase the DC before they make their craft check.

**Jury-Rig (Ex):** A Splicer can attempt a temporary craft repair using jury-rig. This ability allows the Splicer to use virtually anything available, in combination with a multipurpose tool and some magical energy, to make a nearly impossible fix. Doing this reduces the craft check DC by 5 and allows the Splicer to make the repair in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. A fix with this ability still requires some type of material (resources, finished goods, or raw material) equal in value to the repair cost. No penalty is applied using material that wouldn't normally be used.



The Splicer can also build any Mechanical item with jury-rig with random junk, already built items, and anything else available. The time to build the item is reduced by half and the DC is 5 lower than normal. The item built only functions for one normal use plus one use for each point the Splicer beats the modified Craft DC. This use of jury-rig still follows the normal requirements for the Craft skill the Splicer uses and can be combined with the gear head ability. After the duration of use expires, the jury-rigged item is destroyed. When making a jury-rig check a character can't take 20.

**Bonus Feats:** For every 5 Splicer levels attained they gain a bonus Feat from the following list: any Metamagic feat, Fuse Mastery, Fuse Efficiency, Signature Fuse, Point-Blank Shot, Precise Shot, Long Range, and Far Shot.

Splicers also gain two special feats that define the Splicer class. They must still meet the requirements of the feat to be able to use it. The special feats are described below:

### Jump Fuse

**Prerequisites:** Splicer level 3, Craft (Mechanical) 3 ranks, Spellcraft 3 ranks

**Benefit:** You can create portable fuses, known as a jump fuse or "jumper", in the form of a Mechanical device that does not require a caster, and which anyone can use. The jump fuse costs twice the fuse resource cost and uses one of your allotment of spells until used or destroyed. You may have one spell level of jump fuse for every three levels of Splicer, plus one 0th level jump fuse.

*Example: A 9th level Splicer may have one 3rd level jumper or three 1st level jumpers, plus one 0th level jumper.*

Anyone using the jumper must still use the spell as intended with all the variables set by you when you create it. Jumpers still require an attack roll as any other fuse, provoke attacks of opportunity, and require a free hand to use. No concentration or additional spell components are required.

The user is considered proficient and must still make a touch or ranged touch attack. Area of effect spells still scatter on a miss and on a natural 1 the jumper fizzles. Jumpers have range increments of 25 feet with the maximum distance being that of the spell. All spell types threaten a critical hit only on a natural 20. An area of effect spell directed at a specific being benefits from a possible critical hit, just as spells fired from a caster.

As long as the jumper remains unused it continues to take up a spell slot. The jumper may be canceled at any time, even if not in the possession of the Splicer. Canceling the jumper is a full round action that causes the spell and resources to be lost just as if the spell were cast. Because jump fuses are created and activated later, spells originating from jump fuses have no verbal or semantic components.

**Normal:** Only the Splicer that creates the fuse can use it and all fuses must be used through the caster of the creating Splicer.

## IMBUE ENHANCEMENT LIST

Special Property	Property Cost
Bane	1
Cruel <sup>1</sup>	1
Cunning	1
Distance	1
Flaming	1
Frost	1
Huntsman	1
Limning <sup>1</sup>	1
Holding Aces	1
Merciful <sup>1</sup>	1
Efficiency	1
Seeking <sup>1</sup>	1
Shock	1
Thundering	1
Corrosive burst	2
Designating, lesser	2
Flaming burst	2
Icy burst	2
Igniting	2
Purified	2
Shocking burst	2
Tainted	2
Holding Aces, greater	3
Efficiency, greater	3
Speed	3
Brilliant energy	4
Designating, greater	4
Nimble shot	4

<sup>1</sup> This special property is passed onto the ammunition used through the firearm, even though this is not normally allowed.

### Recycling

**Prerequisites:** Splicer level 6, Craft (Mechanical) 6 ranks, Spellcraft 6 ranks

**Benefit:** The character is able to use half of the level of their own fuses that they choose to destroy in the creation of new fuses. The Splicer gains no resources in doing this but is able to pull apart the fuse salvaging half of its components. This can be only done during the one hour of schematic studying and fuse creation.

*Example: A Splicer could destroy a 6th level fuse to create a 3rd level fuse, destroy two 3rd level fuses to create a 1st and a 2nd, or destroy two 4th level fuses to create a 4th level fuse. The fuses must be in their possession to recover any of the resources in this process.*

**Normal:** Destroying a fuse completely destroys it and all of its components.



"Throughout history, the study of human behavior has gone through many adaptations. The ever-evolving results have long been fascinating. As an archaeologist and anthropologist, it is clear that human behavior is influenced by society and culture. Certainly, some personality types, reactionary responses, and mental conditions cross time and culture. And yet, people are a product of their environment, influenced by hardships and challenges.

Ethics aren't relative? Look around. How many colonists would be willing to sacrifice an outsider to save their own? How many would sacrifice a fellow colonist to save themselves? Each Colony is a microcosm of the collective personalities contained within.

When deciding if the Colony to which you reside is the right Colony for you, consider the pre-Rise ethics thought experiment the Trolley Problem. A runaway vehicle is heading toward five incapacitated people. They will certainly be killed should the vehicle hit them. You have but a split second to adjust the course of the vehicle, saving the five people and instead putting the vehicle on course to hit a single person on the new path. With two options, would you or your fellow Colony members do nothing or change the course?

Another parting thought comes to mind. No longer does the first definition of humanity represent our collective race. Rather, the lasting and most important definition should be our collective compassion for all natural life. As a people, humans have long warred over the most childish of reasons: belief they were more right than the other. That reason, and my own worst sin: pride, of course. Perhaps now that we know just how little we have ever known we can find our humanity."

Dr. Nicholas Dobrin - Journeyman



DEAD or  
BOUNTY PAID  
CONSIDERED  
CONTACT MARSH



# 4 HUMANITY

*IT'S SO SERENE HERE IN THE COLONY during the harvest festival, yet I feel the insanity clawing at the corners of my mind. Zine asked me to dance with her, but even that doesn't fill me with cheer. I've seen so much in this terrible world; and I'm sure what I've seen doesn't even scratch the surface of the horrors that are out there. It's bad enough I have you, this terrible thing in my head. My sanity ebbs and your thoughts creep in. Sometimes I find myself grinding my teeth uncontrollably, and I don't know why. I hear you mocking me, laughing at me... but then, sometimes I laugh at me too.*

**WHO YOU ARE IS MORE THAN A TITLE. THE PIECES THAT** make you, you, are built on your beliefs, fears, actions, and reactions. In many games those studies have been boiled down to an alignment defining your moral and lawful approach. In Apocalypse the Risen, there are no alignments to neatly define your actions to all situations. There are no subsequent penalties for acting inappropriate to that defined position. Instead, you define your personality through the character build process, leaving room for the many appropriate and inappropriate choices you will make while fighting to survive.

As you scavenge for resources and battle demons and dead, your humanity will be tested as will your sanity. Who you are and how you react are baked into your very fiber. However, drastic times and tragic events can move people off course from their moral compass. We represent this core being and moments of reaction within the humanity system. Below you will roll for or select a Core Personality, Positive Reaction, and Negative Reaction. These three characteristics will help you define and roleplay your survivor in post-Rise Earth.

Each of the three defining characteristics of your humanity are defined in detail below. Players are encouraged to roll, and then roleplay, these characteristics. GMs are equally encouraged to use these characteristics to bake in personalities of NPCs, colonists, and encountered people throughout your post-Rise Earth. Including levels of insanities, from negative reactions and triggers to physical manifestations, is equally important. Nobody survives without scars, physical and especially mental.

## CORE PERSONALITY

The word is filled with challenging situations. Your core personality is the distinguishing quality of your person and the typical compass to solve those challenges. This represents how most people would identify “who you are”, that person's character. People generally only have one core personality type.

To determine your core personality, roll a d20 and consult the table below. Add the result to your character.

### PERSONALITY TRAITS

d20	Core Personality Trait
1	Analytical
2	Assertive
3	Compliant (10% are Conformist)
4	Conscientious (10% manifest Machiavellianism)
5	Conservative
6	Cynic
7	Disorder (Roll a d10 on the entry below)
8	Dogmatic
9	Emotional Condition (Roll a d6 on the entry below)
10	Egotist
11	Gregarious
12	Independent
13	Impulsive
14	Liberal
15	Optimist
16	Pessimist
17	Rebellious
18	Rigid
19	Player's Choice
20	GMs Choice





## CORE PERSONALITY TRAITS

**Analytical:** Relies on analysis or logical reasoning in both perceiving the world and forming decisions from which to act. The Analytical mind sees each situation as new and not bound to past experiences.

**Assertive:** Confident and direct when interacting with others, presenting one's own views, and when making requests or demands.

**Compliant:** Eager to agree with others and to obey rules. Generally inclined to accept requests or orders. Public acceptance does not necessarily mean private agreement.

10% of Compliant personalities are Conformists who not only agree but change their personal views to match those to which they are complying

**Conscientious:** Guided by an inner sense of doing what is right, influenced by social surroundings, laws, and upbringing. However, this moral compass may go against those norms if not principled. The conscientious often applies these principles to their work or duties.

10% of Conscientious personalities manifest Machiavellianism and will do anything to fulfill their own interests

**Conservative:** Committed to established values and traditional practices. Generally, opposes change and innovation. Within a Colony, prefers free endeavors, private ownership, and socially conservative goals.

**Cynic:** Skeptical; when analyzing the motivations of others, assuming they are purely motivated by self-interest rather than honorable or unselfish.

**Disorder:** Unlike Negative Reactions which have specific triggers, core personality disorders are ever-present. These may reflect early trauma, chemical abnormalities, or environmental conditions. Roll a d10 to determine which disorder you have:

- 1-2. **Repressive:** The subconscious attempt to lock away desires and impulses or suppress emotions and emotional responses. This individual unconsciously withholds painful or disagreeable memories, feelings, or impulses from the conscious mind and attempts to direct their own desires and impulses toward pleasurable ends.
- 3-4. **Psychoticism:** Typically antisocial, often appearing aloof and sometimes characterized by aggression or impulsive actions. May show tendencies of sensation-seeking, taking a variety of risks just for the experience.
- 5-6. **Narcissism:** Overly self-involved, often toward their physical appearance. Manifests as a generally inflated sense of their own importance, characterized by a deep need for admiration. Typically displays limited or no empathy or remorse, acts entitled, and uses deception to present themselves in a way they believe observers want to see.
- 7-8. **Neuroticism:** Generally moody. More frequently expressing feelings of anger, anxiety, depressed mood, envy, fear, guilt, jealousy, and loneliness. Responds poorly to stress and often sees normal situations as threatening or hopeless.
- 9-10. **Omnipotence:** General delusion of grandeur, believing they can personally influence events or people outside their immediate sphere of influence simply by thinking or wishing it so. This disorder is not the belief of a god-like status; but rather belief in emotional and physical reach well beyond reason.

**Dogmatic:** Believes in their own principles as undeniably true. Characterized by the tendency to project these principles on others without considering contrary evidence or the beliefs and opinions of others.

**Emotional Condition:** Roll a d6 to determine what emotional condition you have:

1. **Immaturity:** A tendency to hold onto negative emotions and general inability to get past them. Consistent tendency to show emotions in a way that is inappropriate for their chronological age. May include inability or unwillingness to let go of their childhood desires or fantasies.
2. **Inferiority:** A general feeling of inadequacy in nearly all things with a constant desire to compare one's self to others. Either conscious or unconscious, the results are often low self-confidence and self-esteem. These feelings may lead the person to feel as if they cannot deal with the stresses of everyday life.
3. **Instability:** Showcased by a lack of emotional control with a tendency towards unpredictable behavior and/or uneven changes in emotion or mood.
4. **Maturity:** A general mastery of controlling one's emotions, responding appropriately in situations, and behaving as a mature adult when interacting with others.
5. **Stability:** Highlighted by a general ability to maintain emotional balance during stressful circumstances.
6. **Superiority:** A superiority complex is an outward show of self-importance used to conceal feelings of failure and/or inferiority. Generally characterized by feeling you are better than others, if only to hide real and suppressed feelings.

**Egotist:** Overly conceited, self-absorbed, and self-important. While this person may talk highly about themselves in all things, they are short of being narcissistic.

**Gregarious:** Exceptionally social and seeks the company of others. Seeks companionship and has a desire to belong to social groups or join in on group activities. Working in groups or teams is preferred.

**Independent:** Acts on their own thoughts and feelings rather than needing the views of others. This person does not rely on others for assistance and often prefers to complete tasks alone. Refuses being under obligation to others whenever possible.

**Impulsive:** Tendency to do things without careful thought.

**Liberal:** Believes in the value of progressive social and political change. Generally advocates for the freedom of the individual within the protection of a governing body. Believes in individual rights and liberties and prefers to separate from traditions that are seen as repressive.

**Optimist:** Holds a position of hope and confidence both in relation to outcomes of current events as well as the future. They genuinely expect the most favorable outcome.

**Pessimist:** Holds a position of despair and generally expects the worst will happen, whether within current events or the future. Displays a tendency to see, and even anticipate, undesirable outcomes or problems.

**Rebellious:** Exhibits a desire to resist authority and disobey rules, often refusing to accept behavioral norms in actions and even attire. Occasionally challenges authority figures and breaks the rules just for enjoyment.



**Rigid:** Stubborn inability to change or be flexible in both actions and response to other's actions. Typically fixed in a specific set of beliefs or ideals and unyielding in the face of opposition.

## REACTIONS

Where your core personality defines “who you are”, your positive and negative reactions represent “how you are”, in times of harmony and strife respectively. Like your core personality, these are definitive and core to your being.

Positive reactions rarely change, though they can drift slowly over time. Your initial negative reaction also remains unchanged; however, as one experiences emotional, physical, and psychological trauma you may gain additional negative traits and triggers. These additions occur during play and will be explained in the Insanity section.

Unlike your core personality, players are encouraged to interpret the meaning of the positive and negative reactions to define their character. At character creation, roll on each chart below and add the results to your character, one positive reaction and one negative reaction.

### POSITIVE REACTIONS

d20	Reaction
1	Agreeable
2	Caring
3	Confident
4	Considerate
5	Cooperative
6	Dedicated
7	Enthusiastic
8	Fair
9	Friendly
10	Genuine
11	Heroic
12	Idealistic
13	Mature
14	Objective
15	Patient
16	Principled
17	Rational
18	Sociable
19	Tolerant
20	Player's Choice

### NEGATIVE REACTIONS

d100	Reaction
01-04	GM Choice
06-09	Abrasive
10-13	Argumentative
14-16	Arrogant
17-19	Blunt
20-22	Boisterous
23-25	Callous
26-27	Complaintive
28-29	Compulsive
30-31	Conceited
32-33	Cowardly
34-35	Cruel
36-37	Deceitful
38-39	Dishonest
40-41	Disruptive
42-43	Erratic
44-45	Hostile
46-47	Impatient
48-49	Indecisive
50-51	Insulting
52-53	Irrational
54-55	Irritable
56-57	Lazy
58-59	Malicious
60-61	Moody
62-63	Negative
64-65	Obnoxious
66-67	Paranoid
68-69	Possessive
70-71	Power-hungry
72-73	Procrastinating
74-75	Sadistic
76-77	Shrewd
78-79	Shy
80-82	Suspicious
83-85	Treacherous
86-88	Unfriendly
89-92	Unstable
93-96	Vindictive
97-100	Player's Choice









## INSANITY

### SANITY AND MADNESS

Sanity is the state of being in which most PCs begin play. In Apocalypse the Risen, your sanity is not reduced as you slip into a bottomless pit. Instead, think of sanity as a temperature check of your mind. As your character experiences horrifying events, is faced with terrible creatures, or witnesses the shocking depths of human atrocities, the degree of minor and major insanity ticks ever upward. Your level of insanity is scored in the form of bonuses to future insanity checks. The more insane your character becomes, the more damaging the results. Left untreated, characters may be lost to insanity entirely.

### GOING INSANE

Earth After the Rise is not just a difficult world in which to survive. Earth is filled with horrors of unspeakable magnitude, the worst of which are likely still unseen. In-game, a character has multiple chances of gaining insanity from a variety of different sources. Undead and demonic horrors unleashed upon the world, effects that attack the mental stability of the character, reality-shattering cosmic entities beyond imagination, or simply terrible human atrocities all have a chance of breaking the mind. The difficulty to resist insanity is given as a specific DC.

Beings check against insanity by rolling a d20 and adding the character level plus their wisdom modifier. A creature with an insanity rating does not check insanity against a creature with a lower rating. Creatures with an insanity rating who encounter a creature with a higher rating must make an insanity check. Failure means the creature is *shaken* but doesn't have to roll on an insanity chart.

Some examples of unhinging events that trigger Insanity checks are listed below:

- Suffering a tremendous shock to a mental ability score: Intelligence, Wisdom, or Charisma (reduced to a 3 or less in one of these scores)
- Encounters with creatures that have an Insanity Rating and that are either:
  - › CR +1 or more than the APL
  - › Equal or lower CR than the APL and the party is outnumbered by at least a 2:1 ratio
- Personal or horrifying tragic events and general Insanity:
  - › Realizing the source of the meat you ate is human (DC 11)
  - › Seeing a Colony member impaled on a spike in the middle of the Colony (DC 12)
  - › Familiar Colony member becomes a Risen and begins eating a child (DC 13)
  - › A faithful wife produces a Progeny child to her unknowingly possessed Human husband (DC 15)
  - › Fleeing while *panicked* leaving a *helpless* friend to be killed by a creature (DC 17)
  - › Trapping a friend to be eaten alive to save yourself or the rest of the party (DC 17)
  - › Expressing hopelessness while trapped on Paradox during the Lost Moon, hunted by a Wendigo, out of food, and no escape in sight (DC 19)

In addition to gaining general insanity, there are times when a check against specific insanity is more appropriate. The causes of such insanities are left to you as the GM to determine. Examples included below:

- Suffering from long imprisonment might result in a check against developing agoraphobia or claustrophobia
- Repeatedly being betrayed by allies might result in a check against developing paranoia
- The poor soul whose mind is possessed by a demon might have to make a check upon being exorcized to keep from becoming psychotic

It's possible to suffer from multiple forms of insanity. If you become afflicted with a form of insanity you are already suffering from, the current DC of that insanity check increases by +5. Traumatic situations have a base DC of 10 plus save modifiers.

The following chart gives some reference DC numbers for various insanity checks:

### INSANITY MODIFIERS

Situation	Increase to DC
Happens in the dark/hard to see	+1
Extreme harm/death of someone known	+1
Scene is sudden/shocking Familiar typically safe area	+1
Shocking amount of blood/viscera	+1
Threat isn't readily identifiable	+2
Extreme harm/death of fellow Colony member.	+2
Helpless to avoid/trapped	+2
Sensory deprived ( <i>blinded, deafened, etc.</i> )	+2
Under influence of mind-affecting spell/effect ( <i>shaken, frightened, etc.</i> )	+2
Has a related fear/phobia or negative reaction	+3
Extreme harm/death of hunting party member/friend	+3
Situation is a direct result of your actions/failure	+3
Situation involves shocking revelation/betrayal	+3
Extreme harm/death of loved one	+4
Situation not "real" (illusionary, or product of the mind)	+4

### RECOVERY

**Lesser Restoration:** The *lesser restoration* spell may be cast specifically to reduce the target's insanity. This spell may be used in one of the following ways:

- End any temporary effects from the minor insanity chart
- Reduce the target's Minor Modifier bonus by 1. *Lesser restoration* cannot affect any bonuses gained from the major insanity chart.



## MINOR INSANITIES

d20	Effect	Chart
01-02	<b>Result:</b> Physical manifestation (temporary); <b>Intensity:</b> Mild; <b>Active:</b> Constant (2d4 hours)	<b>Minor Chart:</b> +1 (while active)
03-04	<b>Result:</b> Negative Trait (temporary); <b>Intensity:</b> Mild; <b>Active:</b> Constant (2d4 hours)	<b>Minor Chart:</b> +1 (while active)
5-6	<b>Result:</b> Hallucination (temporary); <b>Intensity:</b> Mild; <b>Active:</b> Constant (2d4 hours); <b>Save:</b> Will Save (as insanity DC) each hour or affected by ghost sounds or silent image during failed hour (GM description). <b>Save DC failed by 10+:</b> Affected by minor image and dazzled.	<b>Minor Chart:</b> +1 (while active)
07-08	<b>Result:</b> Physical manifestation (temporary); <b>Intensity:</b> Mild; <b>Active:</b> Constant (1d3 days)	<b>Minor Chart:</b> +2 (while active)
09-10	<b>Result:</b> Negative trait (temporary); <b>Intensity:</b> Mild; <b>Active:</b> Constant (1d3 days)	<b>Minor Chart:</b> +2 (while active)
11-12	<b>Result:</b> Hallucination (temporary); <b>Intensity:</b> Mild; <b>Active:</b> Constant (1d3 days); <b>Save:</b> Will Save (as insanity DC) each hour or affected by ghost sounds or silent image during failed hour (GM description). <b>Save DC failed by 10+:</b> Affected by minor image and dazzled.	<b>Minor Chart:</b> +2 (while active)
13-14	<b>Result:</b> Physical manifestation (temporary); <b>Intensity:</b> Strong; <b>Active:</b> Constant (1d3 days), Mild (following 2d4 hours)	<b>Minor Chart:</b> +1 (permanent)
15-16	<b>Result:</b> Negative trait (temporary); <b>Intensity:</b> Strong; <b>Active:</b> Constant (1d3 days), Mild (following 2d4 hours)	<b>Minor Chart:</b> +1 (permanent)
17-18	<b>Result:</b> Hallucination (temporary); <b>Intensity:</b> Strong; <b>Active:</b> Constant (1d3 days), Mild (following 2d4 hours); <b>Save:</b> Will Save (as insanity DC) each hour or affected by minor image during failed hour (GM description). <b>Save DC failed by 10+:</b> Affected by major image and dazzled. Mild (following 2d4 hours)	<b>Minor Chart:</b> +1 (permanent)
19-21	<b>Result:</b> Physical manifestation and Trigger (permanent); <b>Intensity:</b> Mild; <b>Active:</b> When triggered (as Trigger duration)	<b>Minor Chart:</b> +2 (permanent)
22-24	<b>Result:</b> Negative trait and Trigger (permanent); <b>Intensity:</b> Mild; <b>Active:</b> When triggered (as Trigger duration)	<b>Minor Chart:</b> +2 (permanent)
25-27	<b>Result:</b> Hallucination and Trigger (permanent); <b>Intensity:</b> Mild; <b>Active:</b> When triggered (as Trigger duration); <b>Save:</b> Will save (DC 10 + Minor Chart bonus + situational modifiers) each hour or affected by minor image during failed hour (GM description). <b>Save DC failed by 10+:</b> Affected by major image and dazzled.	<b>Minor Chart:</b> +2 (permanent)
28+	<b>Result:</b> Roll on Major Insanity Chart	—

**Restoration:** The *restoration* spell may be cast specifically to reduce the target's insanity. This spell may be used in one of the following ways:

- End all temporary effects from the minor insanity chart
- Reduce a permanent negative trait, physical manifestation, or hallucination by one intensity level (minimum of mild intensity), and reduce the target's Minor Modifier bonus by 1
- Suppress an always active permanent negative trait, physical manifestation, or hallucination for a number of hours equal to this spell's caster level. Multiple casting of this spell does not stack for purposes of suppression duration.
- Reduce the target's Minor Modifier bonus by 1d4+1

**Greater Restoration, Heal, Minor Miracle, or Miracle:** These spells may be cast specifically to reduce the target's insanity in one of the following ways:

- End all temporary effects from the minor and major insanity chart, plus reduce a permanent negative trait, physical manifestation, or hallucination by one intensity level (minimum of mild intensity), and reduce the target's Minor Modifier bonus by 1d4
- Reduce a permanent negative trait, physical manifestation, and hallucination by one intensity level (minimum of mild intensity), and reduce the target's Minor Modifier bonus by 2d4+1
- Suppress an always active permanent negative trait, physical manifestation, or hallucination for a number of days

equal to this spell's caster level. Multiple casting of this spell does not stack for purposes of suppression duration.

- Reduce the target's Minor Modifier bonus by 2d4+1 and the target's Major Modifier by 1d4

## MINOR INSANITY CHART

Roll a D20 and add your Minor Modifier to the roll. If the result of the minor chart roll forces you to roll on the major chart, roll a D20 and add your Major Modifier to the roll.

The following terms are used in both the Minor and Major charts. See below for term definitions:

- **Result:** What happens for the failed insanity check
- **Intensity:** How intense the results are
- **Active:** How long the effect(s) last
- **Minor Chart/Major Chart:** The number added to rolls on the specified chart

See appropriate charts for Triggers, Physical Manifestations, and Negative Traits.

The intensity of Minor and Major insanity results is given a rating as defined below:

- **Mild:** Noticeable under scrutiny, not obvious
- **Strong:** Noticeable to those nearby, obvious once discovered
- **Severe:** Noticeable to anyone, difficult to focus on other traits or actions
- **Overwhelming:** Obvious to anyone, dominant personality or actions, may overwhelm other underlying issues when active



## MAJOR INSANITY CHART

Roll a D20 and add your Major Modifier to the roll. If the result of this roll is 31+, the character is insane. The character becomes an NPC.

### MAJOR INSANITIES

d20	Effect	Chart
01-02	<b>Result:</b> Physical manifestation (temporary); <b>Intensity:</b> Strong; <b>Active:</b> Constant (1d3 days), Mild (following 2d4 hours)	<b>Minor Chart:</b> +2 (permanent)
03-04	<b>Result:</b> Negative trait (temporary); <b>Intensity:</b> Strong; <b>Active:</b> Constant (1d3 days), Mild (following 2d4 hours)	<b>Minor Chart:</b> +2 (permanent)
05-06	<b>Result:</b> Hallucination (temporary); <b>Intensity:</b> Strong; <b>Active:</b> Constant (1d3 days); <b>Make:</b> Will Save (as insanity DC) each hour or affected by <i>persistent image</i> during failed hour (GM description). <b>Save</b> DC failed by 10+: Affected by <i>shadow conjuration</i> ( <i>summon nature's ally III</i> ) and <i>dazzled</i> . Mild (following 2d4 hours)	<b>Minor Chart:</b> +2 (permanent)
07-08	<b>Result:</b> Physical manifestation and Trigger (permanent) and <i>staggered</i> for 1 round; <b>Intensity:</b> Mild; <b>Active:</b> When triggered (as Trigger duration)	<b>Minor Chart:</b> +1 (permanent) <b>Major Chart:</b> +1 (permanent)
09-10	<b>Result:</b> Negative trait and Trigger (permanent) and <i>staggered</i> for 1 round; <b>Intensity:</b> Mild; <b>Active:</b> When triggered (as Trigger duration)	<b>Minor Chart:</b> +1 (permanent) <b>Major Chart:</b> +1 (permanent)
11-12	<b>Result:</b> Hallucination and Trigger (permanent) and <i>staggered</i> for 1 round; <b>Intensity:</b> Severe; <b>Active:</b> When triggered (as Trigger duration); <b>Make:</b> Will save (as insanity DC) each hour or affected by <i>shadow conjuration</i> ( <i>summon nature's ally III</i> ) during failed hour (GM description). <b>Save</b> DC failed by 10+: Affected by <i>shadow conjuration</i> , <i>greater</i> ( <i>summon nature's ally VI</i> ) and <i>dazzled</i> . Mild physical manifestation (following 2d4 hours) with Trigger of Hallucinations	<b>Minor Chart:</b> +1 (permanent) <b>Major Chart:</b> +1 (permanent)
13-14	<b>Result:</b> Negative Trait and Trigger (permanent); <b>Intensity:</b> Strong; <b>Active:</b> When triggered (as Trigger duration); <b>Gain Disorder:</b> Mania/Phobia (temporary); <b>Save:</b> No initial; <b>Intensity:</b> Strong; <b>Active:</b> See Disorders.	<b>Minor Chart:</b> +2 (permanent) <b>Major Chart:</b> +2 (permanent)
15-16	<b>Result:</b> Negative Trait and Trigger (permanent); <b>Intensity:</b> Strong; <b>Active:</b> When triggered (as Trigger duration); <b>Gain Disorder:</b> Schizophrenia (temporary); <b>Save:</b> No initial; <b>Intensity:</b> Strong; <b>Active:</b> See Disorders.	<b>Minor Chart:</b> +2 (permanent) <b>Major Chart:</b> +2 (permanent)
17-18	<b>Result:</b> Negative Trait and Trigger (permanent); <b>Intensity:</b> Strong; <b>Active:</b> When triggered (as Trigger duration); <b>Gain Disorder:</b> Paranoia (temporary); <b>Save:</b> No initial; <b>Intensity:</b> Strong; <b>Active:</b> See Disorders.	<b>Minor Chart:</b> +2 (permanent) <b>Major Chart:</b> +2 (permanent)
19-20	<b>Result:</b> Negative Trait and Trigger (permanent); <b>Intensity:</b> Severe; <b>Active:</b> When triggered (as Trigger duration); <b>Gain Disorder:</b> Dissociative Identity Disorder (temporary); <b>Save:</b> No initial; <b>Intensity:</b> Severe; <b>Active:</b> See Disorders.	<b>Minor Chart:</b> +3 (permanent) <b>Major Chart:</b> +3 (permanent)
21-22	<b>Result:</b> Negative Trait and Trigger (permanent); <b>Intensity:</b> Severe; <b>Active:</b> When triggered (as Trigger duration); <b>Gain Disorder:</b> Amnesia (temporary); <b>Save:</b> No initial; <b>Intensity:</b> Severe; <b>Active:</b> See Disorders.	<b>Minor Chart:</b> +3 (permanent) <b>Major Chart:</b> +3 (permanent)
23-24	<b>Result:</b> Negative Trait and Trigger (permanent); <b>Intensity:</b> Severe; <b>Active:</b> When triggered (as Trigger duration); <b>Gain Disorder:</b> Psychopathy (temporary); <b>Save:</b> No initial; <b>Intensity:</b> Severe; <b>Active:</b> See Disorders.	<b>Minor Chart:</b> +3 (permanent) <b>Major Chart:</b> +3 (permanent)
25-26	<b>Result:</b> Physical manifestation (permanent) and <i>dazed</i> for 1 round; <b>Intensity:</b> Overwhelming; <b>Active:</b> Constant; <b>Breakdown:</b> Uncontrollable crying resulting in the <i>staggered</i> condition (temporary); <b>Save:</b> No initial; <b>Active:</b> 2d6 rounds	<b>Minor Chart:</b> +4 (permanent) <b>Major Chart:</b> +4 (permanent)
27-28	<b>Result:</b> Two Physical manifestations (permanent) and <i>dazed</i> for 1 round; <b>Intensity:</b> Severe; <b>Active:</b> Constant; <b>Breakdown:</b> Panic Attack resulting in the <i>blinded</i> condition (temporary); <b>Save:</b> No initial; <b>Active:</b> 2d4 hours	<b>Minor Chart:</b> +4 (permanent) <b>Major Chart:</b> +4 (permanent)
29-30	<b>Result:</b> Hallucination (permanent) and <i>dazed</i> for 1 round; <b>Intensity:</b> Overwhelming; <b>Active:</b> Constantly affected by <i>permanent image</i> (GM description); <b>Breakdown:</b> Delusional Paranoia resulting in the <i>confused</i> condition (temporary); <b>Save:</b> No initial; <b>Active:</b> 1d3 days	<b>Minor Chart:</b> +4 (permanent) <b>Major Chart:</b> +4 (permanent)
31+	<b>Result:</b> Insane and <i>dazed</i> for 1 round; <b>Intensity:</b> Mind shattered; <b>Active:</b> Character no longer playable, roll d100, 1-50 = lost to disorder / 51-100 = extremely dangerous and hostile	<b>Minor Chart:</b> +5 (permanent) <b>Major Chart:</b> +5 (permanent)

**Permanent Insanities:** Each permanent negative trait, physical manifestation, or hallucination gained from the Major Insanity chart adds an additional +1 to Minor and Major Insanity chart rolls. These bonuses cannot be recovered without correcting the underlying permanent result.

**Shadow Conjunction and Shadow Conjunction, Greater:** The character's hallucination is so strong they conjure an actual shadow creature. The creature should be relatable to the situation triggering the insanity check. If the insanity was not triggered by a creature, then a horrifying demonic creature should be described referencing the stat block from one of the *summon nature's ally* creatures. The character with the insanity does not receive a save to disbelieve the conjuration; however, other players and NPCs should be allowed a save.



## TRIGGERS CHART

Roll d20 and consult the chart on the next page. If you roll a trigger that already has a negative trait, physical manifestation, or a hallucination associated, then keep that trigger and increase the intensity by one level.

## TRIGGERS

d20	Effect
01	<b>Result:</b> Triggered when rolling a natural 1 on an attack, Initiative, saving throw, or skill check regardless of reroll opportunities; <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
02	<b>Result:</b> Triggered when failing a Fortitude save; <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
03	<b>Result:</b> Triggered when failing a Reflex save; <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
04	<b>Result:</b> Triggered when failing a Will save; <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
05	<b>Result:</b> Triggered when attempting an Intelligence based skill check; <b>Active:</b> (While attempting the check, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
06	<b>Result:</b> Triggered when attempting a Wisdom based skill check; <b>Active:</b> (While attempting the check, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
07	<b>Result:</b> Triggered when attempting a Charisma based skill check; <b>Active:</b> (While attempting the check, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
08	<b>Result:</b> Triggered when encountering the same situation or creature causing this Insanity check; <b>Active:</b> (During encounter, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
09	<b>Result:</b> Triggered when attempting an Insanity check; <b>Active:</b> (During Insanity check, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
10	<b>Result:</b> Triggered when affected by harmful magic; <b>Active:</b> (While affected by harmful magic, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
11	<b>Result:</b> Triggered when affected by helpful magic; <b>Active:</b> (While affected by helpful magic, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
12	<b>Result:</b> Triggered when affected by one of the following conditions ( <i>frightened, panicked, or shaken</i> ); <b>Active:</b> (While affected, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
13	<b>Result:</b> Triggered when affected by one of the following conditions ( <i>blinded, deafened, or Silenced</i> ); <b>Active:</b> (While affected, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
14	<b>Result:</b> Triggered when affected by one of the following conditions ( <i>bleed, entangled, or grappled</i> ); <b>Active:</b> (While affected, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
15	<b>Result:</b> Triggered when affected by one of the following conditions ( <i>exhausted, fatigued, or paralyzed</i> ); <b>Active:</b> (While affected, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
16	<b>Result:</b> Triggered during any round in which combat is taking place; <b>Active:</b> (While in combat, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
17	<b>Result:</b> Triggered when reduced to less than 1/4 of maximum hit points; <b>Active:</b> (While affected, plus duration of intensity level after) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
18	<b>Result:</b> Triggered when away from Colony or other location considered home; <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
19	<b>Result:</b> Triggered in unnatural environments (Channel, Darkland, Outer or Transitive Plane); <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest
20	<b>Result:</b> Triggered when rolling a natural 20 on an attack, Initiative, saving throw, or skill check regardless of reroll opportunities; <b>Active:</b> (Based on intensity level) <b>Mild:</b> 1d3x10 minutes; <b>Strong:</b> 1d3 hours; <b>Severe:</b> 2d4 hours; <b>Overwhelming:</b> Until 8 hours of complete rest





## PHYSICAL MANIFESTATIONS

Roll d6 followed by a d10 and consult the chart below. Physical manifestations occur immediately and continue during the timeframe described in the Minor and Major Insanity charts or Triggers. These actions are involuntary and difficult to control or hide based on the intensity.

### MANIFESTATIONS

d6	Effect
1	<b>Stressed</b> <ol style="list-style-type: none"> <li>1. Clenched Fist</li> <li>2. Clenched Jaw/Grinding Teeth</li> <li>3. Migraine</li> <li>4. Widespread Rash</li> <li>5. Heart Palpitation</li> <li>6. Bloody Nose</li> <li>7. Tinnitus</li> <li>8. Blurry Vision</li> <li>9. Eye Twitch</li> <li>10. Numbness/Tingling in Arms/Legs</li> </ol>
2	<b>Depressed</b> <ol style="list-style-type: none"> <li>1. Constant Crying</li> <li>2. Constant Laughter</li> <li>3. Distracted/Racing Thoughts</li> <li>4. Weakness</li> <li>5. Distant Gaze</li> <li>6. Lightheaded</li> <li>7. Slow Speech/Movement</li> <li>8. Back Pain/Spasms</li> <li>9. Light Sensitivity</li> <li>10. Noise Sensitivity</li> </ol>
3	<b>Nervous</b> <ol style="list-style-type: none"> <li>1. Nail Biting</li> <li>2. Fidgeting</li> <li>3. Pacing</li> <li>4. Touching your face</li> <li>5. Excessive Stretching</li> <li>6. Tapping feet</li> <li>7. Excessive Scratching</li> <li>8. Grasping Body Part (chin, ear, nose, etc.)</li> <li>9. Speaking too quickly</li> <li>10. Holding Breath</li> </ol>

d6	Effect
4	<b>Distressed</b> <ol style="list-style-type: none"> <li>1. Weariness</li> <li>2. Nausea/Vomiting</li> <li>3. Dizziness</li> <li>4. Forgetful</li> <li>5. Shortness of Breath</li> <li>6. Strained Voice</li> <li>7. Stomach Ache</li> <li>8. Joint Pain</li> <li>9. Phantom Smells</li> <li>10. Cold/Sweaty Hands</li> </ol>
5	<b>Anxious</b> <ol style="list-style-type: none"> <li>1. Rocking/Swaying</li> <li>2. Hands Shake/Unsteady</li> <li>3. Hyperventilating</li> <li>4. Trembling/Shaking</li> <li>5. Panic Attack</li> <li>6. Avoids Eye Contact</li> <li>7. Yawning</li> <li>8. Excessive Sweating</li> <li>9. Tense and Jumpy</li> <li>10. Restless and Irritable</li> </ol>
6	<b>Traumatized</b> <ol style="list-style-type: none"> <li>1. Hot Flashes and Sweating</li> <li>2. Violent Outburst</li> <li>3. Mini Blackouts</li> <li>4. Slurred Speech</li> <li>5. Panting</li> <li>6. Eye Bleed</li> <li>7. Self-Harm</li> <li>8. Drooping Face/Drooling</li> <li>9. Loss of Bladder Control</li> <li>10. Loss of Bowel Control</li> </ol>

## DISORDERS

Disorders represent a traumatic mental break in the character's psyche. While disorders are only listed on the Major Insanity chart, the GM may assign a disorder under extremely horrifying circumstances. Suffering a long imprisonment, repeated betrayal by allies, or possession by a demon all represent events that could cause a mental break. Applying a disorder outside of the insanity chart should be reserved for the most heinous of experiences.

Note that it is possible to suffer from multiple forms of disorders simultaneously. A being afflicted with a disorder gains a +5 to all insanity chart rolls.

### Curing Disorder

All disorders have a DC that represents the disorder's strength. Disorders gained from the Major Insanity chart do not allow a save. If a disorder is assigned situationally, the DC indicates the Will save needed to roll in order to resist gaining the disorder during the initial exposure. This number also represents the DC needed to recover.

Recovering from a disorder naturally is a lengthy process—once per week, the being makes a Will save against the disorder's current DC. If they succeed on this save, the disorder's DC is reduced by a number of points equal to their Charisma

bonus (minimum of 1). They continue to suffer the full effects of the disorder until its DC is reduced to 0, at which point they are cured and the disorder vanishes completely.

Some spells directly affect disorders on top of their normal function.

- *Lesser restoration*: has no effect on a disorder
- *Restoration*: reduces the current DC of one disorder currently affecting a target by an amount equal to the caster's caster level
- *Greater restoration, heal, minor miracle, or miracle*: Immediately cures a target of all disorders

## TYPES OF DISORDERS

d100	Disorcer
1–11	Amnesia
12–48	Mania/Phobia
49–68	Dissociative Identity
69–78	Paranoia
79–84	Psychopathy
85–100	Schizophrenia



**Amnesia****Type disorder; Save Will DC 20****Onset** immediate**Effect** –4 penalty on Will saving throws and all skill checks; loss of memory (see below)**Description**

A character suffering from amnesia cannot remember things; their name, skills, and past are all equal mysteries. They can build new memories, but any memories that existed before they became an amnesiac are suppressed.

Worse, the amnesiac loses all class abilities, feats, and skill ranks for as long as their amnesia lasts. They retain their base attack bonus, base saving throw bonuses, combat maneuver bonus, combat maneuver defense, total experience points, and hit dice (and hit points), but everything else is gone until the amnesia is cured. If a character gains a class level while suffering from amnesia, they may use any abilities gained by that class level normally. If the class level they gain was of a class they already possess levels in, they gain the abilities of a 1st-level character of that class, even though they are technically of a higher level in that class. If their amnesia is later cured, they regain all the full abilities of this class, including those gained from any levels taken while they were suffering from amnesia.

**Mania/Phobia****Type disorder; Save Will DC 14****Onset** 1 day**Effect** target is *sickened* (if manic) or *shaken* (if phobic) as long as the source of the mania or phobia is obvious; chance of becoming *fascinated* or *frightened* (see below)**Description**

A mania is an irrational obsession with an object or situation (usually inappropriate), while a phobia is an irrational fear of an object or situation (usually commonplace). Additionally, if a manic or phobic character is directly confronted by their obsession (requiring a standard action), they must make a Will save against the disorder's DC or become *fascinated* (if manic) or *frightened* (if phobic) by the object for 1d6 rounds.

**Dissociative Identity Disorder****Type disorder; Save Will DC 19****Onset** 2 days**Effect** –6 penalty on Will saving throws and Wisdom-based skill checks; multiple personalities (see below)**Description**

This is a complicated disorder that manifests as 1 or more distinct and different personalities within the same body and mind. The number of additional personalities the victim manifests equals the DC of the disorder divided by 10 (round down, minimum of 1 additional personality). Should the disorder worsen in some way (such as by the save DC increasing), the number of additional personalities increases as well. Likewise, the number of additional personalities decreases as the sufferer recovers and the disorder's DC decreases. The GM should develop these additional personalities by rolling a core

personality, a positive trait and a negative trait for each personality. The other personalities share the character's triggers and manifestations.

Every morning, and each time the afflicted character is rendered *unconscious*, they must make a Will save against their disorder's DC. Failure indicates that a different personality takes over. A character's memories and skills remain unchanged. A switch in personality may also take place as a result of other triggers as determined by the GM. The personalities may or may not be aware of each other's existence; if they are not they will often deny the existence of the other personalities. Some individuals with this disorder learn to co-exist peacefully with their other personalities. At the GM's discretion, and as a result of good roleplay, the GM may reduce the penalty to saving throws and skill checks.

**Paranoia****Type disorder; Save Will DC 17****Onset** 2 days**Effect** –4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless they make a Will save against their disorder's DC**Description**

The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted.

**Psychopathy****Type disorder; Save Will DC 20****Onset** 3 days**Effect** character gains the traits of malicious and sadistic all the time; gains +10 Competence bonus on Bluff checks to hide their disorder**Description**

This complex borderline or antisocial personality disorder is characterized by impulsive aggression. The character suffering from this disorder is highly reactive and often violent even to friends and family. The character gains the negative traits of malicious and sadistic. These traits are always active and are mild intensity. If the character would be malicious or sadistic for another reason these traits increase the intensity. Characters may suppress their psychopathy for a period of 1 day by making a Will save against the DC of their disorder. Failure to pass the DC results in the character viewing any little event as a slight and responding violently. Maintaining calm interactions is nearly impossible for those suffering from this complex personality disorder as nearly anything may be a trigger. Players may opt to vacate agency to the GM during episodes of intense psychopathy, though this should be discussed at the time the disorder is acquired.



## Schizophrenia

Type disorder; Save Will DC 16

Onset 1 day

Effect -4 penalty on all Wisdom and Charisma-based skill checks; cannot take 10 or take 20; chance of becoming *confused* (see below)

### Description

A schizophrenic character has lost their grip on reality and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others. Each time a schizophrenic character finds themselves in a stressful situation (such as combat) they must make a Will save against their disorder's DC. Failure indicates that the character becomes *confused* for 1d6 rounds.





"Your project fascinates me to no end, Doctor Dobrin. Here you are, taking notes and writing a journal for posterity. To teach the world about itself. I presume. Why I find it fascinating is that you truly believe that the world needs someone to instruct them. That seems to me to be... old world thinking. Perhaps in some way you're trying to preserve the world of the Before, or even figure out a way to return to it. But the problem with that line of thought is, that the world is irrevocably changed. And you know what? The best teacher of how to survive in this world isn't anecdotes, it's experience. No one is going to learn to sense the destructive nature of a spell before its cast in order to live to safety, or how to step from shadow to shadow to avoid the keen eyes of a demon by reading about it in a book.

The people of this world, more than in any era before it, learn by doing... by experiencing. Those that survive long enough to hone those abilities, anyhow. And the funny thing is, the longer you stay alive, the more you experience, the more you learn, and the longer you survive. I seem to remember a phrase from my former life... the rich get richer. And with the true currency of this world being experience, well, it is a fitting idea, is it not?"

Frost - Harbinger. The Apolytes



DEAD or  
BOUNTY PAID  
CONSIDERED  
CONTACT MARSH



# 5 FEATS

*YOU'RE FRUSTRATED, COALMAN. I CAN TELL. POOR Watches... he couldn't dodge that splash of acid the way you did. He was right there... why didn't you reach out for him? Your instincts wouldn't let you; you saved yourself. Did you see the way his cheek melted? The scream that turned into a gurgle of running flesh? If only he had your ability, and if only you had courage to use it for the benefit of someone else. That's why I'm a good companion for you Coalman. The only companion you deserve.*

## MASTER FEAT LIST

**Note:** Feats marked with an “\*” may be selected as an Enforcer bonus feat. Feats marked with an “†” are new to Apocalypse the Risen.

### ACROBATIC

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ACROBATIC STEPS

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### AGILE MANEUVERS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ALERTNESS

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ANIMAL AFFINITY

You are skilled at working with animals and mounts.

**Benefit:** You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### ARMOR PROFICIENCY, HEAVY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ARMOR PROFICIENCY, MEDIUM\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ATHLETIC

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### AUTO-FIRE PROFICIENCY\*†

**Benefit:** Characters with this feat may perform the auto-fire full round attack action without penalty.

**Normal:** Characters making an auto-fire attack without this feat take their attack at a -4 penalty and the Ref save DC against a successful attack is reduced by 4.

### BASHING FINISH\*

You follow a powerful blow from your weapon with an opportunistic bash from your shield.

**Prerequisites:** Shield Master, Two-Weapon Fighting, base attack bonus +11.

**Benefit:** Whenever you score a critical hit with a melee weapon, you can make a shield bash attack against the same target using the same bonus as a free action.

### BETRAYER

You can charm people into lowering their defenses, allowing you to ambush them more effectively.

**Prerequisites:** Persuasive, Quick Draw, base attack bonus +3.

**Benefit:** When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its Initiative check for this combat.

Once you attack a creature, its attitude becomes hostile.

### BLEEDING CRITICAL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### BLIND-FIGHT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### BLINDING CRITICAL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### BLOODY ASSAULT\*

Sacrificing accuracy, you can inflict bloody wounds that are slow to heal.

**Prerequisites:** Str 13, Power Attack, base attack bonus +6.

**Benefit:** You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of *bleed* damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take *bleed* damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. *Bleed* damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

### BLUDGEONER\*

You can knock foes out cold with just about any blunt instrument.

**Benefit:** You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage.

**Normal:** You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack.

**Special:** A scavenger with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.



## FEATS

Acrobatics <sup>1</sup>	Death from Above*	Greater Bull Rush*	Improved Shield Bash* <sup>1</sup>
Acrobatic Steps <sup>1</sup>	Deceitful <sup>1</sup>	Greater Channel Smite	Improved Sidestep*
Agile Maneuvers* <sup>1</sup>	Deceptive Exchange	Greater Dirty Trick*	Improved Snap Shot*
Alertness <sup>1</sup>	Defensive Combat Training*	Greater Disarm* <sup>1</sup>	Improved Stalwart
Animal Affinity	Deft Hands <sup>1</sup>	Greater Drag*	Improved Steal*
Armor Proficiency, Heavy <sup>1</sup>	Destructive Dispel	Greater Elemental Focus	Improved Sucker Punch* <sup>3</sup>
Armor Proficiency, Medium <sup>1</sup>	Devastating Strike*	Greater Feint* <sup>1</sup>	Improved Sunder* <sup>1</sup>
Athletic <sup>1</sup>	Diehard <sup>1</sup>	Greater Grapple*	Improved Trip* <sup>1</sup>
Auto-Fire Proficiency* <sup>3</sup>	Disarming Strike*	Greater Magical Focus <sup>3</sup>	Improved Two-Weapon Feint*
Bashing Finish*	Disengaging Feint*	Greater Mercy	Improved Two-Weapon Fighting* <sup>1</sup>
Betrayer	Disengaging Flourish*	Greater Overrun* <sup>1</sup>	Improved Vital Strike* <sup>1</sup>
Bleeding Critical* <sup>1</sup>	Disengaging Shot*	Greater Penetrating Strike* <sup>2</sup>	Improved Whip Mastery*
Blind-Fight* <sup>1</sup>	Disorienting Maneuver	Greater Reposition*	Improvised Weapon Mastery* <sup>1</sup>
Blinding Critical* <sup>1</sup>	Dispel Synergy	Greater Shield Focus* <sup>2</sup>	In Harm's Way*
Bloody Assault*	Disrupting Shot*	Greater Shield Specialization*	Intimidating Prowess* <sup>1</sup>
Bludgeoner*	Disruptive* <sup>2</sup>	Greater Snap Shot*	Jawbreaker*
Bodyguard*	Distance Thrower*	Greater Spell Penetration <sup>1</sup>	Knockout Artist
Bolstered Resilience	Divine Interference	Greater Spell Specialization	Knowledgeable
Bonebreaker*	Dodge* <sup>1</sup>	Greater Steal*	Landing Roll*
Brawler*	Double Slice* <sup>1</sup>	Greater Sunder* <sup>1</sup>	Leadership <sup>2</sup>
Break Guard*	Double Tap* <sup>3</sup>	Greater Trip* <sup>1</sup>	Leaping Shot*
Breakneck Turn	Drag Down*	Greater Two-Weapon Fighting* <sup>1</sup>	Lightning Reflexes <sup>1</sup>
Brew Potion	Dreadful Carnage*	Greater Vital Strike* <sup>1</sup>	Lightning Stance* <sup>1</sup>
Bull Rush Strike*	Drive-by Combat* <sup>3</sup>	Greater Weapon Focus* <sup>2</sup>	Long-Range* <sup>3</sup>
Burst Fire* <sup>3</sup>	Elemental Focus	Greater Weapon Specialization* <sup>2</sup>	Lunge* <sup>1</sup>
Call to Action <sup>3</sup>	Elusive Martial Arts* <sup>3</sup>	Greater Whip Mastery*	Magical Focus <sup>3</sup>
Catch Off-Guard* <sup>1</sup>	Endurance <sup>1</sup>	Guided Hand	Major Spell Expertise
Cartwheel Dodge	Enforcer*	Hammer the Gap*	Manyslot* <sup>1</sup>
Channeled Auto-fire* <sup>3</sup>	Exhausting Critical*	Hard to Hit* <sup>3</sup>	Martial Arts* <sup>3</sup>
Channel Smite*	Exotic Weapon Proficiency* <sup>1</sup>	Heroic Defiance	Martial Art Takedown* <sup>3</sup>
Channeled Shield Wall	Expert Driver	Heroic Recovery	Martial Firearms Proficiency <sup>3</sup>
Charge Through*	Extra Channel <sup>2</sup>	Impact Critical Shot*	Martial Weapon Proficiency <sup>1</sup>
Charging Hurler*	Extra Mercy	Impaling Critical*	Minor Spell Expertise
Cleave* <sup>1</sup>	Extra Pool Points <sup>3</sup>	Improved Blind-Fight*	Mobility* <sup>1</sup>
Cleaving Finish*	False Opening*	Improved Bull Rush* <sup>1</sup>	Mounted Archery* <sup>1</sup>
Close-Quarters Thrower*	Fan the Hammer* <sup>3</sup>	Improved Brawler* <sup>3</sup>	Mounted Combat* <sup>1</sup>
Clustered Shots*	Far Shot* <sup>1</sup>	Improved Channel <sup>1</sup>	Mounted Shield*
Combat Casting <sup>1</sup>	Fast Healer	Improved Charging Hurler*	Mounted Skirmisher*
Combat Expertise* <sup>1</sup>	Felling Escape*	Improved Cleaving Finish*	Nimble Moves <sup>1</sup>
Combat Patrol*	Felling Smash*	Improved Critical* <sup>1</sup>	Opening Volley*
Combat Reflexes* <sup>1</sup>	Flanking Foil*	Improved Dirty Trick*	Parting Shot*
Covering Defense*	Fleet <sup>1</sup>	Improved Disarm* <sup>1</sup>	Penetrating Strike* <sup>2</sup>
Crippling Critical*	Focused Shot*	Improved Drag*	Persuasive
Critical Focus* <sup>1</sup>	Following Step*	Improved Feint*	Pin Down*
Critical Mastery* <sup>2</sup>	Fortified Armor Training*	Improved Grapple*	Pinpoint Targeting* <sup>1</sup>
Crossbow Mastery*	Furious Focus*	Improved Great Fortitude <sup>1</sup>	Point-Blank Master*
Dastardly Finish*	Fuse Efficiency <sup>3</sup>	Improved Initiative* <sup>1</sup>	Point-Blank Shot* <sup>1</sup>
Dazing Assault*	Fuse Mastery <sup>3</sup>	Improved Impaling Critical*	Power Attack* <sup>1</sup>
Dazzling Display* <sup>1</sup>	Gang Up*	Improved Iron Will <sup>1</sup>	Precise Shot* <sup>2</sup>
Deadly Accuracy* <sup>3</sup>	Gory Finish*	Improved Lightning Reflexes <sup>1</sup>	Preferred Spell
Deadly Aim* <sup>1</sup>	Great Cleave* <sup>1</sup>	Improved Martial Art Takedown* <sup>3</sup>	Prodigy
Deadly Finish*	Great Fortitude <sup>1</sup>	Improved Overrun* <sup>1</sup>	Prone Shooter*
Deadly Martial Arts* <sup>3</sup>	Greater Martial Arts* <sup>3</sup>	Improved Precise Shot* <sup>1</sup>	Pushing Assault*
Deadly Stroke* <sup>1</sup>	Greater Blind-Fight*	Improved Reposition*	Quick Bull Rush*
Deafening Critical* <sup>1</sup>	Greater Brawler* <sup>3</sup>	Improved Second Chance*	Quick Channel

\* Feats marked with an "\*" may be selected as an Enforcer bonus feat

<sup>1</sup> Feat functions as per Pathfinder Roleplaying Game Core Rulebook

<sup>2</sup> Feat functions as per Pathfinder Roleplaying Game Core Rulebook with exception

<sup>3</sup> Apocalypse the Risen Specific Feat



## FEATS (CONT)

Quick Dirty Trick*	Shatter Defenses* <sup>1</sup>	Spellbreaker* <sup>2</sup>	Toughness <sup>1</sup>
Quick Drag*	Shield Focus* <sup>1</sup>	Spell Sermon <sup>3</sup>	Tower Shield Proficiency
Quick Draw*	Shield Master* <sup>1</sup>	Spirited Charge* <sup>1</sup>	Trample* <sup>1</sup>
Quick Reload* <sup>3</sup>	Shield of Swings*	Spring Attack* <sup>1</sup>	Trapper's Setup
Quick Reposition*	Shield Proficiency <sup>2</sup>	Stage Combatant*	Trick Riding*
Quick Retort* <sup>3</sup>	Shield Slam* <sup>1</sup>	Staggering Critical* <sup>1</sup>	Tripping Strike*
Quick Steal*	Shield Specialization*	Stand Still* <sup>1</sup>	Two-Handed Thrower*
Rapid Reload* <sup>1</sup>	Shot on the Run* <sup>1</sup>	Stalwart	Two-Weapon Defense* <sup>1</sup>
Rapid Shot* <sup>2</sup>	Sickening Critical* <sup>1</sup>	Stealthy <sup>1</sup>	Two-Weapon Feint*
Rebuffing Reduction*	Sidestep*	Step Up* <sup>1</sup>	Two-Weapon Fighting* <sup>1</sup>
Repositioning Strike*	Signature Fuse <sup>3</sup>	Step Up and Strike*	Two-Weapon Rend* <sup>1</sup>
Reward of Charity <sup>3</sup>	Simple Firearms Proficiency <sup>3</sup>	Strike Back* <sup>1</sup>	Uncanny Concentration
Reward of Cleansing <sup>3</sup>	Skill Focus	Strong Comeback	Vicious Stomp*
Ricochet Splash Weapon	Skilled Driver	Stunning Assault*	Vehicle Specialist <sup>3</sup>
Ride-By Attack* <sup>1</sup>	Sling Flail*	Stunning Critical* <sup>1</sup>	Vital Strike* <sup>1</sup>
Rhetorical Flourish	Snap Shot*	Stunning Fist*	Wave Strike*
Run <sup>1</sup>	Smash*	Sucker Punch* <sup>3</sup>	Weapon Finesse*
Sap Adept*	Sneaking Precision	Sundering Strike*	Weapon Focus*
Sap Master*	Soften the Blow* <sup>3</sup>	Sure Grasp	Weapon Specialization* <sup>2</sup>
Saving Shield*	Spell Bluff	Swift Aid*	Whirlwind Attack* <sup>1</sup>
Scribe Scroll	Spell Flinger <sup>3</sup>	Sword and Pistol*	Whip Mastery*
Second Chance*	Spell Penetration <sup>1</sup>	Team Up*	Wind Stance* <sup>1</sup>
Self-Sufficient <sup>1</sup>	Spell Perfection	Throw Anything* <sup>1</sup>	Word of Healing
Shadow Strike*	Spell Specialization	Tiring Critical*	
<b>Metamagic</b>			
Bouncing Spell	Focused Spell	Merciful Spell	Spectral Spell
Disruptive Spell	Heighten Spell <sup>1</sup>	Piercing Spell	Still Spell <sup>1</sup>
Elemental Spell	Infused Spell	Quicken Spell <sup>1</sup>	Widen Spell <sup>1</sup>
Empower Spell <sup>1</sup>	Intensified Spell	Reach Spell	
Enlarge Spell <sup>1</sup>	Lingering Spell	Selective Spell	
Extend Spell <sup>1</sup>	Maximize Spell <sup>1</sup>	Silent Spell <sup>1</sup>	
<b>Metaphysical</b>			
Enlarge Power <sup>3</sup>	Extra Kinetic Attack <sup>3</sup>	Extra Kinetic Defense <sup>3</sup>	Persistent Power <sup>3</sup>
Extend Power <sup>3</sup>	Extra Kinetic Boost <sup>3</sup>	Heighten Power <sup>3</sup>	Quicken Power <sup>3</sup>

\* Feats marked with an "\*" may be selected as an Enforcer bonus feat

<sup>1</sup> Feat functions as per Pathfinder Roleplaying Game Core Rulebook

<sup>2</sup> Feat functions as per Pathfinder Roleplaying Game Core Rulebook with exception

<sup>3</sup> Apocalypse the Risen Specific Feat

## BODYGUARD\*

Your swift strikes ward off enemies attacking nearby allies.

**Prerequisite:** Combat Reflexes.

**Benefit:** When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC. You may not use the aid another action to improve your ally's attack roll with this attack.

**Normal:** Aid another is a standard action.

## BOLSTERED RESILIENCE

You can dramatically increase your damage reduction in exchange for its temporary loss.

**Prerequisite:** Damage reduction.

**Benefit:** As an immediate action, you can double your DR against a single attack, to a maximum of DR 20. The type of the DR remains unchanged. If the attack you are guarding against is not successful, the increased damage reduction persists until you are hit with an attack or until the start of your next turn, whichever happens first. At the start of your next turn, you become *fatigued*. You cannot use this feat while you are *fatigued*.

## BONEBREAKER\*

When your opponent is unable to adequately defend against them, your precise unarmed strikes break bone and tear tissue.

**Prerequisites:** Dex 13, Improved Grapple, Greater Martial Arts (replaces Improved Unarmed Strike), Jawbreaker, Stunning Fist, Heal 9 ranks.

**Benefit:** When you make a successful Stunning Fist attempt against an opponent that is *grappled*, *helpless*, or *stunned*, you can forgo any other Stunning Fist effect to deal 1d6 Strength or Dexterity damage to that opponent.

BRAWLER\*<sup>†</sup>

**Benefit:** With an unarmed strike, the creature gains a +1 Insight bonus to attack rolls. The creature also increases their unarmed damage dice by two steps.

**Special:** If you take Brawler you cannot take Martial Arts.



CALL TO ACTION

BREAK GUARD\*

You can use one of your two weapons to occupy your opponent's defenses while attacking with the other.

**Prerequisites:** Dex 15, Int 13, Combat Expertise, Improved Disarm, Two-Weapon Fighting.

**Benefit:** While wielding two weapons, whenever you successfully use one weapon to disarm an opponent, you can spend a swift action to attack the opponent you attempted to disarm using your other weapon.

BREAKNECK TURN†

You can turn corners without losing momentum.

**Prerequisite:** Fleet, Dex 14

**Benefit:** You can make a single direction change when you run or charge. You may do this at any point of the movement as long as it is not in the first or last 10 ft. of the movement. You must always have forward momentum; your turn may not move you in any way back towards your starting point. You cannot use this feat while carrying a load or wearing armor that reduces your speed.

**Normal:** Without this feat, you can run or charge only in a straight line.

BREW POTION

(Item Creation)

You can create magic potions.

**Prerequisite:** Caster level 3rd. Only Shepherd or Seer

**Benefit:** You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 10 or less, otherwise brewing a potion takes 1 day for each 40 resources in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Only Shepherd or Seer spells can be brewed into a potion.

BULL RUSH STRIKE\*

Your critical hits can push back your foes.

**Prerequisites:** Str 13, Improved Bull Rush, Power Attack, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

**Normal:** You must perform a bull rush combat maneuver to bull rush an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

BURST FIRE\*†

**Prerequisites:** Wisdom 13, Auto-Fire Proficiency.

**Benefit:** Characters taking this feat have learned to control their weapons with the automatic rate of fire classification into targeted three round bursts. When firing a weapon capable of auto-fire and set in the automatic mode, the character may choose to burst fire as an attack targeting one opponent. The character takes a -3 to all attacks until the start of their next turn each time they make a burst fire attack, with the penalty stacking. Each successful attack deals damage equal to a critical hit from the weapon. If a critical is actually rolled, roll to confirm as normal. If the critical hit is confirmed, increase the critical multiplier for the weapon by 1 for the critical hit. Using Burst Fire expends three rounds of ammunition and may only be attempted with at least three available rounds of ammunition in the magazine.

**Normal:** Making an auto-fire attack uses at least ten rounds of ammo and targets a 5' radius burst, not a specific person or creature.

CALL TO ACTION†

**Prerequisites:** No ability score below 10.

**Benefit:** For one round, during the characters turn, they may take an extra action beyond their normal amount. Depending on their level the character has a choice of extra action they may take but may take only one. The character always has the choice to choose any action they have gained access to. A character may not use this feat more than once per round.

Character Level	Times per Day	Action Type
1st-4th	1	Move action
5th-8th	2	Attack Action
9th-12th	3	Standard Action
13th-16th	4	Swift Action
17th-20th	5	Full-Round Action¹

1 Only when staggered or restricted to a single standard or move action

CATCH OFF-GUARD\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

CARTWHEEL DODGE

You use your knack for avoiding damage to reposition yourself in combat.

**Prerequisites:** Evasion class feature, Improved Evasion class feature, acrobatics 12 ranks.

**Benefit:** When you successfully use Improved Evasion to avoid taking damage, you can move up to half your speed as an immediate action. This movement provokes attacks of opportunity as normal.

CHANNELED AUTO-FIRE\*†

**Prerequisites:** Auto-fire Proficiency.

**Benefit:** When making an auto-fire full round attack action, the attacker can instead target a 30' line area of effect.

**Normal:** Making an auto-fire attack normally affects a 5' radius burst area of effect.



### CHANNEL SMITE\*

You can channel your divine energy through a melee weapon you wield.

**Prerequisite:** Channel energy class feature.

**Benefit:** Before you make a melee attack roll, you can choose to spend one point from your faith, nature or justice pool as a swift action. If you hit a creature normally damaged by your channel energy, that creature takes an amount of additional damage equal to the damage dealt by your channel energy ability. Your target can make a Will save, as normal, to halve this additional damage. If your attack misses, the point from your faith, nature or justice pool is still expended with no effect.

**Special:** Shepherds hitting someone possessed by a demon would deal weapon damage to the person and channeled damage to the demon

### CHANNELED SHIELD WALL

You draw upon your channel energy to enhance the protective ability of your shield and those of allies while they are adjacent to you.

**Prerequisites:** Channel energy 3d\*, proficiency with a shield.

**Benefit:** As a swift action, you can spend one point from your faith, nature or justice pool to grant yourself a +2 Deflection bonus while using a shield. This bonus lasts 1 minute per level. While you benefit from this bonus, allies with shields also gain a +2 Deflection bonus while they are adjacent to you.

### CHARGE THROUGH\*

You can overrun enemies when charging.

**Prerequisites:** Str 13, Improved Overrun, Power Attack, base attack bonus +1.

**Benefit:** When making a charge, you can attempt to overrun one creature in the path of the charge as a free action. If you successfully overrun that creature, you can complete the charge. If the overrun is unsuccessful, the charge ends in the space directly in front of that creature.

**Normal:** You must have a clear path toward the target of your charge.

### CHARGING HURLER\*

You know how to use your momentum to enhance your thrown weapon attacks.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can use the charge rules to make a thrown weapon attack. All the parameters of a charge apply, except that you must only move closer to your opponent, and you must end your movement within 30 feet of that opponent. If you do, you can make a single thrown weapon attack against that opponent, gaining the +2 bonus on the attack roll and taking a -2 penalty to your AC until the start of your next turn.

### CLEAVE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### CLEAVING FINISH\*

When you strike down an opponent, you can continue your swing into another target.

**Prerequisites:** Str 13, Cleave, Power Attack.

**Benefit:** If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make

another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

### CLOSE-QUARTERS THROWER\*

You are agile enough to avoid melee attacks while throwing weapons or bombs.

**Prerequisites:** Dex 13, Dodge, Weapon Focus with selected thrown weapon.

**Benefit:** Choose a type of thrown weapon. You do not provoke attacks of opportunity for making ranged attacks using the selected weapon.

**Normal:** Making a ranged attack provokes attacks of opportunity.

### CLUSTERED SHOTS\*

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

**Prerequisites:** Point-Blank Shot, Precise Shot, base attack bonus +6.

**Benefit:** When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

**Special:** If the massive damage optional rule is being used, that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

### COMBAT CASTING

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### COMBAT EXPERTISE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### COMBAT PATROL\*

You range across the battlefield, dealing with threats wherever they arise.

**Prerequisites:** Combat Reflexes, Dodge, Mobility, base attack bonus +5.

**Benefit:** As a full-round action, you may set up a combat patrol, increasing your threatened area by 5 feet for every 5 points of your base attack bonus. Until the beginning of your next turn, you may make attacks of opportunity against any opponent in this threatened area that provokes attacks of opportunity. You may move as part of these attacks, provided your total movement before your next turn does not exceed your speed. Any movement you make provokes attacks of opportunity as normal.

### COMBAT REFLEXES\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### COVERING DEFENSE\*

You are skilled at protecting yourself and your allies with your shield.

**Prerequisites:** Shield Focus, base attack bonus +6.



**Benefit:** When you use the total defense action while using a light, heavy, or tower shield, you can provide a cover bonus to AC against all attacks to an adjacent ally your size or smaller. This cover bonus is equal to your shield's shield bonus and lasts until the beginning of your next turn. Your shield does not provide a cover bonus to Reflex saves.

## CRIPPLING CRITICAL\*

(Critical)

You are able to maim a target and hinder its movement.

**Prerequisites:** Critical Focus, base attack bonus +13.

**Benefit:** Whenever you score a critical hit against an opponent, its speed is halved for 1 minute. A successful Fortitude save reduces this duration to 1d4 rounds. The DC of this save is equal to 10 + your base attack bonus. Against creatures with multiple types of movement, you must choose which movement type to affect. A flying creature hit by this attack must make a DC 10 Fly check to remain airborne, and has its maneuverability reduced by one step.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

## CRITICAL FOCUS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## CRITICAL MASTERY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Critical Focus, any two critical feats, 14th-level Enforcer

## CROSSBOW MASTERY\*

You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal.

**Prerequisites:** Dex 15, Point-Blank Shot, Rapid Reload, Rapid Shot.

**Benefit:** The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you chose when you took Rapid Reload no longer provokes attacks of opportunity.

## DASTARDLY FINISH\*

You can take advantage of an enemy's debilitated state to attempt a coup de grace.

**Prerequisite:** Sneak attack +5d6.

**Benefit:** You can deliver a coup de grace to *cowering* or *stunned* targets.

**Normal:** You can only coup de grace *helpless* targets.

## DAZING ASSAULT\*

You can daze foes with wild attacks.

**Prerequisites:** Str 13, Power Attack, base attack bonus +11.

**Benefit:** You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack

bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

## DAZZLING DISPLAY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DEADLY ACCURACY\*†

You have learned how to take patient aim on ranged attacks. This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

**Prerequisites:** Wisdom 13, Long-Range.

**Benefit:** Before making a ranged attack, the character may take actions to line up their shot. The character may use a move or standard action to add a +1 Circumstance bonus on their next attack roll. A full-round spent lining up the attack instead adds a +3 Circumstance bonus on their next attack roll. Once the character begins aiming they can't move, even to take a 5' step, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming. A character may not gain more than a +4 Circumstance bonus from this feat on any one attack.

## DEADLY AIM\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DEADLY FINISH\*

Your attacks don't just fell your opponents—they kill them outright.

**Prerequisite:** Base attack bonus +11.

**Benefit:** When you hit with a melee attack and reduce your opponent to -1 or fewer hit points, you can force that opponent to succeed at a Fortitude save (DC 15 + the damage your attack dealt) or die.

## DEADLY MARTIAL ARTS\*†

**Prerequisites:** Martial Arts, Greater Martial Arts, base attack bonus +8.

**Benefit:** The creature's critical multiplier for unarmed attacks when using Martial Arts is increased by one.

**Normal:** Unarmed attacks critical multiplier is x2.

## DEADLY STROKE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DEAFENING CRITICAL\*

(Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.)

## DEATH FROM ABOVE\*

You allow gravity to add extra force to your charges.

**Benefit:** Whenever you charge an opponent from higher ground, or from above while flying, you gain a +5 bonus on attack rolls in place of the bonuses from charging and being on higher ground.

## DECEITFUL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.







## DECEPTIVE EXCHANGE

You trick an adversary into grabbing an object you hand them, even in the midst of combat.

**Prerequisites:** Int 13, Combat Expertise, Improved Feint.

**Benefit:** If you successfully feint an opponent, you can trick that opponent into accepting a one-handed object you are holding instead of denying that opponent its Dexterity bonus to AC against your next attack. The opponent must have appendages capable of holding the object you offer, and it must have one such appendage free to take the object.

## DEFENSIVE COMBAT TRAINING\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DEFT HANDS

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DESTRUCTIVE DISPEL

When you dispel an enemy's magical defenses, those defenses crash down with debilitating effects.

**Prerequisites:** Ability to cast *dispel magic* or *greater dispel magic*, caster level 11th.

**Benefit:** When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be *stunned* until the start of your next turn. If the save succeeds, the opponent is instead *sickened* until the start of your next turn.

## DEVASTATING STRIKE\*

Pitting all of your strength and resolve against your enemy, you deliver a strike that is impossible to ignore.

**Prerequisites:** Vital Strike, base attack bonus +9.

**Benefit:** Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a +2 bonus on each extra weapon damage dice roll those feats grant (+6 maximum). This bonus damage is multiplied on a critical hit.

## DIEHARD

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DISARMING STRIKE\*

Your critical hits can disarm your foes.

**Prerequisites:** Int 13, Combat Expertise, Improved Disarm, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can disarm your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may disarm your opponent as if from the disarm combat maneuver. This does not provoke an attack of opportunity.

**Normal:** You must perform a disarm combat maneuver to disarm an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

## DISENGAGING FEINT\*

You can feint to disengage from combat.

**Prerequisites:** Int 13, Combat Expertise, Improved Feint.

**Benefit:** As a standard action, use Bluff to feint against an opponent. Instead of denying that opponent his Dexterity bonus to AC, a successful feint allows you to move up to your speed without provoking an attack of opportunity from the opponent you feinted for leaving the square you start in.

## DISENGAGING FLOURISH\*

Distracting your opponent gives you the opportunity to make a swift retreat.

**Prerequisites:** Int 13, Combat Expertise, Disengaging Feint, Improved Feint.

**Benefit:** As a standard action, make a Bluff check against each opponent that currently threatens you. If you succeed against at least one opponent, you can move up to your speed. This movement does not provoke attacks of opportunity from any opponent you succeeded at feinting against.

## DISENGAGING SHOT\*

You make one last attack before beating a hasty retreat.

**Prerequisites:** Int 13, Combat Expertise, Disengaging Feint, Dodge, Improved Feint, Mobility.

**Benefit:** Whenever you use Disengaging Feint or Disengaging Flourish, you can make a single melee attack against one opponent you succeeded at feinting against. That opponent is denied his Dexterity bonus to AC against this attack.

## DISORIENTING MANEUVER

Your erratic movements disorient your opponent.

**Prerequisites:** Dodge, Acrobatics 5 ranks.

**Benefit:** If you successfully use Acrobatics to tumble through an opponent's space, you gain a +2 Circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 Circumstance bonus on your combat maneuver check. This bonus on trip also lasts until the start of your next turn.

## DISPEL SYNERGY

By tearing away an opponent's magical defenses, you leave your enemy vulnerable, making it difficult for him to resist your spells.

**Prerequisite:** Spellcraft 5 ranks.

**Benefit:** If you successfully dispel an ongoing magical effect on an opponent, that opponent takes a -2 penalty on saving throws against your spells until the end of your next turn.

## DISRUPTING SHOT\*

With a well-placed shot, you make it harder for a nearby opponent to cast spells.

**Prerequisites:** Dex 13, Point-Blank Shot, 6th-level Enforcer

**Benefit:** If you ready an action to shoot an opponent casting a spell within 30 feet and successfully hit that opponent with a ranged attack, the concentration DC to successfully cast the spell is increased by +4.

## DISRUPTIVE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** 6th-level Enforcer



### DISTANCE THROWER\*

You are accurate with thrown weapons at longer ranges than normal.

**Prerequisite:** Str 13.

**Benefit:** With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

### DIVINE INTERFERENCE

You can convert a prepared spell to interfere with an enemy's attack.

**Prerequisites:** Otherworldly spellcaster, caster level 10th.

**Benefit:** As an immediate action, when an enemy within 30 feet hits you or an ally with an attack, you can sacrifice a prepared Otherworldly spell and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. You must sacrifice a spell of 1st-level or higher to use this ability. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

### DODGE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### DOUBLE SLICE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### DOUBLE TAP\*†

Rule number 2. This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

**Prerequisites:** Dexterity 14, Point-Blank Shot.

**Benefit:** Characters taking this feat have learned the art to quickly fire two rounds with a single attack. When using a semi-auto firearm with at least two rounds of ammunition loaded, the character may choose to make any of their attacks using the Double Tap feat. The character takes a -2 penalty to all attacks until the start of their next turn each time they make a Double Tap attack, with the penalty stacking. A successful attack adds an extra amount of damage based on the weapons base damage dice: 1d4 adds +2, 1d6 adds +3, 1d8 adds +4, 1d10 adds +5, 2d6 adds +6, and 2d8 adds +8. This damage is in addition to the normal damage and is multiplied on a critical hit but doesn't add any other bonuses to this damage.

### DRAG DOWN\*

When you are knocked *prone*, you are skilled at bringing your opponent down with you.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip.

**Benefit:** Whenever an opponent successfully trips you, you can attempt to trip that opponent as an immediate action.

### DREADFUL CARNAGE\*

Slaying an enemy demoralizes your other nearby foes.

**Prerequisites:** Str 15, Power Attack, Furious Focus, base attack bonus +11.

**Benefit:** Whenever you reduce an enemy to 0 or fewer hit points, you can make an Intimidate check to demoralize all enemies within 30 feet as a free action. Enemies that cannot see both you and the enemy you reduced to 0 or fewer hit points are unaffected.

### DRIVE-BY COMBAT\*

**Prerequisite:** Expert Driver, Drive 4 ranks.

**Benefit:** You take half the penalty to attacks due to the vehicle's speed when making attacks while in a moving vehicle. If you are the driver you are allowed to take your attack action at any point during your movement.

**Normal:** When attacking from a moving vehicle, a character takes a -2 penalty for every 200 movement of the vehicle's speed. Driver must make their attack action either before or after the vehicle's movement.

### ELEMENTAL FOCUS

Your spells of a certain element are more difficult to resist.

**Benefit:** Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type.

### ELUSIVE MARTIAL ARTS\*†

**Prerequisites:** Martial Arts

**Benefit:** Creature it gains a +1 Dodge bonus to its AC.

### ENDURANCE

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ENFORCER\*

You are skilled at causing fear in those you brutalize.

**Prerequisite:** Intimidate 1 rank.

**Benefit:** Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is *shaken* for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is *frightened* for 1 round with a successful Intimidate check, as well as being *shaken* for a number of rounds equal to the damage dealt.

### EXHAUSTING CRITICAL\*

(Critical)

Your critical hits cause opponents to become *exhausted*.

**Prerequisites:** Critical Focus, Tiring Critical, base attack bonus +15.

**Benefit:** When you score a critical hit on a foe, your target immediately becomes *exhausted*. This feat has no effect on *exhausted* creatures.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess the Critical Mastery feat.

### EXOTIC WEAPON PROFICIENCY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### EXPERT DRIVER

When driving a chosen type of vehicle, you exhibit incredible control, maneuvering the vehicle with greater ease and stopping with uncanny precision.

**Prerequisite:** Drive 4 ranks.

**Benefit:** You can make an accelerate, decelerate, or turn action as a move action instead of a standard action. Furthermore, when stopping a vehicle, you subtract 10 feet from the roll to determine how many feet the vehicle moves forward before it stops.



## EXTRA CHANNEL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Special:** The Arbiter cannot apply this feat to their channel energy ability.

## EXTRA MERCY

Your healing/harmful touch ability adds an additional Mercy.

**Prerequisites:** Touch of Justice class feature, Mercy class feature.

**Benefit:** Select one additional Mercy for which you qualify. When you use Touch of Justice to heal or deal damage to one target, it also receives the additional effects of this Mercy, as per the ability.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, select a new Mercy.

## EXTRA POOL POINTS<sup>†</sup>

You gain additional points to a class pool.

**Prerequisite:** 3rd level, Class Pool (Faith, Justice, or Nature).

**Benefit:** You gain two points to add to a class pool of your choosing. These points are automatically added to the pool chosen and cannot be change to another class later.

**Special:** You can gain Extra Pool Points multiple times with its effects stacking.

## FALSE OPENING\*

When you make a ranged attack while threatened, you can fool your opponent into thinking he has an opening.

**Prerequisites:** Dex 13, Dodge, Close Quarters Thrower or Point-Blank Master, Weapon Focus with selected ranged weapon.

**Benefit:** Choose a ranged weapon or a thrown weapon. When you make a ranged attack using that weapon, you can choose to provoke an attack of opportunity from one or more opponents who threaten you. You gain a +4 Dodge bonus against such attacks. An opponent that makes such an attack and misses you loses his Dexterity bonus to AC against you until the end of your turn.

## FAN THE HAMMER<sup>\*†</sup>

**Prerequisites:** Strength 12, Dexterity 15, Point-Blank Shot, Rapid Shot, base attack bonus +6

**Benefit:** When making a full-attack action while using a light or one-handed revolver and free off hand, you may fan the hammer on the first attack. The target cannot be further than the second range increment of the firearm away from you. If the attack hits then both bullets hit the target. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Other damage bonuses apply to each bullet just as if the firearm hit twice. Damage reduction and resistances apply separately to each bullet.

On the remaining attacks you have for the full-attack action you may also fan the hammer but only at additional creatures past the first and only once each target. The new targets must be within 10 ft. of the first target and not past the second range increment for the firearm. Each target past the first give you a -3 to your attack rolls until the start of your next turn. Once you decide not to fan the hammer at a new target then all other attacks for your full-attack action are normal attacks.

If you reload during your attack you lose the benefit of fan the hammer until your next turn.

## FAR SHOT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## FAST HEALER

You benefit greatly from your healing, be it from spells or natural healing.

**Prerequisites:** Con 13, Diehard, Endurance.

**Benefit:** When you regain hit points by resting or through magical healing, you recover additional hit points equal to half your Constitution modifier (minimum +1).

## FELLING ESCAPE\*

Through the use of fluid contortions and manipulations of leverage, you can throw your opponent to the ground after escaping a grapple.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip.

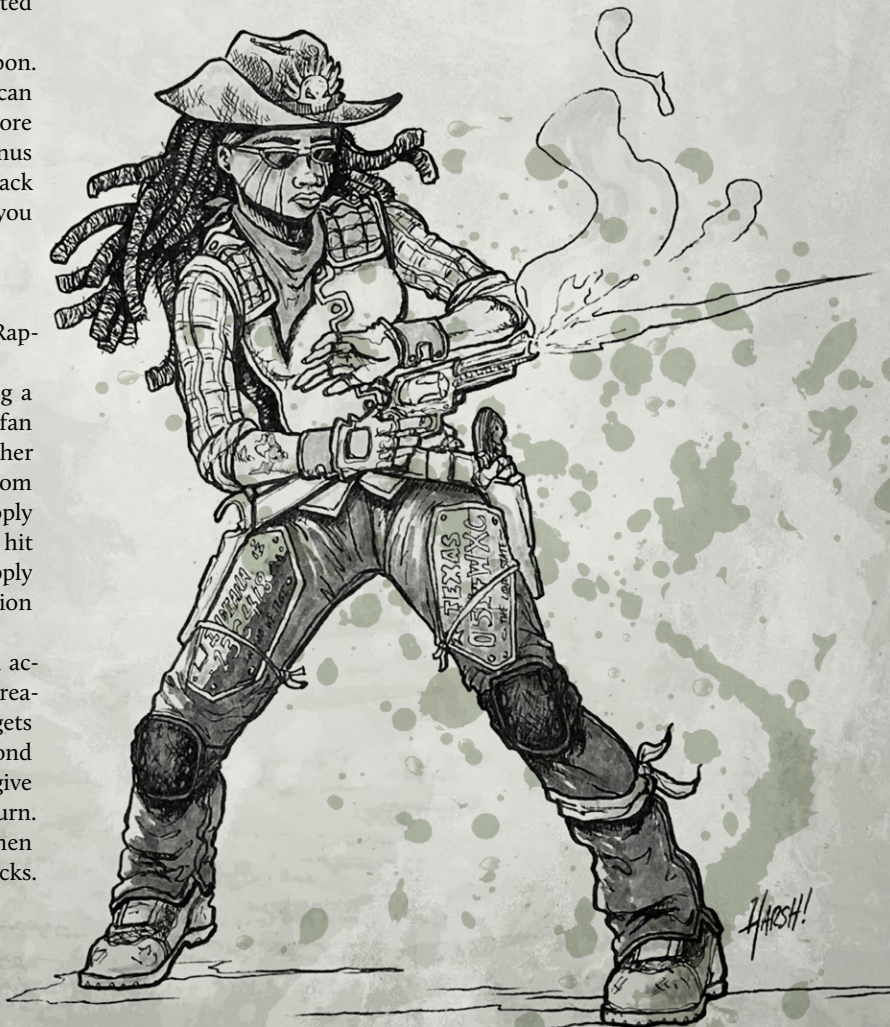
**Benefit:** When you break an opponent's grapple with a combat maneuver check or Escape Artist check, you can spend a swift action to make a trip attempt against that opponent.

## FELLING SMASH\*

You commit all your focus to a devastating blow, trying to crush your opponent to the ground.

**Prerequisites:** Int 13, Str 13, Combat Expertise, Improved Trip, Power Attack, base attack bonus +6.

**Benefit:** If you use the attack action to make a single melee attack at your highest base attack bonus while using Power





Attack and you hit an opponent, you can spend a swift action to attempt a trip combat maneuver against that opponent.

### FLANKING FOIL\*

Fighting multiple foes is easy for you.

**Benefit:** Whenever you hit an adjacent opponent with a melee attack, until the start of your next turn, that opponent does not gain any flanking bonus on attack rolls while it is flanking you and cannot deal sneak attack damage to you. It can still provide a flank for its allies.

### FLEET

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### FOCUSED SHOT\*

Your anatomical insight adds deadliness to your shots.

**Prerequisites:** Int 13, Point-Blank Shot, Precise Shot.

**Benefit:** As a standard action, you may make an attack with a bow or crossbow and add your Intelligence modifier on the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

### FOLLOWING STEP\*

You can repeatedly close the distance when foes try to move away, without impeding your normal movement.

**Prerequisites:** Dex 13, Step Up.

**Benefit:** When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5' step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

**Normal:** You can only take a 5' step to follow an opponent using Step Up.

### FORTIFIED ARMOR TRAINING\*

You have learned to let your armor bear the brunt of the worst attacks.

**Prerequisite:** Proficient with armor or shield.

**Benefit:** If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the *broken* condition (your choice).

### FURIOUS FOCUS\*

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

### FUSE EFFICIENCY<sup>†</sup>

**Prerequisites:** Fuse Mastery, Craft (Mechanical) 5 ranks, Profession (Mechanic) 5 ranks, Spellcraft 5 ranks.

**Benefit:** The Splicer counts the Fuses they have Fuse Mastery in as two levels lower for purposes of resource cost to make the Fuse. This is done after any level altering effects, such as

metamagic feats, have been applied. The Fuse cannot be below a level one for cost, meaning it will at minimum cost a Mechanical and Combustible resource to make. Ex: a level three Fuse would cost the same as a level one Fuse. If maximized the Fuse would cost the same as a level four Fuse not a level six.

### FUSE MASTERY<sup>†</sup>

You have mastered a small handful of Fuses, and can prepare these Fuses without referencing your schematics at all.

**Prerequisite:** 1st-level Splicer

**Benefit:** Each time you take this feat, choose a number of Fuses that you already know equal to your Intelligence modifier. From that point on, you can prepare these Fuses without referring to your schematics.

**Normal:** Without this feat, you must use your schematics to prepare all your Fuses.

### GANG UP\*

You are adept at using greater numbers against foes.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You are considered to be flanking an opponent if at least two of your allies are threatening that opponent, regardless of your actual positioning.

**Normal:** You must be positioned opposite an ally to flank an opponent.

### GORY FINISH\*

By drawing upon wells of savagery, you can slay your foe in creative and horrifyingly gruesome manners, intimidating nearby foes.

**Prerequisites:** Dazzling Display, Weapon Focus.

**Benefit:** When you use the attack action, you can use a weapon with which you have Weapon Focus to make a single attack at your highest base attack bonus. If you reduce your target to negative hit points, you can spend a swift action to make an Intimidate check to demoralize all foes within 30 feet who could see your attack.

### GREAT CLEAVE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREAT FORTITUDE

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER MARTIAL ARTS\*<sup>†</sup>

**Prerequisites:** Martial Arts, base attack bonus +4.

**Benefit:** When using Martial Arts the character's natural threat range on an unarmed attack increases by one.

**Normal:** Unarmed strikes critical only on a 20.

**Special:** This feat can stack with other feats or abilities that increase the treat range of an unarmed attack.

### GREATER BLIND-FIGHT\*

Your enemies cannot hide from you.

**Prerequisites:** Perception 15 ranks, Improved Blind-Fight.

**Benefit:** Your melee attacks ignore the miss chance for less than total concealment, and you treat opponents with total concealment as if they had normal concealment (20% miss chance instead of 50%). You may still reroll a miss chance percentile roll as normal.



If you successfully pinpoint an invisible or hidden attacker, that attacker gets no advantages related to hitting you with ranged attacks, regardless of the range. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible.

**Special:** The Greater Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### GREATER BRAWLER\*<sup>†</sup>

**Prerequisites:** Brawler, Improved Brawler, base attack bonus +4.

**Benefit:** One time per combat round the creature may deal an extra 1d4 points of nonlethal damage when they make a successful attack with an unarmed strike or a bludgeoning melee weapon. This damage is in addition to the normal damage and is not multiplied.

### GREATER BULL RUSH\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER CHANNEL SMITE

You empower your weapon with the might of your deity, which you discharge as you strike your foes.

**Prerequisites:** Channel energy class feature, Channel Smite, base attack bonus +8.

**Benefit:** Before making any melee attacks on your turn, you can use a swift action to expend one daily use of your channel energy class feature. The dice from your channel energy feature form a pool of damage dice you can access to further damage creatures normally harmed by the energy you are channeling. Prior to making each melee attack, allocate dice from the pool to be used as extra damage dice if you hit. Your target can make a Will save, as normal, to halve this extra damage. This extra damage is not multiplied when you score a critical hit. If you miss, the extra damage dice remain in your pool, but any dice left unexpended at the end of your turn are wasted.

### GREATER DIRTY TRICK\*

When you pull a dirty trick, your foe is truly hindered.

**Prerequisites:** Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

**Benefit:** You receive a +2 bonus on checks made to attempt a dirty trick. This bonus stacks with the bonus granted by Improved Dirty Trick. Whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

**Normal:** The condition imposed by a dirty trick lasts for 1 round plus 1 round for every 5 by which your attack exceeds the target's CMD. Removing the condition requires the target to spend a move action.

### GREATER DISARM\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER DRAG\*

Foes that you drag are thrown out of balance.

**Prerequisites:** Str 13, Improved Drag, Power Attack, base attack bonus +6.

**Benefit:** You receive a +2 bonus on checks made to drag a foe. This bonus stacks with the bonus granted by Improved Drag. Whenever you drag a foe, his movement provokes attacks of opportunity from all of your allies (but not you).

**Normal:** Creatures moved by drag do not provoke attacks of opportunity.

### GREATER ELEMENTAL FOCUS

Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist.

**Prerequisite:** Elemental Focus.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type to which you have already applied the Elemental Focus feat.

### GREATER FEINT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER GRAPPLE\*

Maintaining a grapple is second nature to you.

**Prerequisites:** Improved Grapple, Greater Martial Arts or Improved Brawler (replaces Improved Unarmed Strike), base attack bonus +6, Dex 13.

**Benefit:** You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

**Normal:** Maintaining a grapple is a standard action.

### GREATER MAGICAL FOCUS<sup>†</sup>

Choose a class of magic to which you have already applied the Magical Focus feat. Any spells you cast of this class are very hard to resist.

**Prerequisite:** Magical Focus.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the class of magic you select. This bonus stacks with the bonus from Magical Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new class to which you already have applied the Magical Focus feat.

### GREATER MERCY

Your Grace has incredible recuperative properties.

**Prerequisites:** Cha 13, Touch of Justice class feature, Mercy class feature.

**Benefit:** When you use your Touch of Justice ability and the target of that ability does not have any conditions your miracles can remove, it instead heals an additional +1d6 points of damage.

### GREATER OVERRUN\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.



### GREATER PENETRATING STRIKE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Penetrating Strike, Weapon Focus, 16th-level Enforcer

### GREATER REPOSITION\*

When you reposition foes, they are left vulnerable to the attacks of your allies.

**Prerequisites:** Int 13, Combat Expertise, Improved Reposition, base attack bonus +6.

**Benefit:** You receive a +2 bonus on checks made to reposition a foe. This bonus stacks with the bonus granted by Improved Reposition. Whenever you reposition a foe, his movement provokes attacks of opportunity from all of your allies (but not you).

**Normal:** Creatures moved by reposition do not provoke attacks of opportunity.

### GREATER SHIELD FOCUS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Shield Focus, Shield Proficiency, base attack bonus +1, 8th-level Enforcer

### GREATER SHIELD SPECIALIZATION\*

Your masterful shieldwork provides even greater protection to your vital areas.

**Prerequisites:** Proficiency with selected shield, Greater Shield Focus, Shield Focus, Shield Specialization with selected shield, 12th-level Enforcer

**Benefit:** Choose one type of shield (buckler, light, heavy, or tower shield) for which you possess the Shield Specialization feat. With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls (this bonus stacks with that from Shield Specialization). In addition, once per day you may negate a critical hit, and damage is instead rolled normally.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of shield.

### GREATER SNAP SHOT\*

You can prey on any gap in your foe's guard with impunity, and with even greater range.

**Prerequisites:** Dex 17, Improved Snap Shot, Point-Blank Shot, Rapid Shot, Snap Shot, base attack bonus +12.

**Benefit:** Whenever you make an attack of opportunity using a ranged weapon and hit, you gain a +2 bonus on the damage roll and a +2 bonus on rolls to confirm a critical hit with that attack. These bonuses increase to +4 when you have base attack bonus +16, and to +6 when you have base attack bonus +20.

### GREATER SPELL PENETRATION

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER SPELL SPECIALIZATION

You can sacrifice a prepared spell in order to spontaneously cast your specialized spell.

**Prerequisites:** Int 13, Spell Specialization, able to prepare 5th-level spells.

**Benefit:** By sacrificing a prepared spell of the same or higher level than your specialized spell, you may spontaneously cast your specialized spell. The specialized spell is treated as its normal level, regardless of the spell slot used to cast it. You may add a metamagic feat to the spell by increasing the spell slot and casting time, just like a Shepherd spontaneously casting a *cure* spell with a metamagic feat.

**Special:** This feat does not work with Splicer Fuses/spells. See Signature Fuse.

### GREATER STEAL\*

You have a knack for snatching items from your opponents in combat.

**Prerequisites:** Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

**Benefit:** You receive a +2 bonus on checks made to steal an item from a foe. This bonus stacks with the bonus granted by Improved Steal. If you successfully steal an item from a foe during combat, it does not notice the theft until after combat is over or if it attempts to use the missing item.

**Normal:** Creatures automatically notice items taken from them through the steal combat maneuver.

### GREATER SUNDER\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER TRIP\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER TWO-WEAPON FIGHTING\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER VITAL STRIKE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### GREATER WEAPON FOCUS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +1, 8th-level Enforcer

### GREATER WEAPON SPECIALIZATION\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, 12th-level Enforcer

### GREATER WHIP MASTERY\*

You can use a whip to make combat maneuvers with ease.

**Prerequisites:** Improved Whip Mastery, Weapon Focus (whip), Whip Mastery, base attack bonus +8.

**Benefit:** You are so quick with your whip that you never drop it due to a failed disarm or trip combat maneuver attempt. Further, you gain the ability to grapple using your whip. To do so, use the normal grapple rules with the following changes.



**Attack:** You cannot use your whip to attack while you are using it to grapple an opponent.

**Damage:** When dealing damage to your *grappled* opponent, you deal your whip's weapon damage rather than your unarmed strike damage.

**Free Hands:** You take no penalty on your combat maneuver check for having fewer than two hands free when you use your whip to grapple.

**Reach:** Rather than pulling your *grappled* opponent adjacent to you when you successfully grapple and when you move the grapple, you must keep him within your whip's reach minus his own reach to maintain the grapple. If the difference in reach is less than 0, such as is the case for a Medium whip wielder and a Gargantuan creature, you cannot grapple that opponent with your whip. If you have to pull a creature adjacent to you to grapple it with your whip, you still provoke an attack of opportunity from that opponent unless you have the Improved Grapple feat.

**Tie Up:** While adjacent to your opponent, you can attempt to use your whip to tie him up. If you do so to an opponent you have *grappled* rather than *pinned*, you take only a -5 penalty on the combat maneuver check rather than the normal -10.

## GUIDED HAND

Your deity blesses any strike you make with simple, martial, or exotic weapons.

**Prerequisites:** Channel energy class feature, Channel Smite, Proficiency with weapon used (no favored weapon)

**Benefit:** You can use your Wisdom modifier instead of your Strength or Dexterity modifier on attack rolls.

## HAMMER THE GAP\*

You repeatedly strike the same location, causing increasing amounts of damage.

**Prerequisite:** Base attack bonus +6.

**Benefit:** When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

## HARD TO HIT\*†

**Prerequisites:** Dexterity 13, Elusive Martial Arts, Martial Arts.

**Benefit:** When adjacent to an opponent that the creature is engaged in melee, all ranged attacks targeting the creature gain an additional -4 penalty to their attack roll. This is in addition to the standard penalty for ranged weapons attacking into melee.

**Special:** The Precise Shot feat removes the standard penalty but still gains a -4 penalty from Hard to Hit.

## HEROIC DEFIANCE

You struggle on when others would fall.

**Prerequisites:** Diehard, Endurance, base Fortitude save +8.

**Benefit:** Once per day as an immediate action you can delay the onset of one harmful condition or affliction (such as *panicked*, *paralyzed*, *stunned*, and so on), including permanent and instantaneous conditions. Activating this feat delays the onset of the condition until the end of your next turn, after which time the condition takes its normal effect. This feat has no effect on hit point damage or ability damage.

## HEROIC RECOVERY

You can throw off the effects of crippling conditions.

**Prerequisites:** Diehard, Endurance, base Fortitude save +4.

**Benefit:** Once per day as a standard action you may attempt a new saving throw against a harmful condition or affliction requiring a Fortitude save that is affecting you. If this save against the affliction fails, there is no additional effect, but a successful save counts toward curing an affliction such as poison or disease. You cannot use this feat to recover from instantaneous effects, effects that do not allow a saving throw, or effects that do not require a Fortitude save.

## IMPACT CRITICAL SHOT\*

(Critical)

With a series of ranged attacks, you bring your foes to their knees or force them to move. This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

**Prerequisites:** Dex 13, Point-Blank Shot, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target *prone* as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

**Normal:** You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent. You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery

## IMPALING CRITICAL\*

(Critical)

Your critical hits can skewer your foes.

**Prerequisites:** Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +11.

**Benefit:** Whenever you score a critical hit with the selected piercing melee weapon, you can impale your opponent on your weapon. While your opponent is impaled in this way, each time he starts his turn, you deal damage equal to your weapon's damage dice plus the extra damage dice from your weapon's properties. As an immediate action, you can pull your weapon out of your opponent. If your opponent is ever outside your reach, you must spend a free action to let go of your weapon or





pull it out of him. Your opponent can also spend a move action to pull your weapon out. When the weapon comes out, your opponent takes damage as if starting his turn impaled. While you impale your opponent with your weapon, you cannot use it to attack, and you must hold on to it.

### IMPROVED BLIND-FIGHT\*

Your keen senses guide your hand against hidden foes.

**Prerequisites:** Perception 10 ranks, Blind-Fight.

**Benefit:** Your melee attacks ignore the miss chance for less than total concealment. You may still reroll your miss chance percentile roll for total concealment.

If you successfully pinpoint an invisible or hidden attacker within 30 feet, that attacker gets no advantages related to hitting you with ranged attacks. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible.

**Special:** The Improved Blind-Fight feat is of no use against a character who is the subject of a *blink* spell.

### IMPROVED BULL RUSH\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED BRAWLER\*†

**Prerequisites:** Brawler, base attack bonus +2.

**Benefit:** With an unarmed strike, the creature increases their Insight bonus to attack rolls to +2. The creature also increases their unarmed damage dice by an additional step.

**Normal:** Medium size creatures' unarmed attacks normally deal 1d3 nonlethal damage.

### IMPROVED CHANNEL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED CHARGING HURLER\*

Every muscle in your body adds its force to your thrown weapons.

**Prerequisites:** Charging Hurler, Point-Blank Shot.

**Benefit:** When you use Charging Hurler, your target can be at any range up to your weapon's maximum range. If your target is within 30 feet, you gain a +2 bonus on damage rolls.

**Normal:** Using Charging Hurler requires you to end your movement within 30 feet of your opponent.

### IMPROVED CLEAVING FINISH\*

You can cut down many opponents in a single strike.

**Prerequisites:** Str 13, Cleave, Cleaving Finish, Great Cleave, Power Attack, base attack bonus +6.

**Benefit:** You can use Cleaving Finish any number of times per round.

### IMPROVED CRITICAL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED DEVASTATING STRIKE\*

The fury and power channeled through your attack is enough to kill a lesser being outright.

**Prerequisites:** Devastating Strike, Vital Strike, base attack bonus +13.

**Benefit:** Whenever you use Vital Strike, Improved Vital Strike, or Greater Vital Strike, you gain a bonus on attack rolls

to confirm a critical hit equal to the bonus on damage rolls you gain from Devastating Strike.

### IMPROVED DIRTY TRICK\*

You are skilled at pulling dirty tricks on your foes.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

**Normal:** You provoke an attack of opportunity when performing a dirty trick combat maneuver.

### IMPROVED DISARM\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED DRAG\*

You are skilled at dragging foes around the battlefield.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** You do not provoke an attack of opportunity when performing a drag combat maneuver. In addition, you receive a +2 bonus on checks made to drag a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to drag you.

**Normal:** You provoke an attack of opportunity when performing a drag combat maneuver.

### IMPROVED FEINT\*

You are skilled at fooling your opponents in combat.

**Prerequisites:** Intelligence 13, Combat Expertise.

**Benefit:** The character can make a Bluff check in combat as a move action. The character receives a +2 bonus on Bluff checks made to feint in melee combat.

**Normal:** Feinting in combat is a standard action.

### IMPROVED GRAPPLE\*

You are skilled at grappling opponents.

**Prerequisite:** Dex 13, Greater Martial Arts or Improved Brawler (replaces Improved Unarmed Strike)

**Benefit:** You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.

**Normal:** You provoke an attack of opportunity when performing a grapple combat maneuver.

### IMPROVED GREAT FORTITUDE

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED INITIATIVE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED IMPALING CRITICAL\*

(Critical)

When you impale a target, you hinder its movement and can cause severe bleeding.



**Prerequisites:** Impaling Critical, Critical Focus, Weapon Specialization with selected piercing melee weapon, base attack bonus +13.

**Benefit:** While you are using Impaling Critical to impale an opponent, and you are still holding onto that weapon, that opponent must succeed at a grapple combat maneuver check against you to pull your weapon out. If you have let go of your weapon, the impaled opponent must spend a standard action to remove the weapon. Until the opponent pulls the weapon out, his speed in all modes is halved and his maneuverability, if any, is reduced by one step. When the weapon comes out, instead of dealing the damage normal for Impaling Critical, you can deal *bleed* damage equal to your weapon's damage dice result once per round at the start of that opponent's turn.

### IMPROVED IRON WILL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED LIGHTNING REFLEXES

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED MARTIAL ART TAKEDOWN\*†

**Prerequisites:** Elusive Martial Arts, Martial Art Takedown, Martial Arts, base attack bonus +3.

**Benefit:** If an adjacent opponent attacks and misses the creature with a melee attack, the creature may make an immediate attack of opportunity to trip the opponent. The creature must have one free hand and cannot be flat-footed. Using this feat does not provoke an attack of opportunity. This counts against the creature's amount of attacks of opportunities in a combat round that they may take.

### IMPROVED OVERRUN\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED PRECISE SHOT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED REPOSITION\*

You have learned how to force your enemies to move around the battlefield.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a reposition combat maneuver. In addition, you receive a +2 bonus on checks made to reposition a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to reposition you.

**Normal:** You provoke an attack of opportunity when performing a reposition combat maneuver.

### IMPROVED SECOND CHANCE\*

You can turn a missed strike into a second chance without sacrificing later attacks.

**Prerequisites:** Int 13, Combat Expertise, Second Chance, base attack bonus +11.

**Benefit:** When you reroll a missed attack using the Second Chance feat, you can still make the rest of your attacks that turn, albeit at a –5 penalty to each attack.

**Normal:** When using the Second Chance feat, you must normally forgo the rest of your attacks that turn.

### IMPROVED SHIELD BASH\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED SIDESTEP\*

You are adept at sidestepping your opponent's melee attacks without compromising your mobility.

**Prerequisites:** Dex 15, Dodge, Mobility, Sidestep.

**Benefit:** After sidestepping an opponent's missed attack using the Sidestep feat, you may still take a 5' step during your next turn, or you may move up to your full speed if you take an action to move during your next turn.

**Normal:** If you use the Sidestep feat, you cannot take a 5' step during your next turn.

### IMPROVED SNAP SHOT\*

You can take advantage of your opponent's vulnerabilities from a greater distance, and without exposing yourself.

**Prerequisites:** Dex 15, Point-Blank Shot, Rapid Shot, Snap Shot, Weapon Focus, base attack bonus +9.

**Benefit:** You threaten an additional 5 feet with Snap Shot.

**Normal:** Making a ranged attack provokes attacks of opportunity.

### IMPROVED STALWART

You can roll with the punches while simultaneously striking back at your attackers.

**Prerequisites:** Diehard, Endurance, Stalwart, base attack bonus +11.

**Benefit:** Double the DR you gain from Stalwart, to a maximum of DR 10/—.

### IMPROVED STEAL\*

You have a knack for snatching items from your opponents.

**Prerequisites:** Int 13, Combat Expertise.

**Benefit:** You do not provoke an attack of opportunity when performing a steal combat maneuver. In addition, you receive a +2 bonus on checks made to steal an item from a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you.

**Normal:** You provoke an attack of opportunity when performing a steal combat maneuver.

### IMPROVED SUCKER PUNCH\*†

**Prerequisites:** Brawler, Sucker Punch, base attack bonus +6.

**Benefit:** The first successful unarmed attack the creature makes against a flat-footed opponent is treated as a successful critical hit, rolled and confirmed, that deals triple damage. If a critical hit is actually rolled and confirmed then the damage is quadrupled instead of tripled.

### IMPROVED SUNDER\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED TRIP\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED TWO-WEAPON FEINT\*

Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses.



**Prerequisites:** Dex 17, Int 13, Combat Expertise, Improved Two-Weapon Fighting, Two-Weapon Feint, base attack bonus +6.

**Benefit:** While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

### IMPROVED TWO-WEAPON FIGHTING\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED VITAL STRIKE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IMPROVED WHIP MASTERY\*

You are able to entangle opponents with the coils of your whip.

**Prerequisites:** Weapon Focus (whip), Whip Mastery, base attack bonus +5.

**Benefit:** While wielding a whip, you threaten the area of your natural reach plus 5 feet. You can also use a whip to grasp an unattended Small or Tiny object within your whip's reach and pull that object into your square. To do so, you must hit AC 10 with a melee touch attack. Further, you can use the whip to grasp onto an object within your whip's reach, using 5 feet of your whip as if it were a grappling hook, allowing you to use the rest of your whip to swing on like a rope. As a free action, you can release the object your whip is grasping, but you cannot use the whip to attack while the whip is grasping an object.

### IMPROVISED WEAPON MASTERY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IN HARM'S WAY\*

You put yourself in danger's path to save your allies.

**Prerequisite:** Bodyguard.

**Benefit:** While using the aid another action to improve an adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (*bleed*, *poison*, etc.). A creature cannot benefit from this feat more than once per attack.

### INTIMIDATING PROWESS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### IRON WILL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### JAWBREAKER\*

You deliver a powerful strike to the mouth, breaking teeth and bone.

**Prerequisites:** Greater Martial Arts (replaces Improved Unarmed Strike), Stunning Fist, Heal 6 ranks.

**Benefit:** When you make a successful Stunning Fist attempt against an opponent that is *grappled*, *helpless*, or *stunned*, instead of imparting any other Stunning Fist effect, you can cripple that opponent's mouth, dealing normal unarmed strike damage and 1d4 points of *bleed* damage. Until the *bleed* damage ends, the target is unable to use its mouth to attack, speak clearly, and employ verbal spell components. A creature that

is immune to critical hits or that has no discernible mouth is immune to the effects of this feat.

### KNOCKOUT ARTIST

You can throw devastating punches.

**Prerequisites:** Sneak attack class feature, Improved Brawler (replaces Improved Unarmed Strike)

**Benefit:** When you use your unarmed strike to deal nonlethal damage and sneak attack damage to an opponent denied their Dexterity bonus to AC, you gain a +1 bonus on the damage roll per each sneak attack damage die you roll.

### KNOWLEDGEABLE†

**Benefit:** You gain a +2 bonus to two Knowledge skills of your choice. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

**Special:** A character can select this feat several times. Each time, the character selects two new Knowledge skills.

### LANDING ROLL\*

You have learned the technique of rolling safely away when an enemy trips you.

**Prerequisites:** Dex 13, Dodge, Mobility.

**Benefit:** If you are tripped, you can spend an immediate action to move 5 feet without provoking an attack of opportunity. This does not count as taking a 5' step. You fall *prone* after this movement.

### LEADERSHIP

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Leadership Modifiers:**

Leader's Reputation	Modifier*
Has gained a permanent insanity with trigger from the major insanity chart	-1
Has gained a permanent insanity that is always active from the major insanity chart	-2

\* Only apply each modifier once.

Other modifiers may apply when you try to attract a cohort, as listed below.

The Leader...	Modifier
Has a major insanity	-1*
Recruits a cohort of a different Colony	-1
Caused the death of a cohort	-2**

\* Cumulative per each major insanity.

\*\* Cumulative per cohort killed.

### LEAPING SHOT\*

You leap through the air, guns blazing.

**Prerequisites:** Dex 13, Dodge, Mobility, Point-blank Shot (replaces grit class feature), base attack bonus +4.

**Benefit:** You gain a +2 bonus on Acrobatics checks made to jump. As a full-round action, you can move up to your speed and make firearm attacks at your highest base attack bonus with each loaded firearm you are wielding. You can make these attacks at any point during your movement, and if you are wielding two firearms, you can make the attacks at different



points during the movement. At the end of this movement, you fall *prone*.

## LIGHTNING REFLEXES

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## LIGHTNING STANCE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## LONG-RANGE\*†

**Benefit:** The characters base range increments for ranged attacks is increased by half, unless it is a thrown weapon, in which case the range is doubled.

## LUNGE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MAGICAL FOCUS†

Choose magical class: Arbiter, Conservator, Harbinger, Shepherd, or Splicer. Any spells you cast of that class are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the magical class you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new class.

## MAJOR SPELL EXPERTISE

You can cast a single low-level spell as a spell-like ability.

**Prerequisites:** Minor Spell Expertise, ability to cast 9th-level spells.

**Benefit:** Choose one spell that you know of 5th level or lower. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell. This feat does not work with Splicer Fuses/spells.

## MANYSHOT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MARTIAL ARTS\*†

**Prerequisite:** Base attack bonus +1.

**Benefit:** When making an unarmed attack, the creature is considered to be armed even when unarmed. The creature increases their unarmed damage dice by one step and can either deal lethal or nonlethal damage, their choice.

**Normal:** Unarmed strikes normally provoke attacks of opportunity and deal nonlethal damage only.

**Special:** If you take Martial Arts you cannot take Brawler.

## MARTIAL ART TAKEDOWN\*†

**Prerequisite:** Elusive Martial Arts, Martial Arts.

**Benefit:** The creature gains a +2 bonus to trip or grapple checks. They also increase their Combat Maneuver Defense against grapple checks by +2.

## MARTIAL FIREARMS PROFICIENCY†

**Benefit:** The character can fire any personal firearm with in a group without penalty. The groups are: pistols, Martial rifles, and martial shotguns.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with firearms.

## MARTIAL WEAPON PROFICIENCY

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MINOR SPELL EXPERTISE

You are able to cast a 1st-level spell as a spell-like ability.

**Prerequisite:** Ability to cast 4th-level spells.

**Benefit:** Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell. This feat does not work with Splicer Fuses/spells.

## MOBILITY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MOUNTED ARCHERY\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MOUNTED COMBAT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MOUNTED SHIELD\*

Your defensive tactics defend both you and your mount.

**Prerequisites:** Mounted Combat, Shield Focus.

**Benefit:** You may add your base shield bonus (including the bonus from Shield Focus but not including Enhancement bonuses) to your mount's AC. In addition, you may add this bonus when making a Ride check to negate a hit against your mount using the Mounted Combat feat.

## MOUNTED SKIRMISHER\*

You are adept at attacking from upon a swift moving steed.

**Prerequisites:** Ride rank 14, Mounted Combat, Trick Riding.

**Benefit:** If your mount moves its speed or less, you can still take a full-attack action.

**Normal:** If your mount moves more than 5 feet, you can only take an attack action.

## NIMBLE MOVES

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## OPENING VOLLEY\*

Your ranged assault leaves your foe disoriented and vulnerable to your melee attack.

**Benefit:** Whenever you deal damage with a ranged attack, you gain a +4 Circumstance bonus on the next melee attack roll you make against the opponent. This attack must occur before the end of your next turn.



### PARTING SHOT\*

You are an expert skirmisher, able to rain missiles upon your enemies whether advancing or retreating.

**Prerequisites:** Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run, base attack bonus +6.

**Benefit:** Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

**Normal:** You cannot attack when using the withdraw action.

### PENETRATING STRIKE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Weapon Focus, base attack bonus +1, 12th-level Enforcer, proficiency with weapon.

### PERSUASIVE

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### PIN DOWN\*

You easily block enemy escapes.

**Prerequisites:** Combat Reflexes, 11th-level Enforcer

**Benefit:** Whenever an opponent you threaten takes a 5' step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5' step or the withdraw action and does not move.

### PINPOINT TARGETING\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### POINT-BLANK MASTER\*

You are adept at firing ranged weapons in close quarters.

**Prerequisite:** Weapon Specialization with selected ranged weapon, Point-Blank Shot.

**Benefit:** Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

**Normal:** Using a ranged weapon while you are threatened provokes attacks of opportunity.

### POINT-BLANK SHOT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### POWER ATTACK\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### PRECISE SHOT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Special:** This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

### PREFERRED SPELL

You find it very easy to cast one particular spell.

**Prerequisites:** Spellcraft 5 ranks, Heighten Spell.

**Benefit:** Choose one spell which you have the ability to cast. You can cast that spell spontaneously by sacrificing a prepared spell or spell slot of equal or higher level. You can apply any metamagic feats you possess to this spell when you cast it. This increases the minimum level of the prepared spell or spell slot





you must sacrifice in order to cast it but does not affect the casting time.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell. Splicers cannot use this feat for their fuses.

## PRODIGY

You are naturally skilled at arts, professions, and the acquisition of knowledge.

**Benefit:** Choose two Craft, Perform, or Profession skills in any combination (two Craft skills, a Craft skill and a Perform skill, and so on). You receive a +2 bonus on checks with these skills. If you have 10 or more ranks in any one of these skills, the bonus increases to +4 for that skill.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new skills.

## PRONE SHOOTER\*

While *prone*, you use the ground to stabilize your aim while using a crossbow or firearm.

**Prerequisites:** Base attack bonus +1.

**Benefit:** If you have been *prone* since the end of your last turn, the penalty to your Armor Class against melee attacks made against you is reduced to -2. In addition, the bonus to your Armor Class against ranged attacks made against you is increased to +6.

## PUSHING ASSAULT\*

A strike made with a two-handed weapon can push a similar sized opponent backward.

**Prerequisites:** Str 15, Power Attack, base attack bonus +1.

**Benefit:** When you hit a creature your size or smaller with a two-handed weapon attack modified by the Power Attack feat, you can choose to push the target 5 feet directly away from you instead of dealing the extra damage from Power Attack. If you score a critical hit, you can instead push the target 10 feet directly away from you. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

## QUICK BULL RUSH\*

You can barrel into your opponent and follow this with an attack.

**Prerequisites:** Str 13, Improved Bull Rush, Power Attack, base attack bonus +6.

**Benefit:** On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the bull rush.

**Normal:** A bull rush combat maneuver is a standard action.

## QUICK CHANNEL

Your divine energies flash with dazzling speed.

**Prerequisites:** Knowledge (*Theology and Philosophy*) 5 ranks, channel energy class feature.

**Benefit:** You may channel energy as a move action by spending 2 extra pool points when activating the ability.

## QUICK DIRTY TRICK\*

You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

**Prerequisites:** Int 13, Combat Expertise, Improved Dirty Trick, base attack bonus +6.

**Benefit:** On your turn, you can perform a single dirty trick combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

**Normal:** A dirty trick combat maneuver is a standard action.

## QUICK DRAG\*

You drag your enemy and deliver a punishing blow.

**Prerequisites:** Str 13, Improved Drag, Power Attack, base attack bonus +6.

**Benefit:** On your turn, you can perform a single drag combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the drag.

**Normal:** A drag combat maneuver is a standard action.

## QUICK DRAW\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## QUICK RELOAD\*†

**Prerequisite:** Base attack bonus +1.

**Benefit:** You may reload a firearm with an internal or special magazine as a move action. You may also reload an empty external magazine, which does not include reloading the firearm with the magazine, as a move action. You may reload a firearm with a loaded external magazine as a free action. Reloading a firearm provokes an attack of opportunity.

**Normal:** Reloading a firearm with an internal or special magazine is a full-round action. Reloading an empty external magazine, which does not include reloading the firearm with the magazine, is also a full-round action. Reloading a firearm with a loaded external magazine is a move action.

Reloading a firearm provokes an attack of opportunity.

## QUICK REPOSITION\*

Your opponent becomes an unwitting dance partner, following your lead while you fight.

**Prerequisites:** Int 13, Combat Expertise, Improved Reposition, base attack bonus +6.

**Benefit:** On your turn, you can perform a single reposition combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the reposition.

**Normal:** A reposition combat maneuver is a standard action.

## QUICK RETORT\*†

**Prerequisites:** Dexterity 15, Dodge.

**Benefit:** Once per round, if an opponent makes a melee attack or melee touch attack against the character and misses, as an immediate action the character may make an attack of opportunity against that opponent.

This attack counts against the number of attacks of opportunity the character may take in a round. The character may only use this feat while gaining the bonus from the Dodge



feat. If something makes them lose the bonus they are unable to use this feat.

### QUICK STEAL\*

You are adept at relieving foes of their belongings even while you strike.

**Prerequisites:** Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

**Benefit:** On your turn, you can perform a single steal combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the steal.

**Normal:** A steal combat maneuver is a standard action.

### RAPID RELOAD\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### RAPID SHOT\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Special:** This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

### REBUFFING REDUCTION\*

Your damage reduction can turn the force of blows back on your enemies.

**Prerequisites:** Str 13, damage reduction, Improved Bull Rush, Power Attack, base attack bonus +1.

**Benefit:** Whenever an opponent that is adjacent to you fails to penetrate your DR with a melee attack, you can spend an immediate action to attempt a bull rush combat maneuver against that opponent. If you succeed, you cannot move with the opponent.

**Normal:** A bull rush combat maneuver is a standard action.

### REPOSITIONING STRIKE\*

Your critical hits can move your foes where you wish.

**Prerequisites:** Int 13, Combat Expertise, Improved Reposition, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can move your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may move your opponent as if from the reposition combat maneuver. This does not provoke an attack of opportunity.

**Normal:** You must perform a reposition combat maneuver to reposition an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

### REWARD OF CHARITY†

**Prerequisite:** Touch of Justice class feature.

**Benefit:** Whenever you use the faith heal function of your Touch of Justice ability, you may add your Charisma bonus on top of the normal amount of hit points you heal for using the ability.

**Normal:** Using your faith heal heals you 1 point per dice you heal plus your Constitution modifier.

### REWARD OF CLEANSING†

**Prerequisite:** Touch of Justice class feature.

**Benefit:** Whenever you use the faith harm function of your Touch of Justice ability, you gain a +1 sacred bonus on all damage rolls for a number of rounds equal to the amount of damage you took from using the ability.

### RICOCHET SPLASH WEAPON

Even when your thrown splash weapons miss, they are especially dangerous.

**Prerequisites:** Dex 13, Throw Anything.

**Benefit:** Whenever your splash weapon misses and the misdirection roll indicates it lands in a square occupied by a creature, you may make an attack roll (at a –5 penalty) as if you had thrown the splash weapon at that creature. If this attack roll succeeds, the splash weapon hits and the creature takes full damage instead of splash damage. Squares adjacent to this creature still take splash damage as normal.

**Normal:** A thrown splash weapon that misses deals splash damage in the square where it lands and in adjacent squares.

### RIDE-BY ATTACK\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### RHETORICAL FLOURISH

You rapidly change topics and employ confusing rhetoric to distract people from your true intent.

**Prerequisites:** Cha 13, Persuasive.

**Benefit:** When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a –2 penalty on your next Diplomacy check against that creature.

Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a –4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

### RUN

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SAP ADEPT\*

You know just where to hit to knock the sense out of your foe.

**Prerequisite:** Sneak attack +1d6.

**Benefit:** Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage, you gain a bonus on your damage roll equal to twice the number of sneak attack damage dice you rolled.

### SAP MASTER\*

You knock the sense out of foes with a well-timed surprise attack.

**Prerequisites:** Sneak attack +3d6, Sap Adept.



**Benefit:** Whenever you use a bludgeoning weapon to deal nonlethal sneak attack damage to a flat-footed opponent, roll your sneak attack dice twice, totaling the results as your nonlethal sneak attack damage for that attack.

### SAVING SHIELD\*

You deflect attacks that could mean your ally's death.

**Prerequisite:** Shield Proficiency.

**Benefit:** Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 Shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

### SCRIBE SCROLL

(Item Creation)

You can create magic scrolls.

**Prerequisite:** Caster level 1st. Only Shepherd or Seer

**Benefit:** You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if the base price is 10 resources or less, otherwise scribing a scroll takes 1 day for each 40 resources in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information. Only Shepherd or Seer spells may be scribed into a scroll.

### SECOND CHANCE\*

Quick Reflexes turn missed strikes into second chances.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** When making a full attack, if you miss on your first attack, you can forgo making any other attacks for the rest of your turn to reroll that attack at your highest base attack bonus.

### SELF-SUFFICIENT

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SHADOW STRIKE\*

You accurately strike even those you cannot clearly see.

**Prerequisite:** Base attack bonus +1.

**Benefit:** You can deal precision damage, such as sneak attack damage, against targets with concealment (but not total concealment).

### SHATTER DEFENSES\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SHIELD FOCUS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SHIELD MASTER\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SHIELD OF SWINGS\*

A wild frenzy of attacks serves to bolster your defenses.

**Prerequisites:** Str 13, Power Attack, base attack bonus +1.

**Benefit:** When you take a full-attack action while wielding a two-handed weapon, you can choose to reduce the damage by 1/2 to gain a +4 Shield bonus to AC and CMD until the beginning of your next turn. The reduction in damage applies until the beginning of your next turn.

### SHIELD PROFICIENCY

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Special:** Mavericks, Hounds, Shepherds, Conservators, Enforcers, Arbiters, and Harbingers all automatically have Shield Proficiency as a bonus feat. They need not select it.

### SHIELD SLAM\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SHIELD SPECIALIZATION\*

You have mastered the use of one type of shield.

**Prerequisites:** Proficiency with selected shield, Shield Focus, 4th-level Enforcer

**Benefit:** Choose one type of shield (buckler, light, heavy, or tower shield). With the selected shield, you gain a +2 bonus to your Armor Class against critical hit confirmation rolls. In addition, you may add your base shield bonus (including the bonus from Shield Focus but not including Enhancement bonuses) to your CMD.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of shield.

### SHOT ON THE RUN\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SICKENING CRITICAL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SIDESTEP\*

You can reposition yourself after a foe's missed swing.

**Prerequisites:** Dex 13, Dodge, Mobility.

**Benefit:** Whenever an opponent misses you with a melee attack, you may move 5 feet as an immediate action so long as you remain within that opponent's threatened area. This movement does not provoke attacks of opportunity. If you take this step, you cannot take a 5' step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

### SIGNATURE FUSE<sup>†</sup>

You are so familiar with a mastered Fuse that you can spontaneously cast it, converting other prepared Fuses into that Fuse.

**Prerequisite:** Fuse Mastery.

**Benefit:** Each time you take this feat, choose a Fuse that you have mastered with Fuse Mastery. You may now convert prepared Fuses of that Fuse's level or higher into this signature Fuse, just as a Shepherd may spontaneously cast prepared spells as cure spells.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new Fuse that meets the prerequisites.

### SIMPLE FIREARMS PROFICIENCY<sup>†</sup>

**Benefit:** The character can fire any personal firearm with in a group without penalty. The groups are: revolvers (including muzzleloader pistol), simple rifles, and simple shotguns.

**Normal:** Characters without this feat take a -4 penalty on attack rolls made with firearms.



## SKILL FOCUS

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## SKILLED DRIVER

Choose a vehicle type (Car and Van, Truck and SUV, Military, Recreational, Boat and Ship). You are more skilled when driving a vehicle of that type.

**Benefit:** You gain a +4 bonus on driving checks with your chosen vehicle type.

## SLING FLAIL\*

You can use your loaded sling to effectively strike at nearby foes.

**Prerequisites:** Weapon Focus (sling), base attack bonus +1.

**Benefit:** You can make melee attacks using your loaded sling, using that weapon's normal statistics but treating it as a flail. Using a sling in this way does not expend mundane ammunition, but magical or masterwork ammunition loses its special properties after a single hit.

**Special:** Any feats you have that apply when you use a flail also apply when you use a loaded sling as a melee weapon.

## SNAP SHOT\*

With a ranged weapon, you can take advantage of any opening in your opponent's defenses. This feat does not work with the Auto-fire Proficiency feat, Burst Fire feat, or Channeled Auto-fire feat.

**Prerequisites:** Dex 13, Point-Blank Shot, Rapid Shot, Weapon Focus, base attack bonus +6.

**Benefit:** While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you. You can make attacks of opportunity with that ranged weapon. You do not provoke attacks of opportunity when making a ranged attack as an attack of opportunity. You still provoke an attack of opportunity when not attacking during an attack of opportunity.

**Normal:** While wielding a ranged weapon, you threaten no squares and can make no attacks of opportunity with that weapon.

## SMASH\*

You overcome obstacles by breaking them.

**Prerequisites:** Power Attack

**Benefit:** When you attack an inanimate, unattended object, you ignore the first 5 points of its hardness. You also receive a +5 bonus on Strength checks made to knock down or break open doors.

**Special:** The benefits of this feat do not apply to sunder attempts or attacks against constructs, only attacks on inanimate, unattended objects.

## SNEAKING PRECISION

Your knowledge of your enemies' vulnerable spots is especially punishing.

**Prerequisites:** Sneak attack class feature, Critical Focus, any critical feat, base attack bonus +9.

**Benefit:** Whenever you successfully sneak attack an opponent for a second time on your turn, you can spend a swift action to apply the effects of one critical feat you know to that opponent.

## SOFTEN THE BLOW\*†

**Prerequisites:** Elusive Martial Arts, Martial Arts, base attack bonus +6.

**Benefit:** Once a combat round the creature can designate one opponent, who is no more than two size categories larger, to lose the benefit of their Strength to damage rolls when targeting the creature. The creature must do this during their turn. Any penalties from Strength still apply.

## SPELL BLUFF

You know the principles of arcane dueling, and when fighting other spellcasters, you have learned to hide the true nature of your spells until the last possible moment.

**Prerequisites:** Bluff 5 ranks, Spellcraft 5 ranks.

**Benefit:** If another spellcaster tries to counterspell your casting, she adds +4 to her Spellcraft DC when trying to determine your spell.

Because you have studied how to mask the recognizable elements of your spellcasting, you gain a +2 bonus on your Spellcraft checks to identify and counter an opponent's spell if it is a spell you know or have in your schematics.

## SPELL FLINGER†

You have a gift for magic that allows you to cast more spells than normal.

**Prerequisite:** Intelligence 13, Wisdom 13

**Benefit:** Choose one spellcasting class that you have at least one level in, you increase the number of spells per day for each spell level you can prepare and cast by one. This does not let you cast spells of a higher level than you have access to.

**Special:** You may gain this feat multiple times. Each time you take the feat, it applies to a new spellcasting class. The Harbinger class gains no benefit from this feat.

## SPELL PENETRATION

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## SPELL PERFECTION

You are unequaled at the casting of one particular spell.

**Prerequisites:** Spellcraft 15 ranks, at least three metamagic feats.

**Benefit:** Pick one spell which you have the ability to cast. Whenever you cast that spell you may apply any one metamagic feat you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot above 9th level. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Magical Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

## SPELL SPECIALIZATION

Select one spell. You cast that spell with greater than normal power.

**Prerequisites:** Int 13, Magical Focus (replaces Spell Focus).

**Benefit:** Select one spell of a class for which you have taken the Magical Focus feat. Treat your caster level as being two higher for all level-variable effects of the spell.

Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to



replace the spell selected with this feat, and that spell becomes your specialized spell.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

### SPELLBREAKER\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Prerequisites:** Disruptive, 10th-level Enforcer

### SPELL SERMON<sup>†</sup>

You can blend the power of your performance and spellcasting.

**Prerequisites:** Cha 13, Sermonic Performance class feature, able to cast 1st-level spells.

**Benefit:** You can combine your Sermonic Performance and your spellcasting in two ways.

First, you can conceal the activity of casting a spell by masking it in a performance. As a swift action, you may combine your casting time of a spell with a Perform check. Observers must make a Perception or Sense Motive check opposed by your Perform check to realize you are also casting a spell. This uses 1 point of your faith pool, regardless of the spell's casting time.

Second, as a move action, you can use 1 point of your faith pool to maintain a spell with a duration of concentration. You can cast another spell in the same round you are using spell sermon to maintain concentration; if you do this, your concentration on the maintained spell ends when you end the Sermonic Performance the spell is part of.

### SPIRITED CHARGE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SPRING ATTACK\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### STAGE COMBATANT\*

You are a master of stage and nonlethal combats.

**Prerequisites:** Weapon Focus, base attack bonus +5

**Benefit:** When you make an attack with a weapon that you have Weapon Focus in, you take no penalty on the attack roll when you are attempting to make an attack that deals no damage or nonlethal damage.

**Normal:** When making attacks that deal no damage or nonlethal damage, you take a -4 penalty on attack rolls.

### STAGGERING CRITICAL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### STAND STILL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### STALWART

You adopt a defensive stance that allows you to absorb and redirect hits.

**Prerequisites:** Diehard, Endurance, base attack bonus +4.

**Benefit:** While using the total defense action, fighting defensively action, or Combat Expertise, you can forgo the Dodge bonus to AC you would normally gain to instead gain an equivalent amount of DR, to a maximum of DR 5/—, until the start of your next turn. This damage reduction stacks with DR you gain from class features but not with DR from any other source. If you are denied your Dexterity bonus to AC, you are also denied this DR.

### STEALTHY

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### STEP UP\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.





### STEP UP AND STRIKE\*

When a foe tries to move away, you can follow and make an attack.

**Prerequisites:** Dex 13, Following Step, Step Up, base attack bonus +6.

**Benefit:** When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

**Normal:** You can usually only take one standard action and one 5' step each round.

### STRIKE BACK\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### STRONG COMEBACK

You learn quickly from past mistakes.

**Benefit:** Whenever you are allowed to reroll an ability check, a skill check, or a saving throw, you gain a +2 Circumstance bonus on the reroll.

### STUNNING ASSAULT\*

You powerful but imprecise attacks can stun your enemies.

**Prerequisites:** Str 13, Power Attack, base attack bonus +16.

**Benefit:** You can choose to take a –5 penalty on all melee attack rolls and combat maneuver checks to stun targets you hit with your melee attacks for 1 round. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

### STUNNING CRITICAL\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### STUNNING FIST\*

You know just where to strike to temporarily stun a foe.

**Prerequisites:** Dex 13, Wis 13, Greater Martial Arts (replaces Improved Unarmed Strike), base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is *stunned* for 1 round (until just before your next turn). A *stunned* character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a –2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be *stunned*.

### SUCKER PUNCH\*†

**Prerequisites:** Brawler, base attack bonus +3.

**Benefit:** The first successful unarmed attack the creature makes against a flat-footed opponent is treated as if a successful critical hit was rolled and confirmed. If a critical hit

is actually rolled and confirmed then the damage is tripled instead of doubled.

### SUNDERING STRIKE\*

Your critical hits can sunder your foes' weapons.

**Prerequisites:** Str 13, Improved Sunder, Power Attack, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can sunder your opponent's weapon, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may deal damage to your opponent's weapon as if from the sunder combat maneuver (roll normal damage to the weapon separately). This does not provoke an attack of opportunity.

**Normal:** You must perform a sunder combat maneuver to sunder an opponent's weapon.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

### SURE GRASP

Your quick Reflexes and skill at climbing keep you from falling to your doom.

**Prerequisite:** Climb 1 rank.

**Benefit:** Roll twice while climbing or when making a Reflex save to avoid falling, and take the higher result.

### SWIFT AID\*

With a quick but harmless swipe, you can aid an ally's assault.

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** As a swift action, you can attempt the aid another action, granting your ally either a +1 bonus on his next attack roll or a +1 bonus to his AC.

**Normal:** Aid another is a standard action.

### SWORD AND PISTOL\*

You effortlessly pair melee and ranged weaponry.

**Prerequisites:** Dex 13, Point-Blank Shot, Rapid Shot, Snap Shot, Two-Weapon Fighting, base attack bonus +6.

**Benefit:** When you use the Two-Weapon Fighting feat while wielding a melee weapon and a crossbow or firearm, your attacks with the crossbow or firearm provoke no attacks of opportunity from foes that you threaten with your melee weapon.

**Normal:** Making a ranged attack provokes attacks of opportunity.

### TEAM UP\*

When you are ganging up against an enemy, you can aid an ally with a quick feint.

**Prerequisites:** Int 13, Combat Expertise, Gang Up, base attack bonus +6.

**Benefit:** When you and at least two of your allies are adjacent to an opponent, you can attempt the aid another action as a move action.

**Normal:** Aid another is a standard action.



## THROW ANYTHING\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## TIRING CRITICAL\*

(Critical)

Your critical hits cause opponents to become *fatigued*.

**Prerequisites:** Critical Focus, base attack bonus +13.

**Benefit:** Whenever you score a critical hit, your opponent becomes *fatigued*. This feat has no additional effect on a *fatigued* or *exhausted* creature.

**Special:** You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

## TOUGHNESS

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## TOWER SHIELD PROFICIENCY

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exception below.

**Special:** Enforcers automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

## TRAMPLE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## TRAPPER'S SETUP

You have an instinct for waiting until just the right moment to spring a hazard or trap.

**Prerequisite:** Craft (Traps) 5 ranks.

**Benefit:** When you manually trigger a trap against opponents, that trap receives either a +2 Circumstance bonus on melee attack rolls or a +2 Circumstance bonus to its saving throw DC.

## TRICK RIDING\*

You are not only skilled at controlling a horse in combat; you can make it look like art.

**Prerequisites:** Ride 9 ranks, Mounted Combat.

**Benefit:** While wearing light or no armor, you do not need to make Ride skill checks for any task listed in the Ride skill with a DC of 15 or lower. You do not take a -5 penalty for riding a mount bareback. You can make a check using Mounted Combat to negate a hit on your mount twice per round instead of just once.

## TRIPPING STRIKE\*

The force intrinsic to your critical hits can knock your foes down.

**Prerequisites:** Int 13, Combat Expertise, Improved Trip, base attack bonus +9.

**Benefit:** Whenever you score a critical hit with a melee attack, you can trip your opponent, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may knock your opponent *prone* as if from the trip combat maneuver. This does not provoke an attack of opportunity. If you are tripped during your own trip attempt, you can drop your weapon to avoid being tripped.

**Normal:** You must perform a trip combat maneuver to trip an opponent.

**Special:** You can only apply the effects of one of the following feats to a given critical hit: Bull Rush Strike, Disarming Strike, Repositioning Strike, Sundering Strike, or Tripping Strike. You may choose to use this feat after you make your confirmation roll.

## TWO-HANDED THROWER\*

You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds.

**Prerequisite:** Str 15.

**Benefit:** Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

**Normal:** You add your Strength bonus on thrown weapon damage, regardless of available hands. Throwing a two-handed weapon is a full-round action.

## TWO-WEAPON DEFENSE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## TWO-WEAPON FEINT\*

You use one weapon to distract your enemy while slipping another past his defenses.

**Prerequisites:** Dex 15, Int 13, Combat Expertise, Two-Weapon Fighting.

**Benefit:** While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

## TWO-WEAPON FIGHTING\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## TWO-WEAPON REND\*

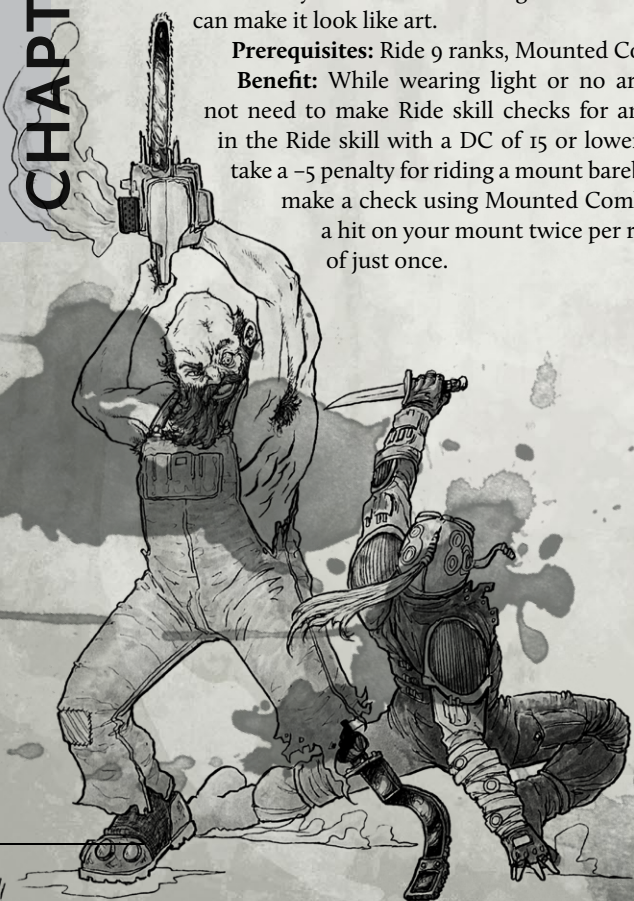
Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## UNCANNY CONCENTRATION

You have learned to enter a deeper state when casting spells, allowing you to shrug off distractions, damage, weather effects, and even the effects of other spells.

**Prerequisite:** Combat Casting.

**Benefit:** You do not need to make Concentration checks when affected by vigorous or violent motion or by violent weather. You gain a +2 bonus on all other Concentration checks.





### VICIOUS STOMP\*

You take advantage of the moment to brutally kick an enemy when they are down.

**Prerequisites:** Combat Reflexes, Greater Martial Arts or Improved Brawler (replaces Improved Unarmed Strike)

**Benefit:** Whenever an opponent falls *prone* adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

### VEHICLE SPECIALIST<sup>†</sup>

Choose either the Drive Skill or the Pilot Skill when taking this feat.

**Benefit:** If the character chooses the Drive skill then they gain a +2 bonus on all Drive checks and allows the character to operate heavy trucks and vans, all military vehicles other than SUV, boats and ships, and all tracked vehicles without a -4 penalty.

If the character chooses the Pilot skill then they gain a +2 bonus on all Pilot checks and allows the character to operate military aircraft and military helicopters, commercial aircraft, or other colossal aircraft without a -4 penalty.

**Special:** You can take this feat multiple time to gain it in both skills.

### VITAL STRIKE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### WAVE STRIKE\*

You present a serene facade until you unsheathe your weapon and strike in one fluid motion.

**Prerequisites:** Quick Draw, Bluff 1 rank.

**Benefit:** If on your first turn of combat you draw a melee weapon to attack an opponent within your reach, you can spend a swift action to make a Bluff check to feint against that opponent.

### WEAPON FINESSE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### WEAPON FOCUS\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### WEAPON SPECIALIZATION\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exceptions below.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, 4th-level Enforcer

### WHIRLWIND ATTACK\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### WHIP MASTERY\*

Your superior expertise with this weapon does not provoke attacks of opportunity from your enemies.

**Prerequisites:** Weapon Focus (whip), base attack bonus +2.

**Benefit:** You no longer provoke attacks of opportunity when attacking with a whip. You can deal lethal damage with a whip, although you can still deal nonlethal damage when you want. Further, you can deal damage with a whip despite a creature's Armor bonus or natural Armor bonus.

**Normal:** Attacking with a whip provokes attacks of opportunity as if you used a ranged weapon. A whip deals no damage to a creature that has an Armor bonus of +1 or natural Armor bonus of +3.

### WIND STANCE\*

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### WORD OF HEALING

Using the same divine energy as your Touch of Justice ability, you can heal others at a distance.

**Prerequisite:** Touch of Justice class feature

**Benefit:** You may use your Touch of Justice to heal another creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. You must be able to speak and have a free hand to use this ability. The target heals half the amount they would have healed if you had touched them but gains the benefits of your Mercy as normal. You do not heal from this use of Touch of Justice.

## METAMAGIC

Metamagic feats allow talented and creative spellcasters the ability to customize some aspects of their spells. Customization may change the shape, distance, power and other features of spell characteristics to better fit the needs of the spellcaster.

### BOUNCING SPELL

You can direct a failed spell against a different target.

**Benefit:** Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.

### DISRUPTIVE SPELL

Your magical energies cling to enemies, interfering with their spellcasting.

**Benefit:** Targets affected by a disruptive spell must make concentration checks when using spells or spell-like abilities (DC equals the save DC of the disruptive spell plus the level of the spell being cast) for 1 round. Targets that avoid the spell's effects avoid this feat's effect as well. A disruptive spell uses up a spell slot one level higher than the spell's actual level.

### ELEMENTAL SPELL

You can manipulate the elemental nature of your spells.

**Benefit:** Choose one energy type: acid, cold, electricity, or fire. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type. An elemental spell uses up a spell slot one level higher than the spell's actual level.

**Special:** You can gain this feat multiple times. Each time you must choose a different energy type.



## EMPOWER SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## ENLARGE SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## EXTEND SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## FOCUSED SPELL

When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist.

**Benefit:** When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

## HEIGHTEN SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## INFUSED SPELL<sup>†</sup>

You can cast spells imbued with raw Otherworldly energy.

**Benefit:** Half of the damage dealt by the infused spell is converted into energy that cannot be reduced or prevented any type of energy resistance. Only Otherworldly spells that deal damage may be made into infused spells.

An infused spell uses up a spell slot two levels higher than the spell's actual level.

**Special:** Harbingers cannot use this feat because their spells are from a Cosmic Magic source.

## INTENSIFIED SPELL

Your spells can go beyond several normal limitations.

**Benefit:** An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

## LINGERING SPELL

You spell clings to existence, slowly fading from the world.

**Benefit:** You may cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet.

A lingering spell uses up a spell slot one level higher than the spell's actual level.

## MAXIMIZE SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MERCIFUL SPELL

Your damaging spells subdue rather than kill.

**Benefit:** You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type. A merciful spell does not use up a higher-level spell slot than the spell's actual level.

## PIERCING SPELL

Your studies have helped you develop methods to overcome spell resistance.

**Benefit:** When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing spell uses up a spell slot one level higher than the spell's actual level.

## QUICKEN SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## REACH SPELL

Your spells go farther than normal.

**Benefit:** You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

## SELECTIVE SPELL

Your allies need not fear friendly fire.

**Prerequisite:** Spellcraft 10 ranks.

**Benefit:** When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type. These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not have an area of effect do not benefit from this feat.

## SILENT SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## SPECTRAL SPELL<sup>†</sup>

You cause your spells to phase allowing it to affect incorporeal creatures easier.

**Benefit:** A spectral spell has full effect against incorporeal creatures but becomes half as effective against non-incorporeal creatures. A spectral spell does not increase the level of the spell.

## STILL SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## WIDEN SPELL

Feat functions as per *Pathfinder Roleplaying Game Core Rulebook*.



## METAPHYSICAL

Like metamagic feats for other spellcasters, metaphysical feats allow the knowledgeable Harbinger to customize their metaphysical abilities, such as their kinetic powers.

### ENLARGE POWER<sup>†</sup>

You can manifest powers farther than normal.

**Benefit:** An enlarged power has its range doubled. An enlarged power cost an extra use of the ability to use.

### EXTEND POWER<sup>†</sup>

You can manifest powers that last longer than normal.

**Benefit:** An extended power lasts twice as long as normal. Kinetic Attack cannot be extended. An extended power cost an extra use of the ability to use.

### EXTRA KINETIC ATTACK<sup>†</sup>

You can use your Kinetic Attack ability more than normal.

**Prerequisite:** Metaphysics class feature.

**Benefit:** You gain two free uses of your Kinetic Attack per day.

**Normal:** Kinetic Attack can be used a number of times equal to your level of Kinetic Attack per day.

**Special:** You can only take this feat once.

### EXTRA KINETIC BOOST<sup>†</sup>

You can use your Kinetic Boost ability more than normal.

**Prerequisite:** Metaphysics class feature.

**Benefit:** You gain two free uses of your Kinetic Boost per day.

**Normal:** Kinetic Boost can be used a number of times equal to your level of Kinetic Boost per day.

**Special:** You can only take this feat once.

### EXTRA KINETIC DEFENSE<sup>†</sup>

You can use your Kinetic Defense ability more than normal.

**Prerequisite:** Metaphysics class feature.

**Benefit:** You gain two free uses of your Kinetic Defense per day.

**Normal:** Kinetic Defense can be used a number of times equal to your level of Kinetic Defense +2 per day.

**Special:** You can only take this feat once.

### HEIGHTEN POWER<sup>†</sup>

You can manifest a power as if it were a higher level than it actually is.

**Benefit:** A heightened power has a higher power level two higher than normal. Unlike other Metaphysical feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs) are calculated according to the heightened level. This can push the power past level 10. The heightened power cost an extra two uses of the ability to use.

### PERSISTENT POWER<sup>†</sup>

You make one of your powers last minutes instead of the fleeting seconds it usually does.

**Prerequisite:** Extend Power.

**Benefit:** A persistent power has its duration altered dramatically. A persistent power can change a powers duration to minutes instead of rounds at the cost of two extra uses of the ability to use or change the duration to hours instead of rounds at the cost of six extra uses of the ability. The persistent power can only be used on Kinetic Boost or Kinetic Defense. Both powers function only while the Harbinger is conscious and cease to function if the Harbinger is *unconscious* or dead.

### QUICKEN POWER<sup>†</sup>

You can manifest powers with but a moment's thought.

**Benefit:** Using a quickened power is a swift action. You can perform another action, even manifest another power, in the same round as you manifest a quickened power.

The quickened power cost an extra two uses of the ability to use.





"That's not been all bad. One of the things it took me years to be able to see, and even now I still find myself forgetting more often than I tenot to admit, is that my hubris with the seals did still result in some good. I still to this day have an internal debate about causation vs. correlation on this, but I feel it is correct to say that the horrors introduced to the world have made the people that survived all the harder, and nothing exemplifies that quite like the large array of useful skills that people have developed and honed.

In the formative years of this new post-Rise civilization's infancy, far fewer people would have survived, let alone thrived, had they not been able to hunt and cultivate, had they not been able to build and repair, had they not been able ultimately to learn and apply. But to me, that is the amazing part of humanity, which now includes our new siblings, the Descended, Progeny, and Lazarus; we adapt. No, not just adapt; we overcome. More than anything else in this world, more than our tools, more than our natural abilities, our ability to hone skills is what will ultimately give rise to humanity again."

Dr. Nicholas Dobrin - Journeyman



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 6 SKILLS

**N**EARLY LOST MY FOOTING WHEN I JUMPED to the building overhanging the freeway. For a fleeting moment I thought my balance had failed me. Maybe I wish it would have; sent me tumbling into the abyss and the sweet relief of death... away from the thing in my head. But then I saw what I came for; that young woman's lost dog. She paid us well in 'sources to not let the Risen get to it. I calmed it. I've always had a way with animals. Dogs have always put my mind at peace... but this one growled, could it sense the darkness within me? I curse you and the day you answered me.

## MASTER SKILLS LIST

### ACROBATICS

(Dex; **Armor Check Penalty**)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### APPRAISE

(Int)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### BLUFF

(Cha)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### CLIMB

(Str; **Armor Check Penalty**)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### COMPUTER USE

(Int), **Trained Only**

You are trained in operating computers and other circuit-based technology. You are able to repair circuit boards, network devices, and program.

**Check:** You can use the skill to do multiple actions with a computer system.

**Find information:** The DC for the check and the time required are determined by the size of the system on which the character is searching.

Complexity of System	DC	Time
Minor Processor (Calculator, scanner, etc.)	15	4 rounds
Major Processor (cell phone, laptop, video game unit, etc.)	20	1 minute
simple network (linked devices, single rack server, etc.)	25	6 minutes
Massive network (multiple servers, remote network, etc.)	30	20 minutes

**Defeat Computer Security:** The security program installed to defend the system determines the DC. If the check is failed the site alerts the administrator/owner of the attempt. If failing by 5 or more, the security system immediately locks itself, cutting off access, and notifies the administrator/owner. A locked system can only be unlocked by the administrator/owner password or by hacking into the system, security DC + 5.

Some sites might have more than one stage of security or security for key information. If the character beats a level of security DC by 10 or more, the character automatically succeeds at all subsequent security checks for the system of that security level and lower until the end of the character's session (see System Hacking below).

Level of Security	DC
Minimum	20
Average	25
Strong	30
Exceptional	35
Maximum	40

**System Hacking:** Hacking involves invading a system. Every system is overseen by an administrator/owner. The administrator/owner is the only person with access to all of a site's functions and data. A system can have more than one administrator/owner.

When a character hacks into a system it's called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future but it's a new session.

### Several steps are required to hack into a site:

**Covering Tracks:** A character can make a Computer Use check (DC 20) to alter the log information. This imposes a -5 penalty on any attempt made to identify the hackers' activity after their session is over or where the character is logged in if their activity is detected during their hacking session.

**Damaging a System:** A character can destroy information on a system to make use of that system harder or impossible. The DC for the attempt depends on what the character tries to do.

Crashing a system simply shuts it down. Its administrator/owner can restart it without making a skill check and takes 1 minute. Crashing a system takes half the time and has the same DC as Find Information.

Destroying programming makes the system harder to use until the programming is repaired. Destroying programming imposes a -4 penalty on all Computer Use checks made with the system. Destroying programming takes the same time and has the same DC as Find Information.

Fixing destroyed programming requires 1 hour and a Computer Use check with a DC equal to the damaging DC + 5.



**Defend Security:** If the character is the administrator/owner for a system they can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access the site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the system down. With a single computer, that's often no big deal—but on a large system with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the location from which the intruder is operating from. Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can

only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

**Detect Hack:** To detect a hack that happened on a system the administrator/owner can check the logs to

see if anyone has logged in or if any files have changed. The character uses the Find Information check DC, modified if the hacker successfully covered their tracks.

**Special:** A character can take 10 when using the Computer Use skill but not a 20.

A Splicer gets a +2 bonus on all Computer Use checks.

**Time:** Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

## CRAFT

### (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (Gunsmithing), Craft (Weaponsmith), Craft (Armorer), Craft (Chemical), Craft (General Items), Craft (Mechanical), Craft (Pharmaceutical), Craft (Structural), and Craft (Traps).

Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill.

**Check:** You can practice your trade and make a decent living, with each week of dedicated work your food requirements are met and you can earn your Craft check in resources.

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check result, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

In some cases, the fabricate spell can be used to achieve the results of a Craft check with no actual check involved. You must still make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship.

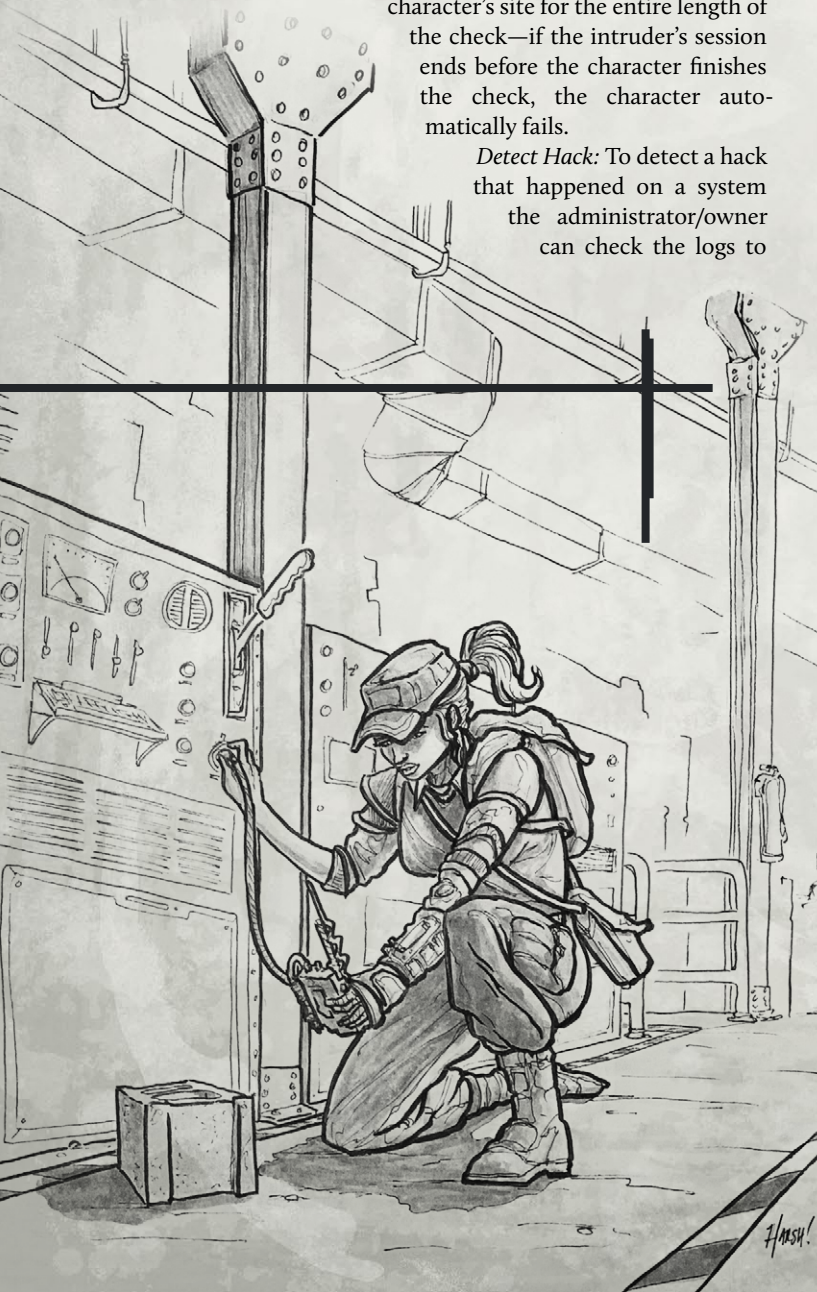
A successful Craft check related to woodworking in conjunction with the casting of the ironwood spell enables you to make wooden items that have the strength of steel.

When casting the spell minor creation, you must succeed on an appropriate Craft check to make a complex item.

All crafts require tools to give the best chance of success. If improvised tools are used, the check is made with a -2 penalty and the creator might be limited on why they can build. On the other hand, masterwork tools provide a +2 Circumstance bonus on the check.

To determine how much time and resources it takes to make an item, follow these steps:

1. Find the item's price in resources.
2. Find the item's DC from Table: Craft Skills.
3. Pay 1/2 the item's price in Mechanical resources (rounded down) and 1/2 of that amount in Combustible resources (rounded up) for the raw material cost. If the Mechanical cost would round down to zero then you still pay a minimum of 1 Mechanical and one Combustible but make three of the item. (see Craft skills in case of different cost)
4. Make an appropriate Craft check representing one week's worth of work. If the check succeeds, calculate how much you made the check and add 1. If the result equals half the base price of the item, then you have completed the item. (If the result equals or doubles the base price of the item,





then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner.) If the result doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total reaches half the base price of the item.

If you fail a check by 4 or less, you make no progress this week. If you fail by 5 or more, you ruin half of each of the raw materials (rounded up) and must pay the raw material cost that was lost to continue.

**Progress by the Day:** You can make checks by the day instead of by the week. In this case your progress (check result) should be divided by the number of days in a week (rounded up).

**Create Masterwork Items:** You can make a masterwork item: a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. The cost you pay for the masterwork component is the given amount in Mechanical resources and 1/2 in Combustible, just as it is for the cost in raw materials to craft the base item.

Generally, a character can take 10 when using a Craft skill to construct an object but cannot take 20. You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item in half the time rounded up. You must decide whether to increase the DC before you make your craft check.

**Repair Items:** You can repair an item by making checks against the same DC that it took to make the item in the first place (Pre-rise items adding 5 to DC). Tools can repair items that they cannot build but with a negative modifier added to the check (see skill). The general cost of repairing an item is 1/4 its resource cost in Mechanical resources rounded down, min 1, plus half of that in Combustible resources rounded up. Failure means no progress and failing by 5 or more means the resources used to fix the item are destroyed.

## Armorer (Craft)

This skill allows a character to build armor from scratch. The character decides what type of armor they want to construct. The type of item and the build quality determine the DC and base build time.

Armor builds	Craft DC
Armor or shield	10 + AC bonus
Masterwork armor	20
Modification to armor	See Item description

**Multipurpose Tool:** Can be used to build or repair light armors, bucklers, and light shields. Can be used to modify light armors, bucklers, and light shields. Cannot build masterwork armor, armor modification. Can repair medium armor, heavy shields at a -4. Can repair heavy armor at a -8.

**Basic Mechanical Tool Kit:** Can be used to make light, medium, heavy armors and any type of shield. Can be used to make

masterwork armors or masterwork shields but at a -4 to the craft check. Can be used to build modifications for armors and modify all types of armor. Can repair light, medium, heavy armors and any type of shield.

**Deluxe Mechanical Tool Kit:** Can be used to make any armor, shield, masterwork armor or shield, modifications for armors and modify any armor. Can repair any armor or shield.

**Special:** A character without tools listed above takes a -2 penalty on Craft (Armorer) checks, cannot build above light armor nor build any modifications or modify armor, and repairs armors with the modifiers and restrictions of a multipurpose tool in additions to the base -2.

## Chemical (Craft)

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances. It can also be used to convert a Consumable resource into a Combustible.

**Combustible:** One Mechanical and one Consumable resource can be converted into one Combustible resource (DC 15). It takes two hours to do and you need a chemical kit or take a -4 to the check.

You can also make resin out of Combustible resources. Resin is fairly stable but will burn if ignited. Resin burns for 10 rounds per Combustible resource reduced down into it and deals 1 points of damage. 100 resources reduce down to a quarter pound of resin. DC 20 check.

**Acids and Bases:** Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Acid Craft DC	Base Craft DC
Mild (1d6/1d10) <sup>1</sup>	15	10
Potent (2d6/2d10) <sup>1</sup>	20	15
Concentrated (3d6/3d10) <sup>1</sup>	30	20

<sup>1</sup> The damage in parentheses are contact/immersion per round.

**Explosives:** Building an explosive is dangerous. If the Craft (Chemical) check fails, half the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius.

The character may also build scratch-built explosives that are mainly used for demolitions and not combat situations as they are rudimentary and not refined. The resource cost and DC are different than other explosives (see chart) but follow the same rules for building explosives. If the check succeeds, the final product is a solid material, about the size of a brick and weights 1 lb. per dice of damage it deals. A scratch-built explosive does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

**Explosive Ammo, Hand Grenades, Explosives, and Chemical Weapons:** Each of these items requires a Craft (Chemical) check (in item description), a chemical kit and the use of tools. If the character doesn't have any of the listed tools below then they gain a -10 overall to crafting any of these items. A character without a chemical kit takes a -4 penalty on Craft (Chemical) checks and cannot create anything with a base DC higher than 15.



## EXPLOSIVES

Type of Scratch-Built Explosive	Resources <sup>2</sup>	Craft DC	Reflex DC (save for half damage)
Improvised (1d6/5 feet) <sup>1</sup>	1/1	10	12
Simple (2d6/5 feet) <sup>1</sup>	2/2	13	13
Moderate (4d6/10 feet) <sup>1</sup>	3/5	16	16
Complex (6d6/15 feet) <sup>1</sup>	4/8	19	19
Powerful (8d6/20 feet) <sup>1</sup>	5/11	22	22
Devastating (10d6/25 feet) <sup>1</sup>	6/14	25	25

<sup>1</sup> The figures in parentheses are typical damage/burst radius for each type of explosive.

<sup>2</sup> Resources are Mechanical/Combustible.

**Multipurpose Tool:** Can be used to build all of these items but gives a -8 to the roll.

**Basic Mechanical Tool Kit:** Can be used to build all of these items but gives a -4 to the roll.

**Deluxe Mechanical Tool Kit:** Can be used to build ammo with no negatives.

**Poisonous Substances:** Characters can make poisons using Craft (chemistry). The DC to make a poison is equal to its Fortitude save DC. Rolling a natural 1 on a Craft skill check while making a poison exposes the crafter to the poison. Poisons are made in 1 dose increments.

**Special:** A character without a chemical kit takes a -4 penalty on Craft (Chemical) checks and cannot create any chemical above DC 15.

If the character building explosive ammo, hand grenades and explosives, or chemical ranged weapons doesn't have any of the listed tools they gain a -10 overall to crafting any of these items.

## General Item (Craft)

You can craft general items needed in every-day life. Baskets, cloth, clothing, glass, jewelry, leather, pottery, shoes, tools, kits, or any other common item that is not encompassed in another craft skill. The Game Master has final say on what you can and can't build and what the cost of resources is if none are available.

Type of General Item (Examples)	Craft DC
Simple Item (rope, iron pot, clothing, shoes)	10
High-quality Item (deluxe clothing, boots, chain, bell)	15
Complex Item (multipurpose tool, lock, proof coil welded chain, spell focuses)	20
Superior Item (Basic Mechanical tool kit, deluxe kits)	25
Advanced Item (Deluxe Mechanical tool kit)	30

**Multipurpose Tool:** Can build up to superior items but takes a -4 when building complex items and a -8 to superior items. Can repair up to superior items but takes a -4 to repair complex items and a -8 to superior items.

**Basic Mechanical Tool Kit:** Can build up to advanced items but takes a -4 when building advanced items. Can repair up to advanced items but takes a -4 to repair advanced items.

**Deluxe Mechanical Tool Kit:** Can build and repair up to advanced items.

**Special:** A character without tools listed above takes a -2 penalty on Craft (general item) checks, cannot build above

simple items, and repairs general items with the modifiers and restrictions of a multipurpose tool in additions to the base -2.

## Gunsmithing (Craft)

This skill allows a character to build guns from scratch. When building from scratch, the character describes the kind of firearm they want to construct. The type of item determines the base DC. Quality works like masterwork for firearms, as a second roll to do after the initial build is done. A firearm is not fully built until both build checks are fulfilled.

New firearms condition is always *maintained*. This is added to the cost when calculating the value when rolling the firearms base Craft check.

Weapon builds	Post-rise Craft DC*
Simple (Simple firearms)	15
Moderate (Martial firearms)	20
Complex (Exotic firearms)	25

\* Muzzleloaders Craft DC is 5 lower than the standard DC.

Quality	Craft DC
Desperate (Hack Job)	10
Simple (Jury Rigged gun)	15
Moderate (Standard gun)	20
Complex (Smith/Factory gun)	25
Advanced (Custom gun)	30

**Multipurpose tool:** Can be used to build simple firearms and up to desperate (hack job) quality only. Cannot be used to make modifications or modify firearms. Can repair all firearms but at a -4 for martial or exotic firearms, jury rigged or standard quality; -8 for Pre-rise firearms and firearms of smithed or custom quality. Use the highest negative modifier. Can be used to increase condition as normal but not repair *broken* to *abused*.

**Basic Mechanical Tool Kit:** Can be used to make simple, martial and exotic firearms. Can only make up to moderate (standard) quality. Can make modifications for all post-rise firearms and modify all post-rise firearms; can make modifications for all Pre-rise or Post-rise firearms and modify all Pre-rise or Post-rise firearms but at a -4. Can repair all firearms but -4 for Pre-rise firearms or firearms of smithed and custom quality. Can be used to increase condition as normal and can repair *broken* to *abused*.



## POISONOUS SUBSTANCES

Name	Type	Fort DC	Onset	Frequency	Effect	Cure	Cost
Arsenic	ingested	13	10 min.	1/min. for 4 min.	1d2 Con	1 save	9 resources
Belladonna	ingested	14	10 min.	1/min. for 6 min.	1d2 Str	1 save	8 resources
Snake venom	injury	13	—	1/rd. for 6 rds.	1d2 Con	1 save	9 resources
Highly Venomous snake	Injury	17	—	1/rd. for 6 rds.	1d3 Con	2 saves	48 resources
Darkland Nelumbo extract <sup>1</sup>	contact	20	1 min.	1/rd. for 6 rds.	1d6 Con	2 saves	180 resources
Bloodroot <sup>1</sup>	injury	12	1 rd.	1/rd. for 4 rds.	1 Con and 1 Wis	1 save	4 resources
Chloroform <sup>2</sup>	Inhaled	14	—	1/rd. for 2 rds	1 Con/ <i>unconscious</i> 1d3 hours	1 save	5 resources
Burnt Dark-fungus fumes <sup>3</sup>	inhaled	18	—	1/rd. for 6 rds.	1 Con drain/1d3 Con	2 saves	84 resources
Chloral Hydrate	ingested	18	10 min.	1/min. for 6 min.	1d3 Dex/ <i>unconscious</i> 1d3 hours	2 saves	32 resources
Deathblade <sup>1</sup>	injury	20	—	1/rd. for 6 rds.	1d3 Con	2 saves	72 resources
Demon bile <sup>3</sup>	contact	20	—	1/rd. for 6 rds.	1d3 Str	1 save	30 resources
Darkland giant hornet poison	injury	18	—	1/rd. for 6 rds.	1d2 Dex	1 save	9 resources
Puffer Poison	injury	13	—	1/min. for 2 mins.	1d6 Str/paralysis for 2d6 mins	1 save	7 resources
Demon-blood oil <sup>3</sup>	injury	13	—	1/rd. for 4 rds.	1 Con	1 save	4 resources
Hemlock	ingested	18	10 min.	1/min. for 6 min.	1d6 Dex, see text	2 saves	100 resources
Idiot moss <sup>1</sup>	ingested	14	10 min.	1/min. for 6 min.	1d3 Int	1 save	5 resources
Insanity mist <sup>1</sup>	inhaled	17	—	1/rd. for 6 rds.	Hallucinations <sup>4</sup> / 1d2 Wis	1 save	60 resources
Mind fog <sup>1</sup>	inhaled	14	—	1/rd. for 4 rds.	1 Wis/1d2 Wis	1 save	40 resources
Nightmare vapor <sup>1</sup>	inhaled	20	—	1/rd. for 8 rds.	1 Wis and <i>confused</i> 1 round	2 saves	80 resources
Highly poisonous scorpion/spider	injury	17	—	1/rd. for 6 rds.	1d2 Str	1 save	8 resources
Dark-licorice Fern root paste <sup>1</sup>	contact	16	1 min.	1/min. for 6 min.	1d2 Dex	1 save	10 resources
Poisonous scorpion/spider venom	injury	14	—	1/rd. for 4 rds.	1d2 Str	1 save	6 resources
Nerve Gas	inhaled	20	—	1/rd. for 6 rds.	1d6 Con/2d4 Con	2 saves	144 resources
Night-root	contact	13	1 min.	1/min. for 6 min.	1d3 Con	1 save	26 resources
Darkland mountain cedar pollen <sup>1</sup>	contact	16	1 min.	1/min. for 6 min.	2d12 hp/1 Con	1 save	12 resources
Cyanide	injury	17	—	1/rd. for 6 rds.	1 Con drain/1d3 Con	2 save	84 resources
Darkland centipede poison <sup>1</sup>	injury	11	—	1/rd. for 4 rds.	1 Dex	save	4 resources
Darkland Death Camas bulb oil <sup>1</sup>	contact	16	1 min.	1/min. for 6 min.	1d3 Dex	1 save	16 resources
Refined thiol gas	inhaled	15	—	1/rd. for 4 rds.	1 Cha drain/1d2 Cha	1 save	40 resources
Paris Green	ingested/ inhaled	16	10 min.	1/min. for 6 min.	1d3 Con	1 save	20 resources

<sup>1</sup> Poison comes from a plant or animal found in the Darklands.

<sup>2</sup> Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject usually requires a successful grapple check and pin check.

<sup>3</sup> Demons decompose quickly (1 hour per HD until completely gone). These items must be harvested either while the demon is alive or within the first hour of their death.



# CRAFT

*Deluxe Mechanical Tool Kit:* Can be used to build all types of firearms and all qualities. Can make all modifications and modify all firearms. Can repair all firearms and repair *broken* to *abused*.

## Repairing Firearms:

Fixing a firearm from the *broken* condition uses same rules but moves firearm to the *abused* condition.

*Improving Condition:* Improving the condition of a firearm is DC (10 + cost of the condition level the firearm is moving to). The firearm must be repaired from *broken* to *abused*, it cannot have its condition improved from *broken* to *abused*.

*Crating a firearm modification:* Follow the Crafting guidelines set by the modification.

*Monthly Upkeep:* Monthly upkeep of the firearms condition comes at a cost of 1 Mechanical and 2 Combustible resources and a Craft (Gunsmithing) check, DC 15. Failure to do this reduces the firearm's condition by 1 step if it was used during that month. A firearm that is not used at all needs this upkeep only once every 6 months.

\*Firearms have quality types for their builds. Because of this there is no masterwork for firearms. You cannot increase the quality of a gun, as that is determined when the gun is made.

*Firearm Ammo:* Creating ammo for firearms is a simple matter for gunsmiths. Gunsmiths are able to make all ammo except for explosive ammo, which takes Craft (Chemical). To craft ammo the gunsmith needs at least a multipurpose tool and 1 Combustible and Mechanical resource. Crafting ammo takes 1 day of work for every 5 resources of ammunition (minimum 1 day).

Ammo	Craft DC
Muzzleloader, Light Load, Rubber Shot	15
Standard load, Scatter Shot	20
Hot Load, Slug Shot	25

*Multipurpose Tool:* Can be used to build ammo up to standard load and scatter shot but gives a -8 to the roll.

*Basic Mechanical Tool Kit:* Can be used to build all types of ammo but gives a -4 to the roll for hot loads and slug shots.

*Deluxe Mechanical Tool Kit:* Can be used to build ammo with no negatives.

**Special:** A character without the tools listed above takes a -2 penalty on Craft (Gunsmithing) checks when making firearms, can only make muzzleloaders of desperate (hack job) quality, and repairs firearms with the modifiers and restrictions of a multipurpose tool, using the highest modifier, in addition to the base -2.

A character trying to build ammo without the tools listed above can only create above Muzzleloader ammo and has an overall -10 to their Craft check.

## Mechanical (Craft)

This skill allows a character to build Mechanical devices from scratch, including engines and engine parts, audio/video equipment, timers, scopes, or other gadgets. When building a device from scratch, the character describes the kind of device they want to construct; then the Game Master decides if the device is simple, moderate, complex, advanced, or superior.

Type of Scratch-Built Mechanical Device (Examples)	Craft DC
Simple (timer or detonator, most gear)	15
Moderate (radio direction finder, electronic lock, most kits)	20
Complex (most vehicles and components, computer, deluxe kits,)	25
Advanced (military land vehicles; most aircraft, helicopters, and boats)	30
Superior (military aircraft and helicopters, patrol boats)	40

*Multipurpose Tool:* Can be used to build fuses (see Splicer) or simple Mechanical devices. Can repair up to complex devices but takes a -4 to moderate and a -8 to complex devices. Cannot repair advanced or superior devices.

*Basic Mechanical Tool Kit:* Can be used to make simple, moderate and complex Mechanical devices. Can repair all devices but takes a -4 to advanced devices and a -8 to superior devices.

*Deluxe Mechanical Tool Kit:* Can be used to build and repair all types of Mechanical devices.

**Special:** A character without the tools listed above takes a -2 penalty on Craft (Mechanical) checks, cannot build above simple devices, and repairs Mechanical devices with the modifiers and restrictions of a multipurpose tool in additions to the base -2.

A character with the Builder feat gets a +2 bonus on all Craft (Mechanical) checks.

## Pharmaceutical (Craft)

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses, lessen pain or afflictions, and to boost aspects of people.

*Disease:* A medicinal drug gives a +2 Circumstance bonus on Fortitude saves made to resist the effects of a disease. The Craft (Pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it. Craft (Pharmaceutical) check is failed by more than 5 then the drug does the opposite and grants a -2 to the check it is used for.

Disease Fortitude Save DC	Resources	Craft DC
14 or lower	1	15
15-18	2	20
19-22	3	25
23 or higher	4	30

*Pain and Treatment Drugs:* A drug can be crafted to lessen the pain associated with afflictions and help in treatment. The Craft (Pharmaceutical) check is based on the DC of the treatment it is intended for with the Heal skill. The drug grants the user a +2 to their Heal check when using them for the treatment of their patient. If the Craft (Pharmaceutical) check is failed by more than 5 then the drug does the opposite and grants a -2 to the Heal check it is used for.

*Drugs, Narcotics:* A character can craft narcotic drugs. The DC to make a drug is equal to its addiction DC. Rolling a natural 1 on a Craft skill check while making a drug exposes the crafter to the drug.



## STRUCTURES

Type of Scratch-Built Structure	Resources	Craft DC	Usual build time
Rudimentary (lean to, wood fence)	2/1	10	1 day
Simple (bookcase, false wall)	4/2	15	2 days
Moderate (shed, house deck, well)	8/4	20	3-4 days
Complex (Small bunker, domed ceiling)	16/8	25	6-10 days
Advanced (house)	32/16	30	60-100 days

**Special:** A character without a pharmacist kit takes a -4 penalty on Craft (Pharmaceutical) checks and cannot create anything pharmaceutical above a DC 15.

### Structural (Craft)

This skill allows a character to build wooden, concrete, metal or earthen structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

The resource cost is just the cost of resources needed by the skill to do the job, this does not include the resources the job actually needs itself.

When building a structure from scratch, the character describes the kind of structure they want to construct; then the GM decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

**Multipurpose Tool:** Can be used to build rudimentary structures at usual build time and simple structures but at double build time. Can repair up to moderate structures but takes a -4 to simple structures and a -8 to moderate.

**Basic Mechanical Tool Kit:** Can be used to make up to complex structures at usual build time and advanced structures but at double build time. Can repair up to advanced structures but takes a -4 to advanced structures.

**Deluxe Mechanical Tool Kit:** Can be used to build all type of structures but builds rudimentary and simple at half build time.

**Special:** A character without the tools listed above takes a -2 penalty on Craft (Structural) checks, cannot build above rudimentary structures which take double the time, and repairs structures with the modifiers and restrictions of a multipurpose tool in additions to the base -2.

A character with the Builder feat (Structural) gets a +2 bonus on all Craft (Structural) checks.

### Trap (Craft)

Designing new traps is a simple process. Start by deciding what type of trap you want to create.

**Mechanical Traps:** Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (Traps) checks a character must make to construct the trap.

**Magic Traps:** As with Mechanical Traps, decide what elements you want and then determine the CR of the resulting trap (see CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he, or an ally, must have the Craft Wondrous Item feat. In addition, he must be

able to cast the spell or spells that the trap requires—or he must be able to hire an NPC to cast the spells for him.

### Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see Table: CR Modifiers for Mechanical Traps or CR Modifiers for Magic Traps) to the base CR for the trap type.

**Mechanical Trap:** The base CR for a Mechanical Trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

**Magic Trap:** For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see CR Modifiers for Magic Traps).

**Average Damage:** If a trap (Mechanical or Magical) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 10. If the trap is designed to hit more than one target, multiply this value by 2. If the trap is designed to deal damage over a number of rounds, multiply this value by the number of rounds the trap will be active (or the average number of rounds, if the duration is variable). Use this value to adjust the Challenge Rating of the trap, as indicated on Table: CR Modifiers for Mechanical Traps. Damage from poison does not count toward this value, but extra damage from pit spikes and multiple attacks does.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.





## COST MODIFIERS: MECHANICAL TRAPS

Feature	CR Modifier
<b>Perception DC</b>	
15 or lower	-1
16-20	—
21-25	+1
26-29	+2
30 or higher	+3
<b>Disable Device DC</b>	
15 or lower	-1
16-20	—
21-25	+1
26-29	+2
30 or higher	+3
<b>Reflex Save DC (Pit or Other Save-Dependent Trap)</b>	
15 or lower	-1
16-20	—
21-25	+1
26-29	+2
30 or higher	+3
<b>Attack Bonus (Melee or Ranged Attack Trap)</b>	
+0 or lower	-2
+1 to +5	-1
+6 to +10	—
+11 to +15	+1
+16 to +20	+2
Touch attack	+1
<b>Damage/Effect</b>	
Average damage	+1 per 10 points of average damage

## COST MODIFIERS: MAGICAL TRAPS

Feature	CR Modifier
Alarm spell used in trigger	—
Highest-level spell effect	+ Spell level
Damaging spell effect	+1 per 10 points of average damage
<b>One-Shot Trap</b>	
Each spell used	+2 resources × caster level × spell level
Material components	+Material component costs
<b>Automatic Reset Trap</b>	
Each spell used	+20 resources × caster level × spell level
Material components	+Material component costs × 10

Feature	CR Modifier
<b>Miscellaneous Features</b>	
Automatic reset	+1
Liquid	+5
Multiple targets (non-damage)	+1
Never miss	+2
Proximity or visual trigger	+1
<b>Poison</b>	
Snake Venom	+1
Darkland Lotus Extract	+8
Bloodroot	+1
Chloroform	+1
Burnt Dark-Fungus Fumes	+6
Deathblade	+5
Demon Bile	+6
Darkland Giant Hornet Poison	+3
Demon-Blood Oil	+1
Insanity Mist	+4
Highly Poisonous Scorpion/Spider	+3
Dark-Licorice Root Paste	+3
Poisonous Scorpion/Spider	+2
Night-Root	+4
Darkland Mountain Cedar Pollen	+3
Cyanide	+3
Darkland Centipede Poison	+1
Darkland Death Camus Bulb Oil	+5
Refined Thiol Gas	+3

## CRAFT (TRAPS) DCS

Trap CR	Base Craft (Traps) DC
1-5	20
6-10	25
11-15	30
16+	35
Additional Components	Modifier to Craft (Traps) DC
Proximity trigger	+5
Automatic reset	+5





**Multiple Traps:** If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

**Multiple Dependent Traps:** If one trap depends on the success of the other (that is, you can avoid the second trap by not falling victim to the first), characters earn XP for both traps by defeating the first one, regardless of whether the second one is also sprung.

**Multiple Independent Traps:** If two or more traps act independently (they do not depend on one another to activate), characters only earn XP for traps that they defeat.

### Mechanical Trap Cost

The cost of a Mechanical trap is 30 Mechanical and 10 Combustible resources  $\times$  the trap's Challenge Rating. If the trap uses spells in its trigger or reset, add those costs separately. If the trap has an automatic reset, increase the cost by half (+50%). Particularly simple traps, such as pit traps, might have a greatly reduced cost, subject to GM discretion. Such traps might cost as little as 10 Mechanical resource  $\times$  the trap's Challenge Rating.

After you've determined the cost by Challenge Rating, add the price of any additional items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or additional item cost by 5 to provide an adequate supply of doses.

**Multiple Traps:** If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps.

### Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap, determine the Craft (Traps) DC by referring to the values and modifiers given on Table: Craft (Traps) DCs.

**Making the Checks:** To determine how much progress a character makes on building a trap each week, that character makes a Craft (Traps) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

### Magic Device Trap Cost

Building a magic device trap involves the expenditure of resources and requires the services of a spellcaster. Table: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except *alarm*, which is free unless it must be cast by an NPC).

**The costs derived from Table:** Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them, those costs must be factored in as well (see Equipment).

A magic device trap takes 1 day to construct per 20 resources of its cost.

**Multipurpose Tool:** Can be used to build traps up to CR 5 with no modifier and CR 6-10 with a -4. Can repair up to CR 10 traps but takes a -4 to CR 6-10 traps.

**Basic Mechanical Tool Kit:** Can be used to make up to CR 15 traps with no modifier and CR 16-20 with a -4. Can repair up to CR 20 traps but takes a -4 CR 16-20 traps.

**Deluxe Mechanical Tool Kit:** Can be used to build tarps of any CR.

**Special:** A character without the tools listed above takes a -2 penalty on Craft (Traps) checks, cannot build above CR 5, and repairs traps with the modifiers and restrictions of a multipurpose tool in addition to the base -2.

### Weaponsmithing (Craft)

This skill allows a character to build simple, martial, and exotic weapons from scratch. When building a weapon the character decides the kind of weapon they want to construct. The type of item and the build quality determine the DC and base build time.

Weapon builds	Craft DC
Simple (Simple weapons)	12
Moderate (Martial weapons)	15
Complex (Exotic weapons)	18
Masterwork weapons	20

**Multipurpose Tool:** Can be used to build and repair simple weapons. Can repair martial and exotic weapons at a -4. Cannot be used to craft masterwork simple weapons.

**Basic Mechanical Tool Kit:** Can be used to make simple, martial, and exotic weapons. Can be used to craft masterwork weapons but at a -4. Basic Mechanical tool kit can repair all weapons.

**Deluxe Mechanical Tool Kit:** Can be used to make simple, martial and exotic weapons and masterwork weapons and repair them all with no negatives.

**Special:** A character without the tools listed above takes a -2 penalty on Craft (Weaponsmith) checks, can only build simple weapons, and repairs weapons with the modifiers and restrictions of a multipurpose tool in additions to the base -2.

### DEMOLITIONS

#### (Int; Trained Only)

**Check:** Depending on what is to be done with the explosive determines the difficulty to set the explosive. In general, the DC to set a simple explosive to go off at a general spot is 10.

**Set Detonator:** Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a character to set the DC for setting and disarming the explosive with a minimum DC of 10. A Demolitions check is then made against the DC to set the detonator. Failure means that the explosive fails to go off as planned but is still armed and must be disarmed to be made safe. Failure by 10 or more means the explosive goes off as the detonator is being installed.

**Place Explosive Device:** Placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by the explosive.

The GM secretly makes the check for the character. On a result of 20 or higher, the explosive deals double damage to the structure. On a result of 30 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

**Disarm Explosive Device:** Disarming an explosive that has been set to go off requires a Demolitions or Disable Device check. The DC is set when the detonator is connected. If the



character fails the check, they do not disarm the explosive. If the character fails by more than 5, the explosive goes off.

**Action:** Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the structure.

**Try again:** Yes, but dependent on the action taken and the amount of failure.

**Special:** A character can take 10 when using the Demolitions skill but can't take 20.

A character without a demolitions kit takes a -4 penalty on Demolitions checks. This including disarming explosives with Disable Device.

Making an explosive requires the Craft (Chemical) skill. See that skill description for details.

A character placing explosives to do structural damage can roll a Knowledge (Construction) or Knowledge (Physical Science) to gain a +2 to the check for placing the explosive (DC 15). Failing the check by 10 or more (or a natural 1) gives the wrong impression and gives the character a -2. A character can use both skills on one roll.

## DIPLOMACY

(Cha)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DISABLE DEVICE

(Dex; Armor Check Penalty; Trained Only)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exceptions below.

**Special:** If you have the Deft Hands feat, you get a bonus on Disable Device checks (see Feats).

A character using improvised tools for Disable Device gains a -2 Circumstance penalty to checks.

A Finder (Jackal) who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it without disarming it. A Finder (Jackal) can rig a trap so their allies can bypass it as well.

A Keeper (Jackal) who beats a Mechanical trap's DC by 10 or more can study the trap, figure out how it works, and add a bypass or change the bypass without disarming it. The bypass is changed or added to the trap at the cost of 1 Mechanical resource and one hour of work per CR. The old bypass seems to work unless a Perception check is made, DC determined by the trap.

**Restriction:** Characters with the trap finding ability (like Finder Jackals) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

## DISGUISE

(Cha)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.





## DRIVE

(Dex; Trained)

You are able to operate most land and water vehicles.

**Check:** Routine tasks, such as ordinary or safe driving, require a simple DC 10 check. For simple maneuvers or stunts or any other circumstances such as severe weather, icy surfaces, unsafe driving, or anything else requiring intense concentration can increase the check DC. Combat driving or driving while in combat requires a DC 20 check.

For every 200 ft. of movement the vehicle is currently moving the Drive check DC is increased by +2.

**Action:** Varies. Entering or exiting a vehicle is normally a move action. Other checks are a move action, standard action, a free action, or no action at all, as noted in Vehicles section of Chapter 7: Trading Post.

**Try Again:** Driving checks can have consequences for failure that make trying again impossible.

**Special:** A character can take 10 when driving but can't take 20.

There is no penalty for operating a general-purpose motor vehicle such as cars, SUVs, trucks, vans, military SUV, and recreational vehicles. Other types of motor vehicles require the corresponding Vehicle Expert feat, or the character takes a -4 penalty on Drive checks.

A character with the Vehicle Expert feat (Drive skill) gets a +2 bonus on all Drive checks and allows the character to operate all non-flying vehicles without a -4 penalty.

**Time:** A Drive check is a move action.

## ESCAPE ARTIST

(Dex; Armor Check Penalty)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## FLY

(Dex; Armor Check Penalty)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## HANDLE ANIMAL

(Cha; Trained Only)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## HEAL

(Wis)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exceptions below.

Task	DC
Revive a dazed, stunned, or unconscious (first aid kit or medical kit only)	15
First aid	15
Long-term care	15
Treat wounds from caltrops, <i>spike growth</i> , or <i>spike stones</i>	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

**Revive a Dazed, Stunned, or Unconscious Character:** (first aid kit or medical kit only) The character can remove the *dazed*, *stunned*, or *unconscious* condition from a character. A successful

check removes the *dazed*, *stunned*, or *unconscious* condition from an affected character. This cost one use from either kit. The character can't revive an *unconscious* character who is at -1 hit points or lower without first stabilizing the character.

**Action:** Surgery takes multiple hours.

## INTIMIDATE

(Cha)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## INVESTIGATE

(Int; Trained Only)

You are able to discern clues or and make sense of evidence to put together what most likely happened in a situation.

**Check:** A character generally uses perception to discover clues and Investigate to analyze them. A character is able to put together what might have happened based on the clues and evidence they found: discerning the signs of a scuffle, blood splatter pattern, angles of fire, hiding or modifying of evidence, or anything else a with in this scope. The analysis or conclusion the character comes up with is based on the clues or evidence find and piece together, it does not necessarily exactly what happened but can help the character understand what probably happened.

**Analyze Clue:** The character can make an Investigate check to apply forensics knowledge to a clue and extract extra information from a clue they have found. This use of the Investigate skill does not require an evidence kit.

The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event (max modifier +10)	+1
Scene is outdoors	+2
Scene slightly disturbed	+1
Scene moderately disturbed	+2
Scene extremely disturbed	+3
Circumstances	DC Modifier
Every day since event (max modifier +10)	+1

**Collect Evidence:** The character is able to collect items they have found in a manner that preserve it for study. The character can collect and prepare evidence for analysis. This use of the Investigate skill requires an evidence kit.

To collect a piece of evidence, the GM makes an Investigate check (DC 15) modified by the circumstance modifiers. If the character succeeds, the evidence is usable. If the character fails the evidence is tainted and grants a negative penalty on any Investigate check using it equal to the amount failed by. If the character fails by 10 or more the evidence is destroyed or beyond preserving. On the other hand, if the character succeeds by 10 or more, the evidence gains a +2 Circumstance bonus on Investigation checks when using the evidence.

**Action:** Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

**Try Again:** Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.



## KNOWLEDGE SKILL DCs

Task	Knowledge Skill	DC
Identify auras while using detect magic	Supernatural	15 + spell level
Identify a spell effect that is in place	Supernatural	20 + spell level
Identify materials manufactured by magic	Supernatural	20 + spell level
Identify a spell that just targeted you	Supernatural	25 + spell level
Identify the spells cast using a specific material component	Supernatural	20
Identify underground hazard	Speleology	15 + hazard's CR
Identify mineral, stone, or metal	Speleology	10
Determine slope	Speleology	15
Determine depth underground	Speleology	20
Identify dangerous construction	Construction	10
Determine a structure's weakness	Construction	20
Identify a creature's ethnicity or accent	Geography	10
Recognize regional terrain features	Geography	15
Know location of near-Est noteworthy site	Geography	20
Know recent or historically significant event	History	10
Determine approximate date of a specific event	History	15
Know obscure or ancient historical event	History	20
Know local laws, rulers, and popular locations	Streetwise	10
Know a common rumor or local tradition	Streetwise	15
Know hidden organizations, rulers, and locations	Streetwise	20
Identify natural hazard	Nature	15 + hazard's CR
Identify a common plant or animal	Nature	10
Identify unnatural weather phenomenon	Nature	15
Determine artificial nature of feature	Nature	20
Know the names of the planes	Multiverse	10
Recognize current plane	Multiverse	15
Identify a creature's planar origin	Multiverse	20
Recognize a common deity's symbol or worshipper	Theology/Philosophy	10
Know common mythology and tenets	Theology/Philosophy	15
Recognize an obscure deity's symbol or worshipper	Theology/Philosophy	20
Identify a monster's abilities and weaknesses	Varies	10 + monster's CR

**Special:** A character can take 10 when making an Investigate check, but cannot take 20.

Collecting and analyzing evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

## KNOWLEDGE

### (Int; Trained Only)

You are educated in a field of study and can answer both simple and complex questions. Like the Craft, Perform, and Profession skills, Knowledge actually encompasses a number of different specialties. Below are listed typical fields of study.

- Beast (Constructs, magical beasts, aberration, cryptids, and outsider [other than demon, angel, and devil])
- Behavioral Sciences (Psychology, sociology, and criminology)
- Business and Civics (Business procedures, investment strategies, bureaucratic procedures, legislation, litigation, obligations, political and governmental processes)
- Construction (Buildings, aqueducts, bridges, and fortifications)
- Demonology (Demons and demon-kind, demon culture, myths, ancient mysteries, and legends)
- Earth and Life Sciences (Biology, genetics, geology, paleontology, medicine and forensics)
- Geography (Lands, terrain, climate, natural phenomena, Cartography)
- History (Events, personalities, cultures of the past, wars, Colonies, migrations, founding of cities) Archaeology and antiquities)
- Multiverse (Planar magic, Higher Realm, Lower Realm, Purgatory, Paradox, Infinity, Eternity, the Veil, and any other plane of existence)
- Nature (Animals, plants, seasons and cycles, weather, vermin)
- Physical Sciences (Astronomy, chemistry, mathematics, physics, and engineering)
- Popular Culture (Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming)



- Speleology (Caverns, spelunking, and underground dangers)
- Streetwise (Local legends, personalities, inhabitants, laws, customs, traditions, culture, history, underworld personalities and events)
- Supernatural (The occult, magic, the supernatural, astrology, numerology, ancient mysteries, magic traditions, arcane symbols, and legends)
- Tactics (Techniques and strategies for disposing and maneuvering forces in combat)
- Theology and Philosophy (Ethics, philosophical concepts, religious faith, mythic history, practice, ecclesiastic traditions, holy symbols and experience) Angels, other Higher-realm creatures including devils)
- Undead (Undead and undead-kind, myths, ancient mysteries, and legends)

**Check:** Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

You can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's CR. For common monsters, such as a tiger, the DC of this check equals 5 + the monster's CR. For particularly rare monsters, such as Eclipse, the DC of this check equals 15 + the monster's CR, or more. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information. Many of the Knowledge skills have specific uses as noted on Table: Knowledge Skill DCs.

**Action:** Usually none. In most cases, a Knowledge check doesn't take an action (but see "Untrained," below).

**Try Again:** No. The check represents what you know and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

**Untrained:** You cannot make an untrained Knowledge check with a DC higher than 10. If you have access to an extensive library that covers a specific skill, this limit is removed. The time to make checks using a library, however, increases to 1d4

hours. Particularly complete libraries might even grant a bonus on Knowledge checks in the fields that they cover.

## LINGUISTICS

(Int; Trained Only)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with exceptions below

**Learn a Language:** Whenever you put a rank into this skill, you learn to speak and read a new language.

**Learn to read two languages already spoken:** Whenever you put a rank into this skill, you learn to read two languages you can only speak.

**Read Angelic or Demonic:** Demonic and Angelic languages are actually rune based, meaning each character is a thought, idea, or concept and not a letter. Because of this, creatures who have learned these languages, including Descended or Progeny, have to decipher the writings at a DC 30. Only creatures native to such places can read their native language without a check.

Task	Linguistics Check
Read angelic	DC 30
Read demonic	DC 30

## PERCEPTION

(Wis)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with exceptions below

Detail	Perception DC
Gun fire	-20
Hear silenced gun fire	See Suppressor
Hear a running modern vehicle	10
Perception Modifiers	DC Modifier
per 200 ft. per round of a vehicle speed	-1

**Action:** Most Perception checks are reactive, made in response to observable stimulus. Intentionally searching for stimulus is a move action.





# PERFORM

## PERFORM

(Cha)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with exceptions below

- Act (comedy, drama, pantomime)
- Brass instruments (trombone, bugle, trumpet, tuba, didgeridoo, French horn, conch, natural horn)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ, synthesizer)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong, cymbals, xylophone, tambourine)
- Reed instruments (pan pipes, bagpipes, saxophone, flute, clarinet, oboe, cor anglais, bassoon, piccolo, recorder)
- String instruments (fiddle, harp, lute, mandolin, banjo, guitar, sitar, violin)
- Sing (ballad, chant, melody)

**Check:** You can impress audiences with your talent and skill in your chosen performance type. You must state if you are pandering for Consumable resources.

Perform DC	Performance for Consumable Resources
10	Routine performance. Trying to earn money by playing in public is akin to begging. You have a 35% chance of earning 1 Consumable resource.
15	Enjoyable performance. In a Colony, you have a 70% chance of earning 1 Consumable resource.
20	Great performance. In a prosperous Colony, you earn 1 Consumable resource. You have a 30% chance of earning 1 additional Consumable resource. In time, you may be invited to perform for an important or influential person and may develop a small regional reputation.
25	Memorable performance. In a prosperous Colony, you earn 1 Consumable resource and have a 55% chance of earning 1d2 Consumable resource. In time, you may come to the attention of important or influential person or parties and develop a large regional reputation.
30	Extraordinary performance. In a prosperous city, you earn 1 Consumable resource and also have an 80% chance of earning 1d3 Consumable resource. In time, you may draw attention from distant patrons, or even from powerful organizations.

## PILOT

(Dex; Trained Only)

This skill allows you to fly aircraft.

**Check:** Routine tasks, such as ordinary or safe flying, require a simple DC 15 check. For simple maneuvers or stunts or any other circumstances such as severe weather, unsafe flying, or anything else requiring intense concentration can increase the check DC. Combat driving or driving while in combat requires a DC 25 check.

For every 400 ft. of movement the vehicle is currently moving the Pilot check DC is increased by +2.

**Action:** Varies. Entering or exiting a vehicle is normally a move action. Other checks are a move action, standard action, a free action, or no action at all, as noted in Vehicles section of Chapter 7: Trading Post.

**Special:** A character can take 10 when making a Pilot check but can't take 20.

There is no penalty for operating a standard aircraft or helicopter. Other types of aircraft take a -4 penalty on Pilot checks.

A character with the Vehicle Expert feat (Pilot skill) then they gain a +2 bonus on all Pilot checks and allows the character to operate all aircraft without a -4 penalty.

**Try Again:** Pilot checks can have consequences for failure that make trying again impossible.

**Time:** A Pilot check is a move action.

## PROFESSION

(Wis; Trained Only)

You are skilled at a specific job. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks. While a Craft skill represents ability in creating an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. Examples of common Profession skills are: architect/engineer, baker/brewer/cook, farmer, fisherman/trapper, guard/soldier, healer/herbalist/midwife, mechanic, innkeeper/merchant/shopkeeper, miller/woodcutter, miner, or shepherd/stable master.

**Check:** For each week of dedicated work your food requirements are met and you can earn half your Profession check in resources. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. You can also answer questions about your Profession. Basic questions are DC 10, while more complex questions are DC 15 or higher.

You can try and increase the amount of resources you earn in a week by taking on more work load and doing extraordinary work. You must claim you are doing this before making your Profession check for the week. If your Profession check equals or beats a DC 30 you succeed and double your weekly income. Failure means you actually damaged something and had to use your weekly income to fix it, losing the amount of resources you would have earned using the Profession skill for the week, including the food requirements for that week. This can quickly lead to being in debt to your employer and possibly in trouble with the law or powers to be if the debt is not repaid.

**Action:** Not applicable. A single check generally represents a week of work.

**Try Again:** Varies. An attempt to use a Profession skill to earn income cannot be retried. You are stuck with whatever wage your check result brought you. Another check may be made the next week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

**Untrained:** Untrained laborers and assistants (that is, characters without any ranks in Profession) usually earn just the food requirements for the week and nothing more.

## RIDE

(Dex; Armor Check Penalty)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## SENSE MOTIVE

(Wis)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.



## SURVIVING IN THE WILD

Survival DC <sup>1</sup>	Region Resource Availability	Task
DC 10	High	Get along in the wild. Move up to half your overland speed while hunting and foraging (no food or water supplies needed). You can provide Consumable resources for one other person for every 2 points by which your check result exceeds the DC. <sup>2,3</sup>
DC 15	Medium	
DC 20	Low	

<sup>1</sup> Being on Paradox adds 5 to all DC's for Survival.

<sup>2</sup> Increase the DC by 1 for each day of successful foraging. This increase is removed after the area is left alone for a month.

<sup>3</sup> Questionable food can be found instead. Questionable food reduces the DC by 5 but requires those who eat it to make a Fortitude save (DC 15) or become sickened for 24 hours minus the creature's Constitution modifier. Each day of eating questionable food increases the DC by 1.

## SLEIGHT OF HAND

(Dex; Armor Check Penalty; Trained Only)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## SPELLCRAFT

(Int; Trained Only)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with exceptions below.

**Action:** Learning a spell from a schematic book takes 1 hour per level of the spell (0-level spells take 30 minutes). Preparing a spell from a borrowed schematic book does not add any time to your spell preparation.

Task	Spellcraft DC
Learn a spell from a schematic book	15 + spell level
Prepare a spell from a borrowed schematic	15 + spell level

## STEALTH

(Dex; Armor Check Penalty)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## SURVIVAL

(Wis)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with the exceptions in the table above.

## SWIM

(Str; Armor Check Penalty)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## USE MAGIC DEVICE

(Cha; Trained Only)

Skill functions as per *Pathfinder Roleplaying Game Core Rulebook* with exceptions below.

Task	Use Magic Device DC
Emulate purified/tainted/or other energy type	30

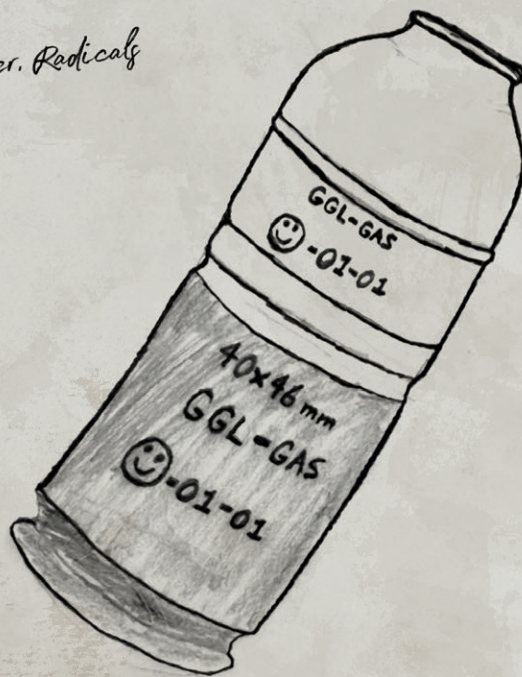
**Emulate Purified/Tainted or other Energy Type:** Some magic items have positive or negative effects based on the type of energy that is in them (EX: a purified or tainted weapon). Use Magic Device lets you use these items as if you were not one of the negative effected types or act as one that gains a positive effect for being of that energy type of your choice. You can emulate only one energy type at a time.





'Look Doc. I know what you're saying, and I gotta admit you have a good argument. Natural abilities, talents, and learned skills do matter when surviving the junk thrown at you in this world. But you know what the great equalizer is? It's stuff, man. And by stuff I mean your equipment. Your gear. Your loadout. Take a look at yourself for a minute, Doc. I don't mean no offense, but c'mon. What do you have for a weapon? That knife on your belt? That little pistol on your ankle? Yeah, but you didn't think I knew about that, huh? You might as well have nothing, if you ask me. That stuff right there, I know you ain't built for the serious. Again, no offense and with all due respect and all that. Now, take a look at the badass stuff I have. I got this launcher, I call her 'Two by Tube', clever right? Tosses my giggle gas right into my enemies. Giggle gas because I laugh every time. Then I wade in to 'em with this hole-puncher Vampire's Kiss or finish the job with my big trusty hammer, 'Concrete Solution'. Because my dad used to say, 'C'mon Argo. I need concrete solutions to this problem, not just flights of fancy ideas.' No flights of fancy here Doc, just serious stuff for a serious gal. I will put my stuff up against anyone's skills, abilities, or whatever else any day of the week."

Argo - Enforcer, Radicals



DEAD or  
 BOUNTY PAID  
 CONSIDERED  
 CONTACT MARSH



# 7 TRADING POST

**Q**UITE THE HAUL YOU AND YOUR HUNTING party scored from those Marauders, Coalman. Look at all those resources. Not to mention that pistol. Pristine, from a time before all this madness. It's beautiful isn't it? Blaze thinks she automatically gets it. Why does her say matter more than yours? Oh yes, because she's much braver than you. She stood in that fire and bested their leader. What did you do Coalman? Oh yes, you stabbed one in the back. A Marauder that was no more than a boy really. Check his pockets, Coalman. I know you want to.

**EACH COLONY CALLS IT SOMETHING DIFFERENT. SOME WILL** host a trading post, others a general store, other Colonies separate goods by type. You probably don't care if you buy that ballistic armor from an armory or commissary or post exchange. However you look at it, you are giving up hard scavenged resources for goods that might just keep you alive a little longer. The things you will care about? What resources you are trading in exchange for your goods and if those goods were crafted pre-Rise or post. You might want to know what type of Colony you are trading with if it is outside your own. Then again, if you get a good exchange because that outpost needs Consumables, who are you to care how they treat Progeny. That is, unless you or your trusted battle buddy happen to be Progeny.

The world of *Apocalypse the Risen* is one based in survival. In order to survive you need the skills and abilities to fend off trouble. And you need the right gear. In this chapter you will learn about the three major resources of post-Rise Earth: Combustible, Consumable, and Mechanical. You will also learn how scarcity plays a part in the value of ammunition and water. And finally, maybe you will learn the importance of your loadout. Make sure you have all ten "Cs" in your survival bag and a couple reliable weapons at your side.

Spend wisely and note that some items require maintenance in the form of a Combustible and Mechanical resource costs. When considering your gear, consider cost, functionality, weight, and upkeep. Oh, and ammunition. You should always consider ammunition. Also of note, not every item is carried at every trading post in every Colony. There are no rarity ratings attached to gear to classify availability or accessibility. Class level and a major resource scavenge does not spontaneously make higher quality goods appear. Because resources are scarce, survivors primarily build items that have multiple uses and require less skill. As a general guideline, simple is more readily available than martial, and martial easier to find and purchase than exotic. The more explosive, the more expensive and uncommon. Special materials are actually special, requiring great personal risk to acquire. And the GM has sole discretion to make any item simply unavailable.

## RESOURCES

In post-Rise Earth, silver and gold are no longer precious metals and nobody accepts printed money for goods. In fact, nobody is printing money after the Rise. Trade, barter, exchange and, of course, haggling summarize the new economy. Or perhaps, a return to the economy of old. If the backbone of society is the many colonies dotting the landscape, then trade is

the lifeblood. Commerce between colonies and from nomadic traders diversifies available raw materials and finished goods. The more vendors, the more goods and knowledge available.

Simplified commodities called resources (or sources) make up the economic system within *Apocalypse the Risen*. Resources fall into three primary classes: Combustible, Consumable, and Mechanical. What makes something a resource instead of a completed good? Intent.

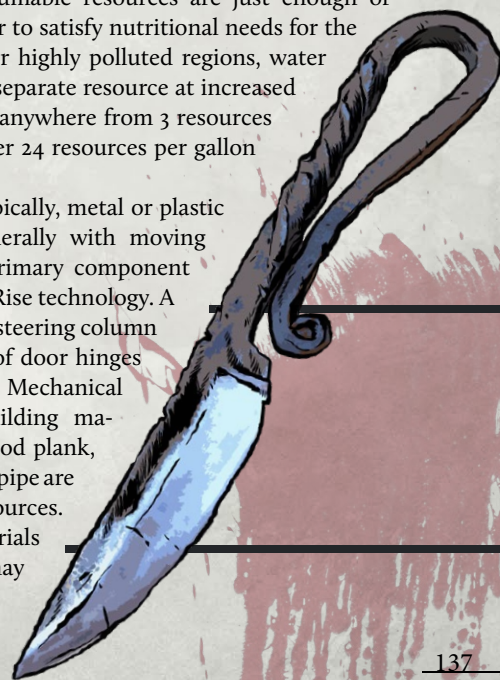
Let's say you are scavenging an old high school and find a vending machine. Now, that vending machine might be fun to install at the Emporium back at the Mill. Provided you have power, a push of the button might drop an apple, some unhusked corn, or a pocket knife. Pretty useful, right? No. The answer is no. Useful is breaking that vending machine down to its Mechanical resource value and buying yourself a post-Rise heavy revolver, ballistic rubber chain armor, and a Darkwood heavy shield. Might want to buy some ammo for that revolver, too.

These resources are used in trade as well as the building and fueling of the limited technology of the world. Size, quantity, or weight are deciding factors in an item's resource quantity.

**Combustible:** A general term for a chemical or other substance that acts as an energy source. A 12-volt battery, box of matches, and a jar of gasoline are all examples of a single Combustible resource. Wood, paper, and cardboard are all items that can burn but are not Combustible resources.

**Consumable:** A general term for edible food and potable water. Three Consumable resources are just enough of both food and water to satisfy nutritional needs for the day. In some arid or highly polluted regions, water may be traded as a separate resource at increased value. Trade values anywhere from 3 resources per gallon up to over 24 resources per gallon have been reported.

**Mechanical:** Typically, metal or plastic in nature and generally with moving parts, this is the primary component in any pre- or post-Rise technology. A set of bicycle gears, steering column from a car, or pile of door hinges are all examples of Mechanical resources. Raw building materials such as a wood plank, metal ingot, or PVC pipe are not Mechanical resources. Raw building materials do have value and may





be purchased with resources; however, converting raw materials to Mechanical resources would require the appropriate Craft (Mechanical) check, DC 15 (See SKILLS).

## RESOURCE COSTS

Resource	Cost	Weight
Combustible	1	0.25
Consumable, food	1	0.25
Consumable, water	1	1 lb.
Mechanical	1	0.25

## RENEWABLE AND OTHER SOURCE MATERIALS

Renewable and source materials that generate resources have an upkeep cost in the form of resources and labor. Each of the three resources are accounted for within the upkeep costs as is the number of skilled or manual labor required to perform the task. Skilled classes, PCs or NPCs with points in the appropriate skill that are not also the beings performing the labor, may be required. There are times in which both labor and skilled class(es) are needed to produce or maintain a type of renewable resource.

The resource production values noted in each of the following sources are intended to provide guidelines for supporting colonies and trade. These numbers are representative of an otherwise perfect month with no outside influences such as disease, weather, thief, or Risen attack. GMs are encouraged to consider all of the various hazards impacting a colony and adjust final resource production accordingly. Is the region washed in acid rain? Did a Risen horde trample through the colony farmland? Is a demon rampaging the neighborhood being cultivated? Each of these events cost time, resources, and lives. *Apocalypse the Risen* is a dark and dangerous world. Rare is the lonely farmer free to just run bunnies out of the garden.

While PCs are free to dedicate months of their lives to farming or other types of resource production, they should be aware this is not a get rich quick scheme. In addition to GMs' consideration of events impacting production, Colonies allocate resources differently by government type and other Colony qualities. The farmer, hunter, or scavenger is rarely free to keep all they produce. Wandering travelers, Risen, demons, and more may stumble open a lightly-defended resource operation. Producing resources requires far more support than the entrepreneurial PC might have bargained for.

Note that the upkeep costs required for each type of renewable or other resource does not necessarily represent pre-Rise technology. Rather than identify specific items required to manage various types of farms, ranches, power plants, etc., AtR takes a more macroeconomic approach to upkeep. References to equipment may be all types of tools or technology, each scenario will vary. The Consumable resource cost for each type of production covers the cost of the workers and skilled class required to run the operation.

**Note:** An acre is roughly 10 standard residential properties [208' square], 1 square mile is 640 acres.

## USING COMBUSTIBLE RESOURCES

**Grenade**—As a full round action to prepare a fuse, a Combustible resource may be made into a makeshift grenade. Once thrown, there is a 50% chance the grenade ignites successfully. The Combustible grenade is thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10'. It deals 1d3 points of fire damage and 1 splash damage.

**Burn**—You can pour or spread a Combustible resource on the ground to cover a smooth surface area 5' square. When lit, the Combustible resource burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

**Conversion**—Craft (Chemical) check, DC 15 (See SKILLS) converts 1 Consumable plus 1 Mechanical resource into 1 Combustible resource.

**Ammunition**—This is not a Combustible resource, despite the chemical reaction when ignited. However, ammunition may be a separate trade resource in colonies and trading posts where ammo is in short supply. Trade values anywhere from even book value up to over three times book value have been reported. In these locations, ammunition trades as a Combustible resource.

## Farms/Ranches

Farms and Ranches produce Consumable resources every month, by raising animals or growing plants. Consumables created in this way are preserved to last as long as possible. Between root cellars and canning you are able to make the resources last up to a year after harvest.

Farms and ranches require one person to work them every day per five acres. For every day that is missed during the production time, each plot will yield 40 less resources. Someone with Profession (Farmer) gains an extra amount of Consumable resources per week equal to half their Profession check in resources per week.

Depending on the region you will have low, standard, or high yields. For each month of production, the five acre plot produces the following amount of resources: 750 for low, 1,500 for standard, and 2,250 for high yielding regions.

The upkeep cost for farms and ranches is 90 Consumable, 15 Mechanical, and 15 Combustible resources per five acres of the farm. This cost is to keep the equipment working and preserve all the extra resources produced. Having a massive source of irrigation can increase the yield of the farm by 150 resources per acre but these would have to be from something like a dam or equivalent.

## Power Plants (Industrial)

These produce power and may also move water to other areas. These power plants do not need Combustible resources but instead use wind, water, solar or some other readily available power source. The benefit of a power plant is that it can reduce the cost of Combustible resources when it comes to repairing or making items by half rounded down. The size of the power plant determines how much it can do this in one day.



## TYPES OF POWER PLANTS

**Industrial**

**Small:** These plants require five people to operate and maintain, plus at least one skilled class. The resource cost per month is 90 Mechanical, 9 Combustible, and 540 Consumable, with a DC 20 skill check. It can reduce the Combustible resource cost up to 1500 each week. (*Example: Nellis Solar Power Plant, roughly a few thousand homes Pre-Rise*)

**Medium:** These plants require ten people to operate and maintain, plus at least one skilled class. The resource cost per month is 360 Mechanical, 36 Combustible, and 990 Consumable, with a DC 25 skill check. It can reduce the Combustible resource cost up to 6,000 each week. (*Example: Hungry Horse Dam*)

**Large:** These require twenty people to operate and maintain, plus at least one skilled class. The resource cost per month is 1,440 Mechanical, 144 Combustible, and 1,890 Consumable, with a DC 30 skill check. This plant can reduce the Combustible resource cost for a colony by a nearly inexhaustible amount. (*Examples: Grand Coulee Dam, Hoover Dam*)

**Personal**

**Small:** This is the size that is the easiest to operate and maintain as one person can do it by themselves. The resource cost each month is 7 Mechanical, 3 Combustible, and 90 Consumable, with the skilled class having to make a Craft (Mechanical) check DC 10. It can reduce the Combustible resource cost up to 30 each week.

**Medium:** This size of personal power plant needs a dedicated operator plus a skilled class just to maintain it in working order each month. The resource cost each month is 21 Mechanical, 9 Combustible, and 180 Consumable, with a skilled class having to make a Craft (Mechanical) check DC 15. It can reduce the Combustible resource cost up to 90 each week.

**Large:** This size of personal power plant takes up the area of a small house and needs two dedicated operators plus a skilled class just to keep it in working order each month. The resource cost each month is 63 Mechanical, 17 Combustible, and 270 Consumable, with a skilled class having to make a Craft (Mechanical) check DC 20. It can reduce the Combustible resource cost up to 300 each week.

A power plant is operated by a number of people who also maintain it. This occupies them for the month that they work on the power plant. The upkeep cost and Craft (Mechanical) check is based on the size of the plant. This check is made by a skilled class, a PC or NPC other than the people who operate and maintain the power plant, and can be one person or several. The skilled class also use all the months' time at the power plant. The skilled class cannot take a 20 on the check but may take a 10. Each point of failure increases the upkeep cost by one Mechanical and one Combustible.

Failing the check by more than half means that something bad has happened and the upkeep not only increases by the failure amount, but the power plant is also shut down for the next month to repair. This requires all the workers and skilled class(es) to make another Craft (Mechanical) check. As long as the check isn't another failure by more than half, the plant can start back up at a cost of that many more resources. If it is another failure by more than half, then something has gone horribly wrong and the power plant fails in the most catastrophic way possible.

**Power Plants (Personal)**

Most people do not have access to an industrial power plant but have learned to make their own small personal power station. These power stations help them in reducing the cost of Combustible resources like industrial power plants just on a much small scale.

Personal power plants do not need as much of a work force to keep working or as much time or resources for its upkeep. The upkeep cost and Craft (Mechanical) check is based on the size of the plant.

**Hunting/Gathering**

A being can forage and hunt to gain Consumable resources to survive. To hunt and gather a being needs 10 acres of land that is not being farmed or otherwise occupied by humanity. Each month the person is able to gather 450 resources for a low yielding region, 900 resources for a standard region, and 1,350 resources for a high region. For every day that is missed during the production time the land will yield 40 less resources.

Hunting and gathering requires 90 Consumable, 10 Mechanical, and 10 Combustible resources, plus a being's entire effort for the month. This cost is to keep any tools functioning and preserve the resources collected. After hunting and gathering an area for a month you lower the area to the next region yield level for the following month. If the area is already low, it produces nothing that following month. As long as the area is left unharvested, the land will increase a production level each month until it reaches its base level.

Someone with the Survival skill can roll a skill check for hunting and foraging (DC 25) to increase their gathering yield for the month by half again as much. Additionally, a being with the Survival skill can roll a skill check for hunting and foraging (DC 25) to extend the land's region bonus for one extra month. They can only extend each region yield level by one month. So, for a six month period they could, if they made all three checks, extend a high yield area for the first two months, then extend the newly standard yield area for two months, and finally extend the now low yield area for two months before finally having to let the land replenish itself. Should the hunter/gatherer decide they wish to accomplish both tasks at once, they may do so by adding a +5 to the DC of the area. Failure means that they were not able to accomplish either task.



## Natural or Manufactured Cultivation

Mining, timber harvesting, or any other cultivation of natural or manufactured resources is a way to get the raw materials for conversion to Mechanical or Combustible resources. Beings may then convert the cultivated materials into Mechanical or Combustible resources. Natural cultivation may come from mining metal, harvesting timber, drilling for gas or oil, and other sources of natural materials. Manufactured cultivation comes from harvesting the remains of civilization. Scavenging buildings, vehicles, and other remains of humanity is a valuable if slow form of generating vital resources.

To harvest natural or manufactured materials a being needs 20 acres of land not being farmed or otherwise occupied by humanity. Each month the being may cultivate an amount of natural or manufactured materials that convert to 250 resources for a low yielding region, 500 resources for a standard region, and 750 resources for a high yield region. To cultivate resources in this manner and account for upkeep, each month costs 5 Mechanical, 5 Combustible, and 90 Consumable resources. The upkeep cost covers the cultivation and production of the final resources, as well as feed the harvester.

A skilled class other than the cultivator must make the appropriate check and can be one person or several. The skilled class(es) also use all the months' time to convert the materials to resources. The skilled class(es) cannot take a 20 on the check but can take a 10. The skilled class(es) choose any combination of Mechanical or Combustible resources they wish to convert from the available materials at the time the appropriate skill check is made. To produce Mechanical resources a Craft (Mechanical) at DC 20, must be made. To produce Combustible resources a Craft (Chemical) DC 20, must be made. Skill check failure produces half the attempted resources, using up the processed natural materials in the attempt. Mechanical resources produced can if held in a storage indefinitely while Combustible resources stay viable for only six months.

Someone with a Profession relevant to the job they are doing increases the amount of resources cultivated by an amount equal to their Profession skill. This extra amount does not count against or increase the DC check for the skilled class(es) and is not halved if the DC check is failed.

## STARVATION AND THIRST

Characters might find themselves without food or water and with no means to obtain them. In normal climates, medium sized characters need at least a gallon of fluids and three Consumable resource per day to avoid starvation and thirst. In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to their Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead. Drinking half or more of the water needed doubles the time before a check is needed but after

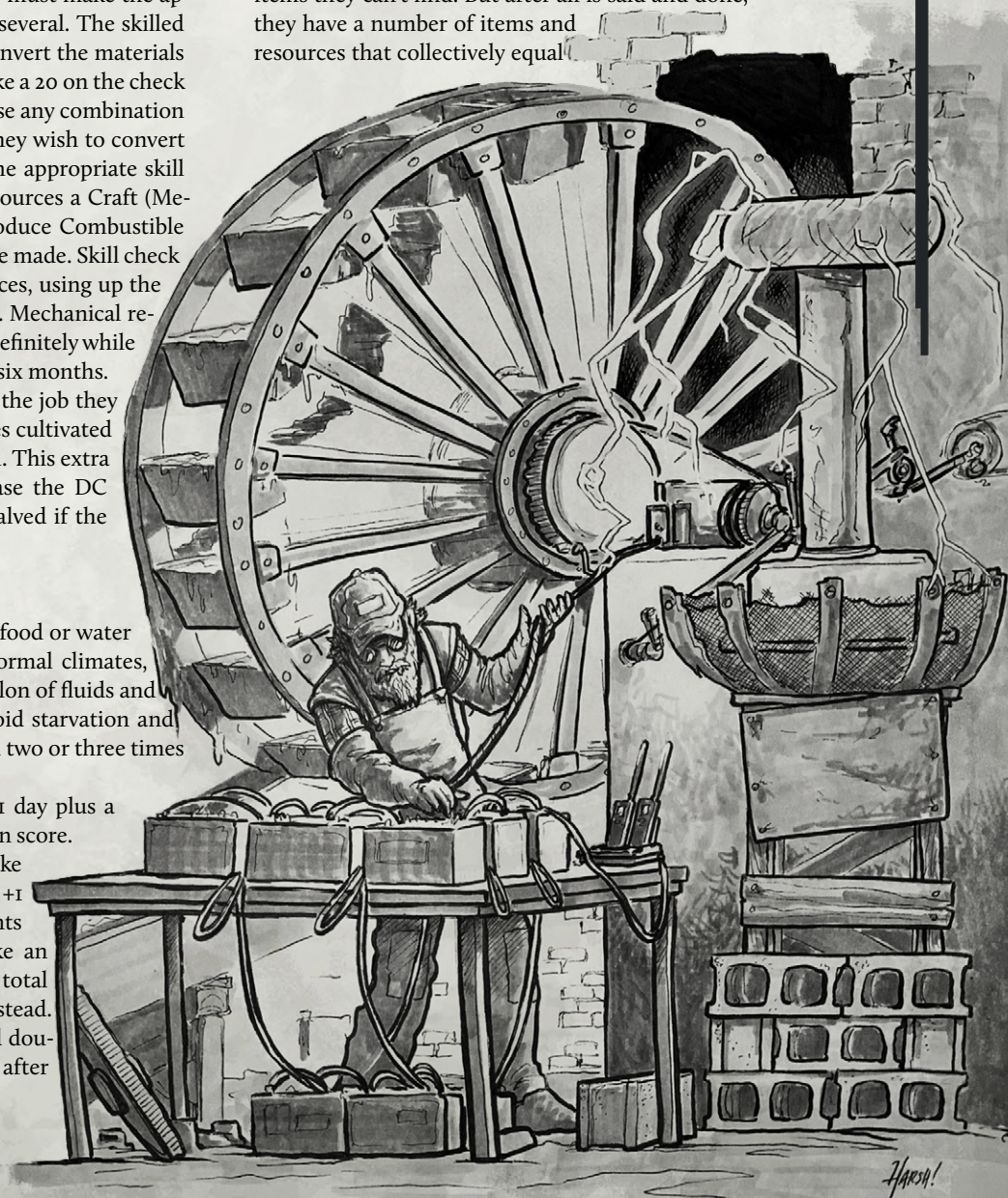
that the check is made normally each day. Drinking less than half the amount needed has no effect.

A character can go without Consumable resources for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead. Eating half the amount of needed Consumable resources can double the time before a check is needed but after that the check is made normally each day.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets a full amount of food or water, as needed—not even magic that restores hit points heals this damage.

## PC AND NPC WEALTH

As a general guideline characters gain resources as they scavenge. Some of these resources are used to feed them, some are used to fix and repair their items, while others are used to build items they can't find. But after all is said and done, they have a number of items and resources that collectively equal





## CHARACTER WEALTH BY LEVEL

PC Level	Wealth
2	40
3	120
4	240
5	420
6	640
7	940
8	1,320
9	1,840
10	2,480
11	3,280
12	4,320
13	5,600
14	7,400
15	9,600
16	12,600
17	16,400
18	21,200
19	27,400
20	35,200

their wealth. As a guideline that number is represented in **Table: Character Wealth by Level**. This is a guideline; characters can have more or less personal wealth depending on the type of campaign that is being played. This wealth may or may not be able to be carried all the time or even be functionally mobile.

NPCs have resources also. **Table: NPC Resources** shows their total resource value based on their level and it also shows the max in resources they can have in certain items. These are their personal resources and gear, they can have more or less as they might have access to other resources of the settlement they might help run or are in charge of, a religious order, etc. And of course, these are guidelines, sometimes an item enters the hands of someone that could never have it or an item that is so many resources that no one could ever have it.

Note that NPCs receive less gear than PCs of an equal level. If an NPC is a recurring character, their gear should be selected carefully. Use the total value found on **Table: NPC Resources** to determine how much gear they should carry. NPCs that are only scheduled to appear once can have a simpler gear selection. **Table: NPC**

**Resources** includes a number of categories to make it easier to select an NPC's gear. When outfitting the character, spend the listed amount on each category by purchasing as few items as possible. Leftover resources from any category can be spent on any other category. Funds left over at the end represent resources carried by the character.

Note that these values are approximate and based on the progression and a normal treasure allotment for the campaign setting. If your campaign is set in a high yield region, treat your NPCs as one level higher when determining their gear. If your campaign is set in a low yield region, treat the NPCs as one level lower when determining their gear. If the NPC is a powerful leader of a major settlement or organization, half again these values for that NPC. Reduce them by half if the NPC is a

disposable plot helper or obviously should have less resources at their command.

### Basic Level vs Heroic Level

NPC's who have an NPC class always use basic level to figure out their resources. NPC's with character classes always use heroic level for their resources.

**Weapons:** This includes normal, masterwork, and magic weapons, as well as magic staves and wands used by spellcasters to harm their enemies. For example, a wand of scorching ray would count as a weapon, but a staff of Cure Light Wounds would count as a piece of magic gear.

**Protection:** This category includes armor and shields, as well as any magic item that augments a character's Armor Class or saving throws.

**Magic:** This category includes all other permanent magic items. Most rings, rods, and wondrous items fit into this category.

**Limited Use:** Items that fall into this category include explosives, one use gear and weapons, potions, scrolls, and wands with few charges. Charged wondrous items fall into this grouping as well.

**Gear:** Use the amount in this category to purchase standard nonmagical gear for the character. This can include all survival gear, resources, and any other thing not falling into the other categories. This should be fleshed out. In most cases, this equipment can be omitted during creation and filled in as needed during play. You can assume that the character has whatever gear is needed for him to properly use his skills and class abilities. This category can also include jewelry, gems, or loose coins that the NPC might have on his person.

### Resources as Treasure

The exact value of the creature's resources depends on if the encounter is in a low, medium, or high resource regional area, as summarized on **Table: Resources by Encounter**. In cases where a creature has specific magical gear assigned to it, the assumption is a medium region—if the encounter is in a high or low region, you'll want to adjust the monster's gear as appropriate.

Encounters resource value modifies the base of the region they are in. "Standard" resource indicates the total value of the creature's resources is that of a CR equal to the average party level, as listed on Table: Resources Values per Encounter. "Substantial" resources indicate the creature has half again this standard value. "Insubstantial" indicates the creature has half this standard value at best, and then only usually within the confines of its lair. "None" indicates that the creature normally has no resources (as is typical for an unintelligent creature that has no real lair, although such creatures are often used to guard resources of varying amounts). "NPC gear" indicates the monster has resources as normal for an NPC of a level equal to the monster's CR. Also be mindful of the origins of the encounter, a war party of Darklanders from a medium region attacking the characters settlement that is in a low region would still themselves be calculated as medium.

Encounters against NPCs typically award three times the treasure a monster-based encounter awards, due to NPC gear. To compensate, make sure the PCs face off against a pair of additional encounters that award little in the way of treasure. Alternatively, if the PCs face a number of creatures with little or no treasure,



## NPC RESOURCES

Basic Level / NPC Class	Heroic Level / Character Class	Total Resource Value	Weapons/ Ammo	Protection	Magic	Limited Use	Gear
1	—	10	2	5	—	2	2
2	1	16	4	6	—	2	4
3	2	32	14	8	—	4	6
4	3	66	26	32	—	4	8
5	4	96	36	40	—	12	8
6	5	138	56	56	—	18	8
7	6	186	94	66	—	18	8
8	7	240	108	80	20	24	8
9	8	312	120	100	40	32	20
10	9	402	140	120	80	42	20
11	10	510	160	160	120	50	20
12	11	654	240	180	160	54	20
13	12	840	340	220	200	60	20
14	13	1,080	360	320	280	100	20
15	14	1,392	480	420	360	112	20
16	15	1,800	680	540	440	120	20
17	16	2,340	760	720	640	160	60
18	17	3,000	960	920	800	260	60
19	18	3,840	1,200	1,120	1,120	320	80
20	19	4,920	1,600	1,400	1,400	440	80
—	20	6,360	2,200	1,600	1,760	720	80

they should have the opportunity to acquire a number of significantly more valuable objects sometime in the near future to make up for the imbalance. As a general rule, PCs should not own any magic item worth more than half their total character wealth, so make sure to check before awarding expensive magic items.

**Example:** A CR 3 encounter in a high region would have a base of 48 resources. If the encounter had an *Insubstantial* resources rating then it would actually have 24, but if it was *Substantial* instead it would have 72.

### Reward Modifications:

- Adjust the challenge rating reward based on the regional resource level
- Adjust the challenge rating reward based on the treasure rating of the monster

### Treasure by Monster Type:

- **None:** No resources from encounter
- **Insubstantial:** 1/2 the number of resources from Table: Resources Values per Encounter
- **Standard:** Equal number of resources from Table: Resources Values per Encounter
- **Substantial:** 1.5 times the number of resources from Table: Resources Values per Encounter
- **NPC Gear:** As per an equivalent level NPC from Table: NPC Resources

## RESOURCES BY ENCOUNTER

Challenge Rating (CR)	Regional Resources		
	Low	Medium	High
1	7	11	16
2	16	22	32
3	22	32	48
4	30	46	68
5	40	62	92
6	54	80	20
7	70	104	156
8	88	134	200
9	114	170	256
10	146	218	328
11	186	280	420
12	240	360	540
13	310	464	700
14	400	600	880
15	520	780	1,160
16	660	1,000	1,520
17	880	1,280	1,920
18	1,120	1,640	2,480
19	1,400	2,120	3,160
20	1,760	2,680	4,000



## ANIMALS

It would be near impossible to overstate the importance of animals in post-Rise Earth. Dwindling availability of working technology and fossil fuels quickly shifted importance back to livestock and beasts of burden. Once humanity secured their own safety, attention turned to the safety of animals. Keeping animals is not without risk. These animals are often noisy and attract the attention of Risen. Animals are also the target of Marauders seeking to improve their own survival.

Livestock provide for the well-being of Colonies by providing food, resources, soil fertilization, and a reliable and renewable form of transportation. Colonies must consider the cost of feeding and protecting animals in their care. These costs are often offset by the benefits these animals provide.

### ANIMALS, MOUNTS, AND MOUNT GEAR

**Barding:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on the Armor and Shields table. Flying mounts can't fly in medium or heavy barding.

Armor for a horse costs four times as much as armor for a humanoid and also weighs twice as much (see the Armor for Unusual Creatures table). If the barding is for a medium mount, the price is only double, and the weight is the same as for medium armor worn by a humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Removing and fitting barding takes five times as long as the figures given on the Donning Armor table. An animal in barding cannot be used to carry any load other than a rider, and normal saddlebags.

Barding	(40 ft.)	Base Speed (50 ft.)	(60 ft.)
Medium armor	30 ft.	35 ft.	40 ft.
Heavy armor	30 ft.*	35 ft.*	40 ft.*

\* A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

**Bit and Bridle:** This gear is placed over the head and in the mouth of a mount. Riders use this gear to control the mounts movement. Bit and bridles for horses can be readily purchased in most settlements and bits and bridles can be crafted for any creature that serve as a mount.

**Camel:** Due to their incredible endurance, these large animals are the preferred mounts of desert-dwelling people. They tend to be ill-tempered beasts.

**Cat, Domestic:** These tiny animals are often kept as pets. Though small, they are excellent hunters. Farmers usually keep cats for pest control in crop storage areas, but cats can be found in most regions and strays occupy many cities.

**Cattle/Cow/Ox:** Common livestock raised for beef, dairy, and hides. Cattle may also be riding and draft animals, pulling carts and plows. A bull is used primarily for mating. Other males are castrated and become oxen.

**Dog, Guard/Hunting:** Tiny to medium size, these dogs are trained for hunting and to maximize the protective instincts. Breeders favor strength, a thick body, and a low center of gravity.

## ANIMALS, MOUNTS, AND MOUNT GEAR

Animals, Mounts and Mount Gear	Resource Cost	Weight
<b>Barding</b>	As armor with multiplier	As armor with multiplier
Medium Creature	x2	x1
Large Creature	x4	x2
Bit and Bridle	1	1 lb.
Camel	150	1,500 lbs.
Cat, Domestic	3	8 lbs.
Cattle/Cow/Ox	50	1,500 lbs.
Dog, Guard/Hunting	10-25	15-45 lbs.
Dog, War	150	50-150 lbs.
Donkey/Mule	8	600-800 lbs.
Feed (per day)	2	10 lbs.
Goat	6	50 lbs.
<b>Horse</b>		
Horse, Heavy	200	2,000 lbs.
Horse, Heavy (combat trained)	300	3,000 lbs.
Horse, Light	75	900 lbs.
Horse, Light (combat trained)	110	1,200 lbs.
Pig	1 per 10 lbs.	100-300 lbs.
Poultry	1 per 3 lbs.	6-24 lbs.
<b>Saddle</b>		
Military	3	30 lbs.
Pack	1	15 lbs.
Riding	2	25 lbs.
Saddlebags	1	8 lbs.
Sheep	20	150 lbs.

**Dog, War:** Medium size dogs, typically of large breeds such as mastiffs and wolfhounds. These dogs are trained for combat and use the stats of a Riding Dog.

**Donkey or Mule:** Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or mule is willing (though not eager) to enter dungeons and other strange or threatening places. Donkeys and mules have the same statistics as ponies.

**Feed (per day):** Horses, donkeys, mules, and camels can graze in some regions to sustain themselves, but feed provides more reliable nourishment. Except for horses, other large creatures need to eat twice the feed of other animals each day. Huge creatures need four times the feed. Carnivores can be fed meat for the same cost.

**Goat:** Goats are useful in post-Rise Earth, providing meat and milk. They are also excellent producers of reliable manure for crops.

**Pig:** Pigs are primarily raised for meat. Their hide may be used to make leather and their hairs can be used to make brushes.

**Poultry:** Chicken are the most common poultry livestock, providing eggs and meat. They are also valuable in pest control. Other poultry include duck, geese, and turkey.



**Horse:** This large quadruped is used as a mount and pack animal. Horses can be trained for war but otherwise are skittish around battle. Many cultures support breeding programs and often consider their horse the best at whatever task they breed it to perform.

- **Heavy:** These horses are often used to pull significant loads across great distances and to plow fields.
- **Heavy, Combat Trained:** Heavy warhorses are bred and trained for combat. They are often outfitted with heavy barding but fight just as fiercely even without the armor.
- **Light:** This is the most common riding horse.
- **Light, Combat Trained:** These light warhorses are bred for war and are favored by fast and light scouts.

**Saddle:** Saddles are used to support a rider or supplies on a mount.

- **Military:** This saddle braces the rider, providing a +2 Circumstance bonus on Ride checks related to staying in the saddle. If the rider is knocked *unconscious* while in a military saddle, he has a 75% chance to stay in the saddle.
- **Pack:** A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.
- **Riding:** These saddles are the most common type of riding equipment. If the rider is knocked *unconscious* while in a riding saddle, he has a 50% chance to stay in the saddle.

**Saddlebags:** These sturdy, weatherproof bags are draped over a saddle to add extra carrying capacity. Each side of a saddlebag can typically carry 20 pound of items that can fit in the bags. Saddlebags do not increase the amount of weight a mount can carry; they merely give riders a place to stow their equipment.

**Sheep:** A long domesticated animal, sheep provide fleece, meat, and milk.

## ARMOR & WEAPONS

**Post-Rise Lifestyle:** Technology is not what it used to be, and pre-Rise gear is tough to acquire. Modern manufacturing, big pharmacy, and oil companies are things of the past. Colonies control what their limited numbers and weaponry allow, and skilled labor requires time and education. For most of the last twenty-five years, humanity has been fighting for survival, carving out a new place in the hierarchy of the world. Colonies have done well inventing their own tech known as post-Rise equipment. Armor, weapons, and a variety of gear include optional modifications. Post-Rise gear rarely looks the same from one example to another, and is regularly heavier than similar pre-Rise counterparts, but it is less expensive and easier to customize.

**Pre-Rise Items:** Armor, weapons, and gear manufactured before the Rise with industrial processing. It is not possible to make “new” pre-Rise armor, weapons, or gear. There are few people alive capable of operating the highly specialized equipment and machinery required. Fewer still are those alive that understand the science behind the secretive materials and techniques.

**Post-Rise Items:** Armor, weapons, and gear manufactured after the Rise without modern equipment and materials. Humankind has rekindled forges dark and cold, swinging hammers to anvil in the building and defense of Colonies. Creativity thrives, and skills continue to improve, though end products do not rival pre-Rise technology.

**Ancient Items:** Classical Antiquity through Early Modern—Armor and weapons created during these time periods are treated as post-Rise for purposes of determining cost and weight. Exceptional historical items of legend, as well as unique artifacts, may be magical in nature and are always of masterwork quality.

## ARMOR & SHIELDS

Great importance is placed on the creation of suitable armors, utilizing the abundance of existing materials scavenged from population centers. Armorers employ blacksmith and armor making skills in combination with pre-existing materials to form a variety of post-Rise armor. Traditional types of armor may be purchased using a number of different materials, including: cloth, leather, metal, plastic, rubber, and wood. Each material provides different benefits and hindrances. Additionally, the following rules apply to armor in AtR.

**Ballistic Armor:** Weapons that are ballistic ignore non-ballistic armor and natural armor. Armor may be modified to provide ballistic protection, noted in the armor modifications section to follow. Ballistic AC is purchased in 1 point increments up to the base AC rating of the armor being modified. Some armor provides inherent ballistic AC, noted in armor properties.

**Ballistic AC:** Any bonus that modifies your touch armor class also modifies your ballistic armor class. Treat ballistic armor class as a separate AC, referenced when the target of a ballistic attack. Also note that magic Enhancement bonuses also increase ballistic AC, unless noted different under the spell or item. Spells or effects that are force effects that add bonuses to your AC or grant you a flat AC (such as *mage armor* or *bracers of armor class*) count toward your ballistic armor class.

**Ballistic Resistance:** Physical ballistic armor also grants its user a resistance to ballistic damage. Ballistic resistance is subtracted from damage taken from ballistic sources much like damage reduction. For every two points of ballistic AC the armor grants, the user also gains a ballistic resistance of 1. Only physical armor grants ballistic resistance. Spells, magic Enhancement bonuses, or magical items that grant ballistic armor class do not provide ballistic resistance. Ballistic resistance is applied after, and stacks with, damage reduction.

**Pre-Rise Armors:** All pre-Rise armor may hold the maximum magical enchantments. The Enhancement bonus may be up to +5 and the overall bonus, due to special abilities, may be up to +10. Stage and costume armor is not useful as armor, and does not hold magical enhancements, but may be used as clothing and, in some cases, may be used to Intimidate or to Deceive an opponent into thinking you are better armored than you are.

**Post-Rise Armors:** Most post-Rise armor does not meet the standards and quality of pre-Rise armor. Because of this, post-Rise armor has the *fragile* condition unless magical, masterwork, or made from certain special materials (described later in this chapter). Post-Rise armor may hold a reduced level of magical enchantments. The Enhancement bonus may only



be up to +3 and the overall bonus, due to special abilities, may be up to +6. Special abilities, spells, or spell-like affects may temporarily surpass the restriction. Post-Rise armor made with special materials ignores this restriction and may hold the maximum magical enchantments.

**Fragile:** Armor with the *fragile* quality risks falling apart when hit with particularly heavy blows. If an attacker hits a being wearing *fragile* armor with an attack roll of a natural 20 and confirms the critical hit (even if the being is immune to critical hits), the armor gains the *broken* condition. If already *broken*, the armor is instead *destroyed*. *Fragile* armor is *broken* or *destroyed* by only critical threats that are generated by a natural 20. If armor gains the *broken* condition in this way, that armor is considered to have taken damage equal to half its hit points +1.

## Pre-Rise Armor

**Athletic Pads (partial or full):** Professional protection gear for major sports. Partial pads only cover the shoulders, back and chest. Full pads also cover the legs, groin and tailbone area. Made from a molded material that is light and versatile like plastic but without the drawbacks.

**Body Armor (light vest or heavy vest):** These vests are your typical ballistic vest used by many professions before the rise. The light vest was usually used by bodyguards, bouncers at night clubs or casinos, and even eccentric survivalist. The heavy vest was the standard issue to police forces. Made from a technique used to make quilted cloth, using modern man-made fibers that have the benefits of quilted cloth without the drawbacks.

**Combat Armor (light or heavy):** These armors were designed for use in modern war. Light combat armor became the standard issue to the modern soldier, offering maximized protection with the least amount of hindrance possible. Heavy combat armor was used by troops who didn't have to travel long distances and usually only when maximum protection was absolutely needed. Made from a technique used to make quilted cloth, using modern man-made fibers and molded materials that have the benefits of quilted cloth and plastic without the drawbacks.

## Post-Rise Armor

**Banded Armor (full suit):** Banded armor is made up of overlapping strips of the main material (metal, plastic, rubber, wood), fastened to a sturdy backing of leather. The size of the plates, interconnected bands, and layers of underlying armor make it a more significant defense than similar armors, like scale or splinted armor.

**Chain (full suit, shirt, or arms and legs):** Chain protects the wearer with a mesh made up of thousands of interlocking rings.

**Padded (full suit, shirt, or arms and legs):** Simple clothing that has multiple overlapping pieces of the material deliberately stitched together to create cheap and basic protection. The flexibility it allows wearers makes it among the most widely used types of armor.

**Piece Mail (full suit, torso, or arms and legs):** Truly an armor birthed from the world after the rise, piece mail armor combines elements of plated, chain, scale, banded, splinted, and even rigid armor into its construction. Incorporating several plates, mesh of chain links, scales, and strips of material to create a patchwork of hobbled together armor. While this suit

protects vital areas with several layers of armor, it is not sculpted to a single individual's frame, reducing its wearer's mobility more than a suit of full plate. There is no consistency on how this armor is made or put together, making every segment of piece mail different from one another.

**Plated (full suit, torso, or arms and legs):** Multiple pieces of interconnected and overlaying plates (metal, plastic, rubber, wood). Plated armor includes a thick layer of padding that is worn underneath the armor for comfort and to help prevent poking, rubbing, and pinching.

**Rigid (full suit):** Rigid armor consists of broad strips (hide, plastic, rubber, wood) fastened together and their garment backing. The strips are arranged horizontally, overlapping downwards. The armor is tied closed or might have metal hooks and latches to help hold it together. Damage to the armor is typically repaired by replacing the strip, giving the most heavily used suits a distinctively patchwork quality.

**Rigid, Studded (full suit):** This rigid armor is covered with dozens of metal protuberances. While these rounded studs offer little defense individually, in the numbers they are arrayed in upon such armor, they help catch lethal edges and channel them away from vital spots. The rigidity caused by the additional metal does, however, result in less mobility than is afforded by a suit of normal rigid armor.

**Scale (full suit, shirt, or arms and legs):** Scale armor is made up of dozens of small, overlapping plates (metal, plastic, rubber, wood). Similar to both splinted armor and banded armor, scale armor has a flexible arrangement of scales in an attempt to avoid hindering the wearer's mobility, but at the expense of omitting additional protective layers of armor.

**Splinted Armor (full suit):** Splinted armor is made up of overlapping layers of material strips (metal, plastic, rubber, wood) attached to a backing of leather or sturdy fabric. These splints are of greater size and durability than those that compose a suit of scale armor, improving the protection they afford the wearer, but at the cost of flexibility.

**Studded (full suit, shirt, or arms and legs):** An improved form of padded armor, studded armor is covered with dozens of metal protuberances. While these rounded studs offer little defense individually, in the numbers they are arrayed in upon such armor, they help catch lethal edges and channel them away from vital spots. The rigidity caused by the additional metal does, however, result in less mobility than is afforded by a suit of normal padded armor.

## Shields

**Buckler:** This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you lose the buckler's AC bonus until your next turn. You can cast a spell with somatic components using your shield arm, but you lose the buckler's AC bonus until your next turn. You can't make a shield bash with a buckler.

**Heavy Shield:** You strap a heavy steel shield to your forearm and grip it with your hand. A heavy shield is so heavy that you

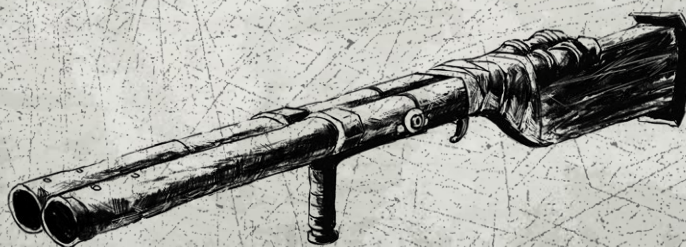
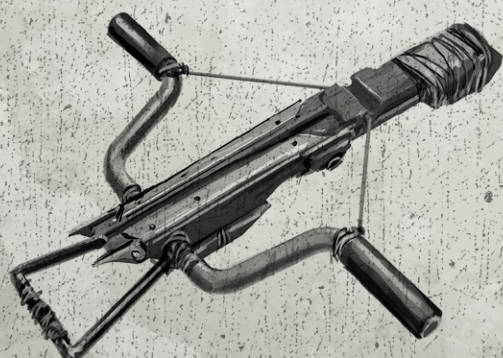


# ARMOR

## LIGHT ARMORS

	Resources	Armor/Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Speed	Weight	Hardness	Hit Points
<b>Light Pre-Rise Armor</b>								
Athletic Pads - Partial <b>Properties:</b> <i>DR3/— VS Non-ballistic/light ranged</i>	14	2	8	0	30 ft.	6 lbs.	5	5
Body Armor - Light Vest <b>Properties:</b> <i>Ballistic Resistance 1, DR3/— VS Non-ballistic/light ranged</i>	24	2	7	0	30 ft.	4 lbs.	2	5
<b>Light Post-Rise Armor</b>								
<b>Padded Shirt or Arms and Legs</b>								
Cloth, quilted <b>Properties:</b> <i>DR3/— VS Non-ballistic/light ranged. Fire deals 1 damage per damage die to cloth</i>	1	1	10	0	30 ft.	4 lbs.	0	5
Leather	2	1	8	0	30 ft.	8 lbs.	2	5
Leather, reinforced <b>Properties:</b> <i>Reinforced</i>	3	1	7	-1	25 ft.	12 lbs.	3	5
<b>Padded Full Suit</b>								
Cloth, quilted <b>Properties:</b> <i>DR3/— VS Non-ballistic/light ranged. Fire deals 1 damage per damage die to cloth</i>	2	2	8	0	30 ft.	7.5 lbs.	0	10
Leather	3	2	6	0	30 ft.	15 lbs.	2	10
Leather, reinforced <b>Properties:</b> <i>Reinforced</i>	5	2	5	-1	25 ft.	22.5 lbs.	3	10
<b>Studded Shirt or Studded Arms and Legs</b>								
Cloth, quilted <b>Properties:</b> <i>DR3/— VS Non-ballistic/light ranged. Fire deals 1 damage per damage die to cloth</i>	3	2	9	0	30 ft.	8 lbs.	1	10
Leather	5	2	7	-1	30 ft.	14 lbs.	2	10
Leather, reinforced <b>Properties:</b> <i>Reinforced</i>	8	2	6	-2	25 ft.	21 lbs.	3	10
<b>Studded Full Suit</b>								
Cloth, quilted <b>Properties:</b> <i>DR3/— VS Non-ballistic/light ranged. Fire deals 1 damage per damage die to cloth</i>	4	3	7	0	30 ft.	12 lbs.	1	15
Leather	6	3	5	-1	30 ft.	20 lbs.	2	15
Leather, reinforced <b>Properties:</b> <i>Reinforced</i>	9	3	4	-2	25 ft.	30 lbs.	3	15
<b>Chain Shirt or Chain Arms and Legs</b>								
Metal	8	4	4	-2	30 ft.	25 lbs.	10	20
Plastic <b>Properties:</b> <i>Hardness -2 vs Fire</i>	5	3	6	0	30 ft.	12.5 lbs.	5	15
Rubber <b>Properties:</b> <i>Electrical Resistance 1<sup>1</sup>, Hardness -2 vs Cold</i>	6	4	4	-3	30 ft.	30 lbs.	8	20
<b>Scale Shirt or Scale Arms and Legs</b>								
Metal	7	4	3	-1	30 ft.	20 lbs.	10	20
Plastic <b>Properties:</b> <i>Hardness -2 vs Fire</i>	4	3	5	0	30 ft.	10 lbs.	5	15
Rubber <b>Properties:</b> <i>Electrical Resistance 1<sup>1</sup>, Hardness -2 vs Cold</i>	6	4	2	-2	30 ft.	25 lbs.	8	20
Wood <b>Properties:</b> <i>Armor Check Penalty Swimming = 0, Hardness -1 vs Fire</i>	4	3	3	-1	30 ft.	15 lbs.	5	15

<sup>1</sup> This armor grants its wearer electrical resistance.





## MEDIUM ARMORS

	Resources	Armor/Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Speed	Weight	Hardness	Hit Points
<b>Medium Pre-Rise Armor</b>								
Athletic Pads - Full	20	+4	+6	-1	30 ft. <sup>1</sup>	11 lbs.	5	10
<b>Properties:</b> Agile, Light Weight, Prot. Decay and Infestation, DR3/— Non-ballistic missile								
Body Armor - Heavy Vest	38	+4	+4	-2	25 ft. <sup>1</sup>	8 lbs.	3	10
<b>Properties:</b> Ballistic Resistance 2, DR3/— VS Non-ballistic/light ranged								
Combat Armor - Light	55	+6	+3	-3	25 ft. <sup>1</sup>	20 lbs.	4	15
<b>Properties:</b> Ballistic Resistance 3, DR3/— VS Non-ballistic/light ranged								
<b>Medium Post-Rise Armor</b>								
<b>Ridged Armor</b>								
Hide	7	+4	+4	-3	20 ft.	25 lbs.	2	20
Plastic	4	+3	+6	-1	20 ft.	15 lbs.	5	15
<b>Properties:</b> Hardness -2 vs Fire								
Rubber	6	+4	+3	-4	20 ft.	30 lbs.	8	20
<b>Properties:</b> Electrical Resistance 2 <sup>2</sup> , Hardness -2 vs Cold								
Wood	3	+3	+4	-3	20 ft.	20 lbs.	5	15
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Studded Ridged Armor</b>								
Hide	9	+5	+3	-4	20 ft.	31 lbs.	2	25
Plastic	6	+4	+5	-2	20 ft.	18 lbs.	5	20
<b>Properties:</b> Hardness -2 vs Fire								
Rubber	8	+5	+2	-5	20 ft.	36 lbs.	8	25
<b>Properties:</b> Electrical Resistance 2 <sup>2</sup> , Hardness -2 vs Cold								
Wood	5	+4	+3	-4	20 ft.	26 lbs.	5	20
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Scale Full Suit</b>								
Metal	11	+5	+3	-4	20 ft.	30 lbs.	10	25
Plastic	5	+4	+5	-2	20 ft.	20 lbs.	5	20
<b>Properties:</b> Hardness -2 vs Fire								
Rubber	7	+5	+2	-5	20 ft.	35 lbs.	8	25
<b>Properties:</b> Electrical Resistance 1 <sup>2</sup> , Hardness -2 vs Cold								
Wood	5	+4	+3	-4	20 ft.	25 lbs.	5	20
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Chain Full Suit</b>								
Metal	11	+6	+2	-5	20 ft.	40 lbs.	10	30
Plastic	6	+5	+4	-3	20 ft.	25 lbs.	5	25
<b>Properties:</b> Hardness -2 vs Fire								
Rubber	8	+6	+2	-6	20 ft.	45 lbs.	8	30
<b>Properties:</b> Electrical Resistance 1 <sup>2</sup> , Hardness -2 vs Cold								
<b>Piece Mail Torso or Arms and Legs</b>								
Metal	13	+6	+3	-5	20 ft.	35 lbs.	10	30
Plastic	8	+5	+5	-3	20 ft.	20 lbs.	5	25
<b>Properties:</b> Fitted <sup>3</sup> , Hardness -2 vs Fire								
Rubber	10	+6	+2	-6	20 ft.	35 lbs.	8	30
<b>Properties:</b> Ballistic 1, Electrical Resistance 1 <sup>2</sup> , Hardness -2 vs Cold								
Wood	7	+5	+3	-5	20 ft.	30 lbs.	5	25
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Plated Torso or Arms and Legs</b>								
Metal	15	+6	+3	-4	20 ft.	30 lbs.	10	30
Plastic	10	+5	+5	-2	20 ft.	15 lbs.	5	25
<b>Properties:</b> Fitted <sup>3</sup> , Hardness -2 vs Fire								
Rubber	12	+6	+2	-5	20 ft.	30 lbs.	6	30
<b>Properties:</b> Ballistic 1, Electrical Resistance 1 <sup>2</sup> , Hardness -2 vs Cold								
Wood	9	+5	+3	-4	20 ft.	25 lbs.	5	25
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								

1 Pre-Rise armors allow the wearer to move faster than typical for their type and you can move quadruple you speed in pre-Rise heavy armor.

2 This armor grants its wearer electrical resistance.

3 This armor is already considered fitted, even if not masterwork. Must be refitted for new user.



# ARMOR

## HEAVY ARMORS

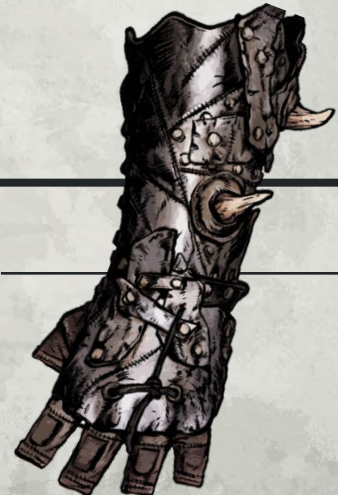
	Resources	Armor/Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Speed	Weight	Hardness	Hit Points
<b>Heavy Pre-Rise Armor</b>								
Combat Armor - Heavy	80	+8	+1	-6	20 ft. <sup>1</sup>	30 lbs.	5	20
<b>Properties:</b> Ballistic Resistance 4, DR3/— VS Non-ballistic/light ranged								
<b>Heavy Post-Rise Armor</b>								
<b>Splinted Armor</b>								
Metal	17	+7	+0	-7	20 ft. <sup>2</sup>	45 lbs.	10	35
Plastic	12	+6	+2	-5	20 ft. <sup>2</sup>	25 lbs.	5	30
<b>Properties:</b> Hardness -2 vs Fire								
Rubber	14	+7	+0	-8	20 ft. <sup>2</sup>	50 lbs.	8	35
<b>Properties:</b> Ballistic 2, Electrical Resistance 2 <sup>3</sup> , Hardness -2 vs Cold								
Wood	11	+6	+0	-7	20 ft. <sup>2</sup>	40 lbs.	5	30
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Banded Armor</b>								
Metal	20	+7	+1	-6	20 ft. <sup>2</sup>	35 lbs.	10	35
Plastic	15	+6	+3	-4	20 ft. <sup>2</sup>	20 lbs.	5	30
<b>Properties:</b> Hardness -2 vs Fire								
Rubber	17	+7	+0	-7	20 ft. <sup>2</sup>	40 lbs.	8	35
<b>Properties:</b> Ballistic 2, Electrical Resistance 2 <sup>3</sup> , Hardness -2 vs Cold								
Wood	14	+6	+1	-6	20 ft. <sup>2</sup>	30 lbs.	5	30
<b>Properties:</b> Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Piece Mail Suit</b>								
Metal	23	+8	+0	-7	20 ft. <sup>2</sup>	50 lbs.	10	40
Plastic	18	+7	+2	-5	20 ft. <sup>2</sup>	30 lbs.	5	35
<b>Properties:</b> Fitted <sup>4</sup> , Hardness -2 vs Fire								
Rubber	20	+8	+0	-8	20 ft. <sup>2</sup>	55 lbs.	8	40
<b>Properties:</b> Ballistic 2, Electrical Resistance 2 <sup>3</sup> , Hardness -2 vs Cold								
Wood	17	+7	+0	-7	20 ft. <sup>2</sup>	45 lbs.	5	35
<b>Properties:</b> Fitted <sup>4</sup> , Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								
<b>Plated Full Suit</b>								
Metal	30	+9	+1	-6	20 ft. <sup>2</sup>	50 lbs.	10	45
<b>Properties:</b> Fitted <sup>4</sup>								
Plastic	25	+8	+3	-4	20 ft. <sup>2</sup>	30 lbs.	5	35
<b>Properties:</b> Fitted <sup>4</sup> , Hardness -2 vs Fire								
Rubber	27	+9	+0	-7	20 ft. <sup>2</sup>	55 lbs.	8	45
<b>Properties:</b> Fitted <sup>4</sup> , Ballistic 3, Electrical Resistance 3 <sup>3</sup> , Hardness -2 vs Cold								
Wood	24	+8	+1	-6	20 ft. <sup>2</sup>	45 lbs.	5	35
<b>Properties:</b> Fitted <sup>4</sup> , Armor Check Penalty Swimming = 0, Hardness -1 vs Fire								

<sup>1</sup> Pre-Rise armors allow the wearer to move faster than typical for their type and you can move quadruple your speed in pre-Rise heavy armor.

<sup>2</sup> When running in heavy armor, you move only at triple your speed, not quadruple.

<sup>3</sup> This armor grants its wearer electrical resistance.

<sup>4</sup> This armor is already considered fitted, even if not masterwork. Must be refitted for new user.





## SHIELDS

	Resources	Armor/Shield Bonus	Max. Dex Bonus	Armor Check Penalty	Speed	Weight	Hardness	Hit Points
<b>Pre-Rise Shields</b>								
Buckler <b>Properties:</b> <i>Ballistic 1</i>	15	+1	—	-0	—	1 lbs.	5	6
Light <b>Properties:</b> <i>Ballistic 1</i>	25	+1	—	-0	—	2 lbs.	5	6
Heavy <b>Properties:</b> <i>Ballistic 1</i>	35	+2	—	-1	—	3 lbs.	5	12
Tower <b>Properties:</b> <i>Ballistic 2</i>	50	+3	—	-6	—	10 lbs.	5	18
<b>Post-Rise Shields</b>								
<b>Bucklers</b>								
Metal	3	+1	—	-1	—	5 lbs.	10	5
Plastic <b>Properties:</b> <i>Hardness -2 vs Fire</i>	1	+1	—	-0	—	1 lbs.	5	6
Rubber <b>Properties:</b> <i>Hardness -2 vs Cold</i>	2	+1	—	-1	—	7.5 lbs.	8	7
Wood	1	+1	—	-1	—	3 lbs.	5	5
<b>Light</b>								
Metal	6	+1	—	-1	—	6 lbs.	10	10
Plastic <b>Properties:</b> <i>Hardness -2 vs Fire</i>	3	+1	—	-0	—	3 lbs.	5	6
Rubber <b>Properties:</b> <i>Hardness -2 vs Cold</i>	5	+1	—	-1	—	9 lbs.	8	7
Wood	2	+1	—	-1	—	5 lbs.	5	7
<b>Heavy</b>								
Metal <b>Properties:</b> <i>Ballistic 1</i>	10	+2	—	-2	—	15 lbs.	10	20
Plastic <b>Properties:</b> <i>Fitted<sup>1</sup>, Hardness -2 vs Fire</i>	6	+2	—	-1	—	7 lbs.	5	12
Rubber <b>Properties:</b> <i>Ballistic 1, Hardness -2 vs Cold</i>	8	+2	—	-2	—	20 lbs.	8	16
Wood	5	+2	—	-2	—	10 lbs.	5	15
<b>Tower</b>								
Metal <b>Properties:</b> <i>Ballistic 2</i>	25	+4	—	-12	—	70 lbs.	10	30
Plastic <b>Properties:</b> <i>Hardness -2 vs Fire</i>	12	+3	—	-6	—	30 lbs.	5	18
Rubber <b>Properties:</b> <i>Ballistic 2, Hardness -2 vs Cold</i>	20	+4	—	-12	—	55 lbs.	8	21
Wood	10	+4	—	-10	—	45 lbs.	5	20

<sup>1</sup> This armor is already considered fitted, even if not masterwork. Must be refitted for new user.





can't use your shield hand for anything else. Whether wood, metal, plastic or rubber, a heavy shield offers the same basic protection and attack benefits, though the versions respond differently to some spells and effects (such as rusting grasp) and have added benefits.

**Shield Bash Attacks:** You can bash an opponent with a heavy shield. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. An Enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Light Shield:** You strap a light shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it. Whether wood, metal, plastic or rubber, a light shield offers the same basic protection and attack benefits, though the versions respond differently to some spells and effects (such as rusting grasp) and have added benefits.

**Shield Bash Attacks:** You can bash an opponent with a light shield. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next turn. An Enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Tower Shield:** This massive shield is nearly as tall as its user. In most situations, it provides the indicated shield bonus to your AC. As a standard action, however, you can use a tower shield to grant you total cover until the beginning of your next turn. When using a tower shield in this way, you must choose one edge of your space. That edge is treated as a solid wall for attacks targeting you only. You gain total cover for attacks that pass through this edge and no cover for attacks that do not pass through this edge (see cover). The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else. Whether wood, metal, plastic or rubber, a tower shield offers the same basic protection, though the versions respond differently to some spells and effects (such as rusting grasp) and have added benefits.

When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

## Armor Materials

These materials are used to make the majority of armors. While other materials may exist, they are uncommon and/or function close enough to the materials listed here that they may be supplemented with the following materials.

**Cloth, quilted:** More than simple cloth used for clothing, quilted cloth utilizes multiple layers of densely packed cloth stitched in a crossing pattern. Quilted cloth armor has a unique property to trap arrows, bolts, darts, shuriken, thrown knives, and other small ranged piercing weapons (light weapons). When these kinds of weapons strike the armor, they tend to become snagged in these layers and fail to harm the wearer. Quilted cloth armor grants DR 3/— against attacks of this kind

to its wearer. The special layers of the armor have no effect on other kinds of weapons.

The down side of the material is its vulnerability to fire. Anytime the wearer takes damage from fire the quilted cloth is also slightly damaged. Non-magical fire deals one point of damage per d6 or greater dice of damage the wearer takes, half if they succeed their save versus the damage. Magical fire deals one point of damage per die of damage the wearer takes, half if they succeed their save versus the damage. This damage is dealt to the material like any other damage, meaning damage that exceed the hardness of the material is subtracted from its hit points. Quilted cloth has a hardness of 0 and 3 hit points per inch of thickness.

**Leather/hide:** Leather and hide are some of the oldest forms of materials used for armors. Leather makes durable clothing that helps protect against the elements better than cloth but doesn't help keep heat in as well as cloth or other fabrics. Leather and hide make sturdy yet flexible armors offering good protection with little drawback.

Leather and hide have a hardness of 2 and 5 hit points per inch of thickness.

**Metal (iron/steel):** Iron and steel revolutionized the world in many ways: from tools, weapons, and armor all the way to the modern uses of these materials iron and steel have helped forge the course of humanities development. While there are other types of metals that have been used in the modern era, steel and iron still make up the majority of metals used.

Steel and iron have a hardness of 30 and 10 hit points respectively per inch of thickness.

**Plastic:** Plastic is a modern invention wholly man made. It is a versatile, malleable material that can be molded into a multitude of different solid objects. While not as effective as other materials when made into a weapon it has great potential as armor.

The down side of plastic is its vulnerability to fire, as fire makes it more malleable and warps it. Fire damage is dealt to the material like any other damage, but the hardness of plastic is 2 points lower against fire, meaning damage that exceed the hardness of the material is subtracted from its hit points. Plastic has a hardness of 5 and 6 hit points per inch of thickness.

**Rubber:** Another invention of the modern age, rubber can offer as much protection as metal but at increased weight. The added thickness and weight of the material needed reduces the maneuverability of the armor and increases the armor check penalty. On the upside rubber is cheaper and has the added benefit of granting the wearer of rubber armor (not shields) a small amount of electrical resistance depending on the type of armor. Light armors grant resistance 1, medium armors grant resistance 2, and heavy armors grant resistance 3.

Rubber does have a vulnerability to cold, as cold makes it more rigid and leads to it cracking. Cold damage is dealt to the material like any other damage, but the hardness of rubber is 2 points lower against cold, meaning damage that exceed the hardness of the material is subtracted from its hit points. Rubber has a hardness of 8 and 7 hit points per inch of thickness.

**Wood:** Wood has become a surprising substitute for other materials. Wood isn't as light as plastic but does protect as well as plastic, while not hampering the wearer of wood armors as much as rubber. Wood is also usually a cheaper option as wood



## ARMOR & SHIELD MODIFICATIONS

Modifications	Resource Cost	Properties	Added Weight
Agile	6	Armor check penalty for Climb, Jump, and Swim checks is decreased by 2. Does not stack with the flexible	—
Ballistic	10 per point	Provides ballistic armor class and ballistic resistance.	+1 lbs. per point
Fitted*	14	Armor maximum Dexterity increases by 2. Must be masterwork.	—
Flexible*	8	Armor has the armor check penalty decreased by 2. Must be <i>fitted</i> . Does not stack with the agile enhancement.	—
Light weight*	4	Adds +5 ft. to the maximum speed. Armor 25% lighter. -2 AC vs critical confirmations. Grants -2 to CDM vs sunder against armor.	—
<b>Masterwork</b>			
Heavy	8	Armor Check penalty -1	—
Light	3	Armor Check penalty -1	—
Medium	5	Armor Check penalty -1	—
Shield	3	Armor Check penalty -1	—
Reinforced*	50% of base price	Grants +2 to CMD vs sunder against armor. Hardness +1. +2 AC vs critical confirmations. Speed -5 ft. and armor check penalty increased by 1	—
Resistance*	10	+2 to hardness with regard to any damage taken from any energy type. Provides a resistance 1 to all energy types to the wearer.	—
Silenced	8	A suit of <i>silenced</i> armor is made to keep the wearer's movement covert.	—
Spikes, armor*	10	Armor gains spikes, which can deal damage in a grapple or as a separate attack.	+ 10 lbs.
Spikes, shield*	5	These spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash	+ 5 lbs.
<b>Quickdraw</b>			
Light shield	6	Shield is specially crafted with a series of straps to allow a character proficient in shields to ready or stow it on her back quickly and easily.	—
Heavy Shield	10		—

\*Must be masterwork for this modification

can be an easier material to find. Additionally, wood armor also reduces the armor check penalty for Swim checks to a 0.

Like plastic, wood has a vulnerability to fire. Fire damage is dealt to the material like any other damage, but the hardness of wood is 1 point lower against fire, meaning damage that exceed the hardness of the material is subtracted from its hit points. Wood has a hardness of 5 and 10 hit points per inch of thickness.

### Armor Modifications

**Agile:** A suit of agile armor allows extra maneuverability for some physical activities. The armor check penalty for Climb, Jump, and Swim checks is decreased by 2. Masterwork and special materials can reduce the armor check penalty further. This modification may be combined with light weight armor. This does not stack with the flexible modification.

**Crafting:** Craft (Armorer), DC equal to the armors Craft DC +2 with the cost being this modification.

**Ballistic:** A suit of armor may be made ballistic by adding specialized materials or strategically placed plates to help protect the wearer from ballistic attacks.

A suit of ballistic armor provides protection against ballistic attacks at an AC bonus equal to its ballistic rating. The ballistic protection may be purchased up to the maximum AC provided by the armor type. In addition, ballistic armor provides a ballistic resistance of 1 for every two points of ballistic protection provided.

**Crafting:** Craft (Armorer), DC is 10 + the new ballistic AC of the armor times 2 with the cost being this modification. So

taking an armor from ballistic AC 3 to ballistic AC 4 would be a Craft (Armorer) DC 18 with a 10 resource cost.

**Fitted\*:** A suit of fitted armor allows for +2 points maximum dexterity over non-fitted armor of the same type. Because it is fitted, anyone but the one for whom it is fitted gains a -1 to attack rolls and increases the armor check penalty by -2. The armor may be altered to allow a new owner to use it without penalty, costing the same price as this modification and requiring a Craft (Armorer) check, DC equal to the armors Craft DC+2. This bonus stacks with magical enhancements and special materials.

**Requirement:** Armor must be Masterwork quality in order to be fitted.

**Crafting:** Craft (Armorer), DC equal to the armors Craft DC +2 with the cost being this modification.

**Flexible\*:** A suit of flexible armor has the armor check penalty decreased by 2 over non-flexible armor of the same type. Flexible armor is made by designing perfectly fitted joints and bends to match the body movements of the user without reducing the production. This does not stack with the agile modification.

**Requirement:** Armor must also be fitted in order to gain the flexible modification. This bonus stacks with magical enhancements, bonuses for Masterwork quality, and special materials.

**Crafting:** Craft (Armorer), DC equal to the armors Craft DC +2 with the cost being this modification.

**Light Weight\*:** Light weight armor has had parts of it minimized, tapered, or even removed. A suit of light weight armor adds +5 ft. to the speed over non-light weight armor of the



same type. The armor also weighs 25% lighter. Unfortunately, because armor of this type has had material removed to allow for increased movement, light weight armor is easier to bypass and destroy. Light weight armors AC counts as 2 points lower for purposes of critical hit confirmation checks. Also, the armor grants a -2 to CMD versus sunder when the armor is the target. Light weight armor cannot be Masterwork quality. Light weight armor is easier to make and fix, reducing the Craft DC by 2. This modification may be included with agile armor.

*Crafting:* Cost of the modification is added to the overall cost of creating the armor.

**Quickdraw:** This modification may be added to any Heavy or Light shield regardless of material used. This shield is specifically crafted with a series of straps to allow a character proficient in shields to ready or stow it on his or her back quickly and easily. If you have a base attack bonus of +1 or higher, you may don or put away a quickdraw shield as a swift action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw a light or one-handed weapon with one hand and a quickdraw shield with the other in the time it would normally take you to draw one weapon. If you have the Quick Draw feat, you may don or put away a quickdraw shield as a free action.

*Crafting:* Craft (Armorer), DC equal to the armors Craft DC with the cost being this modification.

**Reinforced\*:** Armor that is reinforced has had critical defense points thickened with additional material used throughout. These changes make the armor much harder to bypass and destroy. This modification grants the armor 1 point of hardness and a +2 modifier to the CMD versus Sunder attempt against the armor. In addition, the armors AC counts as 2 points higher for critical hit confirmation checks. This includes ballistic AC, even if the armor is not ballistic.

However, because of the additional material and more rigid design, the armor restricts movement and athletic activities more than normal. The armor reduces the maximum speed of the armor by -5 ft. over the base armor and the weight of the armor increases by 25%. In addition, reinforced armor

has its armor check penalty increased by 1 and its maximum Dexterity bonus reduced by 1. Magical enhancements, Masterwork craftsmanship, and special materials can modify these penalties. This armor may not be made agile, fitted, flexible, or light weight.

*Crafting:* Craft (Armorer), DC 20 with the cost being this modification.

**Resistance\*:** Armor may be made with materials and coatings so as to provide it protection from energy damage. Armor with resistance are considered to have +2 to hardness with regard to any damage taken from any energy type. In addition, full suits of armor with this modification provides a resistance 1 to all energy types to the wearer.

*Requirement:* Armor must also be fitted in order to gain the resistance modification. This bonus stacks with magical enhancements, bonuses for Masterwork quality, and special materials as appropriate.

*Crafting:* Craft (Armorer), DC 20 with the cost being this modification.

**Silenced:** Silenced armor is made to keep the wearer's movement covert. The armor's armor check penalty is reduced by 2 for the wearer's Stealth checks. In order to add the silenced modification all metal must be wrapped with cloth (usually silk), and ridged material softened near bends. If the silenced armor already has the flexible modification, silenced only reduces the armor check penalty for Stealth checks by 1 additional point.

*Crafting:* Craft (Armorer), DC equal to the armors Craft DC with the cost being this modification.

**Spiked, armor\*:** A suit of spiked armor has had metal spikes and blades strategically added in order to allow an offensive combat use of the item. The spikes allow you to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use





## PRE AND POST RISE FIREARMS

In addition to quality and condition, firearms are also classified as pre-Rise and post-Rise. Much like armor, post-Rise firearms are often heavier and cheaper than their pre-Rise counterparts.

**Ballistic:** Ballistic weapons are a type of weapon that ignore non-ballistic armor and natural armor at all range increments. Most firearms are ballistic weapons. See ballistic armor for more details on ballistic ac.

**Pre-Rise Firearms:** Pre-Rise firearms are a coveted prize despite the sizable production numbers. Firearms produced before the Rise are far better quality than post-Rise firearms, having better range and less chance of jamming. The Enhancement bonus may be up to +5 and the overall bonus, due to special abilities, may be up to +10.

**Post-Rise Firearms:** Firearms crafted after the Rise do not meet the same standards of quality of their pre-Rise counterparts. Because of this, post-Rise firearms have a higher chance of jamming. See the upcoming section for “Reliability” for further explanation. The rating is noted in the weapon entry under base reliability. Post-Rise weapons may hold a reduced level of magical enchantments. The Enhancement bonus may only be up to +3 and the overall bonus, due to special abilities, may be up to +6. Special abilities, spells, or spell-like affects may temporarily surpass the restriction. Post-Rise firearms of smithed or higher quality or made with special materials ignore this restriction and may hold the maximum magical enchantments.

them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can’t also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An Enhancement bonus to a suit of armor does not improve the spikes’ effectiveness, but the spikes can be made into magic weapons in their own right.

**Crafting:** Craft (Armorer), DC equal to the armors Craft DC with the cost being this modification.

**Spiked, shield\*:** A spiked shield has had metal spikes and blades strategically added in order to allow an offensive combat use of the item. Spikes turn a shield into a martial piercing weapon and increase the damage dealt by a shield bash as if the shield were designed for a creature one size category larger (see “spiked light shield” and “spiked heavy shield”). You can’t put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack.

An Enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

**Crafting:** Craft (Armorer), DC equal to the shields Craft DC with the cost being this modification.

## FIREARMS & EXPLOSIVES

Before the Rise, political research suggested over half a billion guns were in the hands of civilians worldwide. Combined with military allocations, the number of guns was a pawnshop away from a billion. Within the first year after the Rise, the number of available firearms totaled more than the new world population. Despite those numbers, a vast majority of those firearms are now lost in urban jungles, decrepit and destroyed, or affixed to countless staggering corpses. That’s not to say there are not many pre-Rise firearms available, only that they are uncommon and costly, especially those in good condition. Given the dearth of affordable firearms, any smith with an anvil and some metal to smelt takes a swing at creating firearms. Success is a debatable result. In post-Rise Earth, there are specific categories for the quality of a firearm. The most common of these quality ratings is “hack job”, representing the quality of firearm most frequently found. Better qualities are available for an increased cost, and new gunsmiths appear all the time, peddling their wares.

### Firearms Rules

Firearms and ammunition fall into generalized groups: launchers, machine guns, pistols, revolvers, rifles, shotguns, and SMGs. Like other ranged weapons, when using a gun, the wielder applies their Dexterity modifier to the attack roll. Unless otherwise noted, a single attack is equal to a single shot from the firearm.

**Hardness and Hit Points:** Firearms use the blade category for hardness and hit points. Firearms crafted from special materials may improve hardness and/or hit points; however, this does not change what the firearm can affect unless the weapon is used in melee. Ammunition made from special materials would count what creatures can be affected.

**Reliability:** Even the best made firearm has a chance to jam or cycle incorrectly. Firearms have a base reliability score. Modifiers may never lower the firearms reliability below this base. All reliability modifiers are added to this base to find the firearms full range.

When an attack is made with a firearm and the attack roll is within the reliability score one of two things happen:

- **Pre-Rise Firearms:** The firearm jams and needs to be cleared requiring the same amount of time as reloading the firearm would normally take (See Magazine below) and that round of ammunition is lost.
- **Post-Rise Firearms:** The firearm jams and needs to be cleared just as pre-Rise firearms. Additionally, if the weapon is not magical, made with special materials, or of smithed or higher quality, its condition is reduced by one level, and needs to be cleared. If the firearm is already at the *broken* condition, then it is instead destroyed.

**Example:** The Combatist deputy fires their standard quality, abused condition, post-Rise muzzleloader at the Risen colonist whom they were having drinks with last night. The Combatist rolls a 6 on their attack. Unfortunately, the base reliability of that gun is a 3, plus 3 more for being abused, giving a reliability score of 6. The muzzleloader jams and moves down a condition level to broken. Not only is the firearm now broken, the Risen colonist is chewing on the Combatist’s face.



**Condition & Quality:** The condition and quality of a firearm are integrally important when determining weapon selection. Obviously, a *maintained* firearm will be in better condition and less likely to jam than an *abused* gun found in the wet rusty trunk of a car. The build quality of a custom firearm by the journeyman gunsmith will be higher than a hack job from the colonist who should be watering the tomato plants. Condition and quality levels have resource costs listed. This cost is added to the purchase price of any firearms.

- **Condition:** This category is directly related to the reliable rating of a firearm. The worse the condition, the worse (higher) the base reliability score. Condition requires ongoing maintenance. Any firearm in use during a given month requires upkeep or the condition will worsen. Monthly upkeep of condition level costs 1 Mechanical and 2 Combustible resources, as well as a Craft (Gunsmithing) check, DC 15. Failure to maintain a firearm reduces its condition by 1 level, if firearm was used during that month. An unused firearm only requires this maintenance every six months. A firearm being reduced to less than half its total hit points immediately drops the firearm to the *broken* condition. Firearm condition may be improved with a successful Craft (Gunsmithing) check (see Skills).
- **Quality:** This category represents how well the firearm was built. Quality is assigned when a weapon is built (or purchased) and may never be changed. Firearms do not have a masterwork level of quality, instead they have the smithed and custom quality levels which act as masterwork for most purposes. Most pre-Rise firearms are standard quality, with the higher quality levels more likely to be found than with pre-Rise guns. Most post-Rise firearms are hack job quality.

## CONDITIONS

Condition	Resources	Properties
Prized	10	Reliability Range (-1)
Maintained	8	Reliability Range (+0)
Neglected	6	Reliability Range (+1)
Rough	4	Reliability Range (+2)
Abused	2	Reliability Range (+3)
Broken (as broken condition)	0	Reliability Range (+4)
Destroyed	—	Destroyed

## QUALITIES

Quality	Resources	Properties
Custom*	20	+1 Hit, Reliability (-1)
Smithed*	12	+1 to Hit
Standard	6	No Modifier
Jury-Rigged	2	-1 to Hit
Hack Job	0	-2 to Hit

\*Reduced magic capacity

**Rate of Fire (RoF):** All firearms have a rate of fire noted in the weapon entry. The following rules summarize rate of fire categories:

- **Standard:** Firearms with this RoF may be fired once for each attack the user can make.
- **Semi:** Firearms with this RoF may be fired once for each attack the user can make. Some feats may only be used with semi or auto-fire weapons. Firearms with this RoF may be modified to be auto-fire weapons.
- **Auto:** Firearms with this RoF may be fired in a 10-round burst as a full-round action. Firearms set to automatic add 1 to their base reliability while in automatic fire mode.
- **Special:** These firearms do not fire as other firearm. See individual weapons for their rate of fire.

**Magazine Type:** Magazine is used to describe how each firearm holds ammo.

- **Internal:** This firearm must be reloaded one round of ammo at a time or with a speed loader. Reloading an internal magazine is a full-round action that provokes an attack of opportunity.
- **External:** This firearm has a removable magazine. It is a move action to reload a firearm with a loaded external magazine and provokes an attack of opportunity. It is a full-round action to reload an external magazine with ammo.
- **Special:** Firearms with special magazines take extra time and care to reload. Reloading a special magazine is a full-round action that provokes an attack of opportunity.

**Auto-Fire Attack:** Automatic fire weapons allow the user to perform an auto-fire attack. The attacker takes a full round attack action and targets a 5' radius burst instead of a specific being. The attack roll is made and then compared to the ballistic AC for any beings in the area. This is considered an area of effect attack. The attacker must choose an auto-fire burst of at least ten rounds, increased in at least five round increments. The number of rounds fired affect both the attack roll and subsequent saving throw for anyone in the area of effect (described below). If the character does not have the Auto-Fire Proficiency, an additional -4 penalty is applied to both the attack roll and the save DC. Any modifiers that affect a normal attack, such as range or feats, also affect the auto-fire attack action. The attacker must have enough rounds in their magazine to equal the number of rounds in the burst fire attack selected. If the attacker does not have at least ten rounds in the magazine for their automatic fire weapon, they may not perform the auto-fire attack.

The minimum burst fire attack must be at least a 10-round burst, providing a -1 to attack and a +2 to the save DC. For each additional five rounds included in the burst, to a maximum of thirty rounds, add an additional -1 to attack and +2 to the save DC.

**Example:** An Enforcer makes an auto-fire attack with a medium machine gun. The magazine has 16 rounds remaining and the Enforcer selects a 15-round burst. The attack is made at a -2 penalty and the save DC gains a +4. If the Enforcer had more ammunition in the magazine and selected to fire the maximum 30-round burst, the attack would be made with a -5 penalty and the save DC would gain a +10.



If the attack roll successfully hits any targets, roll and calculate damage as if the attack is a confirmed critical hit. If a critical hit is rolled, roll to confirm as normal. If that critical hit is confirmed, increase the critical multiplier by 1 then roll damage.

Any beings in the area of effect hit by the attack must make a Reflex save for half damage. The Reflex save is DC 10 + the attacker's base attack bonus + the round burst modifier.

Feats or special abilities that reduce damage against area of effect attacks may be used against an auto-fire attack.

**Fire while Prone:** Firearms, like crossbows, can be fired while their wielders are prone.

**Firing underwater:** A firearm gains a -2 penalty on attack rolls when fired underwater for every 5 feet of water the bullet passes through, in addition to the normal penalties to range.

**Suppressors:** Even low-powered projectiles generate surprisingly loud noise. With a high-powered rifle or machine gun, the noise can literally be deafening. Before the Rise, many shooters would use hearing protection to prevent damage to their ears. In post-Rise combat, this is less practical and more difficult given available hearing protection. In addition to reducing stress on the shooter's hearing, suppressors are most valuable in helping to avoid unwanted attention, like dead things.

Rather than boring you with the technical information for how a suppressor captures pressurized gases in a series of baffles and expansion chambers, below are rules for using a suppressor in AtR.

Gunshots are loud, and their noise carries long distances. Hearing a gunshot from a firearm that is not suppressed requires a standard perception check with a -20 applied to the DC.

## Firearms Descriptions

**Combat Rifle, Heavy:** Usually issued to heavier support or even soldiers who fulfill a grunt and sniper role. May have selector switch modification added.

**Combat Rifle, Light:** Standard issue for some armies of the world due to it and its ammo light weight. May have selector switch modification added.

**Combat Rifle, Medium:** Standard issue for some armies of the world. May have selector switch modification added.

**Combat Shotgun, Light:** Pump action shotgun, standard issue in pre-Rise police vehicles, sometimes used by hunters.

**Combat Shotgun, Medium:** Pump action shotgun, usually standard issue to SWAT, rarely used by hunters.

**Combat Shotgun, Heavy:** Pump action shot gun, usually only issued to select units in armies of the world.

**Flamethrower:** A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. Attacking with a flamethrower is a standard action, the attacker makes a ranged touch attack, with users who are not proficient taking a -4 to attack rolls. For users who are not proficient the flame stops at the first object or creature hit. Proficient users know how to lay down the line of flame to not have it stop at the first object or creature hit, instead hitting every target their attack roll would hit.

The flamethrower shoots a 30 ft. line of flame that deals 3d6 points of fire damage, Reflex save (DC 10 + the user's base attack bonus - 4 if user is not proficient) for half damage. Once it hits an object or creature the line bursts into a 5' radius dealing damage to all creatures in the area, Reflex save (DC 10 +

## MECHANICS OF SUPPRESSION

Only firearms with the "ballistic" type may be suppressed. A suppressed weapon using standard ammo dealing 1d4 points of base damage or less is effectively silent, with only a mechanical click and bullet travel audible. Hearing the shot and having any chance of determining direction requires a successful DC 25 perception check. Light loads increase the perception check to DC 30 while hot loads reduce the check to DC 20.

A suppressed weapon using standard ammo dealing 1d6 to 1d12 points of base damage are not silent, though the decibels are noticeably reduced. Hearing this shot requires a successful DC 15 perception check. Light loads increase the perception check to DC 20 while hot loads reduce the check to DC 10.

A suppressed weapon using standard or hot load ammo dealing two dice or more of base damage requires a successful DC 10 perception check to hear. Light loads increase the perception check to DC 15.

half the user's base attack bonus, - 4 if user is not proficient) for half damage. Creatures hit by the radius do not catch fire. Creatures or objects directly hit by the line do catch fire, taking 1d6 fire damage every round until the fire is put out. A flamethrower's backpack has hardness 10 and 5 hit points. If reduced to 0 hit points the backpack explodes, dealing 1d6 points of fire damage for each charge left in the backpack to the wearer (no save allowed) and half that damage to all creatures in a 5-foot radius per two charges left in the backpack (Reflex save, DC 10 + each charge left in the backpack, for half damage). A flamethrower can shoot 10 charges before the fuel supply is depleted. Refilling a fuel pack is a Combustible resource per two charges. Flamethrowers are firearms and do use quality and condition.

**Flare gun:** A smaller version of the signal gun intended for use by hikers, backpackers and outdoorsmen. Small and light. A flare provides light equal to normal light in a 30 ft. radius and increasing the light level by one step in the next 30 ft. for 5 rounds. A flare shot from a flare gun does 1d2 piercing damage. At the start of the targets next 4 turns they take 1d3 fire damage from the burning flare, nothing will put out the flare during this time as it burns at such a high temperature. The target may spend a move action to remove the flare from their body, otherwise at the start of their next turn run the risk of catching fire (Reflex DC 15) and taking the fire damage from the flare and from being on fire. Flares are created like any other firearm ammunition (see Craft skill). You get a +2 bonus on Sleight of Hand skill checks made to conceal a flare gun on your body.

**Grenade Launcher:** Comes as either a single-shot or a 6-shot launcher. The mini-grenades used in a launcher can't be used as hand grenades nor can the launcher shoot hand grenades. The single-shot launcher is designed to be under mounted or standalone version. The under mounted version is attachable to any two-handed firearm and doesn't cause either firearm to gain the -1 to hit or worsening their reliable range (see the firearm modification *double*). The undermount version can be



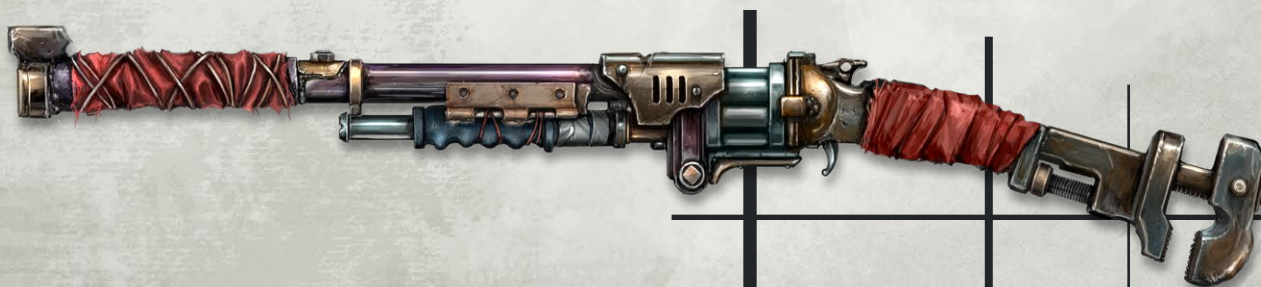
## FIREARMS

Firearm	Pre-Rise Resources	Post-Rise Resources	Damage	Pre-rise Base Reliability	Post-rise Base Reliability	Critical	Pre-Rise Range	Post-Rise Range	Rate of Fire	Mag. Type	Ammo	Weight	Type
<b>Simple Firearms</b>													
<b>Light</b>													
Flare Gun	2	1	—	—	—	—	—	—	Std.	Internal	1	.5 lb.	—
Flare, ranged (5)	2	1	1d2	0	1	x2	30 ft.	20 ft.	—	—	—	.25 lbs.	P & Fire
Revolver, Light	8	4	1d4	0	1	19-20 x2	30 ft.	20 ft.	Std.	Internal	8	1 lbs.	Bal & P
Taser*	4	2	—	—	—	—	—	—	Std.	Internal	1	2lbs.	—
<b>Properties: See description</b>													
Shot Prongs (3)	2	1	1d2*	1	2	—	10 ft.	5 ft.	—	—	—	—	Bal & P
<b>One-Handed</b>													
Muzzleloader Pistol	6	1	1d6	2	3	19-20 x2	30 ft.	20 ft.	Special	Internal	1	2 lbs.	Bal & P
<b>Properties: Bludgeon</b>													
Revolver, Medium	12	6	1d6	0	1	19-20 x2	30 ft.	20 ft.	Std.	Internal	6	2 lbs.	Bal & P
Revolver, Heavy	16	8	1d8	0	1	19-20 x2	30 ft.	20 ft.	Std.	Internal	6	3 lbs.	Bal & P
Signal Gun	4	2	—	—	—	—	—	—	Std.	Internal	1	1 lb.	—
Flare, ranged (3)	2	1	1d3	0	1	x2	50 ft.	35 ft.	—	—	1	.25 lbs.	P & Fire
<b>Properties: See description</b>													
Smoke (3)	2	1	1	0	1	x2	30 ft.	20 ft.	—	—	1	.25 lbs.	P & Smoke
<b>Properties: See description</b>													
Handgun, Medium	—	—	1d6	2	3	19-20 x2	15 ft.	10 ft.	—	—	1	—	Bal & P
Shotgun, Light	—	—	1d6	2	3	18-20 x2	10 ft.	5 ft.	—	—	1	—	Bal & P
<b>Two-Handed</b>													
Revolver, Ultra-heavy	20	10	1d10	0	1	19-20 x2	40 ft.	30 ft.	Std.	Internal	5	5 lbs.	Bal & P
Muzzleloader Rifle	10	3	2d6	2	3	19-20 x2	100 ft.	70 ft.	Special	Internal	1	15 lbs.	Bal & P
<b>Properties: Bludgeon</b>													
Hunting Rifle, Ultra-light	12	6	1d6	1	2	19-20 x2	70 ft.	50 ft.	Std.	External	10	10 lbs.	Bal & P
Hunting Rifle, Light	16	8	1d8	1	2	19-20 x2	70 ft.	50 ft.	Std.	Internal	6	10 lbs.	Bal & P
Hunting Rifle, Medium	20	10	1d10	1	2	19-20 x2	70 ft.	50 ft.	Std.	Internal	6	10 lbs.	Bal & P
Hunting Shotgun, Light	12	6	1d8	1	2	18-20 x2	20 ft.	15 ft.	Std.	Internal	2	8 lbs.	Bal & P
Hunting Shotgun, Medium	16	8	1d10	1	2	18-20 x2	30 ft.	20 ft.	Std.	Internal	2	10 lbs.	Bal & P
Hunting Shotgun, Heavy	20	10	2d6	1	2	18-20 x2	30 ft.	20 ft.	Std.	Internal	2	12 lbs.	Bal & P
Hunting Shotgun, Ultra-heavy	24	12	2d8	1	2	18-20 x2	20 ft.	15 ft.	Std.	Internal	2	15 lbs.	Bal & P
<b>Properties: See description</b>													
<b>Martial Firearms</b>													
<b>Light</b>													
Pistol, Light	15	6	1d4	1	2	19-20 x2	30 ft.	20 ft.	Semi	External	10	1 lbs.	Bal & P
<b>One-Handed</b>													
Pistol, Medium	20	8	1d6	1	2	19-20 x2	30 ft.	20 ft.	Semi	External	15	2 lbs.	Bal & P
Pistol, Heavy	25	10	1d8	1	2	19-20 x2	30 ft.	20 ft.	Semi	External	8	3 lbs.	Bal & P
<b>Two-Handed</b>													
Combat Shotgun, Light	25	10	1d8	1	2	18-20 x2	20 ft.	15 ft.	Std.	Internal	10	8 lbs.	Bal & P



## FIREARMS (CONT)

Firearm	Pre-Rise Resources	Post-Rise Resources	Damage	Pre-rise Base Reliability	Post-rise Base Reliability	Critical	Pre-Rise Range	Post-Rise Range	Rate of Fire	Mag. Type	Ammo	Weight	Type
<b>Martial Firearms</b>													
<b>Two-Handed (Cont)</b>													
Combat Shotgun, Medium	30	12	1d10	1	2	18-20 x2	30 ft.	20 ft.	Std.	Internal	7	10 lbs.	Bal & P
Combat Shotgun, Heavy	35	14	2d6	1	2	18-20 x2	30 ft.	20 ft.	Std.	Internal	5	12 lbs.	Bal & P
Sniper Rifle, Heavy	45	18	2d6	1	2	19-20 x2	100 ft.	70 ft.	Std.	External	5	15 lbs.	Bal & P
<b>Properties:</b> <i>Bi-pod</i>													
Sniper Rifle, Ultra Heavy	55	22	2d8	1	2	19-20 x2	200 ft.	135 ft.	Std.	External	5	30 lbs.	Bal & P
<b>Properties:</b> <i>Bi-pod, see descripton</i>													
<b>Exotic Firearms</b>													
<b>Light</b>													
SMG, Light	24	8	1d4	2	3	19-20 x2	40 ft.	30 ft.	Semi	External	30	3 lbs.	Bal & P
<b>One-Handed</b>													
SMG, Medium	36	12	1d6	2	3	19-20 x2	40 ft.	30 ft.	Semi	External	30	6 lbs.	Bal & P
<b>Two-Handed</b>													
SMG, Heavy	48	16	1d8	2	3	19-20 x2	50 ft.	35 ft.	Semi	External	30	9 lbs.	Bal & P
Combat Rifle, Light	42	14	1d8	2	3	19-20 x2	70 ft.	50 ft.	Semi	External	30	8 lbs.	Bal & P
Combat Rifle, Medium	54	18	1d10	2	3	19-20 x2	70 ft.	50 ft.	Semi	External	30	10 lbs.	Bal & P
Combat Rifle, Heavy	66	22	2d6	2	3	19-20 x2	100 ft.	70 ft.	Semi	External	20	15 lbs.	Bal & P
Machine Gun, Light	60	20	1d8	2	3	19-20 x2	70 ft.	50 ft.	Semi	Special	30	10 lbs.	Bal & P
Machine Gun, Medium	72	24	1d10	2	3	19-20 x2	70 ft.	50 ft.	Auto	Special	60	15 lbs.	Bal & P
<b>Properties:</b> <i>Bi-pod</i>													
Machine Gun, Heavy	84	28	2d6	2	3	19-20 x2	100 ft.	70 ft.	Auto	Special	*belt	30 lbs.	Bal & P
<b>Properties:</b> <i>Bi-pod</i>													
Machine Gun, Ultra Heavy	96	32	2d8	2	3	19-20 x2	150 ft.	100 ft.	Auto	Special	*belt	80 lbs.	Bal & P
<b>Properties:</b> <i>Tri-pod, see description</i>													
Flamethrower	32	8	3d6	3	4	—	Special	Special	Special	Special	*10	40 lbs.*	Fire
Mini-Grenade Launcher, Hand-held	80	20	Special	2	3	x2	70 ft.	50 ft.	Std.	Internal	6	7 lbs.	—
Mini-Grenade Launcher, Undermount	28	8	Special	1	2	x2	60 ft.	40 ft.	Std.	Internal	1	3 lbs.	—
Missile Launcher	200	50	—	1	2	x2	150 ft.	100 ft.	Special	Special	1	20 lbs.	—
Rocket Launcher	140	35	—	1	2	x2	100 ft.	70 ft.	Special	Special	1	13 lbs.	—







used without it being attached to another weapon, counting as a two-handed weapon and gaining a -4 to attack rolls.

**Attacking with the launcher is identical to throwing an explosive:** you make a ranged attack against a specific 5' square (instead of targeting a person or creature). The differences between using the launcher and throwing an explosive lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the launcher requires a weapon proficiency to operate without penalty. Grenade launchers cannot accept any firearm modifications, other than *modular*, due to their intricate nature. Grenade launchers are firearms and do use quality and condition.

**Hunting Rifle, Light:** Common hunting rifle. Able to take down small to medium size game.

**Hunting Rifle, Medium:** Bigger action hunting rifle. Able to take down most of the land animals it was legal to hunt. A pre-Rise favorite of police sniper units.

**Hunting Rifle, Ultra-light:** Everybody's first experience shooting a rifle.

**Hunting Shotgun, Heavy:** The big game hunting shotgun. Could take down most anything on 2 or 4 legs.

**Hunting Shotgun, Light:** Mainly used for bird hunting or on small game.

**Hunting Shotgun, Medium:** The tried and true hunting shotgun, and sometimes used for home defense.

**Hunting Shotgun, Ultra-heavy:** Another exercise in engineering and design, the "Ultra" is as scary to fire as it is to be shot at by it. Originally designed for the biggest land animals, it proved to be a shoulder breaker. Creatures firing an ultra-heavy shotgun take 2d4 non-lethal damage each attack from the extraordinary kick.

**Machine Gun, Heavy:** Utilized as heavy support for hard hitting squads. A real beast to lug around. Comes with an integral bi-pod. May have selector switch modification added.

**Machine Gun, Light:** Modified from the light rifle. Was mainly used as heavy support for light squads or mounted to quick, light vehicles. May have selector switch modification added.

**Machine Gun, Medium:** Modified from the medium rifle. Has a built in bi-pod. Used by most squads as their heavy support. Comes with an integral bi-pod. May have selector switch modification added.

**Machine Gun, Ultra-heavy:** This gun is just big. It comes with an integral tri-pod or they are found mounted on a vehicle.

Due to its weight, it is recommended that two people operate movement and set-up. The heavy rifle round it uses allows it to be used on just about anything effectively. Creatures firing an ultra-heavy machine gun without using the tri-pod or having it mounted on a vehicle take 2d4 non-lethal damage each combat round it is fired from the extraordinary kick. May have selector switch modification added.

**Missile Launcher:** A one-shot reloadable weapon designed to destroy buildings or take out enemy armored vehicles. The telescoping metal tube must first be armed and extended, which is a move action. The missile it fires deals its 5d6 points of piercing damage and 5d6 points of fire damage to all creatures within a 10' radius (Reflex save DC 22 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the missile ignores the first 5 points of hardness of anything it directly hits. However, this only applies to the target struck, not to other objects within the burst radius.

The missile launched from a missile launcher has a minimum range of 40 feet. If fired against a target closer than 40 feet, the missile does not arm and will not explode.

Missile launchers cannot accept any firearm modifications due to their intricate nature. Missile launchers are firearms and do use quality and condition.

**Muzzleloader Pistol:** The basic firearm invented over two hundred years ago. Muzzleloaders must have their powder and shot loaded into the firearm before being able to fire. A muzzleloader is able to hold one shot only. It is a full round action to reload a muzzleloader and doing so provokes an attack of opportunity. Muzzleloaders naturally have the bludgeon modification, with the bludgeon counting as masterwork if the muzzleloader is smithed or custom quality. The bludgeon may not be removed.

**Muzzleloader Rifle:** The basic firearm invented over two hundred years ago. Muzzleloaders must have their powder and shot loaded into the firearm before being able to fire. A muzzleloader is able to hold one shot only. It is a full round action to reload a muzzleloader and doing so provokes an attack of opportunity. Muzzleloaders naturally have the bludgeon modification, with the bludgeon counting as masterwork if the muzzleloader is smithed or custom quality. The bludgeon may not be removed.

**Pistol, Heavy:** High power in a semi-automatic. Some special forces carried this as their sidearm.



**Pistol, Light:** The most compact firearm offered. This pocket size gun still has enough stopping power to take down a person. You get a +4 bonus on Sleight of Hand skill checks made to conceal a light pistol on your body.

**Pistol, Medium:** Most personal guns sold where this. Most law enforcement and the military made this the standard sidearm. You get a +2 bonus on Sleight of Hand skill checks made to conceal a medium pistol on your body.

**Revolver, Heavy:** The replacement for all the high-powered handguns. Some special forces carried this as their sidearm.

**Revolver, Light:** Compact, reliable, idiot proof firearm. This pocket size gun still has enough stopping power to take down a person. You get a +4 bonus on Sleight of Hand skill checks made to conceal a light revolver on your body.

**Revolver, Medium:** Medium revolvers were the standard carry firearm for police officers for many years. You get a +2 bonus on Sleight of Hand skill checks made to conceal a medium revolver on your body.

**Revolver, Ultra-heavy:** One of the last revolvers to be made, this hand cannon is as powerful as a handgun can be and still be used without breaking your arms. Must be used two handed when used as a firearm but is one-handed for the bayonet or bludgeon modifications.

**Rocket Launcher:** A one-shot reloadable weapon designed to destroy buildings or take out enemy armored vehicles. Rockets fired from it explode like any other explosive, dealing its 3d6 points of piercing damage and 3d6 points of fire damage to all creatures within a 20' radius (Reflex save DC 18 for half damage).

A rocket fired from a rocket launcher has a minimum range of 40 feet. If fired against a target closer than 40 feet, the rocket does not arm and will not explode.

Rocket launchers cannot accept any firearm modifications due to their intricate nature. Rocket launchers are firearms and do use quality and condition.

**Signal Gun:** Full size flare gun that was used by civilians and military alike. Can be loaded with medium Revolver / Pistol / S.M.G. ammo or light shotgun ammo but anytime an attack falls in the reliability of the signal gun while using these ammos the signal gun has its condition reduced an additional time (this mean a pre-Rise can have its condition reduced once while a Post-rise version would be reduced twice). A signal flare provides light equal to normal light in a 60 ft. radius and increasing the light level by one step in the next 60 ft. for 5 rounds. A signal flare does 1d3 piercing damage. At the start of the targets next 4 turns they take 1d4 fire damage from the burning flare, nothing will put out the flare during this time as it burns at such a high temperature. The target may spend a move action to remove the flare from their body, otherwise at the start of their next turn run the risk of catching fire (Reflex DC 15) and taking the fire damage from the flare and from being on fire. Signal flares are created like any other firearm ammunition (see Craft skill).

Signal guns may also shoot smoke flares. The smoke signal flare functions like a smoke grenade but only goes to 10 ft. radius and only last 3 rounds. It ignites 3 seconds after being fired. It starts working the same round as it is fired. Medium revolver/pistol ammunition and light shotgun shells may also be used through the signal gun but they reduce the signal guns reliable range when they are being used, as noted in the signal flares stats.

**SMG, Heavy:** As big as you can go before you need a rifle. Special Forces used this with their heavy handguns to save on carrying multiple ammos. Utilizing the same basic frame as the heavy pistol. May have selector switch modification added.

**SMG, Light:** Utilizing the same basic frame as a light pistol. Sometimes referred to as the hornets' nest. No stock on this gun makes it easier to hide. You get a +2 bonus on Sleight of Hand skill checks made to conceal a light SMG on your body. May have selector switch modification added.

**SMG, Medium:** Most adopted SMG produced. It has a collapsible stock to make it easier to get in and out of places. Light weight enough to really only need one hand to operate. Utilizing the same basic frame as the medium pistol. May have selector switch modification added.

**Sniper Rifle, Heavy:** Used by some big game hunters but mostly by snipers in military roles. Comes with an integral bi-pod that may be used, and after firing the first time most would.

**Sniper Rifle, Ultra heavy:** Just your big long-range sniper rifle. Utilizing the biggest ammo before being classified as artillery, this rifle was used as anti-material and personnel rifle. Creatures firing an ultra-heavy sniper rifle without using the bi-pod take 2d4 non-lethal damage each attack from the extraordinary kick.

**Taser:** A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d2 points of piercing damage and 1d2 points of electricity damage. Targets taking the electrical damage must make a Fortitude saving throw (DC 15) or be *paralyzed* for one round and staggered for 1d4 rounds after that. Tasers can alternatively be used as a touch attack against adjacent squares. When used in this way the attack only deals the electrical damage and attacker does not provoke an attack of opportunity but cannot make them either. Reloading a taser is a full-round action that provokes attacks of opportunity. Creatures who do not take the electrical damage are not *paralyzed* or *staggered* by a taser. Tasers have a maximum range of five range increments. The taser holds 5 charges: one attack with prongs (shot and effect, hit or miss) is one charge and using the taser as a touch attack is one charge per successful hit.

## Firearms Modifications

**Bayonet:** Equivalent to a small knife which is then mounted to a firearm. This attachment allows the wielder to attack with the firearm as a melee weapon, using the bayonet for damage. If attached to a light firearm or wielded by itself, it does 1d3 damage. If attached to a one-handed firearm it does 1d2+1 damage. If attached to a two-handed firearm does 1d3+1 damage and counts as a two-handed weapon. Using this attachment reduces the *Sleight of Hand* bonus of the firearm by 1. The blade may be detached or reattached as a move action. A bayonet may be attached to any firearm with this modification, making bayonets interchangeable for all similarly modified firearms. Magic versions of these weapons are separate from the magic of the firearm.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 15 with cost equal to this modification.

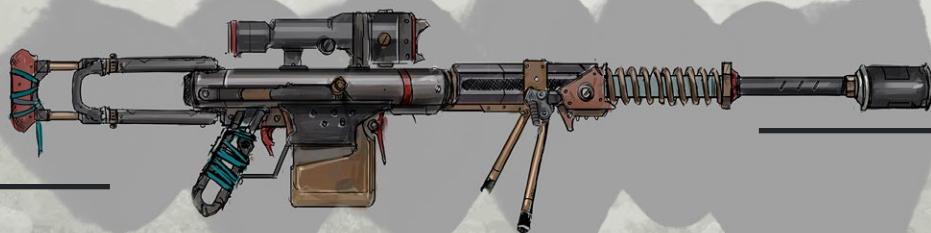
**Bludgeon:** The handle or butt of the weapon is enlarged and weighted to allowing the firearm to be instead used as a club-like weapon. Light firearms add 1 lbs. and deal 1d4



## FIREARMS MODIFICATIONS

Modifications	Pre-Rise Resources	Post-Rise Resources	Description	Added Weight
Bayonet	7 + bayonet	3 + bayonet	Small knife mounted to a firearm. If attached to a two-handed firearm it counts as a two-handed weapon. Reduces the Sleight of Hand bonus of the firearm by 1.	.5 lb. + bayonet
			<b>The handle or butt of the weapon is enlarged and weighted to allowing the firearm to be instead used as a club-like weapon.</b>	
Light firearm	3	1	Light firearms deal 1d4 (x2).	1 lb.
One-handed Firearm	5	2	One-handed firearms deal 1d6 (x2).	2 lbs.
Two-handed Firearm	9	4	Two-handed firearms function as two-handed weapons and deal 1d6 (19-20 x2).	4 lbs.
Double*	—	10 + firearms	Firearm attached to another firearm. Grants both firearms a -1 to hit and worsens their reliable range by 1. Can switch between the two from attack to attack.	Second Firearm
Harnessed	3 + harness	1 + harness	Draw as swift action or free action with movement. Grants +4 CMD vs Disarm, disarmed firearm simply falls to the side. Harnessed weapons not wielded can hamper movement.	.5 lb.
			<b>Allows firearm and crossbow to become one weapon. Grants -1 to hit to both and worsens their reliable range by 1. Can switch between the two from attack to attack.</b>	
Hand Crossbow	—	3 + crossbow	Light firearms, one-handed firearms, and two-handed firearms can become a hybrid to a hand crossbow.	1/2 of Crossbow
Light Crossbow	—	5 + crossbow	One-handed firearms and two-handed firearms can become a hybrid to a light crossbow.	1/2 of Crossbow
Heavy Crossbow	—	8 + crossbow	Only two-handed firearms can become a hybrid to a heavy crossbow.	1/2 of Crossbow
Loose	11	5	Only needs to be maintained once every two months and reduces the DC to increase the condition of the firearm by 2.	—
			<b>Can be made to accept a shotgun ammo. Can still only shot to range increment 5 if using scatter shot or range increment 10 if using slug shot.</b>	
Medium Revolver	7	3	Revolver's range is halved, still does the revolvers base damage, critical range increased (18-20 x2). Medium revolvers accept light shotgun ammo.	.25 lb.
Heavy Revolver	11	5	Revolver's range is halved, still does the revolvers base damage, critical range increased (18-20 x2). Heavy revolvers accept medium shotgun ammo.	.5 lb.
Ultra-heavy Revolver	15	7	Revolver's range is halved, still does the revolvers base damage, critical range increased (18-20 x2). Ultra-heavy revolvers accept heavy shotgun ammo.	1 lb.
Grenade Launcher	23	11	Use ultra-heavy shotgun ammo and has the same range, damage, and critical threat range as an ultra-heavy hunting shotgun. Also causes 2d4 non-lethal damage per attack to user.	2lbs.
Protection*	15	7	+2 to saves versus spells or effects that require the firearm to make a saving throw, +1 to check to maintaining condition or improve condition	—
Reinforced*	11	5	Grants its wielder a +2 to CMD vs sunder attempts against the firearm and gives the firearm +1 hardness and +2 hit points.	+ 25%
Selector Switch	21	10	Allow it to switch between semi and auto rates of fire. It is a Craft (Gunsmithing) check with the DC equal to the firearms Craft DC. It is a swift action to switch between firing modes.	.5 lb.
Stripped*	—	-2 per hp loss	Reduces the hp of the firearm (light: -1, one-handed: -2, two-handed: -4). -1 to hit for attacks past the first in any round. Building/repairing DC reduced by 2.	-25%
Utility*	—	Item +1	Add function of 1 item from Equipment list noted as an option, Cost = 1 + Gear value	As Gear

\* May only be added when the firearm is first built







(x2), one-handed firearms add 2 lbs. and deal 1d6 (x2), and two-handed firearms add 4 lbs. function as two-handed weapons, and deal 1d6 (19-20 x2). As the bludgeon is a part of the firearm it gains any magical properties the firearm has, if applicable, but only if the bludgeon is masterwork. If removed from the firearm the bludgeon loses its link to the firearm's magical properties.

**Crafting:** First succeed on a Craft (Weaponsmith) DC 12 to create the bludgeon with cost equal to bludgeon, then a Craft (Gunsmithing) with the DC being equal to firearms build DC (simple, moderate, or complex) to attach.

**Double\*:** This modification allows a firearm to be attached to another firearm but gives both firearms a -1 to hit and worsens their reliable range by 1. The double firearm has one quality and one condition shared by both. The wielder can still only attack with one firearm each attack but may switch between the two from attack to attack. If one of the firearms rolls within the reliable score then that firearm jams, the overall condition is reduced by one (unless magical or made from Meteoric Iron or Diamond Steel), and it takes the normal amount of time to clear the jam but the other firearm does not become jammed and may still be used. Magic versions of these weapons carry their magic to both firearms. This means that the double firearm's magic resource cost is doubled.

Cannot be combined with the firearm modification *hybrid*. Revolvers and grenade launchers cannot have this modification.

**Crafting:** Roll to craft both firearms as normal. Both firearms must be of the same quality. Then succeed on a Craft (Gunsmithing) DC 30 with the cost equal to the cost of this modification.

**Harnessed:** Allows the harnessed character to draw the firearm as a swift action or as a free action with movement. Grants a +4 CMD vs Disarm, but even when disarmed the firearm simply falls to the side of the character. When not wielded a harnessed light or one-handed firearm the character isn't hampered but having two hampers the character as if wearing armor one type heavier (no armor equals light, light equals medium, medium equals heavy, heavy gets -5 ft. to movement). Two-handed firearms reduce the speed of the harnessed character as if they were wearing armor one type heavier when not wielded. Harnessed firearms may not be hidden. A character may only have two light or one-handed firearms harnessed at one time or one two-handed firearm. A harness counts as a torso rig.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 15 with cost equal to this modification.

**Hybrid\*:** This modification allows a firearm to be attached to a crossbow of equivalent size but gives both a -1 to hit and worsens their reliable range of the firearm by 1. The wielder can still only attack with one of the two weapons each attack but may switch between the two from attack to attack. Light firearms can become a hybrid to a hand crossbow, one-handed firearms can become a hybrid to a light or hand crossbow, and two-handed firearms can become a hybrid to a hand, light, or heavy crossbow. The firearm gains half the weight of the crossbow. Revolvers and grenade launchers cannot have this modification.

Magic versions of these weapons carry their magic to both weapons, if applicable. This means that the hybrid weapons magic resource cost is doubled. Cannot be combined with the firearm modification *double*.

**Crafting:** Roll to craft both weapons as normal. Then succeed on a Craft (Gunsmithing) DC 30 with the cost equal to the cost of this modification.

**Loose:** Only needs to be maintained once every two months and reduces the DC to increase the condition of the firearm by 2.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 20 with cost equal to this modification.

**Modular\*:** Revolvers and grenade launchers can be made to accept shotgun ammo. While using shotgun ammo the revolver's range is halved, has a max range of 5 range increments if using scatter shot or a max range of 10 range increments if using slug shot, and still does the revolver's base damage. It does gain the shotguns increased critical range (18-20 x2). Medium revolvers accept light shotgun ammo, heavy revolvers accept medium shotgun ammo, and ultra-heavy revolvers accept heavy shotgun rounds. Light revolvers cannot be made *modular*.

Modular Grenade launchers use ultra-heavy shotgun ammo and have the same range, deal the same damage, and have the same critical as an ultra-heavy hunting shotgun while also causing 2d4 non-lethal damage for each attack when using the ultra-heavy shotgun round.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 20 with cost equal to this modification.

**Protection\*:** Through blending of certain metals in its creation the firearm gains a bit of protection to +2 to saves versus spells or effects that require the firearm to make a saving throw. The firearm also grants a +1 to checks to maintaining condition or improve condition but not repairing it.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 30 with cost equal to this modification.



## AMMUNITION

Ammo (Small Resource)	Resources	# of Rounds	Properties	Weight	Type
<b>(Muzzleloader) Pistol</b>					
Ball Ammo	1	15	—	4 lbs.	Ballistic/P
Black Powder Kit	1	15	Powder, Caps, Wads (for 15 shots)	1 lbs.	Ballistic/P
<b>(Muzzleloader) Rifle</b>					
Ball Ammo	1	15	—	4 lbs.	Ballistic/P
Black Powder Kit	1	15	Powder, Caps, Wads (for 15 shots)	1 lbs.	Ballistic/P
<b>(Light) Revolver / Pistol / S.M.G.</b>					
Standard	2	10	—	5ords per 1 lb.	Ballistic/P
Hot Load	3	5	+1 to hit	5ords per 1 lb.	Ballistic/P
Light Load	2	15	-1 to hit, worsen reliable range (+1)	5ords per 1 lb.	Ballistic/P
<b>(Medium) Revolver / Pistol / S.M.G.</b>					
Standard	3	10	—	4ords per 1 lb.	Ballistic/P
Hot Load	5	5	+1 to hit	4ords per 1 lb.	Ballistic/P
Light Load	3	15	-1 to hit, worsen reliable range (+1)	4ords per 1 lb.	Ballistic/P
<b>(Heavy) Revolver / Pistol / S.M.G.</b>					
Standard	4	10	—	3ords per 1 lb.	Ballistic/P
Hot Load	6	5	+1 to hit, +1 damage	3ords per 1 lb.	Ballistic/P
Light Load	4	15	-1 to hit, worsen reliable range (+1)	3ords per 1 lb.	Ballistic/P
<b>(Ultra Heavy) Revolver</b>					
Standard	5	10	—	2ords per 1 lb.	Ballistic/P
Hot Load	8	5	+1 to hit, +1 damage, worsen reliable range (+1)	2ords per 1 lb.	Ballistic/P
Light Load	5	15	-1 to hit, worsen reliable range (+1)	2ords per 1 lb.	Ballistic/P
<b>(Ultra Light) Rifle</b>					
Standard	2	10	—	5ords per 1 lb.	Ballistic/P
Hot Load	3	5	+1 to hit	5ords per 1 lb.	Ballistic/P
Light Load	2	15	-1 to hit, Worsen Reliable Range (+1)	5ords per 1 lb.	Ballistic/P
<b>(Light) Rifle / Machine gun</b>					
Standard	3	10	—	3ords per 1 lb.	Ballistic/P
Hot Load	5	5	+1 to hit	3ords per 1 lb.	Ballistic/P
Light Load	3	15	-1 to hit, worsen reliable range (+1)	3ords per 1 lb.	Ballistic/P
<b>(Medium) Rifle / Machine gun</b>					
Standard	4	10	—	2ords per 1 lb.	Ballistic/P
Hot Load	6	5	+1 to hit	2ords per 1 lb.	Ballistic/P
Light Load	4	15	-1 to hit, worsen reliable range (+1)	2ords per 1 lb.	Ballistic/P
<b>(Heavy) Rifle / Machine gun</b>					
Standard	5	10	—	1ords per 1 lb.	Ballistic/P
Hot Load	8	5	+1 to hit	1ords per 1 lb.	Ballistic/P
Light Load	5	15	-1 to hit, worsen reliable range (+1)	1ords per 1 lb.	Ballistic/P
<b>(Ultra Heavy) Rifle / Machine gun</b>					
Standard	6	10	—	5rds per 1 lb.	Ballistic/P
Hot Load	10	5	+1 to hit, +1 damage, worsen reliable range (+1)	5rds per 1 lb.	Ballistic/P
Light Load	8	15	-1 to hit, worsen reliable range (+2)	5rds per 1 lb.	Ballistic/P
<b>(Light) Shotgun</b>					
Scatter (Standard)	3	10	maximum range of five range increments	5ords per 1 lb.	Ballistic/P
Slug	5	5	+1 damage, can shoot to 10 range increments	3ords per 1 lb.	Ballistic/B/P
Rubber	2	15	Per Scatter, Non-lethal	6ords per 1 lb.	Ballistic/B
<b>(Medium) Shotgun</b>					
Scatter (Standard)	4	10	maximum range of five range increments	4ords per 1 lb.	Ballistic/P
Slug	8	5	+1 damage, can shoot to 10 range increments	2ords per 1 lb.	Ballistic/B/P



## AMMUNITION (CONT)

Ammo (Small Resource)	Resources	# of Rounds	Properties	Weight	Type
(Medium) Shotgun (Cont)					
Rubber	3	15	Per Scatter, Non—lethal	5ords per 1 lb.	Ballistic/B
(Heavy) Shotgun					
Scatter (Standard)	5	10	maximum range of five range increments	3ords per 1 lb.	Ballistic/P
Slug	10	5	+1 damage, can shoot to 10 range increments	1ords per 1 lb.	Ballistic/B/P
Rubber	4	15	Per Scatter, Non—lethal	4ords per 1 lb.	Ballistic/B
(Ultra Heavy) Shotgun					
Scatter (Standard)	6	10	maximum range of five range increments	2ords per 1 lb.	Ballistic/P
Slug	12	5	+1 to hit, +1 damage, can shoot to 10 range increments	5rds per 1 lb.	Ballistic/B/P
Rubber	5	15	Per Scatter, Non—lethal	3ords per 1 lb.	Ballistic/B

**Reinforced\*:** The firearm was made with thicker, more pronounced parts. The firearm grants its wielder a +2 to CMD vs sunder attempts against the firearm and also gives the firearm +1 hardness and +2 hit points. It also increases the weight of the firearm by 25%. Cannot be combined with the firearm modification *stripped*.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 25 with cost equal to this modification.

**Selector Switch:** can be put on a firearm with either the semi or auto rate of fire designation to allow it to switch between semi and auto rates of fire. It is a Craft (Gunsmithing) check with the DC equal to the firearms Craft DC. It is a swift action to switch between firing modes.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 20 with cost equal to this modification.

**Stripped\*:** the firearm has had as much of its bulk reduced through use of hollow spots, thinner parts, and even leaving parts off. This drastically reduces the weight of the firearm by 25%. Additionally, building and repairing a *stripped* firearm is easier, reducing the DC by 2. The down side is the modification reduces the hit points of the firearm (light: -1 hp, one-handed: -2 hp, and two-handed: -4 hp) and the firearm also grants a -1 to hit for shots past the first in any round it is fired. Cannot be combined with the firearm modification *reinforced*.

**Crafting:** Modification requires a Craft (Gunsmithing) DC 15 with cost equal to this modifications cost reduction to the firearm.

**Utility\*:** Adds the function or use of 1 item from Equipment list that is noted as being able to be utility. Light firearms can have an item marked with a 1\*, one-handed firearms can have up to items marked with a 2\*, and two-handed firearms can have up to items marked with a 3\*.

**Crafting:** Roll to craft both the firearm and the item as normal. Then succeed on a Craft (Gunsmithing) DC 30 with the cost equal to the cost of this modification.

\*May only be added when the firearm is first built

## Ammunition Descriptions

Firearms use ammunition, or ammo, that is specific to their type.

- **Pistols/revolvers/SMGs:** These firearms can interchange the ammo for each other as long as they are the same type: light, medium, or heavy.
- **Rifles/Machineguns:** These firearms can interchange the ammo for each other as long as they are the same type: light, medium, or heavy.
- **Shotguns:** Shotguns only use shotgun ammo and use the type of ammo equal to their size: light, medium, heavy, and ultra-heavy.

Ammunition also comes in different types of loads.

- **Standard load:** Standard load for ammo.
- **Hot Load:** User receives a +1 to hit. Ultra-heavy rifles and machineguns, as well as ultra-heavy revolvers, receive a +1 to hit, +1 to damage and the firearms reliable range worsens by 1.
- **Light load:** User receives a -1 to hit and the firearms reliable range worsens by 1. Ultra-heavy rifles and machineguns receive a -1 to hit and the firearms reliable range worsens by 2.

Shotgun ammunition works slightly different. Shotguns do not have light, standard or hot loads but instead have scatter, slugs and rubber.

- **Shotgun Shells, Scatter (standard):** Standard round for a shotgun. Has a maximum range of 5 range increments.
- **Shotgun Shells, Slug:** Receives +1 to damage and can shoot to a max range of 10 range increments. Ultra-heavy shotguns receive +1 to hit, +1 to damage and can shoot to 10 range increments.
- **Shotgun Shell, Rubber:** Deals non-lethal damage and has a maximum range of five range increments.

## Accessories Descriptions

As if firearms weren't dangerous enough, several accessories can increase their utility or efficiency.

**Bi-pod/Tri-pod:** Must be *prone* to use a bi-pod or tri-pod. Helps absorb the extraordinary kick of large powerful firearms.





Bi-pods and tri-pods grant +1 to hit to the weapon they are attached to when fired from a *prone* position.

**Box Magazine:** For weapons that have an external magazine type. A character can purchase extras for their weapon and load them ahead of time. Each magazine only works with the type of weapon it is purchased for, even if a different weapon uses the same ammo.

**Grips:** The handle area of a firearm has a grip to help the user when using the firearm. Grips can be changed to another form helping the wielder in different ways.

- **Cross-hatched:** Provides +1 against disarm attempts.
- **Custom:** Provides +1 to hit on next attack taken against the same target following a missed attack (does not stack). This attack must be taken before the end of your next turn and the bonus is lost if you attack another creature before that attack.
- **Rubber:** Provides +1 to Hit on Strafe or Full Auto attacks.

**Harness:** Required for use with a harnessed firearm. Counts as a torso rig when used. See *Harnessed* under *Firearm Modifications*.

**Holster:** Holsters are generally available for all one-handed or light firearms.

- **Ankle:** Light pistol or light revolver only. Adds +4 to Sleight of Hand checks for hiding firearm but firearm is always considered a hidden weapon for drawing purposes.
- **Chest Rig:** This holster holds the weapon in an easily accessed along with pockets for 4 box magazines. Can hold light or one-handed pistol or revolvers. Does not need to be supported. This holster counts as a torso rig.
- **Hip:** Easily accessible and easily seen. Can be anywhere along belt. Can hold a pistol or revolver of any size. (max 5 holsters along belt for any med size creature)
- **Inside Waistband:** Light pistol or revolver only. Can be anywhere along belt. Adds +2 to Sleight of Hand checks for hiding firearm. (max 5 holsters along belt for any med size creature)
- **Shotgun/rifle rig:** allows for a two-handed firearm to be holstered. Counts as a torso rig that also covers the back two hip holster slots.
- **Shoulder rig:** This holster holds the weapon in an easily accessed along with pockets for 2 box magazines (one-handed or light firearms). Can hold any a light or one-handed SMG, revolver, or pistol. Can pay twice the cost, adding half the weight, to have the magazine side converted into another slot for another firearm following the same rules. Ultra-heavy revolver must have a belt support that covers one holster slot on hip, two if holster is modified to hold two ultra-heavy revolvers. This holster counts as a torso rig.
- **Thigh Rig:** This holster holds the weapon in a quickly accessed manner, granting the user a +2 bonus to their Initiative first round in which the use a draw weapon from the holster. Can hold any a light or medium SMG or a revolver or pistol of any size. Must be supported by a belt.

*Rigs:* a rig takes up an amount of space on a part of the body. Many rigs make it so no other rig can be used in the same area.

- No two thigh rigs can be on the same leg.
- One torso rig may be worn with no armor without it hampering the wearer. One torso rig may be worn with light armor causes the wearer to gain a -1 armor check penalty. A torso rig and medium causes the wearer to gain a -2 armor check penalty. A torso rig and heavy armor causes the wearer to gain a -4 armor check penalty.
- Two torso rigs may be worn with no armor causes the wearer to gain a -1 armor check penalty. Two torso rigs and light armor causes the wearer to gain a -2 armor check penalty. Two torso rigs and medium armor causes the wearer to gain a -4 armor check penalty. Two torso rigs may not be worn with heavy armor.
- Three torso rigs may be worn with no armor causes the wearer to gain a -2 armor check penalty. Three torso rigs and light armor causes the wearer to gain a -4 armor check penalty. Three torso rigs may not be worn with medium or heavy armor.
- No one can wear more than three torso rigs.
- Max 5 holsters or rigs along belt for any medium size creature.

**Illuminator:** An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. Illuminators come in two sizes: light/one-handed firearm size and two-handed firearm size. The two-handed firearm illuminator functions as a standard flashlight while the other functions as a penlight flashlight. See *flashlight* for more information.

**Laser Sight:** This small laser mounts on a firearm, and projects a tiny colored dot on the weapon's target. Laser sights help users aim without a scope. All laser sights grant a +1 Equipment bonus on all attack rolls made against targets within the first range increment.

- **Red Laser Sight:** However, a red laser sight can only be used in areas of dim light or darkness and cannot be used in areas of normal light or bright light.
- **Green laser sight:** However, a green laser sight can be used in areas of all light levels (darkness, dim light, normal light, and bright light).

**Scope:** A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

- **Electro-Optical:** An electro-optical scope functions the same as a tactical scope in normal light. In low-light conditions the user can turn the scope on and gain low-light vision while looking through it. In darkness, however, the user can turn on the night vision and can see through it as if they had the darkvision out to 120 feet. The user still needs to spend a move action to acquire targets.
- **Rangefinder:** As tactical scope but has built in self-adjusting zoom and adjust targeting (clicks) to help the shooter hit their target. (+1 to hit)
- **Scout (reflex red dot):** Small non-zooming scope designed for close range engagements (+1 to hit in first 200 ft.).
- **Tactical (sniper):** A tactical scope increases the base range increment for a ranged weapon by one-half (multiply by 1.5). However, to use a scope a character must spend a



## FIREARM ACCESSORIES

Accessory	Pre-Rise Price	Post-Rise Price	Pre-Rise Weight	Post-Rise Weight	Description
Bi-pod	2	2	1 lb.	1 lb.	Bi-pods grant +1 to hit to the firearm they are attached to when fired from a prone position.
Box magazine	1	1/2	.5 lb.	1 lb.	Purchase by firearm and ammo type
<b>Grips</b>					
Cross-hatched	2	1	—	—	Provides +1 against disarm attempts
Custom	4	2	—	—	Provides +1 to Hit on next attack following a miss (does not stack)
Rubber	2	1	—	—	Provides +1 to Hit on Strafe or Full Auto attacks (with proper feats)
<b>Harness</b>					
Light or One-handed firearm	2	1	.5 lb.	1 lb.	Used with harnessed firearm.
Two-handed firearm	4	2	1 lb.	2 lbs.	Used with harnessed firearm.
<b>Holster</b>					
Ankle	2	1	.5 lb.	1 lb.	Light pistol or revolver only; +4 on Sleight of Hand to hide firearm, firearm always considered hidden when drawing
Chest rig	3	2	1.5 lbs.	3 lbs.	One-handed or light pistol or revolver only; holds 4 box mags; counts as torso rig
Hip	2	1	1 lb.	2 lbs.	Revolver or pistol of any size
Inside Waistband	2	1	.5 lb.	1 lb.	Light pistol or revolver only; +2 on Sleight of Hand to hide firearm
Shotgun/rifle Rig	3	2	1.5 lbs.	3 lbs.	Counts as a torso rig that covers the back and back two hip slots. Allows for a two-handed firearm to be holstered.
Shoulder Rig	3	2	1 lb.	2 lbs.	Any revolver or pistol, light and medium SMG; holds 2 box mags. Needs support; counts as torso rig
Thigh Rig	3	2	1 lb.	2 lbs.	Any revolver or pistol, light and medium SMG; +2 Initiative first round using firearm; -2 to Sleight of Hand to hide firearm. Needs support
<b>Illuminator</b>			<b>Attachable weapon light</b>		
One-handed/light weapon	7	4	.5 lb.	2 lbs.	As Penlight Flashlight
Two-handed weapon	13	4	1 lb.	4 lbs.	As Standard Flashlight
<b>Laser sight</b>					
Red	8	—	.5 lb.	—	Can only be used in areas of dim light or darkness. Cannot be used in areas of normal light or bright light. +1 to hit within the first range increment
Green	15	—	.5 lb.	—	Can be used in areas of all light levels (darkness, dim light, normal light, bright light). +1 to hit within the first range increment
<b>Scope</b>					
Electro-optical	35	—	3 lbs.	—	As "tactical" but grants low-light vision or can be set to grant darkvision out to 120 ft.
Range Finding	25	—	2 lbs.	—	As "tactical" but also grants +1 to hit.
Scout (reflex red dot)	9	3	.5 lb.	1.5 lb.	=+1 to hit in first 200 ft.
Tactical (sniper)	15	5	1 lb.	3 lbs.	Increases range increments by 1.5, move action to acquire target
Shoulder strap	2	1	.5 lb.	1 lb.	Allows character to carry two-handed firearm easier, allowing them to free up one hand when not attacking with firearm.
Speed reloader (Per 2)	2	1	.25 lb.	.5 lb.	
<b>Suppressor</b>					
Light Pistol/SMG	6	3	.5 lb.	1 lb.	See Suppressor rules
Medium Pistol/SMG	8	4	1 lb.	2 lbs.	See Suppressor rules
Heavy Pistol/SMG	10	5	1.5 lbs.	3 lbs.	See Suppressor rules
Ultra Light Rifle	6	3	.5 lb.	1 lb.	See Suppressor rules
Light Rifle/Machine Gun	8	4	1 lb.	2 lbs.	See Suppressor rules
Medium Rifle/Machine Gun	10	5	1.5 lbs.	3 lbs.	See Suppressor rules
Heavy Rifle/Machine Gun	12	6	2 lbs.	4 lbs.	See Suppressor rules
All other ballistic firearms (custom)	24	6	2 lbs.	4 lbs.	See Suppressor rules
Weapon Saddle	2	1	.5 lb.	1 lb.	For two-handed firearms: holds 6 rounds of ammo.



## EXPLOSIVES &amp; CHEMICAL WEAPONS

Item	Pre-Rise Resources	Post-Rise Resources	Damage	Area of Effect	Type	Save DC	Pre-Rise Weight	Post-Rise Weight	Craft DC
<b>Explosives</b>									
C4 (4)	50	—	2d6/2d6	10 ft. burst	fire/sonic	Reflex DC 16	1 lb.	—	—
<b>Properties:</b> Allows Bundling, Ignores first 10 points of hardness									
Dynamite (10)	8	20	1d6/1d6	5 ft. burst	fire/sonic	Reflex DC 13	5 lbs.	5 lbs.	20
<b>Properties:</b> Allows Bundling, Possibly Unstable									
<b>Hand Grenades</b>									
<b>Properties:</b> Pre-Rise thrown Range: 20ft., Post-Rise Thrown Range: 10ft.									
Frag Grenade (1)	64	16	2d6/2d6	20 ft. burst	S/P	Reflex DC 18	1 lb.	2 lbs.	30
<b>Flechette Grenade (1)</b>									
<b>Properties:</b> Bypasses DR as metal type									
Iron	—	4	1d6/1d6	10 ft. burst	P/fire	Reflex DC 15	—	1 lb.	15
Diamond Steel	—	24	1d6/1d6	10 ft. burst	P/fire	Reflex DC 15	—	1.5 lbs.	20
<b>Properties:</b> 1 point of bleed for number of rounds equal to rolled piercing damage									
Darksteel	—	24	1d6/1d6	10 ft. burst	P/fire	Reflex DC 15	—	.5 lb.	20
<b>Properties:</b> Targets dazzled for number of rounds equal to rolled piercing damage									
Meteoric Iron	—	34	1d6/1d6	10 ft. burst	P/fire	—	—	2 lbs.	20
<b>Properties:</b> Ignores hardness of 20 or less									
Primitive Grenade (1)	—	4	1d6/1d6	10 ft. burst	S/fire	Reflex DC 15	—	1 lb.	15
Smoke Grenade (1)	24	6	—	Special	—	—	1 lb.	2 lbs.	20
<b>Properties:</b> Special									
Tear Gas Grenade (1)	24	6	—	Special	—	Fort DC 15	1 lb.	2 lbs.	25
<b>Properties:</b> Special									
<b>Fired/Launched Explosives</b>									
<b>Properties:</b> Post-Rise fired/launched explosives: worsens reliable range (+1) and max range reduced 5 range increments									
<b>Mini-Grenades</b>									
Flare (5)	8	2	1d4	—	P and fire	Reflex DC 15	2.5 lbs.	2.5 lbs.	—
<b>Properties:</b> 3 rounds, 1d4 fire damage on 2nd & 3rd round, target may catch fire (Reflex DC 15)									
Flash-Bang (5)	40	10	3d6	20 ft. burst	non-lethal	Reflex DC 17	2.5 lbs.	2.5 lbs.	25
<b>Properties:</b> Failed save: dazed 1 round then dazzled and deafened for 1d4 rounds									
Frag (5)	48	12	2d6/1d6	10 ft. burst	S/P	Reflex DC 15	2.5 lbs.	2.5 lbs.	25
Incendiary (5)	48	12	2d6	20 ft. burst	fire	Reflex DC 16	2.5 lbs.	2.5 lbs.	25
<b>Properties:</b> Ignores 5 points of hardness									
Rubber Pellet (5)	16	4	3d8	—	non-lethal	—	2.5 lbs.	2.5 lbs.	—
<b>Properties:</b> Non-lethal									
Smoke (5)	24	6	—	—	—	Reflex DC 15	2.5 lbs.	2.5 lbs.	20
<b>Properties:</b> As smoke grenade at 10 ft. radius for 5 rounds.									
Tear Gas (5)	24	6	—	Special	—	Fort DC 15	2.5 lbs.	2.5 lbs.	25
<b>Properties:</b> As tear gas grenade at 10 ft. radius for 5 rounds.									
Missile (1)	###	25	5d6/5d6	10 ft. burst	P/fire	Reflex DC 22	2.5 lbs.	2.5 lbs.	35
<b>Properties:</b> Ignores 5 points of Hardness, 10ft. Area of Effect									
Rocket (1)	60	15	3d6/3d6	20 ft. burst	P/fire	Reflex DC 18	2.5 lbs.	2.5 lbs.	30
<b>Properties:</b> 20ft. Area of Effect, Fragmentation									
<b>Chemical Weapons</b>									
<b>Acid</b>									
Mild	1	1	1d6	Splash	acid	—	1 lb.	1 lb.	15
Potent	3	3	2d6	Splash	acid	—	1 lb.	1 lb.	20
Concentrated	6	6	3d6	Splash	acid	—	1 lb.	1 lb.	30
Accursed Water	—	2	2d4	Splash	Special	—	—	1 lb.	Spell
<b>Properties:</b> damages non-undead/outside not from lower realm									
Blessed Water	—	2	2d4	Splash	Special	—	—	1 lb.	Spell
<b>Properties:</b> damages undead creatures/outside not from upper realm									
Burst Jar	—	2	1	Splash	Special	—	—	1 lb.	25
Fire Bomb	—	2	1d6	Splash	fire	—	—	1 lb.	20



## EXPLOSIVES &amp; CHEMICAL WEAPONS (CONT)

Item	Pre-Rise Resources	Post-Rise Resources	Damage	Area of Effect	Type	Save DC	Pre-Rise Weight	Post-Rise Weight	Craft DC
<b>Chemical Weapons (Cont)</b>									
Firecracker Firework (5)	2	2	—	See text			.5 lb.	.5 lb.	15
Firework Battery	10	10	1d6	Area			10 lbs.	15lbs	25
<b>Properties:</b> Pre-Rise: 10% flat chance each round to fizzle out									
Flare	4	2	1d8	See text	fire		.5 lb.	1 lb.	25
<b>Properties:</b> Pre-Rise: 2 mins, Post-Rise: 1 min									
Flash Powder (5)	—	2	—	Area, see text			—	.5 lb.	20
Itching Powder	—	2	-	Splash			—	1 lbs.	15
Leyden Jar	—	4	1d8/1	See text	electricity	Reflex DC 15	—	1 lb.	25
Liquid Ice	—	2	1d6	Splash	cold		—	1 lb.	25
Paraffin Oil (Per 3)	1	1	1d3	See text	fire		1 lb.	1 lb.	15
Pepper Spray	6	3	—	Target	—	Fort DC 15	.5 lb.	1 lb.	25
<b>Properties:</b> Ranged touch attack, Blinded 1d4 rounds									
Retch Bomb	—	2	—	Splash			—	1 lb.	20
Screamer Firework (2)	—	3	—	Area, see text			—	1 lb.	30
Skyrocket Firework (1)	3	3	2d6	10 ft. burst	fire		.5 lb.	.5 lb.	25
Sneezing Powder	—	3	—	Splash			—	2 lbs.	20
Star Candle Firework	—	1	1/1	See text			—	1 lb.	20

move action acquiring his or her target. If the character changes targets, reloads or otherwise lose sight of the target, he or she must reacquire the target to gain the benefit of the scope.

**Shoulder Strap:** Allows character to carry two-handed firearm easier. The character may use the strap in one of two ways: side mount or back mount.

- **Side mount:** allows the character to use the firearm easier and to draw the firearm as a swift action or as a free action with movement. The character is required to always have at least one hand maintaining the position of the firearm and strap, even when not it is being used. If not maintained the firearm must be slung in the back mount or it will simply fall off the character.
- **Back Mount:** The character can sling the firearm across their back, taking up the back holster area and covering one of the back hip slots. The character can draw the firearm as they would draw a weapon normally, but they do not have to maintain the firearm or strap, freeing up both of their hands.

**Speed Reloader:** Sometimes called moon clips, this item is used to reduce the time and effort needed to reload a revolver. Speed loaders work as an external magazine for purposes of reloading a revolver and preloading the speed reloader. Each is only usable for the type of revolver it is made for.

**Suppressor:** A suppressor fits on the end of a firearm on the barrel itself. It is designed to capture the gases traveling at supersonic speed that propel a bullet as it is fired. This eliminates the noise from the bullet's firing, dramatically reducing the sound the weapon makes when it is used. The suppressor may be set to suppressed or silent mode (see Suppressors and Silent Firearms rules)

## EXPLOSIVES

Explosives are manufactured for and designed to simply blow things up. Throughout history, there have been a variety of methods and products created since the invention of gunpowder by Chinese alchemists in the 9th century. Only a few of the numerous explosives are covered in this chapter. GMs are encouraged to customize, add, or remove explosives as fits their campaign.

Suppressors cannot be used on revolvers or shotguns. A suppressor is interchangeable between the firearms listed in its type.

**Weapon Saddle:** For use with two-handed firearms, allowing them to hold 6 rounds of ammo along the side of the firearm.

## Explosives Descriptions

**C4:** So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a quarter pound block. Additional blocks can be wired together, increasing the damage, burst radius, and Reflex DC save. Each additional block increases the damage by +2d6, the burst radius by 5 feet, the Reflex DC increases by +2, and requires a Demolitions check (DC 15) to link them. C4 ignores the first 10 points of hardness for anything in the blast radius.

Although the damage statistics on the table represent a 1/4 lb. block, C4 is sold in 1 lb. packages. The purchase price given represents a package of four blocks, or one pound. C4 is extremely stable, requiring a detonator for ignition.



## FIRED EXPLOSIVES

Some grenades and shaped charges have been designed to be launched from firearms. The firearm allows for greater distance and potentially better aim. Using post-Rise fired explosives worsen the reliable range of a firearm by 1 and all post-Rise fired explosives have a max range of five range increments. The following are just some examples of fired explosives found in post-Rise Earth.

**Dynamite:** Perhaps one of the most common and simple explosives, post-Rise dynamite is very stable under normal conditions. All pre-Rise sticks of dynamite, and some poorly crafted or stored post-Rise sticks, may become unstable as they slowly weep explosive chemicals. Unstable dynamite may ignite with a fuse or detonator as normal. However, unstable dynamite will also detonate simply by taking 2 points of damage or just 1 point of fire damage. This makes handling unstable dynamite dangerous.

A stable stick of dynamite requires a fuse or detonator to ignite safely. To ignite dynamite using a fuse, the fuse must first be lit which requires a move action and a source of flame. The amount of time until the dynamite explodes depends on the length of the fuse. Fuses may be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action and a DC 10 Demolitions check.

**Additional sticks may be rigged to detonate at the same time, a method called bundling. Bundling makes it possible to wire together several sticks of dynamite for even greater explosive effect. Bundling requires a Demolitions check (DC 10 + 1 per stick), and each stick must have an overlapping blast radius. A successful Demolitions check adds the following effects for each additional stick of dynamite beyond the first:** damage increase by +1d6 (maximum 11d6), burst radius increase by 5 feet (maximum 50 feet), and the Reflex DC increases by +1 (max DC 22). The same increased effects may be achieved without bundling but requires twice the number of sticks for each increase.

Dynamite is sold in boxes of 10 sticks.

**Hand Grenades:** Hand grenades have been around in some form for over 1,000 years. While the materials and chemicals used to craft these devices of destruction have changed, the rudimentary function has stayed the same.

All hand grenades require a ranged touch attack against a qualified target, including a being or grid intersection (AC 10 for proper detonation timing). A hit means detonation occurs centered on the target. A miss indicates a scatter. Use the thrown splash weapon miss rules. Damage is noted within an area of effect. Creature hit does not take separate damage unless otherwise noted. Pre-Rise hand grenades have a range increment of 20 ft. and post-Rise hand grenades have a range increment of 10 ft. because of their increased weight and the challenges in crafting symmetrical shapes. Grenades go off at the end of the attacker's turn they are thrown unless otherwise stated.

**Primitive grenade:** This rudimentary grenade uses a burning fuse to ignite. Lighting a fuse requires a move action. The grenade will detonate at the end of the attacker's turn they are thrown unless otherwise stated. Upon detonation the grenade deals 1d6 points of slashing damage and 1d6 points of fire damage in a 10-foot-radius burst. DC 15 Reflex save for half damage. Crafting this item is a DC 15 Craft (Chemistry) check.

**Flechette Grenade:** This variant of a primitive grenade is filled with shaped metal spikes. Lighting the fuse and detonation operate as the primitive grenades. Upon detonation flechette grenades deals 1d6 points of piercing damage and 1d6 points of fire damage in a 10-foot-radius burst (DC 15 Reflex save for half damage). Typical flechettes are made from iron or steel but may instead be packed with different types of metal for varying effects. Meteoric Iron ignores hardness less than 20, Diamond Steel causes 1 point of bleed damage for a number of rounds equal to the piercing damage rolled, Darksteel causes those hit to be dazzled for a number of rounds equal to the piercing damage rolled. Like ammunition, the flechettes are destroyed after one use. Crafting this item is a DC 15 Craft (Chemistry) check, +5 to the DC when using special materials.

**Frag Grenade:** The most common pre-Rise military grenade, frags are a small explosive device that spray shrapnel in all directions when they explode. Upon detonation the grenade deals 2d6 points of slashing damage and 2d6 points of piercing damage in a 20-foot-radius burst. DC 18 Reflex save for half damage. Crafting this item is a DC 30 Craft (Chemistry) check and requires a DC 20 Demolitions check to set the detonator.

**Smoke Grenade:** This grenade creates temporary concealment within billowing smoke. On the round this grenade detonates, smoke fills a 5-foot radius area of effect. On the following round, the area of obscuring smoke increases to a 10-foot radius. On the third round, smoke fills a 15-foot radius area. The smoke obscures all sight, including darkvision. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). The smoke disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors including white, black, red, yellow, green, and purple. As such, they can be used as signal devices.

**Tear Gas Grenade:** On the round this grenade detonates, tear gas fills a 5-foot radius area of effect. Tear gas is an irritant affecting mucous membranes, causing sneezing, coughing, and intense tears. On the following round, tear gas fills a 10-foot radius, and on the third round it fills a 15-foot radius. Tear gas disperses after 10 rounds, though a moderate wind (11+ mph) disperses the gas in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

A being caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after they leave the cloud. Those who succeed this save but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save.

**Mini-Grenade:** These must be fired from a mini-grenade launcher. Mini-grenades always go off at the end of the attacker's turn in which the grenades are fired.



**Flare:** Provides light equal to daylight in a 60 ft. radius and increases the light level by one step in the surrounding 60 ft. for one minute. A flare shot from a flare gun does 1d4 piercing damage. At the start of the targets next 3 turns they take 1d4+2 fire damage from the burning flare. During this time the flare is treated as a magical source of fire for purposes of extinguishing the flare as it burns at such a high temperature. The target may spend a move action to remove the flare from their body. If not removed, the flare causes fire damage and the target is at risk of catching fire (DC 15 Reflex save each round to put out the flames, failure results in an additional 1d6 points of fire damage). Mini-grenade flares are created like any other firearm ammunition (see Craft skill).

**Flash-bang:** Explodes with a deafening sound and a disorienting flash of light. Creatures in the blast radius take nonlethal damage and must make a Reflex save (DC 17) or be dazed for one round followed by being dazzled and deafened for 1d4 rounds. Those who make the save take just the damage. Flash-bangs detonate the same round fired.

**Frag:** The fragmentation mini-grenade sprays shrapnel in all directions when it explodes. It has a minimum range of 30 feet. If fired against a target closer than 30 feet away, the frag does not arm and will not explode. Frags detonate the same round fired.

**Incendiary:** This mini-grenade erupts a shower of sparks and burning chemicals, spraying a 20 ft. area. The grenade ignores the first 5 points of hardness of anything that takes damage from it. It has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. It detonates the same round as it is fired.

**Rubber Pellets:** Designed to take down an individual without killing them. Rubber Pellets deal nonlethal damage. Rubber pellet mini-grenades are created like any other firearm ammunition (see Craft skill).

**Smoke:** Same as thrown smoke grenades but the smoke only billows to a 10 ft. radius and last 5 rounds. On the round this grenade detonates, smoke fills a 10-foot radius area of effect.

**Tear Gas:** Same as thrown tear gas grenades but the gas only billows to a 10 ft. radius and last 5 rounds. On the round this grenade detonates, gas fills a 10-foot radius area of effect.

**Missile:** Missiles may only be fired from a missile launcher. The missile deals its 5d6 points of piercing damage and 5d6 points of fire damage to all creatures within a 10-foot radius (Reflex save DC 22 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the missile ignores the first 5 points of hardness of anything it directly hits. Penetration only applies to the target struck, not to other objects within the burst radius. The missile launched from a missile launcher has a minimum range of 40 feet. If fired against a target closer than 40 feet, the missile does not arm and will not explode. See missile launcher for more details.

**Rocket:** Rockets may only be fired from a rocket launcher. Upon detonation these weapons dealing 3d6 points of piercing damage and 3d6 points of fire damage to all creatures within a 20-foot radius (Reflex save DC 18 for half damage). Rockets must travel a minimum of 40 feet in order to arm and detonate. See rocket launcher for more details.

## Chemical Weapons Descriptions

Chemical weapons cover a wide range of science and pseudo-science. Anarchist cookbooks, alchemical mixtures, advanced chemistry, physics, religious beliefs, and the art of fireworks all fall into this category. The following are simply examples of various chemical weapons.

**Acid:** You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals damage based on the type of acid: 1d6 for mild, 2d6 for potent, and 3d6 for concentrated. Every creature within 5 feet of the point where the acid hits takes splash damage: 1 point for mild, 2 points for potent, and 3 points for concentrated.

**Blessed Water/Accursed Water:** A flask of blessed/accursed water can be thrown as a splash weapon. Blessed water damages undead creatures and outsiders not from the Upper Realm. Accursed water damages non-undead and outsiders not from the Lower Realm.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature. Attacking an incorporeal creature requires the blessed water be poured directly on the target, requiring the attacker to be adjacent. In either case, this is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of blessed water deals 2d4 points of damage to undead creatures and outsiders not from the Upper Realm. Descended take no damage and Progeny take half damage from blessed water. Each such creature within 5 feet of the point where the flask hits take 1 point of damage from the splash.

A direct hit by a flask of accursed water deals 2d4 points of damage to non-undead creatures and outsiders not from the Lower Realm. Descended take full damage and Progeny take half damage from accursed water. Each such creature within 5 feet of the point where the flask hits take 1 point of damage from the splash.

Blessed water is made using the *bless water* spell, accursed water is made by the *curse water* spell.

**Burst jar:** This simple pot or jar has two sealed, airtight inner chambers containing alchemical liquids. The jar is thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. It shatters on impact, covering the target with a mixture of the two liquids. One round later on your turn, the liquids react and explode with concussive force. The target takes 1 point of sonic damage, is deafened for 1d4 rounds, and must make a DC 12 Fortitude save or be stunned for 1 round. Creatures within 5 feet of the explosion take 1 point of sonic damage. The target can use a full-round action to scrape or wash off the liquid before it detonates, depositing the material in its square or an adjacent square; the material detonates as normal, though the original target only takes damage as if it were within 5 feet of the explosion. Crafting this item is a DC 25 Craft (Chemistry) check.

**Fire Bomb:** A fire bomb is a mix of several volatile liquids that ignite when mixed and exposed to air. The container is thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the



target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames to avoid this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire. Crafting this item is a DC 20 Craft (chemistry) check.

**Firecracker Firework:** This tiny explosive detonates noisily 1 round after lighting. Lighting a fuse is a move action. Anyone in the same square as a firecracker when it explodes must make a DC 15 fortitude save or be dazzled for 1d4 rounds. Anyone still holding a firecracker when it explodes takes 1 point of piercing damage and 1 point of sonic damage. Crafting this item is a DC 10 Craft (Chemistry) check and connecting the fuse is a Demolitions check (DC 10).

**Firework Battery:** This tree stump-sized bundle of tubes begins to emit arcs of multi-colored sparks when lit. Starting 1d6 rounds after lighting, it loudly releases brightly colored streaks of tiny flaming particles for 4 rounds. Outdoors, these particles soar far up into the sky before dispersing. They can be set up to fire in a general direction to create havoc. The particles fly out in a chaotic spread, gaining 10 feet of spread for every 20 feet of distance traveled, spraying everything in their path before dispersing, out to their max range of 100 ft. Creatures caught in the spread take 1d6 points of fire damage (reflex DC 15 minus 1 per 20 feet from the starting point for half

damage). Indoors or in a closed area, the ricocheting fireworks deal 1d6 points of fire damage each round in a 20-foot-radius spread (DC 15 Reflex save for half damage). Creatures who fail their save are blinded for 1d4 rounds and deafened for 1 hour. Crafting this item is a DC 25 Craft (Chemistry) check. Pre-Rise firework batteries have a 10% cumulative chance each round (to 40% max the 4th and final around) of fizzling out and ending prematurely.

**Flare:** This hollow tube contains slow-burning powder. When you light the fuse (a move action), it creates a 2-foot-long, blazing fountain of red-hot fiery sparks. You wield the flare as if it were a weighted club. Attacks with the flare are melee touch attacks. The flare deals 1d8 points of fire damage (your strength modifier does not apply to the damage). Only the fountain of flame is used to contact opponents.

The flare provides light equal to daylight in a 20 ft. radius and increases the light level by one step in the next 20 ft. and can ignite combustible materials such as paper, straw, dry sticks, flammable liquids, and cloth. Targets hit with the flare have a low chance of catching fire (Reflex save, DC is 5 per hit in a round, with each hit increasing the DC). Once ignited, a Pre-Rise flare last for 2 minutes and a Post-rise flare last for 1 minute. The flare cannot be extinguished before this time, the chemical reaction will simply reignite itself. Crafting this item is a DC 25 Craft (Chemistry) check.

**Flash Powder:** This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or





even simple force such as throwing it against a floor (a standard action). Creatures within a 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates). Crafting this item is a DC 20 Craft (Chemistry) check.

**Itching Powder:** This fine gray powder causes targets to suffer from uncontrollable itching until they spend at least 1 round washing it off. Throwing a packet of itching powder is a splash attack with a range increment of 10 feet. Anyone standing on the square of impact must succeed at a DC 12 fortitude save to resist the powder, while those in adjacent squares must make a DC 8 fortitude save. Creatures that fail the save take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks until they wash the powder off. This is a poison effect. Crafting this item is a DC 15 Craft (Chemistry) check.

**Leyden Jar:** This highly modified leyden jar is a metal filament inside this small glass bottle set inside two halves of a metal can each containing a chemical. The filament sticks out of the glass jar, typically filled by a rubber stopper or other non-conductive material. You can remove the cover of the bottle as a standard action, exposing the filaments three pronged top and unleashing a small bolt of lightning toward an enemy within 20 feet of you. This is a ranged touch attack that deals 1d8 points of electricity damage. Any creature in a line between you and the target (including the target) takes 1 point of sonic damage from the terrific clap of thunder the bolt generates (reflex DC 15 negates). Crafting the jar is a DC 15 Craft (Mechanical) and the chemical for the jar is a DC 20 Craft (Chemistry) check. Breaking a jar that is charged releases the charge in a 10 ft. area dealing 1 point of electrical damage to everything within the area. The bottle and chemical can be reused but must be recharged after every use. The price to recharge a leyden jar is one combustible resource.

**Liquid Ice:** Also known as “healer’s ice,” this sealed jar contains crystalline blue fluid and a pouch of chemicals that immediately starts to turn into a slush and turn bitterly cold once mixed. During the 1d6 rounds after it is mixed but before it finishes its chemical reaction completely, you can use it to freeze a liquid or to coat an object in a thin layer of ice. You can also throw liquid ice as a splash weapon. A direct hit deals 1d6 points of cold damage; creatures within 5 feet of where it hits take 1 point of cold damage from the splash. Crafting this item is a DC 25 Craft (Chemistry) check.

**Paraffin Oil:** Also known as firebreather’s oil, this bitter liquid is harder to ignite than common oil but burns quickly at a low temperature, making it ideal for flame-spitting. You may spit a mouthful of paraffin oil past an open flame (such as a match, candle, or torch) to ignite it, creating a brief burst of fire. If you use it to attack, the attack is a ranged touch attack with a maximum range of 5 feet that deals 1d3 points of fire damage. If you roll a 1 on your attack roll, you accidentally inhale or swallow some of the burning fuel; you take 1d6 points of fire damage and are nauseated for 1 round. A bottle of paraffin oil holds enough for 10 mouthfuls; taking a mouthful from the bottle is a standard action (the rapid reload feat reduces this to a move action). Crafting this item is a DC 15 Craft (Chemistry) check turning one combustible resource and a few chemicals into two separate bottles of paraffin oil.

**Pepper Spray:** A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container.

To use it, make a ranged touch attack against the target. The target must make a Fortitude saving throw (DC 15) or be blinded for 1d4 rounds. Pepper spray is limited to 5 range increments. Crafting this item is a DC 25 Craft (Chemistry) check.

**Retch Bomb:** Harvested and concentrated from remains and other chemical compounds, this foul-smelling powder is kept in tightly sealed flasks. It is thrown as a splash weapon and the flask breaks on impact, releasing noxious dust. The target is nauseated for 1 round and sickened for 3 rounds after that. A successful DC 12 fortitude save prevents the nauseated condition, but not the sickened condition. Creatures within 5 feet of where the flask hits are sickened for 1 round. This is a poison effect. Crafting this item is a DC 20 Craft (Chemistry) check.

**Screaming firework:** This small firework burns brightly and makes a loud, eerie whistling sound. It can be thrown to target an intersection as a splash weapon. Any creatures within 5 feet of the noise are effectively deafened while they remain in the area, as even the loudest sounds they make are drowned out by the piercing sound. A screaming firework burns for 1d4+1 rounds before extinguishing itself with a quiet puff of smoke. Crafting this item is a DC 30 Craft (Chemistry) check.

**Skyrocket firework:** When lit, this half foot-long wooden tube attached to a one and a half foot-long stick begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving at a speed of 90 feet for 1d6 rounds before loudly exploding in a burst of light and sound, dealing 2d6 points of fire damage in a 10-foot-radius burst (reflex DC 15 halves). Anyone who takes damage from the explosion is either blinded or deafened (50% chance of either) for 1 round. Crafting this item is a DC 25 Craft (Chemistry) check and connecting the fuse is a Demolitions check (DC 10).

**Sneezing powder:** This coarse yellowish-red powder is a splash weapon that causes uncontrollable sneezing for 1d4+1 rounds. Anyone standing in the square of impact must succeed at a DC 12 fortitude save to resist the powder, while those in adjacent squares must make DC 8 fortitude saves. Creatures affected by sneezing powder must make a DC 10 fortitude save every round for the duration or be staggered until their next turn. This is a poison effect. Crafting this item is a DC 20 Craft (Chemistry) check.

**Star candle firework:** When lit, this foot-long wooden tube launches a flaming pyrotechnic “candle” every round for 4 rounds. The projectiles deal 1 point of nonlethal damage and 1 point of fire damage if they hit; on a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round and have a range increment of 5 feet. Attacking with a star candle is a ranged touch attack and always has a -4 nonproficiency penalty. Crafting this item is a DC 20 Craft (Chemistry) check.

## MELEE & MISSILE WEAPONS

Armor and firearms are fun, but the real heart and soul of survival in post-Rise Earth are melee and missile weapons. The craftsmanship and tools required to create most of these weapons dates back hundreds of years, and survivors gravitated quickly to their creation.

**Pre-Rise Weapons:** Pre-rise weapons are coveted by those who own them. They are made to a better quality than



post-Rise weapons, never breaking from normal use. Pre-rise weapons may not be made, they are simple found, traded, hoarded, and sometime put on display or used as a template to make post-Rise weapons that fail to live up to their greatness.

Pre-Rise weapons may become fully enchanted. They can have an Enhancement bonus up to +5 and have an overall bonus, due to special abilities, up to +10.

Stage and display weapons often look of high quality, but have the *fragile* condition and may also break if an attempt is made to sharpen them. They cannot take enchantments.

**Post-Rise Weapons:** Post-rise weapons do not have the standards or quality checks that pre-Rise weapons had. Most post-Rise weapons are made with what is available or simply laying around. Because of this all post-Rise weapons have the *fragile* condition unless magical, masterwork, or made from certain special materials (described later in this chapter).

Post-Rise weapons have a harder time holding enchantments. They can only have an Enhancement bonus up to +3 or have an overall bonus, due to special abilities, over +6. Special abilities, spells, or spell-like affects may temporarily surpass this restriction, but no Post-rise weapon can permanently be above the restriction.

**Fragile:** Fragile weapons cannot take the beating that sturdier weapons can. A *fragile* weapon gains the *broken* condition if the wielder rolls a natural 1 on an attack roll with the weapon. If a *fragile* weapon is already *broken*, the roll of a natural 1 destroys it instead.

## Melee and Missile Weapons Descriptions

**Arrows:** An arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a small knife of its size (critical multiplier  $\times 2$ ). Arrows come in a bundle of 20 arrows.

**Arrows, Hunting:** These arrows, with broader heads are specially made for hunting bigger game. Their function is to deliver a wide cutting edge so as to kill as quickly as possible. These arrows add +1 to damage rolls and deal 1 point of *bleed* damage for a number of rounds equal to the base damage rolled for the hit. A hunting arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a large knife of its size (critical multiplier  $\times 2$ ) and 1 point of *bleed* damage on critical hits for a number of rounds equal to half the unmodified damage rolled for the hit. These arrows come in a bundle of 15 arrows.

**Arrows, Target:** These arrows have light shafts, a conical point, and special fletching to give them greater range. A target arrow's range increment is 20 feet greater with longbows and 10 feet greater with shortbows. They deal damage as if one size category smaller. A target arrow used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as tiny knife of the same size (critical multiplier  $\times 2$ ). These arrows come in a bundle of 30 arrows.

**Axe:** This axe is short, designed for use with one hand. Considered the smallest axe for practical survival use.

**Bat, metal:** Originally intended for use in sports. It is not a solid piece of metal; its hollow nature gives it a distinctive sound when hitting something or someone. Metal bats have the same hardness and hit points of a one-handed blade.

**Bat, wood:** Originally intended for use in sports. Most wooden bats are made from ash but can also be made of maple or hickory.

**Bayonet:** This modified knife can be mounted on the end of a firearm allowing the wielder to use the firearm as a melee weapon. The firearm still provokes attacks of opportunity if used as a ranged weapon, even if the bayonet is attached. The bayonet can alternatively be used by itself as a light weapon. Attaching or removing a bayonet is a move action.

**Bo staff:** Similar to a quarterstaff, only slenderer and more tapered at one end, the bo staff is both a defensive device and a weapon.

**Bolas:** A bolas is a pair of wooden, stone, or metal weights connected by a thin rope or cord. You can whirl and throw this weapon to make a ranged *trip* attack against an opponent. You can't be tripped during your own *trip* attempt when using a bolas.

**Bolts, crossbow:** A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a small knife of its size (critical multiplier  $\times 2$ ). Bolts come in a bundle of 10 bolts.

**Bolts, Hunting:** These bolts, with broader heads, are specially made for hunting bigger game. Their function is to deliver a wide cutting edge so as to kill as quickly as possible. These bolts add +1 to damage rolls and deal 1 point of *bleed* damage for a number of rounds equal to the base damage rolled for the hit. A hunting bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a large knife of its size (critical multiplier  $\times 2$ ) and 1 point of *bleed* damage on critical hits for a number of rounds equal to half the unmodified damage rolled for the hit. Hunter bolts come in a bundle of 5 bolts.

**Bolts, Target:** These bolts have light shafts, a conical point, and special fletching to give them greater range. A target bolts' range increment is 20 feet greater with heavy crossbows and 10 feet greater with light crossbows. They deal damage as if one size category smaller. A target bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a tiny knife of its size (critical multiplier  $\times 2$ ). Target bolts come in a bundle of 15 bolts.

**Boomerang:** The boomerang is primarily a hunting tool, but it is not uncommon for these versatile thrown weapons to be carried into battle. A boomerang is made of wood and is flat, with a long haft, a pronounced forward curve, and a sharp backward bend at the head. A hunting boomerang does not fly in a returning path.

**Blowgun:** Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.

**Brass Knuckles:** These weapons fit snugly around the knuckles and allow you to deal lethal damage with an unarmed strike. You may hold, but not wield, a weapon or other object in a hand wearing brass knuckles. You may cast a spell with a somatic component while wearing brass knuckles. Brass knuckles can't be disarmed. You are still considered unarmed when using brass knuckles.

**Chainsaw:** Powered saw capable of chopping threw most things. The chainsaw is worthless without fuel but once fueled and ready to go it is a devastating weapon. The chainsaw gains a +2 Circumstance bonus to your Combat Maneuver whenever





you attempt to sunder with it. Chainsaws hold up to three Combustible resources, and each resource can power them for five minutes. Starting a chainsaw is a move action.

**Chain spear:** This vicious weapon has gained popularity and notoriety due to its versatility. The body of the weapon is a standard short spear, primarily used for thrusting. The butt of the spear is fitted with a length of chain, often spiked, with a hook at the end. The hook and chain may be used to make trip attacks. If your trip attack fails by 10 or more, you may drop the chain spear to avoid being knocked *prone*.

**Club:** This weapon is usually just a shaped piece of wood, sometimes with a few nails or studs embedded in it.

**Club, light:** A smaller version of a club.

**Club, iron-spiked:** A club with the iron-spiked modification.

**Club, weighted:** This top heavy club has a bulbous end for heavier hits.

**Combat hammer:** This weapon consists of a wooden haft and a heavy, metal head. The head is double sided with two different heads: one straight peen sledge hammer face and a straight peen wedged face. The haft is long enough that you may wield it one- or two-handed. Though heavy and relatively slow to wield, combat hammers are capable of delivering immense blows, crushing armor and flesh alike.

**Crook, light:** A short hooked stick used by herders.

**Crook, shepherd's:** A hooked staff used by herders when dealing with bigger cattle.

**Crossbow, hand:** You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity. A hand crossbow fires standard crossbow bolts, like those used by light and heavy crossbows.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons.

**Crossbows and Firearm Accessories:** Light and heavy crossbows are built in such a way that they are able to accept certain firearm accessories. These include scout scope, tactical scope, bi-pod, illuminators, and laser sights. Unlike firearms, a crossbow is limited to the number of accessories it may have. Light crossbows can have two accessories while heavy crossbows can have up to three.

**Crossbow, heavy:** You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. A heavy crossbow fires crossbow bolts.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. You can shoot a heavy

crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. A light crossbow fires crossbow bolts.

Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

**Crowbar:** A crowbar is a circular length of metal with a hook on one end and a spike on the other, usually used in demolition. It grants a +3 Circumstance bonus on Strength checks made to force open a door, chest or anything else within reason. Counts as a metal hafted weapon, giving it 10 hardness and 20 hit points.

**Dart:** This thrown weapon is larger than an arrow and shorter than a javelin, with a weighted tip and a shorter range than a javelin. Most darts are wooden shafts with a thick metal point.

**Dart, blowgun:** The thin, light darts used in a blowgun are usually made of hardwood with a stabilizing fletching of down or fur. A dart is usually loaded from the back end just before firing.

**Entrenching Tool:** A small shovel that can be collapsed down onto its handle making it a bit easier to carry on oneself. An entrenching tool can dig a pit at a rate of 1 cubic foot per minute. Collapsing or extending an entrenching tool is a full-round action. You get a +2 bonus on Sleight of Hand skill checks made to conceal a collapsed entrenching tool on your body.

**Flail, grain:** Traditional flail for grain harvesting.

**Flail, heavy:** Similar to a light flail, a heavy flail has a larger metal ball and a longer handle.

**Flail, multi-headed:** A flail with two heads coming out of the top, each with a short length of chain. Designed to maximize the hit potential of a flail.

**Flail, weighted:** A flail with a heavy flails head on a normal flails handle. Can lead to over swings.

**Gaff Hook:** A 2-foot handle with a metal hook at the end. Historically used to pull fish onto boats.

**Hammer, light:** A finishing hammer used in construction.

**Hammer, 3lbs.:** A hammer used in forging.

**Hammer, 6 lbs.:** A heavy hammer that was used by homeowners in place of a big, heavy sledgehammer.

**Hammer-axe, two-ended:** The hammer-axe is a double weapon—a combat hammer head at one end of its haft and a two-bitted splitting axe at the other end. The hammer's blunt head is a bludgeoning weapon that deals 1d8 points of damage (critical multiplier  $\times 3$ ). Its axe is a slashing weapon that deals 1d8 points of damage (critical multiplier  $\times 3$ ). You can use either head as the primary weapon. This weapon allows versatility in its use.

**Hatchet:** Used mainly as a small, easy to carry camping axe. It may be thrown, since it is well balanced for a graceful tumbling motion. You get a +2 bonus on Sleight of Hand skill checks made to conceal the hatchet on your body.

**Javelin:** A javelin is a thin throwing spear. Since it is not designed for melee, you are treated as nonproficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.



# MELEE & MISSILE WEAPONS

## SIMPLE WEAPONS

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Critical	Range	Pre-Rise Weight	Post-Rise Weight	Type
<b>Unarmed Attacks</b>								
Unarmed Strike <i>Properties: Nonlethal</i>	—	—	1d3	x2	—	n/a		B
<b>Light Melee Weapons</b>								
Brass Knuckles	1	1/2	*	x2		.5 lb.	1 lb.	B
Bayonet (light firearm or wielded)	4	2	1d3	19-20 x2		1/2 lb.	1 lb.	P/S
Crook, Light <i>Properties: Disarm, Trip</i>	4	2	1d4	x2		2 lbs.	3 lbs.	B
Club, Light	—	0	1d6	x2	10 ft.	2 lbs.	2 lbs.	B
Entrenching Tool	6	3	1d4	x2		2 lbs.	4 lbs.	B
Gaff Hook	4	2	1d4	x2		1 lb.	2 lbs.	P
Hammer, Light	4	2	1d4	x2	20 ft.	2 lbs.	4 lbs.	B
Hatchet	3	1	1d4	x2	10 ft.	1 lb.	2 lbs.	S
<b>Knife</b>								
Tiny (pocket knife, etc.)	1	1/2	1d2	x2		1/4 lb.	1/2 lb.	P
Small	2	1	1d3	19-20 x2	10 ft.	1/2 lb.	1 lb.	P/S
Large	2	1	1d4	19-20 x2	10 ft.	1 lb.	2 lbs.	P/S
Machete	4	2	1d6	x2		2 lbs.	4 lbs.	S
Metal Baton	4	—	1d6	x2		2 lbs.	—	B
Sickle <i>Properties: Trip</i>	2	1	1d6	x2		2 lbs.	4 lbs.	S
<b>One-Handed Melee Weapons</b>								
Bat, Metal	4	—	1d6	19-20 x2		2 lbs.	—	B
Bat, Wood	3	—	1d6	x3		3 lbs.	—	B
Bayonet (one-handed firearm)	4	2	1d2+1	19-20 x2		1/2 lb.	1 lb.	P/S
Club	—	0	1d6	19-20 x2	10 ft.	3 lbs.	3 lbs.	B
Club, Weighted	—	3	1d8	x2		—	8 lbs.	B
Club, Iron-Spiked	—	6	1d8	19-20 x2		—	6 lbs.	B/P
Crowbar <i>Properties: Treat as Pry Bar for opening locked/stuck objects</i>	8	4	1d6	x2		5 lbs.	10 lbs.	B
Grain Flail <i>Properties: Disarm, Trip</i>	4	2	1d6	x2		3 lbs.	6 lbs.	B
Hammer, 3-Pound	6	3	1d6	x3		4 lbs.	6 lbs.	B
Sap <i>Properties: Nonlethal</i>	—	0	1d6	x2		—	2 lbs.	B
Spear, Short	2	1	1d6	x2	20 ft.	2 lbs.	3 lbs.	P
<b>Two-Handed Melee Weapons</b>								
Bayonet (two-handed firearm)	4	2	1d3+1	19-20 x2		1/2 lb.	1 lb.	P/S
Shepherds Crook <i>Properties: Double, Disarm, Trip</i>	8	4	1d6/1d4	x2		4 lbs.	6 lbs.	B
Hammer, 6-Pound	12	6	2d4	x3		7 lbs.	9 lbs.	B
Spear <i>Properties: Brace</i>	4	2	1d8	x3	20 ft.	5 lbs.	6 lbs.	P
Spear, Long <i>Properties: Brace, reach</i>	6	3	1d8	x3		—	9 lbs.	P
Quarterstaff <i>Properties: Double</i>	4	2	1d6/1d6	x2		3 lbs.	4 lbs.	B
Wrecking Bar <i>Properties: Treat as Pry Bar for opening locked/stuck objects</i>	12	6	1d8	x3		13 lbs.	17 lbs.	B



## SIMPLE WEAPONS (CONT)

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Critical	Range	Pre-Rise Weight	Post-Rise Weight	Type
<b>Ranged Weapons</b>								
Blowgun	3	1	1d2	x2	20 ft.	1 lb.	2 lbs.	P
Darts, Blowgun (10)	1	1	—	—	—	—	—	—
Crossbow, Heavy	30	15	1d10	19-20 x2	120 ft.	8 lbs.	12 lbs.	P
Crossbow, Light	24	12	1d8	19-20 x2	80 ft.	4 lbs.	7 lbs.	P
Bolts (10)	2	1	—	—	—	1 lbs.	2 lbs.	—
Hunters Bolts (5) <i>Properties: See Text</i>	4	2	—	—	—	1 lbs.	2 lbs.	—
Target Bolts (15) <i>Properties: See Text</i>	2	1	—	—	—	1 lbs.	2 lbs.	—
Dart	1	1/2	1d4	x2	20 ft.	1/2 lb.	1 lbs.	P
Javelin	4	2	1d6	x2	30 ft.	2 lbs.	3 lbs.	P
Sling	1	0	1d4	x2	50 ft.	3 lbs.	5 lbs.	B
Bullets, Metal (10)	3	1	—	—	—	3 lbs.	5 lbs.	—
Bullets, Stone (10) <i>Properties: See Text</i>	0	0	—	—	—	3 lbs.	3 lbs.	—

## MARTIAL WEAPONS

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Critical	Range	Pre-Rise Weight	Post-Rise Weight	Type
<b>Light Melee Weapons</b>								
Axe (single or double bit)	8	4	1d6	x3		3 lbs.	6 lbs.	S
Pick, Light (ice axe, climbing pick, etc.)	4	2	1d4	x4		2 lbs.	4 lbs.	P
Shield, Light	—	—	1d3	x2		Special	Special	B
Spiked Armor	—	—	1d6	x2		Special	Special	P
Spiked Shield, Light	—	—	1d4	x2		Special	Special	P
Tomahawk	8	4	1d6	x2	10 ft.	2 lbs.	3 lbs.	S
<b>One-Handed Melee Weapons</b>								
Combat Hammer	—	7	1d8	x3		—	7 lbs.	B
Flail, Multi-headed <i>Properties: Disarm, Trip</i>	—	5	1d6	19-20 x2		—	4 lbs.	B
Flail, Weighted <i>Properties: Disarm, Trip</i>	—	4	1d8	x3		—	5 lbs.	B
Pick, Heavy	8	4	1d6	x4		6 lbs.	9 lbs.	P
Shield, Heavy	—	—	1d4	x2		Special	Special	B
Spiked Shield, Heavy	—	—	1d6	x2		Special	Special	P
Splitting Axe (single or double bit)	12	6	1d8	x3		6 lbs.	9 lbs.	S
Tri-tip Spear <i>Properties: Brace</i>	14	7	1d8	x2	10 ft.	3 lbs.	4 lbs.	P
<b>Two-Handed Melee Weapons</b>								
Flail, Heavy <i>Properties: Disarm, Trip</i>	14	7	1d10	19-20 x2		—	10 lbs.	B
Lance <i>Properties: Reach</i>	12	6	1d8	x3		10 lbs.	15 lbs.	P
Scythe <i>Properties: Trip</i>	8	4	2d4	x4		—	10 lbs.	P/S
Sledge Hammer, 10-Pound	18	9	1d10	19-20 x2		12 lbs.	15 lbs.	B
Splitting Maul	16	8	1d12	x3		12 lbs.	15 lbs.	S



## MELEE & MISSILE WEAPONS

### MARTIAL WEAPONS (CONT)

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Critical	Range	Pre-Rise Weight	Post-Rise Weight	Type
<b>Ranged Weapons</b>								
Longbow	18	6	1d8	x3	100 ft.	3 lbs.	5 lbs.	P
Longbow, composite	24	12	1d8	x3	110 ft.	3 lbs.	5 lbs.	P
Arrows (20)	3	1	—	—	—	2 lbs.	3 lbs.	—
Arrows, Hunter (15) <i>Properties: See Text</i>	6	2	—	—	—	2 lbs.	3 lbs.	—
Arrows, Target (30) <i>Properties: See Text</i>	3	1	1d6	—	=+20 ft.	2 lbs.	3 lbs.	—
Shortbow	12	4	1d6	x3	60 ft.	2 lbs.	5 lbs.	P
Shortbow, composite	20	10	1d6	x3	70 ft.	2 lbs.	5 lbs.	P
Arrows (20)	3	1	—	—	—	2 lbs.	3 lbs.	—
Hunters Arrows (15) <i>Properties: See Text</i>	6	2	—	—	—	2 lbs.	3 lbs.	—
Target Arrows (30) <i>Properties: See Text</i>	3	1	1d4	—	=+10 ft.	2 lbs.	3 lbs.	—

### EXOTIC WEAPONS

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Critical	Range	Pre-Rise Weight	Post-Rise Weight	Type
<b>Light Melee Weapons</b>								
Nunchaku <i>Properties: Disarm</i>	6	3	1d6	x2		2 lbs.	4 lbs.	B
Sai <i>Properties: Disarm</i>	8	4	1d4	x2		1 lb	2 lbs.	B
Sword, Short	10	5	1d6	19-20 x2		2 lbs.	3 lbs.	P
<b>One-Handed Melee Weapons</b>								
Sword, Curved	20	10	1d6	18-20 x2		4 lbs.	6 lbs.	S
Sword, Exotic <i>Properties: Deadly</i>	50	18	1d8	18-20 x2		6 lbs.	8 lbs.	S
Sword, Fencing	24	12	1d6	18-20 x2		2 lbs.	4 lbs.	P
Sword, Hand and a Half	30	15	1d10	19-20 x2		6 lbs.	8 lbs.	S
Sword, Long	20	10	1d8	19-20 x2		4 lbs.	6 lbs.	S
Whip <i>Properties: Disarm, nonlethal, reach, trip</i>	5	1	1d3	x2		2 lbs.	4 lbs.	S
<b>Two-handed Melee Weapons</b>								
Bo Staff <i>Properties: Blocking, Double</i>	8	4	1d6/1d6	x2		3 lbs.	5 lbs.	B
Chainsaw	50	25	3d6	x3		15 lbs.	25 lbs.	
Chain Spear <i>Properties: Trip</i>	30	15	1d6/1d6	x2		8 lbs.	12 lbs.	P/S
Pole Sword <i>Properties: Reach</i>	16	8	1d10	x3		10 lbs.	15 lbs.	S
Pole Axe <i>Properties: Brace, Trip</i>	14	7	1d10	x3		12 lbs.	17 lbs.	P/S
Pole Saw <i>Properties: Reach, Trip, Disarm</i>	—	20	2d4	x3		—	16 lbs.	S
Sledge Hammer, 16-Pound	24	12	3d4	19-20 x2		18 lbs.	24 lbs.	B
Sword, Great	36	18	2d6	19-20 x2		8 lbs.	12 lbs.	S
<b>Ranged Weapons</b>								
Bolas <i>Properties: Nonlethal, Trip</i>	5	1	1d4	x2	10 ft.	2 lbs.	4 lbs.	B
Boomerang <i>Properties: See Text</i>	5	1	1d6	x2	30 ft.	2 lbs.	4 lbs.	B



## EXOTIC WEAPONS (CONT)

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Critical	Range	Pre-Rise Weight	Post-Rise Weight	Type
<b>Ranged Weapons (Cont)</b>								
Crossbow, Hand	36	18	1d4	19-20 x2	30 ft.	2 lbs.	4 lbs.	P
Bolts (10)	2	1	—	—	—	1 lbs.	1 lb.	—
Lasso <i>Properties: See Text</i>	4	2	—	—	—	5 lbs.	7 lbs.	—
Net <i>Properties: See Text</i>	6	3	—	—	10 ft.	4 lbs.	7 lbs.	—
Shuriken (5)	10	5	1d2	x2	10 ft.	1/2 lb.	1 lb.	P

**Knife, large:** Usually less than 1 foot long, and can be curved or straight, usually with one edge. Large knives are always fixed blade knives with a full tang. Examples include a chef's knife, bowie knife, or anything else that might fall into this category (dagger/dirk). You get a +2 bonus on Sleight of Hand skill checks made to conceal a large knife on your body.

**Knife, small:** Usually no more than 6 inches in length, small knives are simply smaller versions of a large knife. While some might have a full tang, others might not or may even be folding knives. You get a +3 bonus on Sleight of Hand skill checks made to conceal a small knife on your body.

**Knife, tiny:** Usually no longer than 3 inches, these tiny knives are simply pocket knives. These knives are almost always a folding knife, sometimes part of another item, such as a multipurpose tool. You get a +4 bonus on Sleight of Hand skill checks made to conceal a tiny knife on your body.

**Lance:** A lance deals double damage when used from the back of a charging mount. While mounted, you can wield a lance with one hand.

**Lasso:** This thrown weapon is a length of rope with a simple open knot on one end that allows you entangle a foe like you would using a net. The DC to cast a spell while *entangled* with a lasso is 10 + the spell level being cast. An *entangled* creature can slip free with a successful DC 15 Escape Artist check as a full-round action. The lasso has 2 hit points, AC 10, and requires a DC 23 Strength check to break it. On a successful hit, the lasso tightens; to use it again you must spend a standard action sliding the knot to enlarge the loop.

**Longbow:** At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood. You need two hands to use a bow, regardless of its size. A longbow can't be used while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. You can apply your Strength modifier to damage rolls when you use a composite longbow, but not a regular longbow. A longbow fires arrows.

**Longbow, composite:** You need at least two hands to use a bow, regardless of its size. You cannot use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use it with proficiency). If your Strength modifier is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add

your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 1 resource to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite longbow. A composite longbow fires arrows.

For the purposes of Weapon Proficiency and similar feats, a composite longbow is treated as if it were a longbow.

**Machete:** A broad, heavy knife used as an implement or weapon, originating in Central America and the Caribbean.

**Metal baton:** A collapsible metal rod that can easily and quickly be extended as a free action. You get a +2 bonus on Sleight of Hand skill checks made to conceal a collapsed metal baton on your body.

**Net:** A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is *entangled*. An *entangled* creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding at an opposed Strength check while holding it, the *entangled* creature can move only within the limits that the rope allows. If the *entangled* creature attempts to cast a spell, it must succeed at a concentration check with a DC of 15 + the spell's level or be unable to cast the spell.

An *entangled* creature can escape with a successful DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a successful DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

**Nunchaku:** A nunchaku is made up of two wooden or metal bars connected by a short length of rope or chain.

**Pick, heavy:** This variant of the light pick has a longer handle and can be used with one or two hands. It is a common, inexpensive weapon for mounted soldiers since it can be used effectively from horseback.

**Pick, light:** This weapon, adapted from the pickaxe tool, has a head with a slightly curved, armor-piercing spike and a hammerlike counterweight. Grants a +1 to Climb checks to catch yourself when falling.

**Pole Axe:** A pole axe is similar to a 5' long spear, but it also has a small, axe-like head mounted near the tip.



**Pole Saw:** A pole saw is a curved serrated blade mounted at the end of an 8-foot-long shaft. A mounted opponent hit by a pole saw takes a -1 penalty on their Ride check to stay mounted.

**Pole Sword:** A pole sword is composed of a simple blade mounted on the end of a pole about 7 feet in length.

**Quarterstaff:** A quarterstaff is a simple piece of wood, about 5 feet in length. In battle, it's held with one hand at the butt and the other a quarter of the way up the staff, allowing it to block blows and make quick strikes.

**Sai:** A sai is a metal spike flanked by a pair of prongs used to trap an enemy's weapon. When wielding a sai, you get a +2 bonus on combat maneuver checks to sunder an enemy's weapon. Though pointed, a sai is not usually used for stabbing. Instead, it is used primarily to bludgeon foes, punching with the hilt, or else to catch and disarm weapons between its tines. Sais are often wielded in pairs.

**Sap:** This weapon consists of a soft wrapping around a hard, dense core, typically a leather sheath around a lead rod. The head is wider than the handle and designed to spread out the force of the blow, making it less likely to draw blood or break bones.

**Scythe:** This weapon consists of a long wooden shaft with protruding handles and a sharp curved blade set at a right angle. Derived from a farm tool used to mow down crops, a scythe requires two hands to use, and is unwieldy but capable of inflicting grievous wounds. Its connotations as a symbol of death due to its association with reaping also make the scythe a particularly intimidating weapon.

**Shield:** You can bash with a shield instead of using it for defense.

**Shortbow:** A shortbow is made up of one piece of wood about 3 feet in length. You need two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow, but not a regular shortbow. A shortbow fires arrows.

**Shortbow, Composite:** You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength modifier is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength modifier on damage rolls, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 1 resource to its cost. If you have a negative modifier due to low Strength, apply it to damage rolls when you use a composite shortbow. A composite shortbow fires arrows.

For the purposes of Weapon Proficiency, Weapon Focus, and similar feats, a composite shortbow is treated as if it were a shortbow.

**Shuriken:** A shuriken is a small piece of metal with sharpened edges, designed for throwing. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them and crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown.

**Sickle:** Originating as a farming tool used for reaping grain, this one-handed weapon has a blade with a strong curve that can easily catch an opponent's limb or armor. Its blade can be either smooth or serrated, and some fighting sickles are sharpened on both sides near the point, making it easier to hook into an opponent's flesh.

**Sling:** A sling is little more than a leather cup attached to a pair of strings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

**Sling bullets, metal:** Sling bullets are shaped metal balls, designed to be used by a sling or halfling sling staff. Bullets come in a leather pouch that holds 10 bullets.

**Sling bullets, stone:** Sling stones are ordinary stones that are not as dense or as round as metal bullets. Thus, such an attack deals less damage than a metal bullet and you take a -1 penalty on attack rolls.

**Sledgehammer, 10-Pound:** Traditional sledgehammer used to smash just about everything under the Sun. Sledgehammers grant its wielder a +1 Equipment bonus to sunder attempts.

**Sledgehammer, 16-Pound:** Heavy duty sledgehammer designed to smash EVERYTHING under the Sun. Sledgehammers grant its wielder a +1 Equipment bonus to sunder attempts.

**Splitting axe:** This is your classic axe, used by firefighters, woodsmen, or anyone else who needs to chop wood. Small enough to be useful in a multitude of situation and large enough to not make the job impossible.

**Splitting Maul:** A two-handed axe used to split firewood. Large and heavy for maximum splitting power.

**Spear:** A spear is 5 feet in length and can be thrown.

**Spear, long:** A longspear is about 8 feet in length.

**Spear, short:** A shortspear is about 3 feet in length, making it a suitable thrown weapon.

**Sword, curved:** This curved sword is shorter than a long sword and longer than a short sword. Only the outer edge is sharp, and the back is flat, giving the blade a triangular cross-section.

**Sword, exotic:** These swords are noted for their distinctive forging process creating wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master. Characters can use an exotic sword two-handed as a martial weapon, but must take the Exotic Weapon Proficiency (Sword, Exotic) feat to use it one-handed.

**Sword, fencing:** You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a fencing sword sized for you, even though it isn't a light weapon. You can't wield a fencing sword in two hands in order to apply 1-1/2 times your Strength modifier to its damage.

**Sword, great:** This immense two-handed sword is about 5 feet in length. A great sword may have a dulled lower blade that can be gripped.

**Sword, hand and a half:** A hand and a half is about 4 feet in length, making it too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a hand and a half sword two-handed as a martial weapon.





**Sword, long:** This sword is about 3-1/2 feet in length. Common in medieval times.

**Sword, short:** This sword is about 2 feet in length. Common in ancient times.

**Tri-tip Spear:** A tri-tip spear has three metal prongs at end of a 4-foot-long shaft. This weapon can be thrown.

**Tomahawk:** A type of single-handed axe from North America, traditionally resembling a hatchet with a straight shaft.

**Whip:** A whip deals no damage to any creature with an Armor bonus of +1 or higher or a natural Armor bonus of +3 or higher. The whip is treated as a melee weapon with a 15' reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon. You cannot wield a whip in two hands in order to apply 1-1/2 times your Strength modifier to damage rolls.

**Wrecking Bar:** Engineered for durability and all-around use in construction and demolition, this large solid metal bar grants a +4 Circumstance bonus on Strength checks made to force open a door, chest or anything else within reason. Counts as a metal hafted weapon, giving it 10 hardness and 30 hit points.

## Weapon Modifications

### Melee Weapons

Melee Weapons offer ample opportunity for modification on post-Rise Earth. When weight, utility, and tools are just as key to survival as weapons, adding more functionality to your weapons is vitally important. Making those weapons better at killing isn't a bad move either.

**Chilled:** This modification adds a cooling element to the weapon causing it to become extremely cold. The weapon must have a metal striking surface for this to work and the handle

must be insulated to not cause harm to the wielder. A small battery is incorporated into the weapon allowing this reaction to happen. It is a swift action to turn on the modification and takes one full round for the reaction to cause the weapon to become cold, at which time it takes a charge or charges to keep the effect up. A light weapon has a battery that can hold 5 charges and deals 1 point of cold damage with each hit, with a round costing one charge. A one-handed weapon has a battery that holds 10 charges and can deal 1 point of cold damage a hit for 1 charge a round or deal 1d2 cold for 2 charges a round. A two-handed weapon has a battery that holds 15 charges and can deal 1 point of cold damage a hit for 1 charge a round, deal 1d2 cold for 2 charges a round, or deal 1d3 cold for 3 charges a round.

It takes one hour and a Combustible resource to recharge 5 charges into the battery. This damage can be combined with any enchantments the weapon has but doesn't stack with other cold effects.

**Crafting:** The modification is a Craft (Chemical) DC 18 with the cost equal to this modification.

**Double\*:** This modification allows a weapon to be attached to another weapon creating a double weapon. The two starting weapons must be either light or one-handed weapons. The new weapon is an exotic two-handed weapon with each end having the properties of the weapon they are based on, and gains the double property. The newly created weapon loses any thrown range of the two weapons it is based on. Masterwork quality must be for the whole weapon and paid for twice using the exotic price. Magic versions of these weapons carry their magic for the entire weapon and cost twice the normal cost.

The new weapon requires its own exotic weapon feat to use without taking the non-proficient -4 to attack rolls.

**Crafting:** The weapon is considered an exotic weapon for Craft (Weaponsmith), DC 18 with the *double* cost added to the weapons cost.

**Electrified:** This modification adds an electrical current to the weapon causing it to become electrified. The weapon must have a metal striking surface for this to work, and the handle must be insulated to not cause harm to the wielder. A



# MELEE & MISSILE WEAPONS

## WEAPONS MODIFICATIONS

Modifications	Pre-Rise Cost	Post-Rise Cost	Properties	Added Weight
<b>Melee Weapons</b>				
<b>Chilled</b>			This modification adds a cooling element to the weapon causing it to become extremely cold.	
Light	—	6	5 charges, 1 point of cold damage per hit, each round one charge.	+ .5 lb.
One-handed	—	9	10 charges, 1 point of cold damage per hit, each round one charge. Or 1d2 cold per hit, each round two charges.	+ 1 lb.
Two-handed	—	12	15 charges, 1 point of cold damage per hit, each round one charge. Or 1d2 cold per hit, each round two charges. Or 1d3 cold per hit, each round three charges.	+ 1.5 lbs.
Double*	—	7	take two weapons and make a new, double ended two handed weapon that has the property of double.	Both Weapons
<b>Electrified</b>			This modification adds an electrical current to the weapon causing it to become electrified.	
Light	—	6	5 charges, 1 point of electric damage per hit, each round one charge.	+ .5 lb.
One-handed	—	9	10 charges, 1 point of electric damage per hit, each round one charge. Or 1d2 electrical per hit, each round two charges.	+ 1 lb.
Two-handed	—	12	15 charges, 1 point of electric damage per hit, each round one charge. Or 1d2 electrical per hit, each round two charges. Or 1d3 electrical per hit, each round three charges.	+ 1.5 lbs.
<b>Heated</b>			This modification adds a heating element to the weapon causing it to become extremely hot.	
Light	—	6	5 charges, 1 point of fire damage per hit, each round one charge.	+ .5 lb.
One-handed	—	9	10 charges, 1 point of fire damage per hit, each round one charge. Or 1d2 fire per hit, each round two charges.	+ 1 lb.
Two-handed	—	12	15 charges, 1 point of fire damage per hit, each round one charge. Or 1d2 fire per hit, each round two charges. Or 1d3 fire per hit, each round three charges.	+ 1.5 lbs.
Iron-spiked	—	6	Weapons damage increases as if one size larger, gains the piercing type.	+1.5/+3/+4.5 lbs.
Protection*	15	7	+2 to saves versus spells or effects that require the weapon to make a saving throw (rusting grasp, warp wood, heat metal, etc.), +1 to check to maintaining condition or improve condition	—
Reinforced*	—	5	Grants its wielder a +2 to CMD vs sunder attempts against the weapon and also gives the weapon +1 hardness and +2 hit points.	+ 25%
Utility	—	Item +1	Add function of 1 item from Equipment list noted as an option, Cost 1 + Gear value	As gear
<b>Ranged Weapons</b>				
<b>Composite Bow</b>				
Adaptive*	15	10	Allows user to set the resistance to a lower or higher setting for their Strength. Can go from +1 through +5 modifier.	+ .5 lb.
<b>Crossbow</b>				
Double*	—	12 + crossbows	Turn a crossbow into an over-under crossbow.	Crossbow x 1.5
<b>Explosive</b>			Turns a piercing ammunition or javelin into explosive tipped weapon	
Arrows or Bolts	—	10 per 5	Turns standard arrows or bolts into small explosive tipped projectiles. Deals 1 point of piercing damage and the weapons regular damage as fire damage. -10 ft. to range.	
Javelin	—	2	Turns a piercing ammunition or ranged thrown weapon into an explosive charge. Deals 1 point of piercing damage and the weapons regular damage as fire damage. -10 ft. to range.	
<b>Masterwork</b>				
Ammunition, per 1	2	2	+1 enhancement bonus on attack rolls	
Simple Weapons	4	4	+1 enhancement bonus on attack rolls	
Martial Weapons	6	6	+1 enhancement bonus on attack rolls	
Exotic Weapons	8	8	+1 enhancement bonus on attack rolls	



small battery is incorporated into the weapon allowing the reaction to happen. It is a swift action to turn on the modification and it takes one full round for the reaction to cause the weapon to become electrified, at which time it takes a charge or charges to keep the effect up. A light weapon has a battery that can hold 5 charges and deals 1 point of electrical damage with each hit, with a round costing one charge. A one-handed weapon has a battery that holds 10 charges and can deal 1 point of electrical damage a hit for 1 charge a round or deal 1d2 electrical damage for 2 charges a round. A two-handed weapon has a battery that holds 15 charges and can deal 1 point of electrical damage a hit for 1 charge a round, deal 1d2 electrical damage for 2 charges a round, or deal 1d3 electrical damage for 3 charges a round.

It takes one hour and a Combustible resource to recharge 5 charges into the battery. This damage can be combined with any enchantments the weapon has but doesn't stack with other electrical effects.

**Crafting:** The weapon is considered an exotic weapon for Craft (Mechanical) DC 18 with the cost equal to this modification.

**Heated:** This modification adds a heating element to the weapon causing it to become extremely hot. The weapon must have a metal striking surface for this to work, and the handle must be insulated to not cause harm to the wielder. A small battery is incorporated into the weapon allowing the reaction to happen. It is a swift action to turn on the modification and takes one full round for the reaction to cause the weapon to become hot, at which time it takes a charge or charges to keep the effect up. A light weapon has a battery that can hold 5 charges and deals 1 point of fire damage with each hit, with a round costing one charge. A one-handed weapon has a battery that holds 10 charges and can deal 1 point of fire damage a hit for 1 charge a round or deal 1d2 fire damage for 2 charges a round. A two-handed weapon has a battery that holds 15 charges and can deal 1 point of fire damage a hit for 1 charge a round, deal 1d2 fire damage for 2 charges a round, or deal 1d3 fire damage for 3 charges a round.

It takes one hour and a Combustible resource to recharge 5 charges into the battery. This damage can be combined with any enchantments the weapon has but doesn't stack with other fire effects.

**Crafting:** The weapon is an exotic weapon for Craft (Weaponsmith), DC 18 with the *double* cost added to the weapons cost.

**Iron-spiked\*:** Wooden weapons are able to have iron spikes and studs added to them to help them deliver deadlier blows. These weapons increase their damage dice as if they were a size larger, have increased weight, and the weapon gains the piercing type. A light weapon gains 1.5 lbs., a one-handed weapon 3 lbs., and a two-handed weapon gains 4.5 lbs.

The weapon is not able to gain the benefit of weird or unusual metals nor can it gain the benefit of modification that required the weapon to have metal to work. The weapon is still a wooden weapon for all intents and purposes.

**Crafting:** Modification requires a Craft (Weaponsmith) DC 15 with cost equal to this modification.

**Protection\*:** Through blending of certain metals in its creation the weapon gains a bit of protection and adds +2 to saves versus spells or effects that require the weapon to make a

saving throw. The weapon also grants a +1 to checks to maintaining or improving its condition but not repairing it.

**Crafting:** Modification requires a Craft (Weaponsmith) DC 30 with cost equal to this modification.

**Reinforced\*:** The weapon was made with thicker, more pronounced parts. The weapon grants its wielder a +2 to CMD vs sunder attempts against the weapon and also gives the weapon +1 hardness and +2 hit points. It also increases the weight of the weapon by 25%.

**Crafting:** Modification requires a Craft (Weaponsmith) DC 20 with cost equal to this modification.

**Utility\*:** Adds the function or use of 1 item from Equipment list. Light weapons can have an item marked with a 1\*, one-handed weapons can have up to items marked with a 2\*, and two-handed weapons can have up to items marked with a 3\*.

**Crafting:** Roll to craft both the weapon and the item as normal. Then succeed on a Craft (Weaponsmith) DC 20 with the cost equal to the cost of this modification.

### Ranged Weapons

Ranged weapons are able to have a few modifications done to them as well.

**Composite Bow – Adaptive:** this modification turns a composite bow into a compound bow with an adjustable tension dial onto the end of the bow allowing the user to tighten or loosen the tension making the draw lighter or heavier. This allows the user to dial in the amount of Strength bonus they want the bow to be set to. The dial is able to be set between a +1 to +5 Strength bonus as a swift action.

**Crossbow – Double:** This modification makes the crossbow an under-over crossbow. The crossbow has the same load time for each flight groove of the crossbow, with hand and light crossbows taking a move action flight groove and a heavy crossbow taking a full-round per flight groove. Rapid reload modifies this time as usual for each flight groove, with the crossbow counting as the type it is based on.

**Crafting:** Modification requires a Craft (Weaponsmith) DC 20 with cost equal to this modification and both crossbows.

### Explosive

**Arrows or bolts\*:** This modification changes the arrow heads or bolt tips to explosive charges instead. Anything the arrow or bolt hits is dealt 1 point of piercing damage and the bows' or crossbows' base weapon damage as fire damage. The arrow or bolt is no longer as aerodynamic and the range of the weapon using it is reduced by 10 ft. Being an explosive the arrows or bolts are susceptible to being detonated prematurely.

**Crafting:** Modification requires a Craft (Weaponsmith) DC 15 with the cost equal to this modification.

**Javelin\*:** This modification changes the javelin head to an explosive charge instead. The javelin deals 1 point of piercing damage and the javelins' base weapon damage as fire damage. The javelin is no longer as aerodynamic, and the range of the weapon is reduced by 10 ft. Being an explosive, the arrows or bolts are susceptible to being detonated prematurely.

**Crafting:** Modification requires a Craft (Weaponsmith) DC 15 with the cost equal to this modification.

\*May only be added when the weapon is first built



# SPECIAL MATERIALS

## SPECIAL MATERIALS

Several new special materials have also been discovered after the Rise. These materials may have been influenced by Supernatural energy, ancient metallurgy, post-Rise ingenuity, or Otherworldly sources.

Special materials described below have different game effects. These materials can be used in place of normal materials, typically steel and iron or sometimes wood and bone. If you make a suit of armor or a weapon out of more than one special material, you get the benefit of only the most prevalent material.

### Antiquity Bronze

First crafted in the age of antiquity, these items are finely crafted examples and were often bestowed as gifts to heroes of the day. Antiquity Bronze resembles bronze in every way but is as hard as steel. Once the Seals were placed the knowledge of these items passed from memory and the items themselves hidden within the depth of history. Only now that the Seals are broken have their true purpose and power been revealed.

Because Antiquity Bronze is infused with latent supernatural energy, weapons or ammunition made of Antiquity Bronze bypass DR/Magic. Armors made of the metal grant the wearer a DR/magic: light DR 1/magic, medium DR 2/magic, and heavy DR 3/magic.

Antiquity Bronze has the same hardness and hit points as iron/steel but does not rust like iron/steel. Original Antiquity Bronze items are treated as pre-Rise masterwork when calculating weight and quality. Antiquity Bronze may be reworked, maintaining the masterwork quality and unique properties; however, the item is then treated as post-Rise when calculating weight and quality.

Type of Antiquity Bronze	Item price modifier
Ammunition (non-explosive)	+1 per unit
Light armor	+40
Medium armor	+80
Heavy armor	+120
Shield	+5 per lb. (no benefit)
Other Items	+8 per lb.
Weapon	+40

### Darkbone

Formed from the bones of creatures that perished in a Darkland, these bones have become petrified and warped by supernatural Darkland energy. The resulting material allows for creating weapons, armor, and items. Unfortunately, this material has a horrific side effect.

Light and one-handed melee weapons, as well as two-handed weapons that deal bludgeoning damage only, can be crafted from Darkbone. Hafted two-handed weapons such as spears can be crafted with bone tips, as can arrows or bolts. Other two-handed weapons cannot be constructed of Darkbone.

Darkbone is a viable replacement for wood in armor or shields. Its stats are the same as wood armor stats but without the reduced armor check penalty for swimming or the reduced hardness versus fire. Darkbone armor and shields also count as being spiked, due to the rough edges and bone spurs.

On a successful critical hit, a tiny spur of Darkbone breaks off within the target, affecting it as though with greenblood, named because it turns blood green (Fortitude DC 13 negates).

### GREENBLOOD

**Type** poison, injury; **Save** Fortitude  
**DC 13 Frequency** 1/round for 4 rounds  
**Effect** 1 Con damage; **Cure** 1 save

Darkbone weapons, armor, and items have hardness 5, half of their base weapon's normal hit points, weigh the same as a wood item or 75% of a metal item or weapon, and have the *fragile* quality. Darkbone cannot be further strengthened (even magically).

Unfortunately, any amount of contact with Darkbone on exposed skin can pass on a wasting sickness. Any successful hit with a Darkbone weapon causes the target to contract leprosy (Fortitude DC 12 negates). Beings carrying a Darkbone weapon must save every 24 hours or contract leprosy. Darkbone weapons must be kept inside a scabbard lined with metal to avoid this check. Beings wearing Darkbone armor must make this check every time they don the armor. Creatures grappling a being wearing Darkbone armor must make this check at the start of a grapple.

Type of Darkbone item	Item price modifier
Ammunition (arrows and bolts)	+2 per unit
Light armor	+13
Medium armor	+23
Heavy armor	+33
Shield	+13
Other Items	+2 per lb. of items weight before Darkbone
Weapon	+3 per lbs. of weapons weight before Darkbone

### Darkglass

This deep black to blackish-green volcanic glass formed as supernatural Darkland energy irradiated obsidian and is only found naturally in those regions. Its value is primarily because it can be fragmented to razor sharp tools and weapons. Inhabitants of Darklands often use weapons made of this material. It is not functional as armor or any tool not intended to cut or pierce.

Unlike normally occurring obsidian, weapons of Darkglass gain additional properties representing the particularly insidious wound cavities caused by these items. Any successful hit with a Darkglass weapon causes minute fragments of the glass to break off and enter the blood stream of the victim. These fragments cause a Dexterity *bleed* condition based on the size of the weapon (1 point for light weapons or arrows/bolts, 1d2 points for one-handed weapon) and last for 5 rounds. The bleeding caused by Darkglass fragments can be stopped by a successful Fort save (DC 15) by the victim at the start of their turn, a DC 15 Heal check, or by magic. If using magic to stop the bleeding, the caster of the spell must succeed on a DC 15 caster level check or the spell does not function and is lost. Every hit the victim takes from a Darkglass weapon while being



affected by the fragments increases the duration of the *bleed* effect by one round and increases all the DC's (Fort save, Heal check, and caster level) by 1.

Darkglass items have a hardness of 2, half of the base weapon's normal hit points, weigh 75% what the base item weigh, and have the *fragile* quality. Darkglass cannot be further strengthened (even magically) to lose the *fragile* quality. Only light or one-handed weapons and tools may be created from Darkglass, as well as spear heads, arrows, and bolts.

Type of Darkglass item	Item price modifier
Ammunition (Arrows or bolts)	+5 per unit
Other Items	+4 per pound of item
Weapon	Based on size
light	+40
one-handed	+80

## Darksteel

Mined from terrestrial ore within Darklands, this metal is infused with supernatural energy. While not rare, mining and forging this ore holds many hazards. Darksteel is a glossy black in color and looks like wet ink. Working the metal creates wispy inlays that seem to swirl in the light. The resulting metal is lighter than steel but even harder. When worked like steel, it can be used to create amazing weapons and armor and is occasionally used for other items as well.

Most Darksteel armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing Darksteel full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty on all his attack rolls and skill checks that involve moving. Darksteel armors have their maximum dexterity bonuses increased by 2, and armor check penalties decreased by 3 (to a minimum of 0). Darksteel armor also provides limited protection against the effects of Darkland exposure. This protection is equal to the armor class bonus of the armor being worn added as a temporary modifier on saving throws against Darkland exposure. Shields do not get this bonus. When struck in combat, Darksteel armor and shields give off wisps of curling black smoke.

Some weapons and items share a similar benefit from the weight reduction of Darksteel. An item made from Darksteel weighs half as much as the same item made from other metals. These items always feel particularly well balanced. This balance allows one-handed weapons to be counted as light for off-hand use but does not change the size category or other factors (i.e. two-handed weapons still require two hands, one-handed weapons are still one-handed weapons and still require proficiency, etc.). When wielded in combat, Darksteel melee weapons give off wisps of curling black smoke and gain the special weapon feature *distracting* (+2 bonus to feint in combat) and *intimidating* (+1 bonus to intimidate checks in combat). In addition, any round a Darksteel melee weapon successful strikes an opponent, that opponent is *dazzled* for one round.

Weapons and armors fashioned from Darksteel are always masterwork items as well; the masterwork cost is included in the prices given below.

All items primarily of metal forged from Darksteel slowly repair themselves. An item made from Darksteel repairs damage to itself at a rate of 2 hit points per day, or 1 hit point per day if it has the *broken* condition.

Items not primarily of metal are not meaningfully affected by being partially made of Darksteel (a machete can be a Darksteel weapon, while a quarterstaff cannot).

Unfortunately, having an item forged of Darksteel is not without side effects. Carrying or wearing an item of this metal results in mutations as if exposed to the radiation of the Darklands. The time wearing or carrying the items is counted as half the normal amount for determining the exposure the wearer/wielder has been exposed to. Curiously, Darksteel exposure does not affect creatures with at least one hindrance mutation.

Darksteel has 35 hit points per inch of thickness and hardness 10.

Type of Darksteel item	Item price modifier
Ammunition (non-explosive)	+1 per unit (no benefit)
Light armor	+60
Medium armor	+200
Heavy armor	+420
Shield	+64
Other Items	+35 per lb. of items weight before Darksteel
Weapon	+40 per lb. of weapons weight before Darksteel

## Darkwood

This rare wood is as hard as typical hard woods, but very light. Darkwood comes from trees twisted and warped by supernatural Darkland energy, and is only found in the deepest parts of large Darklands. Any wooden or mostly wooden item (such as a bow or spear) made from this dense wood is considered a masterwork item and weighs only half as much as a normal wooden item of that type. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from Darkwood or do not gain any special benefit from being made of Darkwood. Compared to ordinary armor or shields of its type, the armor check penalty of Darkwood armor or shields is lessened by 2, instead of the normal 1 for masterwork items. To determine the price of a Darkwood item, use the original weight but add 1 resource per pound to the price of a masterwork version of that item.

Darkwood doesn't have normal woods vulnerability to fire nor does it reduce the armor check penalty for Swim checks to a 0. Darkwood has 10 hit points per inch of thickness and hardness 5. Darkwood post-Rise weapons, armor, and other items do not have the *fragile* quality.

## Diamond Steel

Taking a page from modern pre-Rise drilling techniques and an abundance of diamonds with little post-Rise value, master weapon and armor smiths created Diamond Steel. Starting with the highest quality steel and then infusing diamond dust and micro-sized diamond crystals during the forging process, a harder and fine-edge retaining steel is created. The resulting finish of Diamond Steel has a brilliant luster and bright shine with a faint blue fluorescence in the final product. The metal



# SPECIAL MATERIALS

does not glow in normal lighting but maintains the faint blue hue. Under certain high-UV lighting conditions this fluorescing is more prominent.

Piercing and slashing weapons made from Diamond Steel maintain a particularly sharp edge. If an attack with a piercing or slashing Diamond Steel weapon hits a target, they suffer 1 additional point of damage from the attack and gains a *bleed* affect based on the size of the weapon (1 point if a light weapon, 1d2 from a one-handed weapon, and 1d3 from a two-handed weapon) as the Diamond Steel creates a particularly deep wound. In addition, critical hits made with Diamond Steel piercing or slashing weapons receive a +2 Temporary bonus to critical hit confirmation checks.

Armor made with Diamond Steel is particularly protective for the wearer, making it difficult to locate weaknesses or gaps in protection. Critical hits made against the wearer of this armor receive a -4 Temporary penalty to critical hit confirmation checks. If exposed to a radiation source while wearing Diamond Steel armor, the wearer receives a +2 Temporary bonus on checks to resist radiation. Shields do not grant this bonus.

All Diamond Steel items are considered non-magnetic, do not rust, do not conduct electricity, and cannot be scratched or etched except by other Diamond Steel items. Even if pierced or *broken*, the Diamond Steel item does not display any scuffing or scratching on the polish.

Items not primarily of metal are not meaningfully affected by being partially made of Diamond Steel. A machete can be a Diamond Steel weapon, but a standard quarterstaff could not.

Armor and weapons made with Diamond Steel cannot be reformed without additional Diamond Steel material and associated costs. Attempting to reforge without the diamond material would result in a high quality (masterwork) steel item, if the smith is capable of making masterwork items.

Diamond Steel has 30 hit points per inch of thickness and hardness 15. Diamond Steel post-Rise items do not have the fragile quality. Post-Rise Diamond Steel firearms do not lower their condition when they roll inside their reliability. Diamond Steel post-Rise weapons, armor, and other items do not have the *fragile* quality.

Type of Diamond Steel item	Item price modifier
Ammunition (non-explosive)	+3 per unit
Light armor	+50
Medium armor	+100
Heavy armor	+150
Shield	+15 per 1 Armor bonus (no benefit)
Other Items	+10 per lb.
Weapon	Based on size
light	+80
one-handed	+120
two-handed	+160

## Meteoric Iron

Iron meteorites that collected supernatural energy outside magically suppressed Earth or fell After the Rise. This ultra-hard metal adds to the quality of weapons, armor, and tools. Unworked Meteoric Iron is deep gray in color with hints of dull

silver. Forged and finished items result in cross-hatched bands alternating from a flat charcoal to a shiny gray that is nearly silver in color. Weapons fashioned from Meteoric Iron have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20. Armor made from Meteoric Iron grants its wearer damage reduction of 1/— if it's light armor, 2/— if it's medium armor, and 3/— if it's heavy armor. Meteoric Iron is so costly and difficult to work that weapons and armor made from it are always of masterwork quality (A.P. for firearm ammo); the masterwork (A.P.) cost is included in the prices given below. Thus, Meteoric Iron weapons and ammunition have a +1 Enhancement bonus on attack rolls, and the armor check penalty of Meteoric Iron armor is lessened by 1 compared to ordinary armor of its type. Items without metal parts cannot be made from Meteoric Iron. An arrow could be made of Meteoric Iron, but a standard quarterstaff could not.

Weapons and armor normally made of steel that are made of Meteoric Iron have one-third more hit points than normal. Meteoric Iron has 40 hit points per inch of thickness and hardness 20. Meteoric Iron post-Rise weapons, armor, and other items do not have the *fragile* quality. Post-Rise Meteoric Iron firearms do not lower their condition when they roll inside their reliability.

Type of Meteoric Iron Item	Item Cost Modifier
Ammunition (non-explosive)	+6 per unit
Light armor	+200
Medium armor	+400
Heavy armor	+600
Shield	+30 per 1 Armor bonus (no benefit)
Other items	+20 per lb.
Weapon	+120

## OVERCOMING DR

Damage reduction can be overcome by special materials and magic weapons. Magic weapons include any weapon with a +1 or higher enhancement bonus, not counting any enhancement from masterwork quality.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction.

Weapons with an enhancement bonus of +1 or greater can ignore magic damage reduction, regardless of their actual material. Weapons with an enhancement bonus of +3 or greater can ignore darksteel damage reduction, regardless of their actual material.

DR Type	Weapon Enhancement Bonus Equivalent
DR/Magic	+1
Material Type*	+3
Meteoric Iron	+4
DR/-	Can't overcome

\* Includes all special materials other than Meteoric Iron





## CLOTHING

Clothing is an important yet often neglected part of the everyday life of a survivor. Certain attire may be used within a Colony to represent a role or social cast. Clothing style may suggest class affiliation, membership with a Colony or group, or even a lifestyle choice such as Marauder or demon thrall.

Colonists are most likely to wear post-Rise clothing either newly sewn, repurposed, or heavily patched. Those survivors with more scavenging opportunities, such as hunters and Marauders, are more likely to own pre-Rise new or used clothing. Colonies place great value on skilled clothiers, seamstresses, and tailors.

### ATTIRE

An attire represents the basic clothing need to dress for situations, conditions, or just decency. Attires usually do not include any foot wear, head attire, or outer garments other than the basic amount listed for each attire.

### Outfits

Outfits are a set of clothes worn together, typically for a particular occasion or purpose. Outfits are usually combined pieces of clothing that can be purchased separately but some have elements that are unique to them.

**Desert:** Covering your body from head to foot in light, airy cloth keeps you cooler than baring your skin to the sun. This outfit typically consists of a loose linen robe, sandals, and either

a turban or loose head covering and veil. The outfit provides a +2 bonus on fortitude saves to resist warm or hot weather. This does not stack with any bonuses gained from the survival skill.

**Dress, formal:** This tailored attire is pants, a jacket (equivalent to light knit), standard belt, and a shirt and vest. Anyone trying to influence high society, high stakes traders, or anyone else who is rich and powerful while not wearing formal wear can find it hard, gaining a -2 penalty on Charisma-based skill checks to influence such individuals. If you wear this attire without formal boots or shoes you still gain a penalty of -1 on Charisma-based skill checks to influence such individuals, as you look out of place.

**Fatigues:** Called “battle dress uniforms” (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They’re rugged, comfortable, and provide lots of pockets. Fatigues are a set of pants, shirt, classic hat, and jacket (equivalent to field). They are also printed in camouflage patterns: woodland, desert, winter (primarily white), urban (gray patterned), and black are available. When worn in an appropriate setting, fatigues grant a +1 bonus on stealth checks for hiding. Fatigues were usually worn with combat boots (not included)

**Journeyman:** Durable and utilitarian is design, this attire is used by artisans, professionals, craftsmen, or anyone else for work cloths. Consisting of canvas pants, a leather apron with a pocket on the front, simple boots, leather gloves, a poncho, utility belt, and a shirt.



**Traders:** Functionality, simplicity, durability; if it doesn't have a purpose toss it or cut it off. This is the hallmark of trader attire. Canvas pants, traveler's boots, leather gloves, field jacket, shirt, and standard belt are the usual pieces of this attire.

**Uniform:** From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms—making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

- **Uniform, general:** The exact details of this attire varied from organization to organization. Police, prison, educational, sports, security, medical workers, domestic workers, paramilitary, and many others. The attire is made up of shoes (equivalent of formal), classic hat, jacket (equivalent to field), a standard belt, shirt, and pants.
- **Uniform, soldier:** The exact details of this attire varied from country to country, but typically includes formal boots, dress pants, a standard belt, a shirt and vest, leather gloves, a dress jacket (equivalent to light knit), and a dress hat (equivalent to riding). The belt includes a loop for a scabbard.

**Winter:** Winter attire is comprised of a winter jacket, winter pants, winter gloves, winter boots, a knit hat, and a standard belt. When worn altogether the attire grants a +5 Circumstance bonus on Fortitude saving throws against exposure to cold weather, instead of the +4 the individual part would grant.

## Style

Style is a distinctive appearance, typically within a set standard. Style can convey the intentions and personality of a person without them saying a word. To get the bonus of a style the wearer must be wearing an outfit (listed above) that has a style or an equivalent set of clothing with the style. A set of clothing consists of: dress, kilt, pants, etc.; shirt or shirt and vest; coat, jacket, other outerwear; and shoes or boots. A being can only gain the benefit of one style even if they are wearing multiple styles at the same time, gaining the benefit of an outfit with the most items.

Pre-Rise sets or outfits with a style also gain a +1 to Charisma-based skill checks when dealing with another being wearing the same style.

**Alternative:** This style is influenced by the fashions of specific Pre-rise subcultures such as emo, scene, goth, hip hop, heavy metal among a few with emphasis on androgyny and bold colors. The style favors slightly larger clothes for the individual, with extra buckles, straps, buttons, or anything else not seemingly needed. The style is as much about being noticed as it is about not standing out. Alternative sets grant the wearer a +1 Equipment bonus to Sleight of Hand.

**Bohemian:** This style emphasizes simplistic functionality to the clothing, with "only as much as needed" being an accurate description. With this unconventional style if it doesn't have a function or benefits the wearer in some way it is simply removed as an unnecessary extra. Natural fabrics and materials are favored, with buttons being wood, leather ties and straps, even using items in ways not intended, such as a bow string for a drawstring hoodie. Bohemian sets grant the wearer a +1 Equipment bonus to Survival.

**Colonist:** This style is a mismatch of anything that is available and cheap, usually made are of poor quality, with fabric little more than the most basic cloth, often patched and mended many times over. A colonist attire consists of a drab colored, earth colored clothing. The simplicity of the style is its hallmark. Colonist sets grant the wearer a +1 Equipment bonus to Disguise.

**Combat:** This style has evolved from the needs and wants of those who have been tempered by battle. Containing extra padding in areas, functional pockets for combat gear, and shocking flair this style is as much about functionality as it is looking menacing. Combat sets grant the wearer a +1 Equipment bonus to Intimidate.

**Eccentric:** This style of attire is for those who want or need to go fully native in this crazy apocalyptic world. Over the top, flashy, and gaudy, this style is about being seen and making a statement. Eccentric sets grant the wearer a +1 Equipment bonus to Bluff.

**Traveler:** This style looks to be a cross between bohemian and combat style, with its esthetics being bland and modest. Designed to conform to the modest standards of any culture or society the wearer can meet, the style lacks anything that would offend or provoke a hostile response. Traveler sets grant the wearer a +1 Equipment bonus to Diplomacy.

## CLOTHING STYLES

Style	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
Alternative	4	2	2 lbs.	4 lbs.
Bohemian	2	1	1 lbs.	2 lbs.
Colonist	—	0	—	4 lbs.
Combat	8	4	4 lbs.	8 lbs.
Eccentric	6	3	5 lbs.	10 lbs.
Formal	10	5	4 lbs.	8 lbs.
Traveler	5	1	3 lbs.	6 lbs.

## FOOTWEAR

### Boots

Boots are rigged and usually made from rugged material like leather. Boots provide a +2 Armor bonus to AC versus dangerous things stepped on by the wearer, like caltrops. Boots have a hardness of 2 and 2 hp.

**Combat:** Designed for use by military personal, these boots offer the benefit of boots while still helping the wearer be nimble. Adds a +1 Equipment bonus to Acrobatics checks.

**Formal:** Shiny and smooth, these boots have a flare of fashion to them. If wearing with full formal attire without these boots you still gain a penalty of -1 penalty on Charisma-based skill checks to influence such individuals, as you look out of place.

**Rancher:** Going at least mid-calf these boots have a treads leather hard sole, pointed toe, no lacing, and angled heel. The boots hard leather grants them a +1 hardness. The boots grant their wearer a +1 Equipment bonus to Ride checks but also grant a -1 to forced march Constitution checks.

**Simple:** Simple basic boots.

**Traveler:** These boots offer comfort for a long day's travel. The grant a +1 bonus to forced march Constitution checks.

**Winter:** Designed for harsh cold environments. Grants a +1 Circumstance bonus on Fortitude saving throws against exposure to cold weather.



## Shoes

Shoes form the basic protection for a person's feet. Shoes have a hardness of 1 and 1 hp.

**Athletic:** Originally designed for use in athletic competitions, these shoes eventually became common use for anyone doing anything remotely athletic. Adds a +1 Circumstance bonus to Acrobatics checks.

**Eccentric:** This set of flashy, even gaudy shoes are meant to make a statement. Each pair is different from any other, usually to the specifications of the owner. Because of their over-the-top construction the shoes gain +1 hardness but also grant a -1 to forced march Constitution checks.

**Formal:** Shiny and smooth, these shoes have a flare of fashion to them. If wearing with full formal attire without these shoes you still gain a penalty of -1 penalty on Charisma-based skill checks to influence such individuals, as you look out of place.

**Sandals:** Designed for desert life, allowing the foot to breathe and not overheat while also protecting the sole of the foot. Sandals do not increase the DC for heat dangers.

**Simple:** Basic shoes.

**Traveler:** Shoes that offer comfort for a long day's travel. The grant a +1 bonus to forced march Constitution checks.

## FOOTWEAR

Attire	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Boots</b>				
Combat	9	6	1.5 lbs.	2.5 lbs.
Formal	12	8	2 lbs.	3 lbs.
Rancher	6	4	3 lbs.	4 lbs.
Simple	3	2	2 lbs.	3 lbs.
Traveler	8	5	2.5 lb.	3.5 lbs.
Winter	15	10	3 lbs.	4 lbs.
<b>Shoes</b>				
Athletic	5	3	.5 lb.	1 lb.
Eccentric	6	4	2 lbs.	2.5 lbs.
Formal	7	5	1 lb.	1.5 lbs.
Sandals	1.5	.5	.5 lb.	1 lb.
Simple	3	1	1 lb.	1.5 lbs.
Traveler	5	3	1.5 lb.	2 lbs.

## OUTERWEAR

### Belts

Belts can be more useful than just holding up your pants. Belts allow you to have items attached to them such as holsters, scabbards, and rigs.

**Gun:** A gun belt is designed to hold multiple holsters and have different rigs attached to it. A gun belt can have 5 holsters/rigs attached to it with no penalty.

**Standard:** Standard belt to hold your pants up. A standard belt can hold 2 holsters and can only support one rig.

**Utility:** This sturdy leather belt (+1 hardness) has two built in belt pouches to hold various items. Can support multiple rigs or holsters.

## Ghillie Suit

The ultimate in camouflage, a ghillie suit is a loose mesh garment covered in strips of burlap in woodland colors, to which other camouflaging elements can easily be added. A figure wearing a ghillie suit is nearly impossible to discern.

A character wearing a ghillie suit with appropriate coloration gains a +2 Equipment bonus on Stealth checks or a +4 Equipment bonus as long as you remain immobile and *prone*. The suit imposes a -2 armor check penalty to all Dexterity- and Strength-based skill checks except Stealth.

You must spend 1 minute to attune your ghillie suit to the environment that you are in and survival check DC 20. Each point you succeed the DC you gain toward your Stealth checks for hiding when using the ghillie suit in that environment. For each point you fail the check you instead gain as a negative to your Stealth checks for hiding. You must attune a ghillie suit each time you put it on.

## Gloves

Gloves protect and comfort hands against cold and heat or in turn to provide a guard for what a bare hand should not touch.

**Combat:** These fingerless gloves are designed to allow the user maximum finger manipulation while still giving the user a bit of glove protection.

**Leather:** Gloves made of leather have many purposes depending on their design. They can be for hard labor, riding, driving, fashion, or just about anything else.

**Winter:** Winter gloves are made for protecting the hands from extreme cold and moisture. They are thick, usually with only the thumb and index finger being in their own sheath with the remaining fingers in one large sheath to allow the user to manipulate object while keeping the hand warm. While not providing any bonus to cold weather checks the gloves do grant the hands they protect a resistance of 2 to cold.

## Hats

Hats are a shaped covering for the head. They can be worn for warmth, as a fashion item, keeping the sun off the face and neck, or as part of a uniform.

**Classic:** A soft cap with a rounded crown and a stiff peak projecting in front. Mainly used to keep the sun out of the eyes of the wearer.

**Combat:** Combat hats are made of soft cloth, with a rounded crown and a medium size brim. Combat hats have a soft bandolier around the base of the brim allowing the wearer to store 8 rounds of ammo or any other item about the same size. The soft cloth helps to pull sweat away from the head and allows the hat to be folded up and store in a pocket.

**Knit:** This head-hugging brimless cap comes without a visor. Made from triangular sections of knitted fabric joined at the crown, and seamed together around the sides. Usually worn in temperate to colder environments.

**Riding:** These hats have a tall, rounded crown with a wide flat brim. Most come with a stampede string to help keep the hat on a person.

## Jackets

In addition to keeping a character warm and dry, jackets provide additional concealment for things a character is carrying.



**Field:** A straight front made of water-repellent fabrics. It has a built-in hood that can be rolled up and fits into a pouch on the back of the neck. It also has fasteners on the sleeve cuffs and collar. The jacket comes with numerous pockets, with two on the inside.

**Light knit:** A light jacket usually worn in temperate climates. Offers protection from the wind and mild cold. Two pockets on the outside are standard.

**Overcoat:** An overcoat is a type of long coat which usually extends below the knee. Overcoats are most commonly used in winter when warmth is more important. Due to its long nature and multitude of pockets, overcoats grant the wearer a +1 Equipment bonus to Sleight of Hand for concealing items.

**Parka:** A parka is a hip-length cold-weather coat, typically stuffed with down or very warm synthetic fiber, and with a fur-lined hood. The jacket has drawstrings at the waist and cuffs to help keep in warmth and two pockets on the outside large enough to accommodate gloved hands. A Parka grants the wearer a +1 Circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Poncho:** This circle of water-resistant fabric has a hooded opening in the center, making it easy to slip it on or off and protecting your entire body from rain or snow.

**Winter:** A winter jacket is a waterproof, fur hooded, pull-over jacket without a front opening that goes almost to the knees of the wearer. The jacket comes with drawstrings at the waist and cuffs, as well as a large pocket with two openings large enough to put gloved hands into. The jacket grants its wearer a +2 Circumstance bonus on Fortitude saving throws against exposure to cold weather.

## Kilt

**Standard:** This heavy pleated skirt is usually worn by men. Often, kilts have a specific design or pattern that represents allegiance to a particular clan or other social group.

**Utility:** This kilt has a pocket on the front that is the equivalent to a belt pouch and two smaller pockets, on each side, in the pleated area.

## Pants

Basic clothing for the lower part of a person. Also worn for decency.

**Canvas/cloth/denim:** Basic construction for any of these items. While they may feel and look different all three fabrics basically function the same.

**Leather:** Worn to provide protection versus brush, weather, or other factors that canvas/cloth/denim would be damaged or provide little protection against.

**Winter:** These are fur lined, thick, and water resistant. They grant the wearer a +1 Circumstance bonus on Fortitude saving throws against exposure to cold weather.

## Vest, Utility

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 15 pounds of equipment.

## OUTERWEAR

Atire	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Belts</b>				
Gun	4	2	1 lb.	2 lbs.
Standard	2	1	.5 lb.	1 lb.
Utility	3	2	1.5 lbs.	3 lbs.
Ghillie suit	8	3	5 lbs.	10 lbs.
<b>Gloves</b>				
Combat	4	3	n/a	.25 lb.
Leather	2	1	n/a	.25 lb.
Winter	8	4	n/a	1 lb.
<b>Hats</b>				
Classic	4	2	n/a	.5 lb.
Combat	5	3	n/a	.5 lb.
Knit	3	1	n/a	.25 lb.
Riding	6	4	.5 lb.	1 lb.
<b>Jackets</b>				
Field	8	4	1 lb.	2 lbs.
Light knit	2	1	2 lbs.	4 lbs.
Overcoat	12	6	4 lbs.	8 lbs.
Parka	14	7	3 lbs.	6 lbs.
Poncho	8	4	2 lbs.	4 lbs.
Winter	20	10	3 lbs.	6 lbs.
<b>Kilt</b>				
Kilt, standard	4	2	1 lb.	2 lbs.
Kilt, utility	6	3	2 lbs.	3 lbs.
<b>Pants</b>				
Canvas, Cloth, & Denim	6	2	1 lb.	2 lbs.
Leather	9	3	1.5	3 lbs.
Winter	8	4	2 lbs.	4 lbs.
Utility Vest	4	2	1 lb.	2 lbs.

## DRUGS

The fall of society did little to change the landscape of recreational drug use. If anything, the horrors of the world and ongoing battle with hopelessness only drove surviving addicts further into abuse. The type of drug and the profession often have a correlation. Marauders are known to employ drugs such as *bump*, *dust*, and *up* in combat when assaulting Colonies. Vendors may be frequent users of *down* or *focus* to maintain their sanity and upbeat demeanor. Auxiliaries and Seers are known to use *shroom* during their studies of magic and the multiverse. Aside from recreational or professional use, some zealot groups and demon worshipers use drugs as part of dangerous ceremonies.

Regardless of affiliation, profession, or beliefs, drugs are part of post-Rise life for better or worse. The drugs listed below are common examples. Rare and dangerous drugs not listed here may be created involving flora and fauna from Darklands and other planes.



## COMMON DRUGS

**Bump**

**Type** ingested or inhaled; **Addiction** moderate, **Fortitude** DC 15

**Effect** 1 hour; +1d2 CON, a +2 Drug bonus to Perception checks, *fatigued* characters are no longer *fatigued*, *exhausted* characters are reduced to *fatigued*.

**Effect** if addicted and not affected by first effect; the user also gains irritable, paranoid, and impatient traits at a mild intensity in all situations for as long as they are addicted.

**Damage** *Exhausted*, Trembling/Shaking (severe physical manifestation), 50% chance of 1 CON damage

**Down**

**Type** ingested; **Addiction** moderate, **Fortitude** DC 18

**Effect** 6 hours; +2 bonus on saves against illusions, mind-affecting effects, and to insanity checks. Unaffected by gained traits or physical manifestations from insanity.

**Effect** 6 hours; must make saves against beneficial mind-affecting effects (even if they don't normally allow them) and gains -2 to Initiative and all Charisma-based skill checks.

**Damage** 1d2 CHR damage, Dizziness (severe physical manifestation), 50% chance of 1 INT damage

**Dust**

**Type** ingested or inhaled; **Addiction** severe, **Fortitude** DC 25

**Effect** 4 hours; +1d4 Drug bonus to Strength and gain immunity to fear or fear affects. Can't feel pain and immune to nonlethal damage.

**Effect** 4 hours; -2 penalty on saves against illusions, mind-affecting effects other than fear, and to insanity checks.

**Effect** 4 hours; can't feel pain: GM keeps track of characters damage and life total while under the effect of *dust*. Character doesn't gain the *disabled* condition for going to 0 hit points. They also don't go *unconscious* if at negative hit points. They still lose 1 hit point per round and still make checks to become stable.

**Damage** 1 Con and 1d2 Wis damage, Violent Outbursts (severe physical manifestation)

**Fade**

**Type** injected; **Addiction** severe, **Fortitude** DC 25

**Effect** variable; user falls asleep for 2d6 minutes (as *sleep* spell without hit dice limit) and has a 70% chance of gaining visions equal to an *augury* (base 70% success chance) or 30% chance of having nightmares instead, preventing restful sleep for the next 24 hours and dealing 1d10 temporary damage.

**Damage** 1 Wis damage, Self-harm (severe physical manifestation)

**Focus**

**Type** injected; **Addiction** severe, **Fortitude** DC 20

**Effect** 1 hour; has the effect of *good hope* (as the spell)

**Effect** 8 hours; user has good feelings and generally is in good spirits, gains the trait friendly at a strong intensity in all situations. If addicted the user is affected as if under the spell *crushing despair* and gains a negative trait (random roll) of mild intensity in all situations when not under the first effect.

**Damage** (50%) 1 Wis or (50%) 1 Int damage, Distracted/Racing Thoughts (severe physical manifestation)

**Green**

**Type** inhaled or ingested; **Addiction** minor, **Fortitude** DC 12

**Effect** 2 hours; +2 Drug bonus on saves against mind-affecting effects, concentration checks, and Craft or Knowledge skill checks.

**Effect** 2 hours; -2 to Perception checks, any Dexterity- or Strength-based skills checks, and a -2 to their CMD.

**Damage** Must eat 2 Consumable resources per use or gain 1 Wis damage up to 3 uses a day. After that, 1 Wis damage per use. Panic Attack (mild physical manifestation)

**Melt**

**Type** ingested; **Addiction** moderate, **Fortitude** DC 20

**Effect** 1 day; suppresses hunger adding a +4 Drug bonus to saves to avoid the effects of lack of food or water and force marching, makes the user unable to be *fatigued* or removes the *fatigued* condition, if *exhausted* or made *exhausted* then they do become *fatigued* but cannot become *exhausted*.

**Effect** 1 day; user is easily *fascinated*, adding +4 to the DC of any affect that might *dazzle*, *daze*, or *fascinate* the user, any intense visuals (such as fireworks, a house burning down, a demon massacring a hoard of Risen, or anything else deemed by the GM) can also *fascinate* the user (will save DC 14)

**Damage** 1d2 Dex damage, Forgetful (Physical Manifestation)

**Shroom**

**Type** ingested; **Addiction** minor, **Fortitude** DC 15

**Effect** 5 hours; +1 caster level (+2 for Harbingers); able to *detect magic* as the spell up to the 2nd round of studying.

**Effect** 5 hours; caster has to make concentration checks to cast spells (DC 15 + spell level); has to make concentration checks (d20 plus overall level) to do any Intelligence- or Wisdom-based skill checks (DC is the skill check DC +5 or DC 15 if no DC associated with use of skill)

**Damage** 1 Wis damage and 50% chance of 1 Int damage, Nausea/Vomiting (mild physical manifestation)

**Up**

**Type** injury; **Addiction** severe, **Fortitude** DC 18

**Effect** 4 hour; +1 Drug bonus to Initiative and Reflex saves, +1 Dodge bonus to AC. If addicted, the user also gains a +1d2 Drug bonus to Dex for as long as they are addicted.

**Damage** 1d2 Con damage, Restless and Irritable (strong physical manifestation)

## DRUGS

Type	Cost	Skill Check
Bump	5	Craft: Pharmaceutical DC 15
Down	8	Craft: Pharmaceutical DC18
Dust	10	Craft: Pharmaceutical DC 25
Fade	3	Craft: Pharmaceutical DC 12
Focus	10	Craft: Pharmaceutical DC 25
Green	1	Knowledge: Nature DC 12
Melt	1	Craft: Pharmaceutical DC 20
Shroom	2	Knowledge: Nature DC 15
Up	6	Craft: Pharmaceutical DC 18



## GEAR

Gear often defines the survivor. Finding quality gear is not as easy as shopping at the local hardware store. Large Colonies usually have access to better quality gear, whether pre- or post-Rise, and what you purchase is often worth every resource required.

The selection of gear, whether quality or useful junk, may be critical. The “10 C’s” of self-reliance are real and you never know when cordage or a blanket may save your character’s life. Any scavenger worth their salt will make sure to carry a good duffle bag or backpack to haul those Combustible resources from the abandoned cellar. Spend your resources wisely, travel light, and keep your gear in good working order. Following these rules might just keep you alive.

## BAGS AND CASES

With the wide variety of equipment, it is often critical to have something to store it or carry around in.

**Backpack, Combat:** This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections (2 cubic feet), as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 40 pounds of gear. The cross straps make the backpack slow to get on and off (counts as shield for donning or removing).

A combat backpack gives a character a +2 Equipment bonus to Strength for the purpose of determining carrying capacity but a -1 armor check penalty. Counts as a torso rig.

**Backpack, Day Pack:** This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear, has .5 cubic feet of space, and fits comfortably over one or both shoulders.

**Backpack, Nomad:** This extra-large backpack is made to carry everything a packrat could want and more. It has three central sections stacked on top of each other (1 cubic foot each), a long side pocket running down the length (equal to shotgun scabbard), as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 80 pounds of gear. The cross straps make the backpack slow to get on and off (counts as shield for donning or removing).

A nomad backpack gives a character a +3 Equipment bonus to Strength for the purpose of determining carrying capacity but a -2 armor check penalty. Counts as two torso rigs and covers both back holster slots.

**Backpack, Traveler:** This is a mid-sized backpack, made of tough material. It has one section, about 1.5 cubic feet, as well as one or two exterior pockets and a side pouch for a water bottle. It can carry up to 20 pounds of gear.

A traveler’s backpack gives a character a +1 Equipment bonus to Strength for the purpose of determining carrying capacity.

- **Hydration (backpack modification):** The hydration pouch can hold up to 8 resources of water in it, a valuable way to keep water clean. It doesn’t count against the amount a backpack can hold. A resource of water is one pint.

**Briefcase (metal):** A metal briefcase can carry up to 5 pounds worth of gear, about .25 cubic feet. A briefcase can be locked, but its cheap lock is not very secure (cheap lock DC 15).

A metal briefcase is sturdier than a non-metal briefcase and has a hardness of 10 and 4 hit points.

**Briefcase (non-metal):** A briefcase can carry up to 5 pounds worth of gear. A briefcase can be locked, but its cheap lock is not very secure (cheap lock DC 15). A non-metal briefcase has a hardness of 5 and 2 hit points.

**Duffle Bag:** Duffle bags are a hold all type of bag meant to be carried by hand for ease of transporting and stowing. Some can be slung on like a backpack but most are too big and bulky for this. Duffle bags are usually used for holding big or bulky items a backpack wouldn’t hold.

- **Personal:** This duffle bag is the tried and proven duffle bag. The bag has 1.5 cubic feet of space and can hold up to 40 pounds without damaging it. It can be worn like a backpack but gives a -2 armor check penalty.
- **Standard:** When you think of a duffle bag, this is what comes to mind. The bag has 2.5 cubic feet of space and due to its reinforced construction it can hold up to 80 lbs. without damaging it. This duffle cannot be worn like a backpack, it can only slung over a shoulder on to your back or carried at your side.
- **Surplus:** Originally designed to be strapped to a car, this duffle became popular with survivalist. The bag has 4 cubic feet of space and due to its reinforced construction it can hold up to 120 lbs. without damaging it. This duffle cannot be worn like a backpack, it can only slung over a shoulder on to your back or carried at your side. 4 cubic feet. Due to its bulk the duffle gives a -1 armor check penalty just for carrying it.

**Go Bag:** Go bags are a single strap, worn on the opposite shoulder of the side the bag rest on. The go bag covers one of the hip slots for holsters but have ease of access for retrieving items from it. Retrieving an item from a go bag is a swift action instead of a move action but still incur an attack of opportunity.

- **Essential:** This small go bag is a single compartment with a fold over lid that has a single latch. It can hold only a small amount of items, no more than 4 lbs.
- **Messenger:** This is the largest go bag with a large compartment and two smaller compartments, each with two or three dividers inside them to help organize contents. The fold over lid has a small pocket on the inside and two latches to hold everything inside. The bag can hold small to medium sized items, no more than 12 lbs.
- **Shell:** The midsize go bag with a large compartment and one smaller compartment, with two dividers inside to help organize contents. The fold over lid has two latches to hold everything inside. The bag can hold small sized items, no more than 8 lbs.

**Range Bag:** This lightweight black bag has a spacious inner compartment capable of holding a different number of firearms depending on its size. The carrying strap can be comfortably carried in the hand. The firearms and their accessories will fit, albeit a bit snugly. Besides providing an easier way of carrying firearms, range bags are great at protecting the firearms inside them, doubling the time the firearm can go without needing its condition to be maintained as long as the firearm is not used.



- **Large:** This rifle bag can hold 2 two-handed firearm and a one-handed or light firearm. The bag comes with two extra pockets on its two long sides to hold extra magazines or ammo. The bag also comes with a rolled-up mat to place firearms one or to use as a shooting mat.
- **Medium:** The rifle bag can hold a combination of firearms: 3 one-handed firearms, 4 light firearms, or a single two-handed firearm and one-handed or light firearm. The bag comes with two extra pockets for extra magazines or ammo.
- **Rifle:** This bag is designed to only hold a single two-handed firearm. It is designed to stream line the firearm and bag, allowing a person to carry two of these in one hand.
- **Small:** This range bag can hold 2 one-handed firearms or three light firearms. The bag is small enough to be able to be loaded into a day pack backpack.

## BAGS & CASES

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Backpack</b>				
Combat	9	3	3 lbs.	6 lbs.
Day pack	3	1	1 lb.	2 lbs.
Nomad	15	5	6 lbs.	12 lbs.
Traveler	6	2	2 lbs.	4 lbs.
Hydration*	4	2	*	*
<b>Briefcase</b>				
Metal	6	3	3	6
Non-metal	3	1	2 lbs.	4 lbs.
<b>Duffle bag</b>				
Personal	3	1	2 lbs.	4 lbs.
Standard	9	3	3 lbs.	6 lbs.
Surplus	18	6	4 lbs.	8 lbs.
<b>Go Bag</b>				
Essentials	3	1	1 lb.	2 lbs.
Messenger	15	5	2 lbs.	4 lbs.
Shell	9	3	1.5 lbs.	3 lbs.
<b>Range Bag</b>				
Small	6	3	1 lb.	2 lbs.
Medium	10	5	2 lbs.	4 lbs.
Rifle	5	2	1 lb.	2 lbs.
Large	20	9	3 lbs.	7 lbs.

\*See item description

## PROFESSIONAL EQUIPMENT

**Bolt cutters:** Bolt Cutter: An exceptionally heavy cutter. A bolt cutter is only useful against an unattended object, takes a full round action that provokes an attack of opportunity and requires a Strength check, DC equal to the hardness of the item. Due to the cutting action of the bolt cutter the user deals an amount of damage equal to their Strength modifier of the user plus 1. The bolt cutter can only be open to one inch wide.

Post-rise bolt cutters can have their cutting edge replaced with ones made from Meteoric Iron, at the increased cost of 50 resources. Meteoric iron bolt cutters deal twice the amount of damage as normal bolt cutters.

**Chemical Kit:** A portable laboratory for use with the Craft (Chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds. It is exhausted after 10 uses.

**Chemical Kit, Deluxe:** A portable laboratory for use with the Craft (Chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds. The kit provides +2 bonus on Craft (Chemical) checks. It is exhausted after 10 uses.

**Demolitions Kit:** This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately. It is exhausted after 10 uses.

**Demolitions Kit, Deluxe:** This kit contains everything needed to use the Demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. The kit provides +2 bonus on Demolitions checks. Detonators must be purchased separately. It is exhausted after 10 uses.

**Disguise Kit:** This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however. The kit gives a +2 bonus to disguise checks. It is exhausted after 10 uses.

**Disguise Kit, Deluxe:** This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements. It doesn't contain clothing or uniforms, however. The kit gives a +3 bonus to disguise checks. It is exhausted after 10 uses.

**Evidence Kit:** An evidence kit assists in the proper gathering and storing of evidence. A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

**Evidence Kit, deluxe:** A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 Equipment bonus on Investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation). Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (Chemical) check (DC 15). In this case, the +2 Equipment bonus does not apply. Without an evidence kit, a character receives a -4 penalty to use the collect evidence option of the Investigate skill.

**First Aid Kit:** Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit provides a +3 Circumstance bonus on Heal checks. A first aid kit can also be used to help a *dazed*, *unconscious*, or *stunned* character by making a Heal check, DC 15 (see Heal skill). A first aid kit is exhausted after 10 uses.



**Forgery Kit:** This kit contains everything needed to use to prepare forged items. It grants a +2 Circumstance bonus on Linguistic checks made for the purpose of making forgeries.

**Healer's Kit:** This collection of bandages and herbs provides a +2 Circumstance bonus on Heal checks. A healer's kit is exhausted after 10 uses.

**Holy Book:** A book of a religion. Few of these books are Pre-rise, and even those might have been modified to reflect the current state of the world.

**Holy symbol:** A religious symbol to signify a particular faith, religion, or aspect of a faith or religion. Each religion has its own holy symbol. The material used to make the holy symbol has no effect on its powers, though a religion may place special significance on a particular material. A holy symbol in the hands of a Shepherd, Arbiter, or Conservator can be used to focus energy.

**Instrument:** If you want to perform using a Perform skill associated with a musical instrument (brass, keyboard, percussion, reed, or string), you must have an appropriate musical instrument; otherwise you can't use the skill. The listed cost and weight is for a typical small instrument you could carry on your person, larger instruments are of course larger and more expensive but not able to be carried.

- **Brass:** A trumpet or bugle in general size.
- **Keyboard:** A 61-key keyboard. Needs power to work with one Combustible giving it 1 hour of use.
- **Percussion:** A snare drum that can be worn with a shoulder strap to be played on the move.
- **Reed:** A clarinet or flute in general size.
- **String:** An acoustic guitar or violin in size.

**Lockpick set:** This contains lockpicks and other tools you need to use the Disable Device skill. Without these tools, you must use improvised tools, and you take a -2 Circumstance penalty on Disable Device checks.

**Lockpick set, deluxe:** This set contains extra tools and tools of better make, which grant a +2 Circumstance bonus on Disable Device checks.

**Lock release gun:** This small, pistol-like device can be used on cheap, simple (DC 20) and average locks (DC 25) operated by standard keys without the user being trained in Disable Device. Post-rise locks impose a -2 to the check while Pre-rise locks impose a -4. Cannot retry to open lock on failed check; Critical failure (rolling a 1) means the lock is jammed and its DC is increased by +5.

**Magnifying glass:** A magnifying glass is a convex lens that is used to produce a magnified image of an object. Pre-rise magnifying glasses grant a +2 Circumstance bonus to Appraise skill checks. Post-rise magnifying glasses grant a +1 Circumstance bonus to Appraise skill checks.

**Manacles:** Manacles can bind a Medium creature. Most manacles have locks; add the cost of the lock you want to the price of the manacles.

- **Standard:** A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness

10 and 10 hit points. You can attach manacle to a creature's legs instead, reducing their speed to half.

- **Complex:** Complex manacles are two manacles with a two-foot chain linking the center of the manacles to each other. Using this on a creature binds their hands and feet, reducing their speed to half. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles) for each manacle in the set. Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles) for each manacle in the set. Manacles have hardness 10 and 10 hit points each.

**Mechanical tool kit:** This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, leads and wires. This basic kit, which fits in a portable toolbox, allows a character to make most Craft checks without penalty. It also allows a character to build more complex items than a multipurpose tool.

**Mechanical tool kit, deluxe:** This kit fills a good-sized shop cabinet. It includes everything a basic tool kit has as well as a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 Equipment bonus on most Craft checks and allows a character to make the most complex of items.

**Medical Kit:** About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit provides a +4 Circumstance bonus on Heal checks. A medical kit can also be used to help a *dazed*, *unconscious*, or *stunned* character by making a Heal check, DC 15 (see Heal skill). A medical kit is exhausted after 10 uses.

**Multipurpose tool:** This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool is an essential minimum for making Craft checks for slightly sophisticated items but cannot create the complex items that the Mechanical tool kit is needed for. Knife on the multipurpose tool counts as a tiny pocket knife. A masterwork multipurpose tool grants a +2 to Craft (Mechanical) skill checks but is knife is not masterwork.

**Pharmacist Kit:** A portable pharmacy for use with the Craft (Pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs. Can be used 10 times.

**Pharmacist Kit, Deluxe:** A portable pharmacy for use with the Craft (Pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs. Grants the user a +2 Circumstance bonus on Craft (Pharmaceutical) skill checks when used. Can be used 10 times.

**Restraints:** Restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any Medium-size or Small humanoid or other creature that has an appropriate body structure.

- **Steel:** These heavy-duty cuffs have hardness 10, 5 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without



## PROFESSIONAL EQUIPMENT

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
Bolt cutter <sup>*3</sup>	3	1	5 lbs.	10 lbs.
<b>Chemical kit</b>				
Basic	8	4	6 lbs.	12 lbs.
Deluxe	24	12	8 lbs.	16 lbs.
<b>Demolitions kit</b>				
Basic	8	4	5 lbs.	10 lbs.
Deluxe	24	12	7 lbs.	14 lbs.
<b>Disguise kit</b>				
Basic	4	2	5 lbs.	10 lbs.
Deluxe	12	6	7 lbs.	14 lbs.
<b>Evidence kit</b>				
Basic	3	1	6 lbs.	12 lbs.
Deluxe	9	3	8 lbs.	16 lbs.
First aid kit <sup>*3</sup>	6	3	1 lb.	2 lbs.
Forgery kit	4	3	3 lbs.	6 lbs.
Healers kit <sup>*2</sup>	—	1	—	1 lb.
Holy Book	12	3	2 lbs.	4 lbs.
Holy Symbol <sup>*2</sup>	3	1	1 lb.	2 lbs.
<b>Instrument</b>				
Brass <sup>*3</sup>	5	1	2 lbs.	4 lbs.
Keyboard	10	2	12 lbs.	24 lbs.
Percussion	15	3	4 lbs.	8 lbs.
Reed <sup>*3</sup>	10	2	2 lbs.	4 lbs.
String <sup>*3</sup>	10	2	6 lbs.	12 lbs.
<b>Lockpicks</b>				
Lockpick set, basic <sup>*2</sup>	4	2	.5 lb.	1 lb.
Lockpick set, deluxe <sup>*3</sup>	10	5	1 lb.	2 lbs.
Lock release gun	12	3	.5 lb.	3 lbs.

the key. Putting them on a creature's legs reduces its movement to half.

- **Steel, complex:** Complex steel restraints are two steel restraints with a two-foot chain linking the center of the restraints to each other. Using this on a creature binds their hands and feet, reducing their speed to half. These heavy-duty cuffs each have hardness 10, 5 hit points, a break DC of 30, and each require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.
- **Zip-Tie:** These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 5, 2 hit points, and a break DC of 25. They can only be removed by breaking or cutting them off (Disable Device and Escape Artist checks automatically fail).

**Schematic book:** A schematic book has 100 pages of double thick paper, and each schematic takes up one page per spell level (one page each for two 0-level schematic).

**Schematic book, traveling:** A traveling schematic book is less cumbersome than a normal one, but holds fewer spells. It has 50 pages of double thick paper. Some prefer to travel with

## PROFESSIONAL EQUIPMENT (CONT)

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
Magnifying glass <sup>*1</sup>	10	5	—	—
<b>Manacles</b>				
Standard	—	1	—	2 lbs.
Standard, complete	—	3	—	5 lbs.
Masterwork	—	5	—	2 lbs.
Masterwork, complete	—	13	—	7 lbs.
<b>Mechanical tool kit</b>				
Basic	12	3	22 lbs.	44 lbs.
Deluxe	24	6	45 lbs.	90 lbs.
Medical kit	15	5	5 lbs.	10 lbs.
Multipurpose tool <sup>*3</sup>	8	2	.5 lb.	2 lbs.
Multipurpose tool, Masterwork	13	7	.5 lb.	2 lbs.
<b>Pharmacist kit</b>				
Basic	8	4	6 lbs.	12 lbs.
Deluxe	16	8	9 lbs.	18 lbs.
<b>Restraints</b>				
Steel	3	—	1 lb.	—
Steel, complete	9	—	5 lbs.	—
Zip-tie (20)	4	—	.5 lb.	—
<b>Schematic Book</b>				
Traveling	—	7	—	3 lbs.
Standard	—	3	—	6 lbs.
Deluxe	—	12	—	15 lbs.
Surgeon's tools	4	2	5 lbs.	10 lbs.
User Manual	10	5	3 lbs.	7 lbs.

\* **Utility Modification:** May only be added when the firearm is first built. See Firearm Modifications for more information.

a smaller schematic book, omitting specialized spells that are rarely used on adventures. Others hide a traveling schematic book containing their most important spells, just in case. A traveling schematic book comes with a fold over flap and tie to help keep out moisture, taking the equivalent of being immersed for 1 minute for moisture to reach the pages within.

**Schematic book, deluxe:** This huge book contains 250 pages of double thick paper. It also comes with a latch and Post-rise simple inset lock to lock the book closed (Disable Device DC 20). The simple lock maybe upgraded to a better lock by simply paying the difference between the two locks.

**Surgeon's tools:** When used in conjunction with a healer's kit, first aid kit, or medical kit the surgeon's tools raise the kit's Circumstance bonus on Heal checks to treat wounds or deadly wounds by +1.

**User manual:** A book full of technical drawings and how to guides for building or repairing certain items. User manuals grant the user a +2 Circumstance bonus to a Craft skill, depending on what the subject of the book is.



## STANDARD GEAR

**Barrels:** A hollow cylindrical container, made of wooden staves bound by metal hoops.

- **5 gallon:** Used in home-breweries. Completely filling the barrel with water adds 42 lbs.
- **15 gallon:** Also used by home-brewers who either had a problem or were crafting beer, these barrels were mainly used as a rain catch for larger yards, these barrels were usually an accent piece for a well-kept yard. Completely filling the barrel with water adds 125 lbs.
- **30 gallon:** Mainly used in micro-breweries, these barrels hold more than enough water for a few people's needs. Completely filling the barrel with water adds 250 lbs.
- **53 gallon:** Also known as the "whiskey barrel", these large barrels are a beast to move once filled. Completely filling the barrel with water adds 442 lbs.

**Basket:** This large basket has a lid and holds about 2 cubic feet.

**Bell:** This handbell can produce only one loud note.

**Block and Tackle:** Whether it is used to hoist treasure from a pit or move supplies, a simple block-and-tackle pulley, when it is properly secured, adds a +5 Circumstance bonus on Strength checks to lift heavy objects. Securing the pulley requires 1 minute.

**Bottle, glass:** This glass bottle holds about a pint and includes a cork. A pint is one resource worth of water.

**Bucket:** A typical post-Rise bucket has a rope handle and can hold 1–2 gallons of liquid. A Pre-rise bucket is made of plastic and holds 1 gallon of liquid.

**Camera:** A camera is an optical instrument for capturing images.

- **Digital:** These cameras take the best picture, with clarity and precision. The camera is not able to print or develop the pictures but can hold hundreds of pictures in its memory. Images can easily be uploaded to a computer.
- **Manual Lens:** The camera is a basic and rudimentary camera, akin to those first developed over a hundred years ago. The shutter must be manually opened and closed, exposing the film to the desired image. It takes a full-round for the camera to fully expose the film before the shutter can be closed once again, meaning that whatever image is to be captured must remain still or cause blurring. Can use either black and white film or color film.
- **Self-developing:** This style of camera became popular in the last 20 years of the last millennia. The camera actually develops the film specially designed for it as it takes the photo. It is a move action to reload a cartridge of film into the camera. Can take color or black and white photos by simple flipping a switch on the side of the camera.

**Candle:** A candle dimly illuminates a small area, increasing the light level in a 5' radius by one step (darkness becomes dim light and dim light becomes normal light). A candle cannot increase the light level above normal light. A small candle burns for 10 minutes, a medium candle burns for 1 hour, and a large candle burns for 6 hours.

**Canvas (sq. Yd.):** This square yard of heavy cloth is suitable for painting, for covering items in a rainstorm, for creating a sail, or as an improvised bag. It is not waterproof but can be treated with oil, wax, or resin to make it water-resistant.

## STANDARD GEAR

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Barrel</b>				
5 gallon	13	8	30	37.5
15 gallon	20	13	50	62.5
30 gallon	28	19	80	100
53 gallon	37	26	100	125
Basket (empty)	2	1	1 lb.	2 lbs.
Bell <sup>*1</sup>	1	0.5	Varies	Varies
Block and Tackle	10	5	5 lbs.	10 lbs.
Bottle, glass	1	0.5	.25 lb.	.5 lb.
Bucket	2	1	1	2
<b>Camera</b>				
Digital <sup>*2</sup>	20	—	.5 lb.	—
Manual Lens <sup>*3</sup>	15	5	1 lb.	4 lbs.
Self-Developing	30	15	1 lb.	6 lbs.
<b>Film</b>				
Black and White (20)	6	3	—	—
Color (10)	8	4	—	—
Self-Developing (cartridge of 5)	10	5	—	—
<b>Candle</b>				
Small (10)	1	1	.5 lb.	.5 lb.
Medium (3)	3	2	3 lbs.	3 lbs.
Large (1)	7	4	10 lbs.	10 lbs.
Canvas (sq. yd.)	4	1	.5 lb.	1 lb.
Card Game	3	1	.25 lb.	1 lb.
<b>Chain (10 ft.)</b>				
Standard	5	5	5 lbs.	7.5 lbs.
Proof Coil Welded	15	15	10 lbs.	15 lbs.
Hi-Test Steel Welded	25	—	15 lbs.	—
<b>Chest (empty)</b>				
Small	4	2	20 lbs.	30 lbs.
Medium	10	5	40 lbs.	60 lbs.
Large	20	10	80 lbs.	120 lbs.
Huge	—	25	—	250 lbs.
Treasure	—	40	—	100 lbs.
Fire extinguisher <sup>*3</sup>	4	2	3 lbs.	6 lbs.
Firewood (per day)	—	1	—	20 lbs.
Fishing Net (25 sq. ft.)	8	4	2 lbs.	5 lbs.
Flask (empty) <sup>*1</sup>	2	1	.5 lb.	1.5 lbs.
Heavy Tape	3	1	1 lb.	3 lbs.
Ink (1oz. Vial)	16	8	—	—
Inkpen	3	1	—	—
Jug, clay	3	1	.5 lb.	1 lb.
<b>Ladder</b>				
5'	2	1	5 lbs.	10 lbs.
10'	6	3	10 lbs.	20 lbs.
20'	10	5	15 lbs.	30 lbs.



## STANDARD GEAR (CONT)

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Lock</b>				
Simple	10	5	1 lb.	1 lb.
Average	20	10	1 lb.	1 lb.
Good	30	20	1 lb.	1 lb.
Superior	45	35	1 lb.	1 lb.
Mirror <sup>*3</sup>	5	1	.5 lb.	1 lb.
Mug/Tankard	1	0.5	1 lb.	2 lb.
<b>Music Player</b>				
Cassette <sup>*2</sup>	15	5	3 lbs.	6 lbs.
Digital <sup>*1</sup>	25	—	1 lb.	—
Disc <sup>*3</sup>	20	—	2 lbs.	—
Record	10	5	4 lbs.	8 lbs.
Recording microphone	4	2	1 lb.	2 lbs.
Paper (10 sheets)	3	1	—	—
Parchment (20 sheets)	—	1	—	—
Pencil (3)	3	1	—	—
Pipe <sup>*1</sup>	2	1	.25 lb.	.5 lb.
Pitcher	3	2	.5 lb.	1 lb.
Pole, 10'	2	1	8 lbs.	8 lbs.
Pot, iron	3	1	4 lbs.	4 lbs.
Pouch, belt (empty)	1	0.5	.5 lb.	1 lb.
Pry Bar <sup>*2</sup>	4	1	2.5 lbs	5 lbs.
Sack (empty)	2	1	.5 lb.	1 lb.
Sewing Needle (5)	1	0.5	—	—
Shovel <sup>*3</sup>	3	1	4 lbs.	8 lbs.
Soap (per lb.)	2	1	1 lb.	1 lb.
Spike Strip	10	3	10 lbs.	20 lbs.
Torch (3)	—	1	—	1 lb.
Umbrella <sup>*3</sup>	4	2	.5 lb.	2 lbs.
Waterskin <sup>*3</sup>	4	1	1 lb.	4 lbs.
Whetstone <sup>*1</sup>	0.5	0.5	1 lb.	1 lb.
Whistle <sup>*1</sup>	2	1	—	—

\* **Utility Modification:** May only be added when the firearm is first built. See Firearm Modifications for more information.

**Card Game:** The deck of 52 cards is the most common deck of playing cards used today. Many games may be played with them for low or high stakes.

**Chain (10 ft.):** This chain is made of interlocking metal links roughly an inch long, and thick enough to bear large amounts of weight.

- **Standard:** It has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check. Because of its construction this chain can hold up to 920 lbs. before breaking.
- **Proof Coil Weld:** It has hardness 10 and 7 hit points. It can be burst with a DC 28 Strength check. Because of its construction this chain can hold up to 2,400 lbs. before breaking.

- **Hi-test Steel Weld:** It has hardness 11 and 10 hit points. It can be burst with a DC 30 Strength check. Because of its construction this chain can hold up to 4,800 lbs. before breaking.

**Chest:** The common wooden chest comes in several sizes, including small (2 cubic feet, 1 hit point, break DC 17), medium (4 cubic feet, 15 hp, break DC 23), large (6 cubic feet, 30 hp, break DC 29), and huge (8 cubic feet, 50 hp, break DC 35). Most include a simple inset lock.

Treasure chest, also known as a strongbox, are based off the old treasure chest used in days of old, being made of reinforced metal, sometimes with a hidden lock. The chest is the same size as a medium chest (4 cubic feet, 50 hp, break DC 45).

**Fire Extinguisher:** This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10'x10' area as a move action. It contains enough material for two such uses.

**Firewood (per day):** This bundle of dry wood includes twigs and logs.

**Fishing net:** This net measures 5'x 5', and can be used to cover a pit or to block Tiny or larger creatures from entering an area.

**Flask:** This glass bottle holds 1 pint. It is relatively fragile and breaks if thrown at a creature or hard surface. Flasks may be simple blown glass, or they may be elaborate affairs embossed with family crests and other artwork.

**Heavy tape:** The usefulness of this tape is limited only by a character's imagination. Heavy tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with heavy tape must make a Strength or Escape Artist check (DC 20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

**Ink:** This vial contains 1 ounce of ink. Ink in colors other than black costs twice as much.

**Inkpen:** This is a wooden stylus with a metal tip that retains a small amount of ink after you dip it in a vial of ink.

**Jug, clay:** This basic clay jug is fitted with a stopper and holds 1 gallon of liquid.

**Ladder:** Simple ladders consists of two long boards with wooden steps nailed into them at 1-foot increments. Pre-rise versions are made of lighter and softer metal than steel, but otherwise function just like a wooden ladder.

**Lock:** This can be a padlock, an inset lock in a door or chest, or any other type of keyed lock. The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40). Pre-rise locks are more complex, adding +2 to the Disable Device DC.

**Mirror:** This hand-held mirror is about a foot across. Post-Rise mirrors are made out of polished steel and sturdy enough that you can drop it without risk of breakage. Pre-Rise mirrors are glass, and while fragile the reflect light and images more clearly.

**Mug/tankard:** Whether it is a simple pottery cup or an elaborate drinking stein with a handle and decorative lid that flips up, this cup may be used to hold any sort of beverage. Tankards are commonly made out of clay or tin.



**Music player:** A portable means to play media. Music players come in all different sizes and mediums. All music players need energy to run.

- **Cassette:** A cassette is an analog magnetic tape recording format for audio recording and playback. This is a step up from records as a cassette is more compact and easier to playback. Cassettes are also easier to record onto than records. A blank cassette costs 2 resources while one with recordings on it can be anywhere from 4 resources and up depending on what is on it and who is buying. The battery can hold one Combustible resource of charge that will last for 8 hours of playing.
- **Digital:** A digital device can hold hundreds or recordings at any one time. Digital usually has the best quality, easiest playback, and recording ability. The draw back to digital is the need for a computer to move the recordings around or once the memory is full. The battery can hold one Combustible resource of charge that will last for 12 hours of playing.
- **Disc:** The last step before going fully digital. A disc is a small plastic disc on which digital information is stored. A blank disc cost 4 resources while one with recordings on it can be anywhere from 8 resources and up depending on what is on it and who is buying. The battery can hold one Combustible resource of charge that will last for 10 hours of playing.
- **Record:** Making its way back in popularity due to the music industry and those diehard fans who say you can't beat the sound of a record. A record player (phonograph) plays back the sound recording from a record. This is one of the most rudimentary technologies when it comes to recording sound and also the easiest to make. A blank record costs around 1 resource while one with recordings on it can be anywhere from 2 resources and up depending on what is on it and who is buying. The battery can hold one Combustible resource of charge that will last for 4 hours of playing.
- **Recording microphone:** Music players also came with a means to record sounds directly from the environment around them with the help of a recording microphone. This is a simple microphone can be attached via a wire to the music player.

**Paper (sheet):** A sheet of ordinary paper typically measures 9 inches by 6 inches and is unsuitable for making magical scrolls. It has hardness 0, 1 hit point, and a break DC of 5.

**Parchment (sheet):** This sheet of thin, treated animal skin is a durable writing surface and is suitable for making magic scrolls. It has hardness 0, 2 hit points, and a break DC of 5.

**Pencil:** a pencil is simply a piece of wood with a thin core of pigment. Pre-rise pencils have an easier time writing as their pigment core is consistent and they also come with an eraser.

**Pipe:** Used for tobacco. Most pipes are simplistic in nature, but some have ornate carvings and decorations. These usually cost more.

**Pitcher:** This basic clay pitcher has a handle and an open top with a groove for easy pouring. It holds 1/2 gallon of liquid. Pre-Rise pitchers were made of glass.

**Pole:** This 10' length of wood is useful for probing pits, flagstones, and murky liquids from a safe distance.

**Pot, iron:** This 8-inch-diameter iron pot is sturdy and has feet, a lid, and a rounded handle. It can hold enough stew to feed one hungry humanoid for one meal.

**Pouch, belt:** A typical leather or cloth belt pouch has a leather flap that closes over the top, with a leather cord on its side to tie around the button on the flap. The pouch has one or two leather loops to put a belt through to secure it to your body. It is as large as two balled up fist side by side, carries up to 3 lbs., and takes up a holster spot on your belt.

**Pry Bar:** A pry bar is a flat strip of metal with a hook end, overall smaller than a crowbar. This versatile tool is designed to help pry open whatever the user desires. A pry bar grants a +2 Circumstance bonus on Strength checks made to force open a door or chest. If it is used in combat, treat a pry bar as a light improvised weapon that deals bludgeoning damage equal to that of a light crook.

**Sack:** This heavy canvas sack, useful for carrying adventuring gear and other supplies, holds about 4 cubic feet. A leather thong threaded through loops at the bag's end allows it to be tied shut easily. A pre-rise sack is made of man-made fibers.

**Sewing needle:** This needle allows you to stitch together cloth, canvas, or thin leather.

**Shovel:** This tool lets you dig a pit at a rate of 2 cubic feet per minute. If a shovel is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

**Soap:** Most soap is made from animal fat and lye derived from ashes. You can use this thick block of soap to scrub clothes, pots, linens, adventurers, or anything else that might be dirty. A bar of soap has approximately 50 uses.

**Spike Strip:** Spike Strip: This device is designed to impede movement over an area and possibly damage a vehicle's wheels. The strip comes rolled in a spool about the size of a small suitcase. Deployed it becomes a 10 ft. long strip of hollow spikes.

Each time a creature moves into an area covered by spike strip (or spends a round fighting while standing in such an area), it runs the risk of stepping on a spike. Make an attack roll for the spike strip (base attack bonus +0) against the creature. For this attack, the creature's Shield, Armor, and Deflection bonuses do not count. If the creature is wearing boots, it gets a +2 Armor bonus to AC. If the attack succeeds, the creature has stepped on a spike. The spike strip deals 1d2 points of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a spike strip. Any creature moving at half speed or slower can make its way past a spike strip with no trouble.

Spike strips may not work against unusual opponents. Undead are immune to the movement reduction and do not stop if charging or running.

**Torch:** A torch burns for 1 hour, shedding normal light in a 20' radius and increasing the light level by one step for an additional 20 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A torch does not increase the light level in normal light or bright light. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.



**Umbrella:** An umbrella is a folding canopy supported by wooden or metal ribs, which is usually mounted on a wooden or metal pole. It is designed to protect a person against rain or sunlight. Post-Rise umbrella canopies are made of thin leather or canvas due to the extreme nature of weather after the Rise.

**Waterskin:** This bag is made of an animal bladder or treated leather. It is watertight and holds about 1/2 gallon of liquid. The listed weight is for a waterskin full of water; empty, it weighs about 2 pounds.

**Whetstone:** A whetstone allows you to sharpen a blade by sliding it against the stone at a precise angle. Honing a blade with a whetstone requires about 15 minutes of work and grants the weapon a +1 bonus on your damage roll the first time you hit with it. This only works on nonmagical blades.

**Whistle:** With a DC 5 Perform (Wind Instruments) check, you can use a whistle to signal different sorts of situations. A Post-Rise whistle's piercing report can be clearly heard (Perception DC 0) up to an eighth-mile away. For each eighth-mile beyond, Perception checks to hear a whistle take a -2 penalty. Pre-Rise whistles have a range of a quarter-mile away, with each quarter-mile beyond giving Perception checks a -2 penalty to hear the whistle. Pre-Rise whistles are more powerful and sometimes ornate in design.

## SURVIVAL GEAR

**Bedding:** Bedding is used for comfort as well as keeping the user warm.

- **Bedroll:** This consists of two woolen sheets sewn together along the bottom and one side to create a bag for sleeping in. Some have cloth straps along the open side so the bedroll can be tied closed while you are sleeping. It can be rolled and tied into a tight coil for storage or transport. Most people use a blanket with the bedroll to stay warm or provide a ground cushion. Pre-rise bedrolls grant a +1 Circumstance bonus on Fortitude saving throws against exposure to cold weather.
- **Blanket:** This warm, woven blanket has straps so it can be rolled up and tied. Blankets are often used in conjunction with bedrolls to provide additional warmth or a ground cushion. Blankets offer protection versus cold weather, granting a +1 Circumstance bonus on Fortitude saving throws against exposure to cold weather. Pre-rise blankets grant a +2 Circumstance bonus on Fortitude saving throws against exposure to cold weather.
- **Sleeping bag:** A sleeping bag is simply a square blanket or quilt, fitted with straps or cords with cord locks on two or three sides, which enables users to get into the bag and then close it up. A sleeping bag is packed by being folded in half or thirds, rolled up, and bound with twine. Sleeping bags offer the best protection versus cold weather, granting a +3 Circumstance bonus on Fortitude saving throws against exposure to cold weather. Pre-Rise sleeping bags have zippers instead of straps or cords and grant a +5 Circumstance bonus on Fortitude saving throws against exposure to cold weather.

**Binoculars:** Binoculars are useful for watching opponents, wild game, and events from a long distance.

- **Compact:** Small binocular designed for the outdoors and hiking. Range penalty to Perception checks to -1 per 30 ft.

Using binoculars for Perception checks to intentionally search for stimulus increases the time from a move action to a full round action.

- **Standard:** Standard binoculars reduce the range penalty for Perception checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for Perception checks to intentionally search for stimulus increases the time from a move action to a full round action.
- **Rangefinding:** In addition to the benefit of standard binoculars, rangefinding binoculars include a digital readout that indicates the exact distance to the object on which they are focused. Using binoculars for Perception checks to intentionally search for stimulus increases the time from a move action to a full round action.
- **Electro-Optical:** Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had darkvision up to 120 ft. Using binoculars for Perception checks to intentionally search for stimulus increases the time from a move action to a full round action.

**Caltrop:** A caltrop is a four-pronged metal spike crafted so that one prong always faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it runs the risk of stepping on one. Make an attack roll for the caltrops (base attack bonus +0) against the creature. For this attack, the creature's shield, armor, and Deflection bonuses do not count. If the creature is wearing boots, it gets a +2 Armor bonus to AC. If the attack succeeds, the creature has stepped on a caltrop. The caltrop deals 1 point of damage, and the creature's speed is reduced by half because its foot is wounded. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not work against unusual opponents. Undead are immune to the movement reduction and do not stop if charging or running.

**Chemical Light Stick:** This disposable plastic stick, when activated, uses a chemical reaction to create light for 2 hours. It increases the light level in a 5' radius by one step (darkness becomes dim light and dim light becomes normal light). Once activated, it can't be turned off or reused. Pre-Rise chemical light sticks last for 4 hours.

**Climber's Kit:** These crampons, pitons, ropes, and other tools give you a +2 Circumstance bonus on Climb checks.

**Communication:** A communication device allows information to be sent over a distance that is greater than simple shouting. Communication devices need power to work.

- **CB radio:** A system used for short-distance radio communications between individuals, about .5 cubic feet in size. A CB radio can use one of 20 different channels to broadcast over.



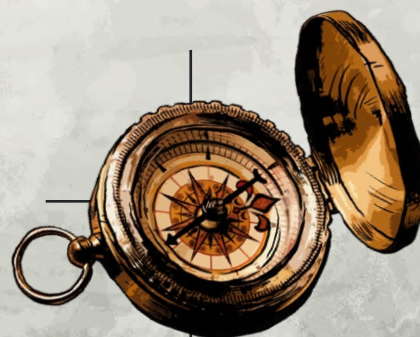
## SURVIVAL GEAR

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Bedding</b>				
Bedroll	3	1	2 lbs.	4 lbs.
Blanket	6	3	3 lbs.	6 lbs.
Sleeping bag	15	9	4 lbs.	8 lbs.
<b>Binoculars</b>				
Compact	12	2	1 lb.	2 lbs.
Standard	18	4	2 lbs.	4 lbs.
Rangefinding	25	—	3 lbs.	—
Electro-optical	35	—	4 lbs.	—
Caltrops (1 bag)	—	3	—	2 lbs.
Chemical light sticks (5)	6	3	.5 lbs.	1 lb.
Climber's Kit	18	6	5 lbs.	10 lbs.
<b>Communication</b>				
CB Radio <sup>*3</sup>	40	20	3 lbs.	9 lbs.
Ham Radio	80	40	8 lbs.	16 lbs.
Two-way Radio <sup>*2</sup>	30	15	1 lb.	3 lbs.
Compass <sup>*1</sup>	8	4	.5 lb.	1 lb.
<b>Cordage</b>				
Standard (per 100 ft.)	3	1	2 lbs.	3 lbs.
Ultra Light (per 100 ft.)	15	10	.25 lbs.	1 lb.
Flare, road	8	6	.5 lb.	1 lb.
Flash goggles	8	4	1 lb.	2 lbs.
<b>Flashlight</b>				
Battery flood	16	4	4 lbs.	12 lbs.
Penlight <sup>*1</sup>	6	2	.5 lb.	1.5 lbs.
Large <sup>*3</sup>	16	4	2.5 lbs.	7.5 lbs.
Standard <sup>*2</sup>	12	3	1.5 lb.	4.5 lbs.
Flint and Steel <sup>*1</sup>	2	1	.5 lb.	1 lb.
Gas mask	6	3	5 lbs.	10 lbs.
<b>Go Kit</b>				
Standard <sup>*2</sup>	—	1	—	1 lb.
Expanded <sup>*3</sup>	—	2	—	1.5 lbs.
Complex	—	3	—	2 lbs.
<b>Kit Selections</b>				
Blades, tiny (5)	—	—	—	—
Candle, small (3)	—	—	—	—
Canteen	—	—	—	—
Chalk (3 sticks)	—	—	—	—
Charcoal (1/2 cup)	—	—	—	—
Cordage, 10 ft.	—	—	—	—
Earplugs (2 pair)	—	—	—	—
Fishhooks (10)	—	—	—	—
Glue	—	—	—	.25 lb.
Glue, simple	—	—	—	.5 lb.
Heavy tape, 20 ft.	—	—	—	—
Magnet	—	—	—	—
Magnifying glass, small	—	—	—	—

## SURVIVAL GEAR (CONT)

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Kit Selections (Cont)</b>				
Matches (10)	—	—	—	—
Paper clips (20)	—	—	—	—
Piton (1)	—	—	—	—
Plastic sheet, 36 inch square	—	—	—	—
Powdered mild	—	—	—	.5 lb.
Salt	—	—	—	.5 lb.
Safety pins (5)	—	—	—	—
Sewing needle and 10ft. of string	—	—	—	—
Simple cloth, 24 inch square	—	—	—	—
Smelling salt (10)	—	—	—	—
Steel wool (1)	—	—	—	—
Twine, 50 ft.	—	—	—	—
Utensils	—	—	—	—
Grappling hook	3	1	3 lbs.	6 lbs.
<b>Lantern</b>				
Common <sup>*3</sup>	6	4	1 lb.	2 lbs.
Hooded	10	6	2 lbs.	4 lbs.
Lighter <sup>*1</sup>	6	1	.25 lbs.	1 lb.
<b>Map</b>				
Atlas	50	—	1 lb.	—
City	10	3	.25 lbs.	.25 lbs.
County	20	6	.5 lb.	.5 lb.
National	30	—	.5 lb.	—
Regional	25	—	.5 lb.	—
Tactical map	10	4	.5 lb.	.5 lb.
Pocket saw <sup>*2</sup>	3	1	.25 lb.	.5 lb.
Pocket saw, Diamond Steel <sup>*2</sup>	—	6	—	.5 lb.
Portable stove	8	2	1 lb.	4 lbs.
<b>Rope</b>				
Standard (per 50 ft.)	6	3	4 lbs.	6 lbs.
Ultra Light (per 50 ft.)	20	15	.5 lb.	2 lbs.
<b>Tent</b>				
1-person tent	6	2	3 lbs.	6 lbs.
2-person tent	9	3	5 lbs.	10 lbs.
4-person tent	12	4	8 lbs.	16 lbs.
8-person tent	15	5	15 lbs.	30 lbs.

\* **Utility Modification:** May only be added when the firearm is first built. See Firearm Modifications for more information.





The battery pack holds two charges, with each charge lasting an hour. It takes one Combustible resource to recharge a charge. The radio can communicate up to 3 miles with other radios. If a CB radio is attached to a large antenna its range can be extended up to 30 miles, and if a power source of two Combustibles an hour is attached also the range can double to 60 miles, but this makes it non-portable.

- **Ham radio:** A system used for long-distance radio communications between individuals or groups, about 4 cubic feet in size. A ham radio can use one of 40 different channels, 20 of those being the same as a CB radio, to broadcast over. The battery pack holds two charges, with each charge lasting an hour. It takes one Combustible resource to recharge a charge. A ham radio can communicate up to 30 miles with other radios. If the ham radio is attached to a large antenna its range can be extended up to 300 miles, and if a power source of two Combustibles an hour is attached also the range can double to 600 miles, but this makes it non-portable.
- **Two-way radio:** Also called “walkie-talkie” a two-way radio is a personal radio communication device, small enough to fit into an essential go bag. While not as powerful as other radios it is small and lightweight but only has 10 of the channels of a CB radio. The battery pack holds two charges. It takes one Combustible resource to recharge a charge. The radio can communicate up to 1 mile with other radios at the cost of one charge an hour. The radio can be set to transmit up to a distance of 3 miles but uses more power to do so with a charge only lasting 30 minutes. A two-way radio cannot be attached to a large antenna or power source to extend its range.

**Compass:** A compass points to the magnetic north pole, granting a +2 Circumstance bonus on Survival checks made to avoid becoming lost. It also grants the same bonus on Knowledge (Speleology) checks made to navigate underground.

**Cordage:** About one-quarter as thick as rope, cordage has many uses but is not suitable for use in climbing. Cordage comes in 100 ft. spools, has 1 hp, and a break DC of 20. Because of its construction it can hold up to 100 lbs. before breaking.

**Flare, road:** This hollow tube contains slow-burning powder. When you light the fuse (a move action), it creates a super-hot and bright point at its end. The road flare provides light equal to daylight in a 20 ft. radius and increasing the light level by one step in the next 20 ft. and can ignite Combustible materials such as paper, straw, dry sticks, flammable liquids, and cloth. Once ignited, a Pre-rise road flare lasts for 10 minutes and a Post-rise flare lasts for 5 minutes. The flare cannot be extinguished before this time, the chemical reaction will simply reignite itself. Crafting this item is a DC 25 Craft (Chemistry) check.

You can attack with a road flare as an improvised light weapon. Attacks with the flare are melee touch attacks. The road flare deals 1d2 points of fire damage (your strength modifier does not apply to the damage). Targets hit with the road flare have a tiny chance of catching fire (Reflex save, DC is 2 per hit in a round, with each hit increasing the DC).

**Flash Goggles:** This provides protection from intense light or other effects that can possibly blind the wearer. Wearing the goggles reduces the light level for the wearer by one step as the

goggles are darkly tinted. If the effect uses a visual stimulant to blind the creature (flash-bang grenade, *glitterdust*, *sunbeam*, *pyrotechnics*, etc.) the wearer of the goggles gains a +2 to their save versus the effect.

**Flashlight:** Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional, heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas. Flashlights use Combustible resources and must be replaced or recharged if applicable.

- **Battery Flood:** Practically a handheld spotlight, this item requires two Combustible resources and gives enough power for 4 hours of use. Pre-Rise: Projects a beam of bright light in a 60 ft. cone and increases the light level by one step out to a 120 ft. cone and increase the light level in normal light. Post-Rise: Projects a beam of normal light in a 60 ft. cone and increases the light level by one step out to a 120 ft. cone but cannot increase the light level in normal or bright light.
- **Penlight:** This small flashlight is about half the size of a standard flashlight. One Combustible resource gives enough power for 10 hours of use. Pre-Rise: Projects a beam of normal light in a 15 ft. cone and increases the light level by one step out to a 30 ft. cone but cannot increase the light level in normal or bright light. Post-Rise: Projects a beam of dim light in a 15 ft. cone.
- **Large:** This heavy metal flashlight requires one Combustible resource and gives enough power for 3 hours of use. Pre-Rise: Projects a beam of normal light in a 60 ft. cone and increases the light level by one step out to a 120 ft. cone but cannot increase the light level in normal or bright light. Post-Rise: Projects a beam of dim light in a 60 ft. cone. May be used as an improvised bludgeoning weapon (1d6 damage). Treat as a club.
- **Standard:** This flashlight requires one Combustible resource and gives enough power for five hours of use. Pre-Rise: Projects a beam of normal light in a 30 ft. cone and increases the light level by one step out to a 60 ft. cone but cannot increase the light level in normal or bright light. Post-Rise: Projects a beam of dim light in a 30 ft. cone.

**Flint and steel:** Lighting a torch with a flint and steel is a full-round action. Lighting any other fire with them takes at least that long.

**Gas Mask:** This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides a +8 Circumstance bonus on saving throws against anything inhaled, any gas, or anything else that is airborne and affects the eyes or respiratory system. You take a -4 penalty on Perception checks while wearing a gas mask, and all opponents are treated as having concealment (20% miss chance). The filter canister lasts for 12 hours of use. Changing a filter is a move action. The resource cost for one extra filter canister is 2.

**Go kit:** A go kit is a small bag with a draw string full of essential items that on their own are not much but can have big impact if used correctly. A go kit is made up of items selected when it is put together. A standard go kit has 3 items, an expanded go kit has 6 items, and a complex go kit has 10 items.



- **Blades, tiny:** Small blades, half the size of a tiny knife. After 10 uses each blade becomes dull and worthless.
- **Candle, small:** See *candle, small* for more information.
- **Canteen:** This hollow container is made of wood, a gourd, or metal, and carries liquid like a waterskin, but is more resistant to punctures and cuts. It can only hold about .25 lb. of liquid.
- **Chalk:** This fat piece of white chalk easily marks wood, metal, or stone. You can write with it for about 24 hours before it is expended.
- **Charcoal:** Charcoal can have many uses other than simply burning it. It easily marks wood, metal, or stone with a black mark akin to chalk, but will only last half as long as chalk before being expended. You can consume it to give yourself a +1 Circumstance bonus against anything ingested. Or you can grind it up with water to help treat wounds, adding a +1 Circumstance bonus to Heal checks involving first aid, long-term care, treating deadly wounds, or treating diseases.
- **Cordage:** See *cordage* for more information.
- **Earplugs:** Earplugs give you a +2 Circumstance bonus on saves against effects that require hearing, but also cause a -5 penalty on hearing-based Perception checks.
- **Fishing hook:** This metal hook is little more than a stiff, bent needle.
- **Glue:** This glue is stored as two flasks of syrupy liquid. When mixed together and allowed to cure, they form a strong bond. The glue is sufficient to coat 1 square foot of surface, or (because of waste, spills, and inaccurate mixing) up to 20 smaller applications of approximately 2 square inches each. The glue is tacky after 1 round and fully cured after 1 minute. Pulling apart a large glued surface (at least 1 square foot) requires a DC 20 Strength check for tacky glue or DC 25 for cured glue. Pulling apart a small glued surface (anything less than 1 square foot) is a DC 15 Strength check for tacky glue or DC 20 for cured glue.
- **Glue, simple:** This simple glue is created by extensively boiling animal skin, bones, hooves, horn, and tendons until they turn into an ochre syrup that cools when it hardens. Before you use simple glue, you must heat it until it liquefies. You normally apply it with a brush and hold the pieces together for a minute, at which point it is cooled and hardened. The glue is sufficient to coat 1 square foot of surface, or (because of waste and spills) up to 40 smaller applications of approximately 2 square inches each. Pulling apart a large glued surface (at least 1 square foot) requires a DC 15 Strength check. Pulling apart a small glued surface (anything less than 1 square foot) requires a DC 10 Strength check. Simple glue slowly dissolves in water, reducing the Strength DC needed to break it by 1 per 10 minutes. It softens if heated, even with steam, reducing the Strength DC needed to break it by 1 per minute.
- **Heavy Tape:** See *heavy tape* for more information.
- **Magnet:** Handheld magnets are relatively weak and are mainly used to detect or pull metals at a short range. They are not powerful enough to tug metal over significant distances or aid in disarming creatures wielding metal weapons.
- **Magnifying glass, small:** Objects viewed through a small magnifying glass are magnified to twice their size.

Characters take a -1 penalty on Perception skill checks per 20 feet of distance to the target, if the target is visible.

- **Matches:** These take a move action to light and standard action to light a torch. Lighting any other fire with them takes at least that long. Matches burn for 1 round and then become useless.
- **Paper clip:** A small, malleable piece of metal that can be bent into many shapes.
- **Piton:** A piton is an iron spike with a loop or ring on the end. It can be used to keep doors open or closed and to secure ropes for climbing. Hearing a piton being hammered in requires a DC 5 Perception check.
- **Plastic sheet, 36-inch square:** a simple, thin sheet of plastic with many uses. Has a hardness of 0 and 3 hp.
- **Powdered milk:** This dry powder can be mixed with water to produce skim milk. It can also be used in cooking. Powdered milk is sold in sealed pots or jars. One pound makes approximately 1/2 gallon of milk.
- **Salt:** Needed for life, flavoring, and preserving food.
- **Safety pin:** A pin with a point that is bent back to the head and is held in a guard when closed. Can be used to fasten items, but the fastening will fail with a Strength check (DC 5) or if holding more than 20 lbs.
- **Sewing needle and 10 ft. of string:** See *sewing needle* for more information.
- **Simple cloth, 24-inch square:** A 2 ft. sheet of cloth. Has a hardness of 0 and 2 hp.
- **Smelling salts:** Can be used with the Heal skill to revive *dazed*, *stunned*, or *unconscious* character, even though it is not a first aid or medical kit. The user gets a -2 Circumstance penalty for doing this without a first aid or medical kit. If used with a first aid or medical kit the user is granted a +1 Equipment bonus to the check instead.
- **Steel wool:** A small pad of steel wool, usually used for extreme cleaning of items.
- **Twine:** Useful for rigging traps and alarms among other things. String or twine has hardness 0, 1 hit point, a break DC of 14 and can hold 70 lbs. before breaking.
- **Utensils:** A basic fork, spoon, and butter knife.

**Grappling hook:** Throwing a grappling hook requires a ranged attack roll, treating the hook as a thrown weapon with a range increment of 10 feet. Objects with ample places to catch the hook have an AC of 5.

**Lantern, Common:** A slightly smaller camping lantern marketed for casual campers before the rise. A common lantern illuminates a small area, providing normal light in a 15' radius and increasing the light level by one step for an additional 15 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on one Combustible resource. You can carry a lamp in one hand.

**Lantern, Hooded:** This lantern is the classic large lantern used by real campers. A hooded lantern sheds normal light in a 30' radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A hooded lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on one Combustible resource. You can carry a lantern in one hand.



**Lighter:** A small device that can light a torch as a move action. Lighting any other fire with them takes at least that long. A lighter can be used 50 times before it runs out of fuel. It can produce the same light as a candle at the rate of 1 use per round. One Combustible resource can refill a lighter three times.

**Map:** A geographically relevant map grants a user a Circumstance bonus on Survival checks made to navigate. Pre-Rise maps are more accurate, granting a +2 bonus while Post-Rise maps only grant a +1. Pre-Rise maps will have locations or information that Post-Rise maps do not have but Post-Rise maps while have more relevant, current information on them.

- **Atlas:** A collection of maps of the world. While not as detailed as smaller maps it does show major points.
- **City:** A map that only covers a city. Smaller cities will show more of the outlying area around it. Folds up to be 1/4 its original size.
- **County:** A map that shows an area that was defined as a county before the rise.
- **Regional:** A map showing a region of what once was a country or continent.
- **National:** A map showing an area that was a entire Pre-rise country and possibly small parts of bordering countries.
- **Tactical:** A close up map of a very specific area. No more than a few miles.

**Pocket Saw:** This flexible saw consists of a linked saw blade to two metal rings. By feeding the saw around a deadbolt or small door bar, you can use the rings to quietly saw through the obstruction. The saw takes 10 minutes to cut through a 2-inch piece of wood or a 1-inch iron bar. A pocket saw can cut through items with hardness 10 or less. After 10 uses, the saw is worn smooth and must be repaired, costing 1 resource.

**Pocket Saw, Diamond Steel:** This works twice as fast as a normal pocket saw when cutting materials with hardness 10 or less, or at normal speed when cutting materials with hardness 11–15. After 10 uses, the Diamond Steel saw must be repaired, costing 4 resources.

**Portable stove:** This small stove can easily be broken down and carried for backpacking. One Combustible resource is enough to cook a meal on the stove.

**Rope, standard:** This 50-foot length of standard rope has 2 hit points and can be burst with a DC 23 Strength check. Because of its material the rope can hold up to 600 lbs. before breaking.

**Rope, ultra-light:** This 50-foot length of ultra-light rope has 4 hit points and can be *broken* with a DC 24 Strength check. Because of its material the rope can hold up to 700 lbs. before breaking.

**Tent:** Tents come in a variety of sizes and accommodate between one and 8 people. Tents help shelter creatures inside from the weather outside, providing a +2 Equipment bonus on Fortitude saves against severe weather. A 1-person tent holds one Medium creature and takes 10 minutes to assemble, a 2-person tent holds two creatures and takes 20 minutes, a 4-person tent holds four creatures and takes 30 minutes, and an 8-person tent holds 8 creatures and takes 60 minutes. Packing up a tent takes half as long as assembling it.

## WEAPON ACCESSORIES

**Detonator:** Connecting a detonator is a Demolitions check (DC 20).

- **Blasting cap:** A simple blasting cap that sends a charge into the explosive to set it off. Post-rise blasting caps have a 10% chance of not working.
- **Timer, precise:** A blasting cap that can have a time set on them until they set off the explosive, from 10 seconds to 10 minutes. Post-rise timed caps have a 5% chance of messing up the time (50% chance of cutting the time in half and 50% chance of doubling the time).
- **Timer, rudimentary:** A less precise timed blasting cap. Post-rise timed caps have a 10% chance of messing up the time (50% chance of cutting the time in half and 50% chance of doubling the time).
- **Wired:** A blasting cap that has a guide wire attached to it so you can manually set it off with the flip of a switch.
- **Wireless:** A blasting cap with a receiver set to a certain radio wave that set off the explosive. Post rise wireless caps have a 10% chance of a delayed reaction, adding 6 seconds to 6 minutes from the time the radio wave is sent.

**Scabbard:** A sheath for a weapon typically made of leather and metal.

- **Large:** A scabbard meant to hold a two-handed weapon. It counts as a torso rig that needs support and covers the one holster slot on the back.
- **Medium:** A scabbard meant to hold a one-handed weapon. Can be worn as a torso rig that doesn't need support or on the hip, taking up two holster slots.
- **Small:** A scabbard meant for light weapons. Can be on the hip or inside the waistband taking up a holster slot or on the ankle as an ankle holster.

**Tether, melee:** This 2-foot-long leather strap is attached to your weapon and your wrist. If you drop your weapon or are disarmed, you can recover it as a swift action, and it never moves any farther away from you than an adjacent square. However, you cannot switch to a different weapon with the hand it is tethered to without first untying the tether (a full-round action) or cutting it (a move action or an attack, hardness 0, 1 hp). You can still use a hand with a tether, though a dangling weapon may interfere with finer actions.

## WEAPON ACCESSORIES

Type	Pre-Rise Resources	Post-Rise Resources	Pre-Rise Weight	Post-Rise Weight
<b>Detonator</b>				
Blasting cap (per 3)	5	2	.25 lb.	.5 lb.
Timed, precise	8	4	.5 lb.	1 lb.
Timed, rudimentary	2	1	.5 lb.	1 lb.
Wired (per 10 ft.)	2	1	1 lb.	1.5 lbs.
Wireless	10	5	2 lbs.	4 lbs.
<b>Scabbard</b>				
Large	4	3	2 lbs.	3 lbs.
Medium	3	2	1 lb.	2 lbs.
Small	2	1	.5 lb.	1 lb.
Tether, melee	3	2	.5 lb.	1 lb.



## PROSTHETICS

The post-Rise world is a dangerous place and people occasionally lose an arm or a leg. Unfortunately, that is not just a euphemism for the cost of an expensive item. Prosthetics not only improve the lives of people who have lost a limb, but can improve their function within the Colony. Some hardcore hunters wear prostheses modified with armor or weapons to enhance their capability in combat.

### PROSTHETIC LIMB

Usually made from metal and other durable materials, these limbs are designed to lessen the burden of those whom have lost a limb. (Hardness: 8, Arm HP: 5, Leg HP: 10)

There is a 15% chance a prosthetic limb is actually the target of any attack that targets the creature and is not an area effect. If the creature has two prosthetic limbs then roll a D20 to determine which one is hit: 1-10 first limb, 11-20 second limb).

Each limb can have two modifications:

- **Armored (limb):** increase the hardness by 2. *Cost:* 4
- **Cat's Paw (leg):** gain a +1 to stealth. *Cost:* 5
- **Grip (limb):** gain a +1 to Climb checks. *Cost:* 4
- **Leaf spring (leg):** +1 to Acrobatics skill checks to make jumps or to soften a fall. *Cost:* 6
- **Peg-leg gun (leg):** limb gains the function of a single shot medium rifle or medium shotgun. Taking this modification twice increases the amount of ammo the leg can hold to 3. It is a move action to disconnect or reconnect the leg. The leg gun is a two-handed martial firearm. These firearms still have a quality and condition. (**Rifle:** 1d10, **Critical:** 19-20 x2, **Range:** 25, **Base Reliability:** 3, internal ammo, +3 lbs.; **Shotgun:** 1d10, **Critical:** 18-20 x2, **Range:** 10, **Base Reliability:** 3, internal ammo, +3 lbs.) *Cost:* 11+ quality and condition
- **Reinforced (limb):** double the limbs hit points. *Cost:* base limb cost x2
- **Utility (arm):** Add function as firearm utility, worth 1 point. Taking this modification twice increases the points to 3. *Cost:* Item + 1
- **Weapon (arm):** can keep function of hand and gain a simple light melee weapon (1d4, **Critical:** x3, P, +1 lb.) or lose function of hand and gain function as martial one-handed melee weapon (1d6, **Critical:** x3, P, +3 lbs.). These weapons have the hardness and hit points of the arm. *Cost:* light weapon - 2; one-handed weapon - 4.

### Arm

If you lose an arm you cannot effectively wield weapons that require two hands and you take a -2 penalty on Climb checks, Swim checks, and grapple checks.

**Prosthetic Arm:** reduce the penalties for a missing arm by half and may wield weapons with two hands but with a -1 to attack rolls and CMB with the weapon.

*Cost:* 15 resources

*Crafting:* Craft (Mechanical) DC 25

### Leg

If you lose a leg you reduce your base speeds (other than fly) by 10 and you take a -2 penalty on Acrobatics checks, Swim checks, and your CMB and CMD.

**Prosthetic Leg:** reduce the penalties for the missing leg by half and reduce the penalty to your base speeds by 5 ft.

*Cost:* 30 resources

*Crafting:* Craft (Mechanical) DC 25

## VEHICLES

Vehicles are an invaluable tool in post-Rise society and working vehicles are defended as aggressively as the Colony walls. There are several ways a vehicle may be useful: hauling scavenged resources, patrolling the border of the Colony, or up on blocks as a generator. Ever when a vehicle no longer functions, they may be used as an effective barrier or better yet, broken down for Mechanical resources.

Fixing a vehicle is not as easy as running down to the local parts store and picking up a new alternator. Colony gearheads maintain vehicles as a mish-mash of cobbled parts scavenged from virtually anything. Floorboard rusting through? How about tacking in the back of a washing machine! Ace gearheads improvise some truly innovative solutions in post-Rise mechanic shops.

In many areas, survivors that can drive are highly valued members of their respective Colonies. Navigating the cracked, dilapidated, overgrown world without destroying valuable vehicles is truly a skill. Hunting parties always appreciate the driver that gets them to and from scavenge assignments unmolested.

Perhaps most noteworthy is that basic vehicles are rare for most Colonies. Despite the millions of abandoned cars, processing a viable fuel, battling rust, and keeping electronics operational is expensive. More complex, large, and powerful vehicles included in this chapter are nearly unheard of except in the rarest of circumstances.

### VEHICLE BASICS

The following are the basic rules for using modern vehicles:

**Drivers:** Drivers control vehicles. A driver is a creature with an Intelligence score of at least 3 who is physically able to manipulate a vehicle's driving device and who is both within the driving spaces of a vehicle and actively manipulating the driving device.

**Occupants:** Any creature riding, driving, serving as crew on, or providing propulsion for a vehicle is considered its occupant.

**Facing:** Unlike characters, vehicles have a forward facing. A vehicle moves best when it moves in the direction of its forward facing.

**Acceleration/Deceleration:** Vehicles must accelerate to reach their maximum speed. Each round, with the proper driving action and a successful check, the driver can increase the vehicle's movement by its rate of acceleration, as long that value is no greater than the vehicle's maximum speed. Vehicles must decelerate to slow down and are hard to stop at an exact point.

**Initiative:** A vehicle moves at the start of its driver's turn. If a vehicle has no driver, it moves on the turn of the last creature that was its driver, or on a turn determined by the GM.

**Controlling a Vehicle:** If a vehicle has a driver, before the driver does anything else on their turn, they must determine what Drive or Pilot action they are taking and take that action. If the driver takes no action, takes some other action instead of driving the vehicle, or delays or readies an action—or if there is no driver—the vehicle takes the “uncontrolled” action. A driver



can only take one action each turn to control a vehicle. Once the driver has selected the action, or takes some other action forcing the vehicle to become uncontrolled, the vehicle moves.

**Driving and Piloting Check:** When a driver takes a driving action, they must make a Drive or Pilot skill check to determine the maneuverability and speed of the vehicle that round. The base DCs for all Drive checks are DC 10 and DC 20. For Pilot checks the base DCs are DC 15 and DC 35. Use the lower DC when the driver is not in combat and the higher DC when the driver is in combat.

For every 200 ft. of movement the vehicle is currently doing the Drive check DC is increased by +2. For every 500 ft. of movement an aircraft is currently doing the Pilot check DC is increased by +2.

**Driving Simple Vehicles without the Proper Skill:** Unlike modern vehicles, if a driver lacks the proper skill to drive a simple vehicle, the driver can make a Wisdom ability check instead of the appropriate skill check. The driver can even take 10 or gain the benefits of aid another when using Wisdom instead of the vehicle's normal driving skill.

**In Combat:** Vehicles and crew members do not threaten any area around them, but their drivers and their non-crew occupants do. Vehicles can enter the spaces of objects and creatures smaller than themselves. Vehicles do not have attacks, but they can—and may be required to—make vehicular bull rush, vehicular overrun, and ramming combat maneuvers.

**Locks, Computerized, and Analog:** All modern vehicles came with locks on their doors. Most modern vehicles have the equivalent of a computer in them helping run the vehicle. All of these systems can defeat a character from being able to steal a vehicle, fix a vehicle, or even drive a vehicle. But these systems can also keep the vehicle safe for the character.

## VEHICLE RULES

The basic rules give a general idea of how vehicles act in the structure of the combat round, and how they are different than creatures. The following sections go into greater depth about running modern vehicles in combat.

### Drivers

A vehicle is a special movable object that requires two things to keep it moving—a driver and a method of propulsion. A driver is a creature with an Intelligence score of 3 or more who is physically able to operate the vehicle. In other words, the creature needs to be the correct size and have the correct anatomy to use whatever tool is used to operate the vehicle. Without a driver, a vehicle will not move or will continue moving in a straight line, depending on the vehicle's state when it becomes driverless.

In order to operate a vehicle, a being must be equal or smaller in size.

### Driving and Piloting Vehicles

Controlling a vehicle takes common sense, awareness, intuition, and an amount of skill.

**Driving Actions:** A driver can, at the start of their turn, before taking any other action, take any of the following actions (except the “uncontrolled” action) to control a vehicle. If the driver does not take an action, takes another action, or delays

or readies an action, they lose control of the vehicle and the vehicle takes the “uncontrolled” action.

**Accelerate (standard action):** With a successful Drive check, the vehicle's current speed increases up to its acceleration (in 5' increments; minimum 5 feet), but no higher than its maximum speed. The vehicle can move forward or forward diagonally. In other words, each time a vehicle enters a new 5' square, it can choose any of its forward-facing squares—the ones directly in front or either of the squares directly forward and diagonal. This allows the vehicle to swerve. A driver who fails their Drive or Pilot check can only move into squares directly in front of the vehicle's forward facing.

Simple vehicles work the same. A driver who fails her Drive check can only move into squares directly in front of the vehicle's forward facing.

**Decelerate (standard action):** With a successful Drive check, the vehicle's current speed decreases by a rate up to its acceleration (in 5' increments; minimum 5 feet). On a failed check, the vehicle does not decelerate. Either way, the vehicle can move forward diagonally. If deceleration reduces a vehicle's speed to 0, some amount of inertia will continue to move the vehicle forward. The vehicle moves forward (either directly forward or forward diagonally) 1d4 × 5 feet before coming to a complete stop. Having the Expert Driver feat reduces this distance by 10 feet (minimum 0 feet).

**Keep It Going (move action):** With a successful Drive or Pilot check, the driver can move the vehicle forward on its current facing at its current speed, and it can move forward diagonally. Failing the check keeps the speed constant, but the driver cannot move the vehicle forward diagonally.

**Reverse (standard action):** A vehicle may only be moved in reverse if it is at a full stop (movement of 0 feet). On a successful Drive check, a vehicle can move backward at half its acceleration, moving either directly backward (the reverse of its forward facing) or backward diagonally. On a failed check, it does not move backward. Aircraft cannot move in reverse.

**Turn (standard action):** The driver takes this action to turn a vehicle's forward facing 90 degrees. The vehicle moves its current speed. If a vehicle's current speed is at least twice its acceleration, the Drive check DC increases by 5. If a vehicle's movement is three times its acceleration, the Drive check DC increases by 10. If it is four or more times its acceleration, the DC increases by 20. With a successful Drive check, the vehicle changes its facing either left or right by 90 degrees at any point during its movement. The vehicle pivots so that the left rear or right rear side of the vehicle takes the place of the vehicle's former forward facing side. On a failed check, the vehicle does not turn, but can be moved forward diagonally during its movement.

When a vehicle makes a turn, it has a chance to make a vehicular overrun or ramming maneuver on any creature within the turning area, which is a square with sides equal to the vehicle's length, with one vertex touching the front facing of the vehicle on the side opposite to the direction of the turn. In other words, put the square with one side running along the vehicle's front, perpendicular to its forward facing, and another running the direction of its current forward facing. Place the square so that the far corner is within the desired destination of the vehicle. If the turn is successful, the vehicle ends this movement in that area, facing toward the direction of the turn.



If a vehicle's current speed is twice its acceleration, the turn square is twice as big. If a vehicle's movement is three times its acceleration, the turn square is three times as big. If it is four or more times its acceleration, the turn square is four times as big.

The vehicle then makes either vehicular overruns or vehicular bull rushes (if the driver makes the required skill check as a swift action). The overrun or vehicular bull rush affects all creatures and objects within the square so long as they are smaller than the vehicle. This same maneuver against creatures larger than the vehicle or solid objects require ramming maneuvers at a -10 penalty on the maneuver check. The driver can choose to make these in any order they like. They make them one at a time (even after the vehicle is wrecked or comes to a sudden stop), and all effects are cumulative. If the vehicle is wrecked or comes to a sudden stop, the GM decides the final resting location within the turning area, picking the most plausible location given the effects.

For instance, if the square has two objects larger than the vehicle and three creatures smaller than it, and the driver decides to make the ramming maneuver on the objects first, and then is wrecked during the ramming maneuver on the second object, the vehicle still makes the vehicular overruns on the other two creatures. It ends in a location of the GM's choosing.

**Uncontrolled (no action):** When the driver does nothing or there is no driver, the vehicle is uncontrolled. An uncontrolled vehicle moves forward only (it cannot move forward diagonally). If a vehicle has muscle propulsion, it decelerates a rate equal to its acceleration. If a vehicle is powered by an air current, water current, or some form of weird current, it slows by 10 feet. These decelerations are cumulative. If a vehicle does nothing, it cannot perform vehicular bull rushes, but can still perform a vehicular overrun or a ramming maneuver.

Simple vehicles work the same. If a vehicle has muscle propulsion, it decelerates a rate equal to its acceleration. If a vehicle is powered by an air current, water current, or something else, it slows by 10 feet. These decelerations are cumulative. If a vehicle does nothing, it cannot perform vehicular bull rushes, but can still perform a vehicular overrun or a ramming maneuver.

**Driving a Vehicle Outside of Combat:** Since driving a vehicle outside of combat is easily accomplished by taking 10 on the skill check, Drive checks are not normally needed, unless the vehicle is at a high speed or the GM rules otherwise.

**Driving a Vehicle without the Proper Skill:** Modern vehicles require the trained skill of Drive, for land or water vehicles, or Pilot for aircraft of any type.

**Simple Vehicle Driving Check:** Unlike a modern vehicle, a driver of simple vehicle can make a Wisdom check in place of a driving check. The base DCs for all driving checks for simple vehicles are DC 5 and DC 20. Use the lower DC when the driver is not in combat and the higher DC when the driver is in combat.

**Vehicle Crews:** Some vehicles require a crew. A vehicle with a full crew complement is as easy to control as any other vehicle. A vehicle without a full crew complement, but with at least half its crew, increases all driving check DCs by 10. A vehicle needs at least half its crew complement in order to be driven at all. Crew members can take no action while the vehicle is in motion except to aid in that vehicle's movement. A crew member does not threaten an area.

## Occupants

Drivers, riders, and any crew are all considered occupants. All occupants except for crew members can take actions and threaten areas as regular creatures. Crew members can take no actions nor threaten areas—their actions and concentration are all consumed by the act of providing propulsion or upkeep for the vehicle.





## Locks

Almost all modern vehicles, unless stated in their description, have locks. These locks can keep individuals out of the vehicle unless they find a way to defeat them or bypass them. Most vehicles have a simple lock (DC 20) on each entry point of the vehicle that can give access to the driver space. Some vehicles have more complex locks protecting them but since the computers on a vehicle make it hard to steal the vehicle most have simple locks.

**Computerized:** Computers are in almost every single modern vehicle in some fashion or another. These computers help regulate the vehicle and allow the driver or crew do complex task that they could otherwise not do. Computers also add an extra level of security to the vehicle. Modern computerized vehicles employ a key fob system. This key fob allows an individual to bypass an entry point lock with simple proximity (standing in the square next to the vehicle) and touching the door handle or using the unlock button from up to 50 ft. away. Modern computerized vehicles also have a simple “push to start button” for their ignition, both within the vehicle and on the key fob. The key fob must stay within 50 ft. or the vehicle shuts off. Without the key fob an individual can still bypass the entry point lock but to defeat the push to start button you must defeat the computer security on the vehicle, as trying to bypass it Mechanically would require removing the computer components completely, making the vehicle analog.

**Analog:** An alternative to a computerized modern vehicle is to make the vehicle analog. This requires removing all the computer components to the vehicle and adding a lock ignition or a simple switch ignition. Analog vehicles are easier to work on and are more user friendly but cannot have as many gadgets or levels of security as a computerized vehicle.

## Propulsion and Driving Checks

Every vehicle has a method of propulsion. Modern vehicles use motors or engines to give them propulsion. Powered by Combustible resources, these engines produce a great amount of power that is transferred via the vehicle's conveyance. If the motor or engine gains the *broken* condition the vehicle's maximum speed and acceleration are both halved. If the vehicle is moving faster than the new maximum when it gains the *broken* condition it immediately slows to that speed. Simple vehicles use currents or muscles to provide propulsion.

**Current:** Vehicles propelled by currents typically manipulate an already existing power source within nature—an air current or water current.

**Water Current:** Vehicles that only rely on currents of water for their propulsion are somewhat limited. These vehicles can only move in the direction and at the speed of a current unless they also employ some other means of propulsion or manipulation, and thus often have an additional form of propulsion, such as muscle in the case of a canoe, and wind in the case of a sailboat. A current-driven ship with a crew of two or more creatures requires either a Profession (Sailor) or Knowledge (Nature) check for the driving check, as ships require precision, discipline, and knowledge of the natural world. Smaller water-current vehicles, like canoes, use the Survival skill as a driving check, as reading the terrain is a very important aspect of maintaining control over those types of vehicles. If it moves with the current, a water-current vehicle's maximum

speed depends on the speed of the current (often as high as 120 feet). The acceleration of a water-current vehicle is 30 feet.

**Air Current:** Air-current vehicles can be sailing ships or even gliders. A vehicle propelled by air with a crew of two or more creatures requires a Profession (Sailor) or Knowledge (Nature) check as its driving check. Gliders use Fly or Acrobatics instead, because much of their control depends on knowledge of flight or proper movements of the body to control the vehicle. Because of their complexity, all air-current vehicles have their driving check DCs increased by 10.

Smaller vehicles (size Large or smaller) can move at a speed of 60 feet, can move at twice that amount when they are moving with the air current, and have an acceleration of 30 feet. Larger vehicles can move at a speed of 90 feet, or twice that amount when they are moving with the air current, and have an acceleration of 30 feet.

**Muscle:** From a chariot to a slave ship filled with captive rowers, moving a vehicle powered by muscle is all about getting a creature or creatures to push, pull, or otherwise propel the vehicle.

**Pulled:** This type of propulsion involves one or more creature pulling a vehicle. Unless the creature pulling the vehicle is intelligent (Intelligence score of 3 or higher), either Handle Animal or Profession (Driver) is used for the driving check (driver's choice). Intelligent creatures must be convinced with a Diplomacy check (decrease the driving check by 5 if the creature or creatures have the helpful attitude), or forced with an Intimidate check. Forcing an intelligent creature to pull a vehicle increases the DC by 20. A creature can pull a number of vehicle squares equal to the number of squares in the creature's space to a top speed equal to twice the creature's speed. It can accelerate its space in vehicle squares up to its speed. For instance, a single horse takes up 4 squares, and can pull a 4 square cart 100 feet each round with an acceleration of 50 feet.

**Pushed:** Pushed vehicles are the exact opposite of pulled vehicles—vehicles that are pushed by muscle, usually using some form of device manipulated by crew members. Aquatic vehicles are the most likely to be pushed. Lines of rowers use their oars to push the vehicle forward, or a pair of large creatures may churn a propeller at the aft end of a dirigible. Driving checks for pushed vehicles tend to be Diplomacy, Intimidate, or Handle Animal, depending on the intelligence and attitude of the creatures supplying the muscle for the propulsion.

For intelligent creatures, use Diplomacy if the creatures providing the propulsion have an attitude of indifferent, friendly, or helpful. Decrease the Diplomacy driving check by 5 if the creatures providing the propulsion are friendly. Intimidate is used for intelligent creatures with an attitude of unfriendly or hostile. Handle Animal is used if the creatures providing the propulsion are not intelligent.

A creature that is pushing a vehicle with the proper mechanical help can push between 5 times to 20 times its space in vehicle squares.

The maximum speed and acceleration of a muscle-propelled vehicle depends on the mechanism used to assist the pushing—see the sample vehicle statistics for examples.

**Creature:** A creature used as propulsion uses its own statistics. During movement and the effects of any combat maneuver, pulling creatures' spaces are considered vehicle spaces to



determine the effects of vehicle maneuvers. Creatures pulling a vehicle can be arranged in teams. This means two creatures of the same type and same size can occupy the same space to pull a vehicle.

**Sails:** A widely used method of propulsion primarily on water vehicles, sails are simple and relatively easy to repair. Unfortunately, sails are also easily damaged. Sails have 5 hit points per square and no hardness. They take double the normal damage from acid and fire attacks (multiply the damage roll by 2). While the sails have rigging, such rigging manipulated by the crew, and as such are not considered not driving devices.

**Mixed Methods of Propulsion:** Large and complicated vehicles, such as large sailing ships, often use multiple forms of propulsion. If a vehicle has two methods of propulsion, it uses its fastest speed and acceleration and then adds half the speed and acceleration of the second-fastest propulsion. No additional speed is added for the third or following forms of propulsion. However, additional forms are included for the flexibility of having a back-up.

## Vehicles in Combat

A vehicle in combat can become a target for attacks and can affect combatants with special vehicular maneuvers. The following are the rules for how a vehicle acts in the combat round.

**Initiative:** A vehicle moves on its driver's Initiative. If a driver delays or readies an action, the vehicle goes out of control, and does nothing except take the uncontrolled action until it stops or someone takes over driving.

**Movement:** At the start of the driver's turn, they make a Drive or Pilot check to control the vehicle as detailed in the Driving and Piloting Vehicles section. When doing so, they take whatever action is required before doing anything else that turn.

Vehicles usually ignore difficult terrain due to rubble and foliage, but treat steep inclines as difficult terrain, and depending on the vehicle type and GM judgment, they may be affected by other difficult terrain types as well. Aircraft usually ignore all terrain unless it is in its flight path.

Vehicles and creatures that occupy vehicles can enter the spaces of other vehicles and creatures, though doing so usually provokes a vehicular overrun or ramming maneuver. A vehicle can even end its turn in the space of a creature or another vehicle.

When attacking from a moving vehicle, a character takes a -2 penalty for every 200 movement difference of the vehicle's speed compared to their target. When attacking a moving vehicle or target on or within, a character takes a -2 penalty for every 200 movement difference of the vehicle's speed compared to the character.

**Threatening:** Vehicles cannot threaten areas, but their non-crew occupants can. A character operating a vehicle still threatens the squares around them, though they have limited options for attack because of the requirements of operating the vehicle. Creatures used as propulsion do not threaten areas and are treated as part of the vehicle for purposes of vehicular combat maneuvers.

**Line of Sight and Cover:** Vehicles typically grant their occupants partial cover (+2 to AC and +1 on Reflex saving throws) against those outside the vehicle and may grant partial cover against opponents within the vehicles as well. Vehicles with

more protection or internal chambers can offer greater cover and can even block line of sight.

**Jumping On or Off a Vehicle:** Jumping on a vehicle is a normal jump of its distance assuming the vehicle has a deck or handholds within the character's height from the ground. Increase the DC of the Acrobatics check by 5 for every 30 feet of the vehicle's current speed. If the jumping creature is on a moving vehicle, calculate the increase in the Acrobatics skill check DC by calculating the difference between the current speeds of the two vehicles. For every difference of 30 feet (round up), the DC increases by 5.

For example, jumping onto a vehicle with a current speed of 90 feet increases the DC by 15 if the jumper is not also on a moving vehicle. If the jumper is on a moving vehicle, and that vehicle is moving at the same current speed and direction as the vehicle the jumper wants to jump to, there is no increase to the DC. If the difference between their speeds is less than 30 feet, the DC of the Acrobatics check increases by 5. If it's between 30 and 60, it increases by 10, and so on.

Jumping off a vehicle is considered a fall and treated as if the fall were an additional 10' in height for every 30' of the vehicle's movement for the purposes of determining damage. Acrobatics can be used to soften this fall, and magic abilities such as *feather fall* can be used to negate the effects of jumping off a vehicle.

**Taking Control of a Vehicle:** If a vehicle has no driver, any creature can take control of the vehicle as long as the creature is within the driving space of the vehicle and makes a Drive or Pilot check as a free action. The vehicle's driver can always give over control to another adjacent creature that is within the driving space of the vehicle as a free action. When a new creature becomes the driver, the vehicle moves on the new driver's turn, but not on the new driver's first turn after taking control of the vehicle.

If a creature wants to take control of a vehicle from another forcefully, it must pull the driver off the controls as part of a grapple and take over the driving device as part of a pin. When a creature successfully pins a vehicle's driver, it can choose to end the grapple immediately. When it does, the creature moves the current driver 5 feet to any unoccupied space within the vehicle (this movement does not provoke attacks of opportunity) and becomes the vehicle's new driver. For vehicles that are only one space the current driver is instead pushed off the vehicle, taking damage as if from a sudden stop.

Drivers who are using a seat belt gain a bonus to their CMD versus the pin of a grappler. Lap belts add +2, standard seat belts add +5, and a 5-point harness adds +8.

**Speed:** When attacking from a moving vehicle, a character takes a -2 penalty for every 200 movement difference of the vehicle's speed compared to their target. When attacking a moving vehicle or target on or within, a character takes a -2 penalty for every 200 movement difference of the vehicle's speed compared to the character. In addition, a vehicle increases its ramming damage for every 200 movement difference between it and what it hits.

**Attacks against Vehicles:** A vehicle has a base Armor Class based on its size and other defenses the vehicle has. To calculate the vehicle's actual AC, add the current driver's Drive or Pilot modified skill to the vehicle's base AC. Touch attacks against a vehicle ignore its driver's Driving or Pilot skill; thus,



a vehicle's base AC is its touch AC. A vehicle is never considered *flat-footed*.

A vehicle has a base saving throw based on its size. This determines its base Fortitude and Reflex saving throw. A vehicle is immune to effects that require a Will saving throw (though drivers, crew members, and passengers). To determine the vehicle's actual Fortitude and Reflex saving throws, add half the driver's Drive or Pilot modified skill to the vehicle's base saving throw.

Modern vehicles have hit points, but do not have ability scores, and are immune to ability score damage or drain. They are also immune to *bleed* damage. Modern vehicles hit points are tied to their Mechanical resources. For every point of damage the vehicle takes the vehicle also loses a Mechanical resource.

A vehicle that takes damage in excess of half its total hit points/Mechanical resources gains the *broken* condition. When a vehicle reaches 0 or fewer hit points but has not yet reached negative hit points equal to the number of squares of its space, it is wrecked. When a vehicle reaches a negative number of hit points equal to the number of squares it takes up, it is destroyed.

Unlike other objects, vehicles do not take half damage from energy attacks, but do take half damage from all ranged weapons except siege weapons, explosives, and vehicle scale weapons.

When attacking a vehicle, you can attack the vehicle's structure, occupant, propulsion, driving device, or conveyance (if any).

**Attacking the Structure:** This is an attack against the vehicle itself. If successful, the vehicle takes damage normally.

**Attacking an Occupant:** This is a normal attack against an occupant creature. Occupants get partial cover or greater if the attack is coming from outside of the vehicle. Grappling the driver is one method for taking control of the vehicle.

**Attacking Motor/Engine:** Motors and engines have their own set of statistics. Individual vehicle stat blocks also detail their propulsion. If the motor or engine gains the *broken* condition the vehicle's maximum speed and acceleration are both halved. If the vehicle is moving faster than the new maximum when it gains the *broken* condition it immediately slows to that speed. If a vehicle has a crew, and half or more of that crew is killed, *dazed*, *stunned*, or rendered *unconscious*, the vehicle can no longer be controlled.

**Attacking Creatures used as Propulsion:** Creatures propelling a vehicle use their own statistics. If a vehicle is being pulled by creatures, and any of those creatures are killed, *dazed*, *stunned*, or become *unconscious*, the vehicle comes to a sudden stop. If a vehicle has a crew, and half or more of that crew is killed, *dazed*, *stunned*, or rendered *unconscious*, the vehicle can no longer be controlled.

**Attacking the Driving Device:** A driving device is its own object with its own statistics. When a driving device gains the *broken* condition or is disabled, all driving checks are increased by 10. When a driving device is destroyed, the vehicle can no longer be driven. Driving devices are typically objects with object immunities and resistances. The driving device gains a bonus to its AC from speed and from the drivers Drive or Pilot modified skill.

The following are some of the typical driving devices for simple vehicles, plus their usual Armor Class, hit points, and

hardness. A broken driving device increases the driving check of the vehicle by 10. When a driving device is destroyed, a vehicle cannot be driven until the driving device is repaired.

Driving Device	AC	Hit Points	Hardness
Reins	14	10	0
Rigging	9	5 per square of sail	0
Steering Wheel	10	25	5
Rudder	10	25	5

**Attacking Conveyance:** An attack against wheels, tracks, rudders, wings, or rotor blades take a –10 penalty on the attack roll but does maximum damage to the vehicle (no roll necessary). If the attack is a critical hit, multiply this maximum damage by the critical multiplier of the attack. Conveyances are typically objects with object immunities and resistances.

**Vehicle Combat Maneuvers:** Vehicles typically don't have attacks, though some can be fitted with weapons. A vehicle can make, and is often required to make, a vehicular bull rush, vehicular overrun, or ramming maneuver as part of its movement. Unlike creatures, a vehicle can enter the space of creatures or objects smaller than it, and when it does, it makes either a vehicular overrun or vehicular bull rush. When a vehicle hits a creature or a vehicle that is its size or larger, or it hits a solid object (a wall or structure that is immobile and has a hardness of 5 or more), it makes a ramming maneuver.

**Vehicular Overrun:** Any time any part of a vehicle enters the space of a creature or vehicle smaller than it, the driver must make a vehicular overrun combat maneuver against the creature or vehicle. This may require the driver to make vehicular overrun checks against the same creature numerous times as new parts of the vehicle enter its square. When performing a vehicular overrun, the driver uses the base CMB of the vehicle plus their Drive or Pilot modified skill as the CMB of the vehicular overrun. If the driver has feats that improve their CMB when overrunning, like the Improved Overrun feat, they may also add those modifiers and benefits to the vehicular overrun. Like a normal overrun, this action provokes an attack of opportunity from the creature being overrun, unless the driver has the Improved Overrun feat. The creature being overrun can make this attack of opportunity on any part of the vehicle that is within reach. When a vehicular overrun is attempted, the target of the overrun may choose to avoid the vehicle, allowing the vehicle to pass through its space without requiring a vehicular overrun maneuver check. The creature or vehicle cannot avoid a maneuver check if the driver has the Improved Overrun feat, the vehicle is two or more size categories larger than the target, or the target creature is *confused*, *dazed*, *entangled*, *flat-footed*, *helpless*, *paralyzed*, *prone*, or *stunned*. If the target does not avoid the vehicle, make the combat maneuver check as normal. If the maneuver is successful, the vehicle moves through the target's space, and the target of the overrun takes the vehicle's ramming damage. If the driver's combat maneuver check exceeds the target's CMD by 5 or more, the target takes twice the vehicle's ramming damage. If the target is a creature, it is also knocked *prone*. If the target has more than two legs, it gets a +2 bonus to its CMD for each additional leg it has. Vehicles that



are overrun are knocked *prone* if the opposing driver's combat maneuver check result exceeds the vehicle's CMD by 10 or more. A vehicle that is knocked *prone* makes a sudden stop. It takes at least 5 full-round actions and a DC 25 Strength check from creatures adjacent to the vehicle to push a Large land or water vehicle up from being *prone*. For every size category that the vehicle is larger than size Large, increase the number of full-round actions by three and the Strength check DC by 5. The driver of a *prone* aircraft must succeed at a DC 25 Fly check immediately to avoid falling. A vehicle equipped with a ram deals +2d8 points of damage with a vehicular overrun.

**Vehicular Bull Rush:** As a swift action, taken when the driver takes all but the "uncontrolled" action while driving the vehicle, a driver can choose to substitute all or some of their vehicular overruns with vehicular bull rush maneuvers until the end of the vehicle's movement that turn. A vehicular bull rush pushes a creature or a vehicle away without doing harm. If the driver does not have the Improved Bull Rush feat or a similar ability, initiating a vehicular bull rush provokes an attack of opportunity from the creature being bull rushed with the vehicle. If the bull rush is successful, the target of the bull rush is pushed 5 feet away from the vehicle. If you succeed at the check for the vehicular bull rush by 5 or more, you can deal the vehicle's ramming damage to the creature. For every 5 by which your attack exceeds your opponent's CMD, you push the target an additional 5 feet away. A creature being moved by a vehicular bull rush does not provoke attacks of opportunity, unless the driver possesses the Greater Bull Rush feat. You cannot bull rush a creature or vehicle into a square that is occupied by an object (including a vehicle). If there is another creature in the way of a bull rush, the driver must immediately make a combat maneuver check to bull rush that creature, taking a -4 penalty on this check for each creature being pushed beyond the first. If successful, the driver can continue to push the creature or vehicle a distance equal to the lesser result.

**Ramming:** Any time any part of a vehicle enters the space of a creature or vehicle of its size or larger, or the space of a solid sturdy object (like a wall or a building) no matter the size of that object, it makes a ramming maneuver against that creature or object. There is no maneuver check for a ramming maneuver; its effects happen automatically. When a vehicle makes a ramming maneuver against a creature or an object, the vehicle deals its ramming damage to the creature or object, and the vehicle takes half that damage. The base amount of damage that a ramming vehicle does and takes is determined by its size. When a vehicle makes a ramming maneuver against a solid object, to determine how much damage both the solid object and the vehicle take, allow the vehicle to enter the solid object's space. The vehicle will only travel through that space if the damage is enough to destroy the solid object; in all other cases the vehicle takes the damage and then comes to a sudden stop directly in front of the solid object. When a vehicle makes a ramming maneuver against a creature, a nonsolid object, or another vehicle, it can enter the space of the object or the creature, and even end its move within that space. A vehicle can have a ram on its forward facing. If it does, it ignores the damage for the first square it enters of a solid object, and all squares for other objects and creatures.

For simple vehicles any part of the vehicle also includes any creatures used as propulsion. A vehicle cannot have a ram if it

uses muscle propulsion (pulled). If a vehicle is being pulled by a creature or creatures when the vehicle takes damage due to a ramming maneuver, the creatures that are pulling it are damaged as well and are knocked *prone*. A successful Reflex saving throw (DC 10 + 1 for every 10 feet of the speed the vehicle was moving when it hit the vehicle, structure, or creature) halves the damage and the creatures pulling it are not knocked *prone*.

If the vehicle making the ramming maneuver is a muscle-propelled (pulled) vehicle, the creatures pulling the vehicle attempt to avoid making a ramming maneuver. If a ramming maneuver is imminent, those creatures decelerate at a rate of up to twice their acceleration as an immediate action or attempt to swerve out of the way (automatically moving diagonally to avoid the vehicle or structure even if they were not driven to do so), avoiding the vehicle or structure if possible. The driver chooses which of these options occurs. A skilled driver can attempt to force the creature to continue the ramming maneuver, but doing so requires a DC 30 Handle Animal, Diplomacy, or Intimidate check, depending on the type and intelligence of the creature. The driver makes this check as an immediate action when the creature tries to decelerate or swerve out of the way.

### RAMMING DAMAGE BY SIZE

Vehicle Size	Damage
Large vehicle	1d8
Huge vehicle	2d8
Gargantuan vehicle	4d8
Colossal vehicle	8d8

**Damaging a Vehicle:** Modern vehicles have hit points that are directly tied to their Mechanical resources. Modern vehicles are made from different components and composites of different materials giving them their unique hardness values.

Simple vehicles have hit points and hardness based on their primary components. Most simple vehicles are made of wood. Heavier construction materials are possible, but they at least double the number of squares of propulsion a vehicle requires. Materials like stone or heavy metals quadruple the number of squares of propulsion needed.

A vehicle has a total number of hit points equal to its base material hit point value times its vehicle's number of squares. When it is reduced to below half hit points, it becomes *broken*. When it reaches 0 hit points, it becomes *wrecked*. When it reaches negative hit points equal to its number of squares, it is destroyed—it is so damaged it cannot even be used for scrap material.

### VEHICLE HIT POINTS BY MATERIAL

Material	Hit Points per Square	Hardness
Leather	10	0
Wood	15	5
Stone	20	8
Metal	20	10

**Broken Condition:** Modern vehicles, and their motor and engines, are objects, and like any other object, have a maximum amount of hit points they can have. Vehicles in the Post-rise



world have been weathered, by time and the elements, leaving them to be found at less than their maximum hit points. Whenever a modern vehicle hit points are less than half of their maximum hit points, they gain the *broken* condition. When a vehicle gains the *broken* condition, it takes a -2 penalty to AC, on saving throws, and on combat maneuver checks, and the DC to drive the vehicle increases by 2. If a vehicle or its motor/engine becomes *broken*, both the maximum speed and the acceleration of the vehicle are halved until repaired. If the vehicle is in motion, and is traveling faster than its new maximum speed, it automatically decelerates to its new maximum speed.

**Wrecked Condition:** A vehicle gains the wrecked condition if its hit points are reduced to 0 or fewer. A wrecked vehicle cannot be driven and gains the sinking condition (if in the water) or falls (if in the air). An aircraft that begins to fall does so at a rate of half its maximum speed each round. If a motor or engine is reduced to 0 or fewer hit points, it does not gain the wrecked condition. It is instead destroyed.

**Sinking:** A water vehicle that is reduced to 0 or fewer hit points or a vehicle that is not seaworthy that is plunged into water gains the sinking condition. For a water vehicle, this condition ends when a vehicle is brought to 1 or more hit points, but other vehicles must be removed from the water. A sinking ship fully sinks and is destroyed 10 rounds after gaining the sinking condition. Each additional hit on a sinking ship reduces the remaining time for it to sink by 1 round. Alternatively,

when a water vehicle is reduced to a negative number of hit points equal to its number of squares, it sinks immediately.

**Destroyed:** A vehicle is destroyed when it is reduced to a number of negative hit points equal to its number of squares. A destroyed vehicle cannot be repaired and is nothing more than junk. A vehicle's motor or engine is destroyed when it reaches 0 hit points. If either the motor/engine or the vehicle is destroyed, it comes to a sudden stop if it is not stopped already. Water vehicles sink and drop to the bottom of the body of water. Air vehicles fall.

**Sudden Stops:** When a vehicle comes to a sudden stop—its movement is reduced to 0 in some way other than the driver using a drive action to slow the vehicle—both creatures and items on the vehicle are violently pushed toward the vehicle's forward facing a number of squares equal to  $1/2$  the vehicle's current speed before it came to the sudden stop. This movement does not provoke attacks of opportunity. At the end of this movement, creatures and objects take 1d6 points of damage, and creatures must succeed at a DC 20 Reflex saving throw or be knocked *prone*. If the movement pushes creatures or objects into solid objects or the vehicle, that creature or object takes an additional 1d6 points of damage for each 5' square the push was reduced by the solid object or vehicle.

For instance, if a vehicle with a movement of 60' makes a sudden stop due to hitting a brick wall, its driver is thrown 30' in the direction of the brick wall. If the brick wall was only 5' away from the driver at the point of impact and the driver is not stopped first by the vehicle, the driver moves forward 5',





hits the wall, and takes 5d6 points of damage. They then take the original 1d6 points of damage, after which they make a Reflex saving throw to see if they fall *prone* for the sudden stop.

If the driver was wearing a seat belt they are restrained from the sudden stop and take less damage, depending on the seat belt, and are not knocked *prone*.

**Repairing a Vehicle:** The fastest and easiest way to repair a vehicle is with the mending and make whole spells, but more the more practical method is through good old fashion elbow grease. Craft (Mechanical) is used to repair modern vehicles. In general, a day's worth of work by a single person using the appropriate skill to repair a vehicle requires 10 Mechanical resources and 2 Combustible resources and a skill check (DC depends on the vehicle), repairing 10 points of hit points/Mechanical resources of damage on a success, or 5 hit points/Mechanical resources on a failure but failing by 10 or more means the resources used to fix the vehicle are lost and the vehicle gains no hit points/Mechanical resources.

As with modern vehicles, the fastest and easiest way to repair a vehicle is with the *mending* and *make whole* spells, but more mundane methods can also be used. Craft (Structural) can be used to build and repair most simple vehicles. The DC for building a simple vehicle is DC 15, with air current vehicles being DC 20. Depending on the nature of the damage, such skills like Craft (General Item) might be needed to fix sails, Craft (Chemistry), Knowledge (Physical Sciences), and even various professions can be used to repair vehicles, if the GM approves. In general, a day's worth of work by a single person using the appropriate skill to repair a vehicle requires 1 Mechanical and 1 Combustible resource and repairs 10 points of damage on a success, or 5 hit points on a failure.

## Vehicle Facing and Movement

Vehicles do not move like creatures, instead they tend to move in the direction of their forward facing and do so quickly.

**Facing:** Unlike creatures, most vehicles have a forward facing. The facing of the vehicle determines its best path of propulsion. Vehicles are very good at moving in the direction of their forward facing, but it takes time and skill to move them in other directions. A full-size car moves forward quickly and with ease, but turning a corner requires proper timing and a steady hand on the wheel. A patrol ship can take a great deal of effort to stop, especially once it has reached top speed. Forward facing represents the effect of inertia on vehicles.

When driven correctly, vehicles can move straight ahead, diagonally, or a mix of both within the same movement. Skilled drivers can make a vehicle zigzag in a forward direction with ease.

**Movement:** Vehicles have a maximum speed and an acceleration listing. The speed is the fastest rate the vehicle can travel. A vehicle cannot start at its maximum speed, unless it is assisted by some greater means. Each round, the driver can attempt to accelerate the vehicle or decelerate it by a rate equal to its acceleration (see Driving Vehicles below). The rate at which a vehicle is currently moving is called its current speed.

**Simple Vehicle Movement:** When a creature or creatures pull a vehicle, the vehicle's maximum speed is equal to twice the speed of the creature providing the propulsion, and its acceleration is the creature's speed. (Teams of mixed creature types use the slowest creature's speed.) A simple vehicle

## VEHICLE AC, CMB MODIFIER, & BASE SAVE BY SIZE

Vehicle Size	AC	CMB Modifier	Base Save
Medium	10	+0	0
Large	9	+1	1
Huge	8	+2	2
Gargantuan	6	+4	4
Colossal	2	+8	8

cannot start at its maximum speed, unless it has some form of high-level magic propulsion.

## Vehicle Size and Space

Vehicles have sizes and spaces different from creature sizes and spaces. Many vehicles are long and thin rather than taking up a space of an equal number of squares per side like creatures do. An APC, for instance, takes up an area 10 feet wide and 25 feet long. Often one of the shorter sides of the vehicle serves as a vehicle's forward facing.

**Size Conversion:** Often it is important to know the size category of a vehicle. Use Table: Vehicle Size by Squares below to determine the size of a vehicle.

**Driving Space:** At least one 5'x5' square on each vehicle must be designated as its driving space—often such an area encompasses multiple squares. In order to operate a vehicle, an intelligent creature must be within at least one square of the driving space and able to manipulate its driving device. The typical sizes and locations of driving spaces are detailed in the individual vehicle descriptions.

## VEHICLE SIZE BY SQUARES

Vehicle Squares	Vehicle Size
1 square or less	Medium vehicle
2–6 squares	Large vehicle
7–12 squares	Huge vehicle
13–20 squares	Gargantuan vehicle
21+	Colossal vehicle

## Vehicle Types & Statistics

Below are explanations of some of the traits noted in vehicle statistics. If information for a given category is not listed in a given stat block, it is not applicable.

**Name:** The name of the vehicle.

**Size and Type:** Vehicle's size and Type: Land, Water, and Air

**Propulsion:** The type and amount of propulsion required.

**Driving Check:** The skills typically used to make a vehicle driving check with this vehicle.

**Squares:** The typical size of the vehicle is measured in a number of squares, followed by the standard configuration of those squares.

**Base Cost:** The base cost of a working vehicle in resources. This cost is increased by the vehicles current hit points, weapons, and any modifications added to the vehicle beyond the standard ones listed.

**AC and Hardness:** This is the AC and harness of the vehicle. The AC assumes the vehicle is in motion and the driver has not



modified the AC with their Drive or Pilot skill. If the vehicle is not in motion, it has an effective Dexterity of 0 (–5 penalty to AC), and an additional –2 penalty to its AC.

**Hit Points/Mechanical Resources:** While a vehicle can be attacked in combat, it is often hard to significantly damage large vehicles. The number listed is the maximum hit points the vehicle can have. When a vehicle reaches less than half of the listed hit points/Mechanical resources, it is *broken*. A vehicle's hit points not factor in its method of propulsion or the driving device. They have their own statistics.

**Base Save:** Each vehicle has a base save modifier. All of the vehicle's saving throws (Fortitude, Reflex, and Will) have the same value. This is the vehicle's save before the driver modifies it with their Drive or Pilot check.

**Maximum Speed:** This is the fastest that a vehicle can move.

**Acceleration:** This is how fast a vehicle can increase its speed each round. It also determines the maximum amount a vehicle can safely decelerate each round.

**CMB and CMD:** The CMB and CMD before the driver modifies it with their Drive or Pilot modified skill.

**Forward Facing:** The direction of the vehicle's forward facing.

**Driving Device:** The typical driving device the driver manipulates when driving the vehicle.

**Driving Space:** The size and the location of the vehicle's driving space.

**Crew:** This is the number of crew members, in addition to the driver, needed to move the vehicle.

**Passengers:** How many people the vehicle is designed to accommodate who are not the driver or crew.

**Decks:** The number of decks and any important information about those decks is given in this section.

**Motor Hit Points and Hardness:** this list the hit points of the motor/engine and its hardness.

**Cargo:** How much cargo the vehicle can carry. Some vehicles can replace passenger space for more cargo space but all can replace a normal passenger spot for extra cargo space depending on the size of the vehicle, unless the vehicle says otherwise. Medium: 100 lbs. of cargo. Large: 200 lbs. of cargo. Huge: 300 lbs. of cargo. Gargantuan: 450 lbs. of cargo. Colossal: 600 lbs. of cargo.

**MPR:** MPR, or miles per resource, is the amount of miles a vehicle is able to travel on one Combustible resource.

**Special:** this list any special notes about the vehicle for quick reference.

## LAND VEHICLES

Land vehicles carry occupants and cargo over hard earth or similar terrain. The following are the most common types of land vehicles.

### CARS

#### Compact Car

Common vehicle for the masses. Front seat with room for driver and a passenger, and a back seat with room for 2 passengers. Trunk can hold 200 lbs. of cargo. The motor is located in the front of the vehicle. Only front seat can manipulate the driver square. Vehicle comes with standard locks, standard seat belts, a steering wheel (AC 10, 25 hp, 5 hardness), and is

computerized (equivalent to personal computer, DC 20 security). Compact cars are roughly 7 ft. by 10 ft. (2 squares by 2 squares) and 4 feet tall.

**Size:** Large; **Squares:** 2x2; **Base Cost:** 20; **AC:** 9; **Hardness:** 5; **Max Hit Points:** 180; **Base Save:** +1; **Max Top Speed:** 895; **Accel.:** 175; **CMB:** +1; **CMD:** 11; **Crew:** 0; **Pass:** 3; **Motor HP - Hardness:** 20/8; **Cargo:** 200; **MPR:** 2.5; **Special:** —

#### Full-Size Car

These vehicles came fully loaded. Front seat with room for driver and a passenger, and a back seat with room for 2 passengers. An extra passenger can be fit in both the front and back seat but this makes everyone on that seat count as squeezing. Trunk can hold 350 lbs. of cargo. The motor is located in the front of the vehicle. Only front seat can manipulate the driver square. Vehicle comes with standard locks, standard seat belts, a steering wheel (AC 10, 25 hp, 5 hardness), and is computerized (equivalent to personal computer, DC 20 security). Full-size cars are roughly 7 ft. by 18 ft. (2 squares by 4 squares) and is 5 ft. high.

**Size:** Huge; **Squares:** 2x4; **Base Cost:** 40; **AC:** 8; **Hardness:** 5; **Max Hit Points:** 360; **Base Save:** +2; **Max Top Speed:** 1195; **Accel.:** 235; **CMB:** +2; **CMD:** 12; **Crew:** 0; **Pass:** 3 (5); **Motor HP - Hardness:** 30/10; **Cargo:** 350; **MPR:** 1.75; **Special:** —

### TRUCKS

#### Standard

Top selling truck, the back bone of America and suburbia. Cab seat with room for driver and a passenger. Truck bed can hold 2,400 lbs. of cargo or 4 passengers, 6 if they squeeze. These extra passengers have no protection from the elements or from accidentally being ejected from the vehicle. The motor is located in the front of the vehicle. Only the cab seat can manipulate the driver square. Vehicle comes with standard locks, standard seat belts, a steering wheel (AC 10, 25 hp, 5 hardness), and is computerized (equivalent to personal computer, DC 20 security). Like all trucks, the vehicle has the tow ability. Standard trucks are roughly 7 ft. by 14 ft. (2 squares by 3 squares) and is 5 ft. high.

**Size:** Large; **Squares:** 2x3; **Base Cost:** 60; **AC:** 9; **Hardness:** 5; **Max Hit Points:** 270; **Base Save:** +1; **Max Top Speed:** 1045; **Accel.:** 205; **CMB:** +1; **CMD:** 11; **Crew:** 0; **Pass:** 1; **Motor HP - Hardness:** 30/8; **Cargo:** 2400; **MPR:** 1.25; **Special:** Tow—A vehicle with this ability can pull weight equal to 4 times their listed cargo amount. Normally a vehicle can only tow twice their cargo amount.

#### Heavy Truck

Work horse of America and suburbia. Cab has a front and back seat. Front seat has room for driver and a passenger, and a back seat has room for 2 passengers. An extra passenger fit in both the front and back seat but this makes everyone on that seat count as squeezing. Truck bed can hold 5,000 lbs. of cargo or 6 passengers, 8 if they squeeze. These extra passengers have no protection from the elements or from accidentally being ejected



from the vehicle. The large motor is located in the front of the vehicle taking up the front two squares. Only the front seat can manipulate the driver square. Vehicle comes with standard locks, standard seat belts, a steering wheel (AC 10, 25 hp, 5 hardness), and is computerized (equivalent to personal computer, DC 20 security). Like all trucks, the vehicle has the tow ability. Heavy trucks are roughly 9 ft. by 22 ft. (2 squares by 5 squares) and is 6 ft. high.

**Size:** Huge; **Squares:** 2x5; **Base Cost:** 140; **AC:** 8; **Hardness:** 7; **Max Hit Points:** 450; **Base Save:** +2; **Max Top Speed:** 745; **Accel.:** 145; **CMB:** +2; **CMD:** 12; **Crew:** 0; **Pass:** 3 (5); **Motor HP - Hardness:** 40/10; **Cargo:** 5000; **MPR:** 1; **Special:** Tow—A vehicle with this ability can pull weight equal to 4 times their listed cargo amount. Normally a vehicle can only tow twice their cargo amount.

## VANS Standard

Top selling van, used by families and groups alike. Front seat with room for driver and a passenger, with two rows of back seats. These rows are designed to squeeze passengers in to fit two in the first row and three in the second row. The van can also hold 1,200 lbs. of cargo under the seats and in the small back compartment. The motor is located in the front of the vehicle. Only the front seat can manipulate the driver square. Vehicle comes with standard locks, standard seat belts, a steering wheel (AC 10, 25 hp, 5 hardness), and is computerized (equivalent to personal computer, DC 20 security). Standard vans are roughly 7 ft. by 14 ft. (2 squares by 3 squares) and is 5 ft. high.

**Size:** Large; **Squares:** 2x3; **Base Cost:** 45; **AC:** 9; **Hardness:** 5; **Max Hit Points:** 270; **Base Save:** +1; **Max Top Speed:** 1045; **Accel.:** 205; **CMB:** +1; **CMD:** 11; **Crew:** 0; **Pass:** 5; **Motor HP - Hardness:** 30/8; **Cargo:** 1200; **MPR:** 1.5; **Special:** —

## Heavy

Huge van used by large groups. Front seat with room for driver and a passenger, with three rows of back seats. These rows are designed to squeeze passengers in to fit three a row. The van can also hold 2,500 lbs. of cargo under the seats and in the back compartment. The large motor is located in the front of the vehicle taking up the front two squares. Only the front seat can manipulate the driver square. Vehicle comes with standard locks, standard seat belts, a steering wheel (AC 10, 25 hp, 5 hardness), and is computerized (equivalent to personal computer, DC 20 security). Heavy vans are roughly 9 ft. by 22 ft. (2 squares by 5 squares) and is 6 ft. high.

**Size:** Huge; **Squares:** 2x5; **Base Cost:** 105; **AC:** 8; **Hardness:** 7; **Max Hit Points:** 450; **Base Save:** +2; **Max Top Speed:** 745; **Accel.:** 145; **CMB:** +2; **CMD:** 12; **Crew:** 0; **Pass:** 9; **Motor HP - Hardness:** 40/10; **Cargo:** 2500; **MPR:** 1.25; **Special:** —

## MILITARY SUV

Most common vehicle for the military. Front seat has room for driver and a passenger, and a back seat with room for 2 passengers only. Vehicle can hold 600 lbs. of cargo in its back compartment. The motor is located in the front of the vehicle. Due to its unique construction, only the driver seat can manipulate the driver square. Vehicle comes with no locks, 5-point harness seat belts, a steering wheel (AC 10, 40 hp, 8 hardness), has the off-road modification, and is computerized (equivalent to personal computer, DC 25 security) with the key fob being attached to the driver and a simple “push to start” button only. Military SUV's are roughly 8 ft. by 15 ft. (2 squares by 3 squares) and is 6 ft. high.

**Size:** Large; **Squares:** 2x3; **Base Cost:** 92; **AC:** 9; **Hardness:** 7; **Max Hit Points:** 270; **Base Save:** +1; **Max Top Speed:** 805; **Accel.:** 160; **CMB:** +1; **CMD:** 11; **Crew:** 0; **Pass:** 3; **Motor HP - Hardness:** 60/8; **Cargo:** 600; **MPR:** 1.5; **Special:** Off road

## Deuce and a Half

This large modified vehicle has the look of a truck, but with two rear axles. The vehicle has only a cab seat with room for driver and a passenger. The vehicle's bed can hold 10,000 lbs. of cargo or 8 passengers, 12 if they squeeze. These passengers have protection from the elements in the form of a removable canvas top that goes from the cab to the back of the vehicle with a simple flap door but can still be accidentally ejected from the vehicle, since they have no seat belts. The massive motor is located in the front of the vehicle taking up the front two squares. Only the cab seat can manipulate the driver square. Vehicle comes with no locks, standard seat belts, a steering wheel (AC 10, 40 hp, 8 hardness), has the off-road modification, and is computerized (equivalent to personal computer, DC 25 security) with the key fob being attached to the driver and a simple “push to start” button only. Unlike trucks, the vehicle does not have the tow ability. Deuce and a half vehicles are roughly 9 ft. by 24 ft. (2 squares by 5 squares) and is 8 ft. high.

**Size:** Huge; **Squares:** 2x5; **Base Cost:** 205; **AC:** 8; **Hardness:** 7; **Max Hit Points:** 450; **Base Save:** +2; **Max Top Speed:** 535; **Accel.:** 105; **CMB:** +2; **CMD:** 12; **Crew:** 0; **Pass:** 1; **Motor HP - Hardness:** 80/10; **Cargo:** 10000; **MPR:** 1; **Special:** Off road

## APC

This large armored vehicle two front turning axles and two back axles. It was designed to transport personnel for urban engagements and lighter duties than the tracked APC. The vehicle has a front area with a driver space and a seat for the crew member. The back portion of the vehicle holds 6 passengers and a small amount of cargo storage (200 lbs.). All occupants inside the vehicle have total cover from anyone outside the vehicle. The large motor is located in the two squares behind the driver and crew taking up two squares and is encased inside the vehicle, giving it extra hardness. Only the driver's seat can manipulate the driver square. The vehicle comes with internal latching hatches (5 ft. squares), with one located at the bottom front of the vehicle, on top of the back section of the



vehicle, and one on each side past the motor and in-between the two front and to back axles. Another large one (both back 5 ft. squares) at the back of the vehicle. These hatches cannot be opened from the outside if the lever is engaged on the inside. The vehicle also comes standard with 5-point harness seat belts, a steering wheel (AC 10, 40 hp, 8 hardness), has the off-road modification, and is computerized (equivalent to personal computer, DC 25 security) with the key fob being attached to the driver and a simple “push to start” button only. APC's come with a weapon mount attached to the top hatch that can accommodate up to a two-handed weapon. APC's are roughly 9 ft. by 22 ft. (2 squares by 5 squares) and is 7 ft. high.

**Size:** Huge; **Squares:** 2x5; **Base Cost:** 325; **AC:** 8; **Hardness:** 10; **Max Hit Points:** 450; **Base Save:** +2; **Max Top Speed:** 595; **Accel.:** 115; **CMB:** +2; **CMD:** 12; **Crew:** 1; **Pass:** 6; **Motor HP - Hardness:** 80/20\*; **Cargo:** 200; **MPR:** 1; **Special:** Off-road, BR 5

## Tracked APC

This APC is a tracked vehicle fulfilling the roll of a troop transport and a light tank. The vehicle has a front area with a driver space and a seat for the crew member. The large motor is located in in the two squares behind the driver and crew taking up two squares and is incased inside the vehicle, giving it extra hardness. The tracked APC has a built-in turret with an APC cannon, requiring two crew to operate, set in between the motor and the back portion. The back portion of the vehicle holds 6 passengers and a small amount of cargo storage (200 lbs.). All occupants inside the vehicle have total cover from anyone outside the vehicle. Only the driver's seat can manipulate the driver square. Vehicle comes with internal latching hatches (5 ft. squares) with one located at the bottom front of the vehicle, one on top of the turret, and two at the back of the vehicle with the center square being exhaust from the motor. These hatches cannot be opened from the outside if the lever is engaged on the inside. The vehicle also comes standard with 5-point harness seat belts, a steering wheel (AC 10, 40 hp, 8 hardness), has tracked modification, and is computerized (equivalent to small office network, DC 30 security) with the key fob being attached

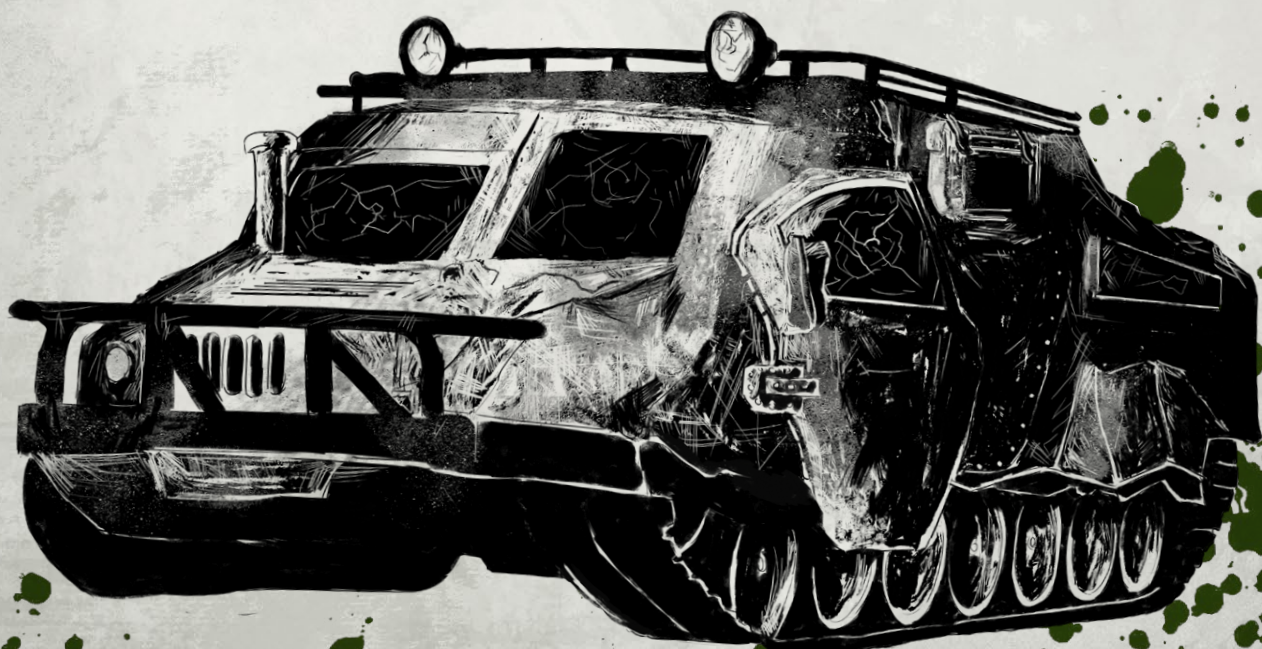
to the driver and a simple “push to start” button only. Tracked APC's cannot have the analog or stripped modifications. Tracked APC's are roughly 12 ft. by 25 ft. (3 squares by 5 squares) and are 7 ft. high at the top but 8 ft. high at the top of the turret.

**Size:** Gargantuan; **Squares:** 3x5; **Base Cost:** 742; **AC:** 6; **Hardness:** 15; **Max Hit Points:** 900; **Base Save:** +4; **Max Top Speed:** 500; **Accel.:** 100; **CMB:** +4; **CMD:** 14; **Crew:** 1 (3); **Pass:** 6; **Motor HP - Hardness:** 120/30\*; **Cargo:** 200; **MPR:** 0.75; **Special:** Tracked, BR 7

## Tank (Tracked)

The main hitting force for an army, the tank is a mobile fortress. It has a large main gun turret, requiring two crew to operate, housing a tank cannon with a weapon mount on top of that that can hold up to a two-handed weapon. The vehicle has a front area with a driver space and a seat for a crew member. The huge motor is located in the back three squares of the vehicle, giving it extra hardness. The last crew member who operates the communications and computer sits behind the turret and in front of the motor along with any cargo. Occupants inside the vehicle have total cover from anyone outside the vehicle. Only the driver seat can manipulate the driver square. The vehicle comes with internal latching hatches (5 ft. squares) with one located at the bottom front of the vehicle, and one on top of the turret. These hatches cannot be open from the outside if the lever is engaged on the inside. The vehicle also comes standard with a chemical air filter, 5-point harness seat belts, a steering wheel (AC 10, 40 hp, 8 hardness), has tracked modification, and is computerized (equivalent to small office network, DC 30 security) with the key fob being attached to the driver and a simple “push to start” button only. Tanks cannot have the analog or stripped modifications. Tanks are roughly 12 ft. by 28 ft. (3 squares by 5 squares) and is 8 ft. high at the top but 9 ft. high at the top of the turret.

**Size:** Gargantuan; **Squares:** 3x6; **Base Cost:** 990; **AC:** 6; **Hardness:** 20; **Max Hit Points:** 1350; **Base Save:** +4; **Max Top Speed:** 595; **Accel.:** 115; **CMB:** +4; **CMD:** 14; **Crew:** 3 (5); **Pass:** 0; **Motor HP - Hardness:** 150/40\*; **Cargo:** 1000; **MPR:** 0.75; **Special:** Tracked, BR 10





## RECREATIONAL

## Bicycle

Bicycles allow a rider to travel at twice their land speed, all the way up to their max run speed. Creatures can daily travel for their new modified speed with a bicycle. Bicycles are only half a square of space, with the room for the driver only. The vehicle is controlled with handlebars (AC 10, 20 hp, 8 hardness) and its motor is the crankset that is manipulated by the driver. Because bicycles are Mechanically simple, they have 1 Mechanical resource for every two hit points they possess.

While technically a vehicle, characters use the Acrobatics skill for any checks when riding a bicycle. Riding a bicycle is a base DC 5 or 15, with the first causing the user to be considered *flat-footed* and lose their Dexterity bonus to their AC (if any). This DC is increased by +3 if the rider is hustling, +6 if the rider is running (x3), or +9 if the rider is running (x4) and for any situations the GM deems appropriate. To perform any driving action the rider must make the appropriate check using one of these DC's and any modification. Bicycles can only have the off-road modification added to them and are analog.

**Size:** Small; **Squares:** 1/2; **Base Cost:** 3; **AC:** 11; **Hardness:** 3; **Max Hit Points:** 14; **Base Save:** 0; **Max Top Speed:** x2; **Accel.:** \*; **CMB:** -1; **CMD:** 9; **Crew:** 0; **Pass:** 0; **Motor HP - Hardness:** 2/8; **Cargo:** —; **MPR:** —; **Special:** —

## Motorcycle

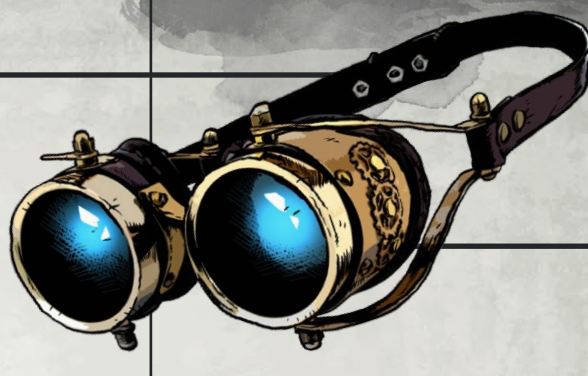
Sometimes called a hog or chopper, this is the classic cruiser of America. Motorcycles take up only one square with the motor in the very center of the vehicle. Motorcycles may have a passenger, but both the driver and passenger are counted as squeezing. The vehicle is controlled with handlebars (AC 10, 20 hp, 8 hardness) and is analog. Motorcycles are roughly 2 ft. by 5 ft. (1 square) and 3 ft. high at the handlebars.

**Size:** Medium; **Squares:** 1; **Base Cost:** 6; **AC:** 10; **Hardness:** 6; **Max Hit Points:** 45; **Base Save:** 0; **Max Top Speed:** 895; **Accel.:** 175; **CMB:** 0; **CMD:** 10; **Crew:** 0; **Pass:** 0 (1); **Motor HP - Hardness:** 10/8; **Cargo:** 50; **MPR:** 2.5; **Special:** —

## Sport Bike

Also called a “crotch rocket”, these bikes are fast and nimble. Sport bikes take up only one square with the motor in the very center of the vehicle. Sport bikes may have a passenger, but both the driver and passenger are counted as squeezing. The vehicle is controlled with handlebars (AC 10, 20 hp, 8 hardness) and is computerized (equivalent to personal computer, DC 20 security). Sport bikes are roughly 2 ft. by 4 ft. (1 square) and 3 ft. high at the handlebars.

**Size:** Medium; **Squares:** 1; **Base Cost:** 5; **AC:** 10; **Hardness:** 5; **Max Hit Points:** 45; **Base Save:** 0; **Max Top Speed:** 1495; **Accel.:** 295; **CMB:** 0; **CMD:** 10; **Crew:** 0; **Pass:** 0 (1); **Motor HP - Hardness:** 10/8; **Cargo:** 10; **MPR:** 2; **Special:** —



## ATV

A four-wheel off-road vehicle usually referred to as a quad. ATVs take up only one square with the motor in the very center of the vehicle. ATVs may have a passenger, but both the driver and passenger are counted as squeezing. The vehicle is controlled with handlebars (AC 10, 20 hp, 8 hardness), has the off-road modification, and is computerized (equivalent to personal computer, DC 20 security). ATVs are roughly 4 ft. by 5 ft. (1 square) and 3 ft. high at the handlebars.

**Size:** Medium; **Squares:** 1; **Base Cost:** 6; **AC:** 10; **Hardness:** 6; **Max Hit Points:** 45; **Base Save:** 0; **Max Top Speed:** 595; **Accel.:** 115; **CMB:** 0; **CMD:** 10; **Crew:** 0; **Pass:** 0 (1); **Motor HP - Hardness:** 10/8; **Cargo:** 100; **MPR:** 2; **Special:** Off Road

## SIMPLE

## Carriage

(10 ft. by 15 ft.; 6 feet high)

This four-wheeled vehicle can transport as many as four people within an enclosed cab, in addition to one driver and one other person seated next to the driver (often armed). The carriage's roof can carry 200 pounds of cargo.

**Propulsion:** muscle (pulled; 6 Medium creatures or 2 Large creatures)

**Driving Check:** Handle Animal or Profession (Driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

**Forward Facing:** toward the creatures pulling the vehicle

**Driving Device:** reins

**Driving Space:** the most forward squares of the carriage's upper deck.

**Decks:** 2; a lower cab with enough room for four passengers, and an upper deck with room for a driver and another passenger.

## Cart

(5 ft. by 10 ft.; 4 feet high)

This two-wheeled vehicle is often used to transport small loads of up to 300 pounds of cargo from one settlement to another.

**Propulsion:** muscle (pulled; 2 Medium creatures or 1 Large creature)

**Driving Check:** Handle Animal or Profession (Driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

**Forward Facing:** toward the creatures pulling the vehicle

**Driving Device:** reins

**Driving Space:** the most forward square of the cart

**Decks:** 1



## Wagon, Medium

(10 ft. by 15 ft.; 5 feet high)

This four-wheeled vehicle is used to transport large amounts of goods between Colonies, and is sometimes used by caravans. It can carry up to 2,000 pounds of cargo.

**Propulsion:** muscle (pulled; 6 Medium creatures or 2 Large creatures)

**Driving Check:** Handle Animal or Profession (Driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

**Forward Facing:** toward the creatures pulling the vehicle

**Driving Device:** reins

**Driving Space:** the most forward square of the wagon

**Deck:** 1

## WATER VEHICLES

Water vehicles move across bodies of water, whether as small as a river or as large as an ocean. The following are the most common types of water vehicles.

### BOATS & SHIPS

#### Skimmer

Common boat with a single engine. Front seat with room for driver and a passenger, and a back seat with room for 2 passengers. Hidden storage areas throughout the boat can hold 800 lbs. of cargo. The motor is located attached to the center of the back of the vehicle. Only front seat can manipulate the driver square. Vehicle comes with a steering wheel (AC 10, 25 hp, 5 hardness), and is analog. Skimmers are roughly 6 ft. by 9 ft. (2 squares by 2 squares), 4 ft. tall, and have a 2 ft. draft.

**Size:** Large; **Squares:** 2x2; **Base Cost:** 30; **AC:** 9; **Hardness:** 5; **Max Hit Points:** 180; **Base Save:** +1; **Max Top Speed:** 395; **Accel.:** 40; **CMB:** +1; **CMD:** 11; **Crew:** 0; **Pass:** 3; **Motor HP - Hardness:** 20/8; **Cargo:** 800; **MPR:** 1; **Special:** Water craft

#### Cruiser

This huge boat for extended travel and more open voyage. Front seats for driver and a passenger, and a bench seat on each side length of the boat with room for 3 passengers each seat. Hidden storage areas throughout the boat can hold 2100 lbs. of cargo. The motor is located attached to the center of the back of the vehicle. Only the driver seat can manipulate the driver square. Vehicle comes with a steering wheel (AC 10, 25 hp, 5 hardness), lap belts, and is computerized (equivalent to personal computer, DC 20 security). Skimmers are roughly 8 ft. by 18 ft. (2 squares by 4 squares), 6 ft. tall, and have a 4 ft. draft.

**Size:** Huge; **Squares:** 2x4; **Base Cost:** 60; **AC:** 8; **Hardness:** 5; **Max Hit Points:** 360; **Base Save:** +2; **Max Top Speed:** 245; **Accel.:** 25; **CMB:** +2; **CMD:** 12; **Crew:** 0; **Pass:** 5; **Motor HP - Hardness:** 30/10; **Cargo:** 2100; **MPR:** 0.75; **Special:** Water craft

## Yacht

Usually a luxurious craft it can also be used as a sport fishing boat. Yachts consists of two decks, a lower and an upper. The lower deck has a master bed room near the front with a one or two smaller bed rooms after that, a large living area and finally a bathroom and kitchen area. At the very back of the boat is the motor room where the crew member works. The upper deck has a large open deck in the front with a railing, with the back half being the wheel house and small storage area. The driver space is located in the wheel house with the boats steering wheel (AC 10, 40 hp, 8 hardness). The yacht can accommodate 8 passengers comfortably or more uncomfortably. Hidden storage areas throughout the boat can hold 5000 lbs. of cargo. The cargo can be doubled at the cost of passenger space. The yacht has a standard seat belt for the driver's seat and is computerized (equivalent to a small office network DC 25 security). The motor is located under the rear of the boat, giving it increased hardness. Yachts are roughly 10 ft. by 38 ft. (2 squares by 8 squares), 12 ft. tall, and have a 6 ft. draft.

**Size:** Gargantuan; **Squares:** 2x8; **Base Cost:** 240; **AC:** 6; **Hardness:** 10; **Max Hit Points:** 720; **Base Save:** +4; **Max Top Speed:** 295; **Accel.:** 30; **CMB:** +4; **CMD:** 14; **Crew:** 1; **Pass:** 8; **Motor HP - Hardness:** 100/10; **Cargo:** 5000; **MPR:** 0.5; **Special:** Water craft

## Commercial

Commercial boats are used in commercial fishing, crabbing, or hauling of goods on a more local scale. Commercial boats consist of three decks that are only located in the back half of the boat. The lower deck is the machine room and engine room. These rooms house the machinery, pipes, and hoses that help run the boat and all of its machinery. This is where the two crew spend most of their time. The middle deck is sleeping quarters, a bathroom, a small galley, and an entrance to the main deck. The top deck is the wheel house and small storage area. The main deck has a large open deck with a tall railing, with the very front of the deck being a small storage area. The driver space is located in the wheel house with the boats steering wheel (AC 10, 40 hp, 8 hardness). The boat can accommodate 12 passengers uncomfortably. Storage areas, tanks, and the main deck can hold 270,000 lbs. of cargo. The boat has a standard seat belt for the driver's seat and is computerized (equivalent to a large office network DC 30 security). The motor is located under the rear of the boat, giving it increased harness. Commercial boats are roughly 24 ft. by 116 ft. (5 squares by 24 squares) and 20 feet tall at the top of the wheel house, 30 ft. tall at tip of antenna, and has a 10 ft. draft.

**Size:** Colossal; **Squares:** 5x24; **Base Cost:** 2700; **AC:** 2; **Hardness:** 15; **Max Hit Points:** 6600; **Base Save:** +8; **Max Top Speed:** 295; **Accel.:** 30; **CMB:** +8; **CMD:** 18; **Crew:** 2; **Pass:** 12; **Motor HP - Hardness:** 600/15; **Cargo:** 270000; **MPR:** 0.5; **Special:** Water craft

## Patrol Boat

This "small" navy ship was designed to patrol the waters close to shore. It is armed with three turret cannons, two anti-aircraft cannons, two Gatling-style anti-aircraft cannons, and has five weapon mounts that can hold a two-handed weapon



or SIM-ARMs, with the latter being controlled and fired from the bridge. All mounts are on top of the vehicle, giving each full range of fire. Patrol boats have a complex computer system (equivalent to a large office network DC 35 security) which is integral to the functioning of a patrol boat (cannot be analog). Patrol boats consists of three decks, the lower, main, and top deck. The lower deck is the machine room, engine room, ordinance room, and general storage area. Patrol boat can store 50,000 lbs. of goods in side their storage areas. The main deck front and back hold the boat's turrets, weapon mounts, and open deck areas. The middle of the deck is housing for the sleeping quarters, mess hall, bathrooms, and anything else needed for day to day life. The top deck is only located above the middle of the main deck housing, containing the bridge of the ship and an area able to fit a cruiser boat. The driver space is located in the bridge with the boat's steering wheel (AC 10, 40 hp, 8 hardness). The boat can accommodate 30 passengers uncomfortably. Patrol boats are 25 ft. by 180 ft. (5 squares by 36 squares), 30 ft. tall at the top of the bridge, 40 ft. all at the top of the antenna, and has a 10 ft. draft.

**Size:** Colossal; **Squares:** 5x36; **Base Cost:** 5550; **AC:** 2; **Hardness:** 20; **Max Hit Points:** 13500; **Base Save:** +8; **Max Top Speed:** 395; **Accel.:** 35; **CMB:** +8; **CMD:** 18; **Crew:** 6 (12); **Pass:** 30; **Motor HP - Hardness:** 1200/40\*; **Cargo:** 50000; **MPR:** 0.5; **Special:** Water craft, BR 10

### SIMPLE Keelboat

(20 ft. by 50 ft., draft 5 ft.)

**Ramming Damage** 8d8

This long, flat-bottomed ship has a few oars to supplement its single mast with a square sail. It can make both sea and river voyages. The keelboat can carry 50 tons of cargo or 100 soldiers.

**Propulsion:** current (air; 20 squares of sails, hp 100), current (water), or muscle (pushed; 8 Medium rowers)

**Driving Check:** Diplomacy or Intimidate while rowed, or Profession (Sailor) or Knowledge (Nature) with +10 to the DC when sail is used

**Forward Facing:** ship's forward

**Driving Device:** rudder

**Driving Space:** the two middle rear squares of the keelboat

**Crew:** 8

**Decks:** 1

### Sailboat

(10 ft. by 24 ft., draft 4 ft.)

This long and relatively thin boat has a single mast with a triangular sail. It can traverse lakes, oceans, and deep rivers. It can carry 10 tons of cargo or 20 passengers.

**Propulsion:** current (air; 15 squares of sails, hp 75), current (water), or muscle (pushed; 2 Medium rowers)

**Driving Check:** Diplomacy or Intimidate while rowed, or Profession (Sailor) or Knowledge (Nature) with +10 to the DC when sail is used

**Forward Facing:** the ship's forward

**Driving Device:** rudder

**Driving Space:** the two middle rear squares of the sailboat

**Crew:** 2

**Decks:** 1

### Rowboat

(5 ft. by 15 ft., draft 1 ft.)

This small water vehicle is primarily used to disembark from larger ships or to traverse small areas of water—perhaps ferrying a few passengers across a stream or small lake. A rowboat can carry 1,000 pounds of cargo or 2 passengers.

**Propulsion:** current (water) or muscle (pushed; 1 or 2 Medium rowers; one is the driver)

**Driving Check:** Survival

**Forward Facing:** boat's forward

**Driving Device:** oars

**Driving Space:** the center square of the rowboat

**Decks:** 1

## AIR VEHICLES

Air vehicles fly through the air. Airships, because of their nature, travel though all three dimensions instead of two. When they ascend, they must do so at half their current speed. When air vehicles descend, they can (but do not have to) move at double their current speed. After the ascent or descent, treat the vehicle's current speed as it was before making the ascent or descent.

### STANDARD AIRCRAFT AND HELICOPTERS

#### Prop Plane

Classic prop plane seen at every airport or back woods area. The engine is at the front center of the aircraft taking up the first two squares. Two rows of seats are in the plane with a small storage area behind them, able to hold 250 lbs. The front seat has the driver seat and the steering column (AC 10, 25 hp, 5 hardness). Each seat has a lap belt and the aircraft is computerized (equivalent to personal computer, DC 20 security). Passengers can be swapped out for an additional 250 lbs. of cargo. Prop planes are 28 ft. long, have a wingspan of 33 ft. (6 squares long x 7 squares wide), and are 6 ft. high. The main body of the plane is 7 ft. wide.

**Size:** Colossal; **Squares:** 6L x 7W; **Base Cost:** 420; **AC:** 2; **Hardness:** 5; **Max Hit Points:** 1890; **Base Save:** +8; **Max Top Speed:** 1580; **Accel.:** 315; **CMB:** +8; **CMD:** 18; **Crew:** 0; **Pass:** 3\*; **Motor HP - Hardness:** 120/10; **Cargo:** 250 +\*; **MPR:** 0.75; **Special:** Air vehicle

#### Personal Jet

A jet that was used primarily for business executives or the rich. The two engines are located under the vertical tail fin, just in front of the horizontal tail fins on each side, taking up two squares each. The cockpit has two seats, one for the pilot and one for the co-pilot/navigator and the steering column (AC 10, 25 hp, 5 hardness). Anyone in the cockpit can manipulate the driver square. Eight separate seats are in the 20 ft. main cabin area, seating passengers very comfortably. The very back of the plane is the bathroom and storage area that is able to hold 2,000 lbs. or cargo. Each seat has a lap belt and the aircraft is computerized (equivalent to small office network, DC 25 security). Passengers can be swapped out for an additional 250 lbs. of cargo each. Personal jets are 53 ft. long, have a wingspan of 50 ft. (11 squares long x 10 squares wide), and are 15 ft. high at



the tail fin. The main body of the plane is 7 ft. wide. Personal jets cannot be analog.

**Size:** Colossal; **Squares:** 11L x 10W; **Base Cost:** 1760; **AC:** 2; **Hardness:** 8; **Max Hit Points:** 4950; **Base Save:** +8; **Max Top Speed:** 4750; **Accel.:** 950; **CMB:** +8; **CMD:** 18; **Crew:** 1; **Pass:** 8; **Motor HP - Hardness:** 480/8; **Cargo:** 2000; **MPR:** 0.5; **Special:** Air vehicle

## Personal Helicopter

A small personal helicopter used in rural areas. The cab has a single seat for the pilot and passenger. Anyone inside the helicopter can manipulate the driver square. At the back of the cab is a compartment able to hold 500 lbs. of cargo. The large engine is located behind the cab, taking up one space. Each seat has a standard seat belt, the driver seat has a steering column (AC 10, 25 hp, 5 hardness), and the aircraft is computerized (equivalent to personal computer, DC 20 security). Personal helicopters are 38 ft. long, have a rotor span of 30 ft. (8 squares long x 6 squares wide), and are 12 ft. high at the top of the rotor blade. The main body of the helicopter is 6 ft. wide.

**Size:** Colossal; **Squares:** 8L x 6W; **Base Cost:** 480; **AC:** 2; **Hardness:** 5; **Max Hit Points:** 2160; **Base Save:** +8; **Max Top Speed:** 1010; **Accel.:** 200; **CMB:** +8; **CMD:** 18; **Crew:** 0; **Pass:** 1; **Motor HP - Hardness:** 240/8; **Cargo:** 500; **MPR:** 0.25; **Special:** Air vehicle

## Helicopter

The classic helicopter used throughout the world. The cab has two seats, one for the driver and a passenger and a back seat for three passengers squeezing. Anyone in the front seat of the helicopter can manipulate the driver square. At the back of the cab is a compartment able to hold 750 lbs. of cargo. Having no passengers in the back seat allows the helicopter to hold an additional 750 lbs. of cargo. The large engine is located behind the cab, taking up two spaces. Each seat has a standard seat belt, the driver seat has a steering column (AC 10, 25 hp, 5 hardness), and the aircraft is computerized (equivalent to small office computer, DC 25 security). Helicopters are 48 ft. long, have a rotor span of 38 ft. (10 squares long x 8 squares wide), and are 12 ft. high at the top of the rotor blade. The main body of the helicopter is 7 ft. wide. Helicopters cannot be analog.

**Size:** Colossal; **Squares:** 10L x 8W; **Base Cost:** 960; **AC:** 2; **Hardness:** 6; **Max Hit Points:** 3600; **Base Save:** +8; **Max Top Speed:** 1265; **Accel.:** 250; **CMB:** +8; **CMD:** 18; **Crew:** 0; **Pass:** 4; **Motor HP - Hardness:** 300/8; **Cargo:** 750; **MPR:** 0.125; **Special:** Air vehicle

## MILITARY AIRCRAFT AND HELICOPTERS

### Military Jet

The most cutting-edge design for military jets produced just before the Rise. The engine is at the front center of the aircraft taking up the first two squares. The pilot's seat has a 5-point harness and the steering column (AC 10, 25 hp, 5 hardness). The aircraft is computerized (equivalent to small office network, DC 30 security). Military jets have an internal weapon mount

located in their main belly area that can hold 8 SIM-ARMs or 16 missiles and another in the nose that houses a Gatling-anti-aircraft Cannon. To use an internal mount the aircraft cannot be going over half of its maximum speed and the pilot must use a swift action to engage/open the door to the internal mount to be used. When engaged/open the vehicle will not allow the driver to go above half have the vehicles max speed. It is another swift action to disengage/close the doors. Military jets are 49 ft. long, have a wingspan of 34 ft. (10 squares long x 7 squares wide), and are 14 ft. high. Military jets cannot be analog.

**Size:** Colossal; **Squares:** 10L x 7W; **Base Cost:** 1400; **AC:** 2; **Hardness:** 10; **Max Hit Points:** 3150; **Base Save:** +8; **Max Top Speed:** 10125; **Accel.:** 2025; **CMB:** +8; **CMD:** 18; **Crew:** 0; **Pass:** 0; **Motor HP - Hardness:** 300/12; **Cargo:** \*; **MPR:** 0.1; **Special:** Air vehicle

## Attack Helicopter

A flying death-dealing machine of nightmares. The cab has two seats, the front one for the pilot and the back seat for the crew. Only the pilot seat can manipulate the driver square. The large engine is located behind the cab, taking up two spaces. Each seat has a 5-point harness, the pilot seat has a steering column (AC 10, 25 hp, 5 hardness), and the aircraft is computerized (equivalent to small office computer, DC 30 security). The attack helicopter has small "wings" allowing it to have multiple weapons mounted to it that are controlled by the crewman. Each wing can have three weapon mounts able to hold a two-handed weapon or one SIM-ARM. At the very front of the helicopter is a Gatling-cannon that is also controlled by the driver.

Attack helicopters are 58 ft. long, have a rotor span of 39 ft. (12 squares long x 8 squares wide), and are 13 ft. high at the top of the rotor blade. The main body of the helicopter is 6 ft. wide. Attack helicopters cannot be analog.

**Size:** Colossal; **Squares:** 12L x 10W; **Base Cost:** 2400; **AC:** 2; **Hardness:** 10; **Max Hit Points:** 5400; **Base Save:** +8; **Max Top Speed:** 1720; **Accel.:** 340; **CMB:** +8; **CMD:** 18; **Crew:** 1; **Pass:** 0; **Motor HP - Hardness:** 480/12; **Cargo:** \*; **MPR:** 0.05; **Special:** Air vehicle

## Cargo Helicopter

A large helicopter that can lift and move massive weight or troops. The cockpit has two seats, one for the driver and a crew member. The huge motor is located in the two squares behind the driver and crew taking up two squares and is encased inside the vehicle, giving it extra hardness. The back portion of the vehicle is a large hold that can have 50 passengers, squeezing, and a small amount of cargo storage of 600 lbs. A passenger can be swapped out for 500 lbs. of cargo per passenger. The helicopter can also lift 25,000 lbs. of cargo by using straps and chains directly underneath itself. Anyone in the cockpit of the helicopter can manipulate the driver square. Each passenger seat has a standard seat belt, the cockpit comes with 5-point harness seats, the driver seat has a steering column (AC 10, 25 hp, 5 hardness), and the aircraft is computerized (equivalent to small office computer, DC 25 security). Cargo helicopters are 58 ft. long, have a rotor span of 49 ft. (12 squares long x 10 squares wide), and are 16 ft. high at



the top of the rotor blade. The main body of the helicopter is 13 ft. wide. Cargo helicopters cannot be analog.

**Size:** Colossal; **Squares:** 12L x 10W; **Base Cost:** 2400; **AC:** 2; **Hardness:** 10; **Max Hit Points:** 5400; **Base Save:** +8; **Max Top Speed:** 1720; **Accel.:** 340; **CMB:** +8; **CMD:** 18; **Crew:** 2; **Pass:** 50\*; **Motor HP - Hardness:** 360/12; **Cargo:** \*600; **MPR:** 0.05; **Special:** Air vehicle

## SIMPLE

Airships, because of their nature, travel though all three dimensions instead of two. When they ascend, they must do so at half their current speed. When air vehicles descend, they can (but do not have to) move at double their current speed. After the ascent or descent, treat the vehicle's current speed as it was before making the ascent or descent.

## Glider

(10 ft. by 10 ft.)

A glider is basically a large piece of sail stretched out with a frame and connected to a handhold and straps. The only way to get a glider flying is to jump off a steep incline, allowing the glider to pick up the air current. Gliders take double damage from fire and acid.

**Propulsion:** current (air; four squares of sail, which serve as the majority of the vehicle, hp 20)

**Driving Check:** Fly or Acrobatics +10 to the DC

## VEHICLE WEAPONS

Vehicle weapons, like all firearms, have quality and condition. Pre-Rise vehicle weapons are always of standard quality or higher. In addition, vehicle weapons can have all scopes and laser sights firearm accessories attached to them, although they are twice the size, weight, and cost of a normal firearm accessory.

Vehicle weapons used without a computerized vehicle or computer tied to them gain a -2 to hit. Colossal scale weapons without the aid of a computer gain a -4 to hit.

## Standard Weapons

**APC cannon:** Light cannon usually mounted on an APC.

**Gatling-cannon:** A 5-barrel Gatling-style firearm.

**Tank cannon:** A cannon used primarily by a tracked tank. Tank cannons are so powerful that they deal 10 points of damage to everything within 5 ft. of each edge of the square where they hit.

**APC cannon ammo:** Due to the immense pressures of the weapon and ammo, Post-rise ammo worsens the reliable range of the weapon it is used in by 1.

**Gatling-cannon ammo:** Due to the immense pressures of the weapon and ammo, Post-rise ammo worsens the reliable range of the weapon it is used in by 1.

**Tank cannon ammo:** Due to the immense pressures of the weapon and ammo, Post-rise ammo worsens the reliable range of the weapon it is used in by 1.

## Colossal Scale Weapons

**Anti-aircraft cannon:** Large cannon designed to shoot down aircraft. Anti-aircraft cannons are so powerful that they deal 8 points of damage to everything within 5 ft. of where they hit. These weapons cannot be recreated, leaving only Pre-rise versions of these weapons.

**Gatling-anti-aircraft cannon:** A 4-barrel Gatling-style fire-arm. These weapons cannot be recreated, leaving only Pre-rise versions of these weapons.

**SIM-ARM:** Strategic Intelligent Multi-platform Active Radar Missile, or SIM-ARM for short, are the cutting-edge design of missile technology. Built as a ground-to-air missile or an air-to-air missile, this missile utilizes a complex computer system to triangulate its targets from external radar sources, laser guidance, its own active radar, and its' built-in anti-radiation system capable of locking in on the targets radio signal. These missiles are deadly, accurate, and designed to hit hard targets. So complex is their intelligent system that the missiles become increasingly accurate with each additional triangulation source, gaining a +2 to hit for each one past the first.

The SIM-ARM deals its 10d6 points of piercing damage and 10d6 points of fire damage to everything within a 20' radius (Reflex save DC 32 for half damage). Because its explosive features a shaped charge designed to penetrate anything, the SIM-ARM ignores the first 10 points of hardness of anything it directly hits. However, this only applies to the target struck, not to other objects within the burst radius. The SIM-ARM has a minimum range of 100 feet. If fired against a target closer than 100 feet, the SIM-ARM does not arm and will not explode. The SIM-ARM cannot accept any firearm modifications due to their intricate nature. The SIM-ARM are not firearms and do not use quality and condition nor can they have accessories.

**Turret cannon:** Huge cannon designed to shot hard targets, like tanks and structures. Turret cannons are so powerful that they deal 20 points of damage to everything within 10 ft. of each edge of the square where they hit. These weapons cannot be recreated, leaving only pre-Rise versions of these weapons.

**Anti-aircraft cannon ammo:** Due to the immense pressures of the weapon and ammo, Post-rise ammo worsens the reliable range of the weapon it is used in by 2.

**Gatling-anti-aircraft cannon ammo:** Due to the immense pressures of the weapon and ammo, Post-rise ammo worsens the reliable range of the weapon it is used in by 2.

**Turret cannon ammo:** Due to the immense pressures of the weapon and ammo, Post-rise ammo worsens the reliable range of the weapon it is used in by 2.

## CONDITIONS

Condition	Resources	Properties
Prized	30	Improve Reliability Range (-1)
Maintained	24	Base Reliability Range (0)
Neglected	18	Worsen Reliable Range (+1)
Rough	12	Worsen Reliable Range (+2)
Abused	6	Worsen Reliable Range (+3)
Broken (as broken condition)	0	Worsen Reliable Range (+4)
Destroyed	—	This weapon is destroyed

## QUALITIES

Quality	Resources	Properties
Custom*	60	+1 Hit, Reliability Range (-1)
Smithed*	36	+1 to Hit
Standard	18	No Modifier
Jury-Rigged	6	-1 to Hit
Hack Job	0	-2 to Hit

\*Minimum for magic



## VEHICLE WEAPONS

Weapon	Pre-Rise Resources	Post-Rise Resources	Damage	Pre-rise Base Reliability	Post-rise Base Reliability	Critical	Pre-Rise Range	Post-Rise Range	Rate of Fire	Mag. Type	Ammo	Weight	Type
<b>Vehicle Scale Firearms</b>													
APC Cannon	384	128	4d12	1	3	19-20 x2	400 ft.*	260 ft.*	Special	Special	1	345 lbs.	Ballistic and P
Gatling-cannon	192	64	4d8	2	4	19-20 x2	700 ft.*	530 ft.*	Auto	Special	*belt	270 lbs.	Ballistic and P
Tank Cannon	960	320	10d12	1	3	19-20 x2	800 ft.*	530 ft.*	Special	Special	1	2600 lbs.**	Ballistic and P
<b>Properties:</b> Tank cannons deal 10 damage to every within 5 ft. of where they hit													
<b>Vehicle Scale Firearms Ammo</b>													
APC Cannon (1)	6	4	—	—	worsen by 1	—	—	—	—	—	—	15 lbs.	—
Gatling-cannon (10)	27	18	—	—	worsen by 1	—	—	—	—	—	—	7.5 lbs.	—
Tank Cannon (1)	18	12	—	—	worsen by 1	—	—	—	—	—	—	50 lbs.	—
<b>Colossal scale weapons</b>													
Anti-aircraft Cannon	960	—	8d12	1	—	19-20 x2	800 ft.*	260 ft.*	Special	Special	1	**	Ballistic and P
Gatling-anti-aircraft Cannon	480	—	8d8	2	—	19-20 x2	1400 ft.*	530 ft.*	Auto	Special	*belt	675 lbs.	Ballistic and P
SIM-ARM	—	—	10d6/10d6	1	—	x2	5000 ft.*	—	Special	Special	1	100 lbs.	P/fire
<b>Properties:</b> Penetration-Ignores first 10 pts. of Hardness, 20 ft. Area of Effect													
Turret Cannon	2400	—	20d12	1	—	19-20 x2	3200 ft.*	530 ft.*	Special	Special	1	***	Ballistic and P
<b>Properties:</b> Turret cannons deal 20 damage to every within 10 ft. of where they hit													
<b>Colossal scale Firearms Ammo</b>													
Anti-aircraft Cannon (1)	18	12	—	—	worsen by 2	—	—	—	—	—	—	30 lbs.	—
Gatling-anti-aircraft Cannon (10)	81	54	—	—	worsen by 2	—	—	—	—	—	—	15 lbs.	—
SIM-ARM	2250	—	—	—	—	—	—	—	—	—	—	—	—
Turret Cannon (1)	54	36	—	—	worsen by 2	—	—	—	—	—	—	70 lbs.	—

\* Max range increment of 5 when not used with computerized system.

\*\* Does not include mount or turret

\*\*\* Only a sipyard crane or larger machenery could ever lift this.

## VEHICLE MODIFICATIONS

**Alarm:** An alarm creates a load audible sound that alerts the owner or anything else within range of the vehicle. The alarm will emit the sound for 30 seconds before stopping. The sound emitted is a preset array of different sounds but with a Computer Use skill check (DC) and the right equipment (recording device, music player, etc.) the sounds can change. The alarm can be circumvented with a Disable Device (DC 25, 2d4 rounds) or Computer Use (DC 20, 1d4 rounds).

Cannot be combined with the analog modification.

**Crafting:** Computer Use DC 20

**Alarm, fire:** This alarm has been modified to also shot jets of flame out the sides of the vehicle. Each side has a small tank that holds 3 Combustible resources that the alarm ignites and emits out of two squares. The alarm can be set to three different settings: full, normal, and low. On the full setting the

flames shot out 15 ft. from the vehicle's sides, dealing 1d6+2 fire damage (Reflex save DC 17 for half damage) for one round. On normal setting the flame shots out 10 ft. from the vehicle's sides, dealing 1d6 fire damage (Reflex save DC 15 for half) for two rounds. On low setting the flames shot out 5 ft. from the vehicle's sides, dealing 1d4 damage (Reflex save DC 12 for half) for 4 rounds. A triggered alarm uses all the Combustible resources in one use of the fire alarm.

Cannot be combined with the analog modification.

**Crafting:** Computer Use DC 20

**Alarm, tear gas:** This alarm has been modified to also emit tear gas from the vehicle. Each side has a small hold in the frame that contains one tear gas grenade that the alarm sets off. Small vents inside of the vehicle can be set to open or close, allowing the gas to easily fill the vehicle easily as well. While



## VEHICLE MODIFICATIONS

Modifications	Resource Cost	Description
<b>Alarm</b>	<b>10</b>	<b>Vehicle emits sound to deter (or summon).</b>
Gas	20 + gas	Vehicle emits tear gas.
Fire	25 + fuel	Vehicle emits a quick burst of flame.
Kill switch	20	Vehicle ceases to run until the switch is flipped.
<b>Analog</b>	<b>20</b>	<b>Remove the computer components of a vehicle.</b>
Kill switch	40	Vehicle ceases to run until the switch is flipped.
Amphibious	5 per square	Vehicle is able to be used on water like a watercraft.
<b>Armored</b>	<b>10 per square per hardness</b>	<b>Add armor to vehicle increasing its hardness.</b>
Ballistic	+15 per resistance	Make the vehicle more resistant to firearm damage.
Spiked	+5 per square	Spikes cover the vehicle dealing damage to those who touch them.
Chemical air filter	100	
<b>Off-road</b>		<b>Vehicle is capable traversing certain difficult terrain as normal terrain. Gains 1 ft. in height.</b>
Medium	25	
Large	50	
Huge	100	
Ram	10 per front facing square	
<b>Seat Belts</b>		
5 point harness	20	
Lap belt	5	
Standard	10	
Stripped	—	Vehicles Hit points/mechanical resources reduced by 1/4, +1 to Drive checks, -1 to CMB/CMD, building/repairing DC's reduced 2. Max speed, acceleration, and MPR increased by 10%.
Souped-up	50	Increase the acceleration of the vehicle by 50%.
<b>Tracked</b>		<b>Vehicle is capable of traversing almost all difficult terrain as normal terrain. Gains 1 ft. in height.</b>
Medium	50	
Large	100	
Huge	200	
<b>Weapon Mount</b>		
Light/one-handed	20 + weapon	
Two-handed	40 + weapon	
Vehicle scale	160 + weapon	
Turret	Weapon Mount x2	

any type of grenade could be used with this alarm, tear gas in the preferred.

Cannot be combined with the analog modification.

*Crafting:* Computer Use DC 20

**Alarm, kill switch:** This alarm has been modified to also deny anyone uses of the vehicle. The alarm can be set to two different settings, automatic or delayed. The automatic setting triggers alarm immediately and the delayed setting the alarm will engage after 1d6 rounds. The kill switch makes the vehicle useless, locking doors, locking the steering, shutting down the engine, and cutting all power except to the alarm unless the correct sequence in entered or a Disable Device (DC 30, 2d4 rounds) or Computer Use (DC 25, 1d4 rounds) is used to circumvent to alarm.

Cannot be combined with the analog modification.

*Crafting:* Computer Use DC 25

**Analog:** By removing the computer components from a vehicle, the vehicle become more user friendly to the less

technology inclined. The vehicle can easily be started by a simple flip of two different switches. This also makes the Craft (Mechanical) base DC's for building or repairing the vehicle to be reduced by 5.

*Crafting:* Craft Mechanical DC 20

**Analog, Kill switch:** The vehicle has an actual hidden switch that makes the vehicle unusable without it being flipped. The kill switch links integral components of the vehicle together, making the vehicle not function at all under its own power: steering is locked and the engine will not function at all. Nothing short of completely rewiring the entire vehicle will make it work until the switch is flipped. The switch can be hidden anywhere in or on the vehicle, requiring intentionally searching using Perception with the DC being the creators Craft (Mechanical) skill and skill check modifiers at the time of creation.

Can only be combined with the analog modification.

*Crafting:* Craft Mechanical DC 30



**Amphibious:** This modification allows a vehicle to also function on water. The vehicle gains a -2 to Drive or Pilot checks but gains a +1 to CMB/CMD. On water the vehicles top speed and acceleration are only 25% of the vehicles land speed.

Cannot be combined with the stripped modification.

*Crafting:* Craft Mechanical DC 30

**Armored:** The modification increases the hardness of a vehicle by up to 10 points, but no higher than a hardness of 25. Each point of hardness reduces the acceleration by 10 and max speed by 30.

Cannot be combined with the stripped modification.

*Crafting:* Craft Mechanical DC 25

**Armored, ballistic:** To gain this modification a vehicle must have at least one point of the armored modification. Vehicle can gain a point of ballistic resistance for every two points of hardness it has.

*Crafting:* Craft Mechanical DC 30

**Armored, spiked:** To gain this modification a vehicle must have at least one point of the armored modification. Any creature trying to grapple, climb, attack the vehicle with a non-reach weapon, or touch the vehicle or is touched by the vehicle in any manner takes damage from the spikes. The spikes also deal damage to ramming vehicles and vehicles rammed by the spiked vehicle. The spikes deal 1d6 points of damage.

*Crafting:* Craft Mechanical DC 30

**Chemical air filter:** The vehicle gains an airtight seal, with air only entering the vehicle through a ventilation port that has a multilayer filtration system. This system can filter out all airborne toxins or irritants present outside the vehicle.

Cannot be combined with the stripped modification.

*Crafting:* Craft Mechanical DC 20

**Off-road:** Vehicle is capable traversing certain terrains as normal terrain. The vehicle counts dense rubble, natural stone floors, shallow bogs, and snow as normal terrain. The vehicle counts deep bogs, heavy snow, and narrow hedgerows as difficult terrain. The vehicle gains 1 ft. in height

*Crafting:* Craft Mechanical DC 25

**Ram:** The front of the vehicle has a reinforced ram attached to it, allowing it to ignore the damage for the first square it enters of a solid object, and all squares for other objects and creatures. A vehicle equipped with a ram deals +2d8 points of damage with a vehicular overrun.

*Crafting:* Craft Mechanical DC 20

**Seatbelt, 5-point harness:** This seat belt is the most protection from sudden stops. The belt stops the creature from moving outside of the square they are belted into, taking non-lethal damage instead of regular damage from the sudden stop as if they had been pushed into a solid object from the movement, is not knocked *prone*, and does not take the 1d6 damage at the end of this movement (see sudden stop). Because of the construction of the belt the creature takes half damage. It is a full-round action to fasten or remove a 5-point harness.

*Crafting:* Craft Mechanical DC 25

**Seatbelt, lap:** Lap seat belts are the minimum amount of protection from sudden stops. The belt stops the creature from moving outside of the square they are belted into, taking damage from the sudden stop as if they had been pushed into a solid object from the movement, but not taking the 1d6





## SIMPLE VEHICLE MODIFICATIONS

Modification	Resource Cost	Description	Craft DC
Metal Plated	10 resources per square of vehicle	Improve hardness by +4, -1 to drive checks, -10 ft. to speed	(structural) 28
Improved Rudder	20 resources	+1 to all drive checks	(structural) 16
Streamlined Hull*	20 per square reduced	cargo and width reduced by 1/2, +1 to drive checks and all speeds increased by 15 ft.	(structural) 22
Improved Sails	8 resources per square of sails	+20 ft. to air current speed	(general item) 16
Reinforced*	5 per square of vehicle	+2 hp per square, cargo reduced by 10%	(structural) 16
Ram	5 resources per front facing square.	add ram to vehicle, cannot be added to vehicle with muscle (pulled)	(structural) 10
Motor	40 resources	takes one square of cargo/passenger space, replaced muscle with motor	(mechanical) 20

damage at the end of this movement (see sudden stop). The creature is not knocked *prone*. It is a swift action to fasten or remove a lap belt.

*Crafting:* Craft Mechanical DC 15

**Seatbelt, standard:** Standard seat belts are the common amount of protection from sudden stops. The belt stops the creature from moving outside of the square they are belted into, taking nonlethal damage instead of regular damage from the sudden stop as if they had been pushed into a solid object from the movement, is not knocked *prone*, and does not take the 1d6 damage at the end of this movement (see sudden stop). It is a move action to fasten or remove a standard seat belt.

*Crafting:* Craft Mechanical DC 20

**Souped-up:** This modification increases the vehicle's acceleration by 50%. With the flip of a simple switch (swift action) the vehicle's modification is turned on or off. When the modification is on the vehicle's MPR is decreased by 50%.

*Crafting:* Craft Mechanical DC 30

**Stripped:** The vehicle is stripped of everything that isn't needed for it to function to gain speed. The vehicle has its Hit points/Mechanical resources maximum reduced to half of the vehicle's normal maximum. The vehicle gains a +1 to Drive or Pilot checks but gains a -1 to CMB/CMD. Building/repairing DC's for the vehicle are also reduced by 2. The vehicle's max speed and acceleration are increased by 10% and its MPR is increased by 50%.

Cannot be combined with the Armored modification.

*Crafting:* Craft Mechanical DC 20

**Tracked:** Vehicle is capable traversing certain terrains as normal terrain. The vehicle counts dense rubble, natural stone floors, light undergrowth, shallow bogs, deep bogs, narrow hedgerows, steep slope, ice sheet, trench, snow, and heavy snow as normal terrain. The vehicle counts heavy undergrowth and wide hedgerows as difficult terrain.

*Crafting:* Craft Mechanical DC 30

**Weapon Mounts:** Vehicles can have a weapon mounted to them for use by a passenger. Weapon mounts grant partial cover for those using them. Vehicles can have a certain number of mounts added to them depending on the number of squares the vehicle has. Mounts attached to a side can only fire in the arc of that side. Mounts on top of the vehicle can shoot in all directions but count as twice the number of squares for calculating spaces taken.

- Light or one-handed weapons count as 2 squares of space on the vehicle.

- Two-handed weapon count as 4 squares of space on the vehicle.
- Vehicle scale weapons count as 8 squares of space on the vehicle.
- Colossal scale weapons for count as 16 squares of space on the vehicle.

Weapon mounts built for creature size firearms can attach or detach a firearm with a DC 15 Craft (Mechanical) check as a full-round action.

*Crafting:* Craft Mechanical DC 25

**Weapon mount, turret:** at twice the cost the weapon mount can become a turret. Turrets give the operators total cover. Weapons in turrets require two people to operate. Turrets give the user a -2 to hit with the weapon but this can be offset to a 0 if the vehicle is computerized. Turrets built for creature size firearms can attach or detach a firearm with a DC 25 Craft (Mechanical) check, but this takes a full turn, Mechanical tools, and access to the inside of the turret. Turrets increase the Craft DC of the weapon mount by +10.





## SIMPLE VEHICLE MODIFICATIONS

**Metal Plated:** Attaching metal plates to the simple vehicle increases its hardness by +4. This modification imposes a -1 penalty on all driving checks and reduces the speed of the ship by 10 ft.

*Cost:* 10 resources per square of the simple vehicle

*Crafting:* Craft (Structural) DC 28

**Improved Rudder:** An improved rudder custom built for the ship, granting a +1 bonus on all driving checks.

*Cost:* 20 resources

*Crafting:* Craft (Structural) DC 16

**Streamlined Hull:** The ship has been intentionally designed with a more slender hull, enabling it to slip through smaller spaces.

The ship's width is decreased by half, and cargo capacity is reduced by half. However, the ship gains a +1 bonus on all driving checks and increases its speed by 15 ft. This modification must be built into the ship at the time of its construction.

*Cost:* 20 resources per square reduced

*Crafting:* Craft (Structural) DC 22

**Improved Sails:** Improved sails give the ship a superior rate of movement.

A ship with improved sails gains 20 ft. to its air current speed.

*Cost:* 8 resources per square of sails

*Crafting:* Craft (General Item) DC 16

**Reinforced:** The simple vehicle has been reinforced making it thicker and more resilient.

The ship gains 2 hit points per square, but the simple vehicle's cargo capacity is reduced by 10%. This modification must be built into the simple vehicle at the time of its construction.

*Cost:* 5 resources per square of the simple vehicle

*Crafting:* Craft (Structural) DC 16

**Ram:** The simple vehicle bears a standard ram.

A simple vehicle equipped with a ram ignores the damage for the first square it enters of a solid object, and all damage from ramming creatures or other objects. A simple vehicle that uses muscle propulsion (pulled) cannot have a ram.

*Cost:* 5 resources per forward facing square

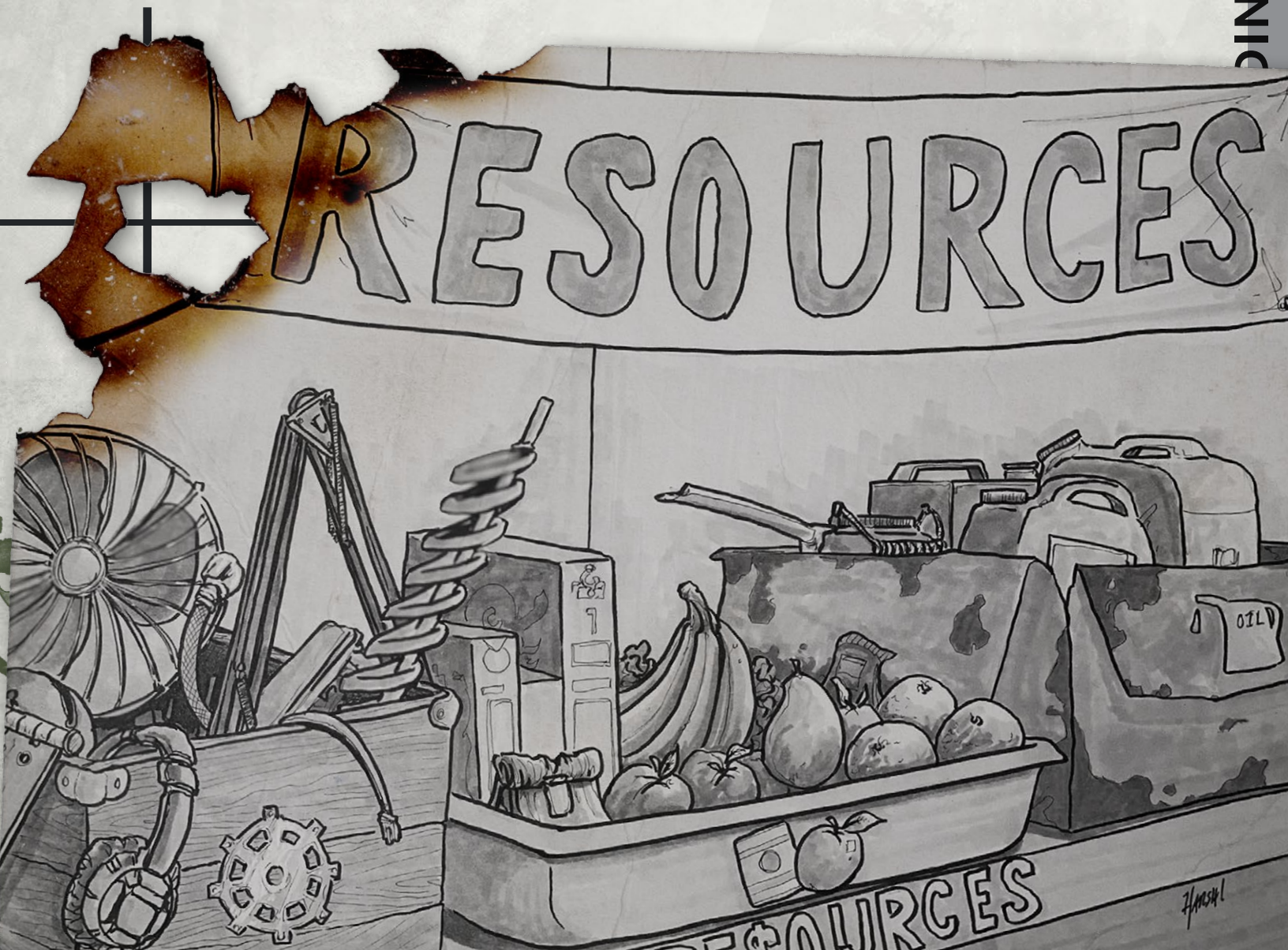
*Crafting:* Craft (Structural) DC 10

**Motor:** A ship may have a motor added to replace muscle propulsion.

A ship equipped with a motor loses one square of cargo/passenger space. The motor has the same speed as the muscle propulsion and follows all the rules for motors in the modern vehicle section. The motors have 20 hit points and have a hardness of 8. They are located inside the ship and are connected to a propeller at the rear of the ship. Large ships get 1 mpr, huge ships get .75 mpr, and gargantuan/colossal ships get .5 mpr.

*Cost:* 40 resources

*Crafting:* Craft (Mechanical) DC 20





"Magic. Of all the stuff that's come about from the Rise, of all the events and weird happenings, I gotta say that Magic has to be the most important and the most overlooked. Doc, I know you're thinking, like, "Dude, how can Magic be the most important when there's demons and dead and Darklands and all that?"

Well, what amongst those things do we citizens of this new world look at and just shrug, figuring it's just part of everyday life? What of those things do we sometimes just ignore, just let it happen in our colonies and not even give it a sideways glance? None of 'em Doc. Demons, dead, mutant creatures, we deal with them. We raise an alarm, we gear up and kick butt. Somebody makes the crops grow faster, heals a sick cow, or you know, casually splashes some dude with acid straight out of thin air, well, that's normal. That's my point Doc. Magic is normal. It's only been 25 years or so and not only is there magic, but it's NORMAL. Pew... mind blown."

Ruby - Splicer, Radicals



DEAD or  
BOUNTY PAID  
CONSIDERED  
CONTACT MARSH



# 8 MAGIC

**T**ODAY I WAS QUITE PROUD OF MYSELF, a reprieve from the terrible thoughts that continue to worm their way deep into my mind. My hunting party was slogging through a marsh, murky water up to our chests in places. We were attacked by waterlogged Risen, so I tapped a line of energy and summoned the first animal that came to my mind; one I remembered from one of my favorite children's book about a friendly water mammal. The porpoise fought fiercely on our behalf, allowing enough time for us to get to solid ground. The voice in my head had nothing to mock this time.

**BEFORE THE RISE, EARTH HAD BEEN WITHOUT MAGIC FOR** over two thousand years. Latent enchantments were suppressed, ancient incantations made impotent, and prayers of the faithful no more than hopeful pleas for an attentive and benevolent deity. Even inherent primal powers within the Earth itself had been separated from those who could tap their might. As each of the Seals broke so too did the restraints on all sources of magic. Magic slowly returned to the untrained and inquisitive. Those with open minds, observant spirits, or faithful convictions were the first to wield new powers. As society collapsed, old worldly roles were replaced with new, each wielding powers equal parts beauty and danger. Factions rose and fell when faced with changing hazards. Beasts mutated as energies coalesced in places of tragedy. Ancient foes from shadow found new conduits to Earth. When the last Seal broke the multiverse shuddered. The subsequent redistribution of magic was sudden and chaotic.

Understanding humanity's evolutionary path within *Apocalypse the Risen* is important. However, it is the multiverse and sources of magic that demand extra attention. The impact of the Rise rippled across the multiverse. Each prime suffered its own calamitous events. Transitive planes long tethered in dimensional space now press oddities into the prime. Otherworldly inner planes shifted, their influence on the faithful and devote forever interrupted. Outer planes, those oldest and most distant in the m7ultiverse, suffered perhaps the greatest transformations. Cosmic entities long at slumber awoke in the Void, and with them madness. And Purgatory watched helplessly as souls and the very source of magic slipped from its borders.

These places, these sources of magic, impact your daily life like little else. Magic touches everything in the world of *Apocalypse the Risen*. The following chapter covers all things magic from identifying types and sources to referencing all individual known spells and spell access. Many spells have been updated from their original design or in some cases changed to meet the campaign setting narrative. Only those spells included within these pages or future supplemental materials are intended to be used in *Apocalypse the Risen*.

## TYPES & SOURCES OF MAGIC

Magic is divided into two primary types: Arcane and Divine. The primary difference between the two types is how the magic is acquired. Arcane magic is obtained through study or innate talent, regardless of the source. Learning the method of accessing and manipulating the magic is all that is required for arcane casters. Divine magic is accessed by relationship or

worship with a granting source. Each divine source identifies in general terms where the granting entity exists. Divine caster players and GMs are encouraged to identify individual granting entities for additional roleplaying and narrative.

Within the two types of magic, there are four unique sources. Each of the four sources are described below, including specific mechanics and accessing classes. Some spells exist for both arcane and divine casters. Specific spells are not categorized as arcane or divine in *Apocalypse the Risen*. Instead, the type of magic and spell is determined based on the caster. Example: A Shepherd casts *burning hands* hitting a demon who has resistance to arcane magic. The spell effects the demon normally, ignoring the resistance as this casting of *burning hands* is considered divine magic.

### MAGIC SOURCES

Class	Divine Magic		Arcane Magic	
	Cosmic	Otherworldly	Prime	Supernatural
<b>Arbiter</b>				
Channel Energy		X		
Spells		X		
<b>Auxiliary</b>				X
<b>Conservator</b>				
Channel Energy			X	
Spells			X	
<b>Harbinger</b>				
Spells	X			
Thought Disciplines			X	
<b>Seer</b>		X		
<b>Shepherd</b>				
Channel Energy		X		
Spells		X		
<b>Splicer</b>				X





## ARCANE TYPES

Arcane includes Prime Magic (PM) and Supernatural Magic (SM) sources. Each source includes different casting classes and some fundamental differences noted below. Each arcane spellcasting class accesses their magic source differently.

### Prime (PM)

Prime Magic represents latent energy within the Prime Material and transitive planes. These raw forces exist within the Prime Material and transitive planes, wild and volatile. Prime Magic is worldly and metaphysical, elemental and primordial, derived from nature and the innerworkings of the natural world. The very nature and relations of being, existence itself, and connections between natural powers make up the source of Prime Magic.

The following are general statements about Prime Magic traits. Specific situations should be evaluated by class. Prime Magic is subject to dispel effects, spell resistance, and anti-magic locations. Casting Prime Magic requires concentration and may trigger an attack of opportunity. Additionally, a caster's planar location may restrict the functionality of some class features. Prime Magic comes from a source generally considered Neutral.

Some examples of Prime Magic: Conservator spells and their channel energy ability and Harbinger thought disciplines, such as Kinetic (Ex). Cryptid creatures and effects.

### Supernatural (SM)

Supernatural magic is a physical material mined from within the heart of the Grey. That material, a translucent viscous oil with luminous crystalline flakes, is referred to as *smoke* by those within Purgatory. When distributed throughout the Prime Material plane, *smoke* becomes an invisible energy known as supernatural magic.

Prior to the breaking of the Seals, Earth had been without that energy for thousands of years. As the final Seal broke, the vacuum ripped *smoke* through the Veil coating the Earth in supernatural magic. More about *smoke* and Purgatory will be covered in Chapter 11.

The following are general statements about Supernatural Magic traits. Specific situations should be evaluated by class. Supernatural Magic is subject to dispel effects, spell resistance, and anti-magic locations. Casting Supernatural Magic requires concentration and may trigger an attack of opportunity. Supernatural Magic comes from a source generally considered Lawful.

Some examples of Supernatural Magic: Splicer fuses and spells fired from a caster. Auxiliary jump fuses. Undead spells and effects. Darklands. Channels. Magic items. Most PC and NPC special abilities. Unexplained magical happenings. Unique to the Supernatural Magic found in Apocalypse the Risen, mutations and oddities are the result of the abrupt entrance of raw *smoke* into Prime Earth.

## DIVINE TYPES

Divine includes Cosmic Magic (CM) and Otherworldly Magic (OM) sources. Each source includes different casting classes and some fundamental differences noted below. Each divine spellcasting class accesses their magic source differently. Spellcasters using this type of magic require a divine focus. This is typically a physical object presented when casting, representing the relationship with the source of the magic. In the case of

Cosmic Magic, the Harbinger enters a *mystic slip*, opening their mind's eye. The ancient symbols or mystic script appearing in front of their forehead represent their divine focus. Other casters of Cosmic Magic may have their own unique divine focus.

### Cosmic (CM)

Cosmic Magic is sourced from a cosmic entity within the Void. The relationship through which this magic is granted may be via worship, control, or completely involuntary. The entity may engage the subject, or even subjugate them, but far more often the entity is no more aware of the end user than a human is aware of an oxygen molecule. The cosmic entities are powerful beyond comprehension and the powers they grant but a moment within infinite time. However, these entities spread madness and chaos as rats spread plague. While worship generates interest, insanity is the nectar they seek. Wielding powerful Cosmic Magic requires the caster to walk the fine line of sanity or risk making Prime Earth a sweeter target.

The following are general statements about Cosmic Magic traits. Specific situations should be evaluated by class. Cosmic Magic is subject to dispel effects, spell resistance, and anti-magic locations. Casting Cosmic Magic requires concentration and may trigger an attack of opportunity. Additionally, using Cosmic Magic risks personal insanity and attention from elder cosmic entities. Cosmic Magic comes from a source generally considered chaotic.

Some examples of Cosmic Magic: Harbinger spells and the mystic slip. Harbinger slip tricks. Void buildings and effects within Paradox.

### Otherworldly (OM)

Otherworldly Magic is granted by The Light and The Darkness, or by deities from within their ranks. Casters of Otherworldly Magic must identify whether the relationship is with denizens of The Light from the Higher Realm or The Darkness from the Lower Realm. Generally, the entity with whom the relationship is made does not typically engage the character. Specifically, The Light and celestial deities are planar separated from their Earthly followers, making any connection—other than the granting of magic—difficult at best. The Darkness maintains distant control and is unlikely to engage followers. However, demonkind has a strong foothold on Earth and may well form liege/follower relationships. Worshipping any one of the Seven directly, or one of their lieutenants, is not uncommon. Worshipping those of the Lower Realms should be reserved for NPCs. Spellcasters summoned by Otherworldly spells cast from the same source as the caster making the summons.

The following are general statements about Otherworldly Magic traits. Specific situations should be evaluated by class. Otherworldly Magic is subject to dispel effects, spell resistance, and anti-magic locations. Casting Otherworldly Magic requires concentration and may trigger an attack of opportunity. Powers granted by the Higher Realms are considered *purified*, *sacred*, and *holy*. Powers granted by the Lower Realms are considered *tainted*, *profane*, and *unholy*. Otherworldly Magic comes from a source generally considered either Good or Evil.

Some examples of Otherworldly Magic: Arbiter spells and channel energy. Shepherd spells and channel energy. Demon spells and special abilities. Powers produced by beings with the Corrupted template.



# SPELLCASTING

## RULES & TERMS

Except where identified in this chapter or under individual classes, spellcasting works as normal. The following terms are additionally provided for easy reference.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified.

**Creatures and Characters:** The words "creature" and "character" are used synonymously. Where appropriate, "being" or "beings" is synonymously substituted in spell descriptions.

**Components:** A spell's components explain what you must include or complete to cast the spell. The components entry in a spell description includes abbreviations that tell you what type of components it requires. Specifics for material and focus components are given at the end of the descriptive text.

**Verbal (V):** A verbal component is a spoken incantation. To provide a verbal component, you must be able to speak in a strong voice. A silence spell or a gag spoils the incantation (and thus the spell). A spellcaster who has been deafened has a 20% chance of losing any spell with a verbal component they try to cast. Because fuses are created and activated later, spells originating from fuses have no verbal components.

**Somatic (S):** A somatic component is a measured and precise movement of the hand. You must have at least one hand free to complete a somatic component. Because fuses are created and activated later, spells originating from fuses have no somatic components. Arbiters use their weapon of justice in place of any somatic components.

**Material (M):** A material component consists of one or more physical substances or objects that are annihilated by the spell energies in the casting process. Spells crafted as a fuse replace the material component with the fuse resource cost. Material components are otherwise not required in *Apocalypse the Rising*. As an optional rule, GMs and players may decide extremely powerful spells with expensive or rare material components may be required as additional roleplaying and narrative.

**Focus (F):** A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. Because fuses are created and activated later, spells originating from fuses have no focus components. Arbiters use their weapon of justice in place of any focus components. As with material components, the focus should be more roleplaying and narrative than inventory tracking.

**Divine Focus (DF):** A divine focus component is an item of spiritual significance. The divine focus for an Arbiter is their weapon of justice. The divine focus for a Seer or Shepherd is the holy symbol of the character's faith. A Harbinger enters a mystic slip and their mind's eye becomes their divine focus.

If the Components line includes F/DF, the Arcane magic version of the spell has a focus component (the abbreviation before the slash) and the Divine magic version has a divine focus component (the abbreviation after the slash). It is recommended that arcane type spells requiring a focus component be utilized as additional roleplaying and narrative.

**Hit Dice:** The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, still have character levels equal to their Hit Dice.





## SPELLS BY CLASS

Spells are categorized by class and level in the following charts. Many spells appear in more than one class list, some at different levels. The type and source of magic work different from class to class, and some classes may be more adept at learning one spell over another. Determine the type and source of magic based on the class casting the spell.

Some spells have the Divine Focus component added. Spells with no other changes function as per the Pathfinder Roleplaying Game Core Rulebook and have not been reprinted. Those spells may now require a Divine Focus, noted in the following spell lists. Spells with additional changes, such as new material components or spell functionality, are printed later in this chapter. Unless specifically listed, all other material components and focuses for spells are not required in Apocalypse the Risen.

- 1 New spell for Apocalypse the Risen
- 2 Material Component
- 3 Focus
- 4 Divine Focus
- 5 Spell Change

### ARBITER SPELLS

#### 0-Level Arbiter Spells

Bleed  
Detect Poison <sup>5</sup>  
Guidance  
Prestidigitation  
Resistance  
Stabilize  
Touch of Fatigue  
Virtue

#### 1st-Level Arbiter Spells

Bane  
Bless  
Bless Water <sup>5</sup>  
Chill Touch  
Cure Light Wounds  
Deathwatch  
Detect Undead  
Disrupt Undead  
Divine Favor  
Doom  
Endure Elements  
Enlarge Person  
Entropic Shield  
Expeditious Retreat  
Inflict Light Wounds  
Jump  
Longstrider

Mount <sup>2</sup>  
Protection <sup>5</sup>  
Read Magic  
Reduce Person  
Restoration, Lesser <sup>5</sup>  
Shield of Faith  
True Strike

#### 2nd-Level Arbiter Spells

Aid  
Augury  
Bear's Endurance  
Bull's Strength  
Cat's Grace  
Cure Moderate Wounds  
Darkvision  
Death Knell  
Delay Poison  
Eagle's Splendor  
False Life  
Fox's Cunning  
Ghoul Touch  
Heroism  
Inflict Moderate Wounds  
Owl's Wisdom  
Remove Paralysis  
Resist Energy  
Shield Other  
Zone of Truth

#### 3rd-Level Arbiter Spells

Cure Serious Wounds  
Daylight  
Discern Lies  
Inflict Serious Wounds  
Keen Edge <sup>5</sup>  
Magic Circle <sup>5</sup>  
Magic Vestment <sup>5</sup>  
Neutralize Poison  
Prayer  
Rage  
Remove Blindness/Deafness  
Remove Curse  
Restoration <sup>2,5</sup>  
Vampiric Touch

#### 4th-Level Arbiter Spells

Amends <sup>1</sup>  
Break Enchantment  
Breath of Life  
Cure Critical Wounds  
Death Ward <sup>5</sup>  
Dispel Otherworldly <sup>1</sup>  
Divination <sup>2</sup>  
Divine Power  
Enlarge Person, Mass  
Freedom of Movement  
Holy Sword <sup>5</sup>  
Inflict Critical Wounds  
Mark of Justice <sup>5</sup>

Reduce Person, Mass

#### 5th-Level Arbiter Spells

Cure Light Wounds, Mass  
Disrupting Weapon  
Heroism, Greater  
Inflict Light Wounds, Mass  
Righteous Might <sup>5</sup>

#### 6th-Level Arbiter Spells

Antilife Shell <sup>5</sup>  
Bear's Endurance, Mass  
Bull's Strength, Mass  
Cat's Grace, Mass  
Contingency  
Cure Moderate Wounds, Mass  
Eagle's Splendor, Mass  
Find the Path  
Forceful Hand  
Fox's Cunning, Mass  
Inflict Moderate Wounds, Mass  
Owl's Wisdom, Mass  
Restoration, Greater <sup>2,5</sup>  
Undeath to Death

### CONSERVATOR SPELLS

#### 0-Level Conservator Spells

Acid Splash  
Bleed  
Dancing Lights  
Detect Magic <sup>5</sup>  
Detect Poison <sup>5</sup>  
Flare  
Guidance  
Know Direction  
Light  
Mending <sup>5</sup>  
Prestidigitation  
Purify Food & Drink  
Read Magic <sup>3</sup>  
Resistance  
Stabilize  
Virtue

#### 1st-Level Conservator Spells

Alarm  
Bane  
Bless  
Bless Water <sup>5</sup>  
Calm Animals  
Charm Animal  
Cure Light Wounds  
Deathwatch  
Delay Poison  
Detect Animals/Plants  
Detect Snares & Pits  
Detect Undead  
Disrupt Undead  
Endure Elements  
Entangle



Fairy Fire  
 Goodberry<sup>5</sup>  
 Hide from Animals  
 Hide from Undead  
 Longstrider  
 Magic Fang  
 Magic Stone  
 Magic Weapon  
 Mount<sup>2</sup>  
 Obscuring Mist  
 Pass without Trace  
 Produce Flame  
 Protection<sup>5</sup>  
 Shillelagh<sup>5</sup>  
 Speak with Animals  
 Summon Nature's Ally I<sup>5</sup>

## 2nd-Level Conservator Spells

Acid Arrow  
 Animal Messenger<sup>2</sup>  
 Animal Trance  
 Barkskin  
 Chill Metal  
 Command Undead  
 Consecrate<sup>5</sup>  
 Continual Flame<sup>2</sup>  
 Cure Moderate Wounds  
 Darkness  
 Darkvision  
 Desecrate<sup>5</sup>  
 Find Traps  
 Fire Trap<sup>2</sup>  
 Flame Blade<sup>5</sup>  
 Flaming Sphere  
 Fog Cloud  
 Gentle Repose<sup>5</sup>  
 Ghoul Touch  
 Gust of Wind  
 Heat Metal  
 Hold Animal  
 Magic Mouth  
 Make Whole<sup>5</sup>  
 Pyrotechnics<sup>2</sup>  
 Reduce Animal  
 Resist Darkland Energy<sup>1</sup>  
 Resist Energy  
 Restoration, Lesser<sup>5</sup>  
 Soften Earth and Stone  
 Summon Nature's Ally II<sup>5</sup>  
 Summon Swarm  
 Tree Shape  
 Warp Wood<sup>5</sup>  
 Whispering Wind  
 Wood Shape

## 3rd-Level Conservator Spells

Animate Dead Animal<sup>1</sup>  
 Beast Shape I  
 Call Lightning  
 Command Plants

Contagion  
 Cure Serious Wounds  
 Daylight  
 Deeper Darkness  
 Diminish Plants  
 Dominate Animal  
 Flame Arrow<sup>5</sup>  
 Glyph of Warding<sup>2,5</sup>  
 Halt Undead  
 Magic Circle<sup>5</sup>  
 Magic Fang, Greater  
 Magic Weapon, Greater  
 Meld into Stone  
 Neutralize Poison  
 Plant Growth  
 Poison  
 Protection from Energy  
 Quench  
 Remove Curse  
 Remove Disease  
 Sculpt Sound  
 Searing Light  
 Sleet Storm  
 Snare  
 Speak with Plants  
 Spike Growth<sup>5</sup>  
 Stinking Cloud  
 Stone Shape  
 Summon Nature's Ally III<sup>5</sup>  
 Water Breathing  
 Water Walk  
 Wind Wall

## 4th-Level Conservator Spells

Air Walk  
 Amends<sup>1</sup>  
 Antiplant Shell  
 Beast Shape 2  
 Blight  
 Charm Monster  
 Control Water  
 Cosmic Hammer<sup>1</sup>  
 Cure Critical Wounds  
 Death Ward<sup>5</sup>  
 Dispel Magic  
 Elemental Body I<sup>2</sup>  
 Fire Shield  
 Flame Strike  
 Freedom of Movement  
 Giant Vermin  
 Ice Storm  
 Minor Creation<sup>2</sup>  
 Mnemonic Enhancer  
 Nondetection  
 Repel Vermin  
 Rusting Grasp<sup>5</sup>  
 Secure Shelter  
 Solid Fog  
 Spell Immunity  
 Spike Stones<sup>5</sup>

Summon Nature's Ally IV<sup>5</sup>  
 Tongues

## 5th-Level Conservator Spells

Animal Growth  
 Awaken<sup>2</sup>  
 Baleful Polymorph  
 Beast Shape 3  
 Break Enchantment  
 Breath of Life  
 Call Lightning Storm  
 Commune<sup>2</sup>  
 Commune with Nature  
 Control Winds  
 Cure Light Wounds Mass  
 Dimension Door  
 Disrupting Weapon  
 Dream  
 Elemental Body 2<sup>2</sup>  
 Hallow<sup>2,5</sup>  
 Insect Plague<sup>5</sup>  
 Mage's Faithful Hound  
 Major Creation<sup>2,5</sup>  
 Passwall  
 Plant Shape I  
 Raise Dead<sup>5</sup>  
 Scrying<sup>2</sup>  
 Spell Resistance  
 Stoneskin<sup>5</sup>  
 Summon Nature's Ally V<sup>5</sup>  
 Transmute Mud to Rock  
 Transmute Rock to Mud  
 Unhallow<sup>2,5</sup>  
 Wall of Fire  
 Wall of Ice  
 Wall of Stone  
 Wall of Thorns

## 6th-Level Conservator Spells

Acid Fog  
 Antilife Shell<sup>5</sup>  
 Beast Shape 4  
 Cure Moderate Wounds, Mass  
 Dispel Magic, Greater  
 Elemental Body 3<sup>2</sup>  
 Find the Path  
 Fire Seeds<sup>2,5</sup>  
 Flesh to Stone  
 Forbiddance<sup>2,5</sup>  
 Glyph of Warding, Greater<sup>2,5</sup>  
 Ironwood<sup>3,5</sup>  
 Liveoak<sup>5</sup>  
 Mage's Lucubration<sup>5</sup>  
 Move Earth  
 Plant Shape 2  
 Repel Wood  
 Spellstaff<sup>3</sup>  
 Stone Tell  
 Stone to Flesh  
 Summon Nature's Ally VI<sup>5</sup>



Undeath to Death <sup>3</sup>  
Wall of Iron

## 7th-Level Conservator Spells

Animate Plants  
Change Staff <sup>3,5</sup>  
Control Undead  
Control Weather <sup>5</sup>  
Creeping Doom <sup>5</sup>  
Cure Serious Wounds, Mass  
Elemental Body <sup>4</sup> <sup>2</sup>  
Ethereal Jaunt <sup>5</sup>  
Fire Storm  
Giant Form I <sup>5</sup>  
Harm  
Heal <sup>5</sup>  
Heroes' Feast  
Plant Shape <sup>3</sup>  
Scrying, Greater <sup>5</sup>  
Summon Nature's Ally VII <sup>5</sup>  
Sunbeam  
Transmute Metal to Wood  
True Seeing <sup>2</sup>  
Wind Walk

## 8th-Level Conservator Spells

Animal Shapes  
Antipathy <sup>5</sup>  
Charm Monster, Mass  
Control Plants <sup>3</sup>  
Cure Critical Wounds, Mass  
Earthquake  
Finger of Death  
Giant Form 2 <sup>5</sup>  
Protection from Spells <sup>3</sup>  
Repel Metal or Stone  
Reverse Gravity  
Scintillating Pattern  
Screen  
Spell Immunity, Greater  
Summon Nature's Ally VIII <sup>5</sup>  
Sunburst  
Whirlwind

## 9th-Level Conservator Spells

Dominate Monster <sup>5</sup>  
Elemental Swarm <sup>5</sup>  
Etherealness <sup>5</sup>  
Foresight  
Regenerate <sup>5</sup>  
Shambler <sup>5</sup>  
Storm of Vengeance  
Summon Nature's Ally IX <sup>5</sup>

## HARBINGER SPELLS

### 0-Level Harbinger Spells

#### General

Arcane Mark  
Bleed

Dancing Lights  
Daze  
Detect Magic <sup>5</sup>  
Ghost Sound  
Know Direction  
Lullaby  
Mage Hand  
Mending <sup>5</sup>  
Message  
Open/Close  
Prestidigitation  
Read Magic <sup>3</sup>  
Resistance <sup>4</sup>  
Touch of Fatigue

## 1st-Level Harbinger Spells

### Energy

Magic Weapon <sup>4</sup>  
Shield <sup>5</sup>

### Energy/Hurt

Magic Missile

### Enhance

Endure Elements  
Enlarge Person  
Jump  
Reduce Person  
True Strike

### General

Floating Disk  
Identify

### Heal

Cure Light Wounds

### Hurt

Disrupt Undead  
Inflict Light Wounds

### Mislead

Disguise Self  
Hypnotism  
Magic Aura  
Silent Image  
Ventriloquism

### Move

Animate Rope  
Expeditious Retreat  
Feather Fall

### Planar

Confusion, Lesser <sup>4</sup>  
Doom <sup>4</sup>  
Protection <sup>4,5</sup>  
Unseen Servant

### Protect

Hold Portal  
Mage Armor <sup>5</sup>  
Sanctuary <sup>4</sup>

### Reveal

Comprehend Languages <sup>4,5</sup>  
Detect Secret Doors  
Detect Snares & Pits

### Tell

Cause Fear  
Charm Person  
Command  
Hideous Laughter  
Sleep

## 2nd-Level Harbinger Spells

### Energy

Flame Blade <sup>4,5</sup>  
Spectral Hand

### Energy/Hurt

Spiritual Weapon <sup>4,5</sup>

### Enhance

Bear's Endurance <sup>4</sup>  
Bull's Strength <sup>4</sup>  
Cat's Grace  
Darkvision  
Eagle's Splendor <sup>4</sup>  
Fox's Cunning <sup>4</sup>  
Heroism  
Owl's Wisdom <sup>4</sup>

### General

Arcane Lock  
Levitate

### Heal

Cure Moderate Wounds  
Remove Fear  
Status <sup>5</sup>

### Hurt

Inflict Moderate Wounds

### Mislead

Alter Self  
Darkness <sup>4</sup>  
Enthrall  
Hypnotic Pattern <sup>5</sup>  
Invisibility <sup>4</sup>  
Minor Image  
Mirror Image  
Misdirection  
Silence

### Move

Blur



Gust of Wind  
Rope Trick  
Spider Climb

### Planar

Augury <sup>4</sup>  
Death Knell  
Touch of Idiocy

### Protect

False Life  
Obscure Object <sup>4</sup>  
Phantom Trap  
Protection from Arrows  
Resist Energy <sup>4</sup>

### Reveal

Detect Thoughts <sup>4</sup>  
Find Traps  
Knock  
Locate Object <sup>4</sup>  
See Invisible  
Whispering Wind  
Zone of Truth <sup>4</sup>

### Tell

Calm Emotions <sup>4,5</sup>  
Command Undead  
Daze Monster  
Hold Person <sup>4</sup>  
Magic Mouth  
Scare

## 3rd-Level Harbinger Spells

### Energy

Daylight  
Magic Weapon, Greater <sup>4</sup>  
Tiny Hut

### Enhance

Gaseous Form <sup>4</sup>  
Good Hope  
Haste  
Rage

### General

Arcane Sight

### Heal

Cure Serious Wounds  
Remove Paralysis

### Hurt

Bestow Curse <sup>5</sup>  
Inflict Serious Wounds

### Mislead

Deeper Darkness <sup>4</sup>  
Glibness  
Illusory Script

Invisibility Sphere  
Major Image  
Sculpt Sound

### Move

Blink <sup>5</sup>  
Displacement  
Fly  
Helping Hand

### Planar

Contagion  
Magic Circle <sup>4,5</sup>  
Tongues <sup>4</sup>

### Protect

Explosive Runes  
Gentle Repose <sup>4,5</sup>  
Protection from Energy <sup>4</sup>

### Reveal

Clairaudience/Clairvoyance <sup>4</sup>  
Discern Lies <sup>4</sup>  
Dispel Magic

### Tell

Charm Monster  
Crushing Despair  
Deep Slumber  
Halt Undead  
Suggestion

## 4th-Level Harbinger Spells

### Energy

Enervation  
Fire Shield  
Resilient Sphere

### Enhance

Enlarge Person, Mass  
Reduce Person Mass  
Stoneskin <sup>4,5</sup>

### General

Arcane Eye

### Heal

Cure Critical Wounds  
Remove Blindness/Deafness

### Hurt

Inflict Critical Wounds  
Phantasmal Killer  
Shadow Conjunction <sup>5</sup>  
Shout

### Mislead

Hallucinatory Terrain  
Illusory Wall  
Invisibility, Greater

Modify Memory  
Rainbow Pattern <sup>3</sup>  
Zone of Silence

### Move

Air Walk <sup>4</sup>  
Dimension Door

### Planar

Black Tentacles  
Confusion <sup>4</sup>  
Dimensional Anchor <sup>5</sup>  
Divination <sup>2</sup>  
Planar Ally Lesser <sup>2,5</sup>

### Protect

Freedom of Movement <sup>4</sup>  
Globe of Invulnerability, Lesser  
Nondetection

### Reveal

Break Enchantment  
Detect Scrying  
Locate Creature  
Scrying <sup>2,4</sup>  
Sending <sup>4</sup>

### Tell

Dismissal <sup>4,5</sup>  
Fear  
Geas, Lesser <sup>5</sup>

## 5th-Level Harbinger Spells

### Energy

Interposing Hand  
Wall of Force  
Waves of Fatigue

### Enhance

Divine Power <sup>4</sup>  
Heroism, Greater  
Polymorph

### General

Telekinesis <sup>5</sup>

### Heal

Remove Curse  
Remove Disease

### Hurt

Baleful Polymorph  
Feeblemind <sup>5</sup>  
Nightmare <sup>5</sup>  
Shadow Evocation <sup>5</sup>

### Mislead

False Vision  
Mind Fog  
Mirage Arcana



Persistent Image  
Seeming

## Move

Overland Flight  
Passwall  
Secret Chest <sup>3,5</sup>

## Planar

Contact other Plane <sup>5</sup>  
Planar Binding, Lesser <sup>5</sup>

## Protect

Death Ward <sup>4,5</sup>  
Mage's Faithful Hound  
Mage's Private Sanctum <sup>4</sup>  
Spell Immunity <sup>4</sup>  
Symbol of Pain <sup>2,5</sup>

## Reveal

Dispel Otherworldly <sup>1,4</sup>  
Dream  
Telepathic Bond

## Tell

Command, Greater  
Dominate Person <sup>5</sup>  
Hold Monster <sup>4</sup>  
Magic Jar <sup>3,5</sup>  
Song of Discord

## 6th-Level Harbinger Spells

### Energy

Antimagic Field <sup>4</sup>  
Eyebite  
Forceful Hand  
Repulsion <sup>4</sup>

### Enhance

Bear's Endurance, Mass <sup>4</sup>  
Bull's Strength, Mass <sup>4</sup>  
Cat's Grace, Mass  
Eagle's Splendor, Mass <sup>4</sup>  
Fox's Cunning, Mass <sup>4</sup>  
Owl's Wisdom, Mass <sup>4</sup>  
Transformation <sup>2</sup>

### General

Legend Lore <sup>3</sup>

### Heal

Breath of Life  
Cure Light Wounds, Mass

### Hurt

Blade Barrier  
Flesh to Stone  
Inflict Light Wounds, Mass  
Stone to Flesh

## Mislead

Mislead  
Permanent Image  
Programmed Image  
Veil

## Move

Animate Objects  
Forbiddance <sup>2,4,5</sup>

## Planar

Circle of Death <sup>4</sup>  
Form of the Dragon I <sup>2,5</sup>  
Planar Binding <sup>5</sup>  
Plane Shift <sup>3,5</sup>

## Protect

Contingency <sup>3</sup>  
Globe of Invulnerability  
Guards and Wards <sup>4</sup>  
Spell Resistance <sup>4</sup>  
Symbol of Fear <sup>2,5</sup>

## Reveal

Analyze Dweomer <sup>4</sup>  
Dispel Magic, Greater  
Find the Path  
True Seeing <sup>2</sup>

## Tell

Banishment <sup>4</sup>  
Geas/Quest <sup>5</sup>  
Suggestion, Mass

## 7th-Level Harbinger Spells

### Energy

Forcecage <sup>5</sup>  
Grasping Hand  
Prismatic Spray  
Waves of Exhaustion

### Enhance

Polymorph, Greater  
Statue

### General

Arcane Sight, Greater  
Limited Wish <sup>5</sup>

### Heal

Cure Moderate Wounds, Mass

### Hurt

Inflict Moderate Wounds, Mass  
Mage's Sword <sup>3</sup>  
Shadow Conjuration, Greater <sup>5</sup>

## Mislead

Invisibility Mass <sup>4</sup>  
Project Image <sup>5</sup>

## Move

Ethereal Jaunt <sup>5</sup>  
Instant Summons <sup>2,5</sup>  
Mage's Magnificent Mansion <sup>4,5</sup>  
Phase Door  
Reverse Gravity <sup>4</sup>

## Planar

Finger of Death  
Form of the Dragon II <sup>2,5</sup>  
Insanity <sup>5</sup>  
Planar Ally <sup>2,5</sup>

## Protect

Sequester  
Spell Turning <sup>4</sup>  
Symbol of Weakness <sup>2,5</sup>

## Reveal

Scrying, Greater <sup>5</sup>  
Vision <sup>3</sup>

## Tell

Charm Monster, Mass  
Control Undead  
Hold Person Mass <sup>4</sup>  
Power Word Blind

## 8th-Level Harbinger Spells

### Energy

Clenched Fist <sup>4,5</sup>  
Horrid Wilting <sup>4</sup>  
Prismatic Wall

### Enhance

Iron Body <sup>5</sup>  
Polymorph Any Object <sup>4,5</sup>

### General

Telekinetic Sphere

### Heal

Cure Serious Wounds, Mass

### Hurt

Inflict Serious Wounds, Mass  
Shadow Evocation, Greater <sup>5</sup>  
Shout, Greater

## Mislead

Scintillating Pattern  
Sympathy <sup>2,5</sup>

## Move

Maze  
Temporal Stasis <sup>2</sup>  
Trap the Soul <sup>2</sup>

## Planar

Dimensional Lock <sup>5</sup>



Form of the Dragon III <sup>2,5</sup>  
Planar Binding, Greater <sup>5</sup>

### Protect

Antipathy <sup>4,5</sup>  
Mind Blank <sup>5</sup>  
Protection from Spells <sup>3</sup>  
Screen  
Symbol of Insanity <sup>2,5</sup>

### Reveal

Discern Location <sup>4</sup>  
Moment of Prescience

### Tell

Binding <sup>2,5</sup>  
Demand <sup>4</sup>  
Irresistible Dance  
Power Word Stun

## 9th-Level Harbinger Spells

### Energy

Crushing Hand  
Energy Drain  
Prismatic Sphere

### Enhance

Shapechange <sup>3</sup>

### General

Foresight <sup>4</sup>  
Wish <sup>5</sup>

### Heal

Cure Critical Wounds, Mass

### Hurt

Implosion  
Inflict Critical Wounds, Mass  
Shades <sup>5</sup>  
Weird

### Mislead

Imprisonment

### Move

Astral Projection <sup>5</sup>  
Etherealness <sup>5</sup>  
Time Stop

### Planar

Gate <sup>2,5</sup>  
Planar Ally, Greater <sup>2,5</sup>  
Wail of the Banshee

### Protect

Freedom  
Spell Immunity, Greater <sup>4</sup>

### Reveal

Mage's Disjunction

### Tell

Dominate Monster <sup>5</sup>  
Hold Monster, Mass <sup>4</sup>  
Power Word Kill

## SHEPHERD SPELLS

### 0-Level Shepherd Spells

Arcane Mark  
Bleed  
Detect Magic <sup>5</sup>  
Detect Poison <sup>5</sup>  
Flare  
Guidance  
Light <sup>4</sup>  
Lullaby  
Mage Hand  
Mending <sup>5</sup>  
Message  
Prestidigitation  
Purify Food & Drink <sup>4</sup>  
Read Magic <sup>3</sup>  
Resistance <sup>4</sup>  
Stabilize  
Touch of Fatigue  
Virtue <sup>4</sup>

### 1st-Level Shepherd Spells

Alarm <sup>4</sup>  
Animate Rope  
Bane <sup>4</sup>  
Bless <sup>4</sup>  
Bless Water <sup>4,5</sup>  
Burning Hands  
Cause Fear  
Chill Touch  
Command  
Comprehend Languages <sup>4,5</sup>  
Confusion, Lesser <sup>4</sup>  
Cure Light Wounds  
Curse Water <sup>4,5</sup>  
Deathwatch  
Detect <sup>1,4</sup>  
Detect Secret Doors  
Disguise Self  
Disrupt Undead  
Divine Favor <sup>4</sup>  
Doom <sup>4</sup>  
Endure Elements  
Entropic Shield  
Erase  
Expeditious Retreat  
Floating Disk  
Hypnotism  
Identify  
Inflict Light Wounds  
Magic Weapon <sup>4</sup>  
Obscuring Mist

Protection <sup>4,5</sup>  
Remove Fear  
Sanctuary <sup>4</sup>  
Shield of Faith <sup>4</sup>  
Shocking Grasp <sup>5</sup>  
Summon Ally I <sup>1,4</sup>  
Unseen Servant  
Ventriloquism

### 2nd-Level Shepherd Spells

Aid <sup>4</sup>  
Alter Self  
Augury <sup>4</sup>  
Calm Emotions <sup>4,5</sup>  
Consecrate <sup>4,5</sup>  
Cure Moderate Wounds  
Darkness <sup>4</sup>  
Daze Monster  
Death Knell  
Delay Poison <sup>4</sup>  
Desecrate <sup>4,5</sup>  
Enthrall  
Find Traps  
Gentle Repose <sup>4,5</sup>  
Ghoul Touch  
Glitterdust  
Hideous Laughter  
Hypnotic Pattern <sup>5</sup>  
Inflict Moderate Wounds  
Locate Object <sup>4</sup>  
Magic Mouth  
Make Whole <sup>5</sup>  
Misdirection  
Obscure Object <sup>4</sup>  
Remove Paralysis  
Resist Darkland Energy <sup>1,4</sup>  
Resist Energy <sup>4</sup>  
Restoration, Lesser <sup>5</sup>  
Rope Trick  
Shatter  
Shield Other <sup>3</sup>  
Silence  
Spectral Hand  
Spiritual Weapon <sup>4,5</sup>  
Status <sup>5</sup>  
Summon Ally II <sup>1,4</sup>  
Whispering Wind  
Zone of Truth <sup>4</sup>

### 3rd-Level Shepherd Spells

Animate Dead Animal <sup>1</sup>  
Arcane Lock  
Bestow Curse <sup>5</sup>  
Blindness/Deafness  
Clairaudience/Clairvoyance <sup>4</sup>  
Contagion  
Continual Flame <sup>2</sup>  
Cure Serious Wounds  
Daylight  
Deeper Darkness <sup>4</sup>



Dispel Magic  
 Glibness  
 Glyph of Warding <sup>2,5</sup>  
 Good Hope  
 Helping Hand  
 Heroism  
 Hold Person <sup>4</sup>  
 Illusory Script  
 Inflict Serious Wounds  
 Invisibility Purge  
 Magic Circle <sup>4,5</sup>  
 Magic Vestment <sup>4,5</sup>  
 Prayer <sup>4</sup>  
 Protection from Energy <sup>4</sup>  
 Remove Blindness/Deafness  
 Remove Curse  
 Remove Disease  
 Sculpt Sound  
 Searing Light  
 Secret Page  
 See Invisible  
 Sepia Snake Sigil  
 Suggestion  
 Summon Ally III <sup>1,4</sup>  
 Tongues <sup>4</sup>  
 Vampiric Touch  
 Water Breathing <sup>4</sup>  
 Water Walk <sup>4</sup>  
 Wind Wall <sup>4</sup>

## 4th-Level Shepherd Spells

Amends <sup>1</sup>  
 Arcane Sight  
 Break Enchantment  
 Confusion <sup>4</sup>  
 Cosmic Hammer <sup>1</sup>  
 Crushing Despair  
 Cure Critical Wounds  
 Death Ward <sup>4,5</sup>  
 Detect Scrying  
 Dimensional Anchor <sup>5</sup>  
 Discern Lies <sup>4</sup>  
 Dismissal <sup>4,5</sup>  
 Divination  
 Divine Power <sup>4</sup>  
 Enervation  
 Fire Shield  
 Fire Trap <sup>2</sup>  
 Freedom of Movement <sup>4</sup>  
 Geas, Lesser <sup>5</sup>  
 Imbue with Spell Ability <sup>4,5</sup>  
 Inflict Critical Wounds  
 Locate Creature  
 Magic Weapon, Greater <sup>4</sup>  
 Mnemonic Enhancer <sup>4</sup>  
 Neutralize Poison <sup>4</sup>  
 Nondetection  
 Planar Ally, Lesser <sup>2,5</sup>  
 Repel Vermin <sup>4</sup>  
 Resilient Sphere

Restoration <sup>2,5</sup>  
 Scrying <sup>2,4</sup>  
 Sending <sup>4</sup>  
 Spell Immunity <sup>4</sup>  
 Summon Ally IV <sup>1,4</sup>  
 Zone of Silence

## 5th-Level Shepherd Spells

Breath of Life  
 Command, Greater  
 Commune <sup>2</sup>  
 Cure Light Wounds, Mass  
 Dispel Otherworldly <sup>1,4</sup>  
 False Vision  
 Flame Strike <sup>4</sup>  
 Globe of Invulnerability, Lesser  
 Hallow <sup>2,4,5</sup>  
 Inflict Light Wounds, Mass  
 Insect Plague <sup>4,5</sup>  
 Interposing Hand  
 Mage's Private Sanctum <sup>4</sup>  
 Magic Jar <sup>3,5</sup>  
 Mark of Justice <sup>4,5</sup>  
 Mind Fog  
 Permanency <sup>2,5</sup>  
 Raise Dead <sup>4,5</sup>  
 Righteous Might <sup>4,5</sup>  
 Secret Chest <sup>3,5</sup>  
 Seeming  
 Slay Living  
 Song of Discord  
 Spell Resistance <sup>4</sup>  
 Summon Ally V <sup>1,4</sup>  
 Symbol of Sleep <sup>2,5</sup>  
 Unhallow <sup>2,5</sup>  
 Wall of Stone <sup>4</sup>

## 6th-Level Shepherd Spells

Antilife Shell <sup>4,5</sup>  
 Banishment <sup>4</sup>  
 Blade Barrier  
 Circle of Death <sup>4</sup>  
 Cure Moderate Wounds, Mass  
 Dispel Magic, Greater  
 Eyebite  
 Find the Path  
 Forbiddance <sup>2,4,5</sup>  
 Forceful Hand  
 Geas/Quest <sup>5</sup>  
 Glyph of Warding, Greater <sup>2,5</sup>  
 Harm  
 Heal <sup>5</sup>  
 Heroes' Feast <sup>4</sup>  
 Heroism, Greater  
 Inflict Moderate Wounds, Mass  
 Legend Lore <sup>3</sup>  
 Mage's Lucubration <sup>5</sup>  
 Planar Ally <sup>2,5</sup>  
 Plane Shift <sup>3,5</sup>  
 Suggestion, Mass

Summon Ally VI <sup>1,4</sup>  
 Symbol of Persuasion <sup>2,5</sup>  
 Sympathetic Vibration <sup>3</sup>  
 True Seeing <sup>2</sup>  
 Wind Walk <sup>4</sup>

## 7th-Level Shepherd Spells

Analyze Dweomer <sup>4</sup>  
 Cure Serious Wounds, Mass  
 Destruction <sup>4,5</sup>  
 Globe of Invulnerability  
 Grasping Hand  
 Inflict Serious Wounds, Mass  
 Minor Miracle <sup>1,4</sup>  
 Power Word Blind  
 Proclamation <sup>1</sup>  
 Regenerate <sup>5</sup>  
 Repulsion <sup>4</sup>  
 Restoration, Greater <sup>2,5</sup>  
 Scrying, Greater <sup>5</sup>  
 Sequester  
 Spell Turning <sup>4</sup>  
 Summon Ally VII <sup>1,4</sup>  
 Symbol of Stunning <sup>2,5</sup>  
 Vision <sup>3</sup>

## 8th-Level Shepherd Spells

Antimagic Field <sup>4</sup>  
 Binding <sup>2,5</sup>  
 Clenched Fist <sup>4,5</sup>  
 Cloak of Faith <sup>1,4</sup>  
 Cure Critical Wounds, Mass  
 Dimensional Lock <sup>5</sup>  
 Discern Location <sup>4</sup>  
 Fire Storm  
 Horrid Wilting <sup>4</sup>  
 Inflict Critical Wounds, Mass  
 Maze  
 Mind Blank <sup>5</sup>  
 Moment of Prescience  
 Planar Ally, Greater <sup>2,5</sup>  
 Power Word Stun  
 Protection from Spells <sup>3</sup>  
 Screen  
 Spell Immunity, Greater <sup>4</sup>  
 Summon Ally VIII <sup>1,4</sup>  
 Symbol of Death <sup>2,5</sup>  
 Sympathy <sup>2,5</sup>  
 Trap the Soul <sup>2</sup>

## 9th-Level Shepherd Spells

Astral Projection <sup>5</sup>  
 Crushing Hand  
 Energy Drain  
 Gate <sup>2,5</sup>  
 Heal Mass <sup>5</sup>  
 Implosion  
 Imprisonment  
 Miracle <sup>4,5</sup>  
 Power Word Kill



Storm of Vengeance  
Summon Ally IX <sup>1,4</sup>

## SPLICER SPELLS

### 0-Level Splicer Spells

Acid Splash  
Arcane Mark  
Bleed  
Dancing Lights  
Daze  
Detect Magic <sup>5</sup>  
Disrupt Undead  
Flare  
Ghost Sound  
Light  
Mending <sup>5</sup>  
Message  
Open/Close  
Prestidigitation  
Ray of Frost  
Read Magic  
Resistance

### 1st-Level Splicer Spells

Alarm  
Animate Rope  
Burning Hands  
Cause Fear  
Color Spray  
Comprehend Languages <sup>5</sup>  
Confusion, Lesser  
Endure Elements  
Erase  
Fairy Fire  
Feather Fall  
Grease  
Hold Portal  
Identify  
Jump  
Mage Armor <sup>5</sup>  
Magic Missile  
Magic Weapon  
Obscuring Mist  
Ray of Enfeeblement  
Shield <sup>5</sup>  
Shocking Grasp <sup>5</sup>  
Sleep  
True Strike  
Unseen Servant

### 2nd-Level Splicer Spells

Acid Arrow  
Arcane Lock  
Blindness/Deafness  
Chill Metal  
Continual Flame <sup>2</sup>  
Darkness  
Daze Monster  
Flaming Sphere  
Fog Cloud

Glitterdust  
Gust of Wind  
Heat Metal  
Hideous Laughter  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Mouth  
Make Whole <sup>5</sup>  
Mirror Image  
Obscure Object  
Protection from Arrows  
Pyrotechnics <sup>2</sup>  
Resist Energy  
Rope Trick  
Scare  
Scorching Ray  
See Invisible  
Shatter  
Silence  
Sound Burst  
Spectral Hand  
Spider Climb  
Web  
Whispering Wind

### 3rd-Level Splicer Spells

Arcane Sight  
Daylight  
Deep Slumber  
Deeper Darkness  
Dispel Magic  
Explosive Runes  
Fireball  
Flame Arrow <sup>5</sup>  
Fly  
Gaseous Form  
Halt Undead  
Haste  
Hold Person  
Invisibility Purge  
Invisibility Sphere  
Keen Edge <sup>5</sup>  
Lightning Bolt  
Magic Weapon, Greater  
Phantom Chopper <sup>1</sup>  
Protection from Energy  
Quench  
Ray of Exhaustion  
Secret Page  
Sepia Snake Sigil  
Shrink Item  
Sleet Storm  
Slow  
Stinking Cloud  
Water Breathing  
Wind Wall

### 4th-Level Splicer Spells

Arcane Eye  
Bestow Curse <sup>5</sup>  
Black Tentacles  
Confusion  
Dimension Door  
Enervation  
Fear  
Fire Trap <sup>2</sup>  
Globe of Invulnerability, Lesser  
Ice Storm  
Invisibility, Greater  
Minor Creation <sup>2</sup>  
Mnemonic Enhancer  
Resilient Sphere  
Shout  
Solid Fog  
Stoneskin <sup>5</sup>  
Wall of Fire  
Wall of Ice

### 5th-Level Splicer Spells

Baleful Polymorph  
Blight  
Break Enchantment  
Cloud Kill  
Cone of Cold  
Fabricate <sup>2,5</sup>  
Feeblemind <sup>5</sup>  
Hold Monster  
Interposing Hand  
Mage's Faithful Hound  
Mage's Private Sanctum  
Major Creation <sup>2,5</sup>  
Overland Flight  
Passwall  
Permanency <sup>2,5</sup>  
Polymorph  
Prying Eyes  
Secret Chest <sup>5</sup>  
Sending  
Song of Discord  
Telekinesis <sup>5</sup>  
Transmute Mud to Rock  
Transmute Rock to Mud  
Wall of Stone  
Waves of Fatigue

### 6th-Level Splicer Spells

Acid Fog  
Analyze Dweomer  
Animate Objects  
Antimagical Field  
Blade Barrier  
Chain Lightning  
Circle of Death <sup>3</sup>  
Contingency <sup>3</sup>  
Control Water  
Disintegrate  
Dispel Magic, Greater



Flesh to Stone  
Forceful Hand  
Freezing Sphere  
Globe of Invulnerability  
Guards and Wards  
Legend Lore <sup>3</sup>  
Mage's Lucubration <sup>5</sup>  
Repulsion  
Stone to Flesh  
Sympathetic Vibration  
Transformation <sup>2</sup>  
True Seeing <sup>2</sup>  
Wall of Iron

## 7th-Level Splicer Spells

Arcane Sight, Greater  
Delayed Blast Fireball  
Force Cage  
Grasping Hand  
Hold Person, Mass  
Instant Summons <sup>2,5</sup>  
Invisibility, Mass  
Limited Flex Fuse <sup>1</sup>  
Mage's Sword <sup>3</sup>  
Phase Door  
Polymorph, Greater  
Prismatic Spray  
Reverse Gravity  
Spell Turning  
Statue  
Waves of Exhaustion

## 8th-Level Splicer Spells

Clenched Fist <sup>5</sup>  
Horrid Wilting  
Incendiary Cloud  
Irresistible Dance  
Polar Ray  
Polymorph Any Object <sup>5</sup>  
Prismatic Wall  
Protection from Spells  
Prying Eyes, Greater  
Shout, Greater  
Sunburst  
Temporal Stasis <sup>2</sup>

## 9th-Level Splicer Spells

Crushing Hand  
Flex Fuse <sup>1</sup>  
Energy Drain  
Freedom  
Hold Monster, Mass  
Mage's Disjunction  
Meteor Swarm  
Prismatic Sphere  
Wail of the Banshee

# SPELL DESCRIPTIONS

All spells currently known in *Apocalypse the Risen* are included in this chapter. Many of these spells work differently within the campaign setting and have been adjusted accordingly. It is recommended to always reference spells as included in campaign specific materials.

## "A" SPELLS

### ANIMAL MESSENGER

**School** Enchantment (Compulsion) [mind-affecting]

**Casting Time** 1 minute

**Components** V, S, M (a morsel of food)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one Tiny animal

**Duration** 1 day/level

**Saving Throw** none; see text; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### ANIMATE DEAD ANIMAL

**School** Necromancy [tainted]

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Targetss** one or more corpses touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell turns animal corpses into undead skeletons or zombies that obey your spoken commands. Only previously dead animals may be animated in this way.

The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed animal skeleton or animal zombie created by this spell can't be animated again.

Regardless of the type of animal you animate with this spell, you can't animate more HD of dead animals than twice your caster level with a single casting of animate dead. The desecrate spell doubles this limit.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead animals per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings are destroyed. You choose which creatures are released.

**Animal Skeletons:** An animal skeleton can be created from most any complete or nearly complete bone structure or recently deceased animal. Animals in early states of decomposition animated as skeletons will immediately shake loose skin, fur, feathers, or scales.

**Animal Zombies:** An animal zombie can be created only from a mostly intact corpse with a nearly complete bone structure that is still early in the decomposition process. The animal must have most of its skin, fur, features, or scales to animate as a zombie.



**ANTILIFE SHELL****School** Abjuration**Components** V, S, DF**Casting Time** 1 round**Range** 10 ft.**Area** 10-ft.-radius emanation, centered on you**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook* and hedged out anything with the earth subtype.**ANTIPATHY****School** Enchantment (Compulsion) [mind-affecting]**Casting Time** 1 hour**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Targets** one location (up to a 10-ft. cube/level) or one object**Duration** 2 hours/level (D)**Saving Throw** Will partial; **Spell Resistance** yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular type, as defined by you. Below are examples of identifying types or names of creatures for this spell to be effective. You may name a specific race or creature type, such as Human, Lazarus, or Skunk Hound. You may name a specific sin nature, such as wrath or greed, which would affect demons, beings with that corrupt template, or a Progeny from that sin nature. You could name a specific category of demon, such as embraced or shunned. Or you must name the exact creature to be affected.

Creatures of the designated kind feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and not willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

*Antipathy* counters and dispels *sympathy*.

**ASTRAL PROJECTION****School** Necromancy**Casting Time** 30 minutes**Components** V, S**Range** touch**Targets** you plus one additional willing creature touched per two caster levels**Duration** see text**Saving Throw** none; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but you project your astral form onto the Veil, leaving your physical body behind on the Material Plane in a state of suspended animation. Your astral form is immune to damage caused by the Minor Negative-Dominate of the Veil.

**AMENDS****School** Abjuration**Casting Time** 1 hour**Components** V, S, DF**Range** touch**Targets** living creature touched**Duration** instantaneous**Saving Throw** See below; **Spell Resistance** yes

This spell allows the subject to make up for a wrongdoing. The creature seeking to make atonement must be willing to set right its misdeeds. This means the creature must choose to fail its save versus this spell, under their own will, or the spell fails.

If the creature committed the act unwittingly or under some form of compulsion, *amends* operates normally. However, in the case of a creature atoning for deliberate misdeeds, a penance is required. The penance severity depends on the act committed and must be completed or the *amends* spell fails.

*Restore Arbiter, Conservator, or Shepherd Spell Powers:* An Arbiter, Conservator, or Shepherd who has lost the ability to cast spells or other class abilities by ignoring their moral compass, or by incurring the anger of their deity or source of power, may regain that ability by seeking amends. Intentional misdeeds require a penance of which the character is immediately made aware. Failing to perform the penance means the *amends* spell fails and the character continues being unable to cast spells.

**AWAKEN****School** Transmutation**Casting Time** 24 hours**Components** V, S, M (80 Consumable resources), DF**Range** touch**Targets** animal or tree touched**Duration** instantaneous**Saving Throw** Will negates; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**"B" SPELLS****BESTOW CURSE****School** Necromancy**Casting Time** 1 standard action**Components** V, S**Range** touch**Targets** creature touched**Duration** permanent**Saving Throw** Will negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but it can also be removed with a *minor miracle* spell.

**BINDING****School** Enchantment (Compulsion) [mind-affecting]**Casting Time** 1 minute**Components** V, S, M (only for a *binding* with a specified component, see below)**Range** close (25 ft. + 5 ft./2 levels)**Targets** one living creature**Duration** see text (D)**Saving Throw** Will negates; see text; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change:

*Hedged Prison:* Casting this version requires a tiny cage worth at least 4 resources that is consumed when the spell is cast.



**BLESS WATER**

School Transmutation [purified]

Casting Time 1 minute

Components V, S, DF

Range touch

Targets flask of water touched

Duration instantaneous

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This Transmutation imbues a resource of clean water (one Consumable) with purified energy, turning it into blessed water (see Equipment). Blessed water damages undead and outsiders the way accursed water damages non-undead and non-outsiders.

**BLINK**

School Transmutation

Casting Time 1 standard action

Components V, S

Range personal

Targets you

Duration 1 round/level (D)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but you “blink” quickly back and forth between your location and the Veil. You do not stay in the Veil long enough to take any damage from the Minor Negative-Dominate energy of the Veil.

**“C” SPELLS****CALM EMOTIONS**

School Enchantment (Compulsion) [mind-affecting]

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and also automatically suppresses (but does not dispel) any morale bonuses granted by Shepherd's inspiring sermon sermonic performance.

**CHANGESTAFF**

School Transmutation

Casting Time 1 round

Components V, S, F (masterwork Darkwood quarterstaff)

Range touch

Targets your touched staff

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** no

You change a specially prepared quarterstaff into a Huge tree-like creature, about 24 feet tall. The quarterstaff must be masterwork and made of Darkwood. When you plant the end of the staff in the ground and speak a special command to conclude the casting of the spell, your staff turns into a *tree spirit*. The *tree spirit* defends you and obeys any spoken commands. If the *tree spirit* is reduced to 0 or fewer hit points, it crumbles to powder and the staff is destroyed. Otherwise, the staff returns to its normal form when the spell duration expires (or when the spell is dismissed), and it can be used again for another casting of the spell. The *tree*

*spirit* is always at full strength when created, despite any wounds it may have incurred the last time it appeared.

**Tree Spirit**

**CR** 8; Huge plant; **Init** -1; **Senses** low-light vision; **Perception** +12; **DEFENSE** AC 21, touch 7, ballistic 7, flat-footed 21 (-1 Dex, +14 natural, -2 size); **hp** 114 (12d8+60); **Fort** +13, **Ref** +3, **Will** +9; **Immune** plant traits; DR 10/slashing; **Weaknesses** vulnerability to fire; **OFFENSE** Speed 30 ft.; **Melee** 2 slams +17 (2d6+9/19-20); **Ranged** rock +7 (2d6+13); **Space** 15 ft.; **Reach** 15 ft.; **Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25); **Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13; **Base Atk** +9; **CMB** +20; **CMD** 29; **Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam); **Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests; **Languages** same as caster; **SQ** double damage against objects

The typical tree spirit is 24 feet tall, with a trunk 1 1/2 feet in diameter, and weighs 3,500 pounds.

**CIRCLE OF DEATH**

School Necromancy [death]

Casting Time 1 standard action

Components V, S, F/DF (a small skull made of half a pound of Darkglass worth 20 resources)

Range medium (100 ft. + 10 ft./level)

Area several living creatures within a 40-ft.-radius burst

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**CLENCHED FIST**

School Evocation [force]

Components V, S, DF

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but the hand attack bonus equals your caster level + your ability modifier used for spell DC's + 11 for the hand's Strength score (33), - 1 for being Large.





### CLOAK OF FAITH

**School** Abjuration [faith]

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 20 ft.

**Targetss** one creature/level in a 20-ft.-radius burst centered on you

**Duration** 1 round/level (D)

**Saving Throw** see text; **Spell Resistance** yes (harmless)

A mystical aura cloaks the subjects, protecting them from attacks, granting them resistance to spells, and creatures that strike the subjects are blinded and weakened. This abjuration has four effects.

First, each warded creature gains a +4 Dodge bonus to AC and a +4 Resistance bonus on saves.

Second, a warded creature gains spell resistance 25 against spells.

Third, the abjuration protects warded creatures from possession and mental influence, just as the *protection* spell.

Finally, if a creature succeeds on a melee attack against a creature warded by a *cloak of faith*, the offending attacker is blinded for 2d4 rounds and takes 1d3 Strength damage (Fortitude save negates the Strength damage and the creature is blinded for half the time).

### COMMUNE

**School** Divination

**Casting Time** 10 minutes

**Components** V, S, M (1 unit of blessed or accursed water, see below) DF

**Range** personal

**Targets** you

**Duration** 1 round/level

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### COMPREHEND LANGUAGES

**School** Divination

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Targets** you

**Duration** 10 min./level

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but when it comes to the languages of angelic and

demonic the spell only gives the literal meaning. To understand the actual meaning of the spoken words or the written message you must also succeed a Linguistics check (DC 30) to understand the true meaning, with a +5 competency bonus due to *comprehend languages*.

### CONSECRATE

**School** Evocation [purified]

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 20-ft.-radius emanation

**Duration** 2 hours/level

**Saving Throw** none; **Spell Resistance** no

This spell imbues an area with positive and purified energy. The DC to resist channeled energy within this area gains a +3 Sacred bonus. Save against channel darkness within this area gains a +3 Sacred bonus. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or higher power, the modifiers given above are doubled (+6 Sacred bonus to channeled energy DCs, +6 Sacred bonus to resist dark energy, -2 penalties for undead in the area).

You cannot consecrate an area with a similar fixture of a deity other than your own patron. Instead, the *consecrate* spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Consecrate* counters and dispels *desecrate*.

### CONTACT OTHER PLANE

**School** Divination

**Casting Time** 10 minutes

**Components** V

**Range** personal

**Targets** you

**Duration** concentration

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the changes on the table below.

### CONTACT OTHER PLANE

Plane Contacted	Avoid Int/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Eternity (Transitive Plane of Time)	DC 6/1 week	01–30	31–80	—	81–100
Infinity (Transitive Plane of Matter)	DC 7/1 week	01–34	35–60	61–85	86–100
Paradox (Transitive Plane of Life)	DC 8/1 week	01–39	40–65	66–86	87–100
Veil (Transitive Plane of Death)	DC 9/1 week	01–44	—	45–88	89–100
Purgatory (Tormented Being)	DC 10/2 weeks	01–49	50–70	71–91	92–100
Lower Realm (Lesser Infernal Being)	DC 12/3 weeks	01–60	61–75	76–95	96–100
Upper Realm (Lesser Celestial Being)	DC 14/4 weeks	01–73	74–81	82–98	99–100
Lower Realm (Greater Infernal Being)	DC 16/5 weeks	01–88	89–90	91–100	—
Upper Realm (Greater Celestial Being)	DC 16/5 weeks	01–88	89–93	94–99	100
Void (Elder Cosmic Being)	DC 18/6 weeks	01–88	—	—	89–100



## CONTINGENCY

**School** Evocation

**Casting Time** at least 10 minutes; see text

**Components** V, S, F (1 lb. carved Darkbone statuette of you)

**Range** personal

**Targets** you

**Duration** 1 day/level (D) or until discharged

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## CONTINUAL FLAME

**School** Evocation [light]

**Casting Time** 1 standard action

**Components** V, S, M (2 resources worth of Darkglass dust)

**Range** touch

**Targets** object touched

**Effect** magical, heatless flame

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## CONTROL WEATHER

**School** Transmutation

**Casting Time** 10 minutes; see text

**Components** V, S

**Range** 2 miles

**Area** 2-mile-radius circle, centered on you; see text

**Duration** 4d12 hours; see text

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but a Conservator casting this spell doubles the duration and affects a circle with a 3-mile radius.

## COSMIC HAMMER

**School** Evocation [faith]

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** 20-ft.-radius burst

**Duration** instantaneous (1d6 rounds); see text

**Saving Throw** Will partial; see text; **Spell Resistance** yes

You unleash cosmic power to strike down your enemies. The power takes the form of a multicolored explosion of leaping, ricocheting energy. Only creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to creatures (or 1d6 points of damage per caster level, maximum 10d6, to outsiders without the earth or tortured souls subtype) and slows them for 1d6 rounds (see the *slow* spell). A successful Will save reduces the damage by half and negates the *slow* effect.

The spell deals only half damage against undead creatures, and they are not slowed. Undead creatures can reduce the damage by half again (down to one-quarter) with a successful Will save.

## CREEPING DOOM

**School** Conjuration (Summoning)

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)/100 ft.; see text

**Effect** four swarms of insects

**Duration** 1 round/level

**Saving Throw** Fortitude partial, see text; **Spell Resistance** no  
Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## Creeping Doom Swarm

Diminutive vermin (swarm); **Init** +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4; **DEFENSE** AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size); **hp** 60 (9d8–9); **Fort** +5, **Ref** +7, **Will** +3; **Defensive Abilities** swarm traits, Immune weapon damage; **OFFENSE** Speed 30 ft., climb 30 ft.; **Melee** swarm (4d6 plus poison); **Space** 10 ft.; **Reach** 0 ft. **Special Attacks** distraction (DC 13), poison; **Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2; **Base Atk** +6; **CMB** —; **CMD** —; **Feats** Weapon Finesse<sup>B</sup>; **Skills** Climb +12, Perception +4; **Racial Modifiers** +4 Perception; **SPECIAL ABILITIES** Poison (Ex) Bite—injury; *save* Fort DC equal to the save DC of this spell; *frequency* 1/round for 6 rounds; *effect* 1d4 Dex damage; *cure* 1 save.

## CURSE WATER

**School** Necromancy [tainted]

**Casting Time** 1 minute

**Components** V, S, DF

**Range** touch

**Targets** flask of water touched

**Duration** instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** yes (object)  
This spell imbues a resource of clean water (one Consumable) water with energy, turning it into accursed water (see Equipment). Accursed water damages non-undead and non-outsiders the way blessed water damages undead and outsiders.

## “D” SPELLS

### DEATH WARD

**School** Necromancy

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** living creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and the subject is immune to energy channeled from the demon ability *dark energy*.

### DESECRATE

**School** Evocation [tainted]

**Casting Time** 1 standard action

**Component** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 20-ft.-radius emanation

**Duration** 2 hours/level

**Saving Throw** none; **Spell Resistance** yes

This spell imbues an area with negative and tainted energy. The save against channeled energy within this area gains a +3 profane bonus. The DC to resist channel darkness within this area gains a +3 profane bonus. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.



## DETECT

Creature/Object	Aura Power				
	None	Faint	Moderate	Strong	Overwhelming
Creature (HD)	4 or lower	5-10	11-25	26-50	51 or higher
Outsider with Earth Subtype (Class levels)	2 or lower	3-7	8-12	13-17	18 or higher
Creature not native to Earth (HD)	—	1 or lower	2-4	5-10	11 or higher
Shepherd, Conservator or Arbiter <sup>1</sup> (Class levels)	—	1	2-4	5-10	11 or higher

<sup>1</sup> Some characters who are not Arbiters, Harbingers, or Shepherds may radiate an aura of equivalent power. The class description will indicate whether this applies.

If the *desecrated* area contains an altar, shrine, or other permanent fixture dedicated to your deity or higher power, the modifiers given above are doubled (+6 profane bonus to resist channeled energy, +6 profane bonus to dark energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

*Desecrate* counters and dispels *consecrate*.

### DESTRUCTION

**School** Necromancy [death]

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but the only way to restore life to a character who has failed to save against this spell (and was slain) is to do a powerful request *miracle* or a carefully worded *wish* spell followed by another *wish* spell.

### DETECT

**School** Divination

**Casting Time** 1 standard action

**Component** V, S, DF

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 10 min./level (D)

**Saving Throw** none; **Spell Resistance** no

You can sense the presence of life forces. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of life.

*2nd Round:* Number of auras in the area and the power of the most potent aura present.

If the strongest aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

*3rd Round:* The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** An aura's power depends on the type of creature or object that you're detecting and its HD, caster level, or (in the case of an Arbiter, Harbinger, or Shepherd) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

**Lingering Aura:** An aura lingers after its original source is destroyed (in the case of a creature or magic item). If *detect* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Traps, poisons, and other potential perils are not detected.

Each round, you can turn to *detect* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

The spell does not tell you what the creature is just the power of its aura.

### DETECT MAGIC

**School** Divination

**Casting Time** 1 standard action

**Component** V, S

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but with following change:

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (supernatural) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see *Spellcraft*).



## DETECT POISON

**School** Divination

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** or Area one creature, one object, or a 5-ft. cube

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change: a character with the Craft (chemical) skill may try a DC 20 Craft (chemical) check if the Wisdom check fails, or may try the Craft (chemical) check prior to the Wisdom check.

## DIMENSIONAL ANCHOR

**School** Abjuration

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** 1 min./level

**Saving Throw** none; **Spell Resistance** yes (object)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and also prevents entering or exiting a channel in any way. If the target walks into the fog of a channel wall they simply wander into the fog possibly becoming lost in the endless fog until spell ends, exiting the channel into Paradox relative to their new position in the fog.

## DIMENSIONAL LOCK

**School** Abjuration

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** 20-ft.-radius emanation centered on a point in space

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and also prevents exiting a channel in any way. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

If the target walks into the fog of a channel wall they simply wander into the fog possibly becoming lost in the endless fog until spell ends or they move past the area of effect, exiting the channel into Paradox relative to their new position in the fog.

## DISPEL OTHERWORLDLY

**School** Abjuration [faith]

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets or Targetss** you and a touched extraplanar creature, or you and an enchantment on a touched creature or object

**Duration** 1 round/level or until discharged, whichever comes first

**Saving Throw** see text; **Spell Resistance** see text

Shimmering, glowing energy surrounds you. This energy has three effects.

First, you gain a +2 Deflection bonus to AC against attacks by creatures. Against extraplanar creatures the Deflection bonus becomes a +4.

Second, on making a successful melee touch attack against an extraplanar creature, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell.

Third, with a touch you can automatically dispel any one enchantment spell. Spells that can't be dispelled by *dispel magic* also can't be dispelled by *dispel otherworldly*. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.

## DIVINATION

**School** Divination

**Casting Time** 10 minutes

**Components** V, S, M (1 Consumable resource)

**Range** personal

**Targets** you

**Duration** instantaneous

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## DOMINATE MONSTER

**School** Enchantment (Compulsion) [mind-affecting]

**Targets** one creature

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. See *dominate person*.

## DOMINATE PERSON

**School** Enchantment (Compulsion) [mind-affecting]

**Casting Time** 1 round

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one humanoid

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*, additionally *protection* or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

## DOOM

**School** Necromancy [fear, mind-affecting]

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Targets** one living creature

**Duration** 1 min./level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell fills a single subject with a feeling of horrible dread that causes it to become *shaken*.

## "E" SPELLS

### ELEMENTAL BODY I

**School** Transmutation (Polymorph)

**Casting Time** 1 standard action

**Components** V, S, M (the element you plan to assume)



**Range** personal  
**Targets** you  
**Duration** 1 min./level (D)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

#### ELEMENTAL SWARM

**School** Conjunction (Summoning) [see text]  
**Casting Time** 10 minutes  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Effect** two or more summoned creatures, no two of which can be more than 30 ft. apart  
**Duration** 10 min./level (D)  
**Saving Throw** none; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and summons elementals from Infinity.

#### ETHEREAL JAUNT

**School** Transmutation  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Targets** you  
**Duration** 1 round/level (D)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but for the duration of the spell, you are in the Veil, a plane which overlaps the plane of material existence. While you are ethereal you are immune to damage caused by the Minor Negative-Dominate of the Veil.

#### ETHEREALNESS

**School** Transmutation  
**Range** touch; see text  
**Targetss** you and one other touched creature per three levels  
**Duration** 1 min./level (D)  
**Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but for the duration of the spell, you are in the Veil, a plane which overlaps the plane of material existence. While you are ethereal you are immune to damage caused by the Minor Negative-Dominate of the Veil.

### “F” SPELLS

#### FABRICATE

**School** Transmutation  
**Casting Time** see text  
**Components** V, S, M (the original material, which costs the same amount as the raw materials required to craft the item to be created)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** up to 10 cu. ft./level; see text  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no  
 You convert material of one sort into a product that is of the same material. Creatures, magic items, or pre-Rise items cannot be created or transmuted by the *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work

with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

Any item that has a Craft DC of 15 or higher requires you to succeed at a Craft check to fabricate the item, rolling for masterwork separately as usual. As with the normal crafting rules, if you fail this check by 5 or more, half the raw materials are ruined. You cannot take a 10 or a 20 on Craft checks when using *fabricate*.

Casting requires 1 round per 10 cubic feet of material to be affected by the spell.

#### FEEBLEMIND

**School** Enchantment (Compulsion) [mind-affecting]  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature  
**Duration** instantaneous  
**Saving Throw** Will negates; see text; **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. A *minor miracle* spell can also be used to cancel the effect of the *feblemind*. A creature that can cast arcane spells, such as a Conservator or Splicer, takes a -4 penalty on its saving throw.

#### FIRE SEEDS

**School** Conjunction (Creation) [fire]  
**Casting Time** 1 standard action  
**Components** V, S, M (1 Consumable resource)  
**Range** touch  
**Targetss** up to four acorns or up to eight holly berries  
**Duration** 10 min./level or until used  
**Saving Throw** none or Reflex half; see text; **Spell Resistance** no  
 Depending on the version of fire seeds you choose, you turn a Consumable resource into splash weapons that you or another character can throw, or into bombs that you can detonate on command.

**Seed Cluster:** You can create as many as four seed clusters from 1 Consumable resource that are special thrown splash weapons. A seed cluster has a range increment of 20 feet. A ranged touch attack roll is required to strike the intended target. Together, the seed clusters are capable of dealing 1d4 points of fire damage per caster level (maximum 20d4) divided among the seed clusters as you wish. No seed cluster can deal more than 10d4 points of damage.

Each seed cluster explodes upon striking any hard surface. In addition to its regular fire damage, all creatures adjacent to the explosion take 1 point of fire damage per die of the explosion. This explosion of fire ignites any combustible materials adjacent to the target.

**Berry Bombs:** You can create as many as eight berries bombs from 1 Consumable resource. The berry bombs are usually placed by hand, since they are too light to make effective thrown weapons (they can be tossed only 5 feet). If you are within 200 feet and speak a word of command, each berry instantly bursts into flame, causing 1d8 points of fire damage + 1 point per caster level to every creature in a 5' radius burst and igniting any combustible materials within 5 feet. A creature in the area that makes a successful Reflex saving throw takes only half damage.



**FIRE TRAP**

**School** Abjuration [fire]  
**Casting Time** 10 minutes  
**Components** V, S, M (1 combustible resource)  
**Range** touch  
**Targets** object touched  
**Duration** permanent until discharged (D)  
**Saving Throw** Reflex half; see text; **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**FLAME ARROW**

**School** Transmutation [fire]  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** fifty projectiles, all of which must be together at the time of casting  
**Duration** 10 min./level  
**Saving Throw** none; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Vehicle scale firearm ammunition cannot be affected by this spell.

**FLAME BLADE**

**School** Evocation [fire]  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** 0 ft.  
**Effect** blade-like beam  
**Duration** 1 min./level (D)  
**Saving Throw** none; **Spell Resistance** yes  
 A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a machete. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage + 1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

**FLEX FUSE**

**School** Universal  
**Casting Time** 1 standard action  
**Range** as duplicated spell  
**Targets, Effect, Area** as duplicated spell  
**Duration** as duplicated spell  
**Saving Throw** see text; **Spell Resistance** yes  
 This device can duplicate any Splicer spell of 8th level or lower, even one that is not known to the Splicer who created the *flex fuse*. If used to duplicate a spell not known by the Splicer they must pass a caster level check, with the DC being the duplicated spells level times four or the spell is cast at half effect, rounded up.

The spell is cast with no special modifications, such as metamagic feats.

Duplicated spells function as the normal spell would and allow saves and spell resistance as normal (but save DCs are for 9th-level spells).

*Flex fuse* resource cost is double that of a normal spell for their level.

No type of *flex fuse* may be made into a jump fuse.

**FORBIDDANCE**

**School** Abjuration  
**Casting Time** 6 rounds  
**Components** V, S, M (60 Consumable resources plus 60 Consumable resources per 60 ft. cube; see below), DF  
**Range** medium (100 ft. + 10 ft./level)  
**Area** 60-ft. cube/level (S)  
**Duration** permanent (see text below)  
**Saving Throw** see text; **Spell Resistance** yes  
*Forbiddance* seals an area against all planar travel into or within it. This includes any form of teleportation (such as *dimension door* and *wish*), plane shifting, astral travel, ethereal travel, channels, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose type and subtype are different from yours. The effect on those attempting to enter the warded area is based on their type and subtype relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

**Creature type and subtype identical:** The creature is the same as you, sharing the same type and subtype. Ex – human to human: humanoid with earth subtype; descended/progeny: outsider with earth subtype; etc.) no effect. The creature may enter the area freely (although not by planar travel).

**Creature different with respect to type or subtype:** (Ex – human to descended or progeny: humanoid to outsider; descended to demon [wrath, magical beast]: both outsiders but demon doesn't have a subtype in common) The creature takes 6d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

**Creature different type and subtype:** (Ex – human to demon [wrath, magical beast]: Not humanoid and demon doesn't have a subtype in common) The creature takes 12d6 points of damage. A successful Will save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of types and subtypes different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting. Adding a password requires the burning of Consumable resources worth at least 40 resources, plus 40 resources per 60' cube.

*Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping *forbiddance* effects. In such a case, the more recent effect stops at the boundary of the older effect.

**FORCECAGE**

**School** Evocation [force]  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** barred cage (20-ft. cube) or windowless cell (10-ft. cube)  
**Duration** 1 round/level (D)  
**Saving Throw** Reflex negates; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Force walls and bars extend into the Veil, blocking ethereal travel.



**FORM OF THE DRAGON I****School** Transmutation (Polymorph)**Casting Time** 1 standard action**Components** V, S, M (Darkglass circlet worth 60 resources)**Range** personal**Targets** you**Duration** 1 min./level (D)**Save** see text; **Spell Resistance** no

You become a Medium dragon-like creature. You gain a +4 Size bonus to Strength, a +2 Size bonus to Constitution, a +4 natural armor bonus, fly 60 feet (poor), darkvision 60 feet, and a breath weapon. You also gain one bite (1d8), two claws (1d6), and two wing attacks (1d4). You can only use the breath weapon once per casting of this spell. Breath weapons deal 6d8 points of damage and allow a Reflex save for half damage (save DC is same as spells save DC) unless otherwise noted. In addition, you gain any other ability listed with the type chosen, as noted below.

*Earth:* 60' line of acid, resist acid 20, burrow 20 feet.

*Air:* 60' line of electricity, resist electricity 20, +20 ft. fly speed and average maneuverability.

*Water:* 30' cone of cold, resist cold 20, swim 60 feet.

*Fire:* 30' cone of fire, resist fire 20, those who fail Reflex save against breath weapon catch fire, taking 1 point of damage per dice of damage of the breath weapon for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

*Paradox:* 30' cone of suffocating effect (Fortitude save or affected, cannot breathe for 3 rounds. The creature must hold its breath or suffocate. Creatures that make the save are instead *staggered* for 1 round as they catch their breath), radiate a constant *darkness*, gains *see in darkness*

*Veil:* 60' line of negative energy dealing 6d6 damage (does not harm or heal undead), bite and claw attacks are considered *ghost touch* weapons, +4 save vs energy drain and death effects.

*Eternity:* 30' cone of time-lapse energy (Will save or be shifted forward in time 1 round as if no time passed for affected creature. Creatures that make the save are instead *staggered* for 1 round.), +3 racial bonus to initiative checks, +4 save vs *paralysis* and *staggered* effects.

*Infinity:* 30' cone of sonic energy dealing 6d4 damage, claw and wing attacks count at S/P/B, counts as having *light fortification* (critical hits and sneak attacks have a 25% chance of being negated and damage is rolled normally instead).

**FORM OF THE DRAGON II****School** Transmutation (Polymorph)

This spell functions as *form of the dragon I* except that it also allows you to assume the form of a Large dragon-like creature. You gain the following abilities: a +6 Size bonus to Strength, a +4 Size bonus to Constitution, a +6 natural armor bonus, fly 90 feet (poor), darkvision 60 feet, a breath weapon, and DR 5/magic. You also gain one bite (2d6), two claws (1d8), two wing attacks (1d6), and one tail slap attack (1d8). You can only use the breath weapon twice per casting of this spell, and you must wait 1d4 rounds between uses. Breath weapons deal 8d8 points of damage and allow a Reflex save for half damage (save DC is same as spells save DC) unless otherwise noted. In

addition, you gain any other ability listed with the type chosen, as noted below.

*Earth:* 80-foot line of acid, resist acid 20, burrow 20 feet.

*Air:* 80-foot line of electricity, resist electricity 20, +20 ft. fly speed and average maneuverability.

*Water:* 40-foot cone of cold, resist cold 20, swim 60 feet.

*Fire:* 40-foot cone of fire, resist fire 20, those who fail Reflex save against breath weapon catch fire, taking 1 point of damage per dice of damage of the breath weapon for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

*Paradox:* 40-foot cone of suffocating effect (Fortitude save or affected, cannot breathe for 4 rounds. The creature must hold its breath or suffocate.), radiate a constant *darkness*, gains *see in darkness*

*Veil:* 80-foot line of negative energy dealing 8d6 damage (does not harm or heal undead), bite and claw attacks are considered *ghost touch* weapons, +4 save vs energy drain and death effects.

*Eternity:* 40-foot cone of time-lapse energy (Will save or be shifted forward in time 2 rounds as if no time passed for affected creature. Creatures that make the save are instead *staggered* for 1 round.), +3 racial bonus to initiative checks, +4 save vs paralysis and staggered effects.

*Infinity:* 40-foot cone of sonic energy dealing 8d4 damage, claw and wing attacks count at S/P/B, counts as having *light fortification* (critical hits and sneak attacks have a 25% chance of being negated and damage is rolled normally instead).

**FORM OF THE DRAGON III****School** Transmutation (Polymorph)

This spell functions as *form of the dragon II* save that it also allows you to take the form of a Huge dragon-like creature. You gain the following abilities: a +10 Size bonus to Strength, a +8 Size bonus to Constitution, a +8 natural armor bonus, fly 120 feet (poor), blindsense 60 feet, darkvision 120 feet, a breath weapon, DR 10/magic, frightful presence (DC equal to the DC for this spell). You also gain one bite (2d8), two claws (2d6), two wing attacks (1d8), and one tail slap attack (2d6). You can use the breath weapon as often as you like, but you must wait 1d4 rounds between uses. Breath weapons deal 12d8 points of damage and allow a Reflex save for half damage (save DC is same as spells save DC) unless otherwise noted. In addition, you gain any other ability listed with the type chosen, as noted below.

*Earth:* 100-foot line of acid, immune to acid, burrow 40 feet.

*Air:* 100-foot line of electricity, immune to electricity, +40 ft. fly speed and average maneuverability.

*Water:* 50-foot cone of cold, immune to cold, swim 80 feet.

*Fire:* 50-foot cone of fire, immune to fire, those who fail Reflex save against breath weapon catch fire, taking 1 point of damage per dice of damage of the breath weapon for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

*Paradox:* 50-foot cone of suffocating effect (Fortitude save or affected, cannot breathe for 6 rounds. The creature must hold its breath or suffocate.), radiate a constant *deeper darkness*, gains *see in darkness*



**Veil:** 100-foot line of negative energy dealing 12d6 damage (does not harm or heal undead), all natural attacks are considered *ghost touch* weapons, immune to energy drain and death effects.

**Eternity:** 50-foot cone of time-lapse energy (Will save or be shifted forward in time 3 rounds as if no time passed for affected creature. Creatures that make the save are instead *staggered* for 1 round.), +6 racial bonus to initiative checks, immune to *staggered* condition and *paralysis*.

**Infinity:** 50-foot cone of sonic energy dealing 12d4 damage, claw and wing attacks count at S/P/B, counts as having *moderate fortification* (critical hits and sneak attacks have a 50% chance of being negated and damage is rolled normally instead).

## "G" SPELLS

### GATE

**School** Conjunction (Creation or Calling)

**Casting Time** 1 standard action

**Components** V, S, M (see text)

**Range** medium (100 ft. + 10 ft./level)

**Effect** see text

**Duration** instantaneous or concentration (up to 1 round/level); see text

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change:

**Calling Creatures:** The second effect of the *gate* spell is to call an extraplanar creature to your aid (a calling effect). By naming a particular being or kind of being as you cast the spell, you cause the *gate* to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the *gate*, although they may choose to do so of their own accord. This use of the spell creates a *gate* that remains open just long enough to transport the called creatures. This use of the spell has a material cost of 400 resources in Consumable resources. This cost is in addition to any cost that must be paid to the called creatures.

If you choose to call a kind of creature instead of a known individual, you may call either a single creature or several creatures. In either case, their total HD cannot exceed twice your caster level. In the case of a single creature, you can control it if its HD does not exceed your caster level. A creature with more HD than your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being is free to return to its home plane at any time, if able.

If you choose to exact a longer or more involved form of service from a called creature, you must offer some fair trade in return for that service. The service exacted must be reasonable with respect to the promised favor or reward; see the *lesser planar ally* spell for appropriate rewards. Some creatures may want their payment in «livestock» rather than in coin, which could involve complications. Immediately upon completion of the service, the being is transported to your vicinity, and you must then and there turn over the promised reward. After this is done, the creature is instantly freed to return to its own plane.

Failure to fulfill the promise to the letter results in your being subjected to service by the creature or by its liege and master, at the very least. At worst, the creature or its kin may attack you.

When you use a calling spell such as *gate* to call a creature, it becomes a spell of that creature's type.

**Note:** Planar travel cannot be done from some planes of existence to others. See *THE MULTIVERSE* for more information.

### GEAS, LESSER

**School** Enchantment (Compulsion) [language-dependent, mind-affecting]

**Casting Time** 1 round

**Components** V

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one living creature with 7 HD or less

**Duration** 1 day/level or until discharged (D)

**Saving Throw** Will negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and can also be ended by a *minor miracle* spell.

### GEAS/QUEST

**School** Enchantment (Compulsion) [language-dependent, mind-affecting]

**Casting Time** 10 minutes

**Targets** one living creature

**Saving Throw** none; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and can also be ended by a *minor miracle* spell.

### GENTLE REPOSE

**School** Necromancy

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** corpse touched

**Duration** 1 day/level

**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Additionally, this spell prevents the dead creature from raising as a Risen or other undead while under its effects.

### GIANT FORM I

**School** Transmutation (Polymorph)

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Targets** you

**Duration** 1 min./level (D)

When you cast this spell, you can assume the form of a Large humanoid creature of the giant subtype. Once you assume your new form, you gain the following abilities: a +6 Size bonus to Strength, a -2 penalty to Dexterity, a +4 Size bonus to Constitution, a +4 natural armor bonus, and low-light vision.

If the form you assume has the following abilities, plus the one gained from the type of giant you choose to become.



- Gain two primary weapon slam attacks dealing 1d6 each.
- Can throw Small rocks, or other bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. Rocks have a range of 60 ft. and you can hurl the rock up to five range increments. The damage is 2d6 plus 1 1/2 Strength modifier.

**Beast:** A giant with animal features. Beast giants come in many different shapes and with different animal features. Beast giants gain the Rend ability (2d6 damage).

**Blaze:** This giant made of embers, flames, and hot ash is controlled by its emotions, especially anger. The giant is red, transitioning to orange, yellow, and white as the anger and rage grows inside of it. Blaze giants gain fire resistance 10.

**Cyclops:** A giant resembling a human in every way save its single eye set just above its nose. The massive eye has the same coloration as any human eye does. Cyclops gain dark-vision 60 feet.

**Earth:** This giant's skin ranges in the color and texture, corresponding to the type of stone it looks to be made of. Still humanoid in shape, the earth giant rarely has any other features other than cold, lifeless looking eyes. Earth giants gain acid resistance of 10.

**Ice:** Pale blue giant with white highlights. The giant's breath condenses the air into snow instead of a fog. Ice giants gain cold resistance of 10.

**Sky:** The color of the setting sun against clouds, with hair colored like a thunder cloud. Sky giants gain electricity resistance of 10.

**Titan:** Said to be the first, created before creation in many myths and legends. Titans look like giant humans. Hardy and muscular, but nonetheless extremely handsome and beautiful. Titans have a regeneration of 5 (electricity and cold).

## GIANT FORM II

**School** Transmutation (Polymorph)

This spell functions as *giant form I* except that it also allows you to assume the form of a Huge creature of the giant type. You gain the following abilities: a +8 Size bonus to Strength, a -2 penalty to Dexterity, a +6 Size bonus to Constitution, a +6 natural armor bonus, low-light vision, and a +10 foot Enhancement bonus to your speed.

If the form you assume has the following abilities, plus the one gained from the type of giant you choose to become.

- Gain two primary weapon slam attacks dealing 1d8 each.
- Can throw up to Medium rocks, or other bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. Rocks have a range of 120 ft. and you can hurl the rock up to five range increments. The damage is 2d10 plus 1 1/2 Strength modifier.
- Can catch rocks up to Medium size rocks or projectiles of similar shape. Once per round, a creature that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock and 20 for a Medium one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) You must be aware of the attack in order to make a rock catching attempt.

## GLYPH OF WARDING

**School** Abjuration

**Casting Time** 10 minutes

**Components** V, S, M (8 combustible resources)

**Range** touch

**Targets or Area** object touched or up to 5 sq. ft./level

**Duration** permanent until discharged (D)

**Saving Throw** see text; **Spell Resistance** no (object) and yes; see text

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Read magic allows you to identify a *glyph of warding* with a DC 13 Spellcraft check.

**Note:** Magic traps such as *glyph of warding* are hard to detect and disable. While any character can use Perception to find a glyph, only a character with the trap finding class feature can use Disable Device to disarm it.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

## GLYPH OF WARDING, GREATER

**School** Abjuration

**Components** V, S, M (16 combustible resources)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. See *glyph of warding*.

## GOODBERRY

**School** Transmutation

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** 2d4 fresh berries touched

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. You (as well as any other Conservator of 3rd or higher level) can immediately discern which berries are affected.

## "H" SPELLS

### HALLOW

**School** Evocation [purified]

**Casting Time** 24 hours

**Components** V, S, M (40 Consumable resources, plus 40 per level of spell to be included in the *hallowed* area), DF

**Range** touch

**Area** 40-ft. radius emanating from the touched point

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** see text

*Hallow* makes a particular site, building, or structure a holy site. This has four major effects.

First, the site is warded by a *magic circle* effect.

Second, the DC to resist the channeled energy within this area gains a +4 Sacred bonus and the DC to resist Channel Darkness is reduced by 4. Spell resistance does not apply to this effect.

Third, any dead body interred in a *hallowed* site cannot turn or be turned into an undead creature.

Finally, you can affix a single spell effect to the *hallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect.



You may designate whether the effect applies to all creatures, creatures who share your faith, or creatures who adhere to another faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

## HEAL

**School** Conjunction (Healing)

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Targets** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but has different effects on insanity. See Insanity in Chapter 4 for more information.

## HIDE FROM UNDEAD

**School** Abjuration

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Targets** one touched creature/level

**Duration** 10 min./level (D)

**Saving Throw** Will negates (harmless); see text; **Spell**

**Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but the spell also ends for all recipients if a warded creature attempts to channel energy.

## HOLY SWORD

**School** Evocation [purified]

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Targets** melee weapon touched

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

This spell allows you to channel purified power into a melee weapon of your choice. The weapon acts as a +5 purified weapon (+5 Enhancement bonus on attack and damage rolls, extra 2d6 points of damage against all creatures from the Lower Realm or 1d6 against progeny). It also emits a *magic circle* as the spell. If the *magic circle* ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one *holy sword* at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal Enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with any other spell that might modify the weapon in any way. This spell does not work on artifacts. A masterwork weapon's bonus to attack does not stack with an Enhancement bonus to attack.

## HYPNOTIC PATTERN

**School** Illusion (Pattern) [mind-affecting]

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** colorful lights in a 10-ft.-radius spread

**Duration** Concentration + 2 rounds

**Saving Throw** Will negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but all casters have the verbal component.

## "I" SPELLS

### IMBUE WITH SPELL ABILITY

**School** Evocation

**Casting Time** 10 minutes

**Components** V, S, DF

**Range** touch

**Targets** creature touched; see text

**Duration** permanent until discharged (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but only Shepherd spells from the schools of abjuration, divination, and conjunction (healing) can be transferred.

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### INSANITY

**School** Enchantment (Compulsion) [mind-affecting]

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Targets** one living creature

**Duration** instantaneous

**Saving Throw** Will negates, see below; **Spell Resistance** yes

This spell causes the target creature to see something so horrifying that it shatters their reality and deals them mental trauma. The affected creature suffers from a continuous *confusion* effect, as the spell.

*Remove curse* does not remove *insanity*. *Greater restoration*, *heal*, *minor miracle*, or *miracle* can restore the creature. (See insanity)

Additionally, if the creature is affected by *insanity* it has to immediately make an insanity check (DC 17 + the casters Charisma modifier). If the creature fails the insanity check they must roll on the insanity chart with an additional modifier added to their rolls equal to the casters Charisma modifier. Creatures that have a higher insanity rating than the DC of the spell are unaffected by the insanity check portion of the spell.



**INSECT PLAGUE****School** Conjuration (Summoning)**Casting Time** 1 round**Components** V, S, DF**Range** long (400 ft. + 40 ft./level)**Effect** one swarm of wasps per three levels, each of which must be adjacent to at least one other swarm**Duration** 1 min./level**Saving Throw** none; **Spell Resistance** noSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**WASP SWARM** CR 3; Diminutive vermin (swarm); **Init** +1; **Senses** darkvision 60 ft.; **Perception** +9; **DEFENSE** AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size); **hp** 31 (7d8); **Fort** +5, **Ref** +3, **Will** +3; **Defensive Abilities** swarm traits; **Immune** weapon damage; **OFFENSE** Speed 5 ft., fly 40 ft. (good); **Melee** swarm (2d6 plus poison); **Space** 10 ft.; **Reach** 0 ft.; **Special Attacks** distraction (DC 13), poison; **Str** 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9; **Base Atk** +5; **CMB** —; **CMD** —; **Skills** Fly +11, **Perception** +9; **Racial Modifiers** +8 **Perception**; **SQ** swarm traits, vermin traits; **SPECIAL ABILITIES** **Poison** (Ex) Swarm—injury; **save** Fort DC 13; **frequency** 1/round for 4 rounds; **Effect** 1 Dexterity damage; **cure** 1 save. The save DC is Constitution-based.

**INSTANT SUMMONS****School** Conjuration (Summoning)**Casting Time** 1 standard action**Components** V, S, M (Darkglass marble worth 40 resources)**Range** see text**Targets** one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less**Duration** permanent until discharged**Saving Throw** none; **Spell Resistance** noSpell functions as per *Pathfinder Roleplaying Game Core Rulebook* but you magically and invisibly inscribe the name of the item on a Darkglass marble worth at least 40 resources.**IRON BODY****School** Transmutation**Casting Time** 1 standard action**Components** V, S**Range** personal**Targets** you**Duration** 1 min./level (D)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with following changes: you gain damage reduction 15/meteoric iron. You are immune to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You take only half damage from acid and fire. However, a magical attack that deals electricity damage slows you (as the *slow* spell) for 3 rounds, with no saving throw. Also you are affected normally by rust attacks, such as a *rusting grasp* spell, counting as a ferrous creature.

**IRONWOOD****School** Transmutation**Casting Time** 1 minute/lb. created**Components** V, S, F (wood to be transformed)**Range** 0 ft.**Effect** an ironwood object weighing up to 5 lbs./level**Duration** 1 day/level (D)**Saving Throw** none; **Spell Resistance** no

*Ironwood* is a magical substance created by Conservators from normal wood. While remaining natural wood in almost every way, *ironwood* is as strong, heavy, and resistant to fire as steel. Spells that affect metal or iron do not function on *ironwood*. Spells that affect wood do affect *ironwood*, although *ironwood* does not burn. Using this spell with wood shape or a related Craft check, you can fashion wooden items that function as steel items. Thus, a wooden piece mail suit would grant the same armor bonus as the metal counterpart and gain the increased hardness while losing the Hardness -1 vs fire quality. Wooden weapons, such as a sword or axe, could be changed to be as durable as their normal metal counterparts. These items are freely usable by Conservators.

Further, if you make only half as much *ironwood* as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enhancement bonus.

**“K” SPELLS****KEEN EDGE****School** Transmutation**Casting Time** 1 standard action**Components** V, S**Range** close (25 ft. + 5 ft./2 levels)**Targets** one weapon or 50 projectiles, all of which must be together at the time of casting**Duration** 10 min./level**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. If cast firearm ammunition, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target. You can't cast this spell on vehicle scale firearm ammunition.





## “L” SPELLS

### LEGEND LORE

**School** Divination  
**Casting Time** see text  
**Components** V, S, F (4 pieces of carved bone worth 12 resources)  
**Range** personal  
**Targets** you  
**Duration** see text  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### LIMITED WISH

**School** Universal  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** see text  
**Targets, Effect, Area** see text  
**Duration** see text  
**Saving Throw** none, see text; **Spell Resistance** yes  
 A limited wish lets you create nearly any type of effect. For example, a limited wish can do any of the following things.

Duplicate any Harbinger spell of 6th level or lower.

Duplicate any non-Harbinger spell of 5th level or lower, provided the makes an insanity check (DC = 20 + spell level. Failure mean the spell is still cast but the Harbinger must roll on the insanity chart and the spell counts as two castings of limited wish.

Undo the harmful effects of many spells, such as *geas/quest* or *bestow curse*.

Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a -7 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 7th-level spell. Because of the intense energy used to cast *limited wish*, the Harbinger must make an insanity check (DC 20) each time they cast the spell.

### LIMITED FLEX FUSE

**School** Universal  
**Casting Time** 1 standard action  
**Range** as duplicated spell  
**Targets, Effect, Area** as duplicated spell  
**Duration** as duplicated spell  
**Saving Throw** see text; **Spell Resistance** yes  
 This device can duplicate any Splicer spell of 6th level or lower, even one that is not known to the Splicer who created the *limited flex fuse*. If used to duplicate a spell not known by the Splicer they must pass a caster level check, with the DC being the duplicated spells level times four or the spell is cast at half effect, rounded up.

The spell is cast with no special modifications, such as metamagic feats.

Duplicated spells function as the normal spell would and allow saves and spell resistance as normal (but save DCs are for 7th-level spells).

*Limited flex fuse* resource cost is double that of a normal spell for their level.

No type of *limited flex fuse* may be made into a jump fuse.

### LIVEOAK

**School** Transmutation  
**Casting Time** 10 minutes  
**Components** V, S  
**Range** touch  
**Targets** tree touched  
**Duration** 1 day/level (D)  
**Saving Throw** none; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and triggers the tree into animating as a *tree spirit*.

## Tree Spirit

**CR** 8; **Huge** plant; **Init** -1; **Senses** low-light vision; **Perception** +12; **DEFENSE** AC 21, touch 7, ballistic 7, flat-footed 21 (-1 Dex, +14 natural, -2 size); **hp** 114 (12d8+60); **Fort** +13, **Ref** +3, **Will** +9; **Immune** plant traits; DR 10/slashing; **Weaknesses** vulnerability to fire; **OFFENSE** Speed 30 ft.; **Melee** 2 slams +17 (2d6+9/19-20); **Ranged** rock +7 (2d6+13); **Space** 15 ft.; **Reach** 15 ft.; **Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25); **Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13; **Base Atk** +9; **CMB** +20; **CMD** 29; **Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam); **Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests; **Languages** same as caster; **SQ** double damage against objects

The typical tree spirit is 24 feet tall, with a trunk 1 1/2 feet in diameter, and weighs 3,500 pounds.

## “M” SPELLS

### MAGE ARMOR

**School** Conjuration (Creation) [force]  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Targets** creature touched  
**Duration** 1 hour/level (D)  
**Saving Throw** Will negates (harmless); **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. The armor bonus also counts toward ballistic armor class but does not count for ballistic resistance.

### MAGE'S LUCUBRATION

**School** Transmutation  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Targets** you  
**Duration** instantaneous  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. A Splicer must be in possession of the proper amount of combustible and mechanical resources available for the recalled spell or Mage's Lucubration fails. Those combustible and mechanical resources are consumed with the casting of this spell instead of this fuse. When the recalled spell is cast, the Mage's Lucubration fuse is then consumed.



**MAGE'S MAGNIFICENT MANSION**

**School** Conjuration (Creation)  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** extradimensional mansion, up to three 10-ft. cubes/level (S)  
**Duration** 2 hours/level (D)  
**Saving Throw** none; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. This spell does not function inside of a channel.

**MAGE'S SWORD**

**School** Evocation [force]  
**Casting Time** 1 standard action  
**Components** V, S, F (a miniature meteoric iron sword figure worth 10 resources)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** one sword  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**MAGIC CIRCLE**

**School** Abjuration [faith]  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Area** 10-ft.-radius emanation from touched creature  
**Duration** 10 min./level  
**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text  
 Castings *magic circle* grants creatures who are within the area the effects of a *protection* spell and summoned creatures cannot enter the area either. Creatures in the area, or who later enter the area, receive only one attempt to suppress effects that are controlling them. If successful, such effects are suppressed as long as they remain in the area. Creatures that leave the area and come back are not protected. You must overcome a creature's spell resistance in order to keep it at bay (as in the third function of the *protection* spell), but the Deflection and Resistance bonuses and the protection from mental control apply regardless of enemies' spell resistance.

This spell has an alternative version that you may choose when casting it. A *magic circle* can be focused inward rather than outward. When focused inward, the spell binds a called creature (such as those called by the *lesser planar binding*, *planar binding*, and *greater planar binding* spells) for a maximum of 24 hours per caster level, provided that you cast the spell that calls the creature within 1 round of casting the *magic circle*. The creature cannot cross the circle's boundaries. If a creature too large to fit into the spell's area is the subject of the spell, the spell acts as a normal protection spell for that creature only.

A *magic circle* leaves much to be desired as a trap. If the called creature has spell resistance, it can test the trap once a day. If you fail to overcome its spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel (*blink*, *dimension door*, *gate*, *plane shift*, and similar abilities) can simply leave the circle through such means. You can prevent the creature's extradimensional

escape by casting a *dimensional anchor* spell on it, but you must cast the spell before the creature acts. If you are successful, the *anchor* effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, and the like) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

You can add a special diagram (a two-dimensional bounded figure with no gaps along its circumference, augmented with various magical sigils) to make the magic circle more secure. Drawing the diagram by hand takes 10 minutes and requires a DC 20 Spellcraft check. You do not know the result of this check. If the check fails, the diagram is ineffective. You can take 10 when drawing the diagram if you are under no particular time pressure to complete the task. This task also takes 10 full minutes. If time is no factor at all, and you devote 3 hours and 20 minutes to the task, you can take 20.

A successful diagram allows you to cast a *dimensional anchor* spell on the magic circle during the round before casting any summoning spell. The anchor holds any called creatures in the magic circle for 24 hours per caster level. A creature cannot use its spell resistance against a *magic circle* prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap (see the *lesser planar binding* spell), the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. The creature itself cannot disturb the diagram either directly or indirectly, as noted above.

This spell is not cumulative with the *protection* spell and vice versa.

**MAGIC JAR**

**School** Necromancy  
**Casting Time** 1 standard action  
**Components** V, S, F (glass bottle made of Darkglass)  
**Range** medium (100 ft. + 10 ft./level)  
**Targets** one creature  
**Duration** 1 hour/level or until you return to your body  
**Saving Throw** Will negates; see text; **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but a PC must have the Corrupted template in order to cast this spell. By casting *magic jar*, you place your soul in a glass bottle made of Darkglass (known as the *magic jar*), leaving your body lifeless.

**MAGIC VESTMENT**

**School** Transmutation  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Targets** armor or shield touched  
**Duration** 1 hour/level  
**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. The enhancement bonus also counts toward ballistic armor class but does not count for ballistic resistance.



## MAJOR CREATION

**School** Conjunction (Creation)

**Casting Time** 10 minutes

**Range** close (25 ft. + 5 ft./2 levels)

**Duration** see text

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Rare metals include Darksteel, Diamond Steel, Antiquity Bronze, and Meteoric Iron.

## MAKE WHOLE

**School** Transmutation

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one object of up to 10 cu. ft./level or one construct creature of any size

This spell functions as *mending*, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6). Unlike *mending*, *make whole* works on pre-Rise items, repairing 1 point of damage per level.

*Make whole* can fix destroyed magic items (at 0 hit points or less) and restores the magic properties of the item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *make whole* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

*Make whole* cannot repair non-magical items that are destroyed.

## MARK OF JUSTICE

**School** Necromancy

**Casting Time** 10 minutes

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** permanent; see text

**Saving Throw** none; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and can also be removed with a *minor miracle* spell.

## MENDING

**School** Transmutation

**Casting Time** 10 minutes

**Components** V, S

**Range** 10 ft.

**Targets** one object of up to 1 lb./level

**Duration** instantaneous

**Saving Throw** Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the *broken* condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items, and only magic items, that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs) nor does it work on pre-Rise items, as it does not provide enough magic to bridge the knowledge gap for pre-Rise technology. This spell has no effect

on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

*Mending* cannot repair non-magical items that are destroyed.

## MIND BLANK

**School** Abjuration

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature

**Duration** 24 hours

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* and even foils the *minor miracle* spell.

## MINOR CREATION

**School** Conjunction (Creation)

**Casting Time** 1 minute

**Components** V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)

**Range** 0 ft.

**Effect** unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## MINOR MIRACLE

**School** Evocation

**Casting Time** 1 standard action

**Components** V, S, DF; see text

**Range** see text

**Targets, Effect, or Area** see text

**Duration** see text

**Saving Throw** see text; **Spell Resistance** yes

You don't so much cast a *minor miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A minor miracle can do any of the following things.

- Duplicate any Shepherd spell of 6th level or lower.
- Duplicate Conservator or Arbiter spell of 5th level or lower.
- Duplicate any other spell of 4th level or lower.
- Undo the harmful effects of certain spells, such as *feeblemind*, *geas/quest*, or *insanity*.

A request that is out of line with the deity's nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 7th-level spell.

## MIRACLE

**School** Evocation

**Casting Time** 1 standard action

**Components** V, S; see text

**Range** see text

**Targets, Effect, or Area** see text

**Duration** see text

**Saving Throw** see text; **Spell Resistance** yes



You don't so much cast a *miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things:

- Duplicate any Shepherd spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as *feeble-mind*, *geas/quest*, or *insanity*.
- Have any effect whose power level is in line with the above effects.

Alternatively, a Shepherd can make a very powerful request. Because of the powerful divine energies involved casting such a *miracle* costs the Shepherd a part of their spirit, dealing them 1 point of ability drain to each ability score. Examples of especially powerful *miracles* of this sort could include the following:

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to a specific locale through planar barriers with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.
- Bringing a creature back from the dead (Depending on the creature and the DM).

A request that is out of line with the deity's nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 9th-level spell.

### MNEMONIC ENHANCER

**School** Transmutation

**Casting Time** 10 minutes

**Components** V, S, DF

**Range** personal

**Targets** you

**Duration** instantaneous

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. A Splicer using this spell may only select the "Prepare" version below and must spend the required resources in preparing each spell.

### MOUNT

**School** Conjuration (Summoning)

**Casting Time** 1 round

**Components** V, S, M (one Consumable resource to feed the mount on its arrival)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one mount

**Duration** 2 hours/level (D)

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## "N" SPELLS

### NIGHTMARE

**School** Illusion (phantasm) [mind-affecting, tainted]

**Casting Time** 10 minutes

**Components** V, S

**Range** unlimited

**Targets** one living creature

**Duration** instantaneous

**Saving Throw** Will negates; see text; **Spell Resistance** yes  
Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Conservators and Splicers are arcane casters and cast arcane spells.

*Dispel otherworldly* cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel otherworldly*.

## "P" SPELLS

### PERMANENCY

**School** Universal

**Casting Time** 2 rounds

**Components** V, S, M (see tables below)

**Range** see text

**Targets** see text

**Duration** permanent; see text

**Saving Throw** none; **Spell Resistance** no

This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the *permanency* spell.

Depending on the spell, you must be of a minimum caster level and take an amount of resources to help the magic bind.

You can make the following spells permanent in regard to yourself.

Spell	Minimum Caster Level	Resource Cost
Arcane sight	11th	150
Comprehend languages	9th	50
Darkvision	10th	100
Detect magic	9th	50
Read magic	9th	50
See invisibility	10th	100
Tongues	11th	150

You cannot cast these spells on other creatures. This application of *permanency* can be dispelled only by a caster of higher level than you were when you cast the spell.

In addition to personal use, *permanency* can be used to make the following spells permanent on yourself, another creature, or an object (as appropriate).

Spell	Minimum Caster Level	Resource Cost
Enlarge person	9th	50
Magic fang	9th	50
Magic fang, greater	11th	150
Reduce person	9th	50
Resistance	9th	50
Telepathic bond*	13th	250

\*Only bonds two creatures per casting of permanency.

Additionally, the following spells can be cast upon objects or areas only and rendered permanent.



# PHANTOM CHOPPER

Spell	Minimum Caster Level	Resource Cost
Alarm	9th	50
Animate objects	14th	300
Dancing lights	9th	50
Ghost sound	9th	50
Gust of wind	11th	150
Invisibility	10th	100
Mage's private sanctum	13th	250
Magic mouth	10th	100
Phase door	15th	350
Prismatic sphere	17th	450
Prismatic wall	16th	400
Shrink item	11th	150
Solid fog	12th	200
Stinking cloud	11th	150
Symbol of death	16th	400
Symbol of fear	14th	300
Symbol of insanity	16th	400
Symbol of pain	13th	250
Symbol of persuasion	14th	300
Symbol of sleep	16th	400
Symbol of stunning	15th	350
Symbol of weakness	15th	350
Wall of fire	12th	200
Wall of force	13th	250
Web	10th	100

Resource cost for Shepherds and Conservators is in Consumable resources. Splicers resource cost is half Mechanical and half Combustible resources.

Spells cast on other targets are vulnerable to *dispel magic* as normal. The GM may allow other spells to be made permanent.

## PHANTOM CHOPPER

**School** Conjunction (Creation)

**Casting Time** 10 minutes

**Components** V, S

**Range** 0 ft.

**Effect** one quasi-real, motorcycle

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** no

You conjure a quasi-real motorcycle, the exact coloration can be customized as you wish. The default appearance is a matte black finish with chrome accents. The wheels appear as insubstantial smoke and make no sound. It does not have lights of any type or other functional components. The *phantom chopper* can only be ridden by the caster or by another single designated person.

The chopper is AC 10, hardness 4, and 7 hit points + 1 hit point per caster level. If it loses all its hit points, the *phantom chopper* disappears. A *phantom chopper* has a speed of 20 feet per two caster levels, to a maximum of 100 feet at 10th level. It can bear its rider's weight plus up to 10 pounds per caster level.

The chopper is fairly stable on its own, even standing at a full stop with no help. You, or the person for whom you specifically created it for, may use the Drive skill untrained while

ridding the *phantom chopper* to operate it. These choppers gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

**8th Level:** The chopper can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

**10th Level:** The chopper can use *water walk* at will (as the spell, no action required to activate this ability).

**12th Level:** The chopper can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.

**14th Level:** The chopper can *fly* at its speed with a bonus on Fly skill checks equal to your caster level.

## PLANAR ALLY

**School** conjunction (calling) [see text for lesser planar ally]

**Components** V, S, M (offerings of 50 Consumable resources plus payment), DF

**Effect** one or two called outsiders, totaling no more than 12 HD, which cannot be more than 30 ft. apart when they appear. Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. See *lesser planar ally*.

## PLANAR ALLY, GREATER

**School** conjunction (calling) [see text for lesser planar ally]

**Components** V, S, M (offerings of 100 Consumable resources plus payment), DF

**Effect** up to three called outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. See *lesser planar ally*.

## PLANAR ALLY, LESSER

**School** conjunction (calling) [see text]

**Casting Time** 10 minutes

**Components** V, S, M (offerings of 20 Consumable resources plus payment, see text), DF

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one called outsider of 6 HD or less

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

By casting this spell, you request your deity to send you an outsider (of 6 HD or less) of the deity's choice. If you serve no particular deity, the spell is a general plea answered by a creature sharing your philosophical alignment. If you know an individual creature's name, you may request that individual by speaking the name during the spell (though you might get a different creature anyway).

You may ask the creature to perform one task in exchange for a payment from you. Tasks might range from the simple to the complex. You must be able to communicate with the creature called in order to bargain for its services.

The creature called requires a payment for its services. This payment can take a variety of forms, from donating resources or magic items to an allied temple or colony, to a gift given directly to the creature, to some other action on your part that matches the creature's temperament and goals. Regardless, this payment must be made before the creature agrees to perform any services. The bargaining takes at least 1 round, so any actions by the creature begin in the round after it arrives.



A task taking up to 1 minute per caster level requires a payment of 4 resources per HD of the creature called. For a task taking up to 1 hour per caster level, the creature requires a payment of 20 resources per HD. A long-term task, one requiring up to 1 day per caster level, requires a payment of 40 resources per HD.

A nonhazardous task requires only half the indicated payment, while an especially hazardous task might require a greater gift. Few if any creatures will accept a task that seems suicidal (remember, a called creature actually dies when it is killed, unlike a summoned creature). However, if the task is strongly aligned with the creature's ethos, it may halve or even waive the payment.

At the end of its task, or when the duration bargained for expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

When you use a calling spell that calls a creature, it is a spell of that creature's type.

#### PLANAR BINDING

**School** conjuration (calling) [see text for lesser planar binding]

**Components** V, S

**Targetss** up to three elementals or outsiders, totaling no more than 12 HD, no two of which can be more than 30 ft. apart when they appear

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* See *lesser planar binding*.

#### PLANAR BINDING, GREATER

**School** conjuration (calling) [see text for lesser planar binding]

**Components** V, S

**Targetss** up to three elementals or outsiders, totaling no more than 18 HD, no two of which can be more than 30 ft. apart when they appear.

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* See *lesser planar binding*.

#### PLANAR BINDING, LESSER

**School** conjuration (calling) [see text]

**Casting Time** 10 minutes

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels); see text

**Targets** one elemental or outsider with 6 HD or less

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** no and yes; see text

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. To create the trap, you must use a *magic circle* spell, focused inward.

You can also employ a calling diagram (see *magic circle*) to make the trap more secure.

#### PLANE SHIFT

**School** conjuration (teleportation)

**Casting Time** 1 standard action

**Components** V, S, F (a 1/4 lb. meteoric iron rod attuned to the plane of travel, worth 10 resources)

**Range** touch

**Targets** creature touched, or up to eight willing creatures joining hands

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**Note:** Planar travel cannot be done from some planes of existence to others. See *THE MULTIVERSE* for more information.

#### POLYMORPH ANY OBJECT

**School** Transmutation (Polymorph)

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature, or one nonmagical object of up to 100 cu. ft./level

**Duration** see text

**Saving Throw** Fortitude negates (object); see text; **Spell**

**Resistance** yes (object)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. This spell cannot create material of great intrinsic value, such as pre-Rise items, Darksteel, meteoric iron or anything else above the ordinary.

#### PROCLAMATION

**School** Evocation [faith, sonic]

**Casting Time** 1 standard action

**Components** V

**Range** 40 ft.

**Area** creatures in a 40-ft.-radius spread centered on you

**Duration** instantaneous

**Saving Throw** Will partial; **Spell Resistance** yes

All other creatures, friend or foe, within the area of a *proclamation* spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Staggered, dazed
Up to caster level -5	Confused, staggered, dazed
Up to caster level -10	Killed, confused, staggered, dazed

The effects are cumulative and concurrent. A successful Will save reduces or eliminates these effects. Creatures affected by multiple effects make only one save and apply the result to all the effects.

**Dazed:** The creature can take no actions for 1 round, though it defends itself normally. Save negates.

**Staggered:** The creature is staggered for 2d4 rounds. Save reduces the staggered effect to 1d4 rounds.

**Confused:** The creature is confused for 1d10 minutes. This is a mind-affecting enchantment effect. Save reduces the confused effect to 1 round.

**Killed:** Living creatures die. Undead creatures are destroyed. Save negates. If the save is successful, the creature instead takes 3d6 points of damage + 1 point per caster level (maximum +25).

Furthermore, if you are on your home plane when you cast this spell, extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the *proclamation* or not. The banishment effect allows a Will save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by *proclamation*.



**PROJECT IMAGE****School** Illusion (shadow)**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Effect** one shadow duplicate**Duration** 1 round/level (D)**Saving Throw** Will disbelief (if interacted with); **Spell****Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but you tap energy from a dark realm to create a quasi-real, illusory version of yourself.

**PROTECTION****School** Abjuration [faith]**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Targets** creature touched**Duration** 1 min./level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** no; see text

This spell wards a creature from attacks by creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 Deflection bonus to AC and a +2 Resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*). This saving throw is made with a +2 Morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a demon or spellcaster using *magic jar*), but it does prevent them from controlling the target. This second effect functions

against spells and effects created by creatures or objects subject to GM discretion.

Third, the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

**PROTECTION FROM SPELLS****School** Abjuration**Casting Time** 1 standard action

**Components** V, S, F (one piece of Darkglass cut into the shape of a gem, worth 40 resources, per target. Each subject must carry the gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.)

**Range** touch**Targets** up to one creature touched per four levels**Duration** 10 min./level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**PURIFY FOOD AND DRINK****School** Transmutation**Casting Time** 1 standard action**Components** V, S, DF**Range** 10 ft.**Targets** 1 cu. ft./level of contaminated food and water**Duration** instantaneous**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Accursed water and blessed water is spoiled by *purify food and drink*.

**PYROTECHNICS****School** Transmutation**Casting Time** 1 standard action**Components** V, S, M (one fire source)**Range** long (400 ft. + 40 ft./level)



**Targets** one fire source, up to a 20-ft. cube  
**Duration** 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text  
**Saving Throw** Will negates or Fortitude negates; see text;  
**Spell Resistance** yes or no; see text  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

## “R” SPELLS

### RAINBOW PATTERN

**School** Illusion (Pattern) [mind-affecting]  
**Casting Time** 1 standard action  
**Components** V, S, F (a Darkglass crystal prism worth 3 resources)  
**Range** medium (100 ft. + 10 ft./level)  
**Effect** colorful lights with a 20-ft.-radius spread  
**Duration** Concentration +1 round/level (D)  
**Saving Throw** Will negates; **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### RAISE DEAD

**School** Conjuraction (Healing)  
**Casting Time** 1 minute  
**Components** V, S, DF  
**Range** touch  
**Targets** dead creature touched  
**Duration** instantaneous  
**Saving Throw** none, see text; **Spell Resistance** yes (harmless)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. A Harbinger has all the spells they know count as if already being cast half of the safe limit for the day.

### READ MAGIC

**School** Divination  
**Casting Time** 1 standard action  
**Components** V, S, F (a magnifying glass)  
**Range** personal  
**Targets** you  
**Duration** 10 min./level  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### REGENERATE

**School** Conjuraction (Healing)  
**Casting Time** 3 full rounds  
**Components** V, S, DF  
**Range** touch  
**Targets** living creature touched  
**Duration** instantaneous  
**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. This does not work on limbs lost due to mutations.

### RESIST DARKLAND ENERGY

**School** Abjuration  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Targets** creature touched  
**Duration** 30 min./level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This Abjuration grants a creature limited protection from the energies of a Darkland that cause mutations. The subject gains complete resistance to the energies of a Darkland as long as this spell is in effect. This does not affect any energies the creature has already been affected by before the spell is cast nor does it affect any mutations the creature has.

*Resist darkland energy* absorbs only Darkland energies.

### RESISTANCE

**School** Abjuration  
**Casting Time** 1 standard action  
**Components** V, S, M/DF (a miniature cloak)  
**Range** touch  
**Targets** creature touched  
**Duration** 1 minute  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### RESTORATION

**School** Conjuraction (Healing)  
**Components** V, S, M (40 Consumable resources, see text), DF  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* or it can be used to affect insanity in the creature touched. See Insanity in Chapter 4 for more information.

### RESTORATION, GREATER

**School** Conjuraction (Healing)  
**Components** V, S, M (200 Consumable resources), DF  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* or it can be used to affect insanity in the creature touched. See Insanity in Chapter 4 for more information.

### RESTORATION, LESSER

**School** Conjuraction (Healing)  
**Casting Time** 3 rounds  
**Components** V, S, DF  
**Range** touch  
**Targets** creature touched  
**Duration** instantaneous  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* or it can be used to affect insanity in the creature touched. See Insanity in Chapter 4 for more information.

### RIGHTEOUS MIGHT

**School** Transmutation  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** personal  
**Targets** you  
**Duration** 1 round/level (D)  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but you instead gain DR 5/-. At 15th level, this DR becomes 10/- (the maximum).



## RUSTING GRASP

**School** Transmutation  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** touch  
**Targets** one nonmagical ferrous object (or the volume of the object within 3 ft. of the touched point) or one ferrous creature  
**Duration** see text  
**Saving Throw** none; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Diamond steel is immune to rusting.

## “S” SPELLS

### SCRYING

**School** Divination (Scrying)  
**Casting Time** 1 hour  
**Components** V, S, M (a pool of 1 unit of blessed water and 1 unit of accursed water mixed together), DF  
**Range** see text  
**Effect** magical sensor  
**Duration** 1 min./level  
**Saving Throw** Will negates; **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

### SCRYING, GREATER

**School** Divination (Scrying)  
**Casting Time** 1 standard action  
**Components** V, S  
**Duration** 1 hour/level  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. The *detect* spell also functions through the sensor.

### SECRET CHEST

**School** Conjuration (Summoning)  
**Casting Time** 10 minutes  
**Components** V, S, F (the chest and its replica)  
**Range** see text  
**Targets** one chest and up to 1 cu. ft. of goods/caster level  
**Duration** 60 days or until discharged  
**Saving Throw** none; **Spell Resistance** no  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but with the following changes:  
 You hide a chest on the Veil for as long as 60 days and can retrieve it at will.

The cost of such a chest is never less than 100 resources. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 1/10 the cost of the real chest).

### SHADES

**School** Illusion (shadow)  
 This spell functions like *greater shadow conjuration*, except that it also duplicated: *instant summons*, *mage's magnificent mansion*, *phase door*, *incendiary cloud*, *summon nature's ally VII*, *summon nature's ally VIII*, and *trap the soul*. The illusory conjurations created deal four-fifths (80%) damage to nonbelievers, and nondamaging effects are 80% likely to work against nonbelievers.

## SHADOW CONJURATION

**School** Illusion (shadow)  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** see text  
**Effect** see text  
**Duration** see text  
**Saving Throw** Will disbelief (if interacted with); varies; see text; **Spell Resistance** yes; see text  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change:

You use material from Paradox to shape quasi-real illusions of one or more creatures, objects, or forces. Shadow conjuration can mimic: *acid arrow*, *acid splash*, *glitterdust*, *grease*, *fog cloud*, *mage armor*, *mount*, *obscuring mist*, *phantom chopper*, *sepi snake*, *sigil sleet storm*, *stinking cloud*, *summon nature's ally I*, *summon nature's ally II*, *summon nature's ally III*, *summon swarm*, *unseen servant*, and *web*.

### SHADOW CONJURATION, GREATER

**School** Illusion (shadow)  
 This spell functions like *shadow conjuration*, except that it also duplicates: *acid fog*, *black tentacles*, *cloudkill*, *mage's faithful hound*, *major creation*, *minor creation*, *secure shelter*, *solid fog*, *secret chest*, *summon nature's ally IV*, *summon nature's ally V*, *summon nature's ally VI*, *wall of stone*, and *wall of iron*. The illusory conjurations created deal three-fifths (60%) damage to nonbelievers, and nondamaging effects are 60% likely to work against nonbelievers.

## SHADOW EVOCATION

**School** Illusion (shadow)  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** see text  
**Effect** see text  
**Duration** see text  
**Saving Throw** Will disbelief (if interacted with); **Spell Resistance** yes  
 Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change:

You tap energy from Paradox to cast a quasi-real, illusory version of certain evocation spells. Spells include: *dancing lights*, *flare*, *light*, *ray of frost*, *burning hands*, *floating disk*, *magic missile*, *shocking grasp*, *continual flame*, *darkness*, *flaming sphere*, *gust of wind*, *scorching ray*, *shatter*, *daylight*, *fireball*, *lightning bolt*, *tiny hut*, *wind wall*, *fire shield*, *ice storm*, *resilient sphere*, *shout*, *wall of fire*, and *wall of ice*.

### SHADOW EVOCATION, GREATER

**School** Illusion (shadow)  
 This spell functions like *shadow evocation*, except that it enables you to create: *cone of cold*, *interposing hand*, *sending*, *wall of force*, *chain lightning*, *contingency*, *forceful hand*, *freezing sphere*, *delayed blast fireball*, *forcecage*, *grasping hand*, *mage's sword*, and *prismatic spray*. If recognized as a *greater shadow evocation*, a damaging spell deals only three-fifths (60%) damage. DC is set according to greater shadow evocation's level (8th) rather than the spell's normal level.



**SHAMBLER****School** Conjuration (Creation)**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Effect** three or more shambling mounds, no two of which can be more than 30 ft. apart; see text**Duration** 7 days or 7 months (D); see text**Saving Throw** none; **Spell Resistance** noSpell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change:

The *shambler* spell creates 1d4+2 manifestations of nature in the form of plant creatures (shamblers). The shamblers have resistance to fire only if the terrain where they are summoned is rainy, marshy, or damp.

**Shambler**

**CR** 7; Large plant; **Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +13; **DEFENSE** AC 23, touch 11, Ballistic 11, flat-footed 21 (+12 natural, -1 size, +2 Dex); **hp** 85 (9d8+45); **Fort** +11, **Ref** +7, **Will** +7; **Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10; **OFFENSE** Speed 20 ft., swim 20 ft.; **Melee** 2 slams +13 (2d6+7 plus grab); **Space** 10 ft.; **Reach** 10 ft.; **Special Attacks** constrict (2d6+10); **Str** 25, **Dex** 14, **Con** 21, **Int** 11, **Wis** 14, **Cha** 13; **Base Atk** +6; **CMB** +14 (+18 grapple); **CMD** 26; **Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam); **Skills** Perception +13, Stealth +10 (+18 in swamps or forest), Swim +15; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests);

**Electric Fortitude (Ex):** Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily increases its Constitution score by 1d4 points. The shambler loses these temporary points at the rate of 1 per hour.

**SHAPECHANGE****School** Transmutation (Polymorph)**Casting Time** 1 standard action**Components** V, S, F (Darkglass circlet worth 60 resources)**Range** personal**Targets** you**Duration** 10 min./level (D)Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**SHIELD****School** Abjuration [force]**Casting Time** 1 standard action**Components** V, S**Range** personal**Targets** you**Duration** 1 min./level (D)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield bonus also counts toward ballistic armor class but does not count for ballistic resistance.

**SHIELD OTHER****School** Abjuration**Casting Time** 1 standard action**Components** V, S, F (a pair of meteoric iron rings worth 2 resources each worn by both you and the target)**Range** close (25 ft. + 5 ft./2 levels)**Targets** one creature**Duration** 1 hour/level (D)**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**SHILLELAGH****School** Transmutation**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Targets** one touched nonmagical light club, club, weighted club, or quarterstaff**Duration** 1 min./level**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

Your own nonmagical club or quarterstaff becomes a weapon with a +1 enhancement bonus on attack and damage rolls. A quarterstaff gains this enhancement for both ends of the weapon. It deals damage as if it were two size categories larger (a light club, club, or quarterstaff so transmuted deals 2d6, with a Large version becoming 3d6; weighted club so transmuted deals 2d8, with a Large version becoming 4d6), +1 for its enhancement bonus. These effects only occur when the weapon is wielded by you. If you do not wield it, the weapon behaves as if unaffected by this spell.

**SHOCKING GRASP****School** Evocation [electricity]**Casting Time** 1 standard action**Components** V, S**Range** touch**Targets** creature or object touched**Duration** instantaneous**Saving Throw** none; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Diamond steel does not conduct electricity.**SPELL TURNING****School** Abjuration**Casting Time** 1 standard action**Components** V, S, F/DF (a meteoric iron mirror)**Range** personal**Targets** you**Duration** until expended or 10 min./levelSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**SPELLSTAFF****School** Transmutation**Casting Time** 10 minutes**Components** V, S, F (the staff that stores the spell)**Range** touch**Targets** wooden quarterstaff touched**Duration** permanent until discharged (D)**Saving Throw** Will negates (object); **Spell Resistance** yes (object)Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.



**SPIKE GROWTH****School** Transmutation**Casting Time** 1 standard action**Components** V, S, DF**Range** medium (100 ft. + 10 ft./level)**Area** one 20-ft. square/level**Duration** 1 hour/level (D)**Saving Throw** Reflex partial; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

Magic traps are hard to detect. A Jackal (only) can use the Perception skill to find a *spike growth*. The DC is 25 + spell level, or DC 28 for *spike growth* cast by a Conservator. *Spike growth* cannot be disabled with the Disable Device skill.

**SPIKE STONES****School** Transmutation [earth]**Casting Time** 1 standard action**Components** V, S, DF**Range** medium (100 ft. + 10 ft./level)**Area** one 20-ft. square/level**Duration** 1 hour/level (D)**Saving Throw** Reflex partial; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

Magic traps such as *spike stones* are hard to detect. A Jackal (only) can use the Perception skill to find *spike stones*. The DC is 25 + spell level, or DC 29 for *spike stones* cast by a Conservator. *Spike stones* is a magic trap that cannot be disabled with the Disable Device skill.

**SPIRITUAL WEAPON****School** Evocation [force]**Casting Time** 1 standard action**Components** V, S, DF**Range** medium (100 ft. + 10 ft./level)**Effect** magic weapon of force**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook* with the following change:

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level), with a threat range and critical multipliers of 19-20, x2. The weapon takes the shape of the weapon on your person or a weapon with some spiritual significance or symbolism to you.

**STATUS****School** Divination**Casting Time** 1 standard action**Components** V, S**Range** touch**Targets** one living creature touched per three levels**Duration** 1 hour/level**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Channels are not considered a different plane if this spell is cast on Earth or vice versa.

**STONESKIN****School** Abjuration**Casting Time** 1 standard action**Components** V, S, DF**Range** touch**Targets** creature touched**Duration** 10 min./level or until discharged**Saving Throw** Will negates (harmless); **Spell Resistance**

yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but the subject gains DR 10/meteoric iron.

**SUMMON ALLY I****School** Conjuration (Summoning) [see text]**Casting Time** 1 round**Components** V, S, DF**Range** close (25 ft. + 5 ft./2 levels)**Effect** one summoned creature**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** no

This spell calls forth a physical manifestation of an ancient warrior and/or holy person of the caster's faith to do battle for them. The ally appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You can communicate with the ally, directing them not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the allies from the 1st Level list on the table above. You choose which kind of ally to summon, and you can choose a different one each time you cast the spell.

All of the Combatist and Seer equipment fits the person or persons they represent of the summoner's faith, the look of each person might be different from the next they all possess the same statistics and ability to use all of their abilities or feats. So while one Combatist might be in light armor and have a wicked club and another is in samurai armor with sword, they both share the same statistics.

A summoned ally cannot summon or otherwise conjure another creature, nor can it use any planar travel abilities. Allies cannot be summoned into an environment that cannot support them. All allies summoned are outsiders with the native subtype.

**SUMMON ALLY II****School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. The creatures summoned do not have to be the same type.

**SUMMON ALLY III****School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. The creatures summoned do not have to be the same type.



## SUMMON ALLY

### Summon Ally I

Lvl 1 combatist with AC 16, 16 HP, a one handed weapon that does 1d6 dam (19-20 x2), power attack and toughness; 14, 12, 14, 11, 12, 10; +1 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 1 seer with AC 14, 8 HP, a light weapon that does 1d4 damage (x2); Combat Casting, and Spell Flinger; 10, 12, 12, 14, 14, 11; spells 4,3; +1 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally II

Lvl 2 combatist with AC 17, 26 HP, a one handed weapon 1d8 (19-20 x2); power attack and toughness; 15, 13, 15, 12, 13, 11; +2 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 2 seer with AC 15, 13 HP, a light weapon that does 1d4 damage (19-20 x2); Combat Casting and Spell Flinger; 11, 13, 13, 15, 15, 12; spells 4,3; +2 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally III

Lvl 4 combatist with AC 18, 50 HP, a one handed weapon that deals 1d10 (19-20 x2) and can't be disarmed; power attack, toughness, Combat Reflexes, and Bodyguard; 16, 14, 16, 13, 14, 12; +3 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 4 seer with AC 15, 24 HP, a light weapon that does 1d6 damage (19-20 x2); Combat Casting, magical focus, Spell Flinger, and Spell Specialization (Acid Arrow); 12, 14, 14, 16, 16, 13; spells 4,4,2; +3 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally IV

Lvl 5 combatist with AC 20 (1 is deflection), 62 HP, a +1 one handed weapon that deals 1d8 (19-20 x2) and can't be disarmed; power attack, toughness, Combat Reflexes, Bodyguard, and Saving Shield; 17, 15, 17, 14, 15, 13; +4 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 5 seer with AC 17, 31 HP, a light +1 weapon that does 1d4 damage (19-20 x2); Combat Casting, magical focus, Spell Flinger, Spell Specialization (Acid Arrow), Greater Magical Focus; 13, 15, 15, 17, 17, 14; spells 4, 4, 3; lesser disruptive metamagic rod; +4 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally V

Lvl 7 combatist with AC 22 (2 is deflection), 93 HP, a +2 one handed weapon that deals 1d10 (19-20 x2) and can't be disarmed or sundered; power attack, toughness, Combat Reflexes, Bodyguard, Saving Shield, and In Harm's Way; 18, 16, 18, 15, 16, 14; +5 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 7 seer with AC 18 (1 is deflection), 49 HP, a +1 light weapon that does 1d6 damage (19-20 x2); Combat Casting, magical focus, and Spell Flinger, Spell Specialization (Acid Arrow), Greater Magical Focus, Heighten Spell; 14, 16, 16, 18, 18, 15; spells 4,5,4; lesser disruptive metamagic rod; +5 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally VI

Lvl 9 combatist with AC 25 (4 is deflection), 115 HP, a +1 one handed weapon with two points for abilities or more magic bonus that deals 1d10 (19-20 x3) and can't be disarmed or sundered; power attack, toughness, Combat Reflexes, Bodyguard, Saving Shield, and In Harm's Way, and Call to Action; 19, 17, 19, 16, 17, 15; +6 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 9 seer with AC 19 (2 is deflection), 60 HP, a +1 light weapon with one point for abilities or more magic bonus that does 1d4 damage (19-20 x2); Combat Casting, magical focus, Spell Flinger, Spell Specialization (cosmic hammer), Greater Magical Focus, Heighten Spell, Preferred Spell (cosmic hammer); 15, 17, 17, 19, 19, 16; spell 4,5,4,3; lesser disruptive metamagic rod and a lesser focused metamagic rod; +6 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally VII

a Lvl 11 combatist with AC 27 (6 is deflection), 151 HP, a +1 one handed weapon with 3 points for abilities or more magic bonus that deals 1d10 (17-20\* x3) and can't be disarmed or sundered; power attack, toughness, Combat Reflexes, Bodyguard, Saving Shield, and In Harm's Way, Call to Action, and Improved Critical (weapon\*); 20, 18, 20, 17, 18, 16; +7 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 11 seer with AC 20 (3 is deflection), 88 HP, a +1 light weapon with one point for abilities or more magic bonus that does 1d6 damage (19-20 x2); Combat Casting, magical focus, Spell Flinger, Spell Specialization (cosmic hammer), Greater Magical Focus, Heighten Spell, Preferred Spell (cosmic hammer), Intensified Spell; 16, 18, 18, 20, 20, 17; spells 4,6,5,4; lesser focused metamagic rod and lesser disruptive metamagic rod; +7 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally VIII

Lvl 13th combatist with AC 31 (8 is deflection), 175 HP, a +2 one handed weapon with 4 points for abilities or more magic bonus that deals 2d6 (17-20\* x3) and can't be disarmed or sundered; power attack, toughness, Combat Reflexes, Bodyguard, Saving Shield, In Harm's Way, Call to Action, Improved Critical (weapon\*), and Staggering Critical; 21, 19, 21, 18, 19, 17; +8 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 13 seer with AC 22 (4 is deflection), 104 HP, a +1 light weapon with two points for abilities or more magic bonus that does 1d6 damage (19-20 x2); Combat Casting, magical focus, Spell Flinger, Spell Specialization (cosmic hammer), Greater Magical Focus, Heighten Spell, Preferred Spell (cosmic hammer), Intensified Spell, Quicken Spell; 17, 19, 19, 21, 21, 18; spells 4,6,5,4,3; Ancient metamagic rod (6 charges: lesser disruptive and lesser focused, each costing one charge, both be used on a single spell); +8 resistance bonus to all Saves (Fortitude, Reflex, and Will)

### Summon Ally IX

Lvl 16 combatist with AC 35 (11 is deflection), 219 HP, a +2 one handed weapon with 5 points for abilities or more magic bonus that deals 2d8 (17-20\* x3) and can't be disarmed or sundered; power attack, toughness, Combat Reflexes, Bodyguard, Saving Shield, and In Harm's Way, Call to Action, Improved Critical (weapon\*), Staggering Critical, and Stunning Assault; 22, 20, 22, 19, 20, 18; +9 resistance bonus to all Saves (Fortitude, Reflex, and Will)

Lvl 16 seer with AC 24 (5 is deflection), 144 HP, a +2 light weapon with two points for abilities or more magic bonus that does 1d6 damage (18-20 x2); Combat Casting, magical focus, Spell Flinger, Spell Specialization (cosmic hammer), Greater Magical Focus, Heighten Spell, Preferred Spell (cosmic hammer), Intensified Spell, Quicken Spell, and Spell Perfection (cosmic hammer); 18, 20, 20, 22, 22, 19; spells 4,6,6,5,4,2; Ancient metamagic rod (6 charges: lesser disruptive and lesser focused, each costing one charge, both be used on a single spell); +9 resistance bonus to all Saves (Fortitude, Reflex, and Will)

\* All allies summoned look human but are outsiders with the native subtype.



## SUMMON ALLY IV

**School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4 creatures +1 for each level lower from a lower-level list. The creatures summoned do not have to be the same type.

## SUMMON ALLY V

**School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4 creatures +1 for each level lower from a lower-level list. The creatures summoned do not have to be the same type.

## SUMMON ALLY VI

**School** Conjuration (Summoning)

This spell functions like *summon ally I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4 creatures +1 for each level lower from a lower-level list. The creatures summoned do not have to be the same type.

## SUMMON ALLY VII

**School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4 creatures +1 for each level lower from a lower-level list. The creatures summoned do not have to be the same type.

## SUMMON ALLY VIII

**School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4 creatures +1 for each level lower from a lower-level list. The creatures summoned do not have to be the same type.

## SUMMON ALLY IX

**School** Conjuration (Summoning)

This spell functions like *summon ally I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4 creatures +1 for each level lower from a lower-level list. The creatures summoned do not have to be the same type.

## SUMMON NATURE'S ALLY I

**School** Conjuration (Summoning)

**Casting Time** 1 round

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned creature

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. The spell conjures one of the creatures from the 1st Level list on Table: Summon Nature's Ally.

## SUMMON NATURE'S ALLY II

**School** Conjuration (Summoning)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.

## SUMMON NATURE'S ALLY III

**School** Conjuration (Summoning) [see text]

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.

## SUMMON NATURE'S ALLY IV

**School** Conjuration (Summoning) [see text]

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.

## SUMMON NATURE'S ALLY V

**School** Conjuration (Summoning) [see text]

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.

## SUMMON NATURE'S ALLY VI

**School** Conjuration (Summoning) [see text]

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.

## SUMMON NATURE'S ALLY VII

**School** Conjuration (Summoning) [see text]

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.

## SUMMON NATURE'S ALLY VIII

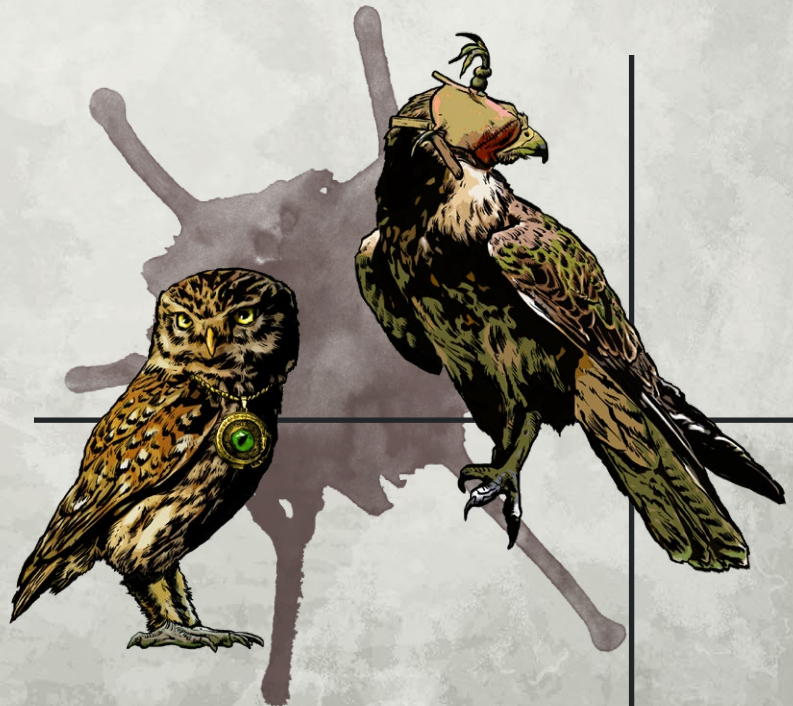
**School** Conjuration (Summoning) [see text]

This spell functions like *summon nature's ally I*, except that you can summon one 8th-level creature, 1d3 7th-level creatures of the same kind, or 1d4+1 lower-level creatures of the same kind.

## SUMMON NATURE'S ALLY IX

**School** Conjuration (Summoning) [see text]

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but uses the Summon Nature's Ally table included in this book.





## SUMMON NATURE'S ALLY

1st Level	Subtype
Dire rat	—
Dog	—
Dolphin	—
Eagle	—
Giant centipede	—
Primate, Baboon	—
Marsupial, Kangaroo	—
Poisonous frog	—
Pony (horse)	—
Viper (snake)	—
Compsognathus (dinosaur)	—

2nd Level	Subtype
Ant, giant (worker)	—
Elemental (Small)	Elemental
Giant frog	—
Giant spider	—
Horse	—
Hyena	—
Octopus	—
Squid	—
Wolf	—
Dimorphodon (dinosaur)	—

3rd Level	Subtype
Ant, giant (soldier)	—
Ape	—
Aurochs (herd animal)	—
Boar	—
Cheetah	—
Constrictor snake	—
Crocodile	—
Dire bat	—
Electric Eel	—
Giant crab	—
Leopard (cat)	—

Monitor lizard	—
Shark	—
Wolverine	—
Velociraptor (dinosaur)	—

4th Level	Subtype
Ant, giant (drone)	—
Bison (herd animal)	—
Deinonychus (dinosaur)	—
Dire ape	—
Dire boar	—
Dire wolf	—
Elemental (Medium)	Elemental
Giant scorpion	—
Lizard, Giant Chameleon	—
Giant wasp	—
Hyena, Dire	—
Grizzly bear	—
Lion	—
Vulture, Giant	—
Wolverine, Dire	—
Pteranodon (dinosaur)	—
Rhinoceros	—
Mega fauna, Megaloceros	—
Tiger	—

5th Level	Subtype
Ankylosaurus (dinosaur)	—
Bear, Polar	—
Dire lion	—
Dolphin (orca)	—
Elemental (Large)	Elemental
Hippopotamus	—
Giant moray eel	—
Lizard, Giant Frilled	—
Mega fauna, Gylptodon	—
Woolly rhinoceros	—

6th Level	Subtype
Mega fauna, Baluchitherium	—
Dire bear	—
Dire tiger	—
Elasmosaurus (dinosaur)	—
Elemental (Huge)	Elemental
Elephant	—
Giant octopus	—
Mega fauna, Megalania	—
Stegosaurus (dinosaur)	—
Mega fauna, Arsinoitherium	—
Triceratops (dinosaur)	—
Allosaurus (Dinosaur)	—

7th Level	Subtype
Brachiosaurus (dinosaur)	—
Dire crocodile	—
Dire shark	—
Elemental (greater)	Elemental
Hippopotamus, Behemoth	—
Giant squid	—
Mastadon (elephant)	—
Therizinosaurus, Dinosaur	—
Tyrannosaurus (dinosaur)	—
Snake, Giant Anaconda	—

8th Level	Subtype
Mega fauna, Basilosaurus	—
Elemental (elder)	Elemental
Dinosaur, Diplodocus	—
Spinosaurus (dinosaur)	—
Scorpion, Giant Emperor	—
Spider, Goliath	—

9th Level	Subtype
Crab, Shipwrecker	—

## SYMBOL OF DEATH

**School** Necromancy [death]

**Casting Time** 10 minutes

**Components** V, S, M (200 Consumable resources)

**Range** 0 ft.; see text

**Effect** one symbol

**Duration** see text

**Saving Throw** Fortitude negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**Note:** Magic traps such as *symbol of death* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 33 for *symbol of death*.

## SYMBOL OF FEAR

**School** Necromancy [fear, mind-affecting]

**Components** V, S, M (20 combustible resources reduced down to a small amount of resin)

**Saving Throw** Will negates

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**Note:** Magic traps such as *symbol of fear* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 31 for *symbol of fear*.



**SYMBOL OF INSANITY****School** Enchantment (Compulsion) [mind-affecting]**Components** V, S, M (100 combustible resources reduced down to a quarter pound of resin)**Saving Throw** Will negatesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*. See *insanity* spell.**Note:** Magic traps such as *symbol of insanity* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 33 for *symbol of insanity*.**SYMBOL OF PAIN****School** Necromancy [tainted]**Components** V, S, M (40 Consumable resources)Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**Note:** Magic traps such as *symbol of pain* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 30 for *symbol of pain*.**SYMBOL OF PERSUASION****School** Enchantment (Charm) [mind-affecting]**Components** V, S, M (200 Consumable resources)**Saving Throw** Will negatesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**Note:** Magic traps such as *symbol of persuasion* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 31 for *symbol of persuasion*.**SYMBOL OF SLEEP****School** Enchantment (Compulsion) [mind-affecting]**Components** V, S, M (20 combustible resources reduced down to a small amount of resin)**Saving Throw** Will negatesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**Note:** Magic traps such as *symbol of sleep* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 30 for *symbol of sleep*.**SYMBOL OF STUNNING****School** Enchantment (Compulsion) [mind-affecting]**Components** V, S, M (100 combustible resources reduced down to a quarter pound of resin)**Saving Throw** Will negatesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**Note:** Magic traps such as *symbol of stunning* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 32 for *symbol of stunning*.**SYMBOL OF WEAKNESS****School** Necromancy**Components** V, S, M (200 Consumable resources)Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.**Note:** Magic traps such as *symbol of weakness* are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 32 for *symbol of weakness*.**SYMPATHETIC VIBRATION****School** Evocation [sonic]**Casting Time** 10 minutes**Components** V, S, F (meteoric iron tuning fork worth 5 resources)**Range** touch**Targets** one freestanding structure**Duration** up to 1 round/level**Saving Throw** none; see text; **Spell Resistance** yesSpell functions as per *Pathfinder Roleplaying Game Core Rulebook*.



**SYMPATHY**

**School** Enchantment (Compulsion) [mind-affecting]

**Casting Time** 1 hour

**Components** V, S, M (60 Consumable resources)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one location (up to a 10-ft. cube/level) or one object

**Duration** 2 hours/level (D)

**Saving Throw** Will negates; see text; **Spell Resistance** yes

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular type, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. You could name a race, such as human or descended, as a specific kind of creature. A particular type could also be a sin nature, such as Wrath or Greed, affecting anything with that sin nature, such as a demon, corrupted creature, or a progeny.

Creatures of the designated kind feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made  $1d6 \times 10$  minutes later. If this save fails, the affected creature attempts to return to the area or object.

*Sympathy* counters and dispels *antipathy*.

**“T” SPELLS****TELEKINESIS**

**School** Transmutation

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Targets or Targetss** see text

**Duration** concentration (up to 1 round/level) or instantaneous; see text

**Saving Throw** Will negates (object) or none; see text; **Spell**

**Resistance** yes (object); see text

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook* but with the following changes:

**Combat Maneuver:** Splicers add their Intelligence modifier and Harbingers add their Charisma modifier in place of your Strength or Dexterity modifier.

**Violent Thrust:** Splicers add their base attack bonus + their Intelligence modifier; Harbingers add their base attack bonus + their Charisma modifier.

**TEMPORAL STASIS**

**School** Transmutation

**Casting Time** 1 standard action

**Components** V, S, M (200 mechanical resources reduced down to a half a pound of ash)

**Range** touch

**Targets** creature touched

**Duration** permanent

**Saving Throw** Fortitude negates; **Spell Resistance** yes

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**TRANSFORMATION**

**School** Transmutation

**Casting Time** 1 standard action

**Components** V, S, M (a pint of liquid, which you drink, distilled from a demon's body and worth 12 resources)

**Range** personal

**Targets** you

**Duration** 1 round/level

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**TRANSMUTE METAL TO WOOD**

**School** Transmutation

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** long (400 ft. + 40 ft./level)

**Area** all metal objects within a 40-ft.-radius burst

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes (object; see text)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. A *minor miracle* can also restore a transmuted object to its metallic state.

**TRAP THE SOUL**

**School** Conjurion (Summoning)

**Casting Time** 1 standard action or see text

**Components** V, S, M (Darkglass cut into a gem worth 40 resources per HD of the trapped creature)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature

**Duration** permanent; see text

**Saving Throw** see text; **Spell Resistance** yes; see text

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**TRUE SEEING**

**School** Divination

**Casting Time** 1 standard action

**Components** V, S, M (an eye ointment made from demon eyes that costs 10 resources)

**Range** touch

**Targets** creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.

**“U” SPELLS****UNDEATH TO DEATH**

**School** Necromancy

**Components** V, S, F/DF (a small skull made of half a pound of Darkglass worth 20 resources)

**Area** several undead creatures within a 40-ft.-radius burst

**Saving Throw** Will negates

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*.



## UNHALLOW

**School** Evocation [tainted]

**Casting Time** 24 hours

**Components** V, S, M (40 Consumable resources, plus 40 per level of spell to be included in the *hallowed* area), DF

**Range** touch

**Area** 40-ft. radius emanating from the touched point

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** see text

A PC must have the Corrupted template in order to cast this spell. *Unhallow* makes a particular site, building, or structure an unholy site. This has four major effects.

First, the *unhallowed* site or structure curses creatures who are within the area a -2 penalty to AC and a -2 resistance penalty on saves. The subjects also receive an additional -2 profane penalty to saving throw against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as *charm person*, *command*, and *dominate person*) created by an undead or demon. If the save is failed by 5 or more while within the area, such effects have their duration doubled. Both these penalties do not apply against undead or demons.

Second, the DC to resist the ability Channel Darkness within this area gains a +4 profane bonus and the DC to resist channeled energy is reduced by 4. Spell resistance does not apply to this effect.

Third, any undead created in an *unhallowed* site are created with max hit points and anyone who dies in the area who would rise as undead does so immediately.

Finally, a single spell effect may be fixed to the *unhallowed* site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith, or creatures who

adhere to another faith. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an *unhallowed* site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility*, *purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

*Unhallow* counters but does not dispel *hallow*.

## "W" SPELLS

### WARP WOOD

**School** Transmutation

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** 1 Small wooden object/level, all within a 20-ft. radius

**Duration** instantaneous

**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

Spell functions as per *Pathfinder Roleplaying Game Core Rulebook*. Warped shields are useless and warped armor has its armor check penalty increased by -3 and reduces the wearer speed while wearing it (take the creatures modified speed from armor, encumbrance and any other modifiers and use that as their base speed to find their new reduced speed).





## WISH

**School** Universal

**Casting Time** 1 standard action

**Components** V, S

**Range** see text

**Targets, Effect, Area** see text

**Duration** see text

**Saving Throw** none, see text; **Spell Resistance** yes

*Wish* is the mightiest spell a Harbinger can cast. By opening their mind to the Void and speaking aloud, they can alter reality to better suit their needs. However, even *wish* has its limits. Because of the intense energy used to cast *wish*, the Harbinger must make an insanity check (DC 25) each time they cast the spell.

A *wish* can produce any one of the following effects.

*Duplicate*: Any Harbinger spell of 8th level or lower.

*Duplicate*: Any non-Harbinger spell of 7th level or lower, provided the makes an insanity check (DC = 25 + spell level). Failure mean the spell is still cast but the Harbinger must roll on the insanity chart and the spell counts as two castings of *wish*.

*Undo*: Undo the harmful effects of many spells, such as *geas/quest* or *bestow curse*.

*Inherent bonus*: Grant a creature a +1 Inherent bonus to an ability score. Two to five *wish* spells cast in immediate succession can grant a creature a +2 to +5 Inherent bonus to an ability score (two wishes for a +2 Inherent bonus, three wishes for a +3 Inherent bonus, and so on). Inherent bonuses are instantaneous, so they cannot be dispelled. Note: An Inherent bonus may not exceed +5 for a single ability score, and Inherent bonuses to a particular ability score do not stack, so only the best one applies. Each Inherent bonus added increases the insanity DC for the casting of that *wish* (see above) by the Inherent bonus granted.

*Remove injuries and afflictions*: A single *wish* can aid one creature per caster level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken or remove all poison effects from everyone in the party, but not do both with the same *wish*. *Wish* used in this way cannot affect insanity.

*Revive the dead*: A *wish* can bring a dead creature back to life, as *raise dead*, so long as some small portion of the creature's body still exists, but the portion receiving the spell must have been part of the creature's body at the time of death. The creature can have been dead no longer than 1 years per caster level. The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. The subject of the spell must roll on the major insanity chart when it is raised. This can affect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed but not someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be affected.

A *wish* can revive a dead creature whose body has been destroyed, but the task takes two wishes: one to recreate the body and another to infuse the body with life again.

*Teleportation*: Instantly transports you to a designated destination, up to 1,000 miles. 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) per three caster levels. A Large creature

counts as two Medium creatures, a Huge creature counts as four Medium 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. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some idea of the location or layout of the destination. 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 results below. Refer to the following information for definitions of the terms on the table.

- **On Target (01–66%)**: You appear where you want to be.
- **Off Target (67–80%)**: You appear safely a random distance away from the destination in a random direction. The direction off target is determined like a Splicer scatter with the distance off target is 10% of the distance that was to be traveled.
- **Similar Area (81–92%)**: 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 (93–100%)**: You and anyone else teleporting with you have gotten "scrambled." You each roll on the minor insanity chart, and you reroll on the destination chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters must roll on the minor insanity chart and must reroll the destination.

*Undo misfortune*: A *wish* can undo a single recent event. The wish forces a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The reroll, however, may be as bad as or worse than the original roll. An unwilling target gets a Will save to negate the effect, and Spell Resistance (if any) applies.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM's discretion.)

Duplicated spells allow saves and Spell Resistance as normal (but save DCs are for 9th-level spells).



"I remember.

I remember when the last seal broke as if it were 25 minutes ago rather than 25 years. In the initial shock of the Rise, many were lost. In those early days, I learned quickly that people were at least as dangerous as any Risen or demon. But people are also the key to surviving. Groups that stayed and worked together escaped civilization crashing down upon them and the new horrors of the Rise. Those that kept their wits about them were the ones that survived.

I remember early on settlements of individuals came together to form what we now know as Colonies. These Colonies are the foundation on which our civilization begins again. Within the Colony, hunting parties are a team of skilled individuals with a common goal: the well-being of the Colony. Without the hunting party, a Colony would struggle to survive as farmers and builders are forced into scavenging and defense. Without the Colony, the hunting party is without purpose and focus, wanderers in an unforgiving world.

I remember how different travel was, how easy it was to just hop in a vehicle and go. While vehicles still exist today, their use has risks. If your Colony has a vehicle, it is likely vital to the Colony's ability to transport resources, scavenge equipment, and extend its sphere of influence. That vehicle is also loud in the oppressive quiet of this new world and requires dwindling combustible resources. Noise attracts Risen and the living alike, attention that is rarely good. Even if you can power a vehicle and avoid dangers, 25 years of rain, snow, fallen trees, earthquakes, landslides, and other disasters have taken their toll on the roads.

Perhaps your Colony is lucky enough to have horses; hearty, reliable and stalwart companions. Unfortunately, they require consumable resources and remain at risk of being eaten by Risen. Some prefer bicycles, quiet and inexpensive to maintain, but limited in cargo capacity. Channels are the easiest method of traveling long distances... and also the most dangerous.

Most of all, I remember fear. Fear of death, fear of loss, fear of the unknown. A pervasive fear that drives us forward to adapt or face certain death. Too little fear leads to foolhardy bravado, too much fear leaves you frozen and unable to act. Fear kept us alive, you would do well to remember that as well.

Yes, intrepid reader I was so very afraid in those early days. After 25 years living this nightmare, I still am.

Dr. Nicholas Dobrin - Journeyman



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 9 NARRATING

*YOU WERE RIGHT TO TELL YOUR FELLOW colonists not to trust the strangers at the gates in the middle of the night. Remember the last colony that welcomed strangers in the dark? The palpable terror of that night? I can still smell the burning flesh as I lurked in the shadows, waiting for a dire soul to ask the darkness for help. And then I heard it; your weak pathetic cry, Coalman. So pitiful, asking for your family to be spared, but not thinking of anyone else in your colony as they burned alive. I was more than happy to help, Coalman. Aren't you glad I did?*

## SETTING THE SCENE

Setting an immersive scene for your players is vital to running a campaign richly flavored in *Apocalypse the Risen* lore. *AtR* is a psychological horror game in a post-apocalyptic setting within a fantasy multiverse. The layering of these elements and the emphasis on the foreboding nature of post-Rise Earth are critical to realizing the full potential of this campaign setting. Dead walk the land as a variety of Risen. Demons and their minions plot and scheme to consolidate power and resources. Exotic and terrifying flora and fauna press the edges of Darklands. Existentialism shrinks as humanity faces their insignificance. Cosmic beings of pure madness stir from the Void. And perhaps above all, the stark realization that humanity may have within their own souls the greatest capacity for darkness. The following are suggestions for how a GM may go about setting the proper flavor for their game.

## HUNTING PARTIES & COLONIES

An important aspect of the world of *AtR* is the value of the PC hunting party, working together for the common goal of survival. Hunting parties aren't simply a group of random strangers answering a "Wanted: Adventurers" flyer in a tavern; they are an integral part of the Colony. Hunting parties are crucial to increasing a Colony's sphere of influence in a very big world by negotiating trade and scavenging resources. Every resource cache, every working piece of gear or tech, every bit of knowledge gathered, should feel like they represent survival for another day because they may. This feeling should be present not just for individual characters, but the hunting party and their Colony. Scarcity of resources and threats to the Colony should drive the need for exploration. At low levels, characters likely need to search close to the Colony. As characters become more powerful, they can risk exploring greater distances or portals to unknown locations. The further characters travel, the greater the danger, and all decisions should consider the Colony.

PC hunters should work together for the good of their Colony. This doesn't mean everyone has to be friends or even that hunting parties are "good." Your Colony may be Marauders bent on raiding other Colonies or muscle for a cruel warlord. What is important is fostering a sense of belonging within the party and Colony. Even with all the possibilities, it is recommended that hunting parties be a force for the Light, struggling together against the growing darkness of the damned and the dead.

## INSPIRATION

There is a plethora of horror and post-apocalyptic media available, waiting to inspire adventure. Do you have a favorite movie or book in the genre? What makes those favorites of yours? How do they make you feel? How are they interesting or unique? Is it reliant on shocking visuals or descriptions? Or is it more psychological and nuanced? When designing your Colony, the surrounding area, and adventures near and far, consider historical events and interesting landmarks. Our world is filled with odd and terrible places and events, and post-Rise Earth takes those to new levels of crazy and frightening. Think about the best way to incorporate the most effective elements of your favorites to make your storytelling in *AtR* more personal and ultimately more frightening. And, most importantly, work with your players to make sure the game is fun.

## MOOD

As a GM, understanding the mood and flavor of *Apocalypse the Risen* and conveying that to your players is perhaps the most important element of building a campaign in this world. At its heart, *AtR* is a gritty, harsh, and terrifying world where mere survival and scratching out an existence is considered a victory. Survivors live with the grim knowledge that with every demon or Risen vanquished, there are more to take their place. People have learned the hard way that other people can be an even greater danger than any monstrosity. Madness, selfishness, lack of self-control, and fear make humans cruel adversaries. Creating a sense of danger, allowing the seeds of paranoia to grow, utilizing the insanity system contextually, are all avenues to creating a mood. These aspects deserve depth through narrative, realism through roleplaying, and often resolution through combat. Though the world is deadly, and paranoia justified, players should feel pressure to suppress their fear and trepidation in order to survive and protect their Colony.

## PROPS

Don't underestimate the value of physical or audio/visual props in the preparation of your game. Did the dying Goodsman the party found on the road have a mysterious token clutched in his hand? Provide players with a physical version of the token. Did the rotting Risen that wandered into your Colony have a bloodstained map leading to a resource cache tucked into its ragged clothes? Hand players a chili-stained map drawn on a scrap of crumpled paper or cloth. Do players suddenly hear an unearthly scream from the old asylum they approach on a scavenging run? Play an audio clip of the scream from your smart phone. Or perhaps players are exploring an old office building and suddenly a phone in one of the offices rings. Call one of



your players at that moment. As an added suggestion, target the player most notorious for playing on their phone during the game. Interactivity goes a long way in making an experience more real.

### REALIZING HORROR

Generating a sense of true horror with players around the table is no easy task. Characters have powerful items and abilities that make them uniquely suited to survive in this terrifying world. Your job as a GM is to create scenarios, encounters, people, and events that elicit fear. Focus your attention on storytelling, creating distress before enemies are ever seen. Consider pacing. The speed at which the story unfolds can arouse emotion, create tension, and unnerve even the most confident player. Emotions should ebb and flow as players experience the world, conflicts rarely feeling settled and breaks from combat never feeling safe. Explore foreshadowing. As the GM, you know what encounters and enemies are upcoming in the immediate adventure, and sometimes, the overall campaign. Drop clues about those events early, allowing anxiety for the upcoming danger to grow in the mind of the players. Providing hints for upcoming sessions can be a powerful tool. The more dangerous those events the further away their impact, providing more time for apprehension to breed.

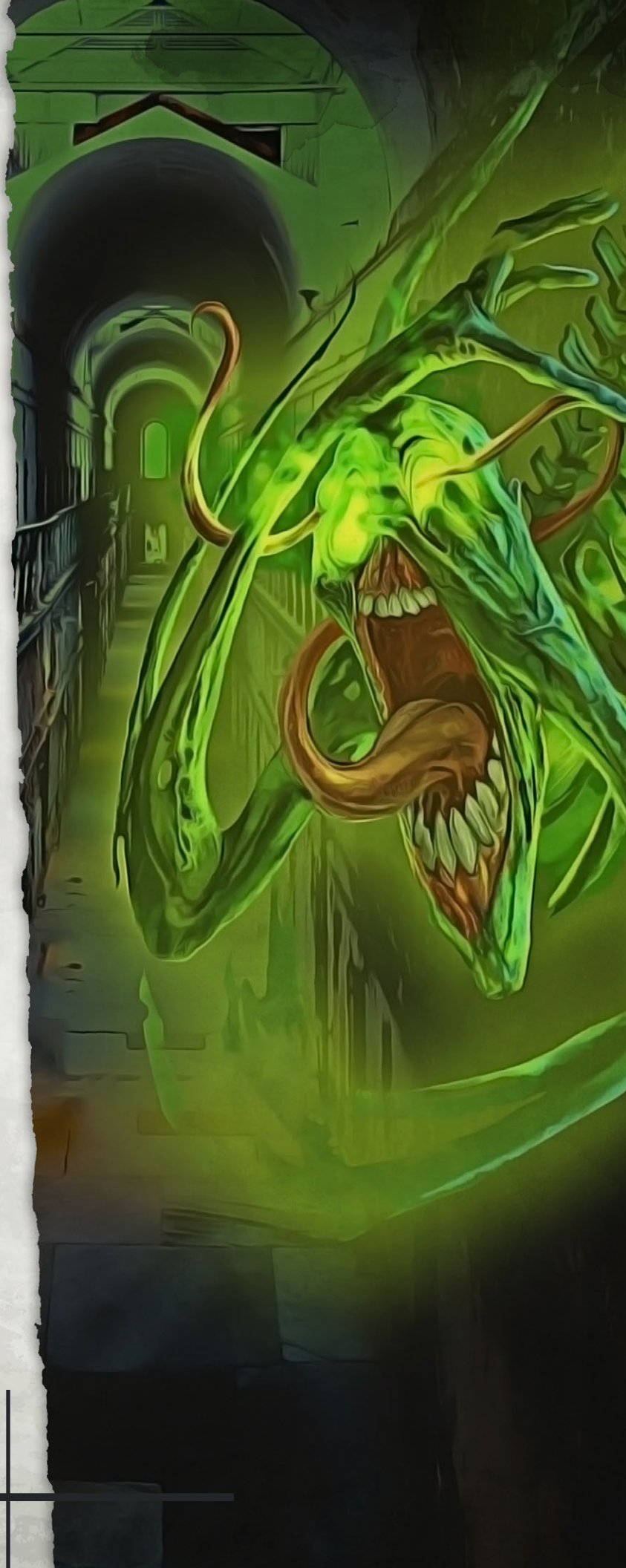
There are some key fundamentals of horror to utilize in your games. People live with fears in their everyday life. Twisting those fears into events that are familiar or common to players is an excellent method of playing on the emotions of your players. Layer these elements throughout sessions to keep players on edge.

**Example from Hotel Hell:** “Upon entering the room, you are met with the standard fare of what would have been in a hotel office. There’s a filing cabinet, a chair, a defunct computer, and a poster on the door of a closet that says, “Hang in There!” with a picture of a kitten hanging from a branch. Inside the closet, is a large burlap sack, and it seems to be warm. Inside the bag is a horrific sight: body parts, most still smoldering from being burnt, are piled up in the bag. The only thing missing seems to be the skull.”

**Psychological Horror:** Fear of the unknown, allowing players to uncover just enough information to be concerned. Character isolation, separate players from one another to increase the sense of danger. False sense of security, letting players feel safe only when they are most in danger. Sensory deprivation, removing the ability for characters to see or hear approaching danger. Scary places, exploring locations traditionally considered eerie in real life. Environmental effects, introducing weather, lighting, and unexplained noises outside player control or understanding.

**Physical Horror:** Abduction, being taken hostage by creatures or people with an unknown reason. Cannibalism, encountering people that eat other people. Chase, players discover they are being followed or perhaps chased when they are injured. Home invasion, dreadful beings have somehow infiltrated and begin terrorizing the Colony. Monster, face to face confrontation of a horrendous creature and their deeds. Torture, players discover something has been torturing other beings and leaving them for dead.

**Recurring Enemies:** Sentient enemies are often just as smart and concerned with self-preservation as players. Consider building escape routes and contingencies into important





encounters and bringing intelligent enemies back in future games, once they have had sufficient time to brood over how to punish the PCs. Escaping enemies should be used sparingly for the greatest impact.

**Player Consequences:** Sometimes the actions of players provide an opportunity to create horrifying enemies hellbent on revenge. That revenge is most alarming when the enemy does not attempt to kill the characters, but instead is dedicated to making their lives miserable. Perhaps PCs catch a Jackal from a Marauder Colony stealing resources from the storehouse. Players decide they should not kill the Jackal and instead decide to release them inside a neighboring Darkland. Unfortunately, the Jackal encounters something horrific within the Darkland that removes the Jackal's flesh. The Jackal, no longer alive and not yet dead, blames the PCs for the tortured existence and is dedicated to delivering them similar suffering.

**Understanding Fear versus Insanity:** *Apocalypse the Risen* does not incorporate a fear system outside those creatures with a fear aura. Fear is a triggering of the fight or flight response. Player characters are not immune to fear; however, in most situations they retain agency in responding to fear-inducing encounters. When supernatural fear is involved, fear caused by some form of magic, GMs are free to incorporate a fear DC and require a Will save. A failed save should trigger fight or flight. In general, fear effects do not trigger Insanity checks, though there could be overlap.

The insanity system in *AtR* represents those creatures and events that cause the character to question their very understanding of reality or to reject what their mind is telling them. Insanity in *AtR* covers horror and madness, from the unexplained supernatural and oppressively evil demonic to the unimaginably powerful cosmic. Insanity is progressive, from simple horror responses to full-blown psychotic breaks. Use the Insanity system throughout your campaigns when characters are exposed to the shock and trauma of creatures and events assigned an Insanity rating.

These mechanics are specifically designed to encourage roleplaying. Players metagame with off-table knowledge regarding game mechanics and work hard to avoid in-game consequences. When the result of off-table knowledge is roleplayed, those exact decisions cause characters to act appropriately to insanity risks in game. This is good.

Before play begins, it is important to discuss with the players at your table those horror themes and elements you the GM may wish to incorporate. Elements of horror may hit too close to home for some players. The fear you generate during your games should be imaginable and feel real, not trigger players to relive personal events. There are many implements of horror, frightening locations, and terrifying creatures to use within the world of *Apocalypse the Risen* that allow GMs to run games for all players.

## STARTING A CAMPAIGN

### WHY COLONIES?

Unlike many notable zombie stories, the events of the Rise happened suddenly. There was no spread of disease, no growing threat discussed over the airways. The Risen crawled from their graves all at once, millions of hungry dead seeking to feed on the living. The immediate threat forced humanity to

abandon their homes and seek refuge away from population centers. The urgent escape left cities and communities filled with resources touched only by time. Groups came together by choice or by chance, eventually coming together and forming small groups of survivors eventually called Colonies.

The era of the metropolis is no more. Colonies speckle the landscape, groups fighting for survival, together. Some try to hide and protect what is theirs, others take what weaker Colonies cannot defend, but most seek other likeminded Colonies for trade and support. Sure, the dead and the damned are an ever-present threat but at least they are predictable. Humans, they are the real danger. But back to your Colony. There are others like it, but this one is yours. The following rules provide all of the details for creating Colonies in your campaign. The first Colony should be that of the players. However, may use this system to help flesh out other Colonies of interest.

## BUILDING A COLONY

The following rules are intended to help flesh out the location of the players' Colony and surrounding area. In traditional fantasy RPGs, the starting town has little importance on the overall game. In *Apocalypse the Risen*, that is distinctly not the case. The Colony represents not only the starting point for adventure, but the base of operations for the PCs. Early in their career, hunters often stick close to home, scavenging and defending just outside the defense distance. As PCs gain experience and power, they are likely to explore further, perhaps discovering channels leading unknown distances from home. No matter how far PCs travel, they are likely to consider how and when they will get home. The more detail the GM puts into the Colony and surrounding area, and the more players feel this is their home, the more important the Colony will be in roleplaying situations.

### AREA

The location of a Colony helps build the makeup and flavor of the campaign. Knowing the location gives players an understand of the terrain, surrounding buildings, and other tactile and visual aspects of a game. A Colony in the sub-arctic with sparse trees, low sloping hills, occupying an old mining post with only a small amount of wood and sheet metal builds a narrative for life in the Colony.

The region in which the Colony is located provides some clues as to the danger, available defenses, and economic value available. Regions are identified in "The World" chapter. Area refers to the geographic location surrounding the Colony. The Danger Distance in the chart below is directly related to the size of the area; however, the GM is free to adjust this size as necessary. The Colony population effects the utilization of available resources and mitigation of dangers within the area. The region, placement of the area within the region, types of structures available, and qualities may dramatically change the Colony. Combined, these features provide the GM framework in which to build adventures and players an understanding their sandbox within the world at large.

Additionally, the location of a Colony within an area requires the assignment of both surrounding danger and resource availability. Both scores offer a baseline score later modified by the Colony.



## Area Danger

Area Danger is a baseline score relating to the risks surrounding the Colony. Everywhere in the world is dangerous for one reason or another. Each larger region includes numerous Darklands, demons, Risen, and other monstrosities. When determining how dangerous the surrounding area of a Colony is, review what sort of dangers exist nearby in the overall region and how close the Colony resides to those dangers. Additionally, consider available resources and other Colonies for how they may attract additional danger. As an example, think about how a watering hole in Africa is extremely useful for the water and hunting impala. Unfortunately, that watering hole also brings the danger of hyenas, lions, and rhinoceros. Lower scores equal lower danger, higher scores equal higher danger. The Area Danger score should be assigned accordingly.

- **Low Danger Area:** Baseline Danger Score -1
- **Medium Danger Area:** Baseline Danger Score +1
- **High Danger Area:** Baseline Danger Score +2

## Area Economy

Area Economy is a baseline score for the available resources surrounding the Colony. Regions each have differences in growing seasons - the periods of the year that allow for successful agriculture and other plants to grow. Areas within a region will have different amounts of fresh or potable water. Another economic factor is the resources available to scavenge from the crumbling remains of pre-Rise society. And, of course, trade. The number and size of Colonies in the area willing to trade, and the access to channels that increase the range of scavenging and trade arrangements, can dramatically change the area economy. The Area Economy score should be assigned accordingly.

- **Low Economy Area:** Baseline Economy Score -5%
- **Medium Economy Area:** Baseline Economy Score +0%
- **High Economy Area:** Baseline Economy Score +10%

## CITIZENRY

Citizenry represents the number of permanent residents living within the Colony. The population of a Colony dramatically impacts many categories described below. GMs are encouraged to run the session zero section of this chapter to provide players an interactive method of determining Colony size and design. Alternatively, GMs may build a Colony most appropriate for your narrative. Lastly, GMs are welcome to roll a d8 to randomly determine the size category. It is recommended that players have input to create a sense of belonging in their Colony.

<sb\s/sb>

## DANGER: MODIFIER & DISTANCE

The Danger Modifier represents how the Colony has affected the baseline danger score on the surrounding area. Take the baseline area danger score and adjust by the modifier listed across from the Colony size category. Apply this and any further modifiers to determine the final danger score. Notice that smaller Colonies may go unnoticed while larger Colonies are likely to attract the attention of creatures and Marauders. The final area danger score affects the following:

Add the final danger score to the total hit points of any creatures encountered within the Danger Distance

Add the final danger score to the following skill checks for creatures encountered within the Danger Distance: Acrobatics, Climb, Fly, Perception, Stealth, Survival, and Swim

Add a +1 Dodge bonus to all creatures encountered within the Danger Distance for every 3 points of the total Danger Score, unmodified by the Exterior Defense Score.

## DEFENSE SCORE

The Defense Score represents how well the Colony has mitigated the area danger around the Colony (exterior) and how they respond to threats within the Colony (interior). The Defense Scores affect the following:

**Exterior:** Modifies the final danger score for creatures encountered within the Exterior Defense Range, calculated from the edge of the Colony in all directions. Negative numbers represent reduced danger, lowering the final danger score. Positive numbers represent increased danger, raising the final danger score.

*Example: Medium Danger Area +1, Small Town +2, Exterior Defense Score -1. Area final danger score +2, within the exterior defense range.*

**Interior:** Determines the willingness, availability, and reaction time of NPC guards inside the Colony. This score modifies the Diplomacy check to call for help. The score also modifies the saving throw versus fear effects made by NPC colonists while within the Colony. Negative numbers represent poor interior defense. Positive numbers represent improved response for interior defense.

*When a call for help is made within the Colony, roll 1d6+1 per Size Category to determine the number of rounds it takes help to arrive. The person calling for help rolls a Diplomacy check modified by the Interior Defense Score. The check is made against DC 5. Every point by which the Diplomacy check exceeds the DC reduces the arrival time by 1 round (minimum 1 round).*

*Example: "Help! Help!" A PC wakes up to find their little sister has died in her sleep and is attacking their mother. The PC living in a Small Town calls for help and rolls a Diplomacy check of 18. The roll is modified by the Interior Defense Score of -1, a result 12 points higher than the DC. The GM rolls an 18 on 4d6+4 and subtracts the 12. Help will arrive in 6 rounds.*

## ECONOMY

The economy is the strength of the trade and prosperity of the Colony. The size of a Colony impacts the price of goods, availability of specific items, and likelihood of special materials or magic items. Larger Colonies are more likely to have multiple shops, some Colonies even support large markets. The area provides a baseline economy score, modified by the pre- or post-Rise percentage under the Economy Gear Stock Percentage. This total is used to determine the availability of a specific item a player is requesting. Most simple items do not require this check, and availability is always up to the GM.

The economy of an area affects the Colony as follows:



- Shops will not have items for sale at a resource cost greater than twice that Colony's population. Items are usually restocked every thirteen weeks minus the Colony size category.
- Shops can only afford to purchase items up to the Colony's total population number in resources. A shop may be able to trade available gear to offset a resource shortage.
- Pre-Rise Specific Item Availability: Baseline economy percentage plus the pre-Rise percentage based on the size of the Colony. Only check availability a number of times equal to half the Colony size category (rounded down).
- Post-Rise Specific Item Availability: Baseline economy percentage plus the post-Rise percentage based on the size of the Colony. Only check availability a number of times equal to the Colony size category.
- Specific Magic Item Availability: Baseline economy percentage plus half the appropriate pre or post-Rise Economy Gear Stock Percentage (rounded down). All of the shops within a Colony have a total maximum number of magic items available equal to the Colony size category.

## QUALITIES

Qualities are specific traits added to the Colony build to provide additional flavor. The number of qualities added is based on the Colony size category. The GM is free to add fewer or more qualities as desired. Once a quality is chosen, it cannot be changed.

Note that many of the following qualities adjust a Colony's danger, defense, and economy values. These changes modify the baseline value. In the case of multiple qualities adjusting percentages, add the percentages together and total from all modifiers, then increase the base value by that amount—do not apply the increases one at a time.

Listed below are several qualities that modify a community's statistics:

### Bigoted

The Colony blatantly hates any being not of their race, or one specific race, or individuals that do not share the Colony's government or religious beliefs. Anyone fitting the bigoted description is "unwelcome."

(Adjustments: An unwelcome visitor gains a -2 penalty to Bluff, Diplomacy, and Intimidate checks made within the Colony. Additionally, apply a -2 penalty to any Craft, Perform, and Profession checks made by the unwelcome to generate income with colonists.)

### Debauched

The Colony takes a relaxed approach to what constitutes crime or sin. A debauched Colony values pleasure in all forms ahead of other priorities. GMs should create a short list of common activities generally criminal or sinful in society that are not viewed as such in the Colony. These acts cause little to no consequences from colonists or leadership. Use of this quality should be carefully considered to avoid PCs treading too close to the Darkness.

(Adjustments: Morality may not be "dutiful" or "honorable"; Interior Defense Score -2; Economy In-Stock Percentage, Pre-Rise +2%, Post-Rise +5%; Population the maximum allowed for the Size Category)

## Faithless

The Colony blames the state of the post-Rise world on the religions of the world. NPC colonists all share a mistrust of the Otherworldly and shun any spiritual teaching. There is an outright hatred for "the gods."

(Adjustments: Decrease spellcasting types (Arbiter/Seer/Shepherd) by 1 level; Obvious worshippers of any faith gain a -2 penalty to Bluff, Diplomacy, Intimidate, and Perform checks made within the Colony and may face persecution.)

## Flourishing

The Colony has created a favorable situation for trade, offering protection and support for traveling Goodsman. The Colony may offer trade incentives, spread a buzz about the vibrancy of their economy, or persuaded colonists to treat all Vendors exceptionally well. Whatever the reason, the Colony has a flourishing economy.

(Adjustments: Economy In-Stock Percentage, Pre-Rise +5%, Post-Rise +10%; Exterior Defense Score +2, Interior Defense Score +3)

## Gossip Mongers

The Colony is known to spread rumors and share confidential information with anyone willing to listen. Any juicy detail, true or false, quickly spreads throughout the Colony. No confidant is to be trusted, no secret to scandalous to share. In this Colony, someone is always watching and listening.

(Adjustments: +2 to Diplomacy for the purpose of gathering information, which is completed in half the time; -2 penalty to Sense Motive and Stealth checks within the Colony)

## Important Position

The Colony is located in a strategic spot for both trade and holding influence over the area. This could be control over the only safe bridge to cross a body of water, occupation of a fortifiable building or compound, or maybe operation of a working hydro-electric powerplant. Whatever the reason, the location is valuable.

(Adjustments: Economy In-Stock Percentage Post-Rise +5%; Baseline Danger +1; Exterior Defense Score -2)

## Infamous

The Colony is well known in the area for something disreputable. The activity could be real or rumors spreading false accusations widely believed. Notorious activities may include running a "black market" that sells drugs or people or demonic goods, known dealings with demons, or responsibility for some horrible act of violence against another group or Colony.

(Adjustments: Baseline Danger +2; Interior Defense Score +1; Economy In-Stock Percentage, Pre-Rise +2%, Post-Rise +5%, Twice the possible available magic items)

## Isolated

For one reason or another, the Colony remains separated from the world at large. They still scavenge, but rarely trade and put significant effort to remaining hidden from others. This separation fosters loyalty among colonists but can leave them untrusting of outsiders.

(Adjustments: Baseline Danger -4; Economy In-Stock Percentage, Pre-Rise -5%, Post-Rise -10%; Half the possible available magic items rounded down)



## COLONIES

### Marauder

In addition to the typical scavenging, this Colony raids and steals from surrounding Colonies. Marauder colonists believe that you don't own what you can't protect.

(Adjustments: Morality may not be "honorable"; Tendency may not be "compassionate"; Economy In-Stock Percentage, Pre-Rise +2%, Post-Rise +5%; Shop item sale limit equal to 2 times the total population; Shop item purchase limits equal to half the population rounded down; Baseline Danger +1; Exterior Defense Score -1; Interior Defense Score -3)

### Master Craftsman

The Colony is renowned for its workmanship and ability to produce high quality goods.

(Adjustments: Economy In-Stock Percentage, +5% Post-Rise; Choose a number of Craft skills equal to the Size Category of the Colony. For each skill chosen, the Colony has a master craftsman with a skill check in that skill of 5 + the Size Category of the Colony; Baseline Danger +1; Interior Defense Score +2)

### Mistrustful of Magic

The Colony views all forms of magic with superstition, leading to fear or outright hatred. While this mistrust provides a rallying point for the colonists, it creates sizeable challenges. The GM should decide how extreme the mistrust and apply additional adjustments as needed.

(Adjustments: Decrease all spellcasting by 1 level; Economy: One quarter the possible available magic items rounded down; Exterior Defense Score -1; Interior Defense Score +2; Diplomacy checks made by anyone suspected of using magic receive a -3 penalty)

### Mystic

The Colony embraces magic in all forms, especially the supernatural. Mystic Colonies are often home to powerful spellcasters.

(Adjustments: Increase spellcasting for either Auxiliary/Splicer or Harbinger 1 level)

### Nomadic

The Colony is strategically mobile for one reason or another. This decision could be based on defense, resources, weather, or some other danger that forces the Colony to pack up and move regularly. A nomadic Colony rarely stays in one place for long but has learned much from its travels and is capable of moving from one place to another with astonishing efficiency. These Colonies never get above the size of a small town (Size Category 4).

(Adjustments: Baseline Danger -2; Economy In-Stock Percentage, Pre-Rise +2%, Post-Rise -5%; Half the possible available magic items rounded down)

### Outpost

Outposts are mini Colonies tied to a parent Colony, placed in strategic locations. The reason to risk defending another location could be to provide a lookout for approaching dangers, protection of a resource cache, or defense of an area the parent Colony wishes to control. While an outpost is not technically a Colony on its own, it may operate as such and make for an interesting campaign setting. Numerous books and movies follow similar situations.

(Adjustments: Shop purchase and sale limits equal to the outpost population, not the parent Colony; Exterior Defense Score -1; Interior Defense Score +1; Increase Exterior Defense Range by 1.5 times the existing distance; Outposts may not be larger than Size Category 2; Selecting Outpost does not count against the quality limit)

### Parent Colony

The Colony supports one or more outposts as extensions of the main Colony. The parent Colony is responsible for supplying resources, provides leadership, and generally controls the governance of the outpost.





(Adjustments: Must be three Size Categories larger than the largest outpost; Shop purchase and sale limits equal to the total population of the parent Colony and all outposts; Exterior Defense Score -1; Interior Defense Score -2; Increase Exterior Defense Range by 1.5 times the existing distance)

## Portal Hub

The Colony is located near an unusually high number of portal entrances, making the location a center of activity for the area. The portals may have channels leading to any part of the world, allowing trade with far away Colonies or bringing unknown dangers. The number of portals and destination of their connected channels is up to the GM to decide.

(Adjustments: Baseline Economy +5%; 1.5 times the possible available magic items rounded up; Baseline Danger +2; Danger Distance twice the listed area; Increase all spellcasting by 1 level)

## Prime Energy Site

The Colony has settled on a natural pathway of power. This could be a node site such as a cairn, standing stones, megalithic circle, or a ley line hub. Whatever the reason, the location is tied into Prime Earth energies.

(Adjustments: Increase spellcasting for Conservator by 1 level; Baseline Danger +1)

## Religious Site

The Colony has settled on a location with spiritual significance or has an item of religious significance for which the Colony holds in reverence. It might be a building, statue, archway, or something else.

(Adjustments: Increase spellcasting for Arbiter/Seer/Shepherd by 1 level; Baseline Danger +1)

## Technical

The Colony occupies what used to be a technical college or trade school. Or the Colony has scavenged a significant quantity of books and machinery to operate a successful shop.

(Adjustments: Choose one: +1 to Craft skill checks or +1 to Knowledge skill checks within the Colony.)

## Trade Routes

The Colony has an extensive network of trade routes. These routes are maintained and well-marked allowing for quick and easy movement of merchandise.

(Adjustments: Baseline Economy +5%, Shop purchase and sale limits equal to 1.5 times the total population; Baseline Danger +1; Danger Distance twice the listed area)

## SPELLCASTING

Each Colony has a variety of PC and NPC classes in various rolls. Deciding important roles and characters within the Colony makes it feel more real to players and provides numerous avenues for roleplay. This information is also important when determining the internal defense of a Colony. In addition, each Colony has a list of spellcaster spell levels broken out into four spellcaster groups described below. The available spellcasters and their spell levels vary by Colony size, with larger Colonies attracting more powerful spellcasters. These spellcasters are often available for hire, to help PCs as necessary.

Spellcasting for hire is based on the four different values and is limited by the level of the available casters in the Colony. Not all Colonies have the same type or combination of spellcasters. The spellcasting levels are not intended to be applied in order. The GM is encouraged to assign the type and level of spellcasters within the Colony using the levels and groups as a guideline. The numbers represent the highest level spell available for purchase from the spellcaster group to which those numbers are assigned. Spells are selected from the spell list for the class in question.

In no particular order, the spellcaster groups types are as follows:

- Arbiter/Seer/Shepherd
- Conservator
- Auxiliary/Splicer
- Harbinger

## CULTURE

The culture of a Colony is influenced by the pervading morality and tendency as described below. Only one morality and one tendency are added to each Colony. *Apocalypse the Risen* does not utilize alignment for beings in the world. However, consider morality and tendency the alignment or moral compass of the Colony. The GM should select these categories with care as they create a mentality for NPCs with whom players will interact.

## Morality

A Colony's morality describes the community's general personality and attitude as well as provides modifiers to Colony ratings or actions within the Colony.

Morality comes in five main forms: Dutiful, Honorable, Autonomous, Egocentric, and Tolerant.

- **Dutiful:** Rightful, fair, and just (Exterior Defense Score -1)
- **Honorable:** Positive and approving (+1 to Diplomacy checks to alter attitude, Interior Defense Score +1)
- **Autonomous:** Encourages free will, self-driven morality, ignores divine will (+1 to Bluff checks, Shop purchase and sale limits increase by 20% of the total population)
- **Egocentric:** Self-centered and irreverent (+1 to Sense Motive checks to avoid being bluffed, Interior Defense Score -2)
- **Tolerant:** Open-minded and accepting of others (+1 to Diplomacy checks made to gather information, Economy In-Stock Percentage, Pre-Rise +2%, Post-Rise +5%)

## Tendency

The Colony's tendency is how its colonists usually act upon their morality. This assignment will generally guide the course of action for the Colony in most situations.

Tendencies come in five main forms: Compassionate, Level-Headed, Indifferent, Rash, and Barbarous.

- **Compassionate:** Deep sympathy for others and a strong desire to lessen suffering (+1 to Heal checks)
- **Level-Headed:** Generally logical, practical, and calm (+1 to Knowledge checks)



- **Indifferent:** Lacking sympathy for issues unrelated to the individual (+1 to Stealth and Disguise checks while not in combat)
  - **Rash:** Hasty and often reckless (+1 to Sleight of Hand)
  - **Barbarous:** Cruel, intolerant of civil disobedience, seemingly uncivilized (+1 to Intimidate checks)
- Modifiers gained from morality and tendency apply while within the Colony.

## GOVERNMENT

Colonies are ruled by some form of government in order to maintain any semblance of order. A Colony's government not only helps to establish the flavor and feel of the community but also align its values.

The GM selects one of the following as the Colony's government:

### Capitalist

The wealthiest individuals buy power and influence the society directly. Wealth is seen as a sign of good character, ethics, or even divine favor. The rule of coin is an unspoken law in the Colony, with brides and wealth buying position. (Economy In-Stock Percentage: Pre-Rise +2%, Post-Rise +5%, 1.5 times the possible available magic items rounded up; Baseline Danger Score +1)

### Communal

The citizens share possessions, responsibilities, and cooperate in working toward a common goal. They share in all the work as well as the profits and benefits gained. Colonists follow strict rules and hold public forums to ensure everyone's needs are met. (Interior Defense Score: +3; Economy In-Stock Percentage: Pre-Rise -2 %, Post-Rise -5 %)

### Council

The Colony is ruled by an official group of people, like a homeowner's association or board of directors, who lead the Colony. (Exterior Defense Score: -1; Interior Defense Score: +1; Economy In-Stock Percentage: Pre-Rise -2 %, Post-Rise -5 %)

### Elected

The Colony is ruled by an elected individual, voted on by the residents to govern the Colony. The elected official has the power to make unilateral decisions. However, voters remember those elected officials that forget to represent their interests. (Increase the spellcasting level of a single group by 1 as voted on by the players)

### Imposed Ruler

The Colony is ruled by one person who has ultimate say and power. An imposed ruler can range from a dictator to a feudal system within a larger barony or kingdom. (Exterior Defense Score: +1; half the possible available magic items rounded down)

### Militaristic

The Colony is militant. It may be founded on a military base, training complex, fortress, or simply run like a military installation. The Colony may even be an ordinary town or city that recently fell under armed rule after a coup or uprising that led to the declaration of martial law. (Baseline Danger Score: -2; Interior Defense Score: +11)

## Outpost

The outpost is an extension of another Colony. Outposts are usually led by an extension of the parent Colony's government type. Outposts have the same government, morality, and tendency of the parent Colony without any benefits. An outpost must be three or more sizes smaller than parent Colony and must take the Outpost quality.

## Secret Society

The Colony is ruled by a secret organization or faction while colonists are unaware. A secret society may install a pawn as leader, rule in the open while keeping their individual identities hidden, or any other method of operating in secret. (Interior Defense Score: +1; Exterior Defense Score: -1; Economy In-Stock Percentage: Pre-Rise -2 %, Post-Rise -5 %)

## Theocracy

The Colony is guided strongly by its faith and the religious order rules over the Colony. Laws and punishments are written and enforced in accordance with religious beliefs. The religious belief may be from a religion before the Rise, newly established after the events of the Rise, or guided by worshipping a demonic or cosmic entity. (Double the effect of the Colony's morality and tendency; must take the special quality of "*bigoted*")

## Vocational

The Colony is led by a magically and/or technologically inclined individual or group. Leadership and the Colony as a whole place value on both magic and technology, especially encouraging the convergence of the two. While members of the Colony actively look for magic items, shops are less likely to sell them resulting in no change in availability. (+1 to Craft and Knowledge checks within the Colony; Exterior Danger Score: +1; Colony treated as 1 Size Category larger than its population; must select the "*mystic*" quality)

## HARDSHIPS

Colonies can also suffer from misfortune and disadvantages in the form of hardships. Most Colonies do not have ongoing hardships but may acquire them for short periods of time. Colonies plagued by ongoing hardships are likely to collapse.

Hardships may arise as the result of an event or action taken by a powerful or influential NPC, PC, creature, or a natural or supernatural occurrence. Likewise, by going on a quest or accomplishing a noteworthy deed, a group of heroes may be able to remove a Colony's hardship.

A few hardship examples are listed below:

## Chaos

The Colony no longer has an established government. The established leadership may have died, been overthrown, or have multiple groups attempting to claim power. This type of Colony is often short-lived and dangerous, but not without the possibility of financial gain.

(Government changes to "*Chaos*"; Morality changes to "*autonomous*" or "*egocentric*"; Tendency changes to "*rash*", "*barbarous*", or "*indifferent*"; Baseline Danger Score +3; Exterior Defense Score +1; Interior Defense Score: -4; Economy In-Stock Percentage, Pre-Rise +20%)



## Cursed

Some form of curse afflicts the city. Until the curse is lifted, the Colony suffers an unfortunate fate.

(Colony counts as two Size Categories smaller for assigned Qualities, Defense Scores, Exterior Defense Distance, Economy In-stock Percentage, and Spellcasting)

## Darkland

A Darkland comes to encompass the Colony, born of some tragedy. At first, only minor mutations are noticed, and it is unclear as to the reason. Eventually, mutated and dangerous flora and fauna begin attacking colonists.

(Baseline Defense Score +2; Interior Defense Score -2; Colony counts as one Size Category smaller for all economy details)

## Haunted

All, part, or an area surrounding the Colony is haunted. A ghost or other spirit limits access to some part or all of the Colony. (The ghost or spirit is limited to this area in relation to its origin story and means of destruction.)

## Hunted

A powerful monster, group of beasts, or people use the city as its hunting ground. Citizens live in fear and avoid going out on the streets after dark. (Economy In-stock Percentage: *Pre-Rise -10%, Post-Rise -10%; Daytime Exterior Defense Score -2; Nighttime Baseline Danger Score +3; powerful group or monster CR is APL +3*)

## Impoverished

The Colony falls destitute. Reasons for the sudden decline may include poverty, famine, extreme weather, or something entirely unknown. Whatever the reason, trade declines sharply and available resources are minimal. (*Interior Defense Score -2; Shop item purchase and sale limit half the normal value for this Colony; Economy In-Stock Percentage, Pre-rise -5%, Post-rise -10%*)

## Plagued

The Colony suffers from a sudden outbreak of a highly contagious disease. (Colony counts as two Sizes Categories smaller; Shop item purchase and sale limit half the normal value for this Colony; Select a communicable disease—there's a 5% cumulative chance each day that anyone within the Colony is exposed to the disease and must make a Fortitude save to avoid contracting the illness)

## Political Turmoil

The Colony's government has collapsed through internal turmoil or outside influence. Uncertainty and lawlessness are on the rise as the Colony faces an unknown future. (Remove the existing government and any modifiers; Internal Defense Score -4; Shop item purchase limit equal to half the total population; Shop item sale limit equals the total population; Baseline Danger Score +2)

## Polluted

Some type of industrial pollutant from the Colony has caused the air, water, or soil within the Colony to become polluted (GM to choose the industry and environmental impact). Whatever the cause, the pollution is seeping out into the surrounding area. (Baseline Danger Score +1, Economy In-Stock Percentage,

Post-rise +15%, Shop item purchase limit equal to 1.5 times the total population; The Colony and surrounding danger distance reduces the possible base production of Consumable resources in half. This includes farming or hunting/gathering. These penalties continue until the Colony stops the source of the industrial pollutant. Until resolved, all living creatures in the area take a -2 penalty to all Fortitude saves)

## Radioactive

The Colony is suddenly irradiated from the nearest radiation source. Radiation likely arrived on air or water currents, possibly from an underground spring. (+1 radiation DC for every 4 hours spent in the area of the Colony, see Chapter 10: Radiation Zones for information on radiation and radiation sickness)

## IMPROVEMENTS

Colonies may also pay for improvements to the Colony. The cost for these improvements must be paid in resources and cannot come from a power plant. There are numerous upgrades players may devise or that the GM may wish to incorporate into your game.

A few improvement examples are listed below:

### Economic Focus

Choose one: Shop item purchase limit increases by 50%; Shop item sale limit increases by 50%; Economy In-Stock Percentage, Pre-Rise +5%, Post-Rise +10%, Cost: Colony Size Category times fifty (50) resources per month per economic focus, Cannot purchase more than one option during any given month.

### Military or Law Enforcement Focus

Exterior Defense Score or Interior Defense Score increase by +1; Cost: Colony Size Category times fifty (50) resources per month per increase added; Cannot purchase more than +1 in each category.

### Spell for Hire Focus

Increase one of the Colony's Spellcaster group level by +1; Cost: Colony Size Category times fifty (50) resources per month per increase added, Cannot purchase more than +1 in each Spellcaster group level.

## INTRIGUE

Intrigue layered in stories from NPCs, rumors, and discovered clues can make a Colony truly memorable. Adding the small details of factions, organizations, influences, unique location, interesting people, and numerous other details can bring a Colony to life. Even small details, introduced through roleplay and the course of a campaign, can grow into game leads, hooks, or even massive plot drivers.

When fleshing out a Colony, keep in mind places, people, conversations, and especially PC actions. Buildings, meeting places, hang outs, or anything else that can add flavor to a Colony could be noteworthy. NPCs living in the Colony become more real when adding race, class, gender, quirks, and even levels. These details are critical for the home Colony and enrich the world when applied to Colonies the PCs visit.



## NPC CLASSES

The NPC classes listed here make up the majority of survivors in Apocalypse the Risen. Some of the classes are directly related to their more powerful PC associates, others more specific to the niche needs of the post-apocalyptic world. Including NPC classes in the creation of new Colonies and using them in encounters in both encouraged and important. While this is not a game of heroes, the PC classes should have the opportunity to feel heroic. Using PC classes too heavily in encounters can hinder the agency of the player character classes.

### AUXILIARY

Often an apprentice for a Splicer, the Auxiliary has learned to harness supernatural magic through a device similar to a jump fuse. The Auxiliary is often skilled in engineering mechanical devices and knowledgeable of the supernatural.

**Hit Die:** d6

**Class Skills:** Appraise (Int), Computer Use (Int), Craft (all) (Int), Disable Device (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha)

**Skill Ranks per Level:** 4 + Int modifier

**Weapon and Armor Proficiency:** Auxiliaries are skilled with all simple weapons and simple firearms. Auxiliaries are proficient with light armor only.

**Fuse Mastery (Ex):** Auxiliaries gain the feat Fuse Mastery as a bonus feat at 5th level. Generally, the Auxiliary is an apprentice to a Splicer.

**Spell List:** Auxiliaries learn and memorize spells from a schematic book much like a Splicer. Auxiliaries are not able to build or utilize a caster in their magic but do build small fuses

### SPELL FUSE RESOURCE COST

Spell Level	Mechanical	Combustible
0th	1 (for all)	—
1st	1	0
2nd	1	1
3rd	2	1
4th	2	2
5th	3	2

that resemble jump fuses. These rudimentary fuses are only usable by the Auxiliary that built them.

The cost to build these fuses is found in Table: Spell Fuse Resource Cost. The Auxiliary fuses have range increments of 25 feet with the maximum distance being that of the spell. Since these fuses are not used with a caster, they do not gain any of the increased critical threat range as a caster would grant. Only ranged touch or ray spells threaten a critical hit on a natural roll of 20, dealing double damage on a successful critical hit.

The Auxiliary may maintain a number of active fuses equal to the Auxiliary's base daily spell allotment (see Auxiliary Spells Per Day). In addition, the Auxiliary receives bonus fuses per day as bonus spells noted for a high Intelligence score. Fuses may be maintained indefinitely but continue to take the stored spell slot.

The Auxiliary may learn spells from the Splicer spell list. An Auxiliary may know any number of spells but may only maintain a number of fuses equal to their daily fuse allotment. The Auxiliary must choose and prepare their fuses by getting 8 hours of sleep and spending 1 hour studying their schematics.

### AUXILIARY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Auxiliary Spells per Day					
						0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2		3	1	—	—	—	—
2nd	+1	+0	+0	+3		3	1	—	—	—	—
3rd	+1	+1	+1	+3		3	2	—	—	—	—
4th	+2	+1	+1	+4		3	2	0	—	—	—
5th	+2	+1	+1	+4	Fuse Mastery	3	2	1	—	—	—
6th	+3	+2	+2	+5		3	2	1	—	—	—
7th	+3	+2	+2	+5		3	3	2	—	—	—
8th	+4	+2	+2	+6		3	3	2	0	—	—
9th	+4	+3	+3	+6		3	3	2	1	—	—
10th	+5	+3	+3	+7		3	3	2	1	—	—
11th	+5	+3	+3	+7		3	3	3	2	—	—
12th	+6/+1	+4	+4	+8		3	3	3	2	0	—
13th	+6/+1	+4	+4	+8		3	3	3	2	1	—
14th	+7/+2	+4	+4	+9		3	3	3	2	1	—
15th	+7/+2	+5	+5	+9		3	3	3	3	2	—
16th	+8/+3	+5	+5	+10		3	3	3	3	2	0
17th	+8/+3	+5	+5	+10		3	3	3	3	2	1
18th	+9/+4	+6	+6	+11		3	3	3	3	2	1
19th	+9/+4	+6	+6	+11		3	3	3	3	3	2
20th	+10/+5	+6	+6	+12		3	3	3	3	3	2



## COLONIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+0
2nd	+1	+0	+0	+0
3rd	+1	+1	+1	+1
4th	+2	+1	+1	+1
5th	+2	+1	+1	+1
6th	+3	+2	+2	+2
7th	+3	+2	+2	+2
8th	+4	+2	+2	+2
9th	+4	+3	+3	+3
10th	+5	+3	+3	+3
11th	+5	+3	+3	+3
12th	+6/+1	+4	+4	+4
13th	+6/+1	+4	+4	+4
14th	+7/+2	+4	+4	+4
15th	+7/+2	+5	+5	+5
16th	+8/+3	+5	+5	+5
17th	+8/+3	+5	+5	+5
18th	+9/+4	+6	+6	+6
19th	+9/+4	+6	+6	+6
20th	+10/+5	+6	+6	+6

During this hour the Auxiliary decides which spells to store and creates the fuses. Once a fuse is created it may not be returned to its raw resources. If the Auxiliary has reached their daily allotment of fuses and wants to create a different fuse from those already prepared, they must destroy or use an existing fuse. As long as the fuse remains unused it continues to take up a spell slot. The fuse may be canceled at any time, even if not in the possession of the Auxiliary. Canceling the fuse is a full round action that causes the spell and resources to be lost just as if the spell were cast.

To learn to create a fuse, the Auxiliary must have an Intelligence score equal to at least 10+ the spell level. The Difficulty Class for a saving throw against an Auxiliary's spell is 10+ the spell level + the Auxiliary's Intelligence modifier.

Because fuses are created and activated later, spells originating from fuses have no verbal or semantic components.

**Feats/Fuses:** Some feats help with the attack and range of some fuses. Long Range increases the fuses range increments to 40 feet; Far Shot, Point-blank Shot, Precise Shot, Deadly Aim, Improved Precise Shot, Impact Critical Shot, Opening Volley, and Deadly Accuracy work for all spells that are listed as ray, line, touch attack or ranged touch attack. Feats that affect Ranged weapons or weapons can work for rays, such as Weapon Focus, Weapon Specialization, etc.

## COLONIST

The colonist class is representative of the unskilled survivors of post-Rise Earth. While colonists are not the engineer or blacksmith, they are often the farmer, shopkeeper, and general backbone of each Colony. Without them, the mundane operations of a Colony will fall into chaos.

**Hit Die:** d6

## COMBATIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+0	+0
2nd	+2	+3	+0	+0
3rd	+3	+3	+1	+1
4th	+4	+4	+1	+1
5th	+5	+4	+1	+1
6th	+6/+1	+5	+2	+2
7th	+7/+2	+5	+2	+2
8th	+8/+3	+6	+2	+2
9th	+9/+4	+6	+3	+3
10th	+10/+5	+7	+3	+3
11th	+11/+6/+1	+7	+3	+3
12th	+12/+7/+2	+8	+4	+4
13th	+13/+8/+3	+8	+4	+4
14th	+14/+9/+4	+9	+4	+4
15th	+15/+10/+5	+9	+5	+5
16th	+16/+11/+6/+1	+10	+5	+5
17th	+17/+12/+7/+2	+10	+5	+5
18th	+18/+13/+8/+3	+11	+6	+6
19th	+19/+14/+9/+4	+11	+6	+6
20th	+20/+15/+10/+5	+12	+6	+6

**Class Skills:** Climb (Str), Craft (Int), Handle Animal (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str)

**Skill Ranks per Level:** 2 + Int modifier

**Weapon and Armor Proficiency:** Colonist are proficient with simple weapons and the muzzleloader pistol and rifle. They are not proficient with any other weapons, nor are they proficient with any type of armor or shield.

**Insignificant:** Colonist are factored as a creature with a CR equal to its class levels -3.

## COMBATIST

The Combatist is the most skilled warrior of the NPC classes. Most Colony defense and peace keeping falls to the Combatists when the hunting party is away.

**Hit Die:** d10

**Class Skills:** Climb (Str), Craft (Armorer, Gunsmithing, and Weaponsmithing) (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str)

**Skill Ranks per Level:** 2 + Int modifier

**Weapon and Armor Proficiency:** The Combatist is proficient with all simple and martial weapons, all simple and martial firearms, and a single exotic weapon. They are proficient with all armor types and all shields.

**Combatist Feat:** At 4th level a Combatist gains a bonus feat selected from the Enforcer bonus feats list. The Combatist must fulfill the requirements for the feat but counts as an Enforcer for purposes of requirements of selecting this feat.



## JOURNEYMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+1	+1	+1	+3
4th	+2	+1	+1	+4
5th	+2	+1	+1	+4
6th	+3	+2	+2	+5
7th	+3	+2	+2	+5
8th	+4	+2	+2	+6
9th	+4	+3	+3	+6
10th	+5	+3	+3	+7
11th	+5	+3	+3	+7
12th	+6/+1	+4	+4	+8
13th	+6/+1	+4	+4	+8
14th	+7/+2	+4	+4	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3	+5	+5	+10
17th	+8/+3	+5	+5	+10
18th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12

## MARAUDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+2	+0	+0
2nd	+1	+3	+0	+0
3rd	+2	+3	+1	+1
4th	+3	+4	+1	+1
5th	+3	+4	+1	+1
6th	+4	+5	+2	+2
7th	+5	+5	+2	+2
8th	+6/+1	+6	+2	+2
9th	+6/+1	+6	+3	+3
10th	+7/+2	+7	+3	+3
11th	+8/+3	+7	+3	+3
12th	+9/+4	+8	+4	+4
13th	+9/+4	+8	+4	+4
14th	+10/+5	+9	+4	+4
15th	+11/+6/+1	+9	+5	+5
16th	+12/+7/+2	+10	+5	+5
17th	+12/+7/+2	+10	+5	+5
18th	+13/+8/+3	+11	+6	+6
19th	+14/+9/+4	+11	+6	+6
20th	+15/+10/+5	+12	+6	+6

## OFFICIAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+0	+2
2nd	+1	+0	+0	+3
3rd	+1	+1	+1	+3
4th	+2	+1	+1	+4
5th	+2	+1	+1	+4
6th	+3	+2	+2	+5
7th	+3	+2	+2	+5
8th	+4	+2	+2	+6
9th	+4	+3	+3	+6
10th	+5	+3	+3	+7
11th	+5	+3	+3	+7
12th	+6/+1	+4	+4	+8
13th	+6/+1	+4	+4	+8
14th	+7/+2	+4	+4	+9
15th	+7/+2	+5	+5	+9
16th	+8/+3	+5	+5	+10
17th	+8/+3	+5	+5	+10
18th	+9/+4	+6	+6	+11
19th	+9/+4	+6	+6	+11
20th	+10/+5	+6	+6	+12

## VENDOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+0	+0	+2	+0
2nd	+1	+0	+3	+0
3rd	+2	+1	+3	+1
4th	+3	+1	+4	+1
5th	+3	+1	+4	+1
6th	+4	+2	+5	+2
7th	+5	+2	+5	+2
8th	+6/+1	+2	+6	+2
9th	+6/+1	+3	+6	+3
10th	+7/+2	+3	+7	+3
11th	+8/+3	+3	+7	+3
12th	+9/+4	+4	+8	+4
13th	+9/+4	+4	+8	+4
14th	+10/+5	+4	+9	+4
15th	+11/+6/+1	+5	+9	+5
16th	+12/+7/+2	+5	+10	+5
17th	+12/+7/+2	+5	+10	+5
18th	+13/+8/+3	+6	+11	+6
19th	+14/+9/+4	+6	+11	+6
20th	+15/+10/+5	+6	+12	+6



## JOURNEYMAN

The journeyman class covers a variety of educated and skilled survivors. Archeologists, architects, engineers, scientists, and skilled laborers are some examples of the journeyman class. Ultimately, this is a catchall class for the learned or trained members of post-Rise society.

**Hit Die:** d8

**Class Skills:** Journeymen can choose any 10 skills to be class skills

**Skill Ranks per Level:** 6 + Int modifier

**Weapon and Armor Proficiency:** Journeymen are proficient in all light or one-handed simple and martial melee weapons and all light or one-handed simple or martial firearms. They are proficient with light armor.

**Know-how:** Journeymen pride themselves in their trade, striving to be the best. Journeymen gain either the feat of Knowledgeable or Prodigy at 3rd level.

## MARAUDER

The Marauder class represents those survivors that have not learned to survive on their own merits, choosing instead to take from others. Marauders may be members of any Colony; however, more typically an entire Colony will focus on this style of survival.

**Hit Die:** d10

**Class Skills:** Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Demolitions (Int), Disable Device (Dex), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str)

**Skill Ranks per Level:** 4 + Int modifier

**Weapon and Armor Proficiency:** The Marauder is proficient with all simple and martial weapons and all simple and martial firearms. They are proficient with light and medium armor and shields.

**Light on Their Feet:** Marauders learn to be quick on their feet, using the terrain to do quick hit and runs to wear down their prey. At 3rd level a Marauder gains the Fleet and Nimble Moves feats. They must still have the prerequisites to use these feats.

## OFFICIAL

Officials are natural leaders, able to persuade others into following their agenda and motivating action. Officials gain respect with sweet words or commanding threats. Officials are skilled in methods of operating a Colony or organization, motivating members under their command, and guiding those in their charge to relative safety.

**Hit Die:** d8

**Class Skills:** Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Investigate (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Survival (Wis)

**Skill Ranks per Level:** 4 + Int modifier

**Weapon and Armor Proficiency:** The Official is proficient with all simple weapons and all light and one-handed simple and martial firearms. They are proficient with light armor and medium armor.

**Persuasive:** As a bonus feat at 3rd level, officials gain Persuasive.

## VENDOR: GOODSMAN & REPORTER

The Vendor class covers two important members of post-Rise civilization. The Goodsman are traveling traders, bringing resources and finished goods to large Colonies and connecting remote Colonies to the world at large. Reporters do the same but with a focus on news and cross-Colony communication. Reporters will bring word of world events, local rumors, and even transport letters. There is often crossover between Goodsman and Reporters, with some individuals serving in both capacities.

**Hit Die:** d6

**Class Skills:** Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Drive (Dex), Escape Artist (Dex), Handle Animal (Cha), Investigate (Int), Knowledge (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str)





**Skill Ranks per Level:** 6 + Int modifier

**Weapon and Armor Proficiency:** The Vendor is proficient with all simple and martial weapons and all simple and martial one-handed firearms. They are proficient with light armor and shields.

**Skill Focus:** Vendors specialize in the job they take one, putting great focus into it. At 3rd level, vendors gain the feat Skill Focus in any skill of their choice.

## SEER

The Seer class represents those of otherworldly faith that serve as deacons, oracles, and shamans, for Colonies across the globe.

**Hit Die:** d6

**Class Skills:** Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (Nature) (Int), Knowledge (*Supernatural*) (Int), Knowledge (*Theology and Philosophy*) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis)

**Skill Ranks per Level:** 2 + Int modifier

**Weapon and Armor Proficiency:** Seers are skilled with all simple weapons. They cannot use firearms or explosives. Seers are not proficient with any type of armor or shield.

**Spells:** A Seer casts Otherworldly spells, which are drawn from the Seer spell list. Like a Shepherd, a Seer must choose and prepare their spells in advance. Seers also can prepare Orisons, or 0-level spells, and follow the general rules for Orisons. Unlike a Shepherd, a Seer cannot spontaneously cast.

To prepare or cast a spell, a Seer must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Seer's spell is 10 + the spell level + the Seer's Wisdom modifier.

Seers meditate or pray for their spells and receive them as divine inspiration or through their own strength of faith. Each

Seer must choose a time each day during which they must spend an hour in quiet contemplation or supplication to regain their daily allotment of spells. Time spent resting has no effect on whether a Seer can prepare spells.

Like other spellcasters, a Seer can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is given on Table: Seer. In addition, they receive bonus spells per day if they have a high Wisdom score. Where it is indicated that the Seer gets 0 spells per day of a given spell level, they only gain the bonus spells based on their Wisdom score for that spell level.

Each Seer has a holy symbol (as a divine focus) depending on the Seer's magical tradition.

**Magical Focus:** At 4th level the Seer gains the feat of Magical Focus in the class of Seer even though this is usually not allowed. They must still meet the ability requirements of the feat to use it.

**Seer Spell List:** Seers choose their spells from the following list.

- **0th Level:** acid splash, dancing lights, detect magic, guidance, know direction, light, mending, purify food and drink, read magic, stabilize.
- **1st Level:** bless, cause fear, command, comprehend languages, cure light wounds, delay poison, detect, endure elements, entropic shield, obscuring mist, produce flame, protection, summon ally 1.
- **2nd Level:** acid arrow, aid, animal trance, barkskin, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, lesser restoration, pyrotechnics, resist energy, see invisibility, spike growth, summon ally 2.

## SEER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	0	Spells per Day				
						1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2	3	1	—	—	—	—
2nd	+1	+0	+0	+3	3	1	—	—	—	—
3rd	+1	+1	+1	+3	3	2	—	—	—	—
4th	+2	+1	+1	+4	3	2	0	—	—	—
5th	+2	+1	+1	+4	3	2	1	—	—	—
6th	+3	+2	+2	+5	3	2	1	—	—	—
7th	+3	+2	+2	+5	3	3	2	—	—	—
8th	+4	+2	+2	+6	3	3	2	0	—	—
9th	+4	+3	+3	+6	3	3	2	1	—	—
10th	+5	+3	+3	+7	3	3	2	1	—	—
11th	+5	+3	+3	+7	3	3	3	2	—	—
12th	+6/+1	+4	+4	+8	3	3	3	2	0	—
13th	+6/+1	+4	+4	+8	3	3	3	2	1	—
14th	+7/+2	+4	+4	+9	3	3	3	2	1	—
15th	+7/+2	+5	+5	+9	3	3	3	3	2	—
16th	+8/+3	+5	+5	+10	3	3	3	3	2	0
17th	+8/+3	+5	+5	+10	3	3	3	3	2	1
18th	+9/+4	+6	+6	+11	3	3	3	3	2	1
19th	+9/+4	+6	+6	+11	3	3	3	3	3	2
20th	+10/+5	+6	+6	+12	3	3	3	3	3	2



- **3rd Level:** animate dead, beast shape 1, bestow curse, contagion, continual flame, cosmic hammer, cure serious wounds, daylight, deeper darkness, neutralize poison, remove curse, remove disease, summon ally 3, tongues.
- **4th Level:** beast shape 2, break enchantment, cure critical wounds, mark of justice, minor creation, polymorph, restoration, stonewall, summon ally 5, wall of fire.
- **5th Level:** baleful polymorph, beast shape 3, commune, heal, major creation, raise dead, summon ally 7, true seeing, wall of stone.

## SESSION ZERO

As discussed earlier in this chapter, building the starting PC Colony is central to any *Apocalypse the Risen* campaign. PCs will make up one of, if not the only, hunting party for their Colony. Knowing all of the intricacies of your own Colony helps make it feel more real. The GM may build a Colony by assigning all of the necessary information.

Session Zero represents an alternative method of building a Colony that involves the players. Not only will Session Zero result in a Colony that feels real, the Colony will feel like home to players because their decisions directly impacted the end result. This is essentially a pick your escape set of scenarios that allow players to make strategic or moral decisions that add people and equipment to the formation of their Colony. However, those decisions have consequences. And the GM can run Session Zero multiple times with numerous different results and Colony builds.

Session Zero takes place just moments after the Rise hits major population centers. Chaos is everywhere as people react to the horror of *risen* feasting on the living, demons in the streets, and strange new races appearing out of nowhere. The GM selects a starting city center near the area in which the campaign will be run. Players represent survivors leaving the city center on the bus for a less populous area. Players each control a single person on a bus packed with twenty-five souls plus the bus driver who is hellbent on getting out alive. The bus will encounter ten scenarios rolled randomly from a list of a possible twenty. For each scenario, players will have a choice to make.

The following rules and charts will guide players through their Session Zero escape. The resulting Colony is truly theirs, influenced by their decisions and whomever is alive to start the Colony.

### RUNNING SESSION ZERO

On the bus in Session Zero, there are twenty-five riders, each with one of five core personality types. To start, there are an even number of each personality type on the bus. Each scenario represented can alter the make-up of the passengers on the bus, as well as present the possibility of providing bonuses for the campaign's starting Colony.

Determine which survivors each player will control by having players roll a percentile and consult the following chart. Note that the bus driver is not available to play. A macro core personality trait has been added to give players some roleplay material, though these scenarios are intended to be more tactical than cinematic.

### INITIAL SURVIVOR CHART

Survivors	Macro Core Personality Trait	Percentile Roll
Engineer	Controlling	1-4
Nurse #1	Outgoing	5-8
Nurse #2	Relaxed	9-12
Tech Office worker #1 (Plays video games)	Exacting	13-16
Tech Office worker #2 (Weekend athlete)	Adaptive	17-20
Tech Office worker #3 (National Guardsman)	Controlling	21-24
Construction Worker #1 (Ex-Marine)	Outgoing	25-28
Construction Worker #2 (Volunteer firefighter)	Relaxed	29-32
Mechanic	Exacting	33-36
Security Guard	Adaptive	37-40
Thug	Controlling	41-44
Homeless	Outgoing	45-48
Postal Worker	Relaxed	49-52
Science Teacher	Exacting	53-56
College Student (Pre-Med)	Adaptive	57-60
Mother w/toddler	Controlling	61-64
High School Student #1	Outgoing	65-68
High School Student #2	Relaxed	69-72
City Council Person (on bus doing campaigning)	Exacting	73-76
City Council Person's assistant (recording for campaign video)	Adaptive	77-80
Paralegal	Controlling	81-84
Retiree #1 (Ex Police Detective)	Outgoing	85-88
Retiree #2 (Ex Government Worker)	Relaxed	89-92
Line Cook	Exacting	93-96
Utility Worker (Power Company)	Adaptive	97-00

### SURVIVOR PERSONALITY TRAITS

Personality Trait	Behaviors	Opposite
Controlling	Leadership, direct, adventurer	Relaxed
Outgoing	Optimistic, fun-loving, non-negative	Exacting
Relaxed	Listening, observing, peace-seeking	Controlling
Exacting	Organized, analytical, wants to do right	Outgoing
Adaptive	Versatile, keeps options open, listens to other points of view	None

### SESSION ZERO RULES

Once you have determined the survivor for each player, the bus driver presses the gas and starts navigating out of the city center. Roll a d20 and consult the chart below to determine the first scenario. After players complete this scenario, repeat the process until ten scenarios have been completed.

Besides the survivors controlled by the players, a few initial riders will get off the bus to help facilitate each scenario



in order to get the bus moving again. Only helpers from the initial survival chart will get off the bus. Players cannot stop helpers as there has been no time for riders to establish a leader. Unless otherwise noted, 1d4+1 helpers get off the bus each time it stops for a scenario. Follow the steps below for each scenario:

1. After describing the scenario, ask players if they will stop. No other survivors offer an opinion and the bus driver will only stop if the majority of the players vote to do so.
2. When stopping, roll 1d4+1 (unless the scenario requires a different dice roll) to determine the number of other riders that get off the bus to help players.
3. For each other rider that gets off the bus, roll a percentile. Consult the survivor chart to determine which rider is a helper for this scenario. Repeat this as necessary for the number of helpers.
4. Players always succeed in accomplishing the goal of a scenario. However, each scenario offers some risk. Follow the instructions for "Losses" in the scenario description. If a loss occurs, determine with a random dice roll which of the helpers is lost and remove that rider from the list for future rolls. They have died.
5. Once you've run all ten scenarios, add up the number of bus riders added and total each personality type represented.
6. Consult the Colony Government table to see what government the starting Colony adheres to.
7. On any tie, the Adaptive personality types are used to break the tie in the direction of the choice of the GM and/or players.

## SCENARIO CHART

D20	Scenarios	Gains	Possible Losses
1	Cops	1 Cop	0-1
2	Descended	1 Descended	0
3	Medical Supplies	Medical Supplies	0
4	Elderly Couple	1 Elderly Man, 1 Elderly Woman	0-1
5	Thug's Family	1 Wife, 1 Mom, 1 Child	1-2
6	Progeny & Nun	1 Progeny Child, 1 Nun (possible)	0-1
7	Guns or Tools	2 duffle bags of guns OR 2 duffle bags of tools	0-3
8	Animal Control Truck	4 Dogs, 4 Cats, 4 Chickens	0-1
9	Lazarus	1 Lazarus	0
10	Groceries 2 Go	1 Grocery Truck Driver OR Several bags of Groceries	0-2
11	Big Blaze - Firefighters	2 Firefighters	1-2
12	Homeless Addict with Cart	1 Homeless Addict OR Contents of his Cart	0-2
13	Field Trip Teenagers	1 Teenage Boy, 1 Teenage Girl	0-2
14	Bookstore Clerk & Books	1 Bookstore Clerk, 2 backpacks of books	1-2
15	Vanpool Workers	3 Vanpool Workers	1-3
16	Vet Clinic	1 Veterinarian, 2 dogs, 4 rabbits	0-1
17	Liquor Store	1 Liquor store clerk (with shotgun)	0-1
18	The Park	2 Bicyclists + 2 Bicycles	1-2
19	Water Truck	1 Truck Driver and/or fresh clean water	0-2
20	Gas Station	Cans of extra gas, bags of money (possible)	0-2

## SCENARIO DESCRIPTIONS

### Scenario 1—The Cops

Two cops are being attacked by people who appear to be *risen* dead. It looks to you like they will be overrun if the bus doesn't stop to help, as the number of the dead is overwhelming. What do you do?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** 1 of the 2 cops survives the encounter and enters the bus. The cop has a pistol and shotgun.
- **Losses:** Roll 1d6. On a 5-6, lose one helper.

### Scenario 2—The Fallen Angel

You see an incredible column of light flash down from the sky in front of the bus, and a naked human-like person appears. For a brief moment, it looked like this person had wings of some sort, but the wings fade away into nothingness. The person appears confused as to their whereabouts. Do you stop?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Add 1 Descended to the bus rider pool.
- **Losses:** None





### Scenario 3—The Ambulance

Several badly mangled crashed cars are on the street and an ambulance has apparently stopped to help. A mass of Risen undulate in the wreck, and it looks like they are eating the paramedics. There looks like a bag of medical supplies within easy reach if the bus stops. What do you do?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Add medical supplies. This allows you to save one helper rolled as a loss after a scenario. If not used, see results on the starting Colony.
- **Losses:** None

### Scenario 4—Save the Elderly Couple

An elderly couple appear to be panicked by the chaos of injured and dying people everywhere. Even more confusing, those dead are standing back up! The elderly couple likely won't last long without help. What do you do?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Add elderly man and elderly woman.
- **Losses:** Roll 1d6 on a 6, lose one helper.

### Scenario 5—Rescue Thug's Family (Wife, Mom, and Son)

A thug on the bus looks out the window and says he knows his wife, mom, and son are at a store around the corner. He begs you to stop the bus at the store and pick up his family. The corner he points to appears to have several large frog-like creatures attacking drivers as they abandon their cars in the stopped traffic. What do you do?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Add wife, mom, and son to the bus riders.
- **Helpers:** 1d4+1 (the Thug is the +1 in this scenario).
- **Losses:** Roll a 1d6, no matter what is rolled lose one helper. On a 6, lose a second helper.

### Scenario 6—The Nun and the Progeny

A church is on fire and it looks like the staff is trying to keep the doors closed as something inhuman pounds on the doors from the inside. A middle-aged nun runs up to the bus begging for it to stop, a young child in a hooded robe in tow.

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** The nun wants the bus to take the child, who is a Progeny. He has a tail and chitinous skin. If any of the bus riders insist with a good roleplaying reason, the nun gets on the bus.
- **Losses if nun stays behind:** Roll 1d6. On a 5-6, lose one helper.
- **Losses if nun gets on the bus:** Lose one helper, who feels compelled to stay and help the church staff in place of the nun. Roll 1d6. On a 6, lose a 2nd helper.

### Scenario 7—Guns or Tools?

Driving down a street, there are partially destroyed stores and people running away. One rider suggests that the bus might want to stop for supplies. There is a gun store on one side of the street, a small hardware store on the other. The bus driver

says there's only time to go to one before he decides to move on. Which one do you go to?

- **Keep going:** The bus is able to continue without issue.
- **If gun store:** Gain two duffle bags full of guns and ammo (2 rifles, 2 shotguns, 1 crossbow, 4 pistols, and 100 rounds of ammo for each gun).
- **If hardware store:** Gain two duffle bags full of tools. Including hammers/wrenches, gardening tools, seeds starters.
- **Helpers:** 1d4+2
- **Losses (gun store):** At least one helper is killed. Roll 1d6. On a 4-5, 1 additional helper is killed. On a 6, 2 additional helpers are killed.
- **Losses (hardware store):** Roll 1d6, on a 5-6, lose one helper.

### Scenario 8—Animal Control Truck

An animal control truck has crashed, and the front of it is on fire. You can hear dogs barking and whining inside. One rider says it looks fairly deserted here, and those poor animals need to be helped. Do you stop?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Save 4 dogs, 4 cats, and 4 chickens all of which can be brought on board the bus.
- **Losses:** Roll 1d6. On a 6, lose one helper.

### Scenario 9—Lazarus

Smoke or mist coalesces in front of the bus into a solid and vaguely human shape. A Lazarus appears out of nothing in front of the bus, and the driver slams on his brakes to avoid running it over. Do you stop to let this human-like person on board?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** The Lazarus gets on the bus.
- **Losses:** None

### Scenario 10—Groceries 2 Go

A grocery delivery truck "Groceries 2 Go" has overturned, spilling its contents in the street. Several *risen* are attacking the driver. One rider yells for the bus driver to stop and help. The driver says he will stop if everyone wants to, but he isn't staying long. You can either save the driver, or gather food, but not both. Do you stop and if so, what do you do?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help driver:** Gain the driver as a bus rider, a young college student who works for the store.
- **Stop to gather food:** Gather several bags worth of dry goods and produce.
- **Losses:** Roll 1d6. On a 4-5, lose one helper. On a 6, lose two helpers.

### Scenario 11—Big Blaze

Several firefighters are trying to knock down a fire engulfing a building. They suddenly get attacked by several urchin-like creatures that burst out of the flames. Two of the firefighters make a run for it, right toward the bus. Do you stop to help?



## SESSION ZERO

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain 2 firefighters and their gear (hats, fire suits, oxygen tanks, axes)
- **Losses:** At least one helper dies. Roll 1d6. On a 6, lose two helpers.

### Scenario 12—Homeless Addict with Cart

A twitchy homeless addict is trying to fend off a group of *risen* with his cart, which includes several electronic items in it. One rider says you should stop the bus to help the man, while another suggests grabbing his stuff because it might be useful out of town. The driver says he can stop, but there's not time to do both. What do you do?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help Homeless Addict:** Gain homeless addict, who is a veteran and an ex-mechanic.
- **Stop to take his cart contents:** Gain electronic equipment and two fresh car batteries.
- **Stop long enough to help Homeless Addict AND his cart contents:** Gain homeless man and cart contents.
- **Losses if helping Addict or taking his cart contents:** Roll 1d6. On a 5-6, lose one helper.
- **Losses if taking extra time to get Addict AND cart:** Lose at least one helper. Roll 1d6. On a 5-6, lose two helpers.

### Scenario 13—Field Trip Gone Bad

Passing by a crashed school bus, you see to your horror several high school aged students are being attacked and are turning as more *Risen*. Two of the terrified teenagers run toward the bus for help while being chased by *risen*. Do you stop?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain teenage boy and girl (boy has good art and music skills, girl is good at science).
- **Losses:** Roll 1d6: 4-5, lose one helper. On a 6, lose two helpers.

### Scenario 14—Reading is fundamental

A book store clerk comes running out into the street, saving as many books as she can from a burning book store. There are demonic figures in the flames, and they eye the bus hungrily. The clerk is screaming for the bus to open the door. Do you stop to help?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain bookstore clerk, two backpacks full of books including self-help books on farming, mechanics, cooking, and sewing.
- **Losses:** Lose at least one helper. Roll 1d6. On a 5-6, lose two helpers.





### Scenario 15—Dead(van)pool

A van pool minivan was hit and disabled by a delivery truck. The three surviving workers stumble out of the wreck as their fellow vanpoolers turn into *risen* and immediately set after the survivors. Do you stop to help?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain 3 corporate workers (Architect, Engineer, Accountant).
- **Helpers:** 1d4+2
- **Losses:** Lose at least one helper. Roll 1d6: 4-5, lose two helpers. On a 6, lose three total helpers.

### Scenario 16—Vet Clinic

A vet clinic appears to be overrun with the dead from a nearby cemetery. A vet in a white lab coat waves frantically at the bus as it passes, with two dogs on a leash and a pet carrier full of rabbits with her.

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain one vet, 2 dogs, and 4 rabbits.
- **Losses:** Roll 1d6. On a 5-6, lose one helper.

### Scenario 17—Liquor Store

Something large is rampaging inside a liquor store and killing people inside. The clerk fires a shotgun back through the door before running out into the street. The clerk sees the bus and begs for help. Do you stop?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain the liquor store clerk plus a shotgun with 25 shells.
- **Losses:** Roll 1d6. On a 6, lose one helper.

### Scenario 18—The Park

When driving past a park, it looks like several ravenous owl-like creatures are making snacks out of joggers and bicyclists. Two bicyclists pedal frantically toward the bus yelling for help. Do you stop to assist?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Gain 2 bicyclists and their bicycles.
- **Losses:** Lose one helper. Roll 1d6. On a 6, lose two helpers.

### Scenario 19—Water Truck

A water cooler delivery truck has overturned, and the driver looks dazed as he crawls out of the wreckage, bleeding from a head wound. Several *risen* have taken notice of the injured man and are moving toward the truck. Do you stop to rescue him?

- **Keep going:** The bus is able to continue without issue.
- **Stop to help:** Select only one.
  - Gain the truck driver + 4 coolers worth of clean water.
  - Gain 10 coolers worth of clean water and leave the driver.
  - Use extra time to gain the truck driver + 10 coolers worth of water.
- **Losses:** One option per help granted
  - If recovered the truck driver + water or just the water: Roll 1d6. On a 5-6, lose one helper.
  - If recovering the driver + all the water: Lose at least one helper. Roll 1d6, on a 5-6, lose a second helper.

### Scenario 20—Gas Station

A gas station on the way out of town looks like most people have abandoned it, with several *risen* milling about. This might be the last time to get gas. There is truck with its dead occupant in the front seat, but several gas canisters in the truck's bed. There is also an armored car with its doors open and money blowing into the street. There seems like time enough to fill up the bus and extra gas cans on the way out, and perhaps even time to get some of the money as well.

- **Keep going:** The bus is able to continue without issue.
- **If just getting gas:** The Colony can be up to another 300 miles away from the origin spot.
- **If attempting to also get money from the truck:** You find that the guards are dead. Gain two pistols and 30 rounds of ammunition, plus a bag of cash.
- **Losses (just getting gas):** Roll 1d6. On a 6, lose one helper.
- **Losses (getting cash too):** Lose at least one helper. On a 5-6, lose a second helper.

### RESCUED SURVIVOR CHART

Rescued Survivors	Macro Core Personality Trait
Cop	Controlling
Descended	Outgoing
Elderly Man	Relaxed
Elderly Woman	Exacting
Thug's Wife	Adaptive
Thug's Mom	Controlling
Thug's Son	Outgoing
Progeny Child	Relaxed
Old Nun	Exacting
Lazarus	Adaptive
Grocery Truck Driver	Controlling
Firefighter #1	Outgoing
Firefighter #2	Relaxed
Homeless Addict	Exacting
Teenage Boy	Adaptive
Teenage Girl	Controlling
Book Store Clerk	Outgoing
Vanpool Worker #1 (Architect)	Relaxed
Vanpool Worker #2 (Engineer)	Exacting
Vanpool Worker #3 (Accountant)	Adaptive
Veterinarian	Controlling
Liquor Store Clerk	Outgoing
Bicyclist #1 (Ironman Athlete)	Relaxed
Bicyclist #2 (Chef)	Exacting
Water Truck Driver (Mechanic)	Adaptive

### SESSION AFTERMATH

Following a playthrough of Session Zero, the remaining bus rider survivors—original and rescued—become the basis for what type of government players have selected. Add up the number of survivors and total their various personality types. These personality types will help formulate the type of government for the Colony.



SESSION ZERO

*Example: Session ends with 29 total survivors with the following totals for personality types: 7 Controlling, 7 Relaxed, 6 Exacting, 5 Outgoing, and 4 Adaptive. Compare the totals to the chart below to determine the possible government type:*

In the example above, there is a tie for the top personality types with 7 Controlling AND 7 Relaxed. This means that the government type is **Imposed Ruler**.

Adaptive Personality Type

The adaptive personality type may substitute for any other personality types to resolve ties. This can be used to change the resulting government type. In the example above, there are 4 Adaptive personality types. These types could be added to controlling for a result of Militaristic or Vocational, or to exacting making Council or Militaristic government options. The adaptive personalities could also be added to outgoing, making Communal or Council the leading choices. The GM may use adaptive personalities to adjust the government types as necessary for the narrative and player interest.

Colony Population

Calculate Colony population by totaling the number of survivors—including the bus driver and player-controlled survivors—and multiplying that total by four. Any earned bonuses from the following *session bonuses* section should be applied to the determine the adjusted population total. Bonus percentages are added together before calculating against the starting population.

Using the adjusted population total, reference the *citizenry* chart under *building a Colony* to determine what type and size category of Colony this population represents. Size Category and Colony Type determine many other aspects of Colony creation. Follow the Colony build rules to flesh out any additional details of the Colony as needed.

COLONY GOVERNMENT TRAITS

Government	Trait Majority (Versatile can act as any of the other traits for tiebreaker purposes)
Capitalist	Controlling AND Exacting
Communal	Relaxed or Outgoing
Council	Exacting or Outgoing
Elected	Any Majority
Imposed Ruler	Controlling AND Relaxed
Militaristic	Controlling or Exacting
Outpost	No Majority, Parent Colony may be any of the other government types
Secret Society	Controlling AND Exacting
Theocracy	Outgoing AND Controlling
Vocational	Controlling or Relaxed

Final Destination

Prior to starting session zero, GMs were encouraged to select the starting city center from which the bus departed. The bus is able to reach a destination up to 300 miles from the starting city. Select a site within that range for the location of the Colony.

Original Surviving Members

Roll 3d4+2 to determine how many original survivors are still alive and living in this Colony. The GM and players are encouraged to make these important NPCs in the campaign.

Session Bonuses

After determining the starting Colony's government type, use the entries below to determine any earned bonuses. Calculate these bonuses prior to completing the Colony build.

*If paramedic supplies are collected, unused throughout the session, and both nurses survive:*





This Colony is able to replicate medical supplies and administer advanced medical care to keep colonists healthy. Increase the Colony size by 5%.

***If the Descended, Lazarus, and Progeny are rescued:***

This Colony is highly accepting of the new races and is welcoming to strangers. The Colony has no racial restrictions.

***If the cop is rescued and retiree #1 survives:***

This Colony has a well-developed defense force consisting of one 4th level sheriff (Combatist) and 1d4+1 deputies. The Colony gains a +2 bonus to the interior defense score.

***If the thug's family is rescued and the thug survives:***

If "Imposed Ruler" is tied for the lead with any other government type, the other government type wins. This overrules the use of adaptive personality types to break the tie. The Colony gains the quality of Flourishing.

***If the thug's family is not rescued, or If the family is rescued and the thug does not survive:***

If "Imposed Ruler" is tied for the lead with any other government type, the "Imposed Ruler" type wins. This overrules the use of adaptive personality types to break the tie. The Colony gains the quality of Infamous.

***If the nun is convinced to get on the bus:***

If "Theocracy" is tied for the lead with any other government type, the "Theocracy" type wins. This overrules the use of adaptive personality types to break the tie. In the event this bonus is triggered along with the thug's bonus above, then adaptive personality types may be used to break the tie. The Colony gains the quality of Religious Site.

***If the guns are rescued:***

The Colony has a well-stocked defense force. Each member of the defense force has at least one firearm. This does not include the hunters. The Colony gains a -2 bonus to the exterior defense score.

***If the tools are rescued:***

The Colony begins with proper tools to build and maintain structures and vehicles. The Colony has structurally sound buildings and at least one running vehicle. The Colony gains the quality of Master Craftsman.

***If the animals were rescued:***

The Colony begins with a variety of well-cared for animals. The Colony has dogs for security and hunting, cats to keep vermin populations in check, and chickens for eggs and meat. Increase the Colony size by 5%.

***If the grocery driver (architecture student) is rescued and corp worker #1 (architect) is rescued:***

The Colony begins with the architectural know-how to design any building type the players and GM agree on. This building is completed prior to the start of the campaign. The Colony gains the quality of Technical.

***If the groceries were saved:***

The Colony had enough food to avoid early starvation. Increase the Colony size by 5%.

***If both firefighters are rescued and construction worker #2 survives:***

The Colony has a firefighting brigade with proper equipment for knocking down fires. 1d6+2 colonists are officially part of the fire brigade. This does not include the hunters. Increase the Economy In-Stock Percentage by 5% for both pre- and post-Rise inventory checks. Shop item purchase and sale limit are twice the normal value.

***If the bookstore clerk is rescued and the science teacher survives:***

The Colony is well-read and educated. Each PC begins play with a +1 bonus to any Craft or Knowledge skill.

***If corp worker #2 is rescued, and the utility worker and science teacher survive:***

The Colony has some form of electrical power generation and storage (tesla coil, working generators, etc.). The Colony gains the quality of Important Position.

***If both construction worker #1 and tech office worker #3 survive, and the homeless addict was rescued:***

The Colony has a well-developed defense force consisting of one 3rd level captain (Combatist), one 2nd level lieutenant (Auxiliary), and two 1st level sergeants (Seer), plus at least 4d6+4 defense force members. The Colony gains a -1 bonus to the defense score.

***If the city council member, assistant, and paralegal survive:***

The Colony places value on being organized and having working relations with nearby Colonies. The Colony gains the quality of Trade Routes and regularly trades with one nearby Colony.

***If veterinarian and bicyclists were rescued:***

The Colony begins with an assortment of transportation options. The Colony has a stable of six horses, two carts of various designs, and ten working bicycles. Colony Exterior Defense Range increases by 1.5 times the listed distance.

***If any water was saved from the water truck:***

The Colony had enough water to avoid early drought and pollution. Increase the Colony size by 5%.

If all the water was taken, also increase the number of original surviving members by two.

***If the gas station fuel was gathered:***

The Colony may be anywhere within 600 miles from the original city center. Additionally, the Colony may gain either the quality of Isolated or Nomadic (select one).

***If money was gathered:***

During the first few weeks of the Rise, paper currency retained some value with survivors. This mentality changed as hope was replaced with reality. This Colony smartly traded money for food, water, and tools. Increase the Colony size by 5%.



"You know Doc, this world, let me tell you... she's something else. If she don't chew you up and spit you in the fire, you come out as something else. Something better. You know what my parents did in the Before? My dad worked at some big warehouse store where you could literally buy anything you wanted. My mom, she drove people around in her car from place to place, being tracked by a little thing called a smart phone. You know what they did in the After? My dad, he taught himself how to grow crops and was in charge of a whole Colony food supply and my mom, she ended up being the first leader of the hunting party... threw a mean axe, man. Can you believe that? That's what this world does. It changes you."

I've travelled a fair bit. I seen some wondrous nature, some stuff not so natural. But even in the strange stuff, like Darklands and all that, there's beauty to be seen. Sometimes terrible beauty, but beauty, nonetheless. If you embrace it, if you appreciate it and don't take it for granted, the nature of this world can provide all you need to survive. But nature, she's a tough one. She's always changing, and she demands change from you, flexibility. She's gonna show you some horrific stuff, she's gonna toss you some impossible odds. And you have to be prepared to fight that horror, to beat back them odds, because living within her arms ain't a right... the world, she makes sure you know it's a privilege."

Mushroom - Conservator, Order of the Flaming Pine



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 10 THE WORLD

*ACCORDING TO THE REPORTER THAT VISITED OUR colony, a Goodsmen should have arrived with a separate caravan just prior. Our hunting party went out to find them and ended up tracking them into a terribly twisted Darkland. Numerous fungus creatures abounded, mutated by dark energies into consciousness. The bodies of those poor Goodsmen were used to fruit more fungus into being, like fleshy mushroom nurseries. I can't get the images out of my mind of their jerking bodies lurching toward us. The worst was the menacing laughter... not from the Goodsmen, as they were quite dead. No, from the shadows of my mind... my ever-present companion.*

**EARTH IS VERY DIFFERENT NOW, TWENTY-FIVE YEARS AFTER** the Rise. Without humans dedicated to keeping mother nature in check, buildings, bridges, and other infrastructure quickly succumbed to erosion and decay. Cities are now overgrown and overrun, with flora and fauna reclaiming what was once theirs. Natural dangers again threaten the privileged and masses alike. Death from freezing, starving, mass illness, or simply being lost in the wild are regular occurrences.

As if the natural world isn't hazardous enough, supernatural perils offer even greater challenges to post-Rise survivors. Darklands are locations infused with energy that taints and mutates plants and animals, creating new and aggressive dangers. Everyone risks mutation when spending any time within the borders of a Darkland. Supernatural storms wreak havoc through many parts of the world. Locations prone to menacing weather before the Rise now face supercells and cyclonic storms filled with supernatural energy. Radiation zones present additional threats, from known stationary locations or from being drawn into severe storms. Exposure can lead to radiation sickness, and possibly death. Hunters should take precautions to limit exposure to these extreme conditions.

Unfortunately, there are also many humans who haven't figured out that working together benefits us all. Instead, those humans and even some of the new races target other people to better their situation. Marauders, demon collaborators, murderous psychopaths, and those disturbed minds lost to cosmic powers beyond their comprehension. Humanity is often anything but.

Besides the environmental and human risks, the landscape is nearly crawling with Risen. They are damn near everywhere. They are a plague. While that doesn't mean a sea of dead covering the landscape, it does mean travel without seeing at least some Risen is nearly unheard of outside a Colony. Just be hopeful you only see the Hungry. They only get worse from there. If you're already concerned, then perhaps you should stop reading now.

Demons come in many forms, none of which are benevolent to the people of Earth. Some wish you dead, others wish to enslave or control you, and all mean you harm. Demons plot and scheme, enslaving and killing to further their own agenda or the agenda of their demonic hierarchy. Demons represent some of the most powerful individual creatures walking the Earth. However, even they would prefer to avoid entanglements with powerful ghosts or Risen. In fact, the plague of undead is perhaps more infuriating to demonkind than to humankind. At least humans had some media from which to prepare.

So how can we survive these multitude of hazards? Colonies. These typically small fortified locations dot the landscape and create the backbone of the new world. In the Americas, Colonies are typically five to ten miles apart and average eighty to a hundred people. The importance of Colonies cannot be overstated. Your Colony is your life blood. Cooperation and teamwork are the only methods of continued survival. Those essentials which cannot be produced must be traded for or scavenged. Forming alliances and taking the risk of trusting people and other Colonies is often vital. Every person in the Colony is necessary, most people fill multiple roles, and everyone must be ready to fight. And while everyone is important in a Colony, hunters are the cornerstone for success. Hunters are scavengers, scouts, envoys, and protectors for their Colony. Players fill the role of hunter, though larger Colonies employ multiple hunting parties.

Traveling the world is simultaneously more difficult and far easier. There is certainly less traffic. There are also an increasing number of portals discovered throughout the world, channels covering vast distances. These portals can be seemingly anywhere. The discovery and protection of these sites makes the world smaller once again.

Even with all these dangers, some may say that life after the Rise isn't so bad. Nature's reclamation, even in distorted Darklands, is beautiful in its own right. People have learned to work together again, relearned lost skills and trades. And the risk of heart disease and cancer is on the decline! Of course, the risk of possession or being consumed by a pack of Hungry Risen is way up. Give and take, I say.

## ENVIRONMENTS

### DARKLANDS

Darkland is a broad term used to describe locations on Earth which are tainted by *smoke*. This raw supernatural energy most commonly saturates areas home to events of great tragedy or sorrow before the Rise. The taint permeates everything in the affected area, changing the very DNA or RNA of flora, fauna, and other forms of life. Plants flourish, growing larger and spreading faster, some gaining extraordinary special attacks and defenses. Animals, including humans, risk gaining mutations from Darkland exposure. Some Darkland fauna have experienced accelerated evolution, even becoming entirely different species. Cellular changes can be extreme with genetic deviations at every taxonomic rank. Darklands vary widely in size and appearance. While nearly all Darklands cause



# DARKLANDS

mutations, some have unique features and special mutation risks. The regions section of this chapter covers some known Darklands but only scratches the surface of what is out there.

Some Colonies are known to make their homes in Darklands, embracing mutations in exchange for isolation and unique resources. It may be a difficult pill to swallow for some but looking different does not mean Darkland colonists are evil or wish you harm. While some of these Colonies deal with demons and worship the Darkness, most are simply trying to survive like everyone else. The most successful Colonies form alliances and trade partners wherever possible. And trading with Darklanders has its benefits. *Smoke* soaking the earth creates some very interesting materials. Darkbone, Darkglass, Darksteel, and Darkwood each offer valuable traits for armor, tools, and weapons.

## Appearance

While each Darkland is different, all are dominated by eccentric colorations and distorted landscapes. Typical Darklands have a low-lying fog covering the ground. Oddly, this fog even exists within buildings regardless of how insulated those buildings are against the elements. Flora often develop bizarre colors, from rich purples and reds to pitch black and luminescent. Native plants become twisted and dark. Some common plant mutations include: growing massive thorns and prickly leaves, producing oversized and peculiar colored fruit, developing toxins, becoming carnivorous, and even acquiring mobility. Some plants exist in nearly every Darkland despite environmental differences. Knee to waist high purple grass edged in bronze. Black whipping devil's club capable of launching its spines. Crawling blood-red skunk cabbage that emits toxic fumes. All common in Darklands.

## Rules

Darklands have many unique features. Channels are weirdly common and shunned demons are more populous inside Darklands than out. Darkland Colonies are often reasonably superstitious. Mutations are a reality, even for Risen. And perhaps the strangest locations and creatures are the result of Darklands. Darklands may even change dramatically over time or disappear altogether. The very nature of these locations is wild and erratic.

The supernatural energy saturating Darklands has other side effects. Extraplanar creatures and undead inside a Darkland gaining Fast Healing 3 and even allows unintelligent undead to heal. Creatures already having Fast Healing adds this bonus to their rate. Creatures with Regeneration gain Fast Healing.

Exposure to Darklands over even short periods of time risks mutations for most beings. The more time spent, the greater the risk. These mutations typically start as cosmetic, with minor mutations and major mutations inevitable the more time spent within a Darkland. Eventually, beings gain hindrances as well. All of these mutations are permanent and may profoundly change the lifestyle of the being.

The greater the amount of time exposed to Darklands the more likely a being is of gaining a mutation. Once each day following any exposure to Darklands, beings must make a Fortitude save against a DC determined by how long the creature was exposed.

Consult Table: Darkland Exposure to determine the degree of exposure based on the total time of exposure within a given 24-hour period (rounding up). Roll only once each day, totaling the time exposed. Failure means the creature has gained a mutation and must roll on the mutation chart to determine what mutation they have gained.

## DARKLAND EXPOSURE

Time of Exposure	+1 DC	Special
Low risk	Every 2 hours	—
Normal Risk	Every hour	—
High risk	Every hour	+1 DC every 6 hours, Rerolls Cosmetic Mutations
Extreme Risk	Every hour	+1 DC every 3 hours, Rerolls Cosmetic Mutations

## MUTATIONS

A failed check against Darkland Exposure results in a mutation of some type. The more mutations you have, the more likely those mutations are to be severe. Roll a d20 and consult the following Mutation Table to determine the resulting mutation. Note that the mutations included here are only the most typical and from common Darklands. There are nearly endless mutations found throughout the world, from the strangely superficial to the most extraordinary combinations of gene splicing.

Mutations start off as cosmetic or minor, with major mutations impossible until the being has acquired at least one additional mutation. The more mutations acquired the more chance a being gains a hindrance. For every two minor or one major mutation you must roll up one hindrance. Once a creature has three hindrances, they no longer gain any mutations or hindrances. Consult the following charts for all mutations and hindrances.





## MUTATION TABLE<sup>1</sup>

D20 <sup>2</sup>	Table to roll on
01–14	Cosmetic Mutation Table
15–20	Minor Mutation Table
21+	Major Mutation Table <sup>1</sup> <i>Creatures with the mutated template do not use this table</i>

<sup>1</sup> Creatures with the mutated template do not use this table

<sup>2</sup> Every mutation (cosmetic, minor, and major) and each hindrance the being has adds +1 to this roll

The following Cosmetic Mutation Table represents mutations that change little more than the being's appearance.

### COSMETIC MUTATIONS

D20	Mutation
01	Abnormal Hair [COSMETIC]
02	Abnormal Skin [COSMETIC]
03	Abnormal Voice [COSMETIC]
04–05	Animalistic Ears [COSMETIC]
06–07	Animalistic Eyes [COSMETIC]
08	Animalistic Limb [COSMETIC]
09–10	Goat Horns [COSMETIC]
11	Lizard Tongue [COSMETIC]
12–13	Scales for Skin [COSMETIC]
14	Six-Fingered Man [COSMETIC]
15	Skin Infection [COSMETIC]
16–17	Summer Coat [COSMETIC]
18	Tail [COSMETIC]
19	Webbed [COSMETIC]
20	Roll on Minor Mutation Table

The following Minor Mutation Table represents more significant physical and physiological changes to the mutated being.

### MINOR MUTATIONS

D20	Mutation
01	Roll on Cosmetic Mutation Table <sup>1</sup>
02	Adaptive Immune System [MINOR]
03	Adrenaline Boost [MINOR]
04	Bite of Acid [MINOR]
05	Burn the Fat [MINOR]
06	Claws [MINOR]
07	Climber [MINOR]
08	Energy Resistance [MINOR]
09	Fangs [MINOR]
10	Force Field [MINOR]
11	Heightened Senses [MINOR]
12	Horns [MINOR]
13	Iron Stomach [MINOR]
14	Nightvision [MINOR]
15–16	Scales for Skin (armored) [MINOR]
17	Senses of the Beast [MINOR]
18	Veil of Secrecy [MINOR]
19	Winter Coat [MINOR]
20	Roll on Major Mutation Table

The following Major Mutation Table represents extreme biological changes for beings exposed frequently to high dosages of Darkland energy.

### MAJOR MUTATIONS

D20	Mutation
01	Attractive Scent [MAJOR]
02	Bat Senses [MAJOR]
03	Chameleon [MAJOR]
04	Demonic Eye [MAJOR]
05	Double-Jointed [MAJOR]
06	Energy Resistance [MAJOR]
07–08	Epidermal Body Armor [MAJOR]
09	Extra Limbs [MAJOR]
10	Fast Healing [MAJOR]
11	Get a Whiff [MAJOR]
12	Gills [MAJOR]
13	Huge [MAJOR]
14	Reinforced Bones [MAJOR]
15–16	Stinger [MAJOR]
17–18	Venomous [MAJOR]
19	Wings [MAJOR]
20	X-Ray Vision [MAJOR]

The following Hindrance Mutation Table represents terrible changes to the exposed being resulting in unfortunate weaknesses.

### HINDRANCE MUTATIONS

D20	Mutation
01	GM's Choice
02	Ability Loss [HINDRANCE]
03	Bandiness [HINDRANCE]
04	Blood Thirst [HINDRANCE]
05	Boils and Blisters [HINDRANCE]
06	Bruise Easily [HINDRANCE]
07	Combat Anxiety [HINDRANCE]
08	Deformed [HINDRANCE]
09	Easily Exhausted [HINDRANCE]
10	Hearing and Sight Loss [HINDRANCE]
11	Hollow Bones [HINDRANCE]
12	Hollow Leg [HINDRANCE]
13	Inert Immune System [HINDRANCE]
14	Light Blindness [HINDRANCE]
15	Limb Loss [HINDRANCE]
16	Repulsive Scent [HINDRANCE]
17	Slow To React [HINDRANCE]
18	Sunlight Sensitive [HINDRANCE]
19	Vulnerable [HINDRANCE]
20	Weak Willed [HINDRANCE]



## Cosmetic Mutations

### Abnormal Hair [COSMETIC]

Your hair becomes uncharacteristic in color or texture for your species. It might be thick and wild like straw, tinted mossy green, or a combination of texture and color.

**Benefit:** None.

### Abnormal Skin [COSMETIC]

Your skin becomes uncharacteristic in color for your species. It might have multiple colors in weird organic patterns, the natural patterns of an animal, or might change based on temperature.

**Benefit:** None.

### Abnormal Voice [COSMETIC]

Your voice becomes uncharacteristic for a person of your size and shape and either raises or lowers to a startling level.

**Benefit:** None.

### Animalistic Ears [COSMETIC]

You gain the ears of an animal or your ears become animalistic.

**Benefit:** None.

**Special:** If you already have Animalistic Eyes [COSMETIC] and you roll this mutation they combine into the mutation Senses of the Beast [MINOR].

### Animalistic Eyes [COSMETIC]

Your eyes change to those of an animal species. It is a bit unnerving to others and quite noticeable.

**Benefit:** None.

**Special:** If you already have Animalistic Ears [COSMETIC] and you roll this mutation they combine into the mutation Senses of the Beast [MINOR].

### Animalistic Limb [COSMETIC]

One of your limbs changes to those of an animal species. It is a bit unnerving to others and quite noticeable.

**Benefit:** None. Roll a d4: 1) right arm, 2) left arm, 3) right leg, 4) left leg.

**Special:** If you already have Animalistic Limb [COSMETIC] and you roll this mutation again it affects the opposite type of limb and side. EX: having an animalistic right leg would mean the second mutation would give you an animalistic left arm.

### Goat Horns [COSMETIC]

Two tiny horns, much like those of a baby goat, sprout from your forehead.

**Benefit:** None.

**Special:** If you already have Goat Horns [COSMETIC] and you roll it again then you instead replace both with Horns [MINOR].

### Lizard Tongue [COSMETIC]

You gain a forked tongue of weird color. It is most prominent when pronouncing sounds such as s', f's, and some c's.

**Benefit:** None.

### Scales for Skin [COSMETIC]

Your body is covered in thin patches of scales. The scales feel like the scaly skin of a lizard.

**Benefit:** none.

**Special:** If you already have Scales for Skin [COSMETIC] and you roll it again you instead replace both with Scales for Skin [MINOR]. Once you have Epidermal Body Armor [MAJOR] you may not gain any more mutations granting armor. A creature with this mutation cannot gain Summer Coat [COSMETIC], Winter Coat [MINOR], nor can a creature with this mutation gain any of the previously mentioned mutations.

### Six-Fingered Man [COSMETIC]

You grow an extra finger on each hand and an extra toe on each foot.

**Benefit:** None.

### Skin Infection [COSMETIC]

Your skin creates patches of abnormal skin all over your body. They are typically red, itchy, and scaly.

**Benefit:** None.

### Summer Coat [COSMETIC]

You grow a thin coat of fur all over your body. The color is that of your hair color.

**Benefit:** None.

**Special:** A creature Scales for Skin [COSMETIC], Scales for Skin [MINOR] or Epidermal Body Armor [MAJOR] cannot gain this mutation nor can a creature with this mutation gain any of the previously mentioned mutations. If you already have Summer Coat [COSMETIC] and you roll it again you instead replace both with Winter Coat [MINOR].

### Tail [COSMETIC]

Your tailbone elongates and segments into other bones, growing a tail that is a mostly non-functional limb.

**Benefit:** None.

### Webbed [COSMETIC]

Your fingers, to the middle joint, become webbed. The outer part of your armpits between your back and arm becomes webbed with a flap of super stretchy skin that looks like chicken skin when your arms are closed. Finally, you have extra skin from the base of your ears, down your trapezius muscle to the lateral part of your deltoid, that stretches or contracts depending on where you look or move your head.

**Benefit:** None.

## Minor Mutations

### Adaptive Immune System [MINOR]

You develop a powerful immune system capable of repelling many poisons, diseases, and radiation sickness.

**Benefit:** You gain a +2 bonus on Fortitude saving throws. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage.

**Special:** This does not affect the ability loss gained from Ability Loss [HINDRANCE].



**Adrenalin Boost [MINOR]**

You have minor ability to squeeze your adrenaline gland, getting a boost to your physical self.

**Benefit:** Once per day as a swift action, you can temporarily increase one of your physical scores (Strength, Dexterity, or Constitution) by 1d3+2 points. You gain all the benefits of the higher score, with a higher Constitution granting hit points per hit dice, disappearing when the boost ends and are not lost first like temporary hit points. The increase lasts for a number of rounds equal to 1/4 your level + your unmodified Constitution modifier. At the end of the boost you must make a Will save (DC equals to the modified ability score) or become fatigued.

**Bite of Acid [MINOR]**

You have a gland in your mouth that can produce an acid.

**Benefit:** Your natural bite attack does an additional 1d4 acid damage. While you are immune to your own acid you gain no amount of resistance to acid from other sources.

**Special:** If you roll this without a natural bite attack you instead gain the mutation of Fangs [MINOR]. You cannot gain this mutation if you already have the Venomous [MAJOR] mutation.

**Burn the Fat [MINOR]**

You can force your body to eat itself to heal.

**Benefit:** Once per day, as a free action, you can deal yourself 1 point of Strength damage to heal yourself a number of points of damage equal to half your Constitution score.

**Claws [MINOR]**

Your nails thicken, growing past your finger tips and curving to a point, granting you small yet deadly claws.

**Benefit:** For each hand you have you gain a primary claw attack. They are treated as natural weapons that deal slashing damage, each dealing 1d3 for medium size creatures. Creatures larger than medium increase this damage by one step for each step they are larger than medium.

If a creature already has natural claws, then this mutation doubles their natural threat range with their claw attacks. Creatures may gain this mutation a second time, increasing their claw damage by one step.

**Climber [MINOR]**

Your fingers and toes grow a little longer and more developed to grasp hand holds.

**Benefits:** As long as your feet are uncovered, you gain a +4 bonus on all Climb checks and can climb at half your speed without increasing the DC by 5. Wearing footwear reduces the bonus by 2. You also gain a +2 bonus on Acrobatics checks for balance while not wearing any footwear. If a creature already has natural climbing ability, then this mutation increases their climb speed by 10 ft.

**Special:** Creatures may gain this mutation a second time, gaining an additional +2 to all Climb checks and +4 bonus to all grapple checks.

**Energy Resistance [MINOR]**

Your body gains the ability to absorb some types of energy.

**Benefit:** You gain resistance 5 to two types of energy. Roll a d8 twice to find out what types: 1-2 fire, 3-4 electricity, 5-6 cold,

7-8 acid. Rolling the same type twice increases the resistance by 5. You can gain this mutation multiple times, each time it stacks with other energy resistance mutations.

**Fangs [MINOR]**

Your jaw structure strengthens, and your canine teeth become more pronounced.

**Benefit:** You gain a primary natural attack in the form of a bite. It is treated as a natural weapon that deals piercing damage, dealing 1d4 for medium size creatures. Creatures larger than medium increase this damage by one step for each step they are larger than medium.

If a creature already has natural bite, then this mutation doubles their natural threat range with their bite attack. Creatures may gain this mutation a second time, increasing their bite damage by one step.

**Special:** This mutation can be used in conjunction with the Bite of Acid [MINOR] or Venomous [MAJOR] mutation.

**Force Field [MINOR]**

You are able to focus your mental powers to create a barrier against incoming attacks.

**Benefit:** As a swift action, you create an invisible barrier that provides damage reduction /-. The amount of damage reduction it provides is equal to your Wisdom modifier, minimum 1. The barrier lasts a number of rounds equal to your Intelligence modifier (minimum 1 round). You can create the force field an amount of times per day equal to your Charisma modifier plus 1.

**Heightened Senses [MINOR]**

Your sense of your surroundings is heightened.

**Benefit:** You gain +2 to Perception checks. Additionally, you also gain the Blind-Fighting feat.

**Horns [MINOR]**

You sprout horns capable of goring a target.

**Benefit:** You gain a primary natural attack in the form of a gore. It is treated as a natural weapon that deals piercing damage, dealing 1d4 for medium size creatures. Creatures larger than medium increase this damage by one step for each step they are larger than medium.

If a creature already has natural gore, then this mutation doubles their natural threat range with their horn attack. Creatures may gain this mutation a second time, increasing their horn damage by one step.

**Iron Stomach [MINOR]**

Survival sometimes means eating things that would be revolting to a vulture.

**Benefit:** Your body can digest nearly anything edible, even if it would make others violently sick. You may gain a +4 on Survival checks to forage for questionable food and a +4 bonus on saves versus effects that cause you to become *nauseated* or *sickened*.

**Nightvision [MINOR]**

**Benefit:** You gain darkvision, out to a range of 30 feet, and low-light vision. If you already have low-light vision, then you instead gain darkvision out to 60 feet.



**Scales for Skin (Armored) [MINOR]**

Your body is covered in thick patches of scales. The scales feel like the scaly skin of a lizard.

**Benefit:** Your existing natural armor bonus is increased by +2. Creatures without a listed natural armor bonus are considered to have a natural armor of +0.

**Special:** If you already have Scales for Skin [MINOR] and you roll it again you instead replace both with Epidermal Body Armor [MAJOR]. Once you have Epidermal Body Armor [MAJOR] you may not gain any more mutations granting armor. A creature with this mutation cannot gain Summer Coat [COSMETIC], Winter Coat [Minor], or cannot gain this mutation nor can a creature with this mutation gain any of the previously mentioned mutations.

**Senses of the Beast [MINOR]**

Your eyes and ears become bestial, helping you to sense the world.

**Benefit:** You gain the feat of Alertness.

**Special:** This mutation also gives you the cosmetic mutations of Animalistic Eyes [COSMETIC] and Animalistic Ears [COSMETIC].

**Veil of Secrecy [MINOR]**

You expel chemicals through your sweat glands to create a cloud of thick smoke-like steam.

**Benefit:** Once per day, as a swift action, you can produce an effect equal to the spell *obscuring mist*.

**Winter Coat [MINOR]**

You grow a thick fur all over your body. The color is that of your hair color.

**Benefits:** You do not take non-lethal damage from cold sources and gain a +2 bonus to saves against sources that deal cold damage.

**Special:** A creature Scales for Skin [COSMETIC], Scales for Skin [MINOR] or Epidermal Body Armor [MAJOR] cannot gain this mutation nor can a creature with this mutation gain any of the previously mentioned mutations. This mutation also gives you the mutation Summer Coat [COSMETIC].

**Major Mutations****Attractive Scent [MAJOR]**

Your natural scent becomes pleasant to others, giving you sway with them.

**Benefits:** You gain a +2 bonus on all Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, and Perform checks made against living creatures within 30 feet of you.

**Special:** You cannot gain this mutation if you have Repulsive Scent [HINDRANCE].

**Bat Senses [MAJOR]**

You develop an ability similar to a bat's echolocation.

**Benefit:** You gain the blindsight 60 feet.

**Chameleon [MAJOR]**

Your skin is able to change color and slightly change texture.

**Benefit:** As a swift action you can change the color and texture of your skin. This grants you a +5 on Disguise checks and +5 to Stealth checks.

**Demonic Eye [MAJOR]**

You grow an extra, fully functioning demonic eye in the middle of your forehead.

**Benefits:** This extra eye grants a +2 bonus to all sight-based Perception checks.

As a swift action, you can look into the eyes with another creature within 30 ft. and make a special gaze attack against it. The creature must succeed on a Will save (DC 10 + half your level + your Charisma modifier) or be *shaken* for a number of rounds equal to the amount they failed. If the creature rolls a natural 1 for their save they are instead *frightened*. Creatures affected by and that save against your gaze attack cannot be affected again by it for 24 hours. Creatures with this mutation gain a bonus versus the gaze of other Demonic Eye mutation gazes equal to their Charisma modifier. This is a mind-affecting compulsion.

**Double-Jointed [MAJOR]**

Your joints bend and twist in ways that makes others squeamish.

**Benefit:** You gain a +8 beneficial bonus on Escape Artist checks. Moreover, you take half of the negative effects when squeezing and do so in half the time it normally takes. See "Squeezing" section of Chapter 8 – Combat and Escape Artist in Chapter 4 – Skills, *Pathfinder Roleplaying Core Rulebook*.

**Energy Resistance [MAJOR]**

Your body gains the ability to absorb copious amounts of some types of energy.

**Benefit:** You gain resistance 10 to two types of energy. Roll a d8 twice to find out what types: 1-2 fire, 3-4 electricity, 5-6 cold, 7-8 acid. Rolling the same type twice increases the resistance by 10. You can gain this mutation multiple times, each time it stacks with other energy resistance mutations.

**Epidermal Body Armor [MAJOR]**

Your integumentary system grows horny scales over your skin. Bony scutes underlie the larger surface areas of the body and thin near joints.



**Benefit:** Your existing natural armor bonus is increased by +5. Creatures without a listed natural armor bonus are considered to have a natural armor of +0.

**Special:** This mutation replaces Scales for Skin [MINOR] if rolled as a gained mutation or replaces two Scales for Skin [MINOR] mutations if they are rolled. Once you have Epidermal Body Armor [MAJOR] you may not gain any more mutations granting armor. A creature with this mutation cannot gain Summer Coat (COSMETIC), Winter Coat [MINOR], nor can a creature with this mutation gain any of the previously mentioned mutations.

#### Extra Limbs [MAJOR]

You grow an additional limb, much to the amusement or horror of your friends

**Benefit:** You grow two extra limbs. Roll a D10 twice to see what you grow.

- **1-2:** Tail (only once, reroll if already rolled): You grow a tail that provides a +2 beneficial bonus on all Acrobatics checks involving balance. You also gain a single secondary natural attack in the form of a tail slap. The tail deals 1d4 points of damage for medium creatures. Creatures larger than medium increase this damage by one step for each step they are larger than medium. **Special:** A creature that already has natural tail instead doubles their tail's natural threat range while getting the benefit to Acrobatics. A creature with Scorpion Tail [MAJOR] increases the damage of the tail's attack and gains the benefit to Acrobatics.
- **3-7:** Arm: You grow an extra arm, usually directly below one of your natural arms. For each extra arm you have you gain a +2 to Climb checks and to grappling. You can use your extra arms for attacking but take the normal penalties for two-weapon fighting. **Special:** To attack with multiple weapons using your arms you need the Multiweapon Fighting feat instead of Two-weapon Fighting feat. If you already have Two-weapon Fighting feat, then it is replaced with the Multiweapon Fighting feat.
- **8-9:** Leg: You grow an extra leg. The leg appears out of the buttocks opposite of one of your natural legs, bending like a normal leg would if positioned in that place. The leg grants you +2 to you CMD versus trip and overrun maneuvers as well as increasing your natural land speed by 10.
- **10:** Head (only once, reroll if already rolled): You grow an additional head next to your already existing one. +4 to Perception and decrease the penalty for fighting with multiple weapons by -2. You also gain a +2 to Will saves versus mind-affecting effects because of your split mind. Unfortunately, you gain a -2 to initiative rolls and Reflex saves because of your need to confer with yourself on what to do.

**Special:** You may only gain the tail and head mutation options once, and arm and leg mutation options twice. All clothing and armor must be modified to be usable for you.

#### Fast Healing [MAJOR]

Your body recovers from wounds at an unnatural rate.

**Benefit:** You gain fast healing 1. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Fast healing

continues to function (even at negative hit points) until you die, at which point the effects of fast healing end immediately.

#### Get a Whiff [MAJOR]

The inner workings of your nose change to function like a hound dog.

**Benefit:** You gain the scent special ability. See "Universal Monster Rules" section of Appendix 3 - Glossary, *Pathfinder Roleplaying Bestiary*.

#### Gills [MAJOR]

You grow a set of gills that allow you to breathe water.

**Benefit:** You gain the water breathing ability. You can breathe underwater indefinitely. You can freely use any breath weapon, spells, or other abilities while submerged. See "Universal Monster Rules" section of Appendix 3 - Glossary, *Pathfinder Roleplaying Bestiary*.

#### Huge [MAJOR]

You grow, becoming freakishly large.

**Benefits:** You grow another foot taller, gaining weight along with height. While you stay the same size, you gain the benefit for being a size larger for grapple checks, bull rushes, overruns, trip attempts. Any other time when size would be an advantage to you (such as improved grab or swallow whole) are also considered to be one size larger to see if the ability can affect you. Overall this also adds the size benefit for the large size to your CMB and CMD.

This does not change your face, reach or size for calculating natural attacks but does grant you a +2 to Strength but a -1 to Dexterity. You also gain the Toughness feat.

#### Reinforced Bones [MAJOR]

Your bones thicken slightly, creating an outer shell of enamel strengthening them.

**Benefits:** Critical hits against you gain a -4 Circumstance bonus to confirm. In addition, you take 1d4 fall damage instead of 1d6. Finally, you gain a +2 Circumstance bonus to confirm critical hits with your unarmed strikes.

**Special:** You cannot gain this beneficial if you have the Hollow Bones Hindrance.

#### Stinger [MAJOR]

A poisonous stinger erupts from the end of your tail bone.

**Benefit:** The stinger is a primary natural attack that deal 1d3 damage for medium size creatures. Creatures larger than medium increase this damage by one step for each step they are larger than medium. The stinger also delivers a poison to those it damages.

#### MUTATED POISON

**Type** poison, injury; **Save** Fort DC 10 + half the creatures level/hd; frequency 1/round for 4 rounds; initial effect Roll a d3: 1) 1d2 Str damage, 2) 1d2 Dex damage, 3) 1d2 Con damage; secondary effect 1 point of ability damage of rolled type; cure 1 save.

If a creature already has natural stinger attack, then this mutation is added to that attack, doing both poison types and



gain a +1 to damage to the highest stinger damage. They do not gain both attacks or both damages.

**Special:** This beneficial can be used in conjunction with the Tail beneficial, but the tail cannot be used as a bludgeoning weapon during the same round the stinger is used.

#### Venomous [MAJOR]

Your cheeks become more pronounced as venom glands grow, your top canine teeth hollow allowing you to inject poison with your bite.

**Benefit:** Your natural bite attack gains a potent venom. Your venom is only viable from your bite attack, becoming useless if harvested in any way.

#### VENOM

**Type** poison, injury; **Save** Fort DC 10+ 1/2 your level + your Con modifier; frequency 1/round for 6 rounds; initial effect 1d4 Con damage; secondary effect 1d3 Con damage; cure 1 save.

**Special:** If you roll this without a natural bite attack you instead gain the mutation of Fangs [MINOR]. You cannot gain this mutation if you already have the Bite of Acid [MINOR] mutation.

#### Wings [MAJOR]

You grow a pair of wings.

**Benefit:** Your wings grant the ability to fly to some degree. Roll a d3 to determine the type you grow.

- 1 **Bird wings:** Fly speed equal to your races base speed with an average maneuverability.
- 2 **Bat wings:** Fly speed equal to double your races base speed with a clumsy maneuverability.
- 3 **Demonic wings:** Work as the progeny *Winged* physical trait but also grant two natural secondary wing attacks that deal 1d3 each.

#### X-Ray Vision [MAJOR]

You can see through solid matter.

**Benefit:** You gain x-ray vision up to 20 ft. This ability functions as if using a *ring of x-ray vision*. See “Rings” section of Chapter 15 – Magic Items, *Pathfinder Roleplaying Core Rulebook*.

### Hindrances

#### Ability Loss [HINDRANCE]

Your physical or mental abilities slightly deteriorate.

**Hindrance:** Two of your ability scores permanently decrease by 1. Roll a d6 twice: 1) Str, 2) Dex, 3) Con, 4) Int, 5) Wis, 6) Chr and reduce the corresponding score by one. This Hindrance cannot be applied to an ability with a score of 3 or less.

**Special:** If you gain this Hindrance multiple times, its effects stack.

#### Bandiness [HINDRANCE]

Your joints bow out and tend to lock in a further back position, making movement a bit jerky and slowed.

**Hindrance:** All of your movement speeds, even those from spells, spell-like abilities or any other ability, are reduced by 10 ft.

#### Blood Thirst [HINDRANCE]

You need daily doses of fresh blood to survive.

**Hindrance:** You must drink fresh blood from a living creature every 24 hours. You must drink at least your hit dice worth in blood each day. To help with this your body gains the ability to leech blood from a victim at an alarming rate. Leeching is an attack action that causes an attack of opportunity. The victim takes 1d6 points of damage from the blood drain. If you do not have a natural bite attack the victim must be bleeding first from some sort of piercing or slashing attack.

If you go 24 hours without consuming blood, you take 1d2 points of damage to Strength, Dexterity and Constitution. Drinking a normal daily amount of blood cures this ability damage. Otherwise this ability damage cannot be restored through natural healing or magic.

**Special:** If you have a natural bite attack then you may leech from a creature with your bite attack as a swift action if you succeed a combat maneuver check versus the creatures CMD. This use of leech does not cause an attack of opportunity.

#### Boils and Blisters [HINDRANCE]

Your skin easily creates boils and blisters.

**Hindrance:** While manageable when wearing normal gear, wearing armor becomes nearly unbearable. When wearing armor, decrease the armor's base maximum Dexterity bonus by half, rounded down, and double the armor's base armor check penalty.

#### Bruise Easily [HINDRANCE]

Your body reacts to damage poorly.

**Hindrance:** Whenever you take damage you take 1 additional point of damage from that source.

#### Combat Anxiety [HINDRANCE]

Due to mutation your flight response is stronger, meaning you have to fight the urge to flee combat instead of fighting.

**Hindrance:** At the start of any combat you are a part of, or when you become part of a combat, you must overcome your flight instinct. Make a Will save (DC 15) with failure causing you to take a -2 penalty on attack rolls, initiative and all skill checks as you fight the urge to run for the rest of the combat. On a roll of a 1 your instinct gets the better of you and you run, double move, or move in any fashion that is the quickest way to get away from the threat. If cornered, you may fight but with the negative listed above. You run like this for 3 rounds.

#### Deformed [HINDRANCE]

Your body's proportions change, leaving your shape a bit twisted and uneven.

**Hindrance:** One of your arms shorten while the other lengthens, your legs become stubby and your torso elongates, you gain a hunch in your back, or your head changes shape to be uneven. Whatever the changes are the result is the same: you can no longer wear armor that is not specifically made for you (costing twice as much) and all of your movement speeds are reduced by 5.

#### Easily Exhausted [HINDRANCE]

You require more rest and sleep than others to recover.

**Hindrance:** You must rest 10 hours to recover 1 hp per level per day and 1 point of ability damage for each affected ability.



score. You must also sleep an uninterrupted 8 hours or gain the *fatigued* condition. Additionally, it is also harder for your body to recover from the *exhausted* condition, requiring 10 hours of rest with 8 hours uninterrupted sleep.

#### Hearing and Sight Loss [HINDRANCE]

A mutation in your genes causes a genetic disorder that results in a combination of hearing loss and visual impairment.

**Hindrances:** You lose the hearing in one ear and the ability to see out of one eye. You gain a -2 penalty to all Dexterity-based skill checks and on all Perception checks. You also gain a -1 penalty to AC, initiative and all attack rolls.

**Special:** You cannot gain this hindrance more than once.

#### Hollow Bones [HINDRANCE]

Your bones are thinner than they should be, leaving you more vulnerable to damage.

**Hindrances:** Critical hit against you gain a +4 circumstance bonus to confirm. In addition, your fall damage is 1d4+2 instead of 1d6. Finally, you gain a -2 circumstance bonus to confirm critical hits with your unarmed strikes.

**Special:** You cannot gain this hindrance if you have the Reinforced Bones [MAJOR] mutation.

#### Hollow Leg [HINDRANCE]

Your body's metabolism requires more nourishment

**Hindrances:** You must consume twice the daily amount of Consumable resources per day. You can only go without food for 1 day. After that you must make a Constitution check each 12 hours (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage and become fatigued. See starvation in "Environmental Rules" in Chapter 13 – Environment, *Pathfinder Roleplaying Core Rulebook*.

#### Inert Immune System [HINDRANCE]

Your body becomes less efficient at fighting for itself.

**Hindrances:** You take a -2 penalty on all Fortitude saves.

**Special:** You cannot gain this Hindrance if you have the Adaptive Immune System [MINOR]. You cannot gain Adaptive Immune System [MINOR] if you have this hindrance.

#### Light Blindness [HINDRANCE]

You are blinded when exposed to bright light.

**Hindrances:** You gain the trait of light blindness. You are *blinded* for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are *dazzled* as long as you remain in areas of bright light. See "Universal Monster Rules" section of Appendix 3 - Glossary, *Pathfinder Roleplaying Bestiary*.

#### Limb Loss [HINDRANCE]

One of your arms or legs withers away, leaving you with a stump.

**Hindrances:** You lose one arm or leg. Roll d4: 1) left arm, 2) right arm, 3) left leg, 4) right leg. If you lose an arm you cannot effectively wield weapons that require two hands and you take a -2 penalty on Climb checks, Swim checks, and grapple checks. If you lose a leg you reduce your base speeds (other than fly) by 10 and you take a -2 penalty on Acrobatics checks, Swim checks, and your CMB and CMD.

**Special:** You can gain this Hindrance twice, with it affecting a different type of limb the second time.

#### Repulsive Scent [HINDRANCE]

While you do not stink, your natural smell is off putting to others.

**Hindrances:** You take a -2 penalty on all Bluff, Diplomacy, Handle Animal, and Intimidate checks made against creatures within 30 feet of you.

**Special:** You cannot gain this Hindrance if you have Attractive Scent [MAJOR].

#### Slow To React [HINDRANCE]

Some react as soon as they see danger, you blink and stare for a moment before moving into action.

**Hindrances:** You take a -2 penalty on all Reflex saves.

**Special:** You cannot take Lightning Reflexes if you have this Hindrance.

#### Sunlight Sensitive [HINDRANCE]

You become powerless when in sunlight.

**Hindrances:** When exposed to direct sunlight (but not in an area of *daylight* or similar spell) you gain the *staggered* condition and cannot attack.

#### Vulnerable [HINDRANCE]

You are more vulnerable to a certain source.

**Hindrances:** Roll d10 to see what you are vulnerable to: 1-2) fire, 3-4) cold, 5-6) electricity, 7-8) acid, 9-10) critical hits. Your vulnerability gives you a -4 to all saves versus any source that you are vulnerable to. For critical hits you instead need to make a Fortitude save (DC 10 + damage dealt) or be *staggered* for 1 round; if already *staggered* a failed save means you are *stunned* instead. If you have a resistance to the energy type, you rolled instead of gaining the -4 to save you reduce the resistance by 10.

#### Weak Willed [HINDRANCE]

Your willpower has been whittled away by your changing body.

**Hindrances:** You take a -2 penalty on all Will saves.

**Special:** You cannot take Iron Will if you have this Hindrance.

## RADIATION

Radiation is a form of energy traveling in waves or particles from a radioactive source. This ionizing radiation can penetrate through materials and space, damaging exposed matter. Creatures exposed to radiation risk Radiation Sickness, an illness capable of resulting in a terrible death.

Throughout the pre-Rise world, many countries operated uranium enrichment programs with centrifuges for nuclear power plants and bomb material. Fuel rods provided the energy source for power plants and spent fuel rods were stored in spent fuel pools, dry casks, or deep underground. During the Rise, some plants were taken safely offline while others were not. The eventual loss of electricity for some plants led to meltdowns and those locations with spent fuel pools eventually evaporated sending radiation into the atmosphere. Some radiation zones have been identified in the Regions section, while other radiation sources may exist throughout the world. Below are rules for dealing with exposure to radiation.



## Rules

**Radioactive Source:** This describes any place or item determined to be the source material for a radioactive area. Typically, this is used to determine the strength and range of any radiation risk though shielding should be considered. The larger the source of the exposure the larger the affected area. For individually radioactive source items, the radiation range is 40 feet with each 20 feet after that reducing the radiation level by one step. More on radioactive area and decay in the following.

**Radioactive Area:** This represents the range around a radiation source that is effectively radioactive. GMs decide the initial radioactive area based on the strength of the radioactive source and environmental conditions. If the source is uncovered, has reached the atmosphere, or contaminated a waterway the initial range may be large. A buried radioactive source or one deep within a concrete structure may have a smaller initial range.

The strength of the source also affects the range of radioactive decay. After the initial radioactive area, the radiation intensity drops one level and extends for half again the initial range (rounded down). This process repeats until the radiation intensity reaches the lowest level. Example: A source with a substantial radiation intensity rating and initial range of 500 feet would be surrounded by 250 feet of a moderate intensity radiation, then 250 feet of light intensity radiation, then 250 feet of mild intensity radiation, and finally 250 feet of faint intensity radiation. Creatures encountering the area could face a 1,500 feet irradiated area without knowing the size or the severity.

**Radiation Protection:** While ionizing radiation penetrates nearly any material, some barriers may grant a level of protection to beings from the source of the radiation. If a being is shielded from the radiation source by an acceptable barrier, the radiation intensity level is reduced by one step for every 10 points of hardness the barrier offers. Each additional six inches of thickness counts as another 10 hardness.

For barriers with a hardness less than 10, multiple the hardness rating by a number of feet of thickness until that number is equal to or greater than 10. This barrier now provides radiation protection. Example: A 2 foot thick wood wall would grant radiation protection while a leather barrier would need to be 5 feet thick.

**Radiation Exposure:** When beings are exposed to radiation, they may be afflicted with Radiation Sickness. Radiation Sickness follows the rules for exposure to diseases. The Fortitude Save DC and the effects of Radiation Sickness vary with the dose or doses of radiation to which a creature is exposed.

Use the Radiation Exposure chart to determine the DC for the degree of exposure. For each modifier frequency spent at a given radiation intensity, add that DC modifier and total for the final DC. Each subsequent exposure within the check period (1 time per day) adds to the DC of the Radiation Sickness. Add together the DC modifiers to figure out the radiation sickness DC.

**Example:** Mushroom is exposed to a light radiation for 1 hour (+1 DC), a substantial radiation for 10 minutes (+10 DC), and a mild radiation for 4 hours (+1 DC). His Radiation Sickness would have a DC of 12. If Mushroom was exposed to deadly radiation for 1 round while still effected by Radiation Sickness then the DC would increase by +5, becoming 17.

## RADIATION EXPOSURE

Radiation Intensity	Modifier Frequency	DC Modifier
Faint radiation	8 hours	+1 to DC
Mild radiation	4 hours	+1 to DC
Light radiation	1 hour	+1 to DC
Moderate radiation	10 minutes	+1 to DC
Substantial radiation	1 minute	+1 to DC
Severe radiation	1 round	+1 to DC
Deadly radiation	1 round	+5 to DC

### RADIATION SICKNESS

**Type** disease, exposure; **Save** Fortitude DC by exposure

**Onset** 1 day; **Frequency** 1/day

**Effect** by exposure; **Cure** 2 consecutive saves

Compare your radiation exposure DC to the following table. Use the Exposure DC to determine the sickness level and subsequent effect. If you are already afflicted with radiation sickness, future exposure increases the current DC by the amount from the exposure chart.

## RADIATION SICKNESS

Exposure DC	Sickness Level	Effect
4 or less	Faint	1 Con damage
5-8	Mild	1d2 Con damage
9-12	Light	1d3 Con damage
13-16	Moderate	1d4 Con damage and 50 % chance of 1 Str damage
17-20	Substantial	1d6 Con damage, 1 Str damage, and 50 % chance of 1 Dex damage
21-24	High	1d6 Con damage, 1 Str damage, and 1 Dex damage; target must make a second Fort save or 1 point of the Con damage is drain instead
25-28	Severe	2d4 Con damage, 1 Str damage, and 1 Dex damage; target must make a second Fort save or 2 points of the Con damage is drain instead
32+	Deadly	2d6 Con damage, 1 Str damage, and 1 Dex damage; target must make a second Fort save or 2 points of the Con damage is drain instead

**Removing Radiation Effects:** Radiation Sickness is treated as a disease and as such it can be removed with any spell or ability that neutralizes diseases. All radiation can be removed from an afflicted being with a remove disease spell if the caster makes a caster level check (1d20 + caster level) against the DC of the Radiation Sickness. Ability damage and drain caused by Radiation Sickness can be healed normally.

## WEATHER

Since the Rise, the influx of supernatural energy has influenced weather patterns around the world. The types, frequency, and severity of storms is much different than before the Rise. While the sudden reduction in greenhouse gases and related human activity slowed the progression of global climate change, there was no stopping the supernatural influence. Supernatural,



## RANDOM WEATHER

d%	Weather	Cold Climate	Temperate Climate <sup>1</sup>	Desert
01–39	Normal	Cold, calm	Normal for season <sup>2</sup>	Hot, calm
40–59	Abnormal	Heat Wave (01–30), Cold Snap (31–100), Precipitation (snow)	Heat Wave (01–40), Cold Snap (41–80), Precipitation (seasonal 81–100)	Hot, windy
60–79	Inclement	Precipitation (snow 1–80), Snowstorm (81–100), and wind	Precipitation (seasonal 1–40), Storm (seasonal Thunder or Snow 41–80), Acid Rain (81–100), and wind	Dust storm, and wind
80–89	Storm	Snowstorm (1–70), Blizzard (71–100), and wind	Thunderstorm/Snowstorm (1–70), Powerful Storm (Windstorm, Blizzard, Hurricane, Tornado 71–100), and wind	Dust Storm (1–70), Downpour (71–100), and wind
90–100	Powerful Storm	Blizzard (3d3 days and 3d3 feet of snow)	Windstorm, Blizzard, Hurricane, Tornado (twice duration), and wind	Thunderstorm (1–80), Hazardous Storm (81–100), and wind

<sup>1</sup> Temperate includes forests, hills, marshes, mountains, plains, and warm aquatic environments.

<sup>2</sup> Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

## WIND EFFECTS

Wind Force	Wind Speed	Ranged Attacks: Normal/Siege/Firearm <sup>1</sup>	Checked Size <sup>2</sup>	Blown Away Size	Fly Penalty
Light	0–10 mph	—/—/—	—	—	—
Moderate	11–20 mph	—/—/—	—	—	—
Strong	21–30 mph	-2/—/—	Tiny	—	-2
Severe	31–50 mph	-4/—/—	Small	Tiny	-4
Windstorm	51–74 mph	Impossible/-4/-4	Medium	Small	-8
Hurricane	75–174 mph	Impossible/-8/-8	Large	Medium	-12
Tornado	175–300 mph	Impossible/impossible/impossible	Huge	Large	-16

<sup>1</sup> The siege or firearm weapon category includes ballista, catapult attacks as well as boulders tossed, and firearms of all types (hand held to vehicle).

<sup>2</sup> Checked Size: Creatures of this size or smaller are unable to move forward against the force of the wind unless they succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly skill check if airborne.

<sup>3</sup> Blown Away Size: Creatures on the ground are knocked prone and rolled 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet, unless they make a DC 15 Strength check. Flying creatures are blown back 2d6 × 10 feet and take 2d6 points of nonlethal damage due to battering and buffeting, unless they succeed on a DC 25 Fly skill check.

environmental, and nuclear disasters reshaped the climate—and sometimes geography—of the entire world. Small wonder that the Earth is marked by environmental hazards unlike any faced before the Rise. GMs are encouraged to set their own weather to best support situations in the campaign. The random weather chart is intended to provide GMs an additional tool in determining changing weather patterns.

## Random Weather Rules

Earth's weather patterns are more extreme and erratic since the Rise. Coupled with supernatural energy and radiation, storms are more likely to be violent, droughts last longer, and other weather phenomenon are more frequent or out of season.

**Wind Strength:** Wind can create a stinging spray of sand or dust, fan a large fire, keel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks. Any weather of abnormal or higher may include severe wind of various strength.

**Light Wind:** A gentle breeze, having little or no game effect.

**Moderate Wind:** A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

**Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on Perception checks.

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of being extinguished. Ranged weapon attacks and Perception checks are at a -4 penalty. This is the velocity of wind produced by a gust of wind spell.

**Windstorm:** Powerful enough to bring down branches, if not whole trees. Windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons and firearms have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

**Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons and firearms, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible. Hurricane-force winds often fell trees.

**Tornado (CR 10):** All flames are extinguished. All ranged attacks are impossible (even with siege weapons and firearms), as are sound-based Perception checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed



can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

## Supernatural Storms

Supernatural storms are encounters and should be planned as such. GMs are encouraged to use supernatural storms in combination with other events to layer the challenge. Storm Enhancements may be added to any existing storm of the appropriate type. Treat these hazards like any other encounter, introducing them into your game as you see fit.

**Acid Rain (CR 1):** Before the Rise, pollutants released into the environment caused a phenomenon called acid rain. After the Rise, acid rain storms look similar to their more benign predecessors, like virtually any other rain storm. For most beings, it is only once the storm is upon them that the yellowish tint to the dark clouds is noticeable. Beings with 5 or more ranks in Survival may make a Perception check (DC 20) to notice the acid rain as part of the storm before it passes overhead. Success alerts the character to the acid rain 10 minutes before its arrival (add 2 minutes for every point by which the being surpasses the check).

The rain has a yellowish murky quality and long exposure to the liquid begins to burn. Acid rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. The rain has the same effect on flames and ranged weapon attacks as severe wind. Exposure to acid rain for one minute is not harmful, but any creature exposed for longer than a minute takes 1d3 points of acid damage each round. Any material with a hardness of 5 or greater provides cover from acid rain. Strangely, the acid rain passes through material with lower hardness without damaging said material.

Acid rain can also damage Consumable resources and agricultural sites. For every minute the rain falls in the area the Consumable output is lowered by one resource. The acid rain eats away at plants, injures or kills animals, and pools in underground facilities, that then become death traps of toxic gases. Acid rain typically lasts 5d6 minutes, but has been known to last for a full day. Acid rain can fall as part of any precipitation.

**Rot Hail (CR 1):** Rot hail consists of small chunks of flesh and bone picked up by winds of a strong rating or higher and flung up into the atmosphere becoming semi-frozen and fall back to earth. This grotesque event is most common in as part of tornadoes or hurricanes. Rot hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (-4 penalty). Rot hail deals 1d2 point of lethal damage per round to anything exposed during the event. Once on the ground, each square covered by rot hail counts as 10 feet of movement. Rot hail usually lasts 1d20+10 minutes and is accompanied by 1d2 hours of rain (or snow in colder regions).

**Razor Wind (CR 4):** Razor wind typically occurs in dryer regions and differs from other storms because it does not include any precipitation. Instead, razor wind blows tiny pieces of bone, nails, and sharp dried up flesh at high speeds causing damage and obscuring vision. Visibility ranges are reduced by three quarters and a -8 penalty is applied to Perception checks. Razor wind is treated as a windstorm level of strength. Razor wind leaves behind a deposit of 1d2 inches of fine particles from the shearing winds. These fine particles creep in

through all but the most secure seals and seams, chafing skin and contaminating carried gear. Razor wind deals 1d4+2 points of slashing damage each round to anyone exposed during the event. Additionally, razor wind poses a choking hazard to those exposed (see Drowning). Beings using a scarf or similar protection across their mouth and nose does not begin to choke until after a number of rounds equal to 10 + their Constitution score. Razor wind can replace dust storm or windstorm on the Random Weather table. Razor wind lasts 2d4-1 hours.

**Flesh Tornado (CR 12):** Flesh tornadoes are tornadoes that have picked up large numbers of Risen, shredding them into large pieces and carrying these pieces inside the funnel as shrapnel. Follow tornado rules for wind strength. While tornadoes are deadly enough on their own, the fleshy variant is more so. Debris within these funnels makes ranged touch attacks each round at a +12 to hit, dealing 2d8 bludgeoning damage.

Witnessing a flesh tornado causes an insanity check (DC 16) and can increase all other insanity checks taken while nearby by +2. Flesh tornadoes are very short-lived (2d4 × 10 minutes), typically forming as part of a thunderstorm system.

## Storm Augmentations

Some storms are influenced by radiation or supernatural energy. The following are observed augmentations to storms.

**Radiation Storm:** Some storms absorb radioactive dust as they move through irradiated areas. While most storms only carry faint intensity radiation, storms carrying stronger levels of radiation have been reported. See radiation rules for the effects of radiation and radiation sickness.

**Faint** radioactive storms are the most common, though the duration of most storms is less than the exposure necessary to cause harm (+1 to radiation sickness every 8 hours of exposure).

**Mild** radioactive storms are the next most common, though still requiring a long storm and significant exposure times (+1 to radiation sickness every 4 hours of exposure).

**Light** radiation storms can be very dangerous if beings are not able to limit exposure times or reach a shielded area (+1 to radiation sickness every hour of exposure).

**Moderate** radiation storms (+1 to storm CR) usually only occur near a large radiation source of substantial or higher radiation intensity. These storms can quickly become deadly to the unprotected (+1 to radiation sickness every 10 minutes of exposure).

**Substantial** radiation storms (+2 to storm CR) usually only occur within a severe radiation intensity area. Storms of this type rarely leave anything alive in their wake, affecting everything but the most shielded of bunkers (+1 to radiation sickness every minute of exposure).

**Severe** and **deadly** radiation storms are only rumored to exist. One cannot imagine the horrifying nature of such events.

**Wailing Storm:** A wailing storm is caused by an infusion of supernatural energies with another type of storm or inclement level of weather. Weird and haunting noises can be heard inside these storms. Rumors suggest spirits may also be seen within these storms. Wailing storms require an insanity check (DC 15) or can increase all other insanity checks required by +2 while hearing the wind.



## REGIONS

With pre-Rise borders no longer a reality, large sections of the world have been sorted into smaller regions. In this volume, the greatest detail is focused on the Americas, where key figures provided valuable information. The country known as the United States before the Rise has been split into seven geographic regions. These areas represent locations most traveled by Dr. Dobrin and the iconics as they search for answers. Many important Colonies, unique people or places, and major Darklands are included. You will also find similar details for the South American and North American continents (outside of the old US).

Travel around the rest of the world was nearly impossible until new *portals* were discovered in recent years. Future volumes will break these areas into smaller sizes and cover regional information in greater detail. In the following pages in this volume, information for these areas are delivered in broad strokes on the continental level. Of particular note is the islands intro, covering a massive stretch of ocean from Indonesia to the Caribbean. Information on this enormous section of land and water is anecdotal, collated from travelers and ham radio communications during recent years.

In all cases, the details provided throughout this chapter cover some of the most prominent locations within each region or area. In no way should the following places be considered an exhaustive list. More Darklands are discovered daily and Colonies grow and collapse. GMs are encouraged to develop both for their campaigns. Understand that many locations are unexplored, and the world is still changing under the ongoing influence of external forces. Supernatural magic, transitive intrusions, and awakening of cosmic entities will continue to change the landscape of Earth and livelihood of its survivors. Taking this approach with your games is key in distinguishing the world of *Apocalypse the Risen*.

## THE AMERICAS

### NORTH WEST REGION

(Pre-Rise WA, OR, ID, MT, WY)

#### Geographic Makeup of Region

The North West's diverse topographical conditions are as dangerous as they are majestic. Hundreds of miles of coastline offer numerous inlets and larger bays along the region's western edge before the rocky beaches transition into lush, temperate rainforest. Inland, beyond the coastal rainforest, densely forested mountains, which span the length of the region, harbor terrors born from the Rise. Scrublands and desert are abundant in the region's central expanse—unforgiving lands that will claim any who forget their wits while passing through the bleary landscape.

One of the most dominant features of the hostile landscape is the great river once known as the Columbia, which divides the land in two. Harnessed in the Before for its capacity to provide power to millions, the river still powers the Colony known as Electric City, giving them what they need to make their way in this horrible new world. Beyond the rugged scrubland and desert, the land once more builds into a massive range of forested mountains. Traveling through the passes to cross over

the range is extremely dangerous, and to do so unprepared would be tantamount to suicide. However, despite the dangers, many thriving settlements can still be found. These mountains fade into a range of rugged low hills that have seen the worst of what the Rise has to offer.

Massive Darklands mar most of the eastern landscape in a horrid reflection of its former splendor. In the Before, the Great Falls and Cheyenne air bases were both part of a massive network of defense missile sites. In the first hours following the Rise, the entire network of missiles detonated within their silos, sparking the formation of a series of Darklands that now stretch from the northern border of the former United States to the southern reaches of former Wyoming. The aftermath of this nuclear destruction event now lives on in infamy as The Last Minute, or simply, the Minute. Each Darkland within the zone has its own unique dangers, but the entire region is also menaced by a central storm cell of nuclear proportions known as the Great Maelstrom, which is constantly on the move, threatening to destroy anything in its path.

### Colonies of Note

#### Sealth Island

Occupying the entirety of the 475-acre Blake island in the Puget Sound, this relatively large Colony formed as a successful union of vastly different cultures. Forged by a mix of indigenous tribes and military personnel, Sealth Island continues a cautious open-door policy with outsiders. The Colony maintains several outposts throughout the Sound for scavenging runs and defense. Founded by a married couple of indigenous Coast Salish US Navy and Marine personnel, Sealth Island embraces military tactics and the teachings of the many tribes, including a oneness with nature.

This Colony represents the largest within the North West region and a diamond steel standard for defense of territory. The island was known before the Rise for a Coast Salish village experience, including a salmon and clam bake with storytelling show. Every month colonists and visitors alike take part in continuing this tradition. The governing body of the Colony is based in the island longhouse, with additional structures built with timber logged from the nearby mainland.

Sealth colonists have procured a number of cruise vessels and amphibious vehicles used on the Sound before the Rise, complimented by numerous sailing and rowing vessels. In addition to the parent Colony, Sealth Island maintains several supporting outposts around the Sound. Some of the more notable pre-Rise outpost locations include the Bremerton Shipyard, Bainbridge Island Fort Ward, previous Lincoln, Alki, and Discovery parks, including the old West Point lighthouse. Communication between outposts and the parent Colony is maintained with shortwave radios. The Colony is always working to add vessels to their fleet.

Sealth Island government is officially a constitutional republic utilizing an elected official and council of outpost representatives. A judicial system is also in place to mitigate disagreements and maintain lawful operations of the Colony. The Colony maintains significant access to Combustible, Consumable, and Mechanical resources which lowers their interest in trade to all but uncommon and rare items and materials.



**COLONY CHARACTERISTICS****Type:** Large Town**Area Danger** High**Area Economy** High**CITIZENRY****Government** Elected**Morality** Dutiful, **Tendency** Level-Headed**Qualities** Important Position, Isolated, Parent Colony, Technical**Hardships** None**Improvements** Defense Focus**SPELLCASTING****Cosmic** 3, **Otherworldly** 4, **Prime** 6, **Supernatural** 5**KNOWN NPCs**

Blackfish (Hound Iconic)

**Osterville**

Osterville is located several miles south of the great metropolis of the before known as Seattle. This average-size Colony has a somewhat unusual storied history, including numerous heroic members of their hunting party. This resilient underdog of a Colony has produced many battle-tested survivors and withstood an unprecedented number of harrowing events. Some of the reasons for the added excitement include the number of nearby Darklands and *portals*, not to mention the dangers from nearby Seattle.

Osterville has formed a number of trade alliances, from traveling Goodsmen to local Darklanders. Colonists can thank the many skilled hunters for venturing far from home to form those relationships. Whether it be the many successful scavenges, rescuing colonists from demonic abduction, or locating the many *portals* nearby, the hunters of Osterville have become well known. Oddly, most colonists know little of the Before as only council elder Brother Amiin was born before the Rise.

Located along a winding river near an old golf course, Osterville maintains a relatively large agricultural operation. They have nurtured numerous fast-growing evergreen trees to disguise buildings and remain hidden. The location has left colonists needing only to heavily defend the border with an old railroad line, which is also used to explore.

This Colony operates as a true commune. A ruling council manages warehouse distribution of resources and all colonists contribute to Osterville's success. Farmers, hunters, and other Colony defenders count for nearly every occupation within the Colony. Osterville is also known for producing very high quality leather.

**COLONY CHARACTERISTICS****Type:** Small Town**Area Danger** High**Area Economy** High**CITIZENRY****Government** Council**Morality** Tolerant, **Tendency** Compassionate**Qualities** Flourishing, Master Craftsman, Portal Hub**Hardships** None**Improvements** Economic Focus**SPELLCASTING****Cosmic** 3, **Otherworldly** 4, **Prime** 5, **Supernatural** 3**KNOWN NPCs**

Mushroom (Conservator Iconic), Brother Amiin (Official)

**The Mill**

Situated in the northeastern part of what was once the state of Washington in the United States, the Mill is a small town that has been prosperous despite not being on one of the main trade routes. The Colony is built on the what used to be the town of Winthrop, with its major feature being a large windmill constructed from the remnants of a windfarm as well as repurposed timber from old town buildings no longer in use.

While the Mill is situated in relative proximity to the influential (and highly troubled) large town of Electric City, the Mill's geographic position gives it more importance than most Colonies of its size. The Mill is the last stop Colony on the way through the northern pass of the Cascades mountain range, the last place to pick up supplies before people make the often difficult trip to the west.

The Mill is ruled by an elected mayor, with the help of a sheriff, who is also an elected official. The Mill has an election every two years, but it has been many years since the current mayor, Digger, had any opposition run against him. This is not because he rules with an iron fist, but rather because he's viewed as competent yet unremarkable; just the way the residents like it.

Reporters who have visited the Mill have passed along many a tale of their famed hunting party, who have had adventures that have ranged all over the northwest region. With the Colony's open and tolerant demeanor, trade is a common occurrence and visitors are usually not met with suspicion. After all, having a hunting party with the reputation for combat prowess goes a long way to ensuring visitors are on their best behavior.

**COLONY CHARACTERISTICS****Small Town****Area Danger** Medium**Area Economy** Medium**CITIZENRY****Government** Elected**Morality** Tolerant **Tendency** Level-Headed**Qualities** Flourishing, Important Position, Master Craftsman**Hardships** None**Improvements** Economic Focus**SPELLCASTING****Cosmic** 2, **Otherworldly** 3, **Prime** 3, **Supernatural** 4**KNOWN NPCs**

Digger (Official), Smoker (Traveling Goodsmen: Meats)

**Fairchild**

The medium-sized Colony of Fairchild stands on the former site of Fairfield Air Force Base. Founded by pilots from the base and neighboring Spokane International Airport from the Before, lucky survivors were able to make it off the ground before the base was overrun during the Rise. With help from additional military personal and desperate families, they were eventually able to retake the base once the largest portion of the Risen horde passed through. Now, the Colony is enclosed by a secure perimeter constructed out of wrecked tanker fuselages and commercial aircraft that failed to escape as the horde laid waste to the region.

Fairchild now leverages what fuel and supplies it still has on base to acquire the resources that it needs to sustain itself.



The Colony has a significant munitions stockpile, which can be traded in exchange for Consumable resources.

Due to the varied backgrounds of its founding members, Fairchild is generally welcoming of outsiders. However, in a world where resources are so scarce, no freeloaders are allowed. Anyone with a good work ethic, and especially those with a practical skill, can typically find a secure home in the Colony. The Colony's government has evolved from its roots as a former military installation. A number of civilians have joined the Colony over the years, which prompted the formation of a governing council. This four-member group represents the three core facets of society—defense, food and provisions, and community improvement projects—with a Speaker to oversee the department heads.

---

#### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** Medium

**Area Economy** Medium

#### CITIZENRY

**Government** Council

**Morality** Tolerant, **Tendency** Level-Headed

**Qualities** Master Craftsman, Technical, Trade Routes

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 2, **Otherworldly** 3, **Prime** 2, **Supernatural** 4

#### KNOWN NPCs

No known

---

#### River Front

Located near what was once Spokane's downtown and on the former site of a waterfront urban park is the last vestige of civilization in the area, the small town of River Front. Its inhabitants have made use of the small, and easily defensible, Canada Island as the heart of their settlement. The clock tower that once stood out in the Spokane skyline now serves as a watchtower that can be used to scan a large area surrounding the settlement.

The settlement itself has fared well thanks to supplies gathered from the former city and a reliable stock of fish in the river. The small population is able to sustain itself, so outside trade is generally not welcome, unless rare items are offered in exchange for Consumable resources. For the most part, the town is open to travelers who seek solace and rest. In recent years, however, its inhabitants have become more and more xenophobic and insular. While they still allow travelers, they are increasingly standoffish toward them.

The settlement's mayor, Expo, was once a ray of light in the post-Rise world. However, he is now a pale husk of a man rarely seen leaving his quarters. Some wonder what happened that might explain his sudden change in demeanor. With his absence, an ambitious young man named Brew is rumored to have his sights on stepping into a leadership position.

---

#### COLONY CHARACTERISTICS

**Type:** Colony

**Area Danger** High

**Area Economy** Medium

#### CITIZENRY

**Government** Imposed Ruler

**Morality** Egocentric, **Tendency** Compassionate

**Qualities** Gossip Mongers, Isolated

**Hardships** Haunted

**Improvements** None

#### SPELLCASTING

**Cosmic** 1, **Otherworldly** 2, **Prime** 3, **Supernatural** 1

#### KNOWN NPCs

Expo (Seer), Brew (Journeyman)

---

#### Livewell

The small town of Livewell is an extremely well-to-do Colony in the center of a forest in the coastal mountain range in old central Oregon. It doesn't appear to suffer from any extraneous threats and has no Risen within its borders. This is a direct result of the influence of the Spore, the now sentient massive fungus known as the Honey Mushroom. This insidious organism infects and changes all creatures to fungal versions of their former selves. The residents of Livewell go about their daily lives unaware that they are now quite different. When outsiders engage the funginoid beings of Livewell, asking questions about their existence, the colonists don't understand or believe the outsiders mad. Colonists of Livewell only seek to better their Colony and increase its size and control.

The residents of Livewell have built up a fair stock of supplies to last several years and most importantly cultivated a large agriculture and livestock operation. These supplies are freely given to any visitors who stay for a short time, as visitors of Livewell are considered part of the community and encouraged to stay. Livewell is an eager trade partner with other Colonies.

Anyone who resists the sway of the Spore and makes it to the Colony will be met, depending on the demeanor of the traveler, with open arms. They will be allowed safe passage and be mostly accommodating. When travelers move on their way, they are given a map of where to find them again. Though, if the travelers have outwardly hostile intentions, the villagers will make sure that the peaceful Colony in the wood is the last thing they see.

This community is ruled by no one other than the magical forces directing the colonists desire to grow and protect Livewell. Everyone knows their place, and the community functions harmoniously, as if everyone is networked together by an unseen force.

---

#### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** High (Outsiders), Low (Colonists)

**Area Economy** High

#### CITIZENRY

**Government** Secret Society

**Morality** Tolerant, **Tendency** Indifferent

**Qualities** Faithless, Flourishing, Infamous

**Hardships** Darkland

**Improvements** None

#### SPELLCASTING

**Cosmic** 4, **Otherworldly** 1, **Prime** 1, **Supernatural** 3

#### KNOWN NPCs

No Known

---



### Mage's Isle

After the Rise, the blue waters of a deep mountain lake in the southern span of the coastal mountain range underwent an amazing transformation: shades of blue in the ancient volcanic lake turned to vivid crimson. The true cause of the change is unknown, but the waters now seem to carry restorative and protective properties. These waters are vehemently guarded by those that have taken up residence on Wizard Island within the crater. Calling themselves the Crater Mages, the inhabitants of the island have apparently uncovered the secrets lying beneath the waters. The Crater Mages barter samples of the crimson waters to nearby settlements to acquire the resources they need to sustain their small community.

The Crater Mages rarely allow new members in their ranks. The insular community harbors secrets about the true nature of the waters and its mystical properties, but no outsider has ever learned these secrets and gotten far enough to share the discovery. The remote location and challenging terrain make it unlikely anyone will stumble across the settlement directly. Travelers may come across a Crater Mage delivering water shipments to nearby communities. Rumors tell that the phrase "I wish to be blessed by the waters" may gain an outsider enough favor with the Mage to be taken to Wizard Island.

The Head Mage rules this secret syndicate, an elderly woman known as Woda who is said to have a direct line of communication with a powerful entity. Mages in the order each have their specific duties, which are overseen by the Head Mage. Any conflict or decision is brought before the Head Mage for a ruling.

#### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** Low

**Area Economy** Low

#### CITIZENRY

**Government** Elected

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Isolated, Mystic, Prime Energy Site

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 5, **Otherworldly** 2, **Prime** 4, **Supernatural** 2

#### KNOWN NPCs

Woda (Harbinger)

### Bayview

On the banks of a large lake in what was once northern Idaho lies an unassuming community occupying pre-Rise housing. Once a naval training ground and research center for prototype submarine testing, the full extent of what went on beneath the surface of the lake was lost during the Rise. Those who gain the community's trust will discover a complete township now occupies functional submarines left below, where residents remain out of sight of any travelers that pass through the area so as not to give clues to what is really going on in the lake.

The high level of technology at the community's disposal has allowed the Colony to conduct research out of reach to most in the world after the Rise. In exchange for rare earth materials and special materials, scientists can be hired to synthesize medicine or Combustible resources. Residents of

Bayview may come across as a bit standoffish initially. Once first impressions have been made and pleasantries concluded, the Colony will help travelers in any reasonable way that they can. However, the inhabitants will still keep any travelers at arm's length.

The Colony is overseen by Veil, a mysterious woman who seems to command the utmost reverence from many her community. In opposition with Veil is Chancellor, a man who has become increasingly more vigilant in his attempts to wrest control of the facilities. Only the fact that the two have been close in the past keeps him from waging all-out war.

#### COLONY CHARACTERISTICS

**Type:** Township & Outpost

**Area Danger** Low

**Area Economy** High

#### CITIZENRY

**Government** Militaristic

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Master Craftsman, Parent Colony, Technical

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 2, **Otherworldly** 4, **Prime** 3, **Supernatural** 5

#### KNOWN NPCs

Veil (Seer), Chancellor (Combatist)

### Steam Town

In the southeast reaches of the former state of Idaho lies a small town situated around a unique hot spring. As hordes of Risen tore across the land after the Rise, the hot springs took on a life of its own. A massive steam beast erupted from the hot springs, defending the human inhabitants of the town. The beast tore into the Risen with unnatural fury, destroying the horde and leaving the humans unharmed. In the years since it first appeared, the survivors of Steam Town have developed a strong kinship with the beast they call Custos. Together they have made their settlement relatively safe and prosperous.

True to the town's roots as a tourist attraction during the Before, Steam Town still draws outsiders hoping to bathe in the hot springs. These waters are rumored to have unique restorative properties, and those with ailments will travel from afar to trade resources and special materials in exchange for a dip in the hot springs. Hounds can often be found in the town ready to escort visitors back home.

Inhabitants of Steam Town welcome travelers for trade, most of whom remain on their best behavior having heard tales of the steam beast. As one of the few communities reliant on tourism, inhabitants are said to be some of the friendliest of any community.

The town's government has evolved into a theocracy centered around the steam beast. Some claim Custos is really an angel, while others believe supernatural forces may be at play. All of the residents agree, however, that the beast is powerful and was sent to keep them safe.

#### Colony Qualities

Settlement, Holy Site, Pious, Landmark Attraction.







**COLONY CHARACTERISTICS****Type:** Small Town**Area Danger** Low**Area Economy** Medium**CITIZENRY****Government** Theocracy**Morality** Honorable, **Tendency** Compassionate**Qualities** Flourishing, Prime Energy Site, Trade Routes**Hardships** Demonic Influence (Special)**Improvements** None**SPELLCASTING****Cosmic** 2, **Otherworldly** 3, **Prime** 5, **Supernatural** 2**KNOWN NPCs**

No Known

**Pathfinder Reserve**

The large town of Pathfinder is nestled between the Gray Wastes to the north and the Glass Menagerie to the southeast. The town occupies the Pathfinder dam which colonists maintain along with a number of settlements around the reservoir. It is the safest point between two treacherous regions, and as such sees a fair number of travelers despite the remote location. The town is known to cater to weary travelers, so well-intentioned outsiders can almost always find a bed and hot meal consisting of a variety of fresh fish and baked breads.

Pathfinder trades in Consumable resources, electricity, and secure passage to Colonies to the east and west. The town maintains agricultural lands in the nearby area to grow grains and are said to have the “best dam whiskey around.” Given the high volume of traffic that comes through and its proximity to such volatile zones, security is strictly regimented. Visitors will be asked to check their weapons at the entry gate, and thanks to this policy the town itself has a reputation for being a safe place for all.

The Colony’s governor, Mason, runs a tight ship to ensure the safety of those that look to him for leadership. Resident’s follow Mason’s just rules unquestioningly, turning the town into an autocracy with no reason to look for a leadership change.

**COLONY CHARACTERISTICS****Type:** Large Town**Area Danger** High**Area Economy** High**CITIZENRY****Government** Imposed Ruler**Morality** Tolerant, **Tendency** Level-Headed**Qualities** Flourishing, Important Position, Parent Colony, Technical**Hardships** None**Improvements** Defense Focus**SPELLCASTING****Cosmic** 3, **Otherworldly** 4, **Prime** 5, **Supernatural** 6**KNOWN NPCs**

Mason (Combatist)

**Organizations****The Burnsiders**

This raucous group has laid claim to one of the main thoroughfares in the ruins of Portland. Roaming from one end of town to the other, the howl of the Burnsider motorcade echoes off

the ruins of concrete and glass towers in a horrid cacophony that falls just short on the spectrum of a wailing demon. Malik, the group’s current leader—and loudest member—believes the noise creates a psychological advantage. Given they are the most powerful group in the area, he may be on to something.

**Old Town Prophets**

The Old Town Prophets are a group of religious zealots holed up in the north end of town. They cling to the word of god as their weapon of choice against the relentless hordes of undead and beyond. Father holds authority over his pupils and they, in turn, have pledged their undying loyalty to him as an emissary of god. What is unclear is exactly to which deity Father preaches. Considering the violence and reckless nature of the Old Town Prophets, their god clearly demands the ultimate sacrifice of his followers if it will further their cause. Father ensures that they keep the number of converts up and the ranks full to offset losses in battle. The Prophets and Burnsiders clash daily in an ongoing battle for control of the city’s dwindling resources.

**The Guardians of Industry**

The second largest fighting force in the ruins of Portland, the Guardians of Industry feel the best way to combat rival forces is to get up close and personal. Fashioning themselves as industrial knights of old, they charge into battle wearing menacing suits of armor and brandishing scrap-built swords and axes. Sir Damascus leads the Guardians into battle, said to brandish a sword with unique magical properties.

**The Wardens**

Traveling from the western half of the region to the eastern half is fraught with peril on all sides and is frequently a death sentence for unwary travelers. The Wardens have been patrolling the hills leading into the Rocky Mountains since the Rise. Members originate from a generation of skirmishers that sought refuge in the mountains, starting and defending numerous upstart Colonies. They are led by Surreal, a Descended with an exceptionally kind heart who has been defending humanity in the region since the Rise. The Wardens know the area like no others and make their services available to most travelers.

**Ash Riders**

The Gray Wastes are a barren and foreboding landscape but are not void of inhabitants. Aside from the roving Risen and mutated beasts, scavengers might encounter the Ash Riders, nomadic groups of survivors traveling in caravans that resemble those of the early western settlers. The Ash Riders ply the Wastes for whatever resources they can recover as well as bartering with those brave enough to travel through. The caravans themselves are almost never seen by wandering travelers; rather, they are likely to encounter the Ash Rider outriders. Resembling the rangers and ranchers of times passed, these men and women scout the Wastes on the back of their steeds, the Ashmares. These mutated horses were created by the events of the Endless Dark. The Ashmares are adept at traversing the countryside as well as breathing unhindered in the ash-stricken air of the Gray Wastes.



## Places of Interest

### Portland Ruins

Portland, like most other large metropolitan centers, was completely inundated by waves of the dead during the Rise. The Risen moved through the urban center like a wildfire, devouring all in their way, leaving utter destruction in their wake. The living that remained regrouped and began the arduous process of eradicating the dead. In the years since the Rise, these various groups of people have settled districts within the city proper, a vicious back and forth with the Risen still plaguing the city. As such, Portland has become a perpetual warzone. The factions that developed out of a need for survival during the Rise have turned their aggression towards one another. Travelers through the city have to be wary of roaming Risen as well as becoming entangled in the battles that are constantly being fought throughout the city. No one knows why they fight or for what. They just fight.

### Glass Menagerie

Located near what was central Montana before the Rise, the Glass Menagerie represents the lasting devastation wrought on the region by the Last Minute. As radiation ripped the area apart from the simultaneous missile detonations and the region was flooded with supernatural energy, all life caught inside the blast was immediately turned to glass. The glass is not clear, but rather hazy and opaque, the faces of the creatures locked in their last agonizing moments. Thousands upon thousands of these glass figures litter the landscape throughout the roughly five thousand square miles of destruction. Recently, rumors of these creatures moving from their supposed final resting ground have begun to spiral out of control. Witnesses speak of entire bands of these glass creatures attacking the living. Whatever the truth, the wary traveler is advised to avoid the area if possible.

### The Endless Night

The detonation of hundreds of Minuteman missiles during the Last Minute caused a seismic event, triggering a partial eruption of the Yellowstone Caldera. Directly above the roiling caldera, amid the initial blast, a massive dark *portal* opened in the sky. Tortured and lost souls poured through the *portal*, bursting onto Earth in wails and howls, dissipating into a thick gray ash. The caldera continues to spit and spew, and the *portal* remains open, with the supernatural gray ash carried on the jet stream. The area formally known as Yellowstone is now swallowed in total darkness, referred to as The Endless Night. Perhaps worse, souls continue to flow through the *portal*, their ashen remains covering a wide swath of land in choking ash known as the Gray Wastes.

## Major Darklands

### Silt Sea Darkland

As the Rise began, the land surrounding the old Hanford nuclear site shifted and undulated as if it had turned to liquid. Then everything, the grounds as well as the remaining structures of the facility, turned black like onyx. In the decades since the Rise the grounds around the site have remained calm, almost serene, with waves of the black ichor flowing to and fro with the shifting winds. The site grows in size with every passing year, now encompassing an area that is several miles across,

a sort of large inland sea traversable by watercraft. Traveling across this newly formed sea is inherently dangerous as the ichor itself is radioactive and home to all manner of strange and deadly beasts. With the appearance of the ash like liquid, locals have taken to calling it the Silt Sea.

To many, it might seem like traversing the Silt Sea would seem like a fruitless venture. However, roughly center to the mass of Silt Sea is a massive swirling whirlpool. Its center rests above the former Hanford site. Holding tanks of the facility crest the ichor and have been heavily damaged by the rapid flow of the whirlpool. Travelers who have been caught in the whirlpool have unwittingly uncovered its greatest secret: a channel to distant land with a storied tragedy. Travelling through the channel reveals another Silt Sea Darkland on the other side of the world.

---

**Mutation Risk** Extreme

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** Faint radiation (atmospheric), Severe radiation (silt), Atypical flora and fauna

---

### The Warrens Labyrinth

In the southeastern tip of old Wyoming and extending into former Nebraska, The Warrens Darkland was forged by the terrible devastation of the Last Minute. Spikes and spires of Darkglass, some upwards of three stories high, and great valleys of varying depths create a maze within the landscape. But getting lost in the frightening environment is the least of the dangers. The area is filled with uniquely mutated creatures, taking on aspects of this strange land. Perhaps worse are the seemingly random eruptions of radioactive lava. These geysers spout from the earth and create flows of molten material, some of which cool into the Darkglass found throughout the region. Darkglass holds great value in trade, though few would find the risk worth the reward.

---

**Mutation Risk** Extreme

**Mutation Type** Special. Any mutation roll resulting in a new or changed body part is at least partially made of Darkglass.

**Portal Site** Unknown

**Unique Traits** Faint radiation (atmospheric); Atypical flora and fauna; Lava eruptions

---

### The Spore Darkland (Honey Mushroom)

Deep in the forested heart of what was once eastern Oregon resides the Honey Mushroom. Before the Rise, this massive fungus was considered one of the largest living organisms in the world. As tainted supernatural energy surged through the world during the Rise, a dark sentience churned beneath the soil as the Honey Mushroom awoke with an insatiable hunger. Within months of the Rise, the fungus, now known as The Spore, had more than doubled in size, the once pristine evergreen forest now a twisted mycological expanse. Trees replaced by massive fungal spires stretching toward the sky and undergrowth a maze of yeasts, molds, and familiar—if grotesquely large—fruiting mushrooms of many shapes and colors.

As if the effect on the plant life was not terrible enough, The Spore can now infect all living creatures, including sentient beings, turning them into fungal creatures. Worse yet, the resulting changes are hidden from the infected by a terrible







hallucination masking the condition. This charade is a biological toxin reinforced by a telepathic link with The Spore.

The truly terrifying development is the settlement established on the grounds above the fungal core, the Colony known as Livewell. Humanoid fungous people—known as fungi-noids—and fungal animals living together in a thriving Colony, believing all is normal and well. And, in fact, the Colony is robust and thriving, with an abundance of food and supplies both scavenged and harvested. The inhabitants of Livewell have been completely subjugated by The Spore, dedicated to the continued prosperous growth of both the Colony and the fungal grounds. Those within The Spore are at risk of infection, a battle of both constitution and will. Those few who have broken free tell tale of the horrible ordeal and warn of the Spore's plans. Fewer still believe these tales true, assuming these poor souls simply have fractured minds.

---

#### **Mutation Risk** Low

**Mutation Type** Special. Each failed Darkland exposure check results in fungal growths on the body. Use the cosmetic, minor, and major charts as a guide to the type of fungal changes. Beings gaining a mutation hindrance instead become funginoid creatures.

#### **Portal Site** Unknown

**Unique Traits** All flora and fauna within this Darkland is fungal

---

## **Hazards and Dangers**

### **Rocky Mountain**

The northern Rockies have become one of the most treacherous regions in the Northwest. All manner of mutated beasts seek to prey on those foolish enough to make the trek. The most heavily traveled road through the area is now home to Mist Lions, sometimes known as Crystalline Cougars. Mist Lions are a regional Darkland mutation of the once populous mountain lion or cougar. The beasts now take on a misty form, creeping through the range in search of victims. Once prey has been spotted, the mist solidifies into a black crystalline cat-like beast that strikes with lightning quick movement. If one manages to fell a Mist Lion, the crystal from their bodies is highly coveted in the region. The Wardens wear their ranks decorated in just such crystals.

### **The Great Maelstrom**

Yet another unfortunate change to the region as a result of the Last Minute is the Great Maelstrom. This radioactively charged super cell churns about the series of Last Minute Darklands, from the Glass Menagerie to the north, through the Endless Dark and Gray Waste, to the Warrens in the southeast. This massive storm is frequently dozens of miles across but somehow does not leave the area ravaged by this series of Darklands. The Great Maelstrom generates powerful thunderstorms, creeping lightning, razor wind, gamma rain, and even corpse tornados. Being exposed to the Great Maelstrom is deadly.

### **Gray Wastes**

The region that was the tranquil state of Wyoming in the Before has become a shadow of its former self. Once covered mostly in the east by rolling high plains and rangelands, it is now consumed by the fallout of the Endless Night. Now called

the Gray Wastes, this barren land stretches from the foothills of the Rockies in the northwest down towards the southeast corner of the region. While typical ash can enrichen top soil, the ash within the Gray Waste suffocates the air and chokes the soil. Nothing grows in this region. The perimeter of the Gray Wastes is dotted with numerous failed settlements.

## **Rumors and Legends**

### **Glimmers**

Two times a day, a massive, nearly blinding light can be seen centered high above the Silt Sea. As the eerie light appears, tens of thousands of humanoid silhouettes surge from the depths grasping at the light, mouths agape as a dull moan washes across the Sea. Few travelers have witnessed this event, fewer still remain coherent enough to sound believable.

### **Silt Sea Serpent**

Travelers have come back from the Silt Sea with reports of massive serpentine beasts swimming the ichor. By some accounts the beasts are dozens of feet long, its mass ending in a huge gaping maw not unlike a large toothy deep sea fish. Even brave scavengers are content to leave this rumor a mystery.

### **River Front**

The true reason for the self-imposed isolation of River Front's inhabitants is ultimately unknown, but those travelling through former Spokane have their theories. East of River Front, further down the Spokane River, lies the Greenwood Cemetery. The spectral forces residing within the cemetery are common knowledge, but their effect on the rest of the city is still a mystery. There are next to no survivors out in the ruins of the city and those that scavenge too long on the streets risk madness.

### **Fruiting Corpses**

In the forested regions beyond the reach of The Spore, travelers have been finding bodies. Upon closer inspection of the corpses, it appears that some sort of fungal growth has encased the body. Others tell of bodies that have blossoms of fungal caps bursting through their skin as if the host was taken over and ultimately killed by some infection. Normally, these things would fall right in line with the oddities of the post-Rise world, but the increasing number of fruiting corpses has created reasonable concern.

### **Whispering Voices**

Historically, Crater Lake was revered as a spiritual site by the local native tribe. Myth tells of this location as the site of a battle between the two gods that destroyed the mountain itself and formed the crater. After the Rise, travelers in the area have heard what they call "whispers on the air," voices supposedly coming from within the heart of the mountain.

### **Demonic Forces in Portland**

There are those that have observed the battles that have taken place in the city of Portland in attempts to uncover the true reason of why they fight. Nothing has been conclusive, but there is a decent amount of evidence that suggests that they are all under the sway of demonic forces—that the battles are a proxy war being fought between demons for control of the city. If it is true, one can only imagine to what ends they wage their war.



### Spectral Marauders

There has been telling of roving bands of spectral Marauders making their way through the series of Last Minute Darklands. Witness accounts color them as incorporeal humanoids, but it is unknown if they are truly specters or just individuals that have employed supernatural means to render themselves that way. They aren't overtly hostile though, only occasionally raiding ranches and attacking travelers that have moved too far into the Last Minute Darkland. Some suspect that they are those responsible for the Last Minute and that they are protecting something towards the heart of the Darklands.

## WEST REGION

(Pre-Rise CA, NV)

### Geographic Makeup of Region

From the majestic forests of northern California to the bone-dry deserts of Nevada, these pre-Rise states represent a diversity of both beauty and danger. Survivors have the tough choice of eking out an existence scavenging crumbling cities, fighting for water in the desert, or making a home in dangerous wilderness. Not that choices outside of the region are better, just these choices seem bleak. And yet many people still call the area home.

One of the greatest features of the region is the Sierra Nevada range, with peaks pushing over 14,000 feet above sea level. The range lies primarily in old California and tracks 400 miles north south and roughly 70 miles east west. From giant sequoias to alpine lakes, the wilderness is truly spectacular and worth of caution. To the west, farmland and coastal towns. To the east, desert and semi-arid land plus much of the Great Basin.

### Colonies of Note

#### Castello Di Amorosa

Originally a castle built to serve as a winery in the upper middle of pre-Rise California, Castello Di Amorosa became a stronghold against Risen and demons. For years, the castle Colony was run by the assistant manager on duty at the time of the Rise. Twenty-five years after the Rise, Castello had grown into a medium township. After several changes of leadership, a gluttony-corrupted human came to power and the place has been a hive of gluttonous behavior to this day.

The rich country soil provides a large bounty of Consumable resources. The surrounding area provides medium quantities of Combustible and small quantities of Mechanical resources. The Colony includes an open market willing to deal with all honest traders. No tolerance is given to beggars or thieves. Special security is allocated to guard against Marauders. Beware of over indulgence. Visitors and traders lost to their pleasures have been rumored to go missing after long stays.

The Colony leader, priestess Sirisis, is a gluttony-corrupted human who worships Siris, a long dead Mesopotamian goddess of beer. Their patron goddess is a front for worshipping the Darkness Gluttony. Those who disappear are consumed by the priestess and her upper echelon of corrupted deacons. Most colonists are oblivious to the atrocities among their leadership.

While the priestess and deacons provide leadership, they do nothing to dissuade colonists from their revelry. The Colony motto is eat, drink, and be merry. There are very few laws. No

physical harm to other colonists, no stealing, and no begging. Banishment is the only punishment, applied equally to all crimes. Interestingly, no banished colonists have ever returned.

### COLONY CHARACTERISTICS

**Type:** Township

**Area Danger** Medium

**Area Economy** High

#### CITIZENRY

**Government** Theocracy

**Morality** Tolerant, **Tendency** Rash

**Qualities** Debauched, Flourishing, Master Craftsman

**Hardships** Demonic Influence

**Improvements** Economic Focus

#### SPELLCASTING

**Cosmic** 4, **Otherworldly** 2, **Prime** 5, **Supernatural** 3

#### KNOWN NPCs

Siris (Shepherd)

### The Burned Men

This Colony operates as a nomadic tribe, roaming the north-west corner of the former state of Nevada. Easily recognized for their vibrant attire and boisterous music, the Burned Men are seemingly a fun-loving group. However, behind this joyous façade are drug addicted slavers that eat the brains of the dead. Slaves provide a form of advanced reconnaissance and security. Colony leadership keeps slaves attached to each other with colorful yarn around their necks and fed an unhealthy diet of psychedelic *fade* and *melt*. Every night, the leader known as Wicker, selects one slave to "read their visions." That reading consists of consuming the brain of the slave and sharing their drug-induced hallucinations.

On every full moon, the Colony builds an effigy of a large human out of sticks or straw and places a slave inside, setting the effigy ablaze. Attendees stand around the burning man, deeply inhaling the smoke and screams. The few burn victims that have survived gain a place of honor within the Colony. Drug and alcohol use are rampant within the Colony, as is a touch of madness. Those who have escaped from the Colony ramble incoherently about a terrible trip to pursue the darkened throne.

The Burned Men perform the laborious task of transporting water to Colonies around the region. They live off the land and carry only a few prize possessions. The Burned Men trade in water, drugs, and occasionally slaves. However, the Burned Men prefer to keep their slaves for work and to read the visions that some say allow them to contact other planes.

Warm and welcoming, the Burned Men generously offer a good time to outsiders. Invitations are freely given to revel and view the effigy, with tales of the celebration's glorious history in the black rock desert. Those who refuse to party are left to trade and move along. Those who partake are invited to join the Burned Men. Rumor has it this answer has dire consequences. Those agreeing to join are accepted with open arms. Those who refuse are taken as slaves.

The Burned Men are led by a Human Harbinger called Wicker. He has a dazed look in his eyes and speaks of constant visions. Regardless, the Colony blindly follows Wicker's strange orders as they have prospered under his leadership. He is said to be searching for something.



---

**COLONY CHARACTERISTICS****Type:** Township**Area Danger** Medium**Area Economy** Low**CITIZENRY****Government** Imposed Ruler**Morality** Autonomous, **Tendency** Barbarous**Qualities** Debauched, Nomadic, Trade Routes**Hardships** Cosmic Influence**Improvements** None**SPELLCASTING****Cosmic** 5, **Otherworldly** 3, **Prime** 4, **Supernatural** 5**KNOWN NPCs**

Wicker (Harbinger)

---

**Avalon**

Once a destination for tourists, Catalina Island became a haven for those that survived the Rise and the struggle afterwards. The once sleepy town became a thriving township, living off of abundant fishing and protected by the Pacific Ocean and jagged hills. Colony members rarely cross to the mainland, only to trade or on rare occasion scavenge in the crumbling city. Travel is easiest in the winter, when the monsters of the sea seem to be at rest.

Catalina does not trade much with other Colonies except during the winter months, or when other Colonies risk boating to the island. The sea provides an abundant supply of Consumable resources, but Mechanical or Combustible require outside support. Oddly, the island is also home to a large herd of buffalo that have flourished after the Rise despite hunting by Avalon. Generally welcoming towards outsiders who have something to trade. New colonists are required to take part in a lottery every year during summer solstice. The lottery winner must venture out to sea and kill one of the sea monsters plaguing the Colony.

The Colony government is communal with undertones of earth-based theocracy. The Conservator Human Red Snapper presently holds the position of elder. The Colony is largely comprised of people who have been together since before the Rise. All resources are shared among the colonists. They worship nature, any threats to the natural world are addressed harshly. They consider the botanical garden building a holy site and regularly hold ceremonies in the building there. The Colony has several oceanographers, botanists, and other scientists who work on improving the lives of the Colony.

---

**COLONY CHARACTERISTICS****Type:** Township**Area Danger** Medium**Area Economy** Medium**CITIZENRY****Government** Communal**Morality** Dutiful, **Tendency** Level-Headed**Qualities** Flourishing, Prime Energy Site, Technical**Hardships** Hunted**Improvements** Economic Focus**SPELLCASTING****Cosmic** 2, **Otherworldly** 3, **Prime** 6, **Supernatural** 4**KNOWN NPCs**

Red Snapper (Conservator)

---

**The Getty**

Responding quickly to the events of the Rise, a handful of military veterans organized around the leadership of a middle-aged Hound called The Scot. The Scot molded vets and their families into a functioning military unit which quickly seized and fortified the Getty Museum. The modernist concrete campus presides 900 feet above the I-405's exit from the Santa Monica Mountains and commands a panorama of southern Los Angeles out to the coast. In the aftermath of the Rise, Colonists scavenged the city's ruins for supplies and machinery, safeguarding tactical and industrial capability within the Getty. They built an electric grid, water filtration, and other autonomous utility systems, digging in for the long haul. Over the next 25 years, The Getty solidified into a stable, militaristic Colony with strategic surface control of the Los Angeles area—Risen and Tar Pits notwithstanding.

The Getty represents the people and the place. Formerly an art museum and gem of modern architecture, the lofty concrete walls and hilltop position of the Getty now serve as the fortress headquarters for this militaristic Colony. At any given time, about 300 soldiers, engineers, or prisoner-slaves occupy the complex, running military drills in the gardens and fabricating ordnance in what once were galleries. On the hill beneath, scrap metal fortifications replace tree cover. Signs along the derelict I-405 warn travelers of snipers should they attempt the climb.

With the seizure of industrial facilities, The Getty has a huge cache of Mechanical and Combustible resources which they use to create weapons. They have very few extra Consumable resources, growing just enough to feed themselves.

Command changes hands rarely and through military means: abdication or coup. The Scot faced exile a decade ago when he lost his political footing to The Getty's present leadership, a Progeny Enforcer called Gecko. Before coming into power, Gecko was responsible for seizure of industrial facilities as far away as old Santa Clarita and the functional expansion of Colony outposts to great benefit. Rumors suggest The Scot is alive and plotting revenge.

Since Gecko assumed power, The Getty has had no love for anyone that is not one of their own. They kill or take prisoners, never recruiting. Any survivors affiliated with La Cadena are killed on sight and The Getty regularly sends personnel out to hunt the group. There are very few that The Getty trade with, and it is always on their terms.

---

**COLONY CHARACTERISTICS****Type:** Large Town**Area Danger** High**Area Economy** Medium**CITIZENRY****Government** Militaristic**Morality** Dutiful, **Tendency** Barbarous**Qualities** Isolated, Marauder, Master Craftsman, Parent Colony**Hardships** Polluted**Improvements** Defense Focus**SPELLCASTING****Cosmic** Level, **Otherworldly** Level, **Prime** Level, **Supernatural** Level**KNOWN NPCs**

Gecko (Enforcer), The Scot (Hound)



### Vegas

Once known as Sin City before the Rise, Vegas is now the largest known Colony in the world. There are over four thousand fulltime citizens and upwards of a thousand vendors, hunters, and other scavengers at any given time. Everyone is welcome and all races are represented in the city. The government is an elected senate of fifteen members, but who elects them is a mystery because there are never any open polls.

The interior of Vegas is divided into eight districts, each like a different Colony onto itself. These districts are marked by colorful banners making a trip through the Colony quite the visual experience. The **Old Town** district to the north end of the Colony—by the old 515—is perhaps the seediest, waving banners of grey and offering anything the darkest of minds can imagine. The **Residential** district follows just south of Old Town, with bright blue banners and well-maintained homes. There are other housing areas throughout the Colony, but the Residential district is the most populous. The **Farming** district extends all the way to the southern edge of the Colony marked by the old 215, green flags waving on poles throughout the fields. The eastern edge of the farms is the **Waste** district waving white flags. The Waste district is a massive pile of junk from bulldozed and collapsed buildings. Colonists and visitors alike can be found scavenging the Waste at all hours. The **Defense** district is marked by red banners and occupies the entirety of the old airport. Barricades around the outer edge of the surrounding highways circling Vegas. The well-armed and mobile Defense force patrols the roads day and night. Operating out of old hotel casinos starting at the Bay and heading north, the **Merch** district waves golden flags. Travelers may buy virtually anything from the hundreds of vendors serving the Colony.

Even luxuries such as coffee or exotic foods such as dates can be purchased here. The old Palace and purple banners mark the start of the **Government** district. Colonists not working for the Government or Defense force are not allowed into these buildings. Across the old strip is the **Engineering** district. Here Auxiliaries and journeymen oversee operations of the Colony's electrical grid and irrigation system. Electric power has been maintained from the Hoover Dam and water is piped in from underground aquifers to the city.

The areas of Vegas that are open to travelers are fast-paced and filled with life. Exuberant vendors and tightly packed shops are designed to get visitors to spend resources. Although laws appear to be lax, police patrol everywhere but Old Town and are not gentle with anyone perceived to be trouble. Most people arrested are never heard from again and the few that come back are never quite the same.

### COLONY CHARACTERISTICS

**Type:** City

**Area Danger** Medium

**Area Economy** Medium

### CITIZENRY

**Government** Secret Society

**Morality** Autonomous, **Tendency** Level-Headed

**Qualities** Debauched, Flourishing, Important Position, Master Craftsman, Trade Routes

**Hardships** Demonic Influence

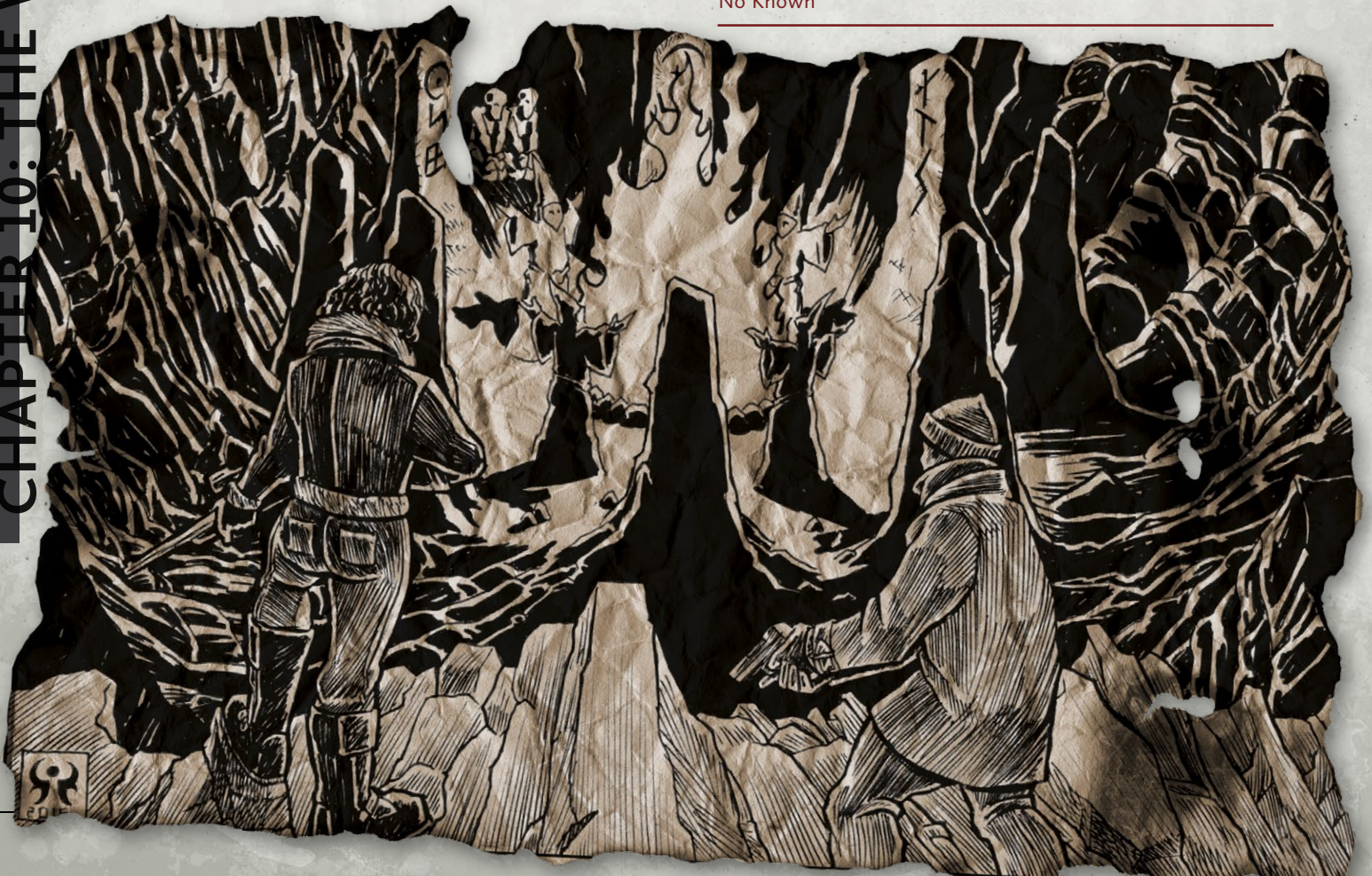
**Improvements** Defense Focus, Economic Focus, Spell for Hire Focus

### SPELLCASTING

**Cosmic 6, Otherworldly 6, Prime 9, Supernatural 7**

### KNOWN NPCs

No Known





## Organizations

### The Red Riders

The Red Riders are a group of solitary people operating in the region who seem to follow the same methodology. Though originally thought to be a single individual, he or she has been seen in too many places at the same time to be just one person. Red Riders will show up alone seemingly out of nowhere to mete out justice or punishment to a person or group. Always on a mount or driving a vehicle painted red, Riders never stay long and never accept payment. Riders are known to take the right hand of those slain for their crimes. Some claim the Red Riders are themselves demons or doing their bidding, while others believe them celestial beings from the Higher Realm. Regardless of their allegiance or origin, travelers are advised to stay out of their way.

### Skulkers

More a condition than a coherent group, “Skulkers”, as LA’s organized survivors call them, are the vagabonds, scavengers, and hunters stoking fires in the rubble. These isolated bands reave and wander with no purpose beyond daily survival, calling no place home and no one leader for long. They are sometimes mutants, often cannibals, and always seemingly near the end of their lives. While technically Marauders, the Skulkers are more akin to city locusts.

### La Cadena

In the San Fernando Valley, survivors of the city’s Mexican population formed La Cadena, a network of safe-houses marked by a motif of two inter-connected rings. Members look after their own and help travelers pass safely between regional Colonies and avoid the soldiers of The Getty. The leader is a young Maverick human called Gabi, whose insistence as a child on laying low and the swift collection of resources led her family through the Rise. La Cadena focuses on family survival, maintaining small-scale subterranean agriculture and water table access. La Cadena operates more as a defense force than Colony, providing security and safe travel for those in the area.

## Places of Interest

### Area 51

The Groom Lake facility had long been touted as the United States government secret base that housed crashed alien ships. True or not, the area is still well defended and those pressing their luck to investigate never return. To this day, travelers to the area report the occasional sighting of strange lights in the sky.

### Bumpass Hell

A dangerous place for most beings, Bumpass Hell is the remnants of a volcano that is still geologically active. Steam vents, fumaroles, sputtering mud pots, and boiling springs make this area a colorful hellscape. Bumpass Hell is rumored to have newly formed caverns connecting other geothermal sites such as Sulphur Works, Little Hot Springs Valley, Boiling Springs, and Devil’s Kitchen. This underground sauna is known to draw demons to it like flies to honey. Nobody has uncovered the dangerous secrets to which the demons are attracted.

### Methuselah Tree

When the Rise occurred, the Methuselah Tree was one of the oldest trees in the world. Whether this tree was storing supernatural energy or that energy was drawn there after the Rise is subject of much debate among scholars. Regardless, after the Rise this tree and the ones surrounding it for hundreds of miles grew by titanic proportions. Some of these trees now stand more than 300’ high and 250’ in circumference. Why these trees have grown so large so quickly, and how that change affects the area is also hotly debated. However, it appears this forest now also houses creatures of enormous size.

### Pyramid Lake

Many strange phenomena surround old Pyramid Lake, and a general sense of dread grips anyone nearing the water’s edge. Rumors attribute the dread to an old story of a bitter mermaid who cursed the lake after not being able to marry the tribesman with whom she fell in love. Regardless of the tale, travelers who stay along the bank risk being abducted by aquatic fey creatures crossing over through a Paradox lesion within the deep lake.

### Winchester Mystery House

Before the Rise this place was rumored to be haunted. The previous owner kept building staircases and doors to nowhere to try to trick the spirits tormenting her. This trick has had an amplified effect after the Rise. Unfortunately, supernatural energy coalesces in this place, drawing spirits of the dead in unfathomable numbers.

### Ruins of Los Angeles

The “City of Angels” is anything but. Early in the Rise, the sprawling SoCal mega-city tore itself to pieces through a trifecta of Risen, environmental calamity, and panic. As earthquakes opened chasms and waves of the undead overwhelmed city streets, LA’s population of 4.8 million flooded its highway system, dying in the gridlock as wildfires ignited the hills. When the sun found its way through the smoke, few survivors lingered in the 500 square miles of urban hellscape. Twenty-five years later abominations rule the dusty remnants, staggering between tar pits and lurking in the husks of buildings to hunt anything that moves. Even still, a number of groups call the ruins home.

### Port of Los Angeles

Before the Rise, billions of dollars in cargo passed daily through America’s gate to Pacific trade. Today, these 43 miles of industrialized oceanfront harbor mostly peril. Shipping containers wait on staging lots, stacked as high as buildings and promising a priceless find. Anchored freighters overrun with Risen swing like ghost ships at sea, perhaps the largest known caches of fuel in the region. The Getty abandoned reclamation efforts after heavy casualties but watches third-party attempts with more than idle curiosity.

The variety of content within the abandoned containers is nearly limitless. Weapons, toys, vehicles, clothes, and more represent some of the more mundane potential finds. The number of Risen is seemingly limitless as well. From ship crew and harbor staff to trafficked humans within the containers themselves, the Rise took them all and left them to taunt the living. Hunting parties are advised to proceed with caution.







## Griffith Observatory

On the southward slope of Mount Hollywood is old Griffith Park, the famous observatory long relegated to tourism under LA's light pollution, once again looking to the stars. Rumors tell of a solitary Harbinger who dwells under the dome, maintaining the telescope to witness and commune with the multiverse. Visitors meet Sunya, a former astrophysicist whose research turned to the transitive after the Rise. Sunya accepts students, whom she trains on the Observatory grounds, and shows particular interest in Lazarus for their metaphysical promise. Harbingers travel here to train from Colonies across the globe, where word of Sunya passes between those who seek sanity in the Void. Directions to Griffith Observatory are not hard to find if one asks the right questions and avoids the wrong people.

## The Sierra Sanctuary

The Sierra Nevada mountain chain shelters some of the highest and perhaps least-corrupted wilderness in North America. The Sierra Sanctuary includes the old Yosemite National Park to the north to the Sequoia National Forest to the south, encompassing Kings Canyon National Parks between. Old borders were dissolved into a singular sanctuary, whose few but committed occupants keep outsiders at bay. A forest of Sequoia titans in the eponymous park once contained five of the world's ten largest trees—a number which may have increased. Conservators revere these trees as sacred beings and conduits to primordial energy. Little information escapes the Sanctuary, since those who make it inside rarely leave. Secrecy breeds elaborate rumors in Colonies like The Getty and Las Vegas regarding what the mountains hold. The truth is a surprise even to those within.

## Tahoe Basin

The Tahoe basin was a tourist hot spot for everything from skiing and watersports to hiking and camping to gambling and general vacationing. Since the Rise nature and wildlife have reclaimed the once beautiful resorts and surrounding basin. The south half of Lake Tahoe is dark and roiling. Rumors are that the legendary lake monster Tessie has been more active and more violent than before the Rise. In the north half of the lake large masses of fish can be seen swimming through the red tinted but otherwise smooth crystal-clear waters. There is a distinct delineation between the two areas, though no one has a clear understanding as to the cause.

## Major Darklands

### Bohemian Grove

Originally a 2700-acre secret club in the forests of northern California where the rich and powerful went to let loose. Supposed "mock" rituals were held to ancient gods near a pond and a thirty-foot giant owl statue. Little did they know that these old gods were listening and biding their time until the Earth was accessible again. There is a plaque posted at the overgrown entrance inscribed with the phrase, "Weaving Spiders Come Not Here". The universe must have a sense of humor because almost everything in this Darkland has a quality reminiscent of spiders. The trees grow chitinous masses instead of bark, most plants are poisonous to some degree and the canopy is a mass

of webs. Rumor has it that this place is still inhabited by the previous club members, and dark rituals still take place.

---

**Mutation Risk** Normal

**Mutation Type** Special: All mutations in the Bohemian Grove are of a spider-like quality.

**Portal Site** Unknown

**Unique Traits** Spider-like qualities

---

## Tar Pits

Confined to La Brea before the Rise, pools of natural asphalt seeping from the fault below boil like sores for miles around the former site. Pits of tar can be found throughout pre-Rise West Hollywood, into old Hancock Park and south of the once Miracle Mile. Abominations crawl from the pitch, chimeric fusions of prehistoric beasts and tar, lumbering about in hunger. Even still, cars and broken buildings mired in the tar tempt scavengers with resources.

---

**Mutation Risk** Normal

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** The tar seems to be alive and will occasionally try to grab anything nearby, dragging it into the inky blackness.

---

## Donner Pass

Donner pass is primarily known for the cannibalism that occurred when the Donner party got trapped in the snow during their 2,500-mile journey from pre-Rise Illinois to California. The grief still held in this place is palpable. The snow here is constant and oppressive no matter the time of year. Even though the Darkland is only about 10 miles long and only 3 miles wide, the danger of getting turned around and lost is very real. You don't always know you are in the Donner Pass Darkland because the snow of the surrounding area blends in. People traveling through the area have reported wailing and crying and claims they were hunted or even helped by strange beings with huge teeth that inhabit the place. Animals in this area have thick winter coats and grow larger than normal.

---

**Mutation Risk** High

**Mutation Type** Typical

**Portal Site** Unknown

**Unique Traits** Severe cold and blinding snow all year round

---

## Hazards and Dangers

### San Andreas Fault

With the crumbling infrastructure, earthquakes pose an even bigger risk throughout the former California region. Many sections of the San Andreas Fault have formed chasms thousands of feet deep. Most roads, bridges and buildings, having not been repaired over 25 years, have severe structural deficiencies or have collapsed completely.

### Desert Drought and Rain

In the Nevada desert, water shortages are deadly and water, when found, is expensive and protected. Ironically, when rains finally fall, flash floods can be just as deadly.



**Radiation**

Rumors of giant scorpions and tarantulas near the old nuclear test sites ninety miles northwest of Vegas spread like wildfire and most travelers would prefer to go hundreds of miles out of the way to avoid the area. Of course, nuclear weapons were not the only thing that were tested in the place.

**Rumors and Legends**  
**Underground Tunnels of Los Angeles**

Both a blessing and a curse, the underground tunnels and abandoned railways are filled with undead who have wandered in or fallen through open manholes and sinkholes. While most survivors have abandoned the major population centers, those who stay know better than to wander anywhere near the underground. Oddly, rumors suggest a series of speak-easies have opened within the tunnels, operating among the Risen and trading liquor and demonic contraband for significant resources.

**Fly Geyser**

Before the Rise, Fly Geyser was a fledgling man-made geothermal geyser created by a unique formulation of minerals found within the water. The minerals, combined with the water temperature, cause quartz to form more quickly than normal. Twenty-five years after the Rise, the geyser mounds are more than 75' tall. The surrounding area is harvested for travertine building materials and the hot springs are a common ground for meeting and trading with other nearby Colonies. The Burned Men maintain the water rights, which they violently defend. The thermophilic algae creating the vibrant green and red colors are said to be used in the drugs crafted by the Burned Men.

**Court of Mysteries**

The Court of Mysteries consists of the "Gate of Prophecy", the "Well House" surrounded by four minarets, and a strange brick house modeled after a Yogi temple covered in ancient runes and symbols. Just prior to the Rise, the property was purchased and brought back to its former odd brilliance. Nobody knows if the site is currently occupied, but someone or something is maintaining the property and structures, and unusual lights and noises have been reported. The house is rumored to contain multiple portals, maybe even to different planes.

**Unusual Additions**

Some say the Zodiac Killer still roams the west and is really a demon who changes bodies.

Red haired giants are said to inhabit the region around Winnemucca, Love Lock, and Pyramid Lake Nevada.

Rumors of giant salamanders in the Trinity Alps abound, and most people avoid the area.

There are possibly hundreds of haunted sites throughout the west, everything from hotels, abandoned towns, serial killers, drownings, mining cave-ins and all other manner of horrors.

## SOUTH WEST REGION

(Pre-Rise UT, CO, AZ, NM, OK, TX)

**Geographic Makeup of Region**

The southwestern region of the former United States is known for its geographic diversity, from sprawling deserts, to steppes, prairies, and lush forests. Sharp mountains and yawning canyons sprinkle the landscape, while once-famous rock and water formations survive as navigational landmarks in the ruined landscape. The former expanse of Texas even boasts a long stretch of coast along the Gulf of Mexico, providing access to fishing or travel in the dark waters.

Thanks to the region's sparse populations in the Before and a mindset of self-sufficiency among the local survivalists, residents fared surprisingly well in the face of their new world. But, even the most insightful preppers couldn't anticipate the horrors to come. In the absence of cohesive leadership, older forces began to take over in years following the Rise. Myths from the indigenous people of the region manifested alongside the supernaturally twisted wildlife and demons, proving to be among the greatest dangers. Between the rugged nature of the land and the monstrous nature of the world, the Southwest offers little hospitality for weary travelers.

**Colonies of Note****Lakewood**

Situated to the north of the largest saltwater lake in the world, the large city of Lakewood was founded by The Saints. Preparing for the apocalypse was a cornerstone of the founders' beliefs, and they adapted to the changes more readily than most. Despite the death and carnage that surrounded them, the survivors traveled north to settle around a large reservoir, which could provide fresh water and natural resources on an ongoing basis. Hordes of Risen congregated, wandering the fallen city and surrounding mountains, blocking passes along the roadways that once connected the lake to surrounding cities. After many initial losses, the citizens pushed them out and established a stronghold on the banks of the reservoir.

Due to the extensive preparations and stockpiles assembled by Lakewood's founders, the city has a large cache of resources. To service these items from the Before, local craftsman adapted innovative techniques to craft salt-based ammunition from the flats to the south. This ammunition, coupled with cultivated food and preserved goods, has contributed to a thriving economy, and the city now serves as an important trade hub for the region.

The Lakewood community is welcoming to outside adventurers, especially for trade, but only if the strangers agree to adhere to their strict religious guidelines. At the first sign of any violation of the city's code of conduct, offenders will be forced from the city and banned from re-entry.

The community is led by a charismatic man known only as Bishop. Though never seen without a smile on his face in public, rumors churn that a darker force may be at play behind the scenes. Bishop takes mysterious monthly trips to the salt flats in the south, and every time he brings back something bundled in black cloth, which he personally carries into his residence. Not even other prominent individuals in the community seem to know what the trips are about, and the secrecy is beginning to wear down the trust and respect holding the community's leadership together.



---

**COLONY CHARACTERISTICS****Type:** Small City**Area Danger** High**Area Economy** High**CITIZENRY****Government** Theocracy**Morality** Dutiful, **Tendency** Compassionate**Qualities** Flourishing, Master Craftsman, Religious Site, Trade Routes**Hardships** None**Improvements** Defense Focus**SPELLCASTING****Cosmic** 6, **Otherworldly** 8, **Prime** 4, **Supernatural** 5**KNOWN NPCs**

Bishop (Seer)

---

**Fort Carson**

Located south of pre-Rise Colorado Springs, the Colony of Fort Carson is a stronghold of former military personnel. The remains of Colorado Springs itself are deserted, many former residents abandoning or dying within the city during the Rise. Still, the city ruins are a vital scavenging ground, despite night time dangers.

Following the Rise, military personnel from three different bases began plans for battling their new enemies. Fort Carson was determined to be the most fortifiable base and became the foundation for this current Colony. Despite the chain of command being in shambles, base personnel and civilians alike settled into their new roles. With both defense and high-tech engineers nearby, new colonists were able to maintain many technologies and further post-Rise innovations. Within this area of control, leadership believe they have created as safe a home as possible.

The defense industry of Colorado Springs before the Rise resulted in a stockpile of supplies at military bases and other installations. Colonists determined early on that the manufacture of ammunition would be important and focused resources to the task. Additionally, Fort Carson leaders knew they needed to form trade relationships and as such now have a long standing trade partner in Lakewood.

Outsiders are free to enter and face no repercussions, but they may chafe a bit under military command. To keep themselves viable and alive, colonists trade in repairs and technological upgrades. Occasionally, for the right price or situation, teams of Combatists might be willing to accompany travelers to provide safe passage.

The Colony is run in a militaristic format, influenced by the remains of the military forces forming the Colony. High Card is the present commander, a surly leader with a penchant for gambling. Having replaced General Scales after his untimely demise in an apparent ammunition storeroom accident, High Card's leadership is lax, allowing colonists more latitude than past military leaders. Rumors among the lower ranks hint that General Scales' death may not have been an accident at all.

Many personnel and resources are dedicated to defending the mountainous route to the Cheyenne Mountain Complex. This pre-Rise US alternate command location went into lockdown shortly after the Rise. The leadership of Fort Carson is either in the dark about the nearby defensive bunker or keeps the information a closely guarded secret.

---

**COLONY CHARACTERISTICS****Type:** Small City**Area Danger** High**Area Economy** Medium**CITIZENRY****Government** Militaristic**Morality** Dutiful, **Tendency** Indifferent**Qualities** Important Position, Master Craftsman, Parent Colony, Technical**Hardships** None**Improvements** Defense Focus**SPELLCASTING****Cosmic** 5, **Otherworldly** 6, **Prime** 4, **Supernatural** 7**KNOWN NPCs**

High Card (Combatist)

---

**Tombstone**

The small town of Tombstone near what was once the United States border with Mexico was known as "The Town too Tough to Die", and they lived up to that name during the Rise. With a low population and location riddled with hauntings, it didn't look as though Tombstone would manage to scrape out of the disaster. However, the town's tourism industry saved them. A group of expert sharpshooters who happened to be in town for a festival were able to stave off the initial wave of dead. Many lives were lost, but the first respite gave people a chance to come together and work against the dark forces. Thanks to the copious options for lodging, colonists could live close to one another and be on hand for emergencies that arose during the turbulent years following the Rise.

The residents of Tombstone survive by digging in and not giving up. Tombstone's townspeople offer lodging and manpower to keep their community alive, taking any work that comes their way. Locals can be hired as armed guides for negotiating the surrounding Darklands, including a handful of guides with the right tools to negotiate the shifting Sandia Mountains Darkland to the east. For those looking to stay in town and unwind, it's never difficult to hire companionship for a night.

The town of Tombstone was centered around the tourism industry, and hospitality remains a cornerstone of the economy. Outsiders are always welcome. Anyone looking to cause trouble, though, should be ready to deal with the well-armed residents; they never lose a fight.

The town appears to operate as a true democracy, every citizen believing they have a say in Colony decisions. However, these decisions don't truly rest with the living. Ghosts of community leaders from the past appeared after the Rise. A small group of colonists formed a peaceful alliance with the dead, seeking counsel from their ancestors. Rumors abound that the spirit of Doc Holiday himself now collaborates to defend Tombstone.

---

**COLONY CHARACTERISTICS****Type:** Small Town**Area Danger** Low**Area Economy** Low**CITIZENRY****Government** Secret Society**Morality** Autonomous, **Tendency** Indifferent



**Qualities** Debauched, Mystic, Portal Hub

**Hardships** Haunted

**Improvements** None

**SPELLCASTING**

**Cosmic** 4, **Otherworldly** 5, **Prime** 3, **Supernatural** 4

**KNOWN NPCs**

No Known

### TorC Colony

TorC (Pronounced “Tork”) is a township in the arid high desert in the southwest region, existing on the site of what was once part of the town of Truth or Consequences NM. The Colony proper is centered around a valuable solar array, which the residents have been able to keep clean and functional in order to provide an abundant power source for the Colony. TorC’s relatively isolated location, coupled with a good source of fresh water from the Elephant Butte reservoir and power from the large pre-Rise solar array make it a highly sustainable Colony that has attracted residents from the surrounding area.

TorC serves as a vital trade hub between the few populated areas in what was once Albuquerque to the north and El Paso to the south. While the residents are generally relaxed and welcoming to strangers, they adhere to one singularly important law that governs their way of life and applies to residents and visitors alike: Tell the Truth. If someone in the Colony is deemed to not be telling the truth, whether it be in a trade deal, a crime, or merely their intentions in town, they will be forced to face mysterious Consequences.

To administer this rule of law, the Colony is governed by Judge, a woman who has been in charge of the Colony for as long as anyone can remember. Rumor has it that she was once a high-ranking judge in the American judicial system. Enforcement is carried out by the Detectors, a police force that makes use of a working polygraph device to determine guilt or innocence. When someone is tested and determined to not be telling the truth, that person is never seen again. Many rumors abound as to what happens to them; when a visitor asks what those consequences are, the only explanation a resident will offer is “Tell the truth, and you never have to find out.”

The high desert is not ideal for farming, however, the water from Elephant Butte allows the residents to cultivate large enough swathes of land to grow a hearty variety of corn as well as a few other crops. In fact, TorC is rather well known in the area for production of corn alcohol, both for consumption as well as a source of Combustible fuel.

#### COLONY TYPE

**Type:** Township

**Area Danger** Medium

**Area Economy** Medium

#### CITIZENRY

**Government** Imposed Leader

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Infamous, Master Craftsman, Trade Routes

**Hardships** None

**Improvements** Defense Focus

#### SPELLCASTING

**Cosmic** 3, **Otherworldly** 5, **Prime** 4, **Supernatural** 2

**KNOWN NPCs**

Gideon (Maverick Iconic)

### Con-Fuego

At the time of the Rise, a new music festival in the Rocky Mountains was underway. Named Con-Fuego, the festival was designed and marketed to ultra-rich, ultra-hip young adults. The festival was in full swing when the Rise washed over the world. Attendees and employees were forced to secure defensible locations and fight to survive. Amidst the pandemonium, three individuals stepped up to lead concert goers to relative safety.

An original promoter of the festival now known as Timbre rallied event staff to secure the kitchen of a nearby major resort. A young hedge fund manager now called the Executive gathered her security team and assistants to secure the ballroom of the same resort. And a rich socialite by the handle of the Heiress, along with her best friends and companions, gathered as many survivors as possible within their suites.

All three groups spent an agonizing week confined to their fortified locations, waiting for the worst of the carnage to pass. Once the initial wave of violence abated, these unlikely leaders emerged and went in search of other survivors. In the years since, the three referred to as the Influencers have secured the one-time resort town and found trade partners to withstand the harsh winters. Those winters and subsequent snow help to secure a veritable kingdom on the mountain.

The community welcomes outsiders for trade, showering vendors with lavish gifts and offering traveling hunters favorable trade opportunities. Those visiting Con-Fuego will witness some of the highest levels of debauchery anywhere in the post-Rise world. Extravagant parties, free flowing alcohol, and other orgies of decadence are common place. Rumors are now spreading among the ranks of servants that resources are running low, unable to keep up with the decadent demands of the posh leadership.

#### COLONY CHARACTERISTICS

**Type:** Township

**Area Danger** Low

**Area Economy** Low

#### CITIZENRY

**Government** Capitalist

**Morality** Egocentric, **Tendency** Indifferent

**Qualities** Debauched, Flourishing, Master Craftsman

**Hardships** None

**Improvements** Economic Focus

#### SPELLCASTING

**Cosmic** 5, **Otherworldly** 3, **Prime** 2, **Supernatural** 4

**KNOWN NPCs**

Timbre (Journeyman), Executive (Goodsman), Heiress (Official)

### Organizations

#### The Saints

After the Rise, the devout survivors of the region’s preeminent religious order band together to form a new authoritarian association known as “The Saints.” This organization now runs the greater Salt Lake area with a strict adherence to their beliefs, aggressively imposing them on non-believers passing through. The Saints press their influence on nearby Lakewood, who both respect and fear The Saints.

The current leader is a mysterious man simply called “The Head.” Under his leadership, The Saints have taken a hardline



fundamentalist approach to their beliefs. The Head speaks for a quorum of twelve likeminded apostles known as “The Body.” These men spend most of their time sealed within the Temple in Salt Lake City, one of the few structures to weather the chaos following the Rise, and now a fortified stronghold. Followers of The Saints force trade with the Lakewood Colony, offering protection and spiritual guidance directly from the Temple.

#### **The Cult of Santa Muerte**

Followers of Santa Muerte were once a fringe group who worshiped their deity against the wishes of religious authorities. The events of the Rise has only made the cult even more fervent. The largest known grouping of Santa Muerte’s followers can be found in what was once Texas. They are a nomadic organization; the majority of members rarely staying long in one location. Their members seem to come and go as often as their lodging. These extreme survivors seem drawn to worship sacred death.

Despite Santa Muerte’s rather ominous nature, cult members are generally peaceful and strive to help anyone in need. This is most often the deciding factor in where they move; helping others. They are undeterred at the thought of dying and will gladly lay down their lives if it means allowing another a chance at a better existence.

### **Places of Interest**

#### **Walpi**

Established in the ancient times, Walpi is the oldest village of the indigenous Hopi people. The village is located on a mesa in the wasteland midway between Tombstone and Lakewood. A small but fierce group has remained at Walpi to present day, holding the defensible position through the Rise. Rumors claim Hopi defenders have made a pact with some extra dimensional being, though this may just be disbelief that residents have held the location for so long. Residents are known to hire hunters for unusual tasks said to be both dangerous and rewarding.

#### **Roswell**

Often tied to the story of a UFO crash in popular culture during the Before, there seems to be something still of note remaining in Roswell. Lights are still seen in the night sky, and the area is saturated with supernatural energy. A remote research site in the area is said to have been a station meant to establish contact with cosmic beings, perhaps a demonic force answered the call instead.

Rumors abound of disappearances from the desert near the crash site. Some suggest there could be *portals* nearby. Anyone brave enough to venture into the area may be rewarded by finding meteor fragments strewn across the landscape, source material for an iron capable of forging weapons and armor with unique properties.

#### **Zion Wilderness**

The landscape that once hosted Zion National Park is home to many unique geologic rock formations and a variety of wildlife. While tourism was abandoned after the Rise, travelers still make the journey to the remote location in search of treasures. Tales of mystical beasts continue to be whispered about over campfires, including a white elk that is said to be a spirit capable of great healing feats.

#### **Route 66**

The remains of the Historic Route 66 stretch across the Southwestern region. Ghosts now haunt the crumbling truck stops along the roadway, longing for the romantic times of travel from decades past. Though twisted creatures lurk in the surrounding desert, Route 66 still serves as a navigable roadway for travelers cutting their way across the dangerous landscape.

#### **Buffalo Suck**

The Antelope and Buffalo Springs were sacred sites in the old Platt National Park of what was once Oklahoma. Though the two springs historically let out approximately five million gallons of water a day, severe drought in the years leading up to the Rise nearly dried the waterways. In recent years those waters flow again. Visitors to the site say that supernatural energy emanates from the waters, but no one has yet determined what magical properties the waters may now hold—or if this transformation is just the first phase of a greater change to come.

### **Major Darklands**

#### **Oklahoma City Darkland**

The horrific pre-Rise bombing of the Oklahoma City federal building left a permanent scar on the landscape. As a result of this act of terrorism, supernatural energy gathered in the area, creating a Darkland. Following the Rise, the land and all it harbored began to mutate. Large carnivorous plants of an indeterminate variety have twisted their way through the site and memorial, ready to transfix and consume any who dare wander too close.

---

**Mutation Risk** Normal

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** None

---

#### **Alamo Darkland**

The tragic Battle of the Alamo during the Texas Revolution altered the direction of the entire war. Approximately two hundred Texans were killed when a Mexican general ended a thirteen-day siege of a humble Texan mission with a brutal raid. Blood and fear soaked into the soil, memories of hate and fear and suffering.

Following the Rise, the native wildlife twisted into monsters. These vicious creatures thirsting for blood now roam the barren landscape, promising a painful end for any who do not run. Travelers in need of a place to spend the night may be drawn to the remains of the former mission-turned-compound, which still stands at the center of the Darkland, seeking shelter within its walls.

However, the true horror lies within The Alamo itself. Any travelers that deigns to step foot inside will inexplicably find themselves at odds with one another. The carnage that follows is swift and terrifying. No survivor has been able to explain the start of the conflict, only that they were powerless to stop themselves as they slaughtered companions they knew well, or even loved. They will always remember The Alamo.

---

**Mutation Risk** Normal

**Mutation Type** Typical

**Portal Site** Yes

---



**Unique Traits** The round spent inside the Alamo, beings must make a DC 10 Will save or become hostile to another being within the Alamo. Saving throws are required each additional round a being is present in the Alamo, the DC increasing by +1 for each consecutive round until a save is failed.

### Sandia Mountains Darkland

Hundreds of years before the Rise, an estimated nine hundred people were killed in a brutal massacre of three indigenous Tompiro villages, leaving the taint of evil in the Sandia Mountains. These mountains are now home to vast quantities of Darksteel, Darkglass, and Darkwood, but the area is not to be entered lightly.

The land seems to move of its own accord, and paths never lead where they should, dumping travelers out miles from where they started. Trying to retrace steps rarely leads back to the starting point; rather, travelers often end up in another location entirely. Only specially forged tools are capable of navigating these treacherous routes.

As travelers wander, they are rumored to feel phantom brushes and hear whispered warnings and curses. When the sun sinks lower in the sky, these feelings and sounds intensify until, under full dark, visitors find themselves inundated with weeping and wailing that makes peaceful sleep impossible. The spirits of the Tompiro ache for validation, reaching for anyone near them and battering their mind until they break down and flee. Even then, escape may be impossible. Mutated beasts are always nearby, waiting for one of the undulating pathways to deliver a meal.

**Mutation Risk** High

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** Once each evening, beings hearing the weeps and wails must make a DC 15 Insanity check.

### Palo Verde Wasteland

In the wake of the Rise, the Palo Verde Nuclear Generating Station near old Phoenix experienced a meltdown, contaminating the entire metropolitan area. Spurred by supernatural forces, the pollution spread at an unnatural rate in a nearly one hundred-mile radius, killing most living things in its path and mutating anything that survived. Radiation and dark energy left the land poisoned, the typical effects of radiation twisted and changed to terrifying effect. Travelers should be wary of the perverted animals that still roam the landscape.

**Mutation Risk** Extreme

**Mutation Type** Typical

**Portal Site** Unknown

**Unique Traits** Radiation Storms

### Hazards and Dangers Skinwalker Ranch

In what was once northeastern Utah, Skinwalker Ranch was known as a place of mysterious supernatural incidents and frequent UFO sightings during the Before. The ranch was abandoned early in the Rise, but that hasn't stopped odd reports from visitors. Strange lights are reported by those who wander

too close and loud booming noises with no discernable source are a near nightly occurrence.

### Canyon Diablo & Two Guns

Two old towns with sordid pasts have each sparked intrigue anew since the Rise. Canyon Diablo was but a ghost town before the Rise but seems to have been recently revived. The buildings are being used once again, by whom or what is unclear. Reports of gunshots and shouted warnings to stay away are repeated by any traveler in the area. Some believe scavengers may have found a motherload of meteoric iron. In stark contrast to the apparent revival of Canyon Diablo, the small town of Two Guns appears less prosperous. Rumors of ghostly Native American figures run rampant while some report more unusual supernatural occurrences. Travelers should be cautious about venturing too close to either location.

### Carlsbad Caverns

Located in what was once southeast New Mexico, a network of more than one hundred caves snake beneath the surface. Scavengers suggest special materials and other valuable resources can be found within the caves. The largest of these caves, the Big Room limestone chamber, is rumored to have some type of intrusion to a strange plane. More farfetched tales speak of strange crystal and rock creatures move about and attack unwary travelers. Which stories are true has yet to be determined.

### Trembling Giant

The mysterious Pando Forest located in what was formerly central Utah is a Colony of clones of a single tree, known as one of the oldest living organisms in the world. This enormous grove of quaking aspen shared a single root system. Prior to the Rise, experts thought it was dying due to a variety of environmental causes. After the Rise, Pando has been revitalized. New clones have sprouted and grown to towering heights seemingly overnight. The forest has taken on hues of purple and red amid the greens and yellows and the entirety of the trees now vibrate with life. Rumors hint at the trees do more than vibrate, suggesting the trees unroot themselves and walk about, changing the path through their midst. Others say the trees are poison, those infected becoming ill with fever and chills before wandering back to the forest. Whenever loved ones have gone looking for those lost, they swear the rustling of leaves sound just like voices, and limbs even sway and bend, as if trying to embrace them.

### Rumors and Legends New Mexico's Carved Caves

Several decades before the Rise, one artist began to transform natural crevices in what was one New Mexico into grandiose pieces of art. He carved intricate designs into the very walls of the caves, creating a breathtaking network of adorned tunnels to channel spiritual energy. Since the Rise, this spiritual connection has grown. Local legends maintain that should someone locate and explore enough of these glorious caves, they will be gifted with great power. The exact nature of this power has never been explained, but those who claim to have completed the ritual seem deeply satisfied.



## Stikini

Reports from the plains of what was once Oklahoma report sightings of a fearsome folklore come to life. The rumors call these beasts Stikini, large humanoid owls said to devour human hearts. Apparently, the creatures can transform between humans and large owls, but the transformation is painful. Stories say they must vomit up their soul and organs before prowling for prey and that the only way to kill one is to find their organs and destroy them. Should someone venture into the area, it is advised that they be on the lookout for signs of the Stikini.

## Unusual Additions

**“Victim of the Beast 666” Gravestone (Utah):** Much speculation existed before the Rise regarding the message on Ms. Gray’s gravestone, but no one has investigated the site since the Rise.

**Bonneville Salt Flats (Utah):** Rumors suggest an embraced demonic presence is using the salt flats for their nefarious plans.

**Grand Canyon Underground Suite (Arizona):** Created by JFK during the Cuban Missile Crisis, only recently have scavengers begun looking for the site anew. It is unknown if the quiet cavern motel is occupied or the months of rations scavenged.

**The Domes, Horseshoe Bend (Arizona):** Rumors suggest someone, or something, is using this difficult to reach location as a staging ground or defensive homestead.

**Meteor Crater (Arizona):** An impact crater of 160 feet in diameter, this site is believed to contain valuable Meteoric Iron.

**Airplane Graveyard (Arizona):** An excellent source of mechanical resources, the famous graveyard is apparently home to Marauders riding all variety of motorized vehicles.

**Montezuma Castle (Arizona):** Travelers say they have spotted someone occupying the ancient Sinagua dwellings.

## MID-WEST REGION

(Pre-Rise ND, SD, NE, KS, MN, IA, MO, IL, WI, MI, IN, OH, KY)

### Geographic Makeup of Region

As the Rise heralded swarms of undead, the heavily armed, cloistered communities of the Mid-West splintered, rejecting any who weren’t “family.” Illinois at the center of the Midwest, now known as the “Dead Prairie”, became a radioactive desert after its grand power plants collapsed. Once illustrious cities fell into ruin and undead turned the land into a living nightmare. Three great Colonies emerged around the Heartlands: the volatile Rushmore, isolated Fort Mackinac, and fabled New Chicago. Now, Marauders and unspeakable horrors scour the hills and prairies, preying on the weak and friendless.

As supernatural energies burrowed into the earth, warping the land into vile Darklands, the weather in the Midwest grew increasingly violent and unpredictable. Now, frequent thunderstorms crash with supernatural lightning and flash floods of heavy acid rain scour lowlands. Corpse tornadoes tear through Kansas while supernaturally harsh northern winters kill the unprepared. Wildlife, mutated or mad, savagely attacks everything that enters its territory.

## Colonies of Note

### Rushmore

Towering high, the blackened, half-broken faces of Mount Rushmore watch the large Colony below. Various graffiti cover the sculpture’s faces, portraying rivaling groups, warnings, and

cries for rescue. Rushmore is a major Colony in the Black Hills of South Dakota. Founded by a Splicer known as the Iron Minister, survivors gathered at the famous monument Mount Rushmore, converting its visitors’ center into the beginnings of a powerful fortress. A large inner road runs through the Colony, winding its way around the small foundries and industries that have emerged. Two Districts make up Rushmore: The Foundry and Tradeway Terrace. The air around Rushmore reeks of grease and soot. Grand structures called the Bellows, created by the Iron Minister, capture the smoke and ash, causing an acrid smog to hang in the air. Prone to malfunctioning, Rushmore struggles to keep them in working condition. As a nexus of travel and home to skilled gunsmiths, Rushmore primarily trades in weapons and information. Those with important information or valuable trade deals are brought before the mysterious Assembly of Steel.

Rushmore struggles to retain a working population for the Foundry and the Colony is under pressure to capture solitary travelers in their territory. Rushmore views newcomers as opportunities for new business or as fresh bodies in the Foundry. Favors, debts, or service are levied upon unwary newcomers who have little to offer and those who refuse to pay for their hospitality are bound, branded and sold into the Foundry.

The Assembly of Steel is composed of five masked rulers who govern the Colony. Class carries great influence throughout the Colony. Splicers and Enforcers are in great demand throughout the Colony: Splicers are employed to manage the Bellows while Enforcers maintain order throughout the foundry. Those in Tradeway Terrace view the residents of the Foundry as lesser citizens, often sending their prisoners and criminals to work in the furnace-like conditions. Solitary individuals are known to vanish, having fallen into debt and been sold to the Foundry.

---

### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger:** High

**Area Economy:** Medium

### CITIZENRY

**Government:** Secret Society

**Morality:** Egocentric, **Tendency:** Barbarous

**Qualities:** Bigoted, Master Craftsman, Technical, Trade Route

**Hardships:** Polluted

**Improvements:** Economic Focus

### SPELLCASTING

**Cosmic 6, Otherworldly 5, Prime 4, Supernatural 7**

### KNOWN NPCs

Iron Minister (Splicer)

---

### Fort Mackinac

In the early years following the Rise, a skilled Hound known as The Governess gathered survivors, leading a defense against Risen hordes. Guiding a small regiment of previous National Guard and local residents, The Governess retreated to Fort Mackinac. Stationed on an island in the Straits of Mackinac, the Colony monitors all trade and movement between the feral northern wilderness and the great lakes. Five enormous towers border the Colony, their great spotlights acting as a beacon for survivors of the North. Powerful storms buffet Fort Mackinac.



Those caught outside during these storms can be killed by pelting hail, lightning strikes, and sweeping waves.

Fort Mackinac relies heavily on fishing and professions connected to the industry are held in high regard. Fort Mackinac's population fluctuates with the seasons as fishing ventures and expeditions for timber dominate the summer. Those bringing Combustible and Mechanical resources will find plenty of Consumable resources in trade.

Newcomers notice that cleanliness is regarded highly; the residents often treating dirtiness with condescension and disgust. Refugees are quickly indoctrinated into Fort Mackinac, assigned to a specific society and duties for the duration of their stay. High rewards and a permanent place in the community come to those who volunteer to undergo a few month's fishing, the great lakes being dangerous storm-wracked landscapes that destroy all but the most hardened sailors.

The Colony functions as a technocracy of sorts. Each branch of society—military, religion, science, fishing, and agriculture—are represented by a single individual who makes decisions for the entire branch. Citizens wear uniforms of green and gray and patched sigils dictating their assigned branch of society.

#### COLONY CHARACTERISTICS

**Type:** Large Town

**Area Danger** High

**Area Economy** Medium

#### CITIZENRY

**Government** Council

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Flourishing, Important Position, Master Craftsman, Trade Routes

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 3, **Otherworldly** 5, **Prime** 6, **Supernatural** 4

#### KNOWN NPCs

The Governess (Hound)

#### New Chicago

With the creation of Zone 7 and an onslaught of undead roaming the land, Chicago became a den of disease, despair, and death. Leaving their old home behind, desperate residents of the Windy City evacuated, turning the ruins of Columbus into New Chicago. This Colony now sits as a junction between the heartlands and the Mid-Atlantic. Under the eccentric leadership of three Lazarus adventurers, New Chicago has grown into a near anarchic Colony. The three leaders, known as "The Crook", "The Judge", and "The Advocate", manage the city through an erratic series of laws. Drawing from their jumbled memories of former leaders, the three Lazarus decree often convoluted and confused regulations. These regulations are upheld by a well-supplied unit called The Battalion.

For one day each month, a tournament is held in New Chicago. Participants gather in the center of the Colony and are tasked with venturing to the ruins of Old Chicago. Each of the leaders calls for a resource to be gathered and returned to the Colony. "The Crook" often calls for goods that will bring the New Chicago wealth when traded with neighboring Colonies, "The Judge" often calls for resources that are useful for the Colony's expansion, and "The Advocate" calls for resources

that will benefit the people of New Chicago. Residents and outsiders looking to join The Battalion or who wish to gain leverage and renown throughout New Chicago join and seek out these requests. Many do not return, but the successful few are celebrated throughout the Colony.

Supernatural magics drift through New Chicago. Occasional spikes of magical energy erupt, causing fires, explosions or noxious gases to creep through the streets. The Colony has become known for its black market, arms ring and artifact trade. Those who know the right place to look can gain access to powerful magical armaments and trinkets at steep prices. New Chicago welcomes survivors with eager excitement, offering lodging and food in exchange for favors and debts. Many residents of the Colony view outsiders as mundane and easy targets to swindle. Strangers are easy marks for con-artists and prices tend to increase for unfamiliar faces.

While the laws in New Chicago are ever changing, three always remain the same: residents must work for the Colony. You may not attempt to destroy New Chicago. You may not kill in the Colony's boundaries. Beyond these laws, residents freely fight with, steal from, and manipulate those around them. Conflicts are common throughout the Colony, but they never escalate beyond broken bones; newcomers may find themselves called to duel outside of Colony borders.

#### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger** High

**Area Economy** High

#### CITIZENRY

**Government** Council

**Morality** Autonomous, **Tendency** Rash

**Qualities** Debauched, Gossip Mongers, Infamous, Trade Routes

**Hardships** None

**Improvements** Defense Focus

#### SPELLCASTING

**Cosmic** 5, **Otherworldly** 7, **Prime** 4, **Supernatural** 6

#### KNOWN NPCs

The Crook (Jackal), The Judge (Arbiter), The Advocate (Shepherd)

#### Organizations

##### The Listeners

Led by a Descended named Kadmir, the listeners are an organization that operates out of the Foundry in Rushmore. A powerful Shepherd, Kadmir sees the division within the Colony as sinful and unjust. Seeking justice, the Descended works to destroy the segregation in Rushmore by any means necessary, believing that the unity of the people is their only salvation.

##### The Tempest

Three captains—Ward, Crackshot, and The Monitor—founded the Tempest Alliance, an elite group of fishing vessels that patrol the Great Lakes and brave the Lake Michigan Darkland. Today, the Tempest Alliance functions as Fort Mackinac's navy. Viewing everything on the Great Lakes as a threat to Fort Mackinac's security, the Tempest Alliance quickly confronts any ship within sight of the Colony.



## Sawjack Pirates

In direct opposition to Fort Mackinac and the Tempest Alliance, the Sawjack Pirates are a group of survivors who have given themselves over to the corrupting magic of the Lake Michigan Darkland. Growing fins, gills, and razor-sharp teeth, the Sawjack Pirates glide through the Great Lakes, preying on small fishing boats and shoreline communities. Sawjack Pirates have been known to leave their victim's vessels intact, using them as bait for careless scavengers looking for an easy prize.

## Finder's Fortune

A guild of scavengers and looters, Finder's Fortune sees the post-Risen world as a prize for those bold enough to take it. Known for daring expeditions into Darklands or Zone 7, Finder's Fortune has become renowned for their discoveries. Stationed in New Chicago, the guild often works to scavenge the notorious Chicago Darklands, but they have been known to fulfill contracts for smaller Colonies in need of professional aid.

## Unity

Roving the Midwest in search of opportunity or easy targets, Unity is a radical militant group equipped with firearms and well-maintained vehicles. Lead by a charismatic group of Progeny known as the Bloody Seven, Unity sees everyone beyond their community as a risk and treat all other races with near zealous xenophobia. Humans are occasionally accepted into Unity. Those joining Unity share their leaders' racist sentiments and are often used as puppets or for breeding by the Bloody Seven. Unity has been known to travel seasonally from north to south, hunting down unwary travelers in their path. Wise survivors plan their journeys in conjunction to the seasons, hoping to avoid running into this band.

## Places of Interest

### The Twins

The ruins of Minneapolis and St. Paul, once united in governing the state, are now continually at war. Drawn to St. Paul's cathedral, a Descended known as Tabris watches over the ruins, seeing the fall of the world as a result of demonic influence. Converting those seeking refuge into zealous soldiers, Tabris wages war against the demon, Lothr, and its followers, warping the two cities into a bloody arena. Any who draw near to the Twins are swept up into the endless battle.

### Superior National Forest

High in northern Minnesota, the Superior National Forest stands silent and foreboding to scavengers trying to survive the harsh Mid-West. Home to valuable resources and great magical guardians, this forest is a seasonal treasure trove for those willing to travel into the region. Hunters tell of supernatural beasts and vile plants that guard their territory, driving away intruders or trapping victims among the tangle of trees. A great magical spring rests deep in the Superior National Forest, attended by a deranged Descended known as The Druid and a collection of magical beasts empowered by the well.

### River Runner Railroad

As the Rise ravaged the land, a train engineer called The Conductor saw a chance to turn his beloved trains into something greater. Transforming a passenger train named River Runner

into a mobile sanctuary, The Conductor roves across the few functioning Midwest Railroads. Quickly bypassing car-strewn highways and city ruins, the River Runner has become a vital means of travel across the ransacked Heartlands.

## St. Louis and the Gateway Arch

At first, the Rise seemed to avoid St. Louis. Risen wandered away from the city and panicked travelers cowered in the city's walls. But as people celebrated their good luck, the Gateway Arch trembled, arcane runes appearing in the polished steel. Magical energies crackled through the city and a grand *portal* opened, connecting St. Louis to distant lands. Those hiding in the city vanished, their screams of despair cut short as the *portal* fell still. Every full moon, the *portal* is said to open again, the screams of lost souls heralding its appearance.

## Hotel Hell

A generally jovial Lazarus that went by the nickname Hospitable Henry, or Hops for short, opened his own hotel on the outskirts of Zone 7, providing a space for weary and lost travelers. However, Hops carried in him the memories of old serial murderers and his worn patrons soon found themselves trapped in Hops' deadly hotel. Over the years, Hops gathered a stockpile of adventuring gear from his victims storing it deep within his hotel. Killed by a group of adventurers ten years after the Rise, the hotel was burned to the ground. Now, rumors tell of the H.H. Hotel appearing nearby Zone 7 once again, inviting anyone looking for rest.

## Firefields

Plumes of smoke and gouts of flame pour from North Dakota's plains. Mutated animals with boiling saliva and acidic venom, hunt for fresh prey. Fiery winds sear everything and ash covers the land. Amid all of this chaos sit a group of wicked Conservators, their coven drawing power from deep ley lines. Stories tell of these Conservators digging deep into the land, unearthing primal powers and twisted artifacts.

## Major Darklands

### Wounded Knee Darkland

Following the Rise, everything within five miles of the Wounded Knee Memorial fell into a vile mire of corruption. Intense icy winds blast through the landscape, carrying the screams of the dead. Blighted wilderness, mutated flora and fauna, and twisted fiends. A supernatural silence pervades the Wounded Knee Darkland, threatening to steal the voices of all who enter.

Pockets of smothering quiet known as The Hush are scattered throughout the Darkland, varying in their intensity. Travelers and adventurers who enter the region say that the pockets are places where the fiendish denizens of the Darklands listen, descending upon those who stumble into their muted lairs.

Survivors of the Wounded Knee Darklands tell of an inky whispering cloud that lures the weak-willed further into the plains, where they vanish entirely. As the cloud draws close, the supernatural silence thickens, muting every sound. Some say that right before the cloud becomes visible, not even a gunshot can be heard. Many believe that a powerful demon dwells in the center of the Darkland, sending minions forth to spread distrust and chaos. The nearby cities and villages have also



been corrupted by the Darklands, becoming places of concentrated evil and dens for demons.

**Mutation Risk** High

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** The Hush, floating pockets of complete silence; Paradox Intrusion, known region for Taku-He

### Lake Michigan Darkland

As the Rise began to take its toll on the continent, many tried to flee across the Great Lakes into the north. Travelers attempted crossing the vast lakes to salvation only to be swept away by storms or wither from starvation. Screams of despair and pleas for rescue sparked supernatural energies to collect in the lake. Now, abhorrent animals, tremendous storms, and whirlpools have turned the once great lake into a gaping abyss. Empty vessels weighted down with Risen float aimlessly across Lake Michigan, enticing scavengers and pirates with the promise of treasures still worn by the ravenous dead.

**Mutation Risk** Normal

**Mutation Type** Typical

**Portal Site** Unknown

**Unique Traits** No Known

### Chicago Darklands

At first, Chicago was a sanctuary for those fleeing the Risen with massive newly constructed walls surrounding the city. As the number of refugees grew, food, water, and security became scarce. Soon, the city transformed from sanctuary to prison. Citizens devoured each other, targeting those who had perished or those too weak to defend themselves. Powerful supernatural energies sparked to life in the heart of the city, changing the urban landscape into a Darkland. At the very heart of Chicago, the great Cloud Gate also known as the bean became a connection between another realm and the city. Survivors who have neared the Cloud Gate say that their vision becomes as warped as the images on the sculpture and any who remain nearby for long begin to lose their grip on reality. Chicago residents became obscene monstrosities. Now, these twitching creatures skulk throughout the city, seeking to satiate their ravenous hunger.

**Mutation Risk** High

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** No Known

## Hazards and Dangers

### Zone 7

By far the largest and most dangerous region in the Midwest, this radioactive desert slowly expands across the land, fueled by the nuclear reactors at its center. Mutated monsters and depraved bands of Marauders emerge from Zone 7, their attacks leaving Colonies and stray refugees decimated. Those left alive are tainted with radioactivity and do not live long to tell of the attacks. Nothing that comes from Zone 7 is safe—polluted with radiation and bringing slow death, or worse. Valuable

caches lay scattered throughout Zone 7, tempting intrepid adventurers or mad scavengers seeking fortune.

## Rumors and Legends

### The Digger

A cemetery in Kansas has become haunted by a phantom gravedigger. Rumors tell of the gravedigger unearthing valuable resources from long-dead corpses and storing them in a hidden grave. Most do not risk adventuring to the cemetery, as the gravedigger has been known to bestow horrific curses to intruders.

### Undead Dirigible

A dirigible has been sighted high above the Indiana bluffs with a horde of Risen following behind it. Those who have seen the vehicle claim that corpses seem to fall from the sky, and many believe that the dirigible is heading toward Rushmore.

## SOUTH EAST REGION

(Pre-Rise AR, LA, MS, AL, TN, GA, FL, SC, NC)

## Geographic Makeup of Region

The sub-tropical swamplands of the southeast have been transformed into a dark, twisted jungle crawling with hazards. Rising sea levels changed the southern coastline from the Before, forcing the few survivors to find new homes. Three well-known Colonies and other smaller communities have established themselves around the outskirts of this area, leaving the central states to become an overgrown and nigh-impassible terrain.

A band of Darklands stretches along the southern coastline of the region, terminating at the connection to a large peninsula jutting into the southern waters. Another Darkland occupies the center of this land, where the ethereal laughter of children is said to carry on the wind. To the north, several low mountain ranges and hills make travel difficult, but also offer natural barriers against the migration of Risen hordes.

## Colonies of Note

### Mud Island

Situated between the Mississippi River and Wolf River Harbor, the small town of Mud Island is a decently defensible location that has developed into a bustling community of farmers. Protected by water on the east, west, and south sides of the peninsula, inhabitants destroyed the southern bridges so the only way to access the island was from the north, establishing a “safe zone” from wandering dangers. After years of hard work, the northern connection to the mainland is now fortified by an impressive ten-foot-tall barrier constructed of stacked stone, cement, and steel scavenged from the ruins of Mud Island Amphitheater. This 800 foot long wall stretches from coast to coast across Mud Island and is complete with nine guard platforms, one approximately every 100 feet. The unique wall has no gate; the only way to gain entry to Mud Island is through the use of rope ladders lowered from the guard platforms or via a fortified secret door.

Other than the fields of crops planted on the southern tip of the island, town hunters actively seek out trade partners. Teams have been venturing further distances on large river skiffs on the Mississippi with the hope of finding other existing



Colonies willing to trade. The community is typically welcoming, especially to anyone bringing items to trade, though the group has never allowed visitors to stay forever. The only permanent residents of Mud Island either helped establish the location or were born behind its wall. However, after years of relative isolation, some voices are now calling for new blood to revitalize the town, despite the tightening resources.

The communal government is led by a circle of “elders” who are not exactly elder. A Human Auxiliary called Led, a Progeny Seer named Cakes, and a Throne Descended Combatist known as Karat make up the communal representatives, none of which are more than 25 years old. Each represents one component of the small town: farming (Cakes), supply management (Led), and perimeter defense (Karat), respectively. A tenet of the community has always been that each voice is heard, so the three representatives seek regular feedback from workers to make sure that concerns are addressed.

---

#### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** Medium

**Area Economy** Medium

#### CITIZENRY

**Government** Communal

**Morality** Honorable, **Tendency** Compassionate

**Qualities** Important Position, Mystic, Trade Routes

**Hardships** None

**Improvements** Defense Focus

#### SPELLCASTING

**Cosmic** 5, **Otherworldly** 2, **Prime** 2, **Supernatural** 3

#### KNOWN NPCs

Frost (Harbinger Iconic), Led (Auxiliary), Cakes (Seer), Karat (Combatist)

---

#### Grove Point

Nestled among what were formerly the most successful rice plantations in coastal Georgia, the plantation at Grove Point was a popular tourist attraction before the Rise. Following the Rise, Grove Point initially served as a place of comfort for those seeking respite from the horrors plaguing their world. Fortified with makeshift steel, concrete, and chain-link walls salvaged from the abandoned local homes of the nearby community, the village of Grove Point is now a relatively safe haven for its residents.

The former plantation has drawn on its heritage, building an impressive farming operation. After years of steady production, the village is looking to expand its operations by establishing an aqueduct to Grove Point from a branch of the Ogeechee River. Past attempts have ended in disaster, due to the strange creatures currently plaguing the river’s banks. Grove Point has enjoyed relative safety. A recent dispute with local Marauders has left the village in a state of heightened awareness.

A community of like-minded individuals, the village at Grove Point is run not by any single person, but rather by a group of farmers calling themselves “The Co-Op.” These farmers are determined to ensure each person who works toward improving the village is given a fair share of its harvests. Each member of the council oversees one major crop and one major line of defense for the community. Radar is the youngest member of the group, a 17-year-old Splicer in charge of corn and

advanced tech. Radar received her position and her namesake after she repurposed a series of fish-finders into a radar system that notifies Grove Point of any Risen in the area.

---

#### COLONY CHARACTERISTICS

**Type:** Colony

**Area Danger** High

**Area Economy** Medium

#### CITIZENRY

**Government** Council

**Morality** Autonomous, **Tendency** Indifferent

**Qualities** Isolated, Portal Hub

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 2, **Otherworldly** 2, **Prime** 4, **Supernatural** 3

#### KNOWN NPCs

Radar (Splicer)

---

#### Black Lake

A small community rests on the shores of a lake that’s dark water is impenetrable by light. The lake’s waters have sparked an almost religious devotion, slowly drawing people to the area. The residents are fearful of entering the waters, and yet they can’t venture far away.

The small community revolves around the waters of Black Lake. Able to farm enough food to keep them alive, the residents have little contact—or interest—in the outside world. Each member of the community has their place, and visitors may find it difficult to trade or barter. Villagers are secretive and standoffish to outsiders. Though visitors are not asked to leave outright, they are clearly unwelcome.

The village is run by a council of elders, said to be the only ones in touch with the spirits that guide them. These elders have spent years drinking the waters of the Black Lake, despite their eyes turning black. While the village elders seem fairly stable-minded, their black eyes often flit around, seeing things that others cannot.

---

#### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** Medium

**Area Economy** Low

#### CITIZENRY

**Government** Council

**Morality** Egocentric, **Tendency** Barbarous

**Qualities** Infamous, Isolated, Mystic

**Hardships** Cosmic Influence

**Improvements** None

#### SPELLCASTING

**Cosmic** 3, **Otherworldly** 1, **Prime** 1, **Supernatural** 0

#### KNOWN NPCs

No Known

---

#### Old Orleans

Protected by fortified levies, the historic French Quarter of New Orleans dodged the threat of rising seas. In the heart of the city ruins, Old Orleans is a Colony led by Mother, a magnetic voodoo priestess. Regularly wearing robes adorned in trinkets and tools of her faith, Mother can often be found communicating



with the malevolent spirit of Marie Laveau, who occupies Cemetery #1 and controls the Treme region, including old Congo square. The exact nature of the relationship between Mother and Laveau is unclear, but the colonists are content so long as they are fed and safe.

Under Mother's guidance, the Old Orleans colonists maintain a tenuous relationship with Laveau's followers based on trade. At Mother's request, her followers have been hard at work maintaining local rail lines used for outreach, patrols, and scavenging runs into the Garden District and beyond. Recently, small groups have been departing the Colony at night and returning just before dawn, seemingly hunting for something. Rumors have it that Laveau is after a magical artifact, and the residents of Old Orleans will be around only so long as they prove useful in the search.

Outsiders are welcome in Old Orleans for trade in resources, knowledge, and literature. Travelers are likewise welcome to become permanent members of the Colony if Mother grants her blessing.

Mother is a 50-year-old voodoo priestess known for her belief that every event holds meaning. She is quietly observant and when she speaks does so with insight and wisdom. Well respected both within the Colony and in scholarly circles, Mother is always teaching and guiding. She also has a reputation for maintaining a gaze longer than most would deem comfortable. Behind her pale eyes and long grey hair is a leader who puts her "children" first.

---

#### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger** High

**Area Economy** High

#### CITIZENRY

**Government** Imposed Ruler

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Important Position, Mystic, Technical, Trade Routes

**Hardships** Haunted

**Improvements** Spell for Hire Focus

#### SPELLCASTING

**Cosmic** 7, **Otherworldly** 5, **Prime** 7, **Supernatural** 6

#### KNOWN NPCs

Mother (Shepherd Iconic), Marie Laveau (Malevolent Spirit)

---

#### Oak Ridge "Secret City"

To a passerby, Oak Ridge would appear an abandoned industrial site. However, hidden between a series of ridges in the eastern part of what was once Tennessee, former research scientists have built up a large community in the ruins of an advanced technical campus with unique history. A development center for the Manhattan Project during the Before, and later a super computer research facility, Oak Ridge was a compound worthy of its nickname "Secret City." That secrecy kept it off the path of looters during the Rise, and the surrounding geography directed hordes of Risen away.

When the initial chaos was over, the practically minded scientists working on the campus quickly pooled the resources available within the compound to create a self-sustaining community. All operations were moved underground to avoid outside detection and an ingenious hydroponic garden

was devised. Recently, though, the crops have been dying and colonists are falling ill—first covered in red spots that darken to black, and then rapid physical decay. Though the scientists have been slow to admit it, the sickness seems to be supernatural in origin, though it's unclear how it spreads.

The industrious residents of Oak Ridge have repurposed the equipment on the research campus to support the resident survivors. Scientists at heart, each member of the group has shifted their focus to service a need—from hydroponics, to energy generation, to sanitation. As a result, much of the underground city has remained at an above average level of technological sophistication for post-Rise life. Food, water, and other necessities are shared equally among the residents.

Colonists in Oak Ridge will do anything possible to avoid detection. They remain underground in the remains of the research facility, only venturing out on occasion to assess the state of the world or to hunt for meat. It is rumored that some members of the community are in denial about the true state of the Rise, believing that the decimation was due to an international war. Either way, remaining hidden is the best defense.

A Colony of accomplished professionals who regard each other as peers, there is no clear leader of Oak Ridge. Doctor Pari Chopra has taken on an informal role as mediator for the recent disagreements about how to handle the spreading sickness. With a biomedical background, she is on paper the most equipped to find a cure, but glimpses of a shadowy figure lurking in the underground corridors suggest that science won't be enough.

---

#### COLONY CHARACTERISTICS

**Type:** Colony

**Area Danger** Low

**Area Economy** Low

#### CITIZENRY

**Government** Council

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Isolated, Technical

**Hardships** Plagued

**Improvements** None

#### SPELLCASTING

**Cosmic** 0, **Otherworldly** 1, **Prime** 0, **Supernatural** 1

#### KNOWN NPCs

Doctor Pari Chopra (Journeyman)

---

#### Organizations

##### The Rodents

Nesting in the ruins of the elaborate theme parks at the center of the Unhappy Lands Darkland is a fiendish group of individuals calling themselves "The Rodents." Led by an insane individual known as Rickey, who wears a ragged rat costume, this group of humans has been terrorizing the area for more than a decade. Formerly members of a safe haven that had been established after the Rise, Rickey and his gang diverged from the group, adopting the mindset that no act was too extreme in the name of survival. They killed and pillaged other survivors, building up what reserves they could. However, the focus on taking from others left them ill-equipped to truly fend for themselves. Once there was no one left to steal from, they fell into dark times, ultimately resorting to cannibalism. In time,



when new food sources appeared, the cannibalism that began as an act of desperation instead became a ritualistic tradition.

Joining the group is simple enough—all an initiate has to do is find one of the thousands of oversized mutant rats plaguing Florida's swampland, kill the creature, skin it, and be willing to permanently affix that skin to their back with the rat's head serving as a makeshift "hood." And of course, be willing to consume human flesh. Terror is the weapon of choice for The Rodents, and just the sight of their rat-ear silhouette is enough to set even seasoned Combatists on edge.

### Lost Company

Lost Company is an organization operating within the Old Orleans Colony. Run by Scout, all operators with Lost Company are part of the chain of command. Enlisted members believe that with enough training and the proper structure, any individual is capable of achieving greatness. This accepting attitude is the cause of their rapid growth and also their internal conflicts. Nevertheless, anyone willing to work hard is welcome to join their ranks, but they must do so knowing that there is a strict hierarchy. The only way to the top is to start at the bottom.

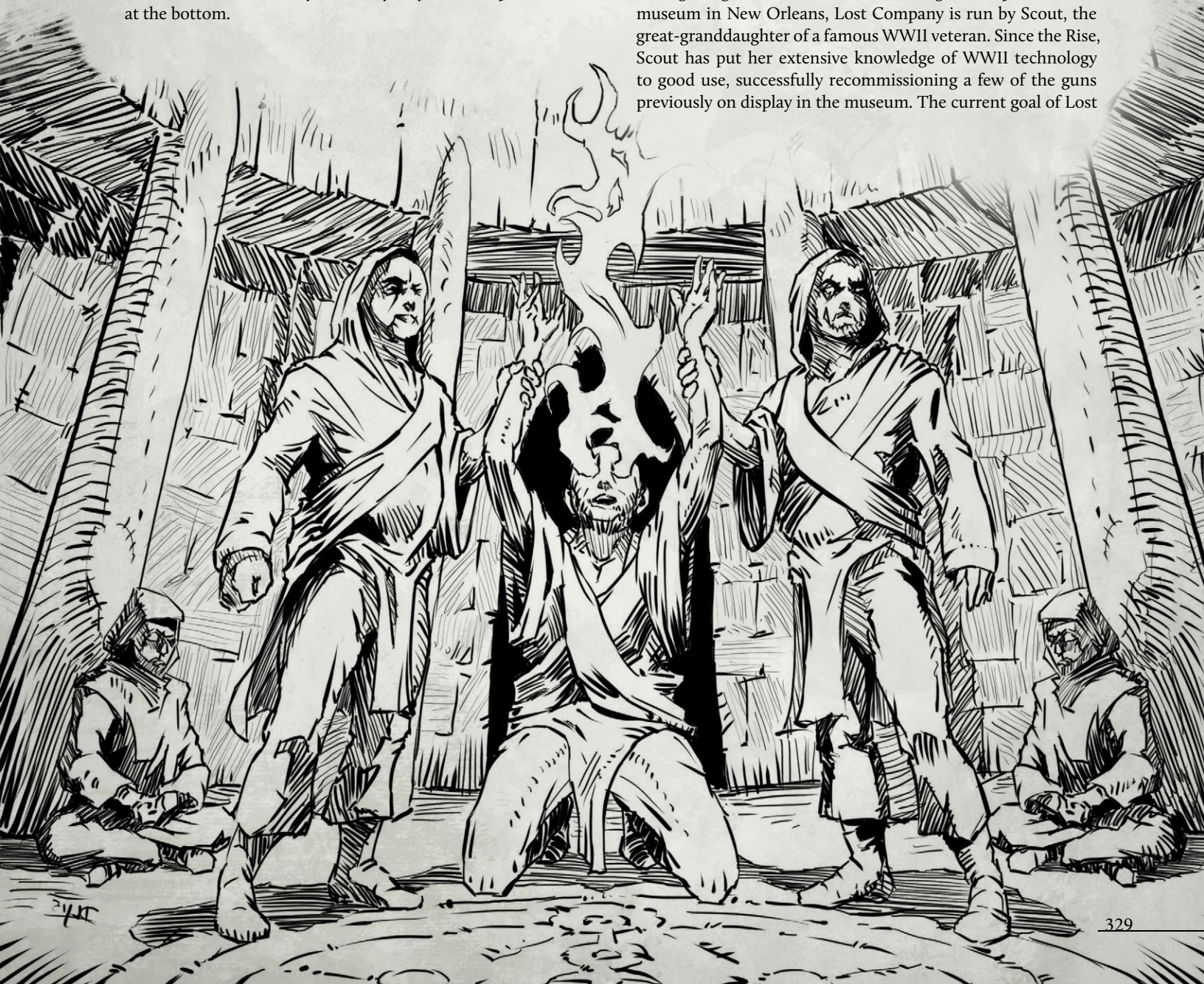
### Tick Herders

This group of indigenous people, led by a man named Bloodworm, live in small huts along the westernmost bank of The Scab. The herders are known for crafting a unique form of Darksteel with special properties. Most of the time, the villagers can be found in and around their huts, smelting Darksteel ingots and forging sinister Darksteel blades. Twice a day, at dawn and dusk, the Tick Herders live up to their name, as they herd massive swarms of fist-sized ticks across The Scab. The ticks follow behind village elders who tap the surface of The Scab with long poles, searching for thin areas that can easily be broken to reveal the liquid blood beneath. The herd of ticks skitter across the surface of The Scab in the elder's wake, greedily sucking up blood that seeps through any holes left behind by the elder's pole. Once a tick is bloated on blood, the villagers crush the bugs down into a thick paste of blood which they work into the molten Darksteel.

### Places of Interest

#### Lost Company Headquarters

Taking refuge in one of the main buildings of the pre-Rise War museum in New Orleans, Lost Company is run by Scout, the great-granddaughter of a famous WWII veteran. Since the Rise, Scout has put her extensive knowledge of WWII technology to good use, successfully recommissioning a few of the guns previously on display in the museum. The current goal of Lost





Company is to recommission one of the tanks currently on display at the museum. Their hope is to use the tank to breach masses of undead surrounding a valuable scavenge location a few miles outside the Old Orleans Colony.

### Black Lake

After the Rise, the waters of pre-Rise Lake Maggiore southwest of St. Petersburg began to mysteriously darken in color. Referred to now by surrounding villagers as Black Lake, the water has become impenetrable by any known light source. The lake's inky depths radiate cosmic energies in massive volumes. The energy has attracted a tribe of humans who have established a village on its eastern bank. Believing the lake to be filled not with water but the shadowy essence of some long-forgotten entity, elders practice archaic rituals along the shore when the night is darkest and the moon is full.

### Park Remains

Home to The Rodents, this center of the Unhappy Lands Darkland is littered with dilapidated roller coasters, which mar the landscape like coiled skeletons of some ancient and forgotten terror. Crumbling buildings painted with vibrant colors provide shelter to small groups of rat-skin-wearing psychopaths. A makeshift fence of wooden spikes now surrounds a fairytale castle at the center of one park, each pike adorned with the severed heads of The Rodents' victims. Unless a traveler has interest in joining their ranks or wishes to bring tribute to "King Rickey", it is best to avoid this place altogether.

### Mother's House

Located in the center of Jackson Square in Old Orleans is a small shack known simply as "Mother's House." This unassuming building is home to the Colony's leader Mother and her Progeny Conservator lover, Coral. All members of the Colony are welcome to go to Mother's House at any time, day or night. Many take up the offer, seeking Mother's spiritual guidance.

### The Haven

A small, stone chapel stands out from the dark, twisted landscape of what used to be northeastern Alabama. Built into the side of a large rock, this site hums with supernatural energy. Approaching the chapel, travelers immediately feel lighter, and their tiredness begins to melt away. Indoors, an altar at the front of the chapel beckons to visitors. Rumors of the altar's effects include everything from restorative properties to resurrection. Finding this chapel can be a challenge as the site only appears to those in great need. It's said that bathing in a lake to the north will cleanse one's soul and allow entry into the Haven.

### Playground of the Dead

To the northeast of a snaking lake toward the northern border of former Alabama, a nightmarish playground stands next to a large cemetery, now unearthed following the Rise. Ghosts of dead children play in the dilapidated park, terrorizing anyone caught in the area. The spirits appear particularly fond of swinging on the playset, and those who swing high enough sometimes jump off, disappearing seemingly into thin air. It is rumored that perhaps these spirits have found the entry to a one-way *portal* to a place that they dreamed of visiting when

they were still alive—the theme parks that are now swallowed by the Unhappy Lands Darkland.

## Major Darklands

### The Scab

Formerly Lake Moultrie in what was South Carolina, the scab is a hellscape of hardened blood. When the surrounding Darkland formed, Lake Moultrie's water began to boil before turning into a lake of blood. The surrounding lands churned, unearthing rare metals used to craft Darksteel. In the years since the Rise, the surface of the lake coagulated, creating a gigantic scab on the face of the former state. Wildlife avoid the area at all costs, giving the sickly ground a wide berth. Rumors state that a lone individual can be seen fishing through a small hole in the scab on nights when the moon is new. Most will say the Fisherman is doing so out of insanity, but some claim he leaves with his catch in tow.

**Mutation Risk** Normal

**Mutation Type** Typical

**Portal Site** Unknown

**Unique Traits** Darksteel and giant ticks

### Unhappy Lands

Surrounding the ruins of theme parks that once drew millions of visitors per year, a Darkland now mars what used to be central Florida. Initially, a small Darkland arose around Lake Apopka, which had polluted the land in the years before the Rise. The algae blooms in the area intensified and mutated during the rise, releasing poisonous spores into the area that killed all but the hardiest of wildlife—and people. Immediately following the Rise, panic gripped the crowded theme parks. Hordes of Risen appeared, seeking an easy meal. People who managed to escape the Risen soon faced the spores from the mutated algae.

Now known by locals as the Unhappy Lands in juxtaposition to the theme parks formerly in the area, this Darkland is home to vicious creatures twisted and Darkland constructs. Children's laughter can sometimes be heard on the breeze, and rumors tell that the spirits of park-goers still wonder the abandoned pathways.

**Mutation Risk** High

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** Darkland constructs

### Ninth Ward Darkland

Pockets of Darkland cover much of what used to be the picturesque Gulf Coast. Generations of destruction from natural disasters left a permanent mark on the land. Most of the landscape has turned to blackened forests of twisted foliage, but several sites within the larger Darkland stand out from the rest. In particular, the Ninth Ward Darkland serves as a reminder of how the face of New Orleans changed even before the Rise. The site of severe flooding that claimed many lives, a lake has once again formed as part of the Darkland. Remains of rooftops still peek through the dark waters, and spirits can be seen swimming beneath the surface, still searching for a home. Any visitors are advised to avoid touching the water, as



the sprits are known to grab hold and try to pull the victim to a watery grave.

---

**Mutation Risk** Normal  
**Mutation Type** Typical  
**Portal Site** Yes  
**Unique Traits** Unknown

---

## Hazards and Dangers

### The Boil

Shortly after the Rise, an enormous sinkhole opened directly underneath the McGuire nuclear power plant north of what used to be Charlotte, North Carolina. The sinkhole swallowed the plant and much of the surrounding area, overwhelming the damn and creating a large radioactive crater that was quickly filled in by the waters of Lake Norman. Now, more than 20 years after the event, the waters simmer at a low radioactive boil, further fueled by supernatural energy. The phenomenon continues downstream at least as far as Mountain Island Lake, contaminating the waterways and surrounding flora and fauna. Creatures still live in the lake and connected rivers, larger and more aggressive mutants nearly unrecognizable as prior species. It has been said they more closely resemble prehistoric cousins than species alive at the time of the Rise. These beasts have somehow adapted to live in the near boiling water.

In addition to the known risks of The Boil and old Lake Norman, there are reports of massive birds of prey in the area. It is presumed the old raptor center from the Before was the original source of these creatures. Evidence exists that this area may be the beginnings of a Darkland.

### The Waters at Black Lake

The humans living around Black Lake believe the water to actually be the shadowy essence of a long-forgotten entity. Those brave enough to swim in its waters will find that they have a visibility of zero while submerged. This disorienting effect is enough to cause most to panic, frantically swimming towards what they believe is the surface, but is actually deeper into the inky waters. Any swimmers will immediately note an undeniable and sinister presence within the waters and will be driven to return to the safety of the shore. Drinking the water seemingly leads to insanity; however, those that have ingested the foul liquid insist they can see into the beyond.

## Rumors and Legends

### Bloodworm

When the moon is new, Bloodworm—leader of the Tick Herders—can be seen fishing through a small hole in the surface of the Scab. Before sunrise, he will pack up his gear and depart, carrying his haul for that trip back to his nearby cave. Bloodworm has been sustaining himself in this manner for years, always under the cover of complete darkness.

### Scout's Tank

Lost Company has been hard at work trying to recommission one of the tanks currently on display at the museum in New Orleans as a weapon against the Risen hordes. Some dissenting whispers have begun circulating through Lost Company that "Scout's Tank", as they call it, already works because it is haunted by the ghosts of fallen soldiers, one of whom may have been Scout's ancestor. Mother has recently taken an interest

in the project and spent some time alone in the tank. Her reticence to discuss what she learned have left everyone curious about what any haunting spirits may have had to say.

### Ghostly Rider

Along the ruined roadways of what was once Arkansas, the clack of horse's hooves sometimes breaks the quiet of night. Long before the Rise, a lone rider and his horse were struck and killed by a train. Each night, they now ride together again. Rumors tell that the rider may aid travelers at a steep price.

## MID-ATLANTIC REGION

(Pre-Rise WV, VA, MD, DE, PA, NJ, NY)

## Geographic Makeup of Region

The Mid-Atlantic is an extremely hazardous area of the old United States, where few locations were fortunate enough to escape complete disaster. Notable for three Major Darklands: Arlington, Gettysburg, and the island of Manhattan, the Mid-Atlantic offers a high concentration of supernatural energy. Where these twisted areas of sorrow end, hazardous radioactive landscapes take over. Numerous nuclear reactor locations in this region alone experienced either a nuclear meltdown or were outright destroyed during the Rise, the greatest concentration located in what was once eastern Pennsylvania. The Appalachian Mountains provide one of the region's few areas of respite, separating major Darklands and radiation zones to the east from uncorrupted mountains and the valleys to the west.

## Colonies of Note

### Three Mile Colony

Due to a combination of high-profile security and its defensible position on a river island, Three Mile Island (TMI) Generating Station was relatively unaffected during the Rise. This former disaster site has been transformed into a formidable fortress which is now home to a large community of engineers, mechanics, reactor operators, trained guards, and their families. While its isolated position in the middle of the Susquehanna River saved the lives of every worker on shift the night of the Rise, that same isolation has turned out to be a curse. The Gettysburg Darkland spans the southwest, while the Radiation Belt has contaminated everything to the east. The only traversable terrain is a narrow band to the northwest, a ruined landscape crawling with Risen. With hazards on all sides, the inhabitants of TMI find themselves surrounded by disaster.

While they have a reliable source of renewable power, the community has few partners with whom to trade their surplus power. Instead, the inhabitants have become resigned to re-routing any runoff energy into a makeshift steel and chain link barrier surrounding the island, creating an electrified wall of certain death for any unwanted guests. Due to its isolated location, TMI inhabitants are wary of outsiders. Those offering wares for trade are occasionally allowed inside, but visitors should be cautious of the barrier surrounding the fortress.

As a former government installation, the community follows a militaristic leadership structure. Senior reactor operator Grit is the ranking commander, but he becomes more solitary and untrusting as time passes. Whisperings in the mess hall indicate that some community members aren't thrilled with his succession plan for when he retires.



**COLONY CHARACTERISTICS****Type:** Small Town**Area Danger** High**Area Economy** Medium**CITIZENRY****Government** Militaristic**Morality** Dutiful, **Tendency** Level-Headed**Qualities** Faithless, Isolated, Technical**Hardships** Radioactive**Improvements** None**SPELLCASTING****Cosmic** 2, **Otherworldly** 1, **Prime** 3, **Supernatural** 4**KNOWN NPCs**

Grit (Journeyman)

**The Pools Colony**

A large Colony of rumored demon-worshippers inhabit the south-western edge of old Manhattan, from old Rockefeller and Teardrop Parks down to old Battery Park in the south. The heart of the Colony is centered around two demonic portals known as the Bleeding Pools. During the Rise, most of Manhattan was swallowed by the growing Darkland. As the darkness spread, the Twin Tower Memorial reflecting pools ran red with blood as what was once Manhattan was overrun by corrupting energies. Today these Bleeding Pools pulse with demonic power, constantly flowing with blood that drains into burning portals. It is believed these infernal gateways are one-way portals to the Lower Planes. Despite rumors, no documented proof exists. Outsiders tell of a sinister coming-of-age ritual practiced by the village that involves sending their children into the portal to the lower planes and challenging them to make the journey home. Children able to complete the trial return to Earth as adults in the eyes of their elders and are able to wield strange demonic powers.

Village inhabitants have gathered supplies salvaged from the city ruins and cultivated successful agriculture and fishing operations. The Colony is willing to trade with outsiders for unique historical items, knowledge, and animals. Rumors of trade for blood from the pools has begun to surface. What that blood is used for is a stone best left unturned. Outsiders are free to trade but not to linger. Travelers are kept to the outskirts of the Colony and never allowed near the Bleeding Pools. That is, of course unless they wish to join the Colony through unknown sacrifice and service.

The theocracy centers around the Speaker, said to communicate directly with demonic powers beyond the portals.

**COLONY CHARACTERISTICS****Type:** Township**Area Danger** High**Area Economy** High**CITIZENRY****Government** Theocracy**Morality** Tolerant, **Tendency** Compassionate**Qualities** Infamous, Portal Hub, Religious Site**Hardships** Demonic Influence**Improvements** None**SPELLCASTING****Cosmic** 4, **Otherworldly** 5, **Prime** 3, **Supernatural** 2**KNOWN NPCs**

Speaker (Shepherd)

**Templars Colony**

Washington DC stood no chance when over four hundred thousand Risen crawled from their graves and rambled over the Potomac River. All that remains of the former capital is an abandoned sprawl of overgrown monuments, museums, and apartment buildings dominated by the Risen horde. Somehow, amongst the living dead and decaying icons of democracy, The Knights of the Temple make their home. The exact location of their Colony remains a closely guarded secret. Castle Redstone is known to be controlled by the knights, but nobody has seen the Colony. Despite not knowing their base of operations, any ventures to scavenge the museums or other buildings of state will almost certainly result in an encounter with a party of knights.

The Knights of the Temple are xenophobic and keep to themselves as much as possible. Their base of operations is difficult to find, and anyone who is not deemed 'their kind' won't make it out alive if they stumble across its location. The secret syndicate is governed by the Templar captain, a grizzled man called the Knight. He is well respected, and his followers will gladly give their lives to serve the order.

**COLONY CHARACTERISTICS****Type:** Small Town**Area Danger** High**Area Economy** Medium**CITIZENRY****Government** Secret Society**Morality** Dutiful, **Tendency** Barbarous**Qualities** Bigoted, Insolated, Religious Site**Hardships** None**Improvements** Defense Focus**SPELLCASTING****Cosmic** 2, **Otherworldly** 4, **Prime** 2, **Supernatural** 3**KNOWN NPCs**

Knight (Enforcer)

**Fort Bell Colony**

A caravan of refugees, toting the Liberty Bell from Pennsylvania, stumbled onto pre-Rise Fort Monroe, Virginia, while attempting to escape a massive Risen horde. The caravan consisted of 100 survivors, over a quarter of whom had at least some innate magical talent. These magic users were a huge factor in escaping the undead menace and once the wall of the fort was secured, the fledgling colonists elected a five-person magic council called The Elements. Each year the Colony votes Elements into position, though there has been no leadership change in the last five years. The Elements settle major disputes, oversee decisions on defense and trade, and assign hunting parties clandestine missions to retrieve certain items being used towards some unknown goal.

Now a major Colony in the Mid-Atlantic region, Fort Bell has established many trade routes to Colonies near and far. The Colony is large enough to ward off most Marauders, but small enough to stem crime within the Colony. A small police force patrols the Colony at all times. Patrols usually include a mix of Combatists, Seers, and Auxiliaries. Several hunting parties patrol outside the island for dangers and additional resources, the most famous of which are The Radicals. At least one of the fort's cannons is operational, helping protect the



Colony's north east corner. Additional cannons are currently being fabricated for improved defense.

---

### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger:** Medium

**Area Economy:** High

### CITIZENRY

**Government:** Vocational, Magically inclined

**Morality:** Tolerant **Tendency:** Level-Headed

**Qualities:** Flourishing, Important Position, Mystic, Trade Routes

**Hardships:** None

### SPELLCASTING

**Cosmic 4, Otherworldly 5, Prime 7, Supernatural 7**

### KNOWN NPCs

The Radicals—Argo (Enforcer Iconic), Enoch (Arbiter Iconic), Ruby (Splicer Iconic)

---

## Oyster Island Colonies

Three islands exist close to the Manhattan Darkland, working together to maintain safety despite having different agendas. Liberty Island, Ellis Island, and Governors Island operate as three interconnected Colonies. The sharing of resources, trade, leadership, and defenses keep them tightly knit. Each island houses ambassadors from the other two Colonies to maintain clear communication and ensure cooperation.

**Liberty Island:** An iconic symbol of freedom before the Rise, Liberty Island is now the base of operations for a Descended Shepherd named Bedloe and her following of like-minded survivors. Bedloe has made it her sole purpose to eradicate the demons protecting the Bleeding Pools and ultimately close them. The Colony includes a surprising number of Descended and Progeny, many of whom are Arbiters, Shepherds, or Seers. The few humans counted among their numbers have been “liberated” from the Bleeding Pool cultists. Bedloe believes that if she can close the portals, she can rid Manhattan of the demonic energies that plague it. Liberty Island maintains much of the spiritual defense of the Colonies, focusing its efforts on demonic threats. Additionally, a group of scholars make their home in Liberty Island, collecting and reprinting literature to preserve knowledge and art.

**Ellis Island:** Ellis Island serves as the housing and agricultural center of the Oyster Island trio. Led by a Human Enforcer named Dyer, this Colony thrives due to his focus on defending new farmlands. Occupants have worked diligently to restore the structural functionality of the old hospital and fort buildings. These structures now house farm workers and their Combatists protectors. While the island itself does not provide much land for farming, colonists maintain the Ellis Island Bridge and have converted old Liberty Park into a booming agricultural operation.

**Governors Island:** The largest of the Oyster Colony islands is perhaps the most self-sufficient of the three. The Colony is led by the Warden, an unusual mutated Human Hound, liberated years ago by Bedloe from the Bleeding Pools cultists. His unconventional strategies have allowed the Colony to thrive in both marine defense and mainland scavenging efforts. Hounds and Jackals find numerous advancement opportunities in the

Colony. The Warden oversees at least a dozen vessels that patrol the three islands and support scavenging efforts.

Each of the three island Colonies are open to outsiders both for trade and for increasing their ranks. However, Liberty Island is the most insular and unlikely to offer admittance. The islands are each run in a mostly democratic fashion and together a council represents the Oyster Island Colonies as a whole.

---

### COLONY CHARACTERISTICS (Combined)

**Type:** Large Town

**Area Danger:** High

**Area Economy:** High

### CITIZENRY

**Government:** Council

**Morality:** Dutiful, **Tendency:** Compassionate

**Qualities:** Flourishing, Isolated, Master Craftsman, Parent Colony

**Hardships:** None

**Improvements:** Defense Focus

### SPELLCASTING

**Cosmic 3, Otherworldly 5, Prime 6, Supernatural 4**

### KNOWN NPCs

Bedloe (Shepherd), Dyer (Enforcer), Warden (Hound)

---

## Organizations

### Knights of the Temple

A xenophobic order of zealots calling themselves the Knights of the Temple have been slowly establishing operations in the ruins of Washington D.C. and the surrounding area. Originally the Knights were established as preservers, exploring abandoned museum halls and sifting through the rubble for any significant ancient relics they could find. A recent shift in leadership has led to the Knights focusing their recovery efforts on ancient relics rumored to hold supernatural properties. The Knights appear to be preparing for war. Over what and with who is a mystery that has yet to be revealed.

### The Nightshift

The large community taking up residence at Three Mile Island refer to themselves as “The Nightshift,” something that started as a joke but quickly became a moniker to unify the plant’s survivors. The Nightshift is led by a former Navy nuke and senior reactor operator named Grit. Now a Hound into his senior years, he shows no sign of slowing down. Grit runs his community as he would have run a Navy Submarine—with an iron fist and fierce code of conduct. In the years since the Rise, Grit has done everything in his power to establish a trusted relationship with an outside Colony to no avail. Fearing the worst, he has transformed TMI’s island power station into an isolated but secure village. Everyone in The Nightshift takes turns alternating between ensuring the plant continues to operate safely and tending to the small gardens and livestock pens maintained around the island. Grit may come off as stern and somewhat tyrannical in his actions; however, he considers each member of The Nightshift to be his family. In the event Grit is no longer able to fulfil his duties as leader of the community, he is prepared to hand over leadership to second-in-command, Nightbat, much to the dismay of Grit’s eldest son, Gunner.







## The Riggers

A small group of Splicers and Auxiliaries who secretly meet in the TMI Reactor 2 building, The Riggers' goal is to retrofit the decommissioned reactor with equipment that will enable it to convert and store supernatural energy. The Riggers are led by Hotwire, a Splicer and Grit's youngest daughter. While the rest of The Riggers believe that they are working to create an alternate fuel option for The Nightshift by harnessing supernatural energy, Hotwire's real goal is turning the reactor into a massive caster of sorts. To what end remains a mystery.

## Places of Interest

### Centralia, Pennsylvania

This labyrinth of abandoned coal mines beneath what was once northern Pennsylvania has been burning for over a century, long before the Rise occurred. Since the Rise, the location has become a hotbed of demonic activity and is believed to be the preferred hunting grounds of a particularly nasty wrath demon. Heat shimmers emanate from the ground, hinting at the sinister coal fires raging beneath. Geysers of superheated steam and fumes erupt from the cracked asphalt of abandoned roads, creating a hellish landscape promising that it will only get worse the deeper brave travelers descend.

### Castle Redstone

Located near the ruins of the National Mall in Washington D.C., Castle Redstone is the believed headquarters of the Knights of the Temple. What used to be the administrative offices for the Smithsonian Institution have been re-purposed into a fortification where the Knights of the Temple congregate and are rumored to store ancient relics they recover. The red sandstone building creates an air of forgotten pasts, adding to the general mystique surrounding the order. The castle is filled with dormitories, training areas, and all manner of defense against intrusion. Rumors of recovered treasures abound.

### Gin's House

Ginny Wade is the only recorded civilian casualty of the Battle of Gettysburg. A stray bullet passing through her kitchen window ended the young woman's life while she was reportedly baking bread. Sometime after the Rise a Lazarus arrived in the area with faint memories of her former life. Calling herself "Gin", the young woman moved into a house bordering the edge of the Gettysburg Darkland. She offers respite to any passing parties looking for a hot meal and a place to rest weary eyes. If asked about her past, Gin offers a faint smile and replies that "I don't know I have that answer, but I sure ain't baking bread." When she isn't offering her hospitality to others, Gin is busy scouting the Darkland. She currently obsesses on capturing a Firesteed birthed from the Neighing Pyre. Her goal is to break the wretched animal to improve her scouting deeper into the surrounding Darkland.

### TMI Reactor 2

Since an accidental meltdown before the Rise, TMI's Reactor 2 has been in a state of deactivation. The decommissioned reactor sits idle and is treated like a glorified storage facility, serving as a bleak reminder of a time when the general public viewed

TMI with general aversion. Recently, a group of young Splicers and Auxiliaries have set out to change that misconception. Calling themselves "The Riggers," the upstarts meet in secret and work toward their vision of a new and improved purpose for the old facility. Their goal is to recommission the reactor, retrofitting it with newly developed technology that will allow the plant to safely convert and store supernatural energy runoff that is syphoned from the nearby Gettysburg Darkland. Aware that their community leader, Grit, would not approve of their idea, The Riggers work mainly at night, completing scouting runs in secret.

## Tomb of the Unknowns

This former monument to American service members who died without being identified has become a beacon of spirit activity. The tomb continuously crackles with energy, releasing moaning spirit-like discharges of power. Even the mutated animals of the surrounding Arlington Darkland seem to actively avoid the tomb, giving it a wide berth as they pass through the area. Splicers and Auxiliaries report their magic behaving in stranger and less predictable ways the closer they are to the site.

## Major Darklands

### Arlington Cemetery Darkland

Nearly half a million Risen clawed from their graves in Arlington National Cemetery during the Rise. This mass exodus churned the soil, aerating the surrounding landscape and leaving it fertile with sinister energy. Growth among trees and native plants exploded, mutated and iridescent flora growing unhindered. Scavengers who explore this Darkland leave feeling as though they left something behind, not knowing the land itself is slowly syphoning away bits of their soul. Arlington in its entirety is now a dangerous Darkland crawling with horrific beasts and vengeful spirits. Even the soft soil seemingly attempts to grab and hold those staying in one location for too long. The uneven ground appears to undulate and churn, a disorienting feeling at best.

**Mutation Risk** Low

**Mutation Type** Typical

**Portal Site** Unknown

**Unique Traits** *Level Drain* - The land syphons the souls of those crossing into its borders. Each day, humans and outsiders with the Earth subtype must make a Fortitude save at DC 15 or gain a temporary negative level. Those dying from level drain within the Arlington Darkland are rumored to come back as something more sinister than Risen.

### Gettysburg Darkland

The historic fields of Gettysburg have become an extremely dangerous Darkland. Filled with mutated flora and fauna, Gettysburg is no place for the faint of heart. Among other terrible beasts, herds of mutant deer stampede across ancient battlefields, their oversized antlers dripping with secreted venom. The scent of death carries on the breeze, a reminder of battles long past.

**Living Fog:** As most Darklands, Gettysburg is covered in low lying fog that varies in height, often with the phases of the moon. What is perhaps unique are the



pockets of Living Fog, a spongy substance which makes movement difficult. The fog is actually an acidic mucus that slowly dissolves living matter trapped in its depths. Noticing the Living Fog before being wrapped in its midst is very difficult, requiring a DC 20 Perception check to spot. Each round within the Living Fog deals 1d4 damage.

**Mutation Risk** Low

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** *Stench* - When the air is most stagnant and the general fog thick, the smell of burning flesh hits heavy on the nose. Travelers believe this pungent scent heralds the coming Neighing Pyre.

### Manhattan Darkland

The site of the most devastating act of terrorism in pre-Rise United States, Manhattan has been transformed into a sprawling Darkland of shadowy steel, concrete, and glass. Growing through the twisted metal skeletons of former buildings is a tangle of overgrown plant life emanating from what used to be Central Park. Risen struggle to shamle through this literal jungle while packs of mutated cockroaches, pigeons, and rats run rampant throughout the city. Scavengers brave the dangers of this Darkland in hopes of scoring caches of abandoned goods.

**Mutation Risk** Normal

**Mutation Type** Typical

**Portal Site** Yes

**Unique Traits** *Demon Haven* - Demons are found in this Darkland at a higher frequency than other areas. Typically, this means more likelihood of Shunned demons; however, because of the Bleeding Pools, Embraced demons are just as likely to occupy the Manhattan Darkland.

## Hazards and Dangers

### Arlington Horde

During the Rise, all the dead buried at Arlington Cemetery simultaneously stirred from eternal slumber. Over four hundred thousand Risen clawed from their graves, many of which still roam Arlington as a Risen horde. The sheer number of Risen in this mindless army make the horde one of the most dangerous hazards in the region.

### The Wandering Woods

When the Arlington horde rose, the ground was churned and aerated. This disturbed soil became rich with supernatural energy, twisting and mutating all living creatures residing within. Over time, the large trees growing across the cemetery landscape drank in this dark energy, becoming sentient horrors and uprooting themselves to stalk the Darkland in search of beings on which to quench their fetid thirst. Getting lost in the woods has never been so dangerous as many of the trees continuously move. Sentient treesoul varieties create their own hazards such as the Dark Hickorys who form impossible mazes to navigate, or the Twisted Oaks who aggressively attack invaders. Trespassing through these woods may seem like a fool's errand, but those in search of Darkwood have discovered these trees are an abundant source in the area.

### The Neighing Pyre

After the battle of Gettysburg, over three thousand slain horses were burned on giant pyres. The fumes released from these fires were said to have been so intense that the stench of them burning caused nearby villagers to become violently ill. As the Gettysburg Darkland formed, a grisly scene rose from the earth in the form of a large mound on the fields of southern Pennsylvania. An undulating mountain of burning horse flesh, The Neighing Pyre is a terrifying sight to behold. Making matters worse, the pyre is not only mobile—oozing across the Gettysburg Darkland leaving behind trails of blood and ash—but each evening births a powerful Firesteed fueled by supernatural energy to thunder across the corrupted former battlefields.

### The Bloody Wheatfield

An area within the Gettysburg Darkland is dominated by a field of blood-red plants resembling wheat. Explorers and animals alike that venture too far into the glistening wheat rarely live to regret their mistake. These sinister plants are carnivorous, making razor-sharp cuts into the flesh of those passing through their lands, slowly draining the life from their prey. Worse, the Blood Wheat spreads a topical anesthetic with each cut, making it nearly impossible to detect the assault. Once the victim is sufficiently weakened, ropey flesh-like tendrils extend from within the bloody stalks. These appendages proceed to force themselves into the stomach of their victims before releasing a highly corrosive agent, slowly dissolving all bone and flesh to allow easy absorption by the fibrous roots. Rumor has it that careful preparation of the wheat can create anything from painkillers, to acid, to a potent alcohol with psychedelic side effects.

## Rumors and Legends

### The Cockroach

The Cockroach, or just "Roach" according to The Nightshift, was once a young exterminator hired by Three Mile Island staff to eliminate rodents and other pests nesting in the bowels of the nuclear reactor before the Rise. In the relative chaos following the Rise, the man that Roach used to be panicked and attempted to flee the plant. One wrong turn was all it took for him to enter a hot zone of radioactivity, leading to a form of psychosis that transformed Roach. He now stalks through the plant and Reactor 1, crawling from pipe to pipe eating what he can find or catch. Members of The Nightshift have only ever caught glimpses of him or found the remnants of Roach's nesting areas above steam pipes. Roach essentially lives within the walls of the plant, scurrying across catwalks and swinging from distended cables. The Nightshift knows almost nothing about Roach or who he really is. Little do they know, Roach has been watching The Nightshift for years; he knows everything about them.

### Drum of the Earth Mother

This unassuming hand drum is an ancient Lakota artifact composed of stretched hide over a wooden frame that is painted with the likeness of a fearsome warrior riding a blue horse. The warrior wears a headdress and wields a spear that are both adorned with the feathers of a bald eagle. When played, the drum channels supernatural energy, summoning the aid of a powerful spirit eagle. The drum was formerly on display in a



Smithsonian exhibit but went missing during the Rise. The Knights of the Temple have been searching for the artifact for years, but they have been unable to find it among the rubble. A knight named Grog claims to have seen a boy carrying a drum with blue markings on it while exploring the Arlington Darkland, but he was unable to apprehend the kid or confirm the relic. Grog is willing to both pay and accompany any individuals willing to help him venture deeper into the Darkland in search of the boy and his instrument.

## NORTH EAST REGION

(Pre-Rise CT, RI, MA, VT, NH, ME)

### Geographic Makeup of Region

The North East has seen radical change since the Rise. While there are many small Colonies scattered throughout the area, few have been resilient enough to last. Most end up nomadic, moving from place to place, while others are wiped out completely by raiders or worse.

The few establishments that did manage to gain a foothold in the region did so through hard work or had magical aid. As different factions rose up, people flocked to them in an effort to find a safe place to live. Most of these settlements were built on the outskirts of major cities in places where it was possible to cultivate land and grow edible food.

The ruins of the largest cities from the Before hold immense dangers. Any inhabitants still dwelling inside barely qualify as human, and most attack on sight. Explorers and scavengers of unequaled bravery make forays into these areas, looking for anything to sell or trade. Those who have survived are hard and dangerous—the type of people best given a wide berth. The type of people like you, hunter.

Forested areas are avoided by all but the bravest souls. While the risk of encountering radiation-sick Humans is low, brutal creatures dwell within, reclaiming their natural homes from days of old. Wild animals corrupted by supernatural taint and horrific radiation are now beasts resembling the vicious monsters of lore. Others are demonically influenced, corrupted by infernal power with keen intellect and a thirst for blood. Many communities living near large forests tend to lose citizens to the terrors creeping beyond the tree lines. Those who venture too far, may fall victim to horrors wishing to feed on human flesh to satisfy their insatiable hunger.

The dangers multiply, spreading ever outward as nature mocks the technological expansion of human culture that is now all but dead. A few stalwart individuals occasionally intercede, and one organization has helped lead the charge to push back. The Lord's Militia, operating independently and seemingly without the backup of any single Colony, wage an ongoing campaign to contain the wilds. Without their dedication, much of the North East region would be lost.

### Colonies of Note

#### Greely's Salvation

Located deep into post-Rise Maine, many consider Greely's Salvation to be proof that humanity can come back from the Rise and rebuild something positive from the ashes. This vast farming community boasts some of the best food in the region. Seven families have taken up residence throughout the acreage, and a small town was erected to conduct trade. The history of

Greely's is a mystery, one travelers spend a lot of time speculating about. Some say the place was built by religious extremists who escaped the major cities before catastrophe struck. Others believe someone's using magic to grow the crops. Many wondered how they were able to hold on to the place until the Lord's Militia began patrolling the area. One thing no one has done is venture into the farmland at night. While the place seems benevolent enough, something about a field of crops under the moonlight has kept even the brave away.

The economy in Greely's Salvation revolves primarily around agricultural trade. Each of the seven families specialize in different crops, coordinating their efforts to make sure the community will have an abundance of Consumable resources for their own needs as well as a surplus to trade with outsiders in exchange for other goods or services. Members of the Lord's Militia, in particular, stop by Greely's salvation for fresh meals. In exchange, the community is always under the watchful eye of these fearless protectors. Residents of Greely's Salvation are welcoming hosts to travelers willing to abide by the community's philosophy of partnership. Those who run the local hotel and various shops are friendly enough, and they spin a good yarn about their neighbors, but the tales always seems to be a little different. Any boasts immediately come under suspicion, especially since the farmers themselves tend to be secretive isolationists.

The community is led by Markus, the community's founder, revered by all its members. The people of Greely's Salvation are devoted to their religion, revering their founder as a messiah figure, sent to tame the land and make it better for all. Colonists are custodians and caretakers here to keep the area safe and help rebuild a better world. However, the secretive nature of the colonists suggests that another force may be at play behind the scenes.

---

#### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** High

**Area Economy** High

#### CITIZENRY

**Government** Imposed Ruler

**Morality** Tolerant, **Tendency** Compassionate

**Qualities** Bigoted, Flourishing, Trade Routes

**Hardships** Demonic Influence

**Improvements** Defense Focus

#### SPELLCASTING

**Cosmic** 2, **Otherworldly** 2, **Prime** 4, **Supernatural** 3

#### KNOWN NPCs

Markus (Hound)

---

### Cape Cod

During the Rise, the tranquil pre-Rise community of Cape Cod was forced to transform into a bastion of post-apocalyptic survival. Thanks to some ingenious residents and a stockpile of fireworks, the peninsula proved a defensible location. In hopes of securing a new post-Rise home, residents destroyed most of the two bridges that once connected the peninsula to the mainland. Once cut off from large numbers of Risen, a coalition was formed to discuss defense and ongoing survival. The decisions from those early survivors set the stage for the three Colonies now operating in concert in old Cape Cod.



**First Watch:** Otis Air National Guard Base was the first Colony settled on the peninsula, now known as First Watch. This Colony is responsible for patrolling the approach from the mainland and scavenging Combustible resources. **Midway:** Barnstable Municipal Airport was settled next forming the Midway Colony. **Pilgrim:** Provincetown Marina is the last of the major Colonies, now called Pilgrim. There are also a few notable outposts throughout the peninsula, including marine, water, sewage, and scavenging specialists. However, each of these outposts ultimately report to one primary Colony.

The three major settlements in Cape Cod work together to defend their home and cultivate what they need to survive. To this end, each community has its own specializations. First Watch and Pilgrim lead communications for trade outside old Cape Cod. Midway manages agriculture on the peninsula and maintains a few aircraft used to survey fields and assist the other Colonies in defense. Pilgrim manages fishing, crabbing, lobstering, and costal perimeter defense. The residents' success with building a sustainable infrastructure makes them wary of upsetting the balance. Anyone seeking refuge on the peninsula must demonstrate contributing skills. Exotic materials and Combustible resources may grant passage across the otherwise impassable bridge to the peninsula.

The three major communities each have their own governance, and the leaders work in concert to coordinate the activities throughout Cape Cod. First Watch is led by Franny who runs peninsula defense; her leadership has allowed the Colonies to operate autonomously with others throughout the region. Midway is run by the Trade Council operating near the limited functionality power station. Pilgrim is led by an old seafaring family, the Cairns. Gilroy Cairn currently acts as the administrator and is supported by the local militia. Many consider the Cairn rule to be fair and just, and though the leadership has been hereditary, most seem genuinely happy.

---

#### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger** Medium

**Area Economy** Medium

#### CITIZENRY

**Government** Council

**Morality** Dutiful, **Tendency** Level-Headed

**Qualities** Important Position, Master Craftsman, Parent Colony, Technical

**Hardships** None

**Improvements** Defense Focus

#### SPELLCASTING

**Cosmic** 4, **Otherworldly** 5, **Prime** 6, **Supernatural** 7

#### KNOWN NPCs

Franny (Maverick), Gilroy Cairn (Official)

---

#### Athena

A bastion of learning and ingenuity, MIT housed some of the greatest young minds of a generation before the Rise. Many of these students, along with their professors, were able to fortify their school and create a safe place to weather what they initially believed to be a storm. When it became apparent that things were not going to get better, they altered their plan to long-term survival. Survivors were allowed to rush the Colony fondly called Athena, providing the growing workforce

necessary to fortify and defend the township. Colonists opted to maintain a class structure for instruction on maintaining existing technology as well as encouraging new ideas.

One's capacity for learning is evaluated through crash science core courses creating a caste system of sorts. The structure is simple: those who design, lead and those who maintain, follow. Promising colonists may participate in a program called UROP, a pre-Rise holdover offering the maintenance caste opportunity to transcend their status; however, for the most part, those who start in one caste remain there. The maintenance caste is formed after the apprentice, journeyman, master system. Each maintenance specialty operates as a living group. They have their own peacekeepers, called Residence Tutors, and leaders called Housemasters. Progression is possible through exceptional hacks of scavenged craft and tooling to prove oneself capable of added responsibility. The designer caste are the true administrators, governing day-to-day operations and forging the future ahead. Athena hunters report directly to designer leadership, regularly scavenging for odd requests. Designer and Colony head, known simply as Delta, believes in a possible technological solution to return the world to pre-Rise norms. While generally respected for his leadership, many colonists fear this approach is more wishful thinking than logical analysis. Despite these apparently farfetched goals, many technological wonders within the old institute are simply not available elsewhere and remain jealously guarded secrets, at least for now. Athena utilizes hydroponics, aeroponics, and greenhouse strategies combined with advanced filtration technology developed for Third World nations in the Before to address water and food challenges. Colonists have also developed alternate source material for Combustible resources, prolonging sustainable power. They have erected a barricade around the entire former campus to protect the Colony from wandering threats.

Laws are simple but strict. People are allowed to do much of what they want providing they do not waste resources. The doctrine considers people to be resources, so in the case of violence, they have broken this law just as surely as if they break a major piece of machinery on purpose. Departure without permission is also punishable. They cannot keep their secrets if people leave and tell others about them.

---

#### COLONY CHARACTERISTICS

**Type:** Large Town

**Area Danger** High Here

**Area Economy** Medium

#### CITIZENRY

**Government** Elected

**Morality** Autonomous, **Tendency** Level-Headed

**Qualities** Isolated, Master Craftsman, Mistrustful of Magic, Technical

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 3, **Otherworldly** 2, **Prime** 4, **Supernatural** 5

#### KNOWN NPCs

Delta (Splicer)

---



## Ten Pounds

At the tip of a tapered peninsula north of the Boston metropolis ruins, fishermen have banded together to form a village of sorts. Gathered around a lighthouse, the fleet of fishermen tether their vessels together and use small tracts of land to eke out an existence on the unforgiving seas. The extreme conditions have driven colonists to operate like pirates—quick to scavenge and raid. Only necessary resources are taken, and they always leave their victims with at least a day's worth of Consumables.

Ten Pounds has gathered a modest cache of supplies through their ongoing piracy and scavenging raids, and the founders' roots as fishermen has allowed the village to retain a renewable source of food. Ship captains broker deals with other vessels in the cooperative, and some have worked out agreements with nearby Colonies for fresh produce in exchange for fish. These deals are often broken, so anyone looking to trade should always be on edge.

Outsiders are not trusted, and those suspicions extend to others within the community. Ship crews operate like families and always have each other's backs, but any alliances outside a vessel are temporary. Despite the wariness of fellow Ten Pounds villagers, there's an unspoken guideline that the fishermen are in the fight together against the rest of the world. True outsiders are little more than potential sources of supplies.

Outwardly, Ten Pounds operates as an anarchical communal government. Each ship captain is responsible for what happens on his vessel with his crew and agreements are short term conveniences. Captains are careful not to break too many agreements, as grudges can be passed down to crewmembers, poisoning relationships for years. However, the captains air on a secret council, meeting monthly in an elaborate chamber within the lighthouse. Within these secret walls they formulate long term strategies and work to protect overall Colony wellbeing.

---

### COLONY CHARACTERISTICS

**Type:** Large Town

**Area Danger:** Low

**Area Economy:** Medium

### CITIZENRY

**Government:** Chaos (Secret Society)

**Morality:** Egocentric, **Tendency:** Barbarous

**Qualities:** Debauched, Infamous, Marauder, Mystic

**Hardships:** Chaos

**Improvements:** Economic Focus

### SPELLCASTING

**Cosmic:** 7, **Otherworldly:** 3, **Prime:** 5, **Supernatural:** 4

### KNOWN NPCs

No Known

---

## Organizations

### New Congress

Cities may be dangerous, but that doesn't mean people have forsaken them completely. One particularly zealous group has taken up residency in Boston, building a religious community around the concepts of the former United States government. Bracketed to the north by the Salem Darkland and to the south by the Pilgrim radiation zone, those who braved these dangers made a home for themselves among crumbling monuments and old buildings.

A corrupt memory of patriotism has driven these people to collect pieces of U.S. history, making them, and their messages, the tenets of their religion. There are three major groups vying for power in the area, their infighting the only reason the groups are not a formal Colony.

**Liberators** hold a strange vision of people's freedom and force their version of what that means. The leader of this faction is called Cleft, an insane human whose splintered mind has him convinced that he sleepwalks to other realms. He believes he has unlocked cosmic knowledge of elder magic and has managed to convince others of his elevated existence. Promising a better life, colonists follow blindly, wholly committed to their leader and his inner circle who pass down his wisdom as acolytes of a bureaucratic god.

**Publicans** believe their people should be contained and made safe. Their education should be carefully screened, and their activities governed. They are led by Van, a human corrupted by Pride with a confidence and certainty in which many want to believe. Those who live under her rule tend to be fed only the smallest fragments of news, carefully filtered through censorship. Most of these concepts contradict the teachings of the Liberator ideal, which results in conflict between the two. The young are taught to be fearful and paranoid, looking upon anyone from the outside of their community with open suspicion. They are quick to violence and do not like to be challenged.

**Unicrats** believe in everyone working together to build a better world. A triumvirate of three self-named humans—Caesar, Magnus, and Crassus—make up the leadership for this faction. Idealistic and high-minded, they appear wholly committed to working together. The Colony members living and working for this faction also appear to work together toward a common goal. Behind the curtain, colonists are regularly caught up in competing agendas promoted individually by each of the triumvirate. The only thing they truly agree on is that the Liberators and Publicans cannot be left to rule. Agreeing on how to accomplish that goal is another feat all together.

### Lord's Militia

Former military personnel tried to assist with maintaining order after the Rise. While these efforts ultimately failed, those who survived fled to form an enclave, of sorts—a place where their survival skills would benefit them and the civilians they managed to rescue. They, along with quite a few active military men and women, retreated to what was Fort Warren on Georges Island.

The organization's name comes from the man who led these people to their current home and helped build the foundations of their organization, Sargent Lord. Offering protection in exchange for services, the world desperately needed benevolent people willing to defend them. Lord himself continues to dwell with the militia, though at his current venerable age, he acts more in an advisory capacity. His protégé and most trusted soldier, Splint, has done well in her new role as the ruling general. Though she holds to strict, military discipline and ideals, her rules are accepting of race, species, and religion. As they work hard to defend the area, they cannot afford prejudice to do this well. Unfortunately, a faction within the Militia led by Bunk, favor a mentality more akin to raiders.



The Militia is now a large enough force to patrol the region, though this is not to say it remains completely lawful. They are particularly aggressive when New Congress is involved. Otherwise, they can be called upon for big problems and regularly work to keep dangers off trade routes. Of course, travelers are still advised to arm themselves.

The Militia's primary duty is to keep the established Colonies safe and maintain trade and so far, they've done an excellent job of it. They primarily deal with Risen and nomadic raiders from other regions. The organization is not equipped to handle the most supernatural or esoteric of enemies, as they primarily focus on martial skill and equipment. Mutants from the nearby Darkland, as well as demons, have come up against the Militia with mixed results. The Militia's continued existence is a testament to their success, but new enemies are always appearing.

## Places of Interest

### Portsmouth

Most military bases were lost during the Rise. Soldiers were deployed to defend the civilians and push back the tide of Risen, but, ultimately, they failed. As a result, survivors attempted to fortify their bases, only to be defeated either through treachery from within or by the relentless assault of undead hordes.

In the case of Portsmouth Naval Shipyard, during the Rise, Colonel Westhouse made the decision to have the two bridges linking the island to the mainland destroyed, cutting off all on the island personnel from the dangers on the other side. Unfortunately, a group of soldiers concerned for their families disagreed with the approach, believing the commander insane. In the course of their attempted coup, irreparable damage was done to the fledgling community, burning much of the food and killing enough people to make defending the base untenable. The survivors were forced to take to the sea, abandoning their home and leaving behind many ships requiring too many people and expertise.

Today, witnesses speak of these vessels departing in the middle of the night, lights from afar in the twilight, only to return under cover of night days later.

### Emily's Bridge

The spirit of a broken-hearted lover lives on in the decaying remains of what was once a covered bridge over a creek. Travelers tell rumors of hearing sobs as they approach this site, and a cold breeze wafts through the air. Some reports are more traumatizing, citing experiences of brutal images in their mind of death and destruction. Yet others suggest feelings of rest and magical mental healing after visiting the bridge. Rumors all agree on one detail, the spirit haunting the site is not friendly.

### Bundy's Birthplace

On the shores of an expansive lake to the north of the region, a perpetual electrical storm rages above a sinkhole, rumored to be filled with blood, where an office building once stood. The site once had a manor offering refuge for unwed mothers, and it was the place of birth of infamous serial killer Ted Bundy. Rumors of screams and vengeful cries are cited by wary travelers who recommend caution, as risk of electrical shock is high. What precisely fills the sinkhole and the source of the storm remain a mystery.

## Holmes House

A solitary white house stands amid a small Darkland to the east of the larger Deathlake Darkland. Wails and whispers carry on the breeze, and numerous creeks snaking across the land flow blood-red. Legend tells that the home was the birthplace of H.H. Holmes, the first documented serial killer in the United States from Before, attributed with more than one hundred deaths. Echoes of his evil deeds have twisted the surrounding lands, and rumors say that there is a link between the house and a hotel near old Chicago. Theories exist that the location may offer a portal for travelers to journey to the Mid-West region.

## Major Darklands

### The Trials

Twisted by its gruesome history, the area around what was once Salem, Massachusetts, became a Darkland fed by old emotional impressions of its tarnished past. Visitors often suffer hallucinations, illusions, and reoccurring events leading to the name "The Trials." Crumbling modern structures remain, but buildings, roads, and occasional shadows of the 1700s cover the area in living illusion.

People live within the Darkland, though the term should be used loosely. Appearing normal at first glance, the inhabitants hide terrible secrets, mutations and insanity hidden by the glamour of the power permeating the land. If ever their visage drops, a person would witness hideousness and horror unique to each person. One may be missing skin, another rotten, and still another with the face of a horrible beast.

The inhabitants of this Darkland cannot venture far from their dwelling for risk of being exposed as mutations. But under the cover of night, they venture out to find "participants" for their ghoulish rituals. Every new death indoctrinates a new member to the macabre fold and strengthens the Darkland, allowing it to spread slowly but surely outward.

Those who are lucky enough to survive a visit to The Trials often suffer from horrifying mutations. The supernatural energy pulsing from the heart of the town can be felt even after they leave. Victims become mentally attached, like an addiction, and their dreams are ever plagued with visions of the events transpiring within.

---

#### Mutation Risk Low

**Mutation Type** Special (mutates into a horrifying visage decided by the GMs, usually related to the being's past)

#### Portal Site Yes

**Unique Traits** In addition to rolling for mutations, visitors to the Trials must also roll a check against as if addicted and using the drug Focus. The Darkland also produces various illusions, typically playing events from the past. Treat these events as the *major image* spell.

---



## Deathlake

A large lake near the northern border of the North-East region is surrounded by the darkland. The corruption has seeped into the lake, lending to the nickname “Deathlake” given by those unfortunate enough to have come across it. A group of Darklanders has set up a trading post on the site of a former manor that once delighted tourists with its charming farmland. These secretive individuals have established their trading post in the manor’s ruins and somehow have found a way to survive in the inhospitable landscape. Rumors of a spirit offering miraculous healing at a bridge draw visitor to the area, though a dangerous electrical storm and rumored creature in the lake keep everyone on edge.

---

**Mutation Risk** High

**Mutation Type** Typical

**Portal Site** Unknown

**Unique Traits** None

---

## Hazards and Dangers

### Overgrown Forests

Over seventy percent of the North East region was covered in forest prior to the Rise. Since then, nature has claimed even more ground. Wild animals and terrible, mutated beasts from patches of Darkland make traveling these forests extremely dangerous. A few relatively safe paths exist, established at great cost; these corridors allow for trade to continue across the region, though merchants are still at great risk in the forests.

Checkpoints have been set up throughout these dangerous forests by Lord’s Militia. These uninhabited camp sites tend to be fortified, typically with walls or other barriers at least useful in keeping out Risen, though other hostile creatures often need to be cleared out upon arrival. Travelers respect these checkpoints and work together to keep them provisioned. Even with these outposts, traveling through the massive forests is harrowing, putting a premium on armed guards to ensure their safety.

## Ruined Cities

Cities are generally uninhabitable, with undead ruling the streets. In addition to Risen and demons, mutated animals also present a threat along with Marauders who lack scruples and will happily kill for resources.

People who do take up residence in the crumbling streets tend to be touched by corruption, under demonic influence, or monsters themselves. Those factions capable of surviving likely have unsavory help, the type no one wants to be involved with willingly. Nevertheless, these areas are treasure troves for scavengers, holding many wonders left untended.

Early reclamation efforts failed. Even well-equipped groups such as the Lord’s Militia lost many good men trying to take back more than the edges of coastal sections of Boston Harbor. Many survivors simply give old cities a wide berth, leaving the horrors within—and the people willing to brave them—alone.





## Rumors and Legends

### Demon Witch

Each night in the Trials Darkland, various acts from the past are played out by the townsfolk, exact representations of the witch trials. Sometimes, they do these on imaginary beings, specters made from the power of the land, but what they truly prefer is to take victims foolish enough to draw close, or those easily kidnapped, and bring them to stand trial. Rumors tell of a powerful spirit appearing in the form of a witch during this event.

### Ghostly Light

Mysterious ships are sometimes seen leaving the Portsmouth harbor at night, accompanied by a magical light on the island's shore that seems to repel unnatural beings. Rumors swirl as to who or what controls the shipyard and the wayward ships, but no one has dared confirm. Some members of Lord's Militia speculate that a group of survivors on the island may have harnessed an item to allow safe passage through the dangerous waters, speculating that such a tool may make impassable Darklands accessible once more.

### Shelly

A vast lake in the northern expanse of the North East region is home to a mysterious creature. Rarely seen, the creature's head and slender neck can occasionally be spotted breaking the water's surface at twilight. Despite few sightings, several people who have ventured out on fishing boats in the lake have disappeared without a trace. Some nearby colonists believe the beast a demon, others don't regard the creature as a demon at all but refer to it affectionately as Shelly. Martha, an elderly resident of a nearby trading post inhabited by Darklanders, claims that the people who disappeared traveled through a portal in the center of the lake, and Shelly is the gatekeeper.

## NORTH AMERICA TERRITORY

(Pre-Rise Alaska, Canada, Hawaii, and Mexico)

## Geographic Makeup of Region

The region of North America is divided outside of the pre-Rise continental US into northern and southern territories that exemplify the diversity of the continent. The majority of the North, the area above the previous United States border from the Before, is a frozen expanse of unforgiving wilderness where Darkland woods and tundra mar the landscape. Towering mountains divide the West from the East, restricting travel for humans and Risen alike. Coastal areas with lower hills and less dense trees offer preferred trade routes for industrious hunters and trappers willing to find a tentative truce with the untamable North. Victoria on the west coast and Niagara on the Lake near the mammoth waterfall in the East provide havens to gather supplies and find temporary respite from monstrous creatures roaming the warped forests.

In contrast, the Darklands of the South, below the southern United States border from the Before, are an arid hellscape of perpetual fires spewing black smoke that reeks of sulfur. Further south, the Darklands give way to rolling hills and mountains where fertile lands and vegetation support Colonies. However, the final seal in Teotihuacan released Pride, whose influence has seeped into the surrounding lands. The village of Yucat in the southeast is especially prone to infighting, as

residents stubbornly stick to their viewpoints and insist on demonstrating their superiority. Cumbres, located in the nearby mountains to the southwest, is a Colony around a temple for those seeking to purge their destructive, prideful impulses.

Far from the mainland in the ocean to the west, a collection of volcanic islands rises from the vast sea. Bountiful renewable resources await travelers brave enough to battle demons roaming the open ocean.

## Colonies of Note

### Niagara Electric Colony

To the north of the expansive lakes beyond the Mid-Atlantic, the large town of Niagara on the Lake is a peaceful refuge from the horrors in the surrounding lands. Rumors tell of supernatural energy in the lake waters that keep the Risen at a distance, though villagers have seen ripples of a large form surfacing from the lake's depths that may indicate the presence of a demon. The Colony is split between both sides of the Niagara River, occupying two hydroelectric power authorities and nearby buildings. Maintaining the functionality of the two plants has allowed the Niagara Electric Colony ample Consumable resources while controlling a major waterway between regions. Connections to multiple trade routes running west and south make the Colony a popular stopover for traders.

Having reduced the immediate threat from Risen, the Colony is a reminiscent of the bustling tourist center of the Before. Colonists value their mundane existence, and they are wary of outsiders who display powerful magic. Visitors are welcome to rest up for a day or two while exchanging goods, but then are encouraged to move on.

The Colony is governed by a council of three elected individuals, each with varying interests. Switch oversees operation of the west power station and pushes for more active engagement with reachable Colonies. Staple oversees the east power station and is far more driven by Colony defense. And Herd is in charge of agriculture and housing.

### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger:** Medium

**Area Economy:** High

### CITIZENRY

**Government:** Council

**Morality:** Tolerant, **Tendency:** Level-Headed

**Qualities:** Flourishing, Important Position, Portal Hub, Trade Routes

**Hardships:** None

**Improvements:** Economic Focus, Defense Focus

### SPELLCASTING

**Cosmic 5, Otherworldly 6, Prime 7, Supernatural 8**

### KNOWN NPCs

Switch (Splicer), Staple (Jackal), Herd (Conservator)

## Victoria Collective

North of Seattle, the large community of Vancouver island is nestled in the forest on a large island across from an abandoned metropolis. Accessible only by boat, the southeastern tip of the island has been nearly cleared of Risen by a number of Colonies working in concert, calling themselves the Victoria Collective. Outside of the major Colonies of the collective



noted below, numerous insulated log cabins constructed from the native wood and scavenged materials on the island shield individual survivors from the cold winters and offer storehouses for cured fish harvested from the surrounding ocean. While regularly patrolled by a collective defense force, the rest of the island remains shrouded in mystery.

**Empress Colony:** Only the inlet harbor docks are safe in this region of Victoria, with Colony powers operating from the Breakwater Lighthouse to the now collapsed Johnson Street Bridge. The majority of the Colony population maintains the pre-Rise Empress Hotel and Conference Center as the seat of power. Rumors abound over numerous hauntings and marauding factions in the area. The large community is reliant on trade, so it is welcoming of anyone offering materials of value. Anyone looking for longer-term residency must bring a strong work ethic and preferably craft skills to contribute to the local economy.

**Craig Mansion Outpost:** This Victorian-era mansion was neatly converted into a holdout Colony of sorts, operating as an outpost for the Empress Colony. Unlike most outposts, this Colony maintains a healthy agricultural operation and has fortified the surrounding streets. Master craftsman from this outpost make high-value armor from beast pelts, fangs, and claws delivered by trappers to the northwest. These armors are a valuable commodity for travelers.

**Wardroom Colony:** This pre-Rise naval base is the seat of power for the largest Colony on the island. The Gorge Vale golf course to the west has been converted into farmland and nearly all of the maritime forces headquarters and marina offer operational housing and docks for a relatively large fleet of ships. The Wardroom Colony operates a lucrative trade route with Seal Island to the south.

**Fort Lagoon:** The last of the major Colonies on the island operates out of an old lighthouse fort and buildings surrounding a lagoon for a pre-Rise bird sanctuary. The fort provides defense for the lagoon as colonists have revived operation of five batteries of massive rifled muzzle loader cannons. The lagoon itself is home to many saltwater fish, birds, and thriving populations of clams, mussels, and oysters. Fort Lagoon trades heavily for Combustible and Mechanical resources.

---

#### COLONY CHARACTERISTICS

**Type:** Small City

**Area Danger** Medium

**Area Economy** Medium

#### CITIZENRY

**Government** Capitalist

**Morality** Autonomous, **Tendency** Compassionate

**Qualities** Important Position, Master Craftsman, Parent Colony, Trade Routes

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 4, **Otherworldly** 7, **Prime** 5, **Supernatural** 6

#### KNOWN NPCs

No Known

---

### The Big Island

The largest island of the Hawaiian archipelago offers one of the few stopovers for brave travelers venturing from North America to Asia. Two major Colonies operate in cooperation

from two vastly different sides of the island. Between, a group of violent Darklanders occupies the pre-Rise Kilauea National Park, raiding Colonies to either side. Overall, survivors of the Big Island Colonies embrace the ideals envisioned as a sovereign nation before colonial occupation. Each of the Colonies are tribal with a warrior mentality.

**Kona Colony:** The Colony on the western shore is home to a group of colonists ruled by superstition and wary of outsiders. The people of Kona stay close to the ocean shores and live off the abundant sea life surrounding the island. Massive resorts and swanky vacation homes now host colonists and provide materials to scavenge. In general, the people of Kona keep to themselves save trade relations with the Colony across the island. As an isolated community, they share their catches of fish and fruit harvests among the villagers. Elders and children are cared for by the entire community, and each member contributes whatever skills they can.

**Hilo Colony:** On the leeward side of the island, the Hilo Colony gets very few visitors. While willing to share food with anyone who might happen across the island, they are not looking to add residents to their community. This Colony is governed, in a loose sense, by a village elder, Maya. Her superstitious beliefs have served the community well, and she has mentored young people in the community in her practices so that they may continue the traditions.

**Kilauea Darklanders:** Survivors from the rest of the island both fear and respect the Kilauea Darklanders, most assuming they carry the favor of Pele into battle. The Darklanders themselves encourage this fear, never speaking to outsiders and wearing elaborate warrior helmets during raids. While the nature of the Darkland itself is unclear, rumors tell of numerous portals around the Volcano National Park, including lava tubes.

---

#### COLONY CHARACTERISTICS

**Type:** City

**Area Danger** Low

**Area Economy** Low

#### CITIZENRY

**Government** Imposed Ruler

**Morality** Honorable, **Tendency** Barbarous

**Qualities** Bigoted, Isolated, Marauder, Portal Hub, Prime Energy Site

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 7, **Otherworldly** 8, **Prime** 9, **Supernatural** 7

#### KNOWN NPCs

Maya (Seer)

---

### Yucat

At the southern narrows of South America near the pre-Rise city of Valladolid, the village of Yucat is secluded in the lush jungle near the warm waters of the sea to the east. Fertile lands have attracted settlers to cultivate corn, wheat, sugarcane, oranges, coffee, and agave. The plentiful food has made the community a popular stopover for traders, though villagers are known to be reluctant to part with their harvests. As it is located near the equator, crops grow year-round. This has resulted in an abundance of fruits and grain crops, which are desired by settlers in the arid climate to the north.



Residents are cautious toward outsiders. Many travelers pass through, and most are not trusted despite being open for trade of Consumable resources. The village is governed by an elected representative, but with multiple applicants for each term, the decision often comes down to a single deciding vote. There are frequent overthrows of the elected official with colonists believing they know best.

#### COLONY CHARACTERISTICS

**Type:** Large Town

**Area Danger** High

**Area Economy** High

#### CITIZENRY

**Government** Elected

**Morality** Egocentric, **Tendency** Rash

**Qualities** Gossip Mongers, Infamous, Prime Energy Site, Trade Routes

**Hardships** Demonic Influence

**Improvements** None

#### SPELLCASTING

**Cosmic** 4, **Otherworldly** 5, **Prime** 7, **Supernatural** 3

#### KNOWN NPCs

No Known

#### Cumbres

On the slopes of a fertile valley in the mountains of a pre-Rise National Park, the small community of Cumbres surrounds a holy temple. The stone tower at the center of the temple rises above the hills, a light always shining through the top windows as a beacon for wanderers seeking to be relieved of their impure and prideful thoughts. Visitors set up camp around the temple and work with the monks while they try to cleanse their souls.

The peaceful residents of Cumbres live off the land. Most food comes from hunting and gathering rather than agriculture, though the Children of the Divine tend to a garden at their temple. As a self-sufficient community, there is little commerce with the outside world, though metal tools can be traded for food and lodging.

Cumbres welcomes all those needing assistance. However, anyone not committed to purging their negative influences will be banished. As the base of operations for the Children of the Divine, the community is led by a High Priest, Vista. Touched by the Divine, he serves as a conduit for spiritual energy. He is said to be able to see into a person's soul and know if they are truly wishing to be healed.

#### COLONY CHARACTERISTICS

**Type:** Township

**Area Danger** Medium

**Area Economy** Low

#### CITIZENRY

**Government** Theocracy

**Morality** Dutiful, **Tendency** Compassionate

**Qualities** Mystic, Prime Energy Site, Religious Site

**Hardships** None

**Improvements** None

#### SPELLCASTING

**Cosmic** 4, **Otherworldly** 5, **Prime** 6, **Supernatural** 2

#### KNOWN NPCs

Vista (Shepherd)

## Organizations

### Trappers

Woodsmen in the frozen north have banded together to form a loose cooperative for trade with the Colonies of Vancouver Island. The once vast conifer forests of the North have turned into pockets of Darklands filled with creatures of nightmare. Fangs and claws are prized by the master craftsman in Craig Mansion for making weapons and armor. Trappers are solitary by nature and well-armed. With their singular mission to gather as many trophies from their hunts as possible, it's best to stay out of their way and not get involved in a kill.

### Children of the Divine

The Children of the Divine are a pious group committed to serving those descended from a higher plane of existence. Based in the temple at Cumbres, the organization's missionaries seek to bring enlightenment to others. They wander the countryside in the region around Teotihuacan to find those that wish to purge their souls of prideful ambition and pledge themselves to a life of pious service.

## Places of Interest

### Teotihuacan

The seal at Teotihuacan where Pride was released is now buried under thorned vines in the center of a Darkland. Mutated peacocks the size of horses with tail-feathers of violet flames guard the perimeter of the Darkland around the site. These creatures are rumored to possess telepathic abilities, mesmerizing anyone unfortunate enough to come near. Victims are likely to be shredded by the birds' talons. Those who are able to break free of the paralyzing enchantment and escape are never the same—consumed by an obsession with self that can only be broken by studying with the Children of the Divine.

### Cobá

Northeast of Yucat, dead walk among the ruins of Cobá. The ancient Maya city is no longer a thriving metropolis; but filled with viscous Risen thirsting for blood. The intense supernatural energy at the site makes the entire city appear in shadow even when there are no clouds in the sky. Rumors tell of treasures concealed in burial tombs within the pyramids, though no one is known to have made it past the Risen guarding the site.

### River of Ice-Fire

Far up the west coast of the northern territory, a river of flaming ice spills into the ocean. The river flows down from the highest mountain peaks, creating an impassable barrier on land to the country further north. Rumors from trappers state that the fires subside for a brief window during the new moon, permitting passage across the ice floes. However, wails of anguish carried on the winds from the north might make travelers think twice about crossing the river and becoming trapped on the other side.

### Bottomless Lake

Deep in the central wilderness of the region, enormous lakes stretch across the landscape like black glass. However, one of the small lakes among the others glows with an inner light and has crystal-clear waters. Trappers who have seen the lake say that stones cast into the waters never reach the bottom—instead,



vanishing into the light. Some trappers speculate that the lake is a portal into another realm, but human skeletons found near the water's edge suggests that dark magic is at work.

## Major Darklands

### Northern Expanse

Spanning the west coast to the north of Victoria, the Darklands of the Northern Expanse are twisted forest of shadowed, thorny trees and creatures built for hunting. The Darklands begin to the east of the mountain ridge running along the west coast, stretching over most of the central span of the region. The lands were corrupted from the mining and drilling of natural resources, and the most knotted segments of the Darklands follow the historical oil pipelines and extraction sites. Creatures of the north have been turned into defenders of their land. Only intrepid trappers have found ways to profit from the creatures, poaching the monsters and selling their teeth and claws to craftsman on Vancouver Island.

---

**Mutation Risk** Normal  
**Mutation Type** Typical  
**Portal Site** Unknown  
**Unique Traits** No Known

---

### Durango Darklands

The former desert in the center of the southern territory of the region is now a Darkland expanse of blackened soil and tainted brush. Creatures that were once harmless rodents and reptiles have been warped into dangerous mankillers. With no fresh water in the Durango Darklands, few are able to make a trek from Baja to Cumbres. However, with great danger comes the potential for great reward. Members of Children of the Divine have ventured into the Durango Darklands seeking souls to save, and those who have returned speak of treasures from ancient Maya sites that were unearthed in the Rise.

---

**Mutation Risk** High  
**Mutation Type** Typical  
**Portal Site** Yes  
**Unique Traits** Unknown

---

## Hazards and Dangers

### Shadowfiends

Trappers in the North fear the shadowfiends that roam the deepest woods at the border of Darklands. Resembling their ancestral grizzly bears that were twisted into vicious monsters during the Rise, shadowfiends silently slip through the night hunting unsuspecting prey and attack with deadly precision, ripping out throats with foot-long claws and dagger-like teeth. They are known to shy away from fire, though even flames do not guarantee safety.

### Baja Fires

Spontaneous fires ignite along the peninsula on the western side of the southern territory, which can burn for days. These fires appear without warning and burn twice as hot as a comparable man-made fire, fueled by supernatural energy. Rumors state that a spark from one of these fires can be used as a torch that never burns out, though capturing the spark without being incinerated may prove challenging.

## Chupacabra

The legendary creature has been a common plague since the Rise in the southern territory. These cryptid beasts suck blood from their victims, particularly targeting children wandering outside of settlements alone. Close to the Darklands, even armed warriors have been attacked by the chupacabra—sliced by its claws and razor-sharp teeth, or even killed and sucked dry. These creatures are most active at twilight though travelers are advised to stay armed and alert at all times.

## Sulphur Plumes

The seismically active west coast is prone to mini volcanos that release plumes of poisonous ash. Seconds before an eruption, the ground will shake with enough force to bring a person to their knees, making escape difficult. Prolonged exposure to the plumes is deadly, though the industrious residents of Vancouver Island have devised a breathing apparatus with a filter made from a local fern that can greatly prolong exposure tolerances. Rumors and Legends

## Pride

Rumors around Cumbres say that Pride himself controls a band of sentient Risen around Teotihuacan. Though Pride's exact whereabouts are unknown, residents of Cumbres and Yucat traveling to Teotihuacan can find the occasional charred ring in the Earth, as though a great fire had burned. A single violet flower with a stalk covered in thorns grows at the center of this ring. Legend says that brewing a tea from the flower and drinking it will reveal a vision about the exact location of a portal to another realm with untold treasures. However, associates of Pride guard the flower and appear when anyone enters the charred circle.

## Nanook

The great bear of the North is said to roam the dark forests northeast of Vancouver Island. Twice the size of a shadowfiend, Nanook's coming is said to be preceded by growls carried on the wind and the metallic scent of blood. Reports from one trapper spoke of glowing red eyes piercing the night, but additional details are sparse since most who glimpse Nanook don't live to tell of their encounter. An ancient legend passed down from native elders in the region states that anyone to vanquish Nanook in battle will inherit supernatural powers of ice magic.

## SOUTH AMERICA TERRITORY

(Pre-Rise Argentina, Bolivia, Brazil, Chile, Colombia, Ecuador, Guyana, Paraguay, Peru, Suriname, Uruguay, Venezuela, and dependent territories)

## Geographic Makeup of Region

The continent of South America is a land of untamed wilderness. Survivors have congregated mainly near the coastlines to escape the dangers of large inland Darklands. A towering mountain range runs the entire length of the continent along the west coast, making travel hazardous on all but the crumbling remains of roadways built before the Rise. Most communities and trading posts are situated along this main transit route leading between the Colony of Tica on the shores of a massive lake in the north and the village of Santuario in the southern mountains.



To the east of the mountains, the jungle spanning the northern third of the continent is marred by a ring of Darklands surrounding the Amazon Basin, which adjoin the Cerrado Darkland stretching from the center of the continent almost to the east coast. Few have ventured through the Darklands of the Amazon Basin to explore the jungle within, but intrepid explorers speak of medicinal plants and precious metals buried inside hidden caves. Bounties from these expeditions can be traded in the commonwealth of Carnival at the midpoint of the eastern coast or its smaller neighbor to the south, Montevideo Nuevo.

Travel further south along the east coast of the continent is limited due to a large radiation zone southwest of Montevideo Nuevo and a vast wasteland beyond, so most travelers take an established road northwest toward Tica. This corridor is the main east-west route across the continent, which has afforded several smaller communities to gain a foothold in the mountain lowlands between the southern wastelands and northern jungle. No route is considered safe.

## Colonies of Note

### Tica Colony

A large community ekes out a meager existence on the shores of a massive lake in the upper third of continent near the west coast. Rustic shacks dot the low hills set back from the shore of the murky waters. In the surrounding countryside, small farms produce maize, mangos, bananas, coffee, and chickens. Most members of the community—a combination of indigenous farmers and a handful of lucky survivors from the fallen cities—keep to themselves and rely on bartering with travelers passing through on the major roadways near the town, resulting in a loose community without any formalized central government. Residents agree on one matter, however: it is unwise to travel too close to the water's edge for fear of attack from the beasts lurking in the lake's depths.

Barter with travelers is the primary economic driver in Tica. Fertile soils make for excellent farming opportunities, but sporadic rainfall can ruin crops in any given season. The expansive lake could potentially hold a limitless bounty of fish, except mutated creatures—or worse—inhabiting the depths make it too risky to venture out in small boats.

The residents of Tica are aloof toward strangers. Situated at the intersection of the major transit corridors—to Carnival, to Montevideo Nuevo, and northward to Central America—the community is accustomed to people passing through. Ticans are always eager to barter for goods from Before in exchange for Consumables or guided escort to nearby points of interest.

Since dealings with strangers are often handled one-on-one, the community maintains only an informal communal government. Disagreements are settled by majority vote. Settlement, Faithless, Strategic Location, Superstitious, Landmark Attraction, Trade Routes. None.

### COLONY CHARACTERISTICS

**Type:** Small Town

**Area Danger** High

**Area Economy** Medium

### CITIZENRY

**Government** Communal

**Morality** Autonomous, **Tendency** Indifferent

**Qualities** Faithless, **Important Position**, **Trade Routes**

**Hardships** None

**Improvements** None

### SPELLCASTING

**Cosmic** 2, **Otherworldly** 3, **Prime** 4, **Supernatural** 2

**KNOWN NPCs**

No Known

## Carnival

Carnival is the central trade post for the region, situated midway on the eastern coast of the continent. Remains of concrete high-rises from Before having been converted into a central shopping district at the center of town with a thriving market for all manners of trade, catering both to necessities and personal vices. Towering above the city to the west, the massive statue of Christ the Redeemer is now broken in two. To the south, a mountain stands high above the sea below, offering expansive views of the surrounding lands. Atop the mountain, a watchtower is always staffed. While the nearby nuclear planet avoided meltdown during the Rise, some residents fear it may now be leaking. However, such concerns are ignored by most in favor of a jovial existence free of the horrors in the outside world. Travelers are however advised to behave, as anyone acting out of line is rumored to disappear in the night, never to be seen again.

If it can be bought, it can probably be found in Carnival. Wealthy merchants have made it their mission to send explorers far and wide to gather relics from Before and regularly search for rare magical items. As the commercial hub for the continent, food and other necessities are always available in the main market. Down less traveled alleys, travelers may find weapons specifically designed to combat demons, or special potions to see what's otherwise invisible.

Carnival is regarded as the most welcoming community on the continent. As the center for trade and commerce, the residents rely on passersby to refresh their stock and bring information about new opportunities. For many of the community's residents, discussion of the Risen and Darklands are wild tales that have no bearing on day-to-day life. However, talk of a daring adventure may earn discounts from the right merchant.

Wealth rules in Carnival. In this plutocracy, those able to amass the most wares hold the power in all dealings. The most well-off residents will fund expeditions for members of the Brotherhood of Fortunes—in exchange for a cut of the bounties, of course. Though not outwardly acknowledged, many suspect that the four wealthiest merchants have formed a secret syndicate to direct the community's dealings behind the scenes. The small force of Policia patrolling the streets are rumored to answer only to this syndicate and are possibly behind the disappearance of anyone caught violating the unwritten code of conduct in the Colony.

### COLONY CHARACTERISTICS

**Type:** City

**Area Danger** High

**Area Economy** High

### CITIZENRY

**Government** Capitalist

**Morality** Egocentric, **Tendency** Indifferent

**Qualities** Debauched, Flourishing, Gossip Mongers, Infamous, Trade Routes



**Hardships** Polluted**Improvements** Economic Focus**SPELLCASTING****Cosmic 7, Otherworldly 6, Prime 6, Supernatural 8****KNOWN NPCs**

No Known

### Montevideo Nuevo Colony

Due to a nuclear meltdown in a nearby metropolis, survivors have congregated in the Colony of Montevideo Nuevo along a large bay to the south of Carnival. The humble beachside community consists of stucco homes with thatched roofs, and a central square provides a gathering place for daily trade and other community gatherings called by the elected Mayor. Educated, hardworking, and pious by nature, the residents have established a modest fishing industry along the shores, but the deeper waters of the bay are filled with dangerous irradiated creatures. Several skilled craftsmen renowned for their leather and metal works have set up shop in town, drawn to the region's pleasant climate. The town healers specialize in treating radiation sickness using an herb found in shaded stretches of a river to the northwest of the Colony.

The community's economy is supported primarily by the export of armor and weapons for sale in Carnival to the north. These goods are traded for Consumables and other items to support a comfortable quality of life in the oceanside community.

As the endpoint of two major roadways on the eastern coast of the continent, Montevideo Nuevo rarely gets travelers passing through. Anyone seeking to gain more permanent residence is evaluated for their skills and what can be contributed to the community; most are turned away. Those rare few invited to stay experience a much higher quality of life and more stability than most. Wary of the outside world, residents are always sure to keep a stash of their combat wares to defend against potential attack from the Risen or banditos.

An elected official called Conductor maintains order in the community and negotiates trade deals on behalf of the individual craftsman. Resources are shared equitably by the permanent residents in the Colony, recognizing the contributions made by those with unique trade skills. Theft and greed are punished harshly, often resulting in banishment.

#### COLONY CHARACTERISTICS

**Type:** Small Town**Area Danger** Low**Area Economy** Medium**CITIZENRY****Government** Elected**Morality** Honorable, **Tendency** Level-Headed**Qualities** Master Craftsman, Portal Hub, Trade Routes**Hardships** Radioactive**Improvements** None**SPELLCASTING****Cosmic 3, Otherworldly 5, Prime 4, Supernatural 3****KNOWN NPCs**

Conductor (Official)

### Santuario Colony

Nestled amid granite peaks toward the southern tip of the west coast, this untouched landscape remains one of the last safe

havens on the continent. Large lakes supply fresh water to the village and thermal springs offer relief on cool mountain nights. A ring of stone homes on the shore of the lake blend in with the surrounding landscape, but the warm light cast by the fire pit at the center of the residential ring can help travelers identify the village's location at night. The people of Santuario are close with the spirits roaming the lands, and members of the governing council seek the guidance of these powers. Travelers wishing to enter Santuario must pass inspection by these spirits via a test administered by the village council.

The people of Santuario live off the land. Goats are raised for milk, meat, and hides. Residents are adept at locating wild berries and edible roots in the forested mountains around the village, though maize and vegetables are also farmed in the summer months making Consumable resources their most abundant commodity. Fishermen spend dawn and evening on the shore of the lake in spring and summer to build up a stock of fish to cure for the cold winter.

The village's close relationship with the spirits of the land have made residents of Santuario wary of outsiders that do not understand their ways. They rely on the protection of the spirits to shield them from banditos and Risen roaming the mountain passes. Any outsiders must meet with the village council to seek acceptance from the spirits for being true of heart and intention; if deemed unworthy, the spirits' wrath is nigh.

A council of five elders communes with the spirits to seek guidance on all matters from when to plant crops to how disagreements should be settled. The spirits must be consulted on all important matters, including the most mundane of daily questions.

#### COLONY CHARACTERISTICS

**Type:** Small Town**Area Danger** Medium**Area Economy** Medium**CITIZENRY****Government** Council**Morality** Dutiful, **Tendency** Level-Headed**Qualities** Isolated, Mystic, Religious Site**Hardships** Haunted**Improvements** None**SPELLCASTING****Cosmic 4, Otherworldly 5, Prime 2, Supernatural 2****KNOWN NPCs**

No Known

### Organizations

#### Banditos

In this group of outlaws, anything goes. Composed entirely of Progeny, the banditos frequently patrol the east-west roadways between Montevideo Nuevo, Carnival, and Tica, raiding communities and stealing from travelers unless patronage is paid, or they find themselves outgunned. No one has dared find their main camp, so their true numbers are unknown, but their stronghold likely holds significant resources.

#### Brotherhood of Fortunes

The Rise was a treasure hunter's dream. With the return of magic to the land, ancient secrets long since sealed away now have new power. The brave members of the Brotherhood of Fortunes venture into the depths of the jungle to seek relics



from ancient ruins, forever searching for El Dorado. Though the group is officially headquartered in Carnival, most members wander throughout the region looking for their next great discovery. Official members of the Brotherhood are given magical trinkets signifying their position in the group.

### Guardianes

This group of well-armed mercenaries lives in the jungle near Tica. Led by a Lazarus that directs the group from a secret cave deep in the jungle, these survivors were bred and born for combat, operate on their own moral code. Members of the group can be hired for protection, area guides, or jobs requiring some extra firepower. Though cordial on the surface, members of this group can never be fully trusted, as their Lazarus leader's motivations remain a mystery.

### Policia

In a lawless land, the Policia in the Colony of Carnival are some of the few keeping order. Though officially dubbed civil servants, this small but well-armed group of patrol officers comb the streets of Carnival making sure that no one is acting out of line with inequitable dealings. However, it is rumored that their true purpose is to protect the interests of the wealthiest merchants, ensuring that their benefactors are getting their share of all the profits. Many suspect that the Policia are also behind the mysterious disappearance of anyone caught evading tribute payment to the controlling members of the plutocracy.

### Places of Interest

#### Angel Falls

The tallest waterfall in the world suddenly ran dry in the Rise, revealing a hidden cave. At 1,500 feet from the ground and 1,700 feet from the top of the waterfall, the cave can only be accessed by climbing or repelling downward. Two members of the Brotherhood have made the journey, but neither have returned. Rumors in Carnival suggest that the cave may contain a portal.

#### Guatape Rock

An inland series of lakes provides refuge for survivors from the surrounding countryside. Inhabitants use the massive rock towering above the lakes as a lookout point to watch for threats, climbing 700 steps to the top. Few fish remain in the drying lake beds, so residents of the settlement are eager to trade for Consumables in exchange for coffee and rare special materials. This outpost is the northernmost in South America before entering the jungle into Central America.

#### Easter Island

Far off the western coast of South America, Easter Island rises from the sea as a testament that pockets of magic were always present even before the Rise. The iconic stone masks lining the grassy hillsides have woken from their long slumber. Though rumors indicate the masks rarely speak to travelers, reports suggest that the carved stones move in the night, changing their patterns to convey some hidden message. The spiritually attuned council members in Santuario speak of magical powers to be gained on Easter Island, but no one has unlocked the masks' secret code yet.

### Hand of the Desert

Located on the crumbling road between Tica and Santuario, the Mano del Desierto ("Hand of the Desert") towers above the arid valley. Five fingers reach toward the sky, rumored to be the remnants of a celestial being turned to stone during the Rise. Travelers view the Hand as a sanctuary where they can seek shelter from the winds. The monument now serves as a trading post for travelers crossing the desert.

### Huacachina

This oasis near the coast in the desert northwest of Tica is a green garden amid seemingly endless dunes. Relatively untouched in the Rise due to its remote location in the sands, palatial resorts from Before still surround the central lagoon. Ancient lore in the settlement spoke of a mermaid in the turquoise lagoon waters, but after the Rise the legend took on new meaning when a demon surfaced and began demanding tribute in the form of a human sacrifice every full moon. Travelers can seek shelter from the desert's brutal sandstorms in Huacachina, but it may be prudent to sleep with one eye open.

### Machu Picchu

The iconic ruins of the ancient Inca city still stand along the crest of the Andes Mountains, seemingly carved from the very face of the mountain. The block structures perched atop overgrown stone terraces are now the home to a group of Descended that sought out the high elevation and sacred nature of the land in hopes of being close enough to commune with the higher planes. All roads to Machu Picchu were destroyed by the Descended during the Rise to better fortify the structure against assault from the Risen, but travelers can forge a path through the mountains with appropriate climbing gear. Magically attuned visitors to Machu Picchu are said to be rewarded with knowledge of spells to protect against demons.

### Pantanal

The freshwater wetlands of Pantanal in the center of the continent south of the Amazon Basin are still wild and untouched by darkness. Its waters are said to have miraculous healing properties, and merchants travel from far and wide to bottle the waters for sale as medicinal tonics. An indigenous tribe living in a stilt village within the wetlands tells of a celestial being that was slain during the Rise and landed in the waters, granting the magical properties the water now holds. Members of the tribe are incredibly long-lived, granting travelers a rare opportunity to speak with someone who was alive before and during the Rise.

### Major Darklands

#### Amazon Basin

Darklands surround untamed wild jungle. To combat past scars on the landscape from human intervention, barbed vegetation has grown up in the clear-cut lands to block entry into the jungle beyond. These brambles are roamed by Risen, which are often snagged on the branches. In the interior of this Darkland zone around the Amazon Basin, trees have sprouted supplemental branches that are woven together to create a nearly impenetrable natural fence. Not many have tried to pass beyond the wall of trees, but the rare few who have made it out alive speak of a wandering tribe that possesses ancestral



knowledge about medicinal plants and the location of ancient treasures hidden within the jungle.

---

**Mutation Risk** Normal  
**Mutation Type** Typical  
**Portal Site** Yes  
**Unique Traits** Unknown

---

### Cerrado Darkland

Deforestation corrupted the lands and nature is fighting back. Reclusive animals have been twisted into vicious predators that fiercely defend the land. Stretching from the eastern edge of the Amazon Basin almost to the east coast of the continent north of Carnival, this dark savannah is home to mutated black panthers with poisonous barbed tails that stalk their prey through carnivorous vegetation and around pools of acid hidden beneath fallen leaves. Trekking through the Cerrado Darklands provides a shortcut toward Central America from Carnival, but the lack of roads and natural dangers make this a route for only the most intrepid of travelers.

---

**Mutation Risk** Normal  
**Mutation Type** Typical  
**Portal Site** Unknown  
**Unique Traits** No Known

---

### Santiago Valley Darkland

Nuclear meltdown resulted in a radiation zone that has been twisted into a Darkland adjacent to the southern roadway leading to Santuario. Set in a valley between granite ridges, a once thriving metropolis is now in ruin with Risen roaming the streets and rumors of winged demons residing on the upper floors of shattered high-rise towers. The steep walls of the valley have prevented most of the Risen from wandering into the surrounding countryside, but demons are known to hunt the area, and some of these demons are even said to have monstrous wings that allow them to soar above the main transit corridors looking to make an easy meal of an unsuspecting traveler. To mitigate the chance of an aerial assault, travelers are advised to stay hidden in the brush while traveling on the road next the valley and limit travel to daytime when the weather is clear.

---

**Mutation Risk** Extreme  
**Mutation Type** Typical  
**Portal Site** Yes  
**Unique Traits** Radiation

---

### Hazards and Dangers

#### Bloodied Lands

Small Darklands appear at the sites of battles from centuries past. Known to the locals as “tierras ensangrentadas” (or “Bloodied Lands”), these dark remnants of ancient battlefields can appear in moments, preceded only by moans carried on the wind. The ground in these areas becomes sticky like tar and tendrils reach up from the ground to grasp legs and arms. Fire can provide temporary relief but stand still for too long and a person may be swallowed alive into the ground.

### Chuquicamata

Located south of Tica, this former open pit copper mine now belongs to the Risen. Steep walls impossible to climb without ropes have trapped the Risen in the lowest levels of the pit hundreds of feet below. They roam in one seething mass, clawing at the walls in a futile attempt to escape. The site is still an abundant source of copper, but visitors should be wary of the soft dirt around the edge of the pit, that is prone to caving in without notice.

### Geysers el de Tatio

Southeast of Chuquicamata near the central east-west bypass road, these geysers of super-headed acid launch a corrosive mist into the sky that can be carried on the breeze for miles. A thick cloud of this vaporized acid surrounds the site, and some Risen have adapted to life in the acidic mist. When the weather conditions are right, these Risen will sometimes follow the winds wafting the acid clouds to the main road.

### Iguassu Falls

This majestic waterfall deep in the Amazon midway between Carnival and Montevideo Nuevo is now a river of blood. Demons are drawn to bathe in the red waters, leaving behind scales and claws that fetch a high price from the wealthy merchants in Carnival. Adventurers willing to navigate the slick rocks and demons may be rewarded by finding a rare demon claw to sell.

### Lightning River

A perpetual lightning storm rages in the north of the continent, illuminating the sky for 100 miles in every direction. This unusual collection of energy offers a rare power source to charge magical items and increase their strength. In the swirling waters of the river, mutated fish carry their own electrical charges fed from the skies above. These fish occasionally travel downriver and may be found hundreds of miles away, each possessing a stored charge strong enough to be harnessed as a combustible resource for small items from Before or to fatally electrocute a living being.

### Salar de Uyuni

Due to a massive intrusion of supernatural energy, constant tornados ravage the salt flats south of Tica, wheeling salt crystals that strip flesh from bone in seconds. Even demons avoid entering the open plains for fear of the unpredictable storms. However, elders in Tica speak of a magical pillar deep in the salt flats where any armor polished on the pillar is rumored to become indestructible. The exact location of this pillar is unknown, but it is said to stand out against the horizon at sunrise.

### Rumors and Legends

#### El Dorado

The entrance to the lost city of untold riches was sealed long ago, but with the Rise the pathway has been reopened. Rumors around Guatape Rock point to the entrance to El Dorado due east that is guarded by sentient Risen still compelled to protect the sacred land. Travelers in Carnival speak of a cave high above a dry riverbed, which may lead to a secret path into the City of Gold through a Portal. Among the lost treasures in this mysterious realm is a chalice that when filled with the right waters is rumored to reverse Darkland mutations.





### Lurkers

More than 400 former mines dot the continent. Though many collapsed in the upheaval surrounding the Rise, some structures still stand. Risen are said to walk the endless shafts deep underground, often falling into pit mines on the surface with no means of escape. In the deepest mines, demons of Greed and their minions are said to dwell in the shadows, waiting to claim those bold enough to seek riches.

### Illapa

Forgotten ruins of the Inca empire are hidden beneath the jungle, guarded by the ancient spirits that have returned to the land in the Rise. The residents of Santuario say that when a thunderstorm forms above the ruins, their god Illapa is near.

## THE WORLD INTRO

In the time before the Rise, the world had shrunk considerably. It was as easy as opening an app on a mobile phone to talk to a real person halfway around the globe, while receiving news from multiple sources on the happenings of the world. After the Rise, when the information superhighway was reduced to digital rubble in a matter of minutes, humankind was once again reminded of the enormity and mysteriousness of the world as a whole. For most of us, the world outside of the surrounding area of a Colony is equal parts wondrous and dangerous. You never know what you'll find at the end of a channel, or even around the corner. The idea of exploring faraway places is very much a flight of fancy rather than a real endeavor.

However, daunting as it may seem, there have been a few intrepid adventurers who have found channels that lead across even the vastness of oceans, and stories have filtered back from faraway places such as Asia, Europe, and Africa. There are stories of places where the Seven have gained considerable footholds and exert their influence. There are rumors of mystical places where Risen don't exist or demons rule in entirety.

This section is intended to be a general overview of some rumors heard from those who have made it back from travels around the world. Cities and urban areas are as dangerous as they are in North America, and there are many strange twisted Darklands, as well as areas of interest and channels to explore.

### AFRICA: RUMORS AND LEGENDS

In the southern reaches of the Sahara, it is rumored that the gargantuan worm-like Gluttony skirts the edges of the great desert, consuming all in its path. Not only does it leave nothing alive in its path, but its activity seems to be actually expanding the reaches of the desert southward, swallowing plant and animal life alike.

Rumors abound of a group of scientists that escaped to Madagascar from Kenya in the early days of the Rise have spent the past two decades trying to bio-engineer a virus that would attack Risen and spare living beings. They had kept weekly contact with counterparts in Kenya, until sometime in the last year when a mysterious message simply saying "We're Finished" was the last time those scientists were heard from.

Strange tales have filtered in from Egypt, where colonies around the Nile have reported of Risen slowly making their way from the ruins of cities out into the desert to the South, and into the Valley of the Kings. Intrepid adventurers have



made incursions into the area, and the few that have returned have done so without their sanity.

Due to the mass genocides in the region, much of what used to be the country of Rwanda and the surrounding areas of the Congo have become a sprawling Darkland. It is said that not only have some of the deadliest creatures in the world mutated into far more dangerous iterations, but there is a group of humans who can control those creatures to do their nefarious bidding.

Sailors have mentioned terrible hauntings and mutated beasts sighted along three distinct African coastal regions: The Barbary Coast, Swahili Coast, and perhaps the worst rumors from the Gulf of Guinea.

Tales of thriving Colonies in the area formerly occupied by the Maasai people offer hope to many struggling to the north or escaping the Darklands of the Congo.

## ASIA: RUMORS AND LEGENDS

Aokigahara, Japan, otherwise known as the “Suicide Forest” in the time before the Rise, is one of the most twisted Darklands one can find. Several trees there grow meshed with human bodies, creating horrific amalgams of mankind and flora.

Rumor has it one of the Seven, Wrath, has taken up residence near the ruins of what was once Beijing China and has the fabled Terracotta Army, over 8000 ancient carved stone statues of warriors, somehow under its control. Nothing roams in the blasted areas around the husk of the city, not even Risen, as the fearsome army of stone has laid waste to everything in the area.

Near the monument of Choeung Ek, built to commemorate the infamous ‘Killing Fields’ of Cambodia, a group of Lazarus monks have set up residence, and are said to be the caretakers of the many lost soul spirits that dwell in the area.

Near the Horns of Hattin in Israel is rumored to be the home of one of the largest Colonies in the western reaches of Asia, with both Muslim and Christian pilgrims alike massing there in the early days of the Rise. Even today, the colony of Galilee turns no one away, and is governed by a council of eight from each of the distinct districts within.

In contrast to the relative peace surrounding the colony of Galilee, Jerusalem has devolved into a dangerous enclave of demons and their followers. People fight amongst themselves for resources and scraps of land, all encouraged by the presence of Envy, one of the Seven. Rumor has it that riches and even powerful artifacts can be found in the old city, but the danger from demons and people alike risk death within every shadow.

A large section of the northern area of Lake Baikal in Russia has mysteriously stayed frozen year-round. The local colonies in the area speak of a wintry devil that makes its home on the ice, as well as something monstrous that trolls the depths of the inky waters below. Those that venture too close are said to be ‘grasped by ice,’ but no one has been able to discern exactly what the locals mean by that ominous phrase.

In what was once the state of Goa in India, rumor has it that the old casinos and nightlife are still thrumming with a heartbeat all its own. People have devolved into debauchery and indulgence, so much so that those who fall into the deathly embrace of Goa never escape. This is because Lust, one of the Seven, rules there in hedonistic glory.

## AUSTRALIA: RUMORS AND LEGENDS

There is a mysterious pink lake north of what used to be Perth in Australia that was merely a tourist curiosity in the days before the Rise. After the Rise, however, tales from the locals tell of supernatural forces affected the algae that grew there, creating a ruddy colored congealing sludge that hungers for living flesh.

Uluru has always been a strange site in the Australian outback, being an immense single stone the size of a mountain in the middle of the desert. In the days after the Rise, many survivors sojourned there, believing in mystical powers there would be their salvation. The colony of Uluru exists there now, and strangely enough, anyone who visits there always stays there, claiming they have found their happiness.

The Sydney Opera House became a large-scale shelter in the days after the Rise. It continues to this day as the only colony close to Sydney proper, having closed off the land approach via a series of gates, and placing mines and other obstructions around the harbor. Opera Grand, as the colony is called, controls trade in the region and is a beacon of civilization for the area.

There are whispers of aboriginal tribes maintaining successful Colonies throughout Australia and Tasmania. Though consisting of many different cultures, these people gravitated to one another for support and salvation.

## EUROPE: RUMORS AND LEGENDS

In Paris, not only are there the regular dangers of the Risen you would expect to find choking many streets and buildings, but there are stories from the locals that the massive network of catacombs are patrolled by an ancient form of Risen that destroy everything in their path, living and dead alike.

A massive Darkland exists on the site that was once Auschwitz-Birkenau, one of the horrors of the Holocaust. It is said that the sorrow and anger is so deep in that the very ground seems to breathe with darkness, choking out the light before it can penetrate the area.

The rumors of Greed, one of the Seven, making its home at the site of Vatican City are true. Ruling from within the ancient buildings, the opulence that Greed and its followers live in is truly the stuff of legends. Rich tapestries, valuable art, and even hordes of working technology can be found within the walls.

New Vatican, located at what was known as Montserrat Spain, is one of the last bastions of religious strength in the region, training any that are deemed worthy in their own unique ways of battling demons. The rumors are that if a demon plagues your colony, that if you petition the New Vatican directly, they may send their Swiss Guard to the rescue.

Bran Castle in Transylvania has always been the rumored home of Dracula. Although the classic literature was a work of fiction, there are strange happenings around the castle at night. Members of the colonies nearby have been awoken by screams, finding one of their own murdered and drained of their blood. Rumor has it that a cult living within the ruined walls of the castle is responsible, but that they answer to a powerful darker power.

Rumors have been passed all through Europe of a ‘doomsday’ vault in the mountains of Austria that holds the riches of some of the most wealthy and powerful people in the world from before the Rise. Apparently within the vault, buried deep



in a random mountainside, are massive amounts of gold, silver, jewels, expensive vehicles, opulent clothing, and even a cache of untouched weapons.

### ISLANDS: RUMORS AND LEGENDS

Strangely enough, Easter Island is one of the only places on Earth that wasn't affected by the Rise. No Risen have ever been reported there, nor are Risen created when someone dies there. Rumor is the Moai statues hold some kind of power against the forces of the Rise, but any attempts to move or otherwise disturb the statues have been met with tragedy.

There have always been mysteries surrounding the Bermuda Triangle, but since the Rise those rumors have only grown amongst those who live on the islands near it. Tales are told of the entire triangle being an oceanic Darkland, with dangerous aquatic plants and creatures existing there. There is even a tale of a fleet of ghost ships that sail those waters, looking to destroy any living beings that dare to enter the area.

The Cayman Islands were always a playground for the rich, but after the Rise they became a bastion for survival in the Caribbean. The surviving residents and workers tasked themselves with ridding the main island of Risen and closed off the island from outsiders about 5 years after the Rise. No outsiders have been there since, but the rumors say it is a mortal paradise and the residents there do not believe the outside world exists anymore.

## TRAVEL

### PRIME PORTALS (EARTH)

Earlier you learned about the *seven seals* that were broken to trigger this apocalypse. Those *seals* locked away what we now call *Prime Earth Portals*, seven ancient archways connecting Earth to Purgatory. These seven *Portals* are permanent fixtures of our world, built and protected with some primordial magic. If only the *seals* had been so safeguarded.

Accessing these *Portals* now has proven... complicated. The highest echelons of the demonic hierarchy occupy the location of each *Portal*, allowing none to pass. Strangely, demons otherwise avoid the site and are either afraid to use or forbidden from utilizing these conduits to Purgatory.

#### Appearance

Each *Portal* is an archway of stacked hewn stones upon three steps. Thirteen of the stones around the archway are engraved with runes as is the first step up to the entrance. Careful study reveals these runes to be the same on each *Portal*, save for the rune at the center of the arch. It is believed this center rune specifies a point in the multiverse to which that *Portal* is connected, but this has yet to be proven.

#### Function

A prevailing theory regarding these strange sites is that all material plane worlds within the multiverse may have *Prime Portals*. This relates to the exploratory research discussed in Chapter 11 regarding Purgatory as a hub for the entire multiverse. More will be covered in the following chapter regarding how the Upper Realm, Lower Realm, Purgatory, and the *Prime Portals* may be connected.

### TRANSITIVE PORTALS

Of all the unusual occurrences since the Rise, *transitive portals* are perhaps the most fascinating. Often called just *portals*, these breaches in the Prime Material plane are connected to one or more *portals* by way of *channels* (discussed later). *Portals* initially formed within some of the oldest passages in the world. Perhaps the most interesting are the carved tunnels through the Redwood Highway trees. Now, *portals* can form in nearly any passage and appear to be more common in Darklands.

#### Appearance

The original appearance of any archway, doorway, or other passage outwardly remains unchanged, save for the opening itself. If the passage contains a door, the existence of a *portal* is unknown until the door is opened. For passages with open doors or no door at all, a *portal* is more apparent. The entry of a *portal* is an inky black space filled with a swirling opaque fog. The fog has a faint glimmer that fails to escape the murky gloom. Without magic, *portals* are nearly impossible to identify from a distance, even in complete darkness.

#### Function

*Transitive portals* are fundamentally *intrusions* from the transitive planes (discussed in Chapter 11) providing an entrance to a *channel*, the anomalous commingling of energy. The prevailing theory suggests the tearing of the Veil caused wounds in the fabric of all the transitive planes allowing these abnormalities. More *portals* are discovered in each passing year. While rare, it is notable to mention that *channels* have been known to collapse. The cause of which is the subject of much debate.

Once a portal is identified and accessible, using it is easy—simply walk through the smoky darkness. The swirling fog and inky black is cold and thick to the touch, impeding movement. Travelers using a portal arrive in a *channel* at the end of the round they entered, regardless of their initiative. Watching a traveler enter a *portal* can be jarring. As soon as more than half of the traveler's body crosses the threshold they suddenly vanish. Notably, unattended objects pushed or thrown through a *portal* do not enter the *channel* but instead end up on the other side of the passage. The inside of a *channel* is described in the next section.

### CHANNELS

*Channels* are slipstreams through multi-dimensional space, connecting locations on Earth via *transitive portals*. Channels are considered demiplanes of the Material Plane. Unintended constructs of the transitive planes, *channels* provide a means of traveling great distances independent of time. Because of this, *channels* are incredibly important for Colonies. Discovering *portals* and exploring where *channels* go is perhaps one of the best ways for hunters to find new scavenge sites and trade partners. *Channels* are also infinitely dangerous, one never knows who or what may be inside a *channel* or found on the other end.

#### Appearance

Upon entering a *channel*, travelers pass through an archway and descend down three small steps to stand in the middle of a hard packed gravel pathway. The path is precisely 25 feet wide ending on each side in a wall of inky black fog. These smoky walls extend 20 feet high on both sides with a domed



ceiling overhead, 25 feet tall at its peak. Travelers can see 100 feet down the gravel pathway in either direction until their sight ends in inky black fog. This sight distance continues as one travels down the channel, always able to see the same distance ahead and behind. The only change to this rule is described under *hubs*.

Turning around reveals a large stone archway 15 feet across and similarly tall. Oddly, these archways are identical in appearance to the *Prime Portals*. The gravel pathway continues to line the floor and the walls are the same inky black fog, wrapping around a 50 foot diameter circle. Each *portal* exit inside of a *channel* includes an identical room, visible to any traveler within 100 feet of the *portal*.

## Function

Travelers will soon realize that many elements of the *channel* do not follow traditional rules of physics. The temperature is always perfectly comfortable. Lighting is ideal for seeing details at distance or reading fine print. The air is clean and breathable, free of toxins unless otherwise introduced by the travelers themselves. *Channels* are so silent that travelers can hear their own heartbeat. And any sound introduced dies quickly with no echo. The silence is oppressive.

The inky black fog making up the walls is cold to the touch and the fog swirls when disturbed. The fog slows movement to no more than 5 feet per round and the walls are 15 feet thick. Entering this inky black fog reveals barely audible wails and screams, whispers of the dead tormenting the living. Anyone entering the fog must make a DC 15 Insanity check. Travelers pushing through the 15 feet of wall find themselves suddenly in Paradox. Calculate each hour into the *channel* in a straight line one eighth the distance between the two *portals* on Earth. The location in Paradox is geographically similar to that position.

The gravel pathway cannot be changed in any way. It is impossible to dig into the ground or even move a single piece of gravel. In fact, even the *portal* archway within the *channel* is indestructible and immovable. With no anchor points, only self-supporting structures may be erected within a *channel*.

Travel through a *channel* takes 8 hours of continuous movement. Any downtime preventing forward progress is added to the 8 hour travel time. This is the amount of time required to travel any *channel* regardless of the velocity of the traveler or how far apart the *portals* are on Earth. The amount of time spent in the *channel* is otherwise the same on Earth. Traveling *channels* is not a reference to a place, but rather a reference to a specific time. As an example: PC #1 enters a *channel* and begins walking toward the far exit. Five minutes later, PC #2 enters the same *channel* and begins running toward the far exit. If both PCs continue moving forward at any velocity, they will never meet. The only way to connect with others on a different timeline is for the traveler ahead in time to stop moving and wait an amount of time equal to the difference in timelines. In the example, PC #1 would need to wait five minutes inside the *channel* for PC #2 to catch up. A *channel* timeline is a bubble that exists within the visual range of the traveler.

Another extraordinary function of the *channel* timeline is its influence on unattended objects, i.e. things that are neither living nor undead. When a traveler moves out of visual range of an unattended object, the object is lost to time. Since the unattended object is no longer observed, the timeline around that

object ceases to exist. No amount of traveling backward will recover the object, nor can a traveler behind in time catch up to the object. Interestingly, only the living may observe an object and hold its place in the timeline. Scholars hypothesize objects may be recoverable through some mechanism via Eternity, but this has not been tested.

*Channels* most commonly connect linearly, from one *portal* to another. Splicers call these direct *channels* or DC for short. Sometimes one end of a *channel* alternates between multiple *portals*. Splicers call these alternating *channels*, or AC for short. The static end of AC *channels* is called an anchor *portal*. The alternating end of these *channels* usually have two or more *portals* near each other. However, examples of *channels* alternating between *portals* found miles apart have been reported. In any case, when the physical location for a *transitive portal* is destroyed a *channel* will generally switch to another nearby passage, reconnecting the *channel*.

## HUBS

*Hubs* form when two or more *channels* would cross each other in the geographic space on Earth. The longer the distance between connected *portals*, the more likely that *channel* will have a *hub*. Regardless of the geographic space that these *channels* may cross, *hubs* form at the center point in time for each of the intersecting *channels*. That is, if any *channel* has a *hub* it takes precisely 4 hours to reach that *hub* from any connected *portal*.

## Appearance

A *hub* is similar in appearance to the area just inside a *channel*. Each *hub* is circular and surrounded by the same inky black walls, with 25 foot wide openings where *channels* connect. The size of a *hub* is directly related to the number of crossing *channels*. The smallest *hub* has two crossing *channels* that create a 75 foot diameter circle and increases the peak height of the ceiling to 35 feet. Each additional crossing *channel* adds another 50 foot to the diameter of the circle and an additional 10 feet to the peak height of the ceiling. Regardless the size of the *hub* the entire space is visible to any observer within the *hub*. Those looking into a *hub* from a *channel* are still restricted to the 100 foot viewable distance. The same holds true looking into a *channel* from a *hub*.

## Function

*Hubs* have taken on a life of their own for traders and travelers, even entire small Colonies. Properly secured—no small feat—a *hub* offers some inherent defensibility. Many a vendor has set up shop within a *hub*, and often Colonies will utilize the space to meet on neutral ground and trade with other Colonies. *Hubs* are susceptible to the observation effect on unattended objects, but apparently just a single living being is able to hold the timeline for the entire *hub*. Because of this, entire self-supporting structures have been erected in some *hubs* to support trade, provide defense, and the unsavory have been known to set up obstacles or traps for the unsuspecting. Rumors of a *hub* with sixteen *channels* has surfaced in recent years. The possibility of a massive bazaar within the *hub* has captured the minds of many audacious travelers.



"You didn't think this world, this universe, was the only show in town, did you Doctor? Oh child, your vast knowledge is only surpassed by the vastness of what you have yet to learn. Before you can truly understand your place here, understand the place of all living things here, you must see the relationship we all have to the greater multiverse."

There are greater powers at play; the magic in the world that powers our incantations, our baubles, our weapons. Much of that energy comes from other places; some as many of the creatures that only existed in fantastic tales from our legends. Angels, demons, mythical beasts and beings, they all came from somewhere. It may seem that they suddenly sprung into being, but they all existed before, they exist in our world now, and someday if we turn the tide and close the doors, they will still go on existing beyond our mind's eye.

When you walk through a portal, ever ponder where those foggy walls would lead to if your wonderment got the better of you? You would find a dark mirror, a world that you knew deep down existed just beyond your senses. That would be your last thought before curiosity killed your cat. The multiverse is a beauty worth knowing, but she is a deadly beauty better suited for studying from afar. You need not go there to be aware and to give it a healthy dose of respect. But you do need to know it, child, if you are ever to understand your place in this world."

Mother - Shepherd, Governess of Old Orleans



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 11 THE MULTIVERSE

*YOUR FEEBLE MIND CANNOT POSSIBLY FATHOM HOW insignificant this broken world is, Coalman. I see through your eyes, I read your thoughts. You think you can somehow rid yourself of me, rid the world of me. But I persist, everlasting. If you do manage to tear your soul from me, you'll simply free me upon this world or I will slip back to mine. There are so very many of you in this world to feed the Darkness. Or perhaps the Darkness will call me back to its embrace. Either way, I will exist. I will thrive. Your life is mildly amusing but means nothing to me, Coalman. It means even less to the greater multiverse and elder beings controlling it all.*

**THE WORLD OF EARTH EXISTS WITHIN THE MATERIAL PLANE,** or Prime Material. Throughout this book we have referred to this planet as Prime Earth to highlight this distinction. There are, however, many other Worlds of the Portal within the Prime and in fact, many other planes of existence within this multiverse. While each of the Prime worlds follows the expected natural laws of physics, other planes have distinctly different realities and governing rules. No other Prime worlds are covered in this book, but each inner, outer, and transitive plane within the Worlds of the Portal multiverse is covered briefly. More study must be dedicated to each of the planes to better understand their unique interwoven connections to each other and how those connections impact the material plane.

The following material covers the various differentiating planar rules, what those rules mean, and how they might vary from one plane to another. The material plane is briefly addressed; however, as this is the Prime Earth we know well—despite the changes since the Rise—we will not spend much time on the subject until new worlds are discovered. Once these terms are understood you may read further to better understand the workings of the inner, outer, and transitive planes. Each category is defined as well as specifics around the various planes within that category. As Mother so gently noted, it is only after we accept and understand that our universe is but a small cog in a much greater machine will we fully appreciated how to cope with our new existence.

## PLANAR RULES

The following terms describe the various trait categories found within the notes for each plane. Following the trait categories are definitions for specific observed traits and how they impact gameplay. Reference these specifics when visiting other planes and Worlds of the Portal.

**Alignment Traits:** Unlike beings who are defined by free will rather than a predestined moral direction, planes of the cosmos can be aligned towards good or evil, law or chaos, or neutrality. Beings traveling the planes are considered to have the same alignment as their native plane.

**Elemental Traits:** The Worlds of the Portal reference scientific elements from the periodic table rather than elements as described by Greek philosopher Empedocles of the Classical period. Most planes follow a typical allocation of elements as seen throughout our universe. Planes that are or that are believed to be different may not specific dominate elements or note the elemental traits as unknown. Those planes with

atypical elemental traits need further study to identify the impact of those differences.

**Energy Traits:** Some planes may have a dominate energy force, either positive or negative. Many planes have no energy trait and will be noted accordingly. If a plane has an energy trait they will be noted as being minor dominant or major dominant.

**Magic Traits:** Magic may work differently from plane to plane. The rules for magic traits set the boundaries for what magic can and can't do on each plane.

**Native Traits:** Beings or other forms of life make up the native inhabitants of a plane. While nearly all planes have native beings, the traits associated with those beings may need further study to be accurately identified. Native forms of life may be acknowledged within this volume even if no further details are available at this time.

**Physical Traits:** The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane as well as how easily a plane's nature can be altered. Features: Alterability, Gravity, Shape/Size, and Time.

**Special Traits:** Many planes have strange characteristics that must be acknowledged when traveling to these locations. Anything unusual that does not fit into the other traits is described here.

## ALIGNMENT TRAITS

Some planes have a predisposition to a certain alignment. Inhabitants of these planes do not necessarily follow any specific alignment doctrine but are considered to have their native alignment when traveling the planes. The alignment trait of a plane affects social interactions there.

All creatures have an alignment that is in two components. Creatures have two parts of the alignment from their home plane. Creatures who are part of two planes have an alignment from both. Progeny have the neutral from Earth and the evil from their demon ancestor. Descended have good from coming from the Upper Realm and neutral from falling to Earth. Lazarus are escaped souls from purgatory on Earth and so have law and neutral. Corrupted creatures break the norm by having an evil alignment added to their two natural alignments.

**Good-Aligned/Evil-Aligned:** These planes have chosen a side in the battle of the Light versus the Darkness. No plane can be both good-aligned (good/purified) and evil-aligned (evil/tainted).



**Law-Aligned/Chaos-Aligned:** Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

**Neutral-Aligned:** These planes stand outside the conflicts between good and evil and law and chaos. The majority of planes will have either no alignment or some type of neutral alignment.

**Mildly Aligned:** Creatures who have at least one native alignment opposite that of a mildly aligned plane take a -2 circumstance penalty on all Charisma-based checks. A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

**Strongly Aligned:** On planes that are strongly aligned, a -2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks made by all creatures who do not have an alignment that matches the current plane's alignment or have one in opposition (good to evil or law to chaos). This means a human (neutral/neutral) on the Lower Realm would gain the -2 but a corrupted human (neutral/neutral/evil) would not. A corrupted descended (neutral/good/evil) would still get a -2 because it has good in its alignment.

A strongly neutral-aligned plane stands in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a -2 circumstance penalty on Intelligence-, Wisdom-, or Charisma-based checks made by any creature with an alignment that is not all neutral. The penalty is applied twice for each alignment that is not neutral, so a demon (evil/evil) or a corrupted Lazarus (neutral/law/evil) would get a -4 penalty in a strongly neutral-aligned plane. This penalty may not go above -4.

## ELEMENTAL TRAITS

The periodic table of elements combine to make up everything in the known universe. There were around 118 elements on the periodic table prior to the Rise, and admittedly new elements were being discovered every few years. The elements take one of four forms of matter at Prime Earth's standard temperature and pressure, equivalences difficult to make when traveling other planes. The forms of matter include solid, liquid, gas, and plasma.

Where noted as typical, the plane in question exhibits elements in a recognizable form and state to those of Prime Earth. Planes listed as limited present the appearance of some typical elements but not enough to verify their existence. Elemental-Dominate planes represent extremes where a single or small group of elements make up the majority of that plane or discernable parts. None is used as an elemental trait where nothing seems real or actionable from the standpoint of the periodic table of elements. And lastly, the unknown elemental trait makes it clear that studies have identified nothing useful on the subject. Any specific effects from these differing elemental traits will be described in a future volume.

## ENERGY TRAITS

**Negative-Dominant:** Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and

filled with winds bearing the soft moans of those who died within them. There are two kinds of negative-dominant traits: minor negative-dominant and major negative-dominant. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

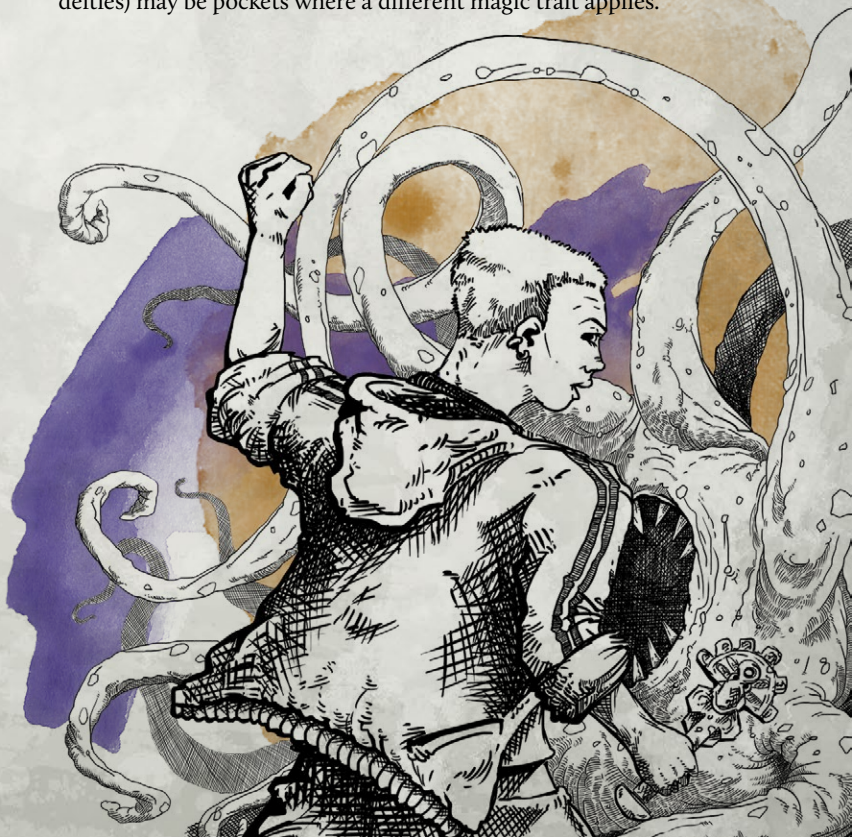
Major negative-dominant planes are even more dangerous. Each round, those within must make a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The death ward spell protects a traveler from the damage and energy drain of a negative-dominant plane.

**Positive-Dominant:** An abundance of life characterizes planes with this trait. Like negative-dominant planes, positive-dominant planes can be either minor or major. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a DC 15 Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, which kills it.

## MAGIC TRAITS

A plane's magic trait describes how magic works on that plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.





**Normal Magic:** This magic trait means that all spells and supernatural abilities function as written. Unless otherwise noted in a plane's description, assume that it has the normal magic trait.

**Dead Magic:** These planes have no magic at all. A plane with the dead magic trait functions in all respects like an antimagic field spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use teleport or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

**Enhanced Magic:** Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane. Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own. If a spell is enhanced, it functions as if its caster level was 2 higher than normal.

**Impeded Magic:** Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

**Limited Magic:** Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications. Magic can be limited to effects from certain schools or subschools, effects with certain descriptors, or effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work. It is also possible that spells with specific qualifications are the only spells limited in these types of planes.

**Wild Magic:** On a plane with the wild magic trait, spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a caster level check (DC 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult Table Wild Magic Effects.

## PHYSICAL TRAITS

### Alterability

These traits measure how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while some respond to physical or magical efforts. Others can only be manipulated by extremely powerful creatures, gods, or the plane itself.

**Alterable Morphic:** On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort. Unless otherwise noted in a plane's description, assume it has the alterable morphic trait.

**Divinely Morphic:** Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. They may cause these areas to change instantly and dramatically, creating great kingdoms for themselves. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort.

**Highly Morphic:** On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Some such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

**Magically Morphic:** Specific spells can alter the basic material of a plane with this trait.

**Sentient:** These planes respond to a single entity's thoughts—those of the plane itself. Travelers might find the plane's landscape changing as a result of what the plane thinks of the travelers, becoming either more or less hospitable depending on its reaction.

**Static:** These planes are unchanging. Visitors cannot affect living residents of the plane or objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however. Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

## Gravity

This trait notes when the direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

**Normal Gravity:** Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a plane's description, assume that it has the normal gravity trait.

**Heavy Gravity:** The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Acrobatics, Climb, Ride, and Swim checks incur a -2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters that fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

**Light Gravity:** The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more. Characters on a plane with the light gravity trait take a +2 Circumstance bonus on attack rolls and on Acrobatics and Ride checks. All items weigh half as much, and weapon ranges double. Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives. Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet fallen (maximum 20d4).

**No Gravity:** Individuals on a plane with this trait merely float in space, unless other resources are available to provide a means of propulsion.

**Objective Directional Gravity:** The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward. In addition, the direction of "down" may vary from place to place within the plane.

**Subjective Directional Gravity:** The strength of gravity on a plane with this trait is the same as on the Material Plane, but



## MATERIAL PLANE

each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and non-sentient creatures. This sort of environment can be very disorienting to the newcomer, but it is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

### Shape and Size

Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

**Finite Shape:** A plane with this trait has defined edges or borders. These borders may adjoin other planes or be hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

**Infinite:** Planes with this trait go on forever, though they may have finite components within them. Alternatively, they may consist of ongoing expanses in two directions, like a map that stretches out infinitely. Unless otherwise noted in its description, assume that a plane is effectively infinite.

**Self-Contained Shape:** On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. Some spherical planes are examples of self-contained, finite planes, but they can also be cubes, tori, or flat expanses with magical edges that teleport the traveler to the opposite edge when she crosses them. Some demiplanes are self-contained.

### Time

The rate at which time passes can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the observer. The same subjectivity applies to various planes. Travelers may discover that they gain or lose time while moving between planes. However, from their point of view, time always passes naturally.

**Erratic Time:** Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between such planes and any others. To the denizens of such a plane, time flows naturally, and the shift is unnoticed. The following is provided as an example.

d%	Time on Material Plane	Time on Erratic Time Plane
01–10	1 day	1 round
11–40	1 day	1 hour
41–60	1 day	1 day
61–90	1 hour	1 day
91–100	1 round	1 day

**Flowing Time:** On some planes, the flow of time is consistently faster or slower. One may travel to another plane, spend a year there, and then return to the Material Plane to find that only 6 seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real. When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the flow in the other plane.

**Normal Time:** Describes how time passes on the Material Plane. One hour on a plane with normal time equals 1 hour on the Material Plane. Unless otherwise noted in a plane's description, assume it has the normal time trait.

**Timeless:** On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait affects certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane. The danger of a timeless plane is that once a being leaves such a plane for one where time flows normally, conditions such as hunger and aging occur retroactively. If a plane is timeless with respect to magic, any spell cast with a non-instantaneous duration is permanent until dispelled.

## MATERIAL PLANE

The Material Plane, or Prime Material, represents everything we know and have yet to discover within Earth's Universe. Earth is known as Prime Earth within the Material Plane, and other such planets within the plane would have a similar distinction. Unless otherwise noted within a specific world that exists within the Material Plane, that world will follow the same set of rules as Prime Earth. The Material Plane operates under the same set of natural laws of Prime Earth, the default plane and planet for Apocalypse the Risen.

### PRIME EARTH

Prime Earth is exactly the planet and universe we knew before the Rise, with all of the various exceptions and changes discussed throughout the early chapters of this tome. Earth still follows the natural laws of gravity, time, and elemental composition as known before the Rise. We just do so now with the addition of changes to the very process of life and death, live with the opportunity to experience or even use magic, and have discovered ways to travel great distances in mind-bending fashion. Aside from those minor changes, all is normal on Prime Earth. At least that is certainly true for those born after the Rise.

#### PLANAR CHARACTERISTICS

**Type:** Prime Material Earth Reality

**Alignment Traits:** Mildly Neutral-Aligned. Since the Rise there are pockets of both Light and Darkness.

**Elemental Traits:** Typical

**Energy Traits:** None

**Magic Traits:** Normal

**Native Traits:** Humankind, Typical

#### PHYSICAL TRAITS

**Alterability:** Alterable Morphic

**Gravity:** Normal

**Shape/Size:** Finite Shape and Size

**Time:** Normal



**Special Traits:** Channels, Darklands, Transitive Intrusions (described within Transitive Planes)

**Channels:** The existence and function of channels are described in detail in Chapter 10: The World.

**Darklands:** The existence and function of Darklands are described in detail in Chapter 10: The World.

**Intrusions:** Intrusions are breaches in the very fabric of reality within the Material Plane. The source of these intrusions appears limited to the Transitive Planes. The types of intrusions into Prime Earth and their effects are described in detail within each of the Transitive Planes. It is unknown what the long-term impact of these intrusions may be, or what other locations with the Material Plane are subject to these intrusions.

## TRANSITIVE PLANES

There are four known Transitive Planes within the Worlds of the Portal multiverse. Eternity, Infinity, Paradox, and the Veil. Each plane has their own physics, creatures, and secrets to uncover. All known natural laws and native creatures are disclosed in the following pages of this chapter. These four planes have two important common characteristics: each is used to get from one place to another and are manifestations of the basic building blocks of the universe.

Transitive Planes literally touch each of the various planes, connecting worlds of the Material Plane to each other and ultimately to the Inner and Outer Planes, though the latter in a more convoluted fashion. The Transitive Planes are the layers or building blocks on which all Material Plane worlds are built. Two of the Transitive Planes, Paradox and the Veil, might be looked at as overlays with Prime Earth and the Material Plane as a whole. These planes quite literally sit over the top of each Prime world. Apocalypse the Risen takes place on Prime Earth, the only Worlds of the Portal campaign setting based on Earth.

Transitive Planes each exert a force on the Prime and occasionally breach the boundaries. These breaches are called intrusions, each plane interacting uniquely with the Prime. Specifics of these intrusions is described within the individual Transitive Planes. While intrusions are typically from a single source, energy hemorrhages from these wounds is believed to have commingle to create channels that create intrusions we recognize as portals. The ongoing energy bleeding from each intrusion appears to be feeding on itself, increasing the frequency of further portals as well as other intrusions.

## ETERNITY

While we are fairly certain that philosopher Friedrich Nietzsche was not suggesting that eternal recurrence would be literally represented as a flat circular plane of time, that is in fact exactly how the Transitive Plane of Time presents, at least to the mundane eye. In fact, it is a very real truth that our eyes and minds can hardly fathom what it is we have witnessed on Eternity. But two observed truths stand out; the land is as vast as one could see or bear to travel and time itself does in fact appear as a great river of enormous proportions flowing in a singular direction along an apparent Fibonacci Spiral. What exactly rests at the center of that spiral is unknown as the pathways over the river of time are closely guarded. However, if we were to understand anything about the river from the

truly mindboggling inhabitants, the center of the golden spiral somehow connects back to the beginning. Whether true or not, Eternity appears linear despite assurances otherwise.

The great river of time has many distributaries branching deep into the land. Native beings and their civilizations, such as they are, are apparently sustained entirely by time itself. There we observed creatures we couldn't begin to describe, as well as at least three distinct native races. These beings describe themselves as holding a variety of roles, from custodians and keepers to observers and sentinels. Describe may be a misleading acknowledgement of communication with these beings. These lifeforms appeared to our minds as two-dimensional shapes of sacred geometry and alchemy symbols. Communication took the form of abstract occult cryptograms, mystic ciphers, and complex mathematical formulae appearing above the beings. In fact, even the structures of their civilization looked like ancient hieroglyphics animated into a dance of daily life. These native beings appear to exist outside of time, almost unaware that one moment exists separate from another.

Access to the river of time is strictly guarded and the effects on organic life of traveling along the river are unclear. Rumors of some cosmic entity holding court at the center of Eternity are spreading like wildfire among the native beings. Eternity clearly holds many secrets yet to be discovered, and at least an equal number of dangers.

### PLANAR CHARACTERISTICS

**Type:** Transitive Plane of Time

**Alignment Traits:** Mildly Neutral-Aligned

**Elemental Traits:** Typical, Limited

**Energy Traits:** None

**Magic Traits:** Limited Magic: Transmutation magic does not work on Eternity. Any transmutation magic already in effect when entering Eternity is temporarily suppressed (not dispelled) until leaving the plane, at which time those spells resume.

**Enhanced Magic:** All spells and spell-like abilities used within Eternity may be employed as if they were improved by the Quicken Spell or Quicken Spell-Like Ability feats. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell or spell-like ability can be cast per round.

**Native Traits:** Three beings, the Chronos, Kairos, and Aions have been documented. There appear to be four primary roles: Custodians, Keepers, Observers, and Sentinels. It is unclear how the roles are assigned and if each of the types of beings fill all of the types of roles.

### PHYSICAL TRAITS

**Alterability:** Static

**Gravity:** Normal

**Shape/Size:** Infinite

**Time:** Timeless

**Special Traits:** Intrusions

**Intrusions:** Anomaly—These time interruptions impact the Prime in a variety of ways. Time loops, pauses, and even complete freezes have been witnessed. These are typically short-term intrusions; however, rumors of longer term anomalies have been whispered among survivors.







## INGRESS

**Kingdom:** No dominate, all states of matter represented.  
**Class:** Hydrogen  
**Order:** Classical Mechanics, Thermodynamics, Relativity  
**Gates:** Innumerable

## INFINITY

In stark juxtaposition to Eternity, the Transitive Plane of Matter is anything but linear. Infinity is made up of a central zone known as Ingress followed by an infinite number of non-sequential zones in all imaginable directions. The central landing place for travel through Infinity, Ingress is connected to nearly everything in the multiverse as well as most all non-sequential zones, either directly or indirectly. This zone is governed by hydrogen and is represented by all four primary states of matter. The majority of Ingress is composed of dark energy-fluid space with celestial particle bodies of colorful floating molecular structures. Travel is three dimensional with no reference to a starting point or zone of origin, no relative gravity, and certainly no relevant information as to the Prime Material.

Found throughout Infinity, and quite numerous in Ingress, are vibrantly colored nebulous opaque membranes that are actually gateways that lead to any of the infinite number of other non-sequential zones. The color of the membranes appears related to the governing element of the destination zone. Navigation between these zones is dangerous at best because an accurate identification of these non-linear pathways is nearly impossible. Some zones have more gateways than others, identified as either innumerable—as with Ingress—or a specific number. Each discovered zone will include a stat block as noted below for Ingress. Rules and descriptions for the function of non-sequential zones would be included, but no additional zones are described in this volume.

Ingress is occupied by many unusual native species though they do not appear to maintain any particular civilization. These strange beings have been observed using all manner of energy. None of these species are covered in this volume.

Following a gateway out of Ingress will lead to one of an infinite number of the aforementioned non-sequential zones. Each non-sequential zone is distinct in appearance, size, shape, and makeup. Identifying a zone can be accomplished by observing the specific chemistry and natural laws of physics ruling that zone. As with the stat block above for Ingress, each non-sequential zone follows the same organizing structure.

Kingdom identifies a dominate state of matter: Solid, Liquid, Gas, or Plasma. Class identifies a governing element from the periodic table of elements. Order identifies the zone by the branch of physics with the most distinct influence. Order includes: Classical Mechanics, Thermodynamics, Electromagnetism, Relativity, Quantum Mechanics, Optics (atomic, molecular, and optical physics), Condensed Matter, and Particular or Nuclear Physics.

The kingdom and class help identify specific dangers within the zone. Creatures and cultures within that zone are also directly related to these criteria. Order is best used as a guide for how to handle those threats. Of all possible changes to physics

as we know it, time is the one constant throughout all zones. These non-sequential zones are essentially demiplanes. This catch-all term covers all extradimensional spaces that function like planes but have measurable size and limited access.

## PLANAR CHARACTERISTICS

**Type:** Transitive Plane of Matter

**Alignment Traits:** Mildly Neutral-Aligned

**Elemental Traits:** Elemental-Dominant. Ingress is Hydrogen dominant. Each non-sequential zone has a different dominant element that makes up the zone. Some might reflect a balancing of elements and energies while others can be primarily of one type. Additionally, each non-sequential zone is represented by a primary state of matter (solid, liquid, gas, or plasma).

**Energy Traits:** None

**Magic Traits:** Impeded Magic. Abjuration and Illusion spells and spell-like abilities are impeded.

**Native Traits:** Yes, many native beings have been observed but not documented.

## PHYSICAL TRAITS

**Alterability:** Highly Morphic

**Gravity:** Ingress has Objective Directional Gravity. Each non-sequential zone has its own gravitational force, but none are known to have no gravity. Most are normal gravity, but some are heavy, light, or objective in their gravity with a rare few having subjective gravity.

**Shape/Size:** Infinite. However, each non-sequential zone is a Finite Self-Contained Shape. While Infinity is an infinite plane, each non-sequential zone has defined edges or borders. These borders adjoin other non-sequential zones or can be hard, finite borders such as the edge of the world or a great wall. Some even wrap in on themselves, depositing the traveler on the other side of the zone.

**Time:** Normal

**Special Traits:** Ingress, Intrusions, Non-Sequential Zones

**Intrusions:** Variable—These intrusions cause dramatic changes to the Prime, from shifting the state of matter, changing the dominate element, or disrupting the very laws of physics in the affected area.

## PARADOX

The Transitive Plane of Life, Paradox exists as a reflection of the Prime world from which you enter with one stark contrast. The land is dominated by nature, an overgrown and wild place in which humanity never held dominion, civilization never rose, and the wilderness was never tamed. The landscape is however the same. Wherever you enter Paradox you will find geography akin to that of the Prime Material point of exit. If you enter from the Sahara of Prime Earth, you will find yourself in the same desert on Paradox. Leave from old Manhattan, you will find more wilderness than just Central Park and no buildings built by human hands. That isn't to say there are no buildings. While few and far between, there are strange temple-like structures scattered throughout Paradox, ancient buildings with ancient organic tech of sorts. Some of these buildings even have what appear to be massive creatures slumbering or long dead across their tops. These dormant structures and slumbering beings suggest this plane was used for travel in a forgotten time.



The secrets of these buildings have yet to be uncovered, and perhaps it best we let sleeping mysteries stay that way.

While no other signs of civilization exist, there are many forms of life within Paradox. The entire plane booms with life. Plants and animals of all types, each native to Paradox, hunt and mate and kill and thrive in this plane. Most creatures, and even much of plant life, have evolved to a more predatory nature. Creatures of Paradox have influenced many myths on Earth long before the Rise. Cryptozoological creatures and terrible Fey make their home on Paradox. Prime Earth stories of Chupacabra, Sasquatch, and Wendigo come directly from intruding visitors from Paradox.

Paradox is a plane of extremes, from the wilderness and beasts to the very concept of day and night. Paradox is never lit by a true sun, only by reflections following the phases of the moon. Day and night are explained in detail below but suffice it to say the native wildlife is better suited to survival than are temporary visitors. Temperatures are also at the extremes and every living creature is truly trying to kill and eat you. Accessing Paradox is far easier than most other planes, staying alive long enough to return is an entirely different task.

## PLANAR CHARACTERISTICS

**Type:** Transitive Plane of Life

**Alignment Traits:** Strongly Neutral-Aligned.

**Elemental Traits:** Typical

**Energy Traits:** Minor Positive-Dominate

**Magic Traits:** Impeded Magic. Spells and spell-like abilities with the light descriptor.

**Native Traits:** Cryptids, Fey

## PHYSICAL TRAITS

**Alterability:** Alterable Morphic

**Gravity:** Normal

**Shape/Size:** Infinite

**Time:** Normal. Time on Paradox is directly tied to Earth.

While it is day on Earth it is night on Paradox, and when it is night on Earth it is "day" on Paradox.

**Special Traits:** Dark Star and Reverse Day/Night from the Prime, Intrusions

**Day:** During daytime hours, a small grey moon illuminates the world in a dim ultraviolet-like light. This moon follows the same phases as Earth's moon. Every thirty days on Paradox brings a full three-day cycle with no moon. This time period is referred to as the Lost Moon.

**Night:** During nighttime hours, a Dark Star rises in the sky. The Dark Star bathes Paradox in an extreme darkness. During this time all mundane and magical light sources are reduced by one step. Light sources that produce normal light instead produce only dim light and do not increase the light level within the light radius. Even the spell *daylight* only produces normal light.

**Intrusions:** Lesions—These intrusions are visible fleshy sores, wounds erupting into the Prime and allowing creatures of Paradox to cross over to Prime Earth. Of course, these are not just one-way roads.

**Lost Moon:** During "daytime" of the three days of the Lost Moon period, the entirety of Paradox is treated as being in *deeper darkness*. The native creatures of Paradox enter a hunting frenzy during this period.

## VEIL

The Veil is the balance to Paradox, the inverse of all the wondrous life described in the previous plane. The Transitive Plane of Death is an overlay of the Prime Material. Instead of a vision of the world without human influence like Paradox, the Veil is a blasted burning waste with no vegetation and the remnants of civilization as a crumbling inferno, a world in flames. In addition to the fiery ruins of society, spirits both on the Veil and on the Prime can be seen throughout the land. Ghosts and other spirits exist in a simultaneous state, straddling the line between the Veil and the Prime. While these tortured spirits are frightening in their own right, the tormented souls trapped as Risen on Earth can be seen seething and snarling in a fruitless attempt to escape their corpse-hosts to attack the living on the Veil. Perhaps as unnerving is the fierce wailing wind blowing through the entire plane, bringing with it the sounds of agony and heat from the smoldering world.

No known living creatures are native to the Veil, at least not living in the traditional sense. While native creatures are believed to exist, it is unclear if they originated within the Veil or were somehow forced to stay. Regardless of their origin, they are not exactly hospitable hosts. Spirits in many forms can be found wandering the Veil, many destined for another place. Purgatory is known to send harvesters to the Veil to collect these souls. There are rumors of conflict between harvesters and beings on the Veil, but it is unclear if those beings belong to the Veil or not. One truth seems evident, staying long on the Veil is not a goal one should endeavor.

The Veil once operated as a filter, the very fabric separating the worlds of the living from Purgatory and allowing souls to pass on from the Prime. It is in fact this Veil that tore during the Rise, souls from the Grey slipping through the plane of death to the Prime like dust in the wind. The Veil remains intact throughout most of the Worlds of the Portal. However, when the Seals were broken the shifting of the multiverse tore the Veil creating a vacuum between Purgatory and Prime Earth. This tear released supernatural magic back to Prime Earth and with it many souls who found homes in vacated bodies of the dead. No longer are the dead from Earth able to pass on to Purgatory. Much debate exists among scholars whether this change is permanent or if the plane can be repaired.

## PLANAR CHARACTERISTICS

**Type:** Transitive Plane of Death

**Alignment Traits:** Strongly Neutral-Aligned.

**Elemental Traits:** None

**Energy Traits:** Minor Negative-Dominate

**Magic Traits:** Normal. Spells function normally on the Veil, though they do not cross into the Material Plane. The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings; these can cross from the Material Plane to the Veil. Spellcasters on the Material Plane must have some way to detect foes on the Veil before targeting them with force-based spells. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks can cross from the Veil to the Material Plane, including force attacks.

**Native Traits:** Unknown. Creatures thought native to the



Veil are believed to have begun as native to another plane. Prime Earth travelers to the Veil have not yet encountered beings thought to have originated on the Veil. Purgatory is known to send harvesters to the Veil to collect souls. There are rumors of conflict between harvesters and beings on the Veil, but it remains unclear if those beings belong to the Veil or not. Becoming native to the Veil is apparently possible but not advised.

#### PHYSICAL TRAITS

**Alterability:** Alterable Morphic. However, changes are temporary and soon revert back to their representation of the Prime.

**Gravity:** None

**Shape/Size:** Infinite

**Time:** Normal

**Special Traits:** Intrusions, Wailing Wind

*Intrusions:* Flux—Magical fluctuations: Wild Magic, Dead Magic areas, and many other strange magical things

*Wailing Wind:* Haunted and agonized wails, moans, and screams are heard throughout the Veil. This fierce Wailing Wind requires an insanity check (DC 20). Only one check is required per visit to the Veil.

---

## INNER PLANES

The Inner Planes as we know them within the Worlds of the Portal multiverse are literally formed by the eternal cosmic entities known as the Light and the Darkness. It is unclear if other Inner Planes exist other than the Upper and Lower realms and if they do, we are unaware of their influence on the beings of Prime Earth. These Inner Planes are the home of the Light and the Darkness and their creations; deities and demigods, celestials, demons, fiends, and other outsiders of significant power. Each of the Inner Planes has an alignment representative of their moral or immoral compass and beings of those planes act in line with these principles. Souls from the Material Planes are ultimately intended to come to rest on the Inner Planes. However, scholars believe there to be some apparent business that must be attended to in the Outer Planes before a soul makes this final journey. Certainly, the tearing of the Veil created an added complication in this matter.

## LOWER REALM

The Lower Realm is home of the Darkness, a cosmic being and elder god obsessed with eliminating the Light. It may be difficult to fathom, but the Darkness is so immense in size and





power as to be both a being and the actual Lower Realm itself. The physical traits, appearance, and function of this plane are all within the direct and sole control of the Darkness, though what amount of thought that requires of such a being is beyond mortal comprehension. Likely this entity thinks little if at all of the presence or actions of mortals. Infernal beings make their home within the Lower Realm, feared by mortals from all worlds in the multiverse. Demons, devils, demigods, fiends, the Seven themselves and more call the Lower Realm home.

By all accounts, the Lower Realm appears as a heinous civilization of eternal torture and anguish built within a great furnace. Vile music from an orchestra of angry bagpipes and persecuted violins plays painfully throughout the realm. Demonic charioteers whip collared and naked souls of the eternally damned as they pull the infernal creatures down the paved streets of magnesium. Choking sulfurous smoke hangs like sadness in the air as a blistering wind blows across the plane. Theaters hold court with performances of human atrocities in the name of the Darkness. Masses of writhing bodies crawl along each other searching for the death they so desire and can never reach. Near the streets and buildings populating much of the plane are pools and streams of liquid brimstone. Large sections of land are cut off by the magma form separate zones, each dominated by different sins. The blistering wind and sweltering heat make it nearly impossible to protect flammable materials. There is nothing here for the living but misery.

## PLANAR CHARACTERISTICS

**Type:** Inner Plane of Evil, Hell

**Alignment Traits:** Strongly Evil-Aligned (Tainted)

**Elemental Traits:** Aluminum, Calcium, Iron, Magnesium, Oxygen, Phosphorus, Potassium, Silicon, Sodium, Sulfur, Titanium

**Energy Traits:** None

**Magic Traits:** Enhanced Magic. Spells and spell-like abilities with the tainted descriptor are enhanced.

Impeded Magic. Spells and spell-like abilities with the purified descriptor are impeded.

**Native Traits:** Infernal beings such as demons and demigods are native to the Lower Realm.

## PHYSICAL TRAITS

**Alterability:** Divinely Morphic. Along with the Darkness itself, it is said that the Seven have limited ability to alter the plane.

**Gravity:** Normal

**Shape/Size:** Self-Contained Shape

**Time:** Normal

**Special Traits:** Elder Cosmic Entity, Blistering Wind, Lakes of Lava, Zones of Sin

**Blistering Wind:** Unprotected combustible resources, wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. Beings not native to the Lower Realm and those not protected against fire take 1d10 points of fire damage every round they are within the Lower Realm. Beings of the water subtype take double damage each round.

## UPPER REALM

In a morality flip from the Lower Realm, the Upper Realm is home of the Light, a cosmic being and elder god of incredible power. Having departed the Void together, the Light is embroiled in an eternal battle with the Darkness. The sheer, colossal nature of these cosmic planar beings is nigh impossible to comprehend, yet here the Light creates the very gods humanity has worshiped and the angels we've looked to for protection. The Upper Realm remains under the Light's complete control. Unlike the Darkness, the Light varies the look and experience of this plane to each visitor. A few key features appear regularly, but many details are uniquely experienced even by those traveling together. Celestial beings make their home in the Upper Realm, watching over humanity and basking in the adoration of their mortal charges. Deities, demigods, and angels of all types vie for honors of worship, retiring or fading away entirely as humankind moves on.

The aesthetics of the Upper Realm are perfectly matched to each traveler stepping into the plane. Even with many details and locations customized to each traveler's ideal of Heaven, some traits remain. Music from a divine choir and angelic trumpeters wafts gently throughout the plane. Clockwork Waterwheels dip into the Light itself, churning the Light into the water of a meandering stream. The stream flows into deep Healing Pools rumored to cure any ailment. A Great Field of Glory hosts the heroic dead celebrating their grand victories over the Darkness. Roads throughout the plane are paved of alabaster and pearl, leading seemingly wherever the visitor desires. Some will witness a breathtaking shoreline on the edge of a Vast Ocean, some an Orchard of Sweet Gossamer Fruit, and still others Eternal Waterfalls of Light. But the roads will eventually lead visitors to rows upon rows of structures of varying size and stately appearance, their white walls the only common trait. These homes are mansions to some, simple huts to others, and home to all the souls reaching everlasting peace in the Upper Realm. Those visitors seeking counsel by an enlightened celestial must first appear before the Great White Throne for judgement. While this throne may appear to be many different things, it is always massive and a bright near glowing white. The deity sitting on the throne is always appropriate to the visitor and spoken languages are always understood. While the living may not stay long, they do enjoy many benefits, including heavenly endurance for the duration of their stay.

## PLANAR CHARACTERISTICS

**Type:** Inner Plane of Good, Heaven

**Alignment Traits:** Strongly Good-Aligned (Purified)

**Elemental Traits:** Typical

**Energy Traits:** None

**Magic Traits:** Enhanced Magic. Spells and spell-like abilities with the purified descriptor are enhanced.

Impeded Magic. Spells and spell-like abilities with the tainted descriptor are impeded.

**Native Traits:** Celestial beings such as angels and gods are native to the Upper Realm.

## PHYSICAL TRAITS

**Alterability:** Divinely Morphic

**Gravity:** Normal

**Shape/Size:** Self-Contained Shape

**Time:** Normal



**Special Traits:** Elder Cosmic Entity, Great White Throne, Healing Pools, Heavenly Endurance

**Heavenly Endurance:** All beings visiting the Upper Realm, save for those with an evil planar alignment, gain heavenly endurance. These beings never tire and do not require sleep so long as they remain on this plane.

## OUTER PLANES

The Outer Planes within the Worlds of the Portal are home to the most powerful and complex beings in the multiverse. While only the Void and Purgatory are known to exist, it is well within the realm of possibility that other puzzling locations are deep in the recesses of spacetime. It is believed that the elder cosmic entities that call the Outer Planes home have long been at rest, eons of slumber while humanity awoken throughout the multiverse. Scholars are most concerned that the events of the Rise sent shockwaves across the planes, risking the awakening of these Great Old Ones.

### PURGATORY

The Grey, a cosmic being and elder god, followed the Light and the Darkness as they raced from the Void and formed the Inner Planes. However, the Grey did not leave the outer reaches of the multiverse, instead forming Purgatory in the Outer Plane away from the Void. The Grey believed there to be benefits to the battle of the Light and the Darkness, profit and power for the taking. To ensure its place in the multiverse, the elder god formed Purgatory from its own being, erecting a great Citadel and creating all of its attendants. Caretakers, Guardians, Hunters, and Assassins designed specifically to oversee the souls of humanity. The Grey designed a massive quarry within its own body directly below the Citadel to facilitate mining its very essence. Called *smoke*, this material would be the source of what we call supernatural magic. Deities and demigods of the Light and the Darkness negotiate *smoke* for their worlds in trade for souls to toil in those very mines. Humankind both the benefactor and the commodity in some cosmic stock exchange.

The Citadel is a planar hub of sorts, portals connecting all of the Worlds of the Portal multiverse to help usher souls and *smoke* to their intended destinations. A future campaign, titled *Purgatory the Tormented*, will take place in the city states surrounding the Citadel. Numerous other species were created to populate the world. In a setting right out of Greek mythology, classical races of centaur, cyclops, satyr and more call Purgatory home. Their appearance on early Earth before the time of the Seals explains how these mythologies came to exist. Attendants of the Citadel are feared or hated by most of these other races. Hunters often threaten the populace as they track free spirits trying to escape their agonizing existence in the *smoke* mines. Of course, this isn't without cause. Many inhabitants

side with these escaped spirits, offering asylum and protection. Some of these freed spirits escape to the Material Plane, forming beings known as Lazarus.

### PLANAR CHARACTERISTICS

**Type:** Outer Plane of Order, Agony

**Alignment Traits:** Mildly Law-Aligned

**Elemental Traits:** Typical

**Energy Traits:** None

**Magic Traits:** Unknown

**Native Traits:** Citadel attendants including Assassins, Caretakers, Guardians, and Hunters. Classical beings from mythology including Centaur, Cyclops, Hydra, Satyr, and more.

### PHYSICAL TRAITS

**Alterability:** Divinely Morphic

**Gravity:** Normal

**Shape/Size:** Self-Contained Shape

**Time:** Normal

**Special Traits:** Attendants, Citadel, Elder Cosmic Entity, *Smoke*

### VOID

The Void is the oldest known location within the Worlds of the Portal multiverse. Beyond it being the apparent source for essentially everything, little else is known about the Outer Plane of Chaos. The only thing scholars agree on is that the Void is the original home to cosmic beings and elder gods of such eminency that suspension of disbelief constitutes legitimate scientific hypothesis.

*Void the Oblivion* will be a Worlds of the Portal campaign setting, taking place in the Nameless City. Who or what populates the city and how it fits into the rest of the Void is beyond the collective knowledge of humanity.

### PLANAR CHARACTERISTICS

**Type:** Outer Plane of Chaos, Genesis

**Alignment Traits:** Mildly Chaos-Aligned

**Elemental Traits:** Unknown

**Energy Traits:** Unknown

**Magic Traits:** Wild Magic, Unknown for beings native to the Void.

**Native Traits:** Cosmic Beings, including elder gods and other entities are native to the Void.

### PHYSICAL TRAITS

**Alterability:** Unknown

**Gravity:** Unknown

**Shape/Size:** Infinite

**Time:** Flowing Time

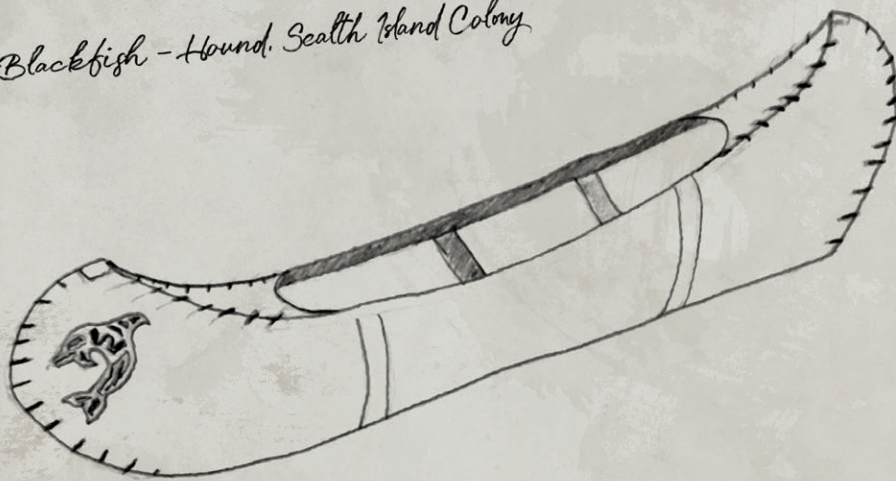
**Special Traits:** Unknown



"There is a quote that I revere, Doctor. It is, 'If you know the enemy and know yourself, you need not fear the result of a hundred battles.' The creatures of this new world, the reality presented by demons, Risen, the mutated, and even our fellow people can be deadly. So how do we level the field and engage on our terms? The answer is knowledge... which means we must study. I spend a lot of time observing, watching creatures and their movement, their hunting patterns. Much knowledge may be gleaned by simple observation. How do they move when not agitated? How do they move when prey is in front of them? What are they strongest against? What are they weakest against? These are questions that are vital to surviving in this world. Knowing what you might encounter, and how to deal with it can be the difference between living and dying.

Sometimes combat isn't even necessary. It is a wise person who will be objective in assessing not only their ability to defeat a creature, but whether that battle is even necessary. I've won ten times the number of battles I have fought. I can see by the look on your face, you do not know what I mean. Contemplate what I've said here; the knowledge will come to you, Doctor."

Blackfish - Hound, Sealth Island Colony



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH



# 12 CATALOG OF BEASTS

*W*E HAPPENED UPON AN OLD HOSPITAL ON the outskirts of an overgrown town. It looked abandoned, not even Risen about. We decided to take a look and see what we could scavenge. A fatal mistake for some of us. Lurking within were demons, vile creatures that made us doubt who our allies were, made us try to kill each other. But my companion... he could see through their tricks, steeling my mind against their effects. He helped me survive it... his mocking was ever-present, but he knew what was real, who my real friends are. I... I thanked it. Thanked it. Dear god...

## THE WORLD OF APOCALYPSE THE RISEN IS BRIMMING, CURSED

really, with creatures categorized for easy study within this tome. The Damned is a broad term for creatures from the Darkness: Embraced demons working in lockstep with the Seven, Shunned demons spreading death and misery, and corrupted celestials now known as devils. The Darklands add to the diversity of the mutated flora and fauna found throughout the world. The Dead take many forms from Ghosts with unfinished business to corpses chasing their next meal known as Risen. And intrusions from Paradox allow cryptozoological terrors to enter our world.

There is perhaps no limit to the number and variety of creatures in our new horrifying world. The following represents just a few of the creatures now found on Earth.

## DAMNED

The Damned are formed from pure Darkness, beings with no hope of peace or salvation in this life or the next. Demons are unpredictable, motivations ranging from terrorizing and controlling humanity to eliminating it outright. There are three primary types of Damned creatures.

Shunned demons are the most common encountered on Earth. These outsiders are formed from the very fabric of each sin nature and take on perverted physical characteristics of more mundane beasts. In order to cross over, Shunned demons typically enter Earth through reflective surfaces in Darklands.

Embraced demons are less common and cannot cross over to Earth as do Shunned. Instead, Embraced must be created by a Seven and are thus bound to the demonic sovereign for their sin nature. Each of the Seven have different methods for creating embraced.

Devils are entirely different. These creatures were once champions of the Light, angels or other celestials with dominion over an aspect of Earth. Devils are often far more powerful than the more common Shunned or Embraced demons. The angels Solar and Lunar chose the Darkness over the Light, becoming corrupted they fused into one creature known as Eclipse. The Zodiac, twelve celestials once responsible for maintaining order of the astrological heavens, are now despoiled beasts of the Darkness.

The Seven each have their own story of how they became the seat of power for their sin nature. The demonic hierarchy is a confusing and tangled web of scheming misery and pain. Their tales, descriptions, and powers are for another volume.

## SHUNNED DEMONS

Shunned demons are demons created by the raw power of sin nature within the Darkness. Instead of the Seven who hold the mantles of power for each sin nature, shunned report to no authority. This may be the reason that Shunned demons are more numerous than Embraced demons on Earth. Shunned demons are more bestial and alien in nature. The Shunned are called as such because those within the demonic hierarchy view them with disdain and perhaps a sense of frustration. Shunned demons rarely fall in line with the agenda of the Seven and often follow a more chaotic course.

Shunned demons gain different abilities than their Embraced counterparts. The Shunned are able to manifest a form of armor from their very essence that helps protect them from attacks. These demons also gain an immunity to magic that might otherwise be used to locate them, a gift of sorts from the Darkness. One of the more unique features of Shunned demons is the way magic flows through them and manifests as magical effects. Shunned are spontaneous spellcasters, meaning they know a number of specific spells which they may cast each day.

All Shunned demons share the following special abilities:

**Essence Armor (Ex):** Shunned demons add a +1 bonus to their AC and CMD for every 3 racial HD they possess. This bonus to AC applies to all forms of attacks, even when the demon is flat-footed. The demon does lose these bonuses when it is immobilized or helpless. Bonuses calculated in each demon stat block.

**Heretic (Ex):** All Shunned gain a protection against scrying, any attempts to scry on a Shunned using Otherworldly magic automatically fail. The caster can see the scryed area normally, but the demon does not appear.



# ANGLER

This large demon looks suited for underground life. With four powerful arms and two squat hind legs, it is able to tunnel effectively through the ground. Its milky white eyes sit just above its large, shark tooth filled mouth. And perhaps its most distinct feature, a long growth sprouts from above its snout, ending in a luminescent mass. The Angler prefers to use illusions and voice mimicry to lure victims within range of their long, sticky tongue.

## ANGLER

CR 9

Outsider – [Wrath] Large Aberration (construct), Shunned Demon (extraplanar)

**Init** -1; **Senses** darkvision 60 ft.; **Perception** +15

## DEFENSE

**AC** 19, **touch** 11, **Ballistic** 11, **flat-footed** 19 (-1 size, +8 natural, -1 Dex, +3 Essence Armor)

**Hp** 143 (10d10+60)

**Fort** +13, **Ref** -1, **Will** +9

**Defensive Abilities** DR 6/infernal iron; Hardness 10; Immune to poison and diseases\*; **SR** 15

## OFFENSE

**Speed** 20 ft., burrow 20 ft.

**Melee** claw x4 +16 (2d6+7), bite +16 (1d8+7)

Ranged tongue +12 (See below)

**Space** 10ft., **Reach** 10ft.

**Spells** oth: as orison, 1st: 4/day, 2nd: 4/day, 3rd: 4/day, 4th: 1/day; **Know:** oth – *arcane mark, detect magic, mage hand, message, touch of fatigue*; 1st – *curse water, entangle, magic mouth, unseen servant*; 2nd – *darkness, enthrall, hold person, misdirection*; 3rd – *arcane sight, deeper darkness, spike growth*; 4th – *arcane eye*; **Caster Level** 9, **DC** 11+spell level

**Insanity DC** 16

## STATISTICS

**Str** 24, **Dex** 8, **Con** 22, **Int** 12, **Wis** 14, **Cha** 12

**Base Atk** +10; **CMB** +18 (+20 drag); **CMD** 28 (+30 vs. drag)

**Feats** Improved Natural Attack (claws), Skill Focus (Stealth), Power Attack, Improved Drag, Quick Drag

**Skills** Bluff +12, Climb +18, Craft (trap) +9, Craft (structural) +9, Knowledge (nature) +9, Knowledge (geography) +9, Knowledge (Demonology) +9, Perception +15, Sense Motive +9, Stealth +14, Survival +10

**Languages** Demonic, +1; telepathy 100 ft.

**SQ** Voice Mimicry

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or triad (3-6)

**Treasure** Incidental

## SPECIAL ABILITIES

**Hardness (Ex):** When a creature with hardness takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is subtracted from its hit points. A creature with hardness loses its demon resistance to acid, cold, electricity, and fire.

**Siphon Essence (Su):** Emanation aura with a 40 ft. radius that gathers energy from the souls of slain creatures. The demon gains 1d8 temporary hit points and a +2 bonus to Strength for 10 minutes for each living creature dying within the aura. These bonuses stack with themselves. Incorporeal undead and living spirits traveling outside the body (such as a person using *magic jar* but not *possession*) take 1d8 points of damage each round within the aura.

If the demon slays a living creature of 5 HD or more, the demon gains a +1 Profane bonus on all dice rolls for 24 hours. Slain creatures whose souls are siphoned are prevented from being raised as undead.

**Lure of Illusion (Su):** At the top of the Angler's head rest a long filament, about 3 to 5 feet, topped with a knot of flesh. It is from this filament that the Angler is able to project a *major image* as per the spell. Using this ability is a swift action and requires no concentration.

**Voice Mimicry (Ex):** An Angler can attempt to mimic voices it has heard. When mimicking a voice, an Angler must make a Bluff check opposed by its listener's Sense Motive check. If the listener has never heard the voice the Angler is attempting to mimic, the listener takes a -8 penalty on the Sense Motive check.

**Angler's Tongue (Ex):** The Angler has a long, sticky tongue with a range of 30 ft. (secondary attack). Creatures hit by the Angler's tongue cannot move away from the Angler and take a -2 penalty to AC. As a move action, the tongue can be removed by the target if they succeed on an opposed Strength check against the Angler, or by dealing 2 points of damage to the tongue (AC 12; damage must surpass hardness; damage taken by tongue is not subtracted from the Angler). As a swift action, Anglers can make an opposed Strength check to either pull the attached creature 10 feet closer to them or perform a move action to move at half speed with a creature stuck to their tongue, dragging it with them as they move.

Either movement does provoke an attack of opportunity on the creature from the Angler.

Releasing the tongue from the target is a free action.

Anglers cannot have more than one creature attached to their tongue at any time. Beings stuck to the tongue may be the only target for the Angler's bite attack.





## CORRODE

This small demon is a disturbing sight to behold. The creature has a long neck ending in a rounded head housing four eyes and a sensitive nose. The neck allows full articulation to look behind or even under the creature. The Corrode scurries about on four legs ending in six-toed feet with long sharp claws. The tail of the beast is long and prehensile, ending in a pair of human-like hands. The grasp of these hands is said to destroy metal items. The Corrode is covered in overlapping feathery scales ranging in color from yellow-orange to rusty brown. Far and away the most disconcerting feature of this demon is the gaping mouth filled with gnashing teeth located in what should be the belly of the beast.

### CORRODE

CR 5

Outsider – [Envy] Small Pestilence (Corrosion), Shunned Demon (extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +11

#### DEFENSE

**AC** 21, touch 19, Ballistic 19, flat-footed 15 (+2 natural, +1 size, +6 Dex, +2 Essence Armor)

**hp** 53 (6d10+12)

**Fort** +6, **Ref** +13, **Will** +8

**Defensive Abilities** DR 6/piercing; Immune to poison and diseases\*; Resistance fire, acid, and cold 5; SR 11

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +13 (1d3+2), Bite +13 (1d4+2), Tail +13 touch (rust)

**Special Attacks** Rend +13 (1d3+3 plus blind), Pounce, Murderous Command 4/day, Rust

**Spells** oth: as orison, 1st: 4/day, 2nd: 3/day; **Know:** oth – arcane mark, bleed, detect magic, resistance; 1st – cause fear, command, doom; 2nd – hold person; **Caster Level** 5, DC 12+spell level

**Insanity DC** 15

#### STATISTICS

**Str** 14, **Dex** 22, **Con** 14, **Int** 12, **Wis** 13, **Cha** 15

**Base Atk** +6; **CMB** +7; **CMD** 23

**Feats** Weapon Finesse, Combat Expertise, Improved Feint, Greater Feint B

**Skills** Acrobatics +14, Bluff +12 (+14 feint), Climb +10, Disguise +12, Escape Artist +14, Knowledge (Demonology) +9, Perception +11, Sense Motive +9, Stealth +18

**Languages** Demonic, Spanish; telepathy 100 ft.

#### ECOLOGY

**Environment** Any

**Organization** solitary, pair, or busyness (3–5)

**Treasure** Insubstantial (no metal)

#### SPECIAL ABILITIES

**Rust (Su):** The demon gains a special attack with the hands at the end of their tail. This primary touch attack causes any metal object touched to swiftly rust. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. This ability does not provoke an attack of opportunity. The Corrode's tail deals 3d6+5 points of damage to creatures made of metal. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.

**Murderous Command (Su):** As a swift action the demon gives a target within 50 ft. a mental urge to kill its nearest ally, which it obeys to the best of its ability. On its next turn, the target attacks its nearest ally with a melee or natural weapon. If necessary, the affected being moves to or charges the nearest ally in order to make this attack. If the target is unable to reach its closest ally on the next turn it attempts to get as close as possible. A successful Will save (DC 15) negates the effect.

**Pounce (Ex):** The demon has the pounce ability. On a successful pounce, the Corrode uses their feet to gain two additional claw attacks. Any two successful claw attacks can trigger the rend ability, but only once against a single target. All claw attacks must be made against the target of the pounce, but other attacks may be directed at adjacent targets in range.

**Rend (Ex):** If the demon hits with both claw attacks against a single being in one round, the demon triggers the rend. A successful rend temporarily blinds the being as blood flows into their eyes. The being gains the *blind* condition until they take a move action to wipe their eyes clear.





# DREDGE

This tiny demon looks like an emaciated baby owl with a long, barbed tail that ends in a nasty stinger. The beast appears to molt constantly, dry cracked skin and feathers falling away only to expose more dry cracked skin and rotten looking features. The six front-facing lifeless eyes of the demon vary in size and all are the color of mercury with no pupils. The Dredge prefers to stay out of sight and use their aura of decay to slowly weaken or kill their enemies. They may attempt possession and regularly use their ecstasy special ability.

## DREDGE

CR 2

Outsider – [Lust] Tiny Decay (decay), Shunned Demon (extraplanar)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +6

## DEFENSE

**AC** 21, touch 20, Ballistic 20, flat-footed 14 (+1 natural, +7 Dex, +2 size, +1 Essence Armor)

**hp** 19 (3d10-3)

**Fort** +2, **Ref** +10, **Will** +1

**Defensive Abilities** DR 4/bludgeoning; Immune to poison and diseases\*; Resistance fire and acid 5; **SR** 8

## OFFENSE

**Speed** Fly 90 ft. good

**Melee** Sting +12 (1 plus poison: injury, DC 11, 1/round for 4 rounds, 1 Str, 1 save)

**Special Attacks** Ecstasy (DC 10) 2/day, 1/day Possession (130 ft. range, DC 10, 3 hours or until it leaves host)

**Spells** oth: as orison, 1st: 3/day; **Know:** oth – *arcane mark*, *bleed*, *detect magic*; 1st – *entropic shield*; **Caster Level** 2, **DC** 9+spell level

**Insanity** DC 10

**Space** 2 ft.; **Reach** 0 ft.

## STATISTICS

**Str** 2, **Dex** 24, **Con** 8, **Int** 10, **Wis** 10, **Cha** 8

**Base Atk** +3; **CMB** +8; **CMD** 15

**Feats** Fly-by Attack, Weapon Finesse

**Skills** Acrobatics +13, Disguise +5, Fly +21, Knowledge (Demonology) +6, Perception +6, Stealth +21

**Languages** Demonic; telepathy 100 ft.

## ECOLOGY

**Environment** Any

**Organization** solitary, pair, squad (3–5), or flock (6–11)

**Treasure** None

## SPECIAL ABILITIES

**Possession (Su):** By using possession, the demon forces its soul and physical being into a nearby living body and takes control of it, forcing the host's soul to be repressed. The possession ends when it sends its soul and body out of the possessed body or the duration runs out. The demon possesses the body unless the subject succeeds on a Will save. A successful save means the target is immune to possession from that particular demon for a number of hours equal to the target's hit dice.

The demon keeps its Int, Wis, Chr, base attack bonus, base save bonuses, and mental abilities. The body retains its Str, Dex, Con, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow the demon to make more attacks (or more advantageous two-weapon attacks) than normal. The demon can't choose to activate the body's

extraordinary or supernatural abilities. The host's spells and spell-like abilities do not stay with the body.

The demon may lay dormant, allowing the host to maintain control over their actions unaware of the possession. The possessing demon may access the thoughts and memories of the host, allowing the demon to masquerade as the host. Doing so may require Bluff checks or other means of fooling people. The possessing demon may allow a host to witness their actions.

As a standard action, the demon can end the possession and leave the host. Ending the possession allows the demon to appear up to the range of the spell away from the host. The host takes a full round to recover.

If the host body is slain while possessed, the demon appears next to the previous host body. If the spell ends while the demon is in the host, it may appear up to the range of the spell away from the previous host. The host only realizes it was possessed if the demon wants it to or if the demon was forced out by some means. An unaware previous host is often just confused about their actions during the possession.

**Ecstasy (Su):** The demon emanates a wave of intense pleasure that cause all targets within range to falter. The affect is a cone-shaped burst with a range of 30 ft. Affected creatures are *stunned* for 1 round and are *staggered* for the remainder of the effect. A creature that makes its Will save (DC 10) is *staggered* for the first round and can act normally thereafter. The duration of the effect is one round per HD of the demon.

**Aura of Decay (Su):** Emanation aura with a 30 ft. radius aura of decay. Other living creatures in this aura take 1d3 points of damage per round as their flesh rots. Affected beings also take a cumulative -1 penalty to Strength for every two rounds they remain in the aura. Once outside the aura, the penalty fades at the rate of -1 per round. Creatures with an aura of decay are immune to the effects of an aura of decay.









# EYRACHNID

This demon resembles a massive spider with eight legs and two articulated appendages attached near the front of the central body. These multi-jointed arms end in jagged hooks capable of snatching and holding prey and pulling captives to the creature's mouth. A single large compound eye of rainbow colors is aligned centrally at the front of the body. On top of the central body is a pulsating mucus membrane filled with ten eyes of varying hues able to focus in nearly any direction. The abdomen ends in spinnerets, which the Eyrachnid may use to spin a psychedelic web. The Eyrachnid prefers incapacitating or enslaving their enemies with magical affects, saving their physical damage for feeding. The Eyrachnid's primary motivation is to enslave humanity and force them to work toward their twisted agenda.

## EYRACHNID

CR 12

Outsider – [Pride] Large Magical Beast (anti-magical), Shunned Demon (extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +21

### DEFENSE

**AC** 23, **touch** 15, **Ballistic** 15, **flat-footed** 21 (+8 natural, +4 Essence Armor, +2 Dex, -1 size)

**Hp** 133 (13d10+65)

**Fort** +14, **Ref** +8, **Will** +15

**Defensive Abilities** DR 8/infernal iron and DR 3/piercing; Immune to poison and diseases\*; Resist acid, cold, electricity, and fire 10; +2 VS channeled energy; SR 18

### OFFENSE

**Speed** 20 ft., Climb 10 ft.

**Melee** Bite +15 (1d8+3), 2 Hooks +10 (1d8+1)

**Ranged** Ray +15 (ray effect)

**Special Attacks** Central Eye, Ancillary Eye Rays and Cones

**Space** 10 ft., **Reach** 5 ft.

**Insanity** DC 20

### STATISTICS

**Str** 16, **Dex** 14, **Con** 16, **Int** 15, **Wis** 16, **Cha** 16

**Base Atk** +13; **CMB** +17; **CMD** 30

**Feats** Weapon Focus (Ray), Opening Volley, Point-Blank Shot, Precise Shot, Alertness, Iron Will, Improved Iron Will

**Skills** Bluff +14, Climb +20, Craft (chemical) +14, Craft (trap) +16, Knowledge (Demonology) +14, Knowledge (Supernatural) +14, Knowledge (Theology and Philosophy) +14, Perception +21, Spellcraft +16, Sense Motive +20, Stealth +10, Use Magic Device +11

**Languages** Demonic, +3; telepathy 100 ft.

### ECOLOGY

**Environment** Any

**Organization** solitary, pair, rarely a cluster (3–5) plus slaves, or the (only) rumored clustered den (9–15) plus slaves

**Treasure** Insubstantial (usually only magical items in lair for later consumption)

### SPECIAL ABILITIES

**Anti-magical:** This ability provides a +4 Deflection bonus to AC and a +4 Resistance bonus on saving throws. In addition, it functions like a *globe of invulnerability* with a radius of 10 ft. (caster level 13) against all spells and spell like abilities of 4th level or lower, even beneficial ones, but not supernatural abilities. This demon is not able to cast spells and must rely on (Su) abilities for magical effects.

**Demon Aura (Su)** The demon has a 30 ft. radius emanation of pure demon energy. Demons within this radius (including the demon with the aura) gain a +2 bonus on attack, damage, and saving throws rolls, as well as +2 hit points per die. Also, saves versus channeled energy is increased by an additional +2 (these adjustments are included for the demon in its entry). This aura can be negated, but the demon can reactivate it on its turn as a free action. A demon aura suppresses and is suppressed by *consecrate* or *hallow*, and both effects are negated within any overlapping area of effect. Any demon attacking a demon with this ability lose the benefits of the aura.

**Ancillary Eye Attacks and Affects (Su):** The Eyrachnid's pulsating eye-mass contains ten small eyes that each produce different supernatural effects. While the Eyrachnid has unlimited use of these eye attacks on a daily basis, they are limited to the number of eyes used in a given round as described below. Whether or not the Eyrachnid uses its pulsating ancillary eyes, the central eye is always active.

**Swift Action:** The Eyrachnid may use one ancillary eye attack during the round in any direction (900 arc: left, right, back, forward, up). Any of the ancillary eye effects listed below may be chosen.

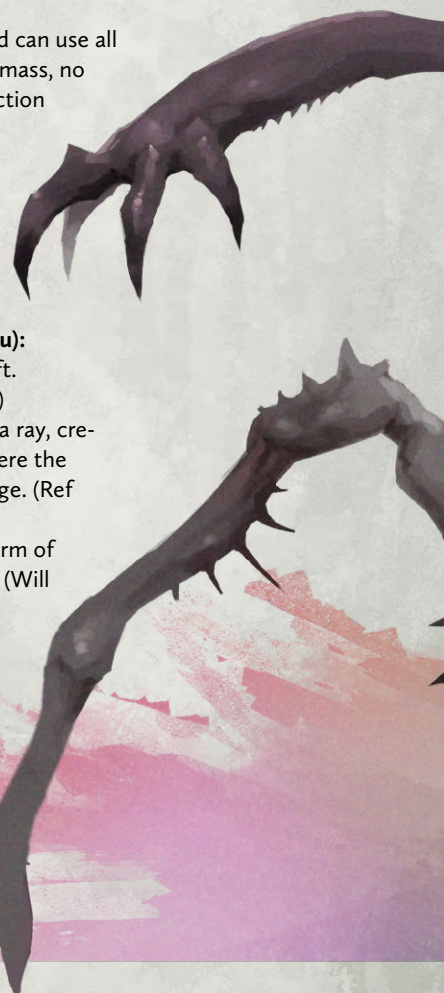
**Standard Action:** The Eyrachnid can use up to three ancillary eyes from the mass, no more than two in any single direction (900 arc: left, right, back, forward, up), each creating its own effect.

**Full Round Action:** The Eyrachnid can use all ten ancillary eye attacks from the mass, no more than three in any single direction (900 arc: left, right, back, forward, up), each creating its own effect.

**Central Eye (Su):** This central eye effect is always active. The eye functions as *symbol of insanity* in a 60 ft. cone emanating from the front of the Eyrachnid. (DC 21)

### Ancillary Eyes in Pulsating Mass (Su):

1. **Color Spray:** as the spell in a 30 ft. cone. (Will DC 20, save negates)
2. **Web:** as the spell in the form of a ray, creating the web area of effect where the ray hits. The ray has a 90 ft. range. (Ref DC 20, save negates)
3. **Suggestion:** as the spell in the form of a ray. The ray has a 45 ft. range. (Will DC 20, save negates)
4. **Confusion:** as the spell in the form of a ray. The ray has a 90 ft. range. (Will DC 20, save negates)
5. **Charm Monster:** as the spell in the form of a ray. The ray has a 45 ft. range. (Will DC 20, save negates)
6. **Rainbow Pattern:** as the spell in the form of a 30ft. cone. (Will DC 20, save negates)





7. *Baleful Polymorph*: as the spell in the form of a ray. The ray has a 60 ft. range. (Fort DC 20, save negates)
8. *Geas/Quest*: as the spell in the form of a ray. The ray has a 60 ft. range. (Will DC 20, save negates)
9. *Reverse Gravity*: as the spell in the form of a ray, creating the effect where the ray hits. The ray has a 90 ft. range. (Fort DC 20, save negates)
10. *Prismatic Spray*: as the spell in a 60 ft. cone. Roll normally for the effect, including the possibility of two rays. (DC 20, save negates or halves)

**Psychedelic Web (Su)**: An Eyrachnid can spin a strong, prism like web from its spinnerets. While not able to employ the web in battle, the Eyrachnid can use the web to set traps, create a lair, or fortify an existing one. The Eyrachnid can create sheets of sticky webbing up to three times their size per day. Approaching creatures must succeed on a DC 20 Perception check to notice a web, otherwise they stumble into it and become trapped. The webs are effective against targets up to one size category larger than the Eyrachnid.

An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both

are standard actions with a DC 20. Attempts to burst a web by those already caught in it suffer a -4 penalty. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and a DR 5/—.

An Eyrachnid can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Those caught in the web are also affected by patterns of light generated as the creature struggles. Any creature who fails to escape or break free in a round must make a Will save (DC 20) or become fascinated by the webs for 1 minute. This only works if there is a light source to refract the light in the strands.





# FIRE URCHIN

The heat emanating from this abomination blisters the skin as it approaches, its spikes smoldering and ready to impale its prey. Its coloring ranges from bright orange to a darker red and any combination between. The urchin is hot to the touch, with its spikes giving off wisps of smoke as it crawls over the ground. Protruding from the top of the creature is a wickedly spiked tail-like appendage ending in a single eye. The eye is protected by three armored “petals” that close around the eye when the creature uses this tail to attack. The creature has a mouth directly underneath its body which it uses for movement and consuming prey.

## FIRE URCHIN

CR 3

Outsider – [Sloth] Medium Magical Beast (elemental fire), Shunned Demon (extraplanar)

Init +0; Senses darkvision 60ft.; Perception +7

### DEFENSE

AC 16, touch 11, Ballistic 11, flat-footed 16; (+4 natural, +1 Improved Natural Armor, +1 Essence Armor)

HP 43 (4d10+16)

Fort +8, Ref +1, Will +4

Defensive Abilities DR 2/Infernal Iron; immunity to poison and diseases\*; immunity to fire; electricity resistance 5; SR 9

Weaknesses Vulnerability to cold

### OFFENSE

Speed 30 ft.

Melee Stalk Slap +6 (+10 with Opening Volley feat) (2d4+3)

Special Attacks Spike Burst (1D3 spikes dealing 1d3 damage, smoldering for 1 point fire on following round), Burp (once/4 rounds)

Spells oth: as orison, 1st: 4/day, 2nd: 1/day; Know: oth – arcane mark, detect magic, flare, light; 1st – burning hands, cause fear; 2nd – fire trap; Caster Level 3, DC 11+spell level

Insanity DC 13

### STATISTICS

Str 14, Dex 10, Con 18, Int 4, Wis 10, Cha 12

Base Atk +4; CMB +6; CMD 17

Feats Step Up, Improved Natural Armor, Opening Volley B

Skills Climb +9, Perception +7, Stealth +7

Languages Demonic (not spoken or read)

### ECOLOGY

Organization solitary, pair, or pod (3–6)

Treasure Insubstantial

### SPECIAL ABILITIES

**Ferocity (Ex):** A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity dies when its hit point total reaches a negative amount equal to its Constitution score.

**Burp (Ex):** The demon erupts a noxious gas from its mouth filling creatures with lethargy. The burst of gas (20 ft. radius emanation) affects all living creatures except other Fire Urchins. Those in the radius must make a Fortitude save (DC 16) or become staggered. Additionally, the affected creature takes an additional -1 penalty on attack rolls, AC, Reflex saves, and moves at half normal speed (round down to the next 5-foot increment). The effect lasts as many rounds as the demon has hit dice. Fire Urchins are able to use this ability once every 1d8 rounds. This is a Constitution-based ability.

**Burn (Ex):** A creature with the burn special attack deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking 2d4 fire damage for an additional 1d3 rounds at the start of its turn (DC 13). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

**Spike Burst (Ex):** As a standard action, the Fire Urchin can produce a shrapnel burst of its spikes. The spikes burst in all directions out to 10 feet from the Fire Urchin, hitting all creatures in these squares. Any creatures in adjacent squares have to make a DC 13 Reflex save (DC 10 if not adjacent), or be hit by 1D3 spikes. Each of these spikes do 1d3 points of physical damage plus 3 points of fire damage and each smolder for 1 fire damage in the following round. Creatures smoldering can stop burning by taking a move action to smother the flames. This counts as a ranged attack for the purpose of the Opening Volley feat.

**Burning Blood (Ex):** Any time the Fire Urchin is hit with a physical attack (Melee or Ranged), any creatures in the Urchin’s threatened squares has to make a DC 13 Reflex save or take 1D3 fire damage from boiling blood spray.

**All Around Vision (Ex):** The creature sees in all directions at once. It cannot be flanked.









# SHYFT

This demon appears to be a large frog or toad with a thick, slightly elongated body. The Shyft is typically colored in a vibrant fashion, from bright greens and blues to rich purples, with an iridescent gray body. The creature is covered in dark warts often encircled with fluorescent colors. On the entire back is a large mass of writhing tentacles that strike out at everything. Their eyes are all black with a slit-like brightly colored pupil. The beast employs a displacement ability and flailing poisonous tentacles making combat extremely difficult. Every round a being is near the creature, they risk being overcome by an insatiable hunger.

## SHYFT

CR 4

Outsider – [Gluttony] Medium Beast (poisonous), Shunned Demon (extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +9

### DEFENSE

**AC** 19, **touch** 15, **Ballistic** 15, **flat-footed** 15 (+4 natural, +3 Dex, +1 dodge, +1 Essence Armor)

**hp** 59 (5d10+20)

**Fort** +5, **Ref** +7, **Will** +5

**Defensive Abilities** DR 4/infernal iron; Immune to poison and diseases\*; Resistance fire, electricity, and cold 5; SR 10; Displacement (50% miss chance)

### OFFENSE

**Speed** 30 ft., Climb 20 ft.

**Melee** bite +9 (1d8+4 plus 1d6 nonlethal damage plus poison), tongue +9 (1 plus poison), tentacle +4 (1d2+2 plus poison)

**Special Attacks** Flailing Tentacles, Croak, Displacement

**Spells** oth: as orison, 1st: 4/day, 2nd: 1/day; **Know:** oth – *acid splash, arcane mark, bleed, detect magic*, 1st – *hypnotism, magic fang*, 2nd – *summon swarm*\*; **Caster Level** 4, **DC** 11+spell level

**Insanity** DC 13

### STATISTICS

**Str** 19, **Dex** 17, **Con** 18, **Int** 10, **Wis** 12, **Cha** 13

**Base Atk** +5; **CMB** +9; **CMD** 23

**Feats** Dodge, Mobility, Sidestep, Improved SidestepB

**Skills** Acrobatics +14 (+22 when jumping), Bluff +6, Climb +18, Knowledge (Demonology) +7, Perception +9, Sense Motive +6, Stealth +15, Survival +8; **Racial Bonus** +4 Acrobatics (+12 when jumping), +4 Stealth

**Languages** Demonic; telepathy 100 ft.

### ECOLOGY

**Environment** Any non-desert

**Organization** solitary or pair

**Treasure**

### SPECIAL ABILITIES

**Consumptive Aura (Su)** The demon emanates an aura of hunger within a 30 ft. radius. Every round a creature begins its turn within this aura, it must succeed at a Fortitude save (DC 16) or take 1d6 nonlethal damage and become *fatigued* from extreme hunger. Creatures that do not need to eat are immune to this effect. The *fatigue* effect lasts until the creature makes its save versus the effect or is out of the aura.

In addition, the demon's bite attack deals an additional 1d6 points of nonlethal damage, as it causes sudden pangs of horrific hunger in its foe. Creatures that do not need to eat are immune to this effect. The save DC is Constitution-based.

**Poison Skin (Ex):** A creature that strikes a Shyft with an unarmed strike or natural weapon exposes itself to the Shyft's

poisonous skin. **Poison Skin** — contact; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Wisdom damage; *cure* 1 save.

**Flailing Tentacles (Ex):** At the start of a Shyft's turn any creature standing in an adjacent square to the Shyft is attacked by the flailing mass of tentacles on its back. A creature hit by a tentacle is exposed to the Shyft's poisonous skin.

**Croak (Su):** The Shyft emits an ear-splitting croak that deafens and damages creatures in its path. Any creature within a 30 ft. cone is *deafened* for 1d6 rounds and takes 2d8 points of sonic damage. A successful Fortitude save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes double the damage. A creature holding fragile objects can negate damage to them with a successful Reflex save. A croak cannot penetrate a *silence* spell.

**Tongue (Ex):** A Shyft's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet). A Shyft's tongue deals 1 point of damage and exposes the creature to the Shyft's poisonous saliva.

**Poison Bite (Ex):** The Shyft's mouth is sticky with poisonous saliva. **Bite** — injury; *save* Fort DC (16); *frequency* 1/round for 6 rounds; *effect* 1d2 Dex, 1 Str, and 1 Con damage; *cure* 1 save.

**Displacement (Su):** The Shyft creates an illusion making it appear to be about 2 feet away from its true location. The Shyft benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the Shyft normally. True seeing reveals its true location and negates the miss chance.

**summon swarm**\*: **Frog Swarm (CR 4):** Diminutive animal (swarm); **Init** +4; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4; **DEFENSE:** **AC** 18, **touch** 18, **flat-footed** 14 (+4 Dex, +4 size); **hp** 31 (9d8–9); **Fort** +5, **Ref** +7, **Will** +3; **Defensive Abilities** swarm traits, **Immune** weapon damage; **OFFENSE:** **Speed** 30 ft., **climb** 30 ft.; **Melee** swarm (2d6 plus poison); **Space** 10 ft.; **Reach** 0 ft.; **Special Attacks** distraction (DC 13), poison; **STATISTICS:** **Str** 1, **Dex** 19, **Con** 8, **Int** —, **Wis** 10, **Cha** 2; **Base Atk** +6; **CMB** —; **CMD** —; **Feats** Weapon FinesseB; **Skills** Climb +12, **Perception** +4; **Racial Modifiers** +4 Perception; **SPECIAL ABILITIES:** **Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus; **Distraction (Ex):** A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 13) negates the effect.







## DARKLANDS

Darklands are truly strange places, filled with seemingly alien species and mutated flora and fauna. While all Darklands share some similar characteristics, many have unique qualities and creatures. One characteristic that all Darklands share is their mutating effect on organic life. Earlier, you learned how mutations affect the flora and fauna within the Darkland radiation zone. Plants and animals can change drastically, some changes beneficial and others terrible hindrances.

Sometimes, Darkland exposure twists and changes DNA or RNA so radically as to create an entirely new species over time. These beasts gain their own new typical characteristics, breeding and thriving in their newly adapted environment. These new mutated species generally have genetic markers suggesting their ancestral heritage but are, in fact, new species. In fact, some of the creatures show genetic markers from entirely different kingdoms in the biological hierarchy. Oddly, these new species are immune to the mutating effects of Darklands and seem to thrive in the strange lands.

Those creatures included in this volume are examples of these new species of Darkland beasts and may be found in nearly any Darkland of the world.

### DARKLAND PLANTS

The following are examples of plants mutated by Darkland radiation. These particular examples can be found in most Darklands around the globe. Unlike the mutated plants, Darkland plants are simply mutations of previously existing species.

#### CORPSE FLOWER

*Some common flowers in Darklands are ones that emit a stench akin to rotting flesh. Some of these corpse flowers, while beautiful, have mutated to release a toxin into the air surrounding them. This can become especially dangerous when the plant is obscured by fog.*

**Carrion Flower CR 1/2:** Carrion flowers are tiny, but bloom in small bunches, usually in a 5 ft. or larger area. Growing up to 8 inches tall, the bunches of green stems can bear a few large star-shaped flowers with five petals. The flowers, which can be up to 6 inches in diameter, are yellow with red wrinkles, a silky texture, and fringed with red hairs. These bunches can emit a toxin known as Mind Fog in a radius of 15 ft.

##### MIND FOG

**Type** inhaled; **Save** Fortitude DC 14  
**Onset** —; **Frequency** 1/rd. for 4 rds.  
**Effect** 1 Wis / 1d2 Wis; **Cure** 1 save  
**Cost** 60 resources

**Corpse Lily CR 1:** The corpse lily is a five-petalled flower growing to a diameter of around 3 feet and weighing up to 24 lbs. The flowers look and smell like rotting flesh with light to dark red and white bumps. The large flowers have been known to produce Insanity Mist, a toxin that attacks the visual center of the creature causing mild hallucinations in the affected creature. The flowers release this toxin in a 20 ft. radius.

##### INSANITY MIST

**Type** inhaled **Save** Fortitude DC 17  
**Onset** —; **Frequency** 1/rd. for 6 rds.  
**Effect** Hallucinations/ 1d2 Wis; **Cure** 1 save  
**Cost** 60 resources

**Hallucinations:** Gain a Hallucination that is always active for 2d4 hours of mild intensity and gains a +2 to minor insanity chart rolls. Creature must make a Will save (DC 17) at the start of every hour or be affected by *ghost sounds* or *silent image* for the next hour (GM describes sounds/images). Failing by 10 or more means the creature is affected by both effects (creature becomes dazzled).

**Titan Lily CR 2:** The titan lily looks like a huge, disproportionate calla lily. The plant has a deep purple central spike that can reach 10 ft. in height and 6 inches wide. The tip of the spike is approximately human body temperature, due to the plant's production of Nightmare Vapor. A large petal grows from its base that is dark burgundy red on the inside and light green on the outside with a deeply wrinkled texture. Hidden from view just under the petal near the bottom of the spike are two rings of small flowers. The upper ring bears the male flowers, the lower ring is spangled with bright red-orange carpels. The pollinated flowers develop a large amount of small round berries as a fruit, about the size of a cherry tomato. These can be red, orange-red, white, white and yellow, or blue. These berries are quite tasty, but each is as poisonous as the flower's Nightmare Vapor. The huge flower releases the Nightmare Vapor toxin in a 30 ft. radius.

##### NIGHTMARE VAPOR

**Type** inhaled **Save** Fortitude DC 20  
**Onset** —; **Frequency** 1/rd. for 8 rds.  
**Effect** 1 Wis and *confused* 1 round; **Cure** 2 saves  
**Cost** 80 resources





## SIREN PINE

*This massive pine tree sticks out amongst all others. Its bark is a rich copper color, washed with the dark rain of the land. Faces of sorts seem present in its knotty bark, a black tar seeping from their gaping mouths. The only sound heard near these towering trees is a sweet serenade whispered on the wind. This predatory tree stands over sixty feet tall with branches spanning thirty feet in all directions. Hanging all over the branches are large pine cones, covered in thick powder the color of mustard.*

### SIREN PINE

CR 7

Huge Mutated Plant (augmented)

**Init** -1; **Senses** blindsight 90 ft.; **Perception** +19

#### DEFENSE

**AC** 21, touch 7, ballistic 7, flat-footed 21 (-1 dex, -2 size, +14 natural)

**hp** 113 (9d8+63)

**Fort** +6, **Ref** +2, **Will** +5

**Defensive Abilities** plant traits; DR 7/slashing; SR 13

**Weakness** vulnerable to electricity

#### OFFENSE

**Speed** —

**Special Attacks** siren melody (90 ft., Will save DC18), chloroformic aroma, cone drop, consume

**Space** 15 ft., **Reach** 15 ft.

#### STATISTICS

**Str** 30, **Dex** 8, **Con** 23, **Int** 4, **Wis** 14, **Cha** 14

**Base Atk** +6; **CMB** +16; **CMD** 27

**Feats** Ability Focus (Siren Melody), Ability Focus (Cone Drop), Alertness, Skill Focus (Perception), Toughness

**Skills** Perception +19

#### Languages

#### ECOLOGY

**Environment** Darklands

**Organization** solitary

**Treasure** Insubstantial

#### SPECIAL ABILITIES

**Siren Melody (Su):** The Siren Pine emanates a melody so compelling and attractive that creatures find it almost impossible not to approach it. The melody's effect emanates 90 ft. from the Siren Pine in all directions. Those entering the area of the melody must make a Will save (DC 18) each round spent within the area of effect or be compelled to go to the tree. Creatures failing their save approach the tree at their normal movement speed and without actually entering an occupied square stand as close as possible to the tree. Affected creatures can take no other actions other than listening to the tree.

The melody does not cause affected creatures to put themselves in jeopardy. Creatures avoid or negotiate around obstacles and other perilous hazards. If unable to approach the tree without endangering themselves, they move as close as possible and wait, swaying to the melody. If attacked, affected creatures can take defensive measures but cannot make attacks or any other actions other than moving to the tree while affected by the melody. The effect persists for 2 rounds after the melody stops or if the affected creature is removed from the area. Affected creatures will attempt to resume their approach as soon as possible until the melody wears off.

Once a creature makes 3 consecutive successful saves versus the melody, they become immune to that Siren Pine's melody for 24 hours. This ability is a mind-affecting compulsion.

**Chloroformic Aroma (Ex):** The Siren Pine is surrounded by an aroma that causes living creatures that end their turn within 5 feet of the tree to fall asleep for 1 minute. Creatures must make a Fortitude save (DC 20) each time they end their turn within the aroma. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded. Creatures with the scent special quality have a -4 penalty on their saves. This effect is Constitution based.

**Cone Drop (Ex):** Once a round after being dealt damage, the Siren Pine can as an immediate action drop pine cones 30 ft. in all directions. Each creature in the area is hit with 1d3 cones. These pine cones explode on impact dealing 1d6 damage each, Reflex save for half (DC 15). The pine cones exploding releases the tree's pollen, filling the area with a thick haze, obscuring sight as an *obscuring mist* spell. All creatures in the area of the pollen must make a Fortitude save (DC 16) or be affected. The pollen fades at the beginning of the start of the next round.

**Pollen (Ex)** Inhaled; *save* Fort DC 16; *frequency* 1/rd. for 2 rds, *effect* staggered/unconscious 1 hour; *cure* 1 save

**Consume (Ex):** The siren tree consumes its sleeping victims by sending roots into the victim and ingesting them. The roots take 1d6 minutes emerge from the ground, growing into and around the victim. These roots emit chloroform as they grow, causing the victim to gain the *grappled* condition. Once the victim is *grappled* the roots begin secreting digestive sap that deals 1 Con damage every 5 minutes. The siren tree heals 10 points of damage per 1 point of Con damage ingested. Roots return to the ground once the victim dies. The tree can ingest a number of victims equal to its HD at any one time.

**Chloroform** — Inhaled; *save* Fort DC 14; *frequency* 1/rd. for 2 rds; *effect* 1 Con/unconscious 1d3 hours; *cure* 1 save









## SKUNK HOUND

*This large canine shares its ancestry with the loyal companion of humans. Years of mutation and survival in the twisted wilderness after the Rise turned some of man's best friends into terrible new creatures. Two heads jut from its massive shoulders, its dark black to brown fur is thick, with a ridge of gray to white hair running along its back in the opposite direction. Its canines have grown more massive to help take down bigger prey. True to its name, this beast has gained two glands on either side of the anus which they can use to spray an offensive odor much like a skunk.*

### SKUNK HOUND

CR 3

Medium Mutated Animal (augmented)

**Init** +1; **Senses** low-light vision, scent; **Perception** +13

#### DEFENSE

**AC** 16, touch 13, ballistic 13, flat-footed 13 (+3 Dex, +3 natural)

**hp** 40 (4d8+12)

**Fort** +8, **Ref** +6, **Will** +5

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 bite +6 (1d8+3, 19-20 x2 plus trip)

**Special Attacks** leech (1d6, see blood thirst)

#### STATISTICS

**Str** 17, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Skill Focus (Perception), Power Attack

**Skills** Acrobatics +7 (+15 jumping), Perception +13 (+21 to detect a scent), Survival +6 (+10 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or pack (3-12)

**Treasure** none

#### SPECIAL ABILITIES

**Musk (Ex):** Up to twice per day, a Skunk Hound can spray a stream of noxious musk at a single target within 20 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 17 Fortitude save or be *nauseated* for 1d4 rounds and then *sickened* for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being *sickened*. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based and includes a +2 Mutation bonus.

**Mutations:** Skunk Hounds are a new mutated species with the following mutations.

**Extra Head [MAJOR]:** The Skunk Hound gains +4 to Perception, a +2 to Will saves versus mind-affecting effects because of their split mind. They also gain a -2 to initiative rolls and Reflex saves because of their two minds.

**Fangs [MINOR]:** Doubles their natural threat range with their bite attack and increasing their bite damage by one step.

**Blood Thirst [HINDRANCE]:** Skunk Hounds must drink fresh blood from a living creature every 24 hours. They must drink at least their hit dice worth in blood each day. Skunk Hounds gain the

ability to leech blood from a victim after hitting with their bite attack. The Skunk Hound must succeed at a combat maneuver check versus the creature's CMD as a swift action that does not cause an attack of opportunity. If successful, the victim takes 1d6 points of damage from the blood drain.

If a Skunk Hound goes 24 hours without consuming blood, it takes 1d2 points of damage to Strength, Dexterity and Constitution. Drinking a normal daily amount of blood cures this ability damage. Otherwise this ability damage cannot be restored through natural healing or magic.





## DEAD

## GHOST

Sometimes when a being dies, instead of coming back as a Risen their soul remains on Earth as a ghost. Ghosts are, in the most literal sense, the soul of a dead being. All ghosts are a translucent and barely visible wispy shape, varied in their actual appearance depending on their type. While lacking in substance, ghosts do possess many different powers that help them unleash their eternal anguish upon the world. Less powerful ghosts, like emotes, can be destroyed simply by taking too much damage. Other ghosts, such as an apparition or poltergeist, require special conditions be met in order to release them from their torment.

## APPARITION

*The sample apparition below is that of a human Seer, betrayed by a member of her Darkland Colony as a tribute to a greed demon. The betrayer cut out her heart in order to accept their desired corruption. The apparition now haunts the region looking for her murderer, killing anyone she believes is hiding information of their whereabouts.*

**APPARITION (9th level human Seer) CR 8**

Medium augmented undead (incorporeal)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +13

**DEFENSE**

**AC** 16, **touch** 16, **Ballistic** 16, **flat-footed** 14 (+2 Dex, +4 deflection)

**hp** 75 (9d6+36)

**Fort** +7, **Ref** +5, **Will** +9

**Defensive Abilities** channel resistance +4; **Immune** undead and incorporeal traits, electricity\*

**OFFENSE**

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch attack +6 (9d6 plus mutating touch)

**Special Attacks** telekinetic sphere

**Spells:** Caster Level 9th; **Number of Spells** oth: 4; 1st: 5; 2nd: 4; 3rd: 3; Save DC 15 + the spell level

**STATISTICS**

**Str** —, **Dex** 15, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

**Base Atk** +4; **CMB** +6; **CMD** 16

**Feats** Magical Focus (Seer), Spell Flinger, Spell Specialization (cosmic hammer), Greater Magical Focus (Seer), Warrior Priest, Combat Casting, Uncanny Concentration

**Skills** Craft (trap) +7, Fly +10, Handle Animal +9, Heal +8, Knowledge (Supernatural) +7, Perception +13, Spellcraft +9, Stealth +9, Survival +8

**Languages** English, +1

**SQ** +1 initiative and +8 to concentration checks when casting defensively

**ECOLOGY**

**Environment** any

**Organization** solitary

**Treasure** NPC gear (pre-Rise: +1 short spear, tool belt, travelers backpack {bell, 20 small candles, flask, small mirror, 10 sheets of paper, small sack, whistle, 4 mechanical resources}, Apprentice's Cheating Gloves {Value: 88 resources}, Atlas map; post-Rise: deluxe colonist attire, travelers boots, parka; Magical Items: Lesser Pearl Of Power {1st} {Value: 40 resources})

**SPECIAL ABILITIES**

**Shadowless (Ex):** Apparitions cast no shadows and show no reflections in mirrors.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of an incorporeal ghost at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal or Ride check. A panicked animal remains so as long as it is within 30 feet of the spirit.

**Corruption Touch (Su):** Apparitions gain an incorporeal touch attack. As a standard action, the apparition inflicts a number of d6s equal to its HD in damage from supernatural energy. This supernatural energy closely resembles the supernatural energy found in Darklands. Creatures immune to supernatural energy (undead, demons) take half damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted (Progeny get their Darkland resistance bonus). Creatures immune to supernatural energy can also save to reduce the damage by half again.

**Rejuvenation (Su):** It's difficult to destroy a ghost through simple combat. The "destroyed" ghost restores itself at its destined location in 3d8 - 4 hours (minimum 1 min).

**Energy Healing (Su):** See below.

**Special Attacks:**

**Mutating Touch (Su):** The saving throw DC is 19.

**Telekinetic Sphere (Su):** The apparition can initiate a *telekinetic sphere* as a full-round action once every 2d4 rounds (caster level equal to the apparition's HD). The apparition can only have one *telekinetic sphere* active at any time.

**Spells:** oth: 4; 1st: 5; 2nd: 4; 3rd: 3; Save DC 15 + the spell level

**Seer Spell List:** Seers choose their spells from the following list.  
o Level: *acid splash, dancing lights, detect magic, guidance, know direction, light, mending, purify food and drink, read magic, stabilize.*

1st Level: *bless, cause fear, command, comprehend languages, cure light wounds, delay poison, detect, endure elements, entropic shield, obscuring mist, produce flame, protection, summon ally 1.*

2nd Level: *acid arrow, aid, animal trance, barkskin, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, lesser restoration, pyrotechnics, resist energy, see invisibility, spike growth, summon ally 2.*

3rd Level: *animate dead, beast shape 1, bestow curse, contagion, continual flame, cosmic hammer, cure serious wounds, daylight, deeper darkness, neutralize poison, remove curse, remove disease, summon ally 3, tongues.*

## Creating an Apparition

"Apparition" is an acquired template that can be added to any creature with the Earth subtype that has a Charisma score of at least 4.

**Challenge Rating:** Same as the base creature +1.

**Type:** The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the incorporeal subtype.

**Armor Class:** An apparition gains a deflection bonus equal to its Charisma modifier. It loses the base creature's natural armor bonus, as well as all armor and shield bonuses not from force effects or ghost touch items.

**Hit Dice:** Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged.



Ghosts use their Charisma modifiers to determine bonus hit points (instead of Constitution).

**Form and Items:** When an apparition is created, it retains incorporeal “copies” of any items that are on its body. The items pass harmlessly through material objects or creatures but work normally for the apparition. A weapon of +1 or better magical enhancement can harm material creatures, but deals only 50 % damage, unless it is a ghost touch weapon. The only type of armor an apparition can use are ones with the ghost touch quality.

The original items remain behind with the apparition’s physical remains. The apparition loses the incorporeal copy if another creature takes control of the original. Apparitions have been known to stop at nothing to retrieve the item, tormenting or destroying everything in their path.

Items added to the body of an apparition follow the same guidelines. In this way an apparition may be able to add new items to its arsenal to use as it sees fit.

Any items, abilities, ammunition or spells the apparition uses replenish themselves once a day. In the case of spell casters they may memorize new spells but splicers cannot create new fuses unless they take over a physical creature to do so and modify their caster at their physical remains.

**Defensive Abilities:** An apparition loses all of the defensive abilities of the base creature that cannot function for an incorporeal creature. Apparitions gain channel resistance +4, dark-vision 60 ft., the incorporeal ability, Immunity to electricity, and all of the immunities granted by their undead traits. Apparitions also gain the rejuvenation ability and energy healing.

**Rejuvenation (Su):** An apparition cannot be easily “destroyed” as the spirit restores itself in a matter of hours (3d8 hours - apparitions Charisma modifier, min 1 minute). There are only two ways to permanently destroy an apparition: burn its remains with 2 combustible resources per HD (taking 1 round per HD) and then destroy its incorporeal form or fulfill the reason it exists. The exact reason varies with each apparition and may require a good deal of research (GM design).

**Energy Healing (Su):** An apparition can drain the energy from sources of electricity and convert it into hit points. Any attack that deals electricity damage heals 1 point of damage for every 2 points of damage the attack would otherwise deal. The apparition cannot exceed its full normal hit points. Any amount of hit points the apparition would have gained past its max instead grant it fast healing 1 for a number of rounds equal to the amount of extra hit points. An apparition gets no saving throw against attacks that deal electricity damage. The apparition can also drain power sources, such as a power plant, gaining back hit points at the rate of 10% its weekly resource reduction per minute, or 1% per round. The apparition must have direct “contact” with the power producing part of the power plant.





**Speed:** Apparitions lose all previous speeds and gain a fly speed of 40 ft. (perfect).

**Melee and Ranged Attacks:** An apparition loses all of the base creature's attacks. If it could wield weapons in life, it can wield ghost touch weapons.

**Special Attacks:** An apparition retains all the special attacks of the base creature, but any relying on physical contact do not function. Additionally, an apparition gains one special attack from the list below at 5 HD and for every 4 HD beyond 5. The save DC against an apparition's special attack is equal to 10 + 1/2 apparition's HD + apparition's Charisma modifier.

**Mutating Touch (Su):** When the apparition makes its corruption touch attack it also irradiates the creature's body, flooding every cell with supernatural energy for a moment. On each such successful attack, the apparition does the normal corruption touch attack and causes the creature to make an immediate Fortitude save as if they were exposed to Darkland radiation. Failure means the creature gains a hindrance. The creature can gain more hindrances in this way then is normally allowed. Any penalty from this hindrance is automatically applied. The saving throw DC is 10 + the apparition's HD + any modifiers from other mutations or hindrances. These hindrances count against the creature for gaining future mutations. These hindrances can only be removed by first casting a *remove curse* followed by a *restoration* spell.

**Frightful Passage (Su):** The apparition's unnatural state is unnerving to those who it passes through. As part of a move action the apparition may move through one living creature, passing completely through it. The apparition must have enough movement to pass completely through the creature to attempt this maneuver. The apparition makes a combat maneuver check versus the target's CMD. Success means the creature has been passed through and must succeed on a Will save (DC 10 + 1/2 apparition's HD + Cha modifier). Creatures of lower HD who fail are *panicked* for 3d4 rounds, if they make the save they are instead *shaken*. Creatures of equal or higher HD are *shaken* on a failed save for 3d rounds or unaffected if they succeed. Once a creature makes a save versus an apparition's frightful passage, they are unaffected by a further attempt by the apparition for 24 hours.

**Body Snatching (Su):** Once per round, as a standard action, the apparition can merge its body with a creature with the Earth subtype. This ability is similar to a *magic jar* spell but does not require a receptacle. The apparition can choose to allow the creature to witness what is going on or even interact via speech. While inhabiting the creature the apparition has access to the creature's memories to the point of being able to act as them (by use of the Bluff skill). To use this ability, the apparition must be adjacent to the target. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that ghost's body snatching for 24 hours. This is a Charisma based ability.

**Aging Touch (Su):** The apparition's touch attack sucks the potential life force from a creature. Its touch attack gains 1d4 ability drain from any ability, chosen when this ability is taken. On each such successful attack, the apparition also supernaturally ages the creature 2 years for each point of ability drain. The creature can make a Fortitude save to negate this aging. This aging is permanent and any creatures pushed past an age milestone gain the negative ability modifiers but not

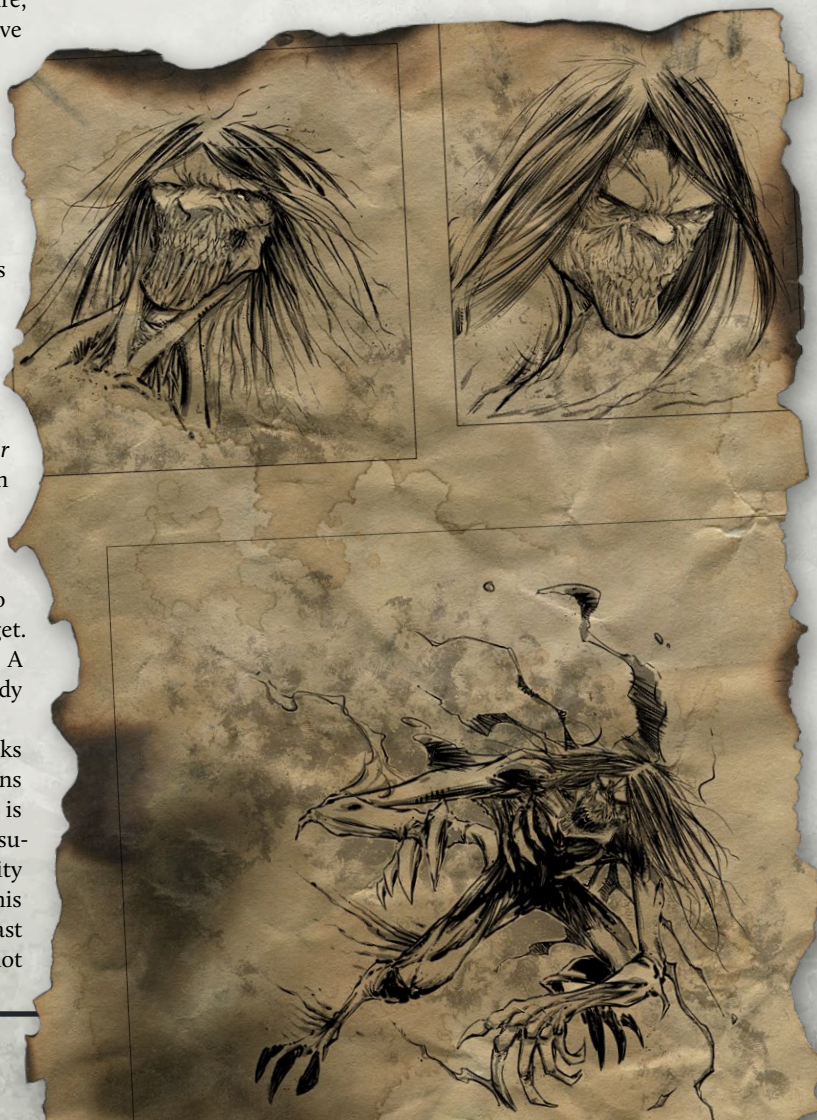
the positive ones (keep track of creatures' real age for positive ability gain). Creatures immune to magical aging or who are ageless (such as demons or undead) are immune to this aging. This is a Charisma based ability.

**Telekinetic Sphere (Su):** The apparition can initiate a *telekinetic sphere* as a full-round action once every 2d4 rounds (caster level equal to the apparition's HD). The apparition can only have one *telekinetic sphere* active at any time.

**Steal Breath (Su):** The apparition is able to steal the breath of a creature that must breathe to survive. As a full-round action the apparition makes a touch attack against the creature. If it succeeds the creature begins to suffocate and must make a Fortitude save. Success means the creature only suffocates for one round (goes *unconscious*), failure means the creature suffocates (1st round: *unconscious* and 0 hit points; 2nd round: goes to -1 and is dying; 3rd round: the creature suffocates and dies). A *breath of life* spell cast on a suffocating creature is stabilized and causes the creature to no longer suffocate. The DC for this ability is 10 + the apparition's HD.

**Abilities:** Cha +4; as an incorporeal undead creature, an apparition has no Strength or Constitution score.

**Skills:** Apparitions have a +4 racial bonus on Bluff, Perception, Sense Motive and Stealth skill checks. An apparition always treats Bluff, Disguise, Fly, Intimidate, Knowledge (Supernatural), Knowledge (Theology and Philosophy), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, skills are the same as the base creature.





## EMOTE

An emote differs from an apparition as they do not remember their former lives or the circumstances of their death. Instead, a small piece of the being's soul holds on to an emotion connected with their demise. This emotion, powered by the remnants of the soul, creates the driving force of this ghost. Four types of emotions are known to subsist with emotes, and each may be one of four levels of power.

### LESSER EMOTE

CR 2

Medium undead (incorporeal)

**Init** +1; **Senses** Darkvision 60ft.; **Perception** +6

#### DEFENSE

**AC** 14, **touch** 14, **Ballistic** 14, **flat-footed** 12 (+1 Dex, +2 deflection, +1 dodge)

**hp** 22 (3d8+6)

**Fort** +3, **Ref** +2, **Will** +4

**Defensive Abilities** Channel resistance +1, incorporeal; **Immune** undead traits

#### OFFENSE

**Speed** Fly 30ft. (good)

**Melee** touch attack +3 (1d6 plus emotion)

**Special Attacks** Touch Attack, Emotional State

**Insanity DC** 13

#### STATISTICS

**Str** —, **Dex** 12, **Con** —, **Int** 7, **Wis** 12, **Cha** 15

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Ability Focus (Emotional State), Dodge

**Skills** Fly +10, Knowledge (Undead) +2, Perception +6, Stealth +5

**Languages** 1

**SQ** Emotional state (DC 15)

#### ECOLOGY

**Environment** Any

**Organization** solitary, pair, or an outburst (3-5)

**Treasure** None

### TYPICAL EMOTE

CR 5

Medium undead (incorporeal)

**Init** +2; **Senses** Darkvision 60ft.; **Perception** +10

#### DEFENSE

**AC** 16, **touch** 16, **Ballistic** 16, **flat-footed** 13 (+2 Dex, +3 deflection, +1 dodge)

**hp** 58 (7d8+21)

**Fort** +5, **Ref** +4, **Will** +6

**Defensive Abilities** Channel resistance +2, incorporeal; **Immune** undead traits

#### OFFENSE

**Speed** Fly 40ft. (good)

**Melee** touch attack +8 (3d6 plus emotion)

**Special Attacks** Touch Attack, Emotional State, Emotion Special Attack x1

**Insanity DC** 16

#### STATISTICS

**Str** —, **Dex** 14, **Con** —, **Int** 9, **Wis** 13, **Cha** 17

**Base Atk** +4; **CMB** +6; **CMD** 16

**Feats** Ability Focus (Emotional State), Dodge, Weapon Finesse

**Skills** Fly +15, Intimidate +7, Knowledge (Undead) +4, Perception +10, Sense Motive +5, Spellcraft +4, Stealth +9

**Languages** 1

**SQ** Emotional state (DC 18)

#### ECOLOGY

**Environment** Any

**Organization** solitary, pair, or an outburst (3-5, at least one with the same emotional state)

**Treasure** None





## MAJOR EMOTE

CR 7

Medium undead (incorporeal)

**Init** +7; **Senses** Darkvision 60ft.; **Perception** +13

## DEFENSE

**AC** 18, **touch** 18, **Ballistic** 18, **flat-footed** 14 (+3 Dex, +4 deflection, +1 dodge)**hp** 94 (10d8+40)**Fort** +7, **Ref** +6, **Will** +9**Defensive Abilities** Channel resistance +3, incorporeal; **Immune** undead traits

## OFFENSE

**Speed** Fly 50ft. (good)**Melee** touch attack +13 (5d6 plus emotion)**Special Attacks** Touch Attack, Emotional State, Emotion Special Attack x2**Insanity DC** 19

## STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 11, **Wis** 14, **Cha** 19**Base Atk** +7; **CMB** +10; **CMD** 20**Feats** Ability Focus (Emotional State), Dodge, Weapon Finesse, Improved Initiative, Wind Stance**Skills** Fly +17, Intimidate +11, Knowledge (Behavioral Sciences) +2, Knowledge (Undead) +7, Knowledge (Theology and Philosophy) +7, Knowledge (Supernatural) +2, Perception +13, Sense Motive +8, Spellcraft +4, Stealth +10**Languages** 1**SQ** Emotional state (DC 21)

## ECOLOGY

**Environment** Any**Organization** solitary, pair (usually same emotional state), or an outburst (3-5, usually same emotional state)**Treasure** None

## GREATER EMOTE

CR 9

Medium undead (incorporeal)

**Init** +8; **Senses** Darkvision 60ft.; **Perception** +18

## DEFENSE

**AC** 20, **touch** 20, **Ballistic** 20, **flat-footed** 15 (+4 Dex, +5 deflection, +1 dodge)**hp** 137 (14d8+70)**Fort** +9, **Ref** +8, **Will** +11**Defensive Abilities** Channel resistance +4, incorporeal; **Immune** undead traits

## OFFENSE

**Speed** Fly 60ft. (good)**Melee** touch attack +18 (7d6 plus emotion)**Special Attacks** Touch Attack, Emotional State, Emotion Special Attack x3**Insanity DC** 22

## STATISTICS

**Str** —, **Dex** 18, **Con** —, **Int** 13, **Wis** 15, **Cha** 21**Base Atk** +10; **CMB** +14; **CMD** 24**Feats** Ability Focus (Emotional State), Dodge, Weapon Finesse, Improved Initiative, Wind Stance, Combat Expertise, Quick Retort**Skills** Fly +23, Intimidate +16, Knowledge (Behavioral Sciences) +5, Knowledge (Undead) +10, Knowledge (Theology and Philosophy) +8, Knowledge (Supernatural) +5, Perception +18, Sense Motive +10, Spellcraft +12, Stealth +13**Languages** 2**SQ** Emotional state (DC 24)

## ECOLOGY

**Environment** Any**Organization** solitary, rarely a pair (almost always same emotional state)**Treasure** None

## SPECIAL ABILITIES

**Emotional State (Su):** Emotes have an emotional state that is tied to their death and undeath. This emotional state extends out from the emote to a radius of 10 feet per HD the emote has.**Loathing:** The emote has a red haze to it. All creatures within the emote's aura are stricken with pure anger. Each round, the creature must make a Will save or take a standard action to deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with an unarmed attack. If the creature succeeds, it instead takes a -2 penalty to Armor Class as it cares less about protecting itself and more about venting its anger.**Grief:** The emote has a blue haze to it. All creatures within range of the emote's aura feel the overwhelming futility of any action they take. Creatures must make a Will save each round in order to act that round. Failure means the creature is *dazed*, just standing their staring at the world around them.**Terror:** The emote has a green haze to it. All creatures within the emote's aura are gripped with primal fear. All creatures must make a Will save or become *frightened* for a number of rounds equal to the emote's hit dice. After the creature is



*frightened* for the duration of the effect they become *shaken* for the next 24 hours. Being *shaken* in this way cannot be lessened by the Human ability *Resolved*. Those who save are instead *shaken* while within the aura and gain a -2 penalty to fear affects for the next 24 hours when outside of the aura.

**Rage:** The emote has a yellow haze to it. All creatures within the emote's aura feel a burning hatred growing in them, until it washes over them. Creatures become unfriendly toward creatures with the exact same subtype (race). Against creatures of a different subtype (race) they become hostile, never treat them as allies while affected by the aura, and take everything they do in the worst possible light. Creatures can make a Will save to lessen the effect the aura caused by the emote has on them for 24 hours. The successful save makes the creature not be overwhelmed by the hatred growing inside of them, negating the unfriendly towards same subtype (race) and turning the hostile toward different subtype (race) to unfriendly.

**Touch Attack (Su):** An emote's touch attack in an incorporeal touch attack that deals damage and an effect to the touched creature. The damage is half the emote's HD, but otherwise the damage bypasses all forms of damage reduction, and the effect is based on the type of emote. Using this is standard action.

**Loathing:** The emote's touch attack causes *confusion* unless the creature makes a Will save, with a successful save causing *lesser confusion*.

**Grief:** The emote does max damage against *dazed* creatures or any other creature that is unable to take any actions in a round.

**Terror:** Anytime the emote strikes a creature that is *frightened*, *shaken*, or *panicked* that creature becomes *sickened* for a number of rounds equal to the number of damage dice the emote has for its touch attack.

**Rage:** Anytime a creature attacks the emote the emote's hatred grows for them. Until the end of the emote's next turn the emote deals an extra amount of damage in the form of additional dice (equal to half its normal amount) to its touch attack against such creatures.

**Emotion Special Attacks:** An emote is able to gain more special attacks based on its HD. The emote is able to gain an additional special attack at 6 HD and another for every 3 HD it has past 6.

**True Visage (Su):** The emote can show its true visage, warped and twisted by the raw emotion and its undead state, to all within 45 ft. This functions like a gaze attack, causing 4d8 damage and ability damage based on the type of emote (Fortitude save reduces damage in half and negates the ability damage). This is a standard action.

*Ability Damage:* **Loathing:** 1d4 Str, **Grief:** 1d4 Con, **Terror:** 1d4 Int, **Rage:** 1d4 Dex

**Insanity Touch (Su):** When the emote makes its emotion touch attack it also reaches into the creature's mind, linking their consciousness for a moment. On each such successful attack, the emote does the normal emote touch attack and causes the creature to make an immediate insanity check using the emote's insanity rating.

**Dominating Spirit (Su):** The emote's spiritual power becomes strong enough to overwhelm another creature. Once per

round as a standard action, the emote can target a creature within 60 ft. The target creature must succeed on a Will save or become a pawn of the emote, as the spell *dominate person*. To use this ability, the emote must have eye contact to the target. A creature that successfully saves is immune to that same emote's dominating spirit for 24 hours. The emote may have a number of creatures as pawns equal to its Charisma modifier, minimum of 1.

**Telekinesis (Su):** As a standard action, an emote can use telekinesis caster level 12th or equal to the emote's HD, whichever is higher.

**Wail (Su):** The emote can focus the raw emotion of its painfully twisted state into one massive wail. As a standard action the emote can unleash this wail once every 1d4 rounds. The wail functions like the spell *shout*.





## POLTERGEIST

*Poltergeists are ghosts in a loose sense. Instead of the soul of one being, they are actually numerous souls merged together into one spiritual monstrosity. These creatures can manifest as any one of their merged personalities or show their true combined nature.*

### POLTERGEIST

CR 10

Medium augmented undead (incorporeal)

**Init** +3; **Senses** Darkvision 60 ft.; **Perception** +17

#### DEFENSE

**AC** 17, **touch** 17, **Ballistic** 17, **flat-footed** 14 (+3 Dex, +4 deflection)**hp** 113 (12d8+48)**Fort** +8, **Ref** +7, **Will** +10**Defensive Abilities** Channel resistance +12, incorporeal, rejuvenation; **Immune** undead traits

#### OFFENSE

**Speed** fly 30 ft. (perfect)**Melee** corrupted touch +12 (16 damage [DC 20 Fort for half] + confusion [DC 20 Will])**Special Attacks** Telekinetic Attack +12 (item damage +4)**Insanity** DC 20

#### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 12, **Wis** 14, **Cha** 19**Base Atk** +9; **CMB** +12; **CMD** 22**Feats** Combat Expertise, Improved Disarm, Improved Steal, Quick Steal, Combat Reflexes, Catch Off-Guard**Skills** Bluff +11, Diplomacy +12, Fly +24, Intimidate +15, Knowledge (Supernatural) +8, Knowledge (Theology and Philosophy) +8, Perception +17, Sense Motive +15, Spellcraft +8

#### Special

**Languages** English, Spanish

#### ECOLOGY

**Environment** haunt**Organization** solitary**Treasure** incidental

#### SPECIAL ABILITIES

**Shadowless (Ex):** All ghosts cast no shadows and show no reflections in mirrors.**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a haunt at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal or Ride check. A panicked animal remains so as long as it is within 30 feet of the haunt.**Corrupted Touch (Su):** Poltergeists gain an incorporeal touch attack. Bypassing part of its manifested incorporeal body through a foe's body as a standard action, the poltergeist inflicts a number equal to its HD in damage plus its Chr modifier. This damage actually damages the body of the target creature, manifesting in the form of physical wounds bypassing all forms of damage reduction. A Fortitude save halves the damage inflicted.

In addition, part of the poltergeist psyche lingers in the victim of the touch attack. The creature must make a Will save or be affected by *confusion* as per the spell.

Any time a creature with the earth subtype is killed by the poltergeist's corrupted touch the poltergeist absorbs that creature's soul. This increases the poltergeist hit dice by one.

**Telekinetic Attack (Su):** As a full round action the poltergeist is able to focus its psyche and unleash a devastating telekinetic attack. The poltergeist is able to lift and manipulate one object per hit dice up to 100 lbs. each. Once lifted the poltergeist continues to move and manipulate the objects, moving the objects equal to its own movement. The poltergeist is able to move and attack with objects during the full round action. The poltergeist is considered as proficient as an Enforcer when it comes to weapons. The poltergeist counts its Charisma score as its Strength score for purposes of damage for non-improvised weapons but does not gain bonus damage for two-handed weapons. The poltergeist may move and attack with the lifted objects out to a range of 10 feet per hit dice.

The poltergeist may also perform combat maneuvers with the telekinetic attack. If not employing a weapon for the combat maneuver then the poltergeist is considered unarmed for the maneuver, but being unarmed itself does not provoke an attack of opportunity.

The poltergeist may release the lifted objects as a free action.

**Fear (Sp):** As an immediate action a manifested poltergeist can target an attacking creature within 30 ft. with a horrifying visage of its true form. The creature must make a Will save or become *shaken* for 1d4 rounds.

**Lingering Presence (Sp):** Poltergeists are able to break off one of their many personalities and infuse it into a creature for a time. They are able to control the actions of any creature, as *dominate monster* (DC 20), through a telepathic link established with the subject. This link can reach over any distance, even if the creature leaves Earth. While in the haunt the poltergeist can fully concentrate on the lingering presence as a swift action. The poltergeist may break off a number of its personalities equal to its Charisma modifier.

**Rejuvenation (Su):** A poltergeist cannot be easily "destroyed" as the spirit restores itself in a matter of moments (1 round per HD of the poltergeist).

**Haunt (Su):** Poltergeists are tied to the area in which they haunt and the area is tied to them. This effect slows down the natural decay of the structures and other non-claimed items of the area and keeps them in working condition even if they shouldn't be. The poltergeist's haunt is equal to 100 feet per hit dice of the poltergeist.

The poltergeist has minor control over everything within this area. It can close doors, lock locks, turn on or off items, or do anything else a normal person can do. Its control and force are as great as a physical person when it concentrates on one object (poltergeist uses their Charisma in place of Strength), but spread over the entire haunt it cannot hold a door close nor close or open anything to deal greater damage than non-lethal.

When the poltergeist is not fully manifested it spreads itself over its haunt, creating one residual per HD the poltergeist has. These residuals are personalities within the poltergeist, wandering the haunt doing whatever it is they did during life. These residuals are ghostly images, with no substance nor ability to affect the world in any way. When the poltergeist manifest fully, all the phantoms in the haunt disappear and reform in the poltergeist.

Poltergeists take a full round to manifest fully, but it only takes the poltergeist a swift action to dissipate and spread over the haunt.





## CHAPTER 12: CATALOG OF BEASTS



When the poltergeist is spread over a haunt it can also create minor effects to scare people inside the haunt. These minor effects can be something as simple as making the walls of a room look like they are bleeding, making the eyes of paintings or pictures follow the creature, or even making the lights of the haunt go out and screams echo in the room. This effect causes creatures in the targeted area to make a Will save (DC 20) or become *shaken* and make an insanity check (DC 10). The poltergeist can use this ability an amount of times per day equal to its hit dice, affecting one 10 ft. cube per hit dice.

## Creating a Poltergeist

Unlike other ghosts, the poltergeist does not start with a base creature but rather by multiple souls merged in agony. A minimum of six souls suffering a connected fate is required for a poltergeist to manifest.

**Challenge Rating:** HD – 2; Minimum CR: 4

**Type:** Medium augmented undead (incorporeal).

**Armor Class:** A poltergeist gains a Deflection bonus equal to its Charisma modifier.

**Hit Dice:** Poltergeist racial Hit Dice are d8s. Poltergeists use their Charisma modifiers to determine bonus hit points (instead of Constitution).

**Defensive Abilities:** Poltergeists gain channel resistance equal to their HD, darkvision 60 ft., the incorporeal ability and all of the immunities granted by their undead traits. Poltergeist also gain the abilities Manifest, Rejuvenation and Haunt.

**Rejuvenation (Su):** A poltergeist cannot be easily “destroyed” as the spirit restores itself in a matter of moments (1 round per HD of the poltergeist). There are only two ways to permanently destroy a poltergeist: totally obliterate every last piece of the poltergeist haunt or to fulfill the cause of its existence. The exact reason varies with each apparition and may require a good deal of research, and is different for each apparition (GM design).

**Haunt (Su):** Poltergeist are tied to the area in which they haunt and the area is tied to them. This effect slows down the natural decay of the structures and other non-claimed items of the area and keeps them in working condition even if they shouldn't be. The poltergeist's haunt is equal to 100 feet per hit dice of the poltergeist.

The poltergeist has minor control over everything within this area. It can close doors, lock locks, turn on or off items, or do anything else a normal person can do. Its control and force are as great as a physical person when it concentrated it on one object (poltergeist uses their Charisma in place of Strength), but spread over the entire haunt it cannot hold a door close nor close or open anything to deal greater damage than non-lethal.

When the poltergeist is not fully manifested it spreads itself over its haunt, creating one residual per HD the poltergeist has. These residuals are personalities within the poltergeist, wandering the haunt doing whatever it is they did during life. These residuals are ghostly images, with no substance nor ability to affect the world in any way. When the poltergeist manifests fully, all the phantoms in the haunt disappear and reform in the poltergeist.

Poltergeists take a full round to manifest fully but it only takes the poltergeist a swift action to dissipate and spread over the haunt.

When the poltergeist is spread over a haunt it can also create minor effects to scare people inside the haunt. These minor effects can be something as simple as making the walls of a room look like they are bleeding, making the eyes of paintings or pictures follow the creature, or even making the lights of the haunt go out and screams echo in the room. This effect causes creatures in the targeted area to make a Will save (DC 10 + 1/2 poltergeist HD + Chr modifier) or become *shaken* and make an insanity check (Poltergeist Insanity DC -10). The poltergeist can use this ability an amount of times per day equal to its hit dice, affecting one 10 ft. cube per hit dice.

**Speed:** Poltergeists have a fly speed of 30 ft. (perfect).

**Special Attacks:** A poltergeist gains one special attack from the list below at 5 HD and for every 4 HD beyond 5. The save DC against an apparition's special attack is equal to 10 + 1/2 apparition's HD + apparition's Charisma modifier.

**Telekinetic Attack (Su):** As a full round action the poltergeist is able to focus its psyche and unleash a devastating telekinetic attack. The poltergeist is able to lift and manipulate one object per hit dice up to 100 lbs. each. Once lifted the poltergeist continue to move and manipulate the objects, moving the objects equal to its own movement. The poltergeist is able to move and attack with objects during the full round action. The poltergeist is considered proficient as an Enforcer when it comes to weapons. The poltergeist counts its Charisma score as its Strength score for purposes of damage for non-improvised weapons but does not gain bonus damage for two-handed weapons. The poltergeist may move and attack with the lifted objects out to a range of 10 feet per hit dice.

The poltergeist may also perform combat maneuvers with the telekinetic attack. If not employing a weapon for the combat maneuver then the poltergeist is considered unarmed for the maneuver, but being unarmed itself does not provoke an attack of opportunity.

The poltergeist may release the lifted objects as a free action.

**Fear (Sp):** As an immediate action a poltergeist can target an attacking creature within 30 ft. with a horrifying visage of its true form. The creature must make a Will save or become shaken for 1d4 rounds.

**Lingering Presence (Sp):** Poltergeists are able to break off one of their many personalities and infuse it into a creature for a time. They are able to control the actions of any creature, as *dominate monster* (DC 20), through a telepathic link establish with the subject. This link can reach over any distance, even if the creature leaves Earth. While in the haunt the poltergeist can fully concentrate on the lingering presence as a swift action. The poltergeist may break off a number of its personalities equal to its Charisma modifier.

**Abilities: Stats:** As an incorporeal undead the poltergeist has no Str or Con. Its other ability scores are determined by the amount of souls it has inside of it. (Dex = 10 + 1/2 HD, Int = HD, Wis = 8 + 1/2 HD, Chr = 13 + 1/2 HD)

**BAB:** Its BAB for racial HD equals 3/4 of its HD.

**Saves:** Base save bonuses for racial Hit Dice are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

**Feats:** A poltergeist gains a feat for every two HD it has.

**Skills:** A poltergeist gains 4 + Intelligence modifier per HD. A poltergeist always treats Bluff, Disguise, Fly, Intimidate, Knowledge (Supernatural), Knowledge (Theology and Philosophy), Perception, Sense Motive, Spellcraft, and Stealth as class skills.



## SHADE

Shades are manifested spirits of Purgatory hunters charged with retrieving lost souls and guiding the dead to their rightful place. Tattered robes cover the majority of the shade, with only corpse-like arms and a warped skull face showing from beneath the cloth. Held in one hand is what appears to be a human skull upon a chain, a flame burning inside illuminating its mouth and eyes. From this skull, the shade can produce magical effects, fueled by the souls of those who die nearby. Rumors of an even more powerful type of shade are whispered in dark corners, suggesting the mythos of Death itself.

### SHADE

CR 10

Medium undead (incorporeal)

**Init** +9; **Senses** Darkvision 60ft.; **Perception** +28

#### DEFENSE

**AC** 21, **touch** 21, **Ballistic** 21, **flat-footed** 16 (+5 Dex, +6 deflection)

**hp** (15d8+90)

**Fort** +11, **Ref** +12, **Will** +14

**Defensive Abilities** Channel resistance +5, incorporeal, rejuvenation; **Immune** undead traits

#### OFFENSE

**Speed** Fly 60ft (good)

**Melee** touch attack +16 (2d6 plus energy drain and 1d3 Con damage)

**Special Attacks** Soul Lantern

**Insanity** DC 23

#### STATISTICS

**Str** —, **Dex** 20, **Con** —, **Int** 14, **Wis** 16, **Cha** 23

**Base Atk** +11; **CMB** +16; **CMD** 26

**Feats** Skill Focus (Perception), Alertness, Blind-Fight, Improved Blind-Fight, Iron Will, Improved Iron Will, Improved Initiative, Lightning Reflexes

**Skills** Fly +24, Intimidate +18, Knowledge (Undead) +13, Knowledge (Theology and Philosophy) +13, Knowledge (Supernatural) +10, Linguistics +8, Perception +28, Sense Motive +16, Spellcraft +13, Stealth +16

**Languages** Demonic, Angelic, Purgatorian, and all languages spoken by mankind

#### ECOLOGY

**Environment** Any

**Organization** solitary, pair, or a death squad (3-8)

**Treasure** See below

#### SPECIAL ABILITIES

**Soul Lantern (Su):** The shade carries a lantern composed of a humanoid skull dangling from a short length of chain. This lantern is full of fragments of souls, in the form of a very light red flame burring in the skull, which the shade collects from creatures it slays, both living and undead. This flame of fragments can create light or absorb it, as the spells *light* or *darkness*, chosen by the shade as a free action. Each creature it slays or that is slain within 45 ft. of the lantern contributes 1 charge for every hit dice they possess. The shade can store a number of charges in its lantern up to three times its hit dice. The shade may unleash this stored energy to create effects, with each costing an amount of charges, as a standard action: (Save DC 16 + spell level)

*burning hands*, 1 charge

*deeper darkness*, 3 charges

*invisibility purge*, 3 charges

*rainbow pattern*, 4 charges

*cloudkill*, 5 charges

*dominate person*, 5 charges.

*dominate monster*, 9 charges.

*trap the soul*, 8 charges. The shade uses the flame in the skull as the gem, which can be dangerous since if the save (no spell resistance because it's a Supernatural Ability) is successful the flame blows out releasing the soul fragments, reducing the charge count to zero. The shade can simply release trapped creatures later as a swift action with no harm to the flame.

If the flame ever runs out of charges or is blown out from *trap the soul*, the only way to reignite it is from the shade's energy drain ability or from creatures being slain within 45 ft. When a shade dies its soul lantern drops to the ground and becomes a Grim Lantern

**Touch Attack (Su):** A shade's touch attack is an incorporeal touch attack that deals damage, energy drain, and 1d3 points of Constitution damage to the touched creature. The damage bypasses all forms of damage reduction.

**Energy Drain (Su):** Each successful energy drain bestows one negative level. If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels. The shade gains one charge for their soul lantern for each negative level it bestows on an opponent. If the flame in the lantern is blown out, from lack of charges or from a failed *trap the soul*, the energy drain reignites the flame. (DC 23)

**Constitution Damage (Su):** The shade's touch attack does 1d3 points of Constitution damage.





## RISEN

Few species throughout the history of the world have held their own dead in such reverence as humankind. Cultures across the world throughout history have been as different as night and day in the treatment of those passed, but one tenet held true over the generations; respect the dead.

Those passed were put to rest, their memories preserved in whichever way the next of kin saw fit. Services are held. Eulogies read to mourning masses. All steps taken to ensure that the deceased's legacy lives on through the years to come. Now, humankind's ceremonious relationship with the dead has been turned against them.

Risen are a byproduct of the Seals being broken and are now as common in daily life as the sun rising in the morning and setting at night. Risen are the animated corpses of the dead, forced into foul unlife, a plague to humanity in nearly every corner of Earth. While the most commonly encountered Risen are slow to act, others possess dangerous traits such as increased speed or spreading disease. Most Risen are unthinking feeders, doing little more than wandering to find their next meal. These creatures are attracted to light or noise and appear to have something akin to shark's electroreception. Risen do not have that level of sensitivity; however, they are keenly perceptive in greater numbers and do seem to wander toward places producing electricity. Risen attack until destroyed, having no regard for their own safety. When left unattended, Risen tend to mill about, wandering in packs in search of living creatures to slaughter and devour. When a being dies, a lost soul from Purgatory enters the body which becomes a Risen. Millions of buried and entombed dead rose from their graves at the time of the Rise. Since then, newly dead appear to become Risen at the time of their demise.

Most beings raise as a Hungry Risen, but sometimes unique or sentient Risen form when a being dies. Otherwise, the more a Risen feeds, the closer they get to an evolution of sorts, becoming Famished and later Devourers. Risen that do not feed can waste away, becoming Decayed. Those feeding excessively may become bloated. These creatures can gain mutations and, perhaps worst of all, may carry an infection. Infected Risen carry the larva of a nasty Darkland insect called the rotfly.

**Rising from the Dead:** Any creature with the earth subtype can become a Risen when they die unless certain steps are taken, or certain spells cast. The time it takes for a Risen to form is 1d10 rounds plus 1 round for every HD of the deceased as the soul fights to avoid departing. Except in the case of Wretched Risen, the undead body hosts a different soul from the deceased. Because of this, unless special circumstances result in the being becoming a ghost or their body hosting a Depraved soul, all Risen animate as Hungry Risen. Because of this, use the pre-generated creature entry for that type of Risen. In the rare case of the Depraved, these creatures start with an Intelligence of 4 and a Charisma of 10. They permanently gain +2 intelligence and +1 Charisma for each spawn they create to a max of 12 intelligence and 14 Charisma. Depraved are discussed in greater detail in a following entry.

## TEMPLATES

### Bloated (CR +1)

Risen with this template have consumed more than they could possibly "digest" and are now overflowing with a dangerous biological liquid.

**Requirements:** Must not have the Decayed template.

**Rebuild Rules:** HD +1 racial HD; **Ability Scores** +2 to Str and -2 to Dex; **Special abilities** Gains *Squirt* and *Bloat*

**Squirt (Ex):** Any slashing or piercing attack doing 10 or more HP of damage causes an eruption from the *risen*; *save* Reflex DC = 10 + the Risen's Hit Dice for all within a 15' cone of the wound; *effect* infected with *Bloat*; *special* liquid biologically dangerous for 1 day per HD of Risen

**Bloat:** **Type** disease, contact (with *squirt*); **Save** Fort DC = 10 + the Risen's Hit Dice; **Onset** 1d4 mins; **Frequency** 1/day; **Effect** 1d3 Con, this damage cannot be healed while the creature is infected; **Cure** 1 consecutive save

### Decayed (CR 1/2)

Risen with this template have not been able to feed for an extended amount of time losing some essence and physical stature.

**Requirements:** Once a Risen has the template of decayed it may never lose it.

**Rebuild Rules:** Special The CR of risen is calculated by taking the experience value of its current CR an halving that amount to find what CR the risen becomes; AC reduce natural armor by half rounded down HD reduce HD by half rounded up; Ability Scores -2 Str and Dex; Special abilities gains Staggered, loses Quick Strikes ability; Skills and Feats The risen does not lose any feats or any skill points from the reduction of its HD

### Infected CR +1

Risen with this template have been infected with a horrible parasite. The parasite is a semi-translucent worm like creature that measures nearly an inch long and eats flesh.

**Special abilities** Grave Worms

**Grave worms (Ex):** *type* Infection (touch or injury); *save* Fort DC 17; *onset* 1d8 hours; *frequency* 1/day for 6 days; *effect* Special - **1st failed save:** 1 Int damage and 1 Wis damage; Hallucination: *intensity* Mild; *active* Constant; *save* Will DC 17 each hour or affected by *ghost sounds* or *silent image* during failed hour (GM description). **2nd failed save:** 1 Int damage and 1 Wis damage; Hallucination: *intensity* Strong; *active* Constant; *save* Will DC 17 each hour or affected by *ghost sounds* or *silent image* during failed hour (GM description). *Save* DC failed by 10+: Affected by *minor image* and dazzled. **3rd failed save:** 1 Int damage and 1 Wis damage; Hallucination: *intensity* Sever; *active* Constant; *save* Will DC 17 each hour or affected by *ghost sounds* or *silent image* during failed hour (GM description). *Save* DC failed by 10+: Affected by *major image* and dazzled. **4th failed save:** 1 Int damage and 1 Wis damage; gain the disorder Psychopathy. **5th failed save:** 1 Int damage and 1 Wis damage; gain the disorder Amnesia. **6th failed save:** Death; rise as a Risen infected with grave worms

**Cure** *remove disease* caster level check DC 17 or on the 7th day the grave worms emerge as rotflies dealing 1d3 Con damage and fly away; *special* can be transmitted with the *squirt* ability and remain effective for the same amount of time



## Mutated CR +1

Risen with this template have spent an extended amount time in Darklands over the course of their undeath.

**Rebuild Rules:** **AC** increase natural armor by +1; **HD** +2 racial HD; **Ability Scores** +2 to all ability scores (except Int); **Special abilities** losses *Staggered*, if not *Staggered* then gains *Quick Strikes*

**Quick Strikes (Ex):** Whenever the Risen takes a full attack action, it can make one additional grasp or bite attack at its highest base attack bonus.

## Mutated CR +2

Risen with this template have spent an extended amount time in Darklands and have expanded their eating habits to include mutated animals and sometimes even demons or cryptids.

**Rebuild Rules:** **Special** Mutated templates do not stack but instead increase from one to the next. If modifying a mutated risen simply apply the differences in the two templates. **AC** increase natural armor by +3; **HD** +4 racial HD; **Ability Scores** +3 to all ability scores (except Int scores of 2 or less, then increase intelligence to 1, this increase can lead to the risen gaining feats and skill points); **Special abilities** losses *Staggered*, if not *Staggered* then gains *Quick Strikes*; gains *Fangs* and *Energy Resistance*; **Feats** gains *Lightning Reflexes*

**Fangs (Ex):** The Risen's teeth mutate into vicious fangs. It gains a vicious bite attack that increases its bite damage by one step.

**Energy Resistance (Ex):** gains resistance 5 to two types of energy. Roll a d8 twice to find out what types: 1-2 fire, 3-4 electricity, 5-6 cold, 7-8 acid. Rolling the same type twice increases the resistance by 5.

## Mutated CR +3

Risen with this template have spent an extended amount time in Darklands and have consumed a significant number of mutated creatures as well as demons or cryptids.

**Rebuild Rules:** **Special** Mutated templates do not stack but instead increase from one to the next. If modifying a mutated risen simply apply the differences in the two templates. **AC** increase natural armor by +5; **HD** +6 racial HD; **Ability Scores** +4 to all ability scores (except Int scores of 2 or less, then increase intelligence to 2 this increase can lead to the risen gaining feats and skill points); **Special abilities** losses *Staggered*, if not *Staggered* then gains *Quick Strikes*; gains *Fangs*, *Energy Diffusion*, *Hypersensitivity*, and *Smokescreen*; **Feats** gains *Lightning Reflexes* and *Improved Initiative*

**Heightened Senses (Ex):** Gains +2 to Perception checks. Also gains the *Blind-Fighting* feat.

**Veil of Secrecy (Ex):** Once per day, as a swift action, can produce an effect equal to the spell *obscuring mist*.

### Risen Modified By Templates

**Saves:** Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2 always rounding down.

**BAB:** A Risen's base attack is equal to 3/4 its Hit Dice, rounded down.

**Skills:** A Risen without an intelligence score has no skill ranks. Risen with intelligence scores have the following skills

(skill points 4 + Int modifier (minimum 1) per Hit Die): Climb, Disguise, Fly, Intimidate, Knowledge (Theology and Philosophy), Knowledge (Undead), Perception, Sense Motive, Spellcraft, Stealth.

## DEPRAVED

*Depraved are sentient Risen formed when the soul of a wicked human occupies a body and begins their unlife with an immediate and overwhelming hatred of all life. These creatures are truly evil, even more twisted and hateful than before their death. In life they killed many as serial killers, mass murderers, warmongering soldiers, or battle-driven berserkers, becoming marked and tainted by the sheer weight of their murderous deeds.*

*The Depraved certainly look the part, having no skin covering their bodies. Instead of skin, the Depraved are covered in exposed congealed bloody tendons, muscles, fat, and sinew. Their arms and hands are oversized with well-defined musculature, implying their unnatural reach and strength. Death lingers in their doll-like eyes, always searching for the next victim. Frighteningly, these horrifying creatures are able to command small numbers of other Risen and can even create a different type of Risen entirely.*

DEPRAVED	CR 8
Medium undead	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Perception +15	
<b>DEFENSE</b>	
<b>AC</b> 22, touch 15, Ballistic 15, flat-footed 17 (+4 Dex, +1 dodge, +7 natural)	
<b>hp</b> 105 (12d8+36)	
<b>Fort</b> +6, <b>Ref</b> +8, <b>Will</b> +8	
<b>Immune</b> undead traits, channel resistance +2	
<b>OFFENSE</b>	
<b>Speed</b> 30 ft.	
<b>Melee</b> 2 grasps +15 (9 points of damage), bite +15 (1d6+6 plus infection)	
<b>Special Attacks</b> create spawn	
<b>Insanity DC</b> 18	
<b>STATISTICS</b>	
<b>Str</b> 22, <b>Dex</b> 19, <b>Con</b> —, <b>Int</b> 12, <b>Wis</b> 10, <b>Cha</b> 14	
<b>Base Atk</b> +9; <b>CMB</b> +15 (+19 grapple); <b>CMD</b> 29	
<b>Feats</b> Toughness (B), Power Attack, Dodge, Mobility, Quick Retort, Skill Focus (Perception), Lunge	
<b>Skills</b> Climb +19, Disguise +15, Knowledge (undead) +14, Perception +15, Stealth +17, Swim +17	
<b>ECOLOGY</b>	
<b>Environment</b> any	
<b>Organization</b> solitary, or mob (1 plus 4–12 runner risen)	
<b>Treasure</b> standard	
<b>SPECIAL ABILITIES</b>	

**Newly Raised Depraved:** Depraved raise with an Intelligence of 4 and a Charisma of 10. They permanently gain +2 intelligence and +1 Charisma for each spawn they create to a max of 12 intelligence and 14 Charisma.

**Create Spawn (Su)** Humanoids with the earth subtype killed by a Depraved rise immediately as Ravenous Risen under the Depraved's control. The sudden bloom of unlife when a Depraved's victim dies and becomes a Risen causes a surge of negative energy to flow through the Depraved. Whenever a Depraved creates a Risen in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

**Grasp (Ex):** Risen gain a natural attack called grasp. The grasp attack of a Depraved is a primary attack that deals 1-1/2 times



the depraved Strength bonus. A Depraved's grasp attack has reach as if the creature were one size category larger (+5 feet).

**Infection (Ex):** Bite: *save* Fort DC 22; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d3 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves or cured\*.

**Pack Awareness (Su):** When in packs, Risen are able to notice things better than when on their own. For every two Risen the pack gains +1 to its perception rolls.

**Pack Leader (Su):** A Depraved is able to extend a small amount of influence on all Risen around it. It's able to add its Chr bonus to all attack, perception rolls and saves to all other Risen within 30' of it.

**Improved Ravenous Grapple (Ex):** Depraved have the grab ability with their grasp attack. They also take no penalties to Dexterity, attack rolls, and combat maneuver checks when they have the *grappled* condition.

**Innate Grappler (Ex):** Depraved do not take a -4 penalty on combat maneuver checks to grapple a foe by using only one hand. This allows them to grapple up to two different opponents at once. When depraved do a grappling action it affects both opponents it is grappling, instead of just one. Depraved make one check and apply it to both creatures, affecting only the CMD it bets. If this makes it only able to move one creature it must either release the grapple on the other creature or must keep the movable creature in an adjacent square. Additionally, if only grappling one creature, depraved may attempt to keep the grapple as a swift action instead of a standard action.

**Improved Human Shield (Ex):** Depraved can use a creature it's grappling to protect it from harm. As an immediate action a depraved against a single melee or ranged attack by pushing the creature it is grappled with in the way. By making a successful grapple combat maneuver check against that creature it is grappling the incoming attack targets its grappled opponent instead of it.

**Innate Strangler (Ex):** A grappling or *grappled* Depraved still threatens an area and is still able to make attacks of opportunity while grappling or *grappled*. In addition, an opponent grappling or *grappled* by the Depraved cannot speak or cast spells with verbal components.





## DEVOURER

*The Devourer has fed so heavily as to have developed significantly greater tools for hunting and killing. The head of the Devourer is larger than normal to support a widened hinged jaw. The mouth of the Devourer is filled with sharp jagged teeth. They have longer arms and very large hands ending in claws meant to grab and hold prey. The eyes of the Devourer display their anger and violent hatred, becoming a glowing red visible even in darkness.*

### DEVOURER

CR 5

Medium undead

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +1

#### DEFENSE

**AC** 16, touch 11, Ballistic 11, flat-footed 15 (+5 natural, +1 Dex)

**hp** 67 (8d8+16)

**Fort** +3, **Ref** +3, **Will** +7

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** grasp +12 (6 points of damage), Bite +12 (1d8+6, x3\* plus infection)

**Insanity** DC 15

#### STATISTICS

**Str** 23, **Dex** 12, **Con** —, **Int** —, **Wis** 12, **Cha** 12

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 23

**Feats** Toughness (B)

**SQ** Infection, Pack Awareness, Improved Ravenous Grapple

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none\*

**Infection (Ex):** Bite: *save* Fort DC 18; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d3 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves or cured\*.

**Pack Awareness (Su):** When in packs, Risen are able to notice things better than when on their own. For every two Risen the pack gains +1 to its perception rolls.

**Grasp (Ex):** Risen gain a natural attack called grasp. A grasp attack is a primary attack that only deals the Strength modifier of the risen as damage.

#### Improved Ravenous Grapple

**(Ex):** Devourers have the grab ability with their grasp attack. They also take no penalties to Dexterity, attack rolls, and combat maneuver checks when they have the grappled condition.

**Vicious Bite (Ex):** Devourers have a massive bite, dealing damage as a size larger with an increased critical multiplier. In addition, their jagged teeth inflict horrendous wounds that cause 1d3 bleed.

**Innate Strangler (Ex):** A grappling or *grappled* Devourer still threatens an area and is still able to make attacks of opportunity while grappling or *grappled*. In addition, an opponent grappling or *grappled* by the Devourer cannot speak or cast spells with verbal components.

**Grappler (Ex):** Devourers do not take a –4 penalty on combat maneuver checks to grapple a foe by using only one hand. This allows them to grapple up to two different opponents at once.





## FAMISHED

The Famished are dead that have fed considerably more than an average Hungry Risen. The consumption of the life essence of the living feeds their evolution into a more dangerous Risen. Famished no longer have a staggered movement, further driving their ability to feed. Additionally, Famished have developed a long barbed tongue used to wound living creatures in order to feed their insatiable appetite. While the tongue is usually seen dangling disgustingly from their rotten mouths, the appendage can stretch to nearly ten feet long. The eyes of the Famished still maintain the glazed over look of the Hungry. Clothing worn is rarely more than bloody rags.

### FAMISHED

CR 2

Medium undead

**Init** +1; Senses darkvision 60 ft.; **Perception** +0

#### DEFENSE

**AC** 14, touch 11, Ballistic 11, flat-footed 13 (+3 natural, +1 Dex)

**hp** 29 (4d8+4)

**Fort** +1, **Ref** +2, **Will** +4

**Immune** undead traits

#### OFFENSE

**Spd** 30 ft.

**Melee** grasp +7 (4 points of damage), Bite +7 (1d6+4)

**Special Attack** Lash Out +7 (1 plus bleed)

**Insanity DC** 12

#### STATISTICS

**Str** 19, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 18

**Feats** Toughness (B)

**SQ** Pack Awareness, Ravenous Grapple, Lash Out

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none\*

**Pack Awareness (Su):** When in packs Risen are able to notice things better than when on their own. For every two Risen the pack gains +1 to its perception rolls.

**Grasp (Ex):** Risen gain a natural attack called grasp. A grasp attack is a primary attack that only deals the Strength modifier of the risen as damage.

**Ravenous Grapple (Ex):** Famished risen have the grab ability with their grasp attack. They also take only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when they have the grappled condition.

**Lash Out (Ex):** The Famished can as a standard action lash out with its long barbed tongue at targets it is not able to reach with its normal attacks. The tongue can reach out to 10 ft. to strike its target. The tongue deals one point of damage and one point of bleed damage. The bleed damage dealt by the tongue stacks with other bleed damage, increasing the total bleed of the creature. The famished may only use this attack as an attack of opportunity if it is not able to use one of its regular attacks.





## HUNGRY

The Hungry are the base Risen, the entry level of dead walking the Earth. These creatures may be those of the freshly dead or long dead beings who have fed enough to maintain their slow decay. Hungry display some rotten flesh, unhealed wounds, and a staggered movement but an otherwise whole appearance. They may still resemble the person they once were, with glazed over eyes like glassy cataracts. Clothing could be more reminiscent of that worn in life, but extremely dirty and torn.

### HUNGRY

CR ½

Medium undead

**Init** +0; Senses darkvision 60 ft.; **Perception** +0

#### DEFENSE

**AC** 12, touch 10, Ballistic 10, flat-footed 12 (+2 natural)

**hp** 15 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** grasp +4 (3 points of damage), Bite +4 (1d6+3)

**Insanity** DC 11

#### STATISTICS

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +1; **CMB** +4 (+8 grapple); **CMD** 14

**Feats** Toughness(B)

**SQ** Staggered, Pack Awareness, Grabbing Hands

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none\*

**Staggered (Ex):** Hungry risen have poor reflexes and can only perform a single move action or standard action each round. A hungry can move up to its speed and attack in the same round as a charge action.

**Pack Awareness (Su):** When in packs Risen are able to notice things better than when on their own. For every two Risen the pack gains +1 to its perception rolls.

**Grasp (Ex):** Risen gain a natural attack called grasp. A grasp attack is a primary attack that only deals the Strength modifier of the risen as damage.

**Grabbing Hands (Ex):** Hungry have the grab ability with their grasp attack.





## RAVENOUS

Ravenous are created when a living person is killed by the bite of a Depraved. This process changes the physical appearance and movement of the creature killed. The arms and legs of the Ravenous become elongated and made of sinewy corded muscles. Their skin becomes blotchy and their movements are quick and jerky suggesting an unnatural speed. Ravenous have eyes like their makers, doll-like and lifeless. Any clothing remaining hardly fits their overgrown limbs.

### RAVENOUS

CR 3

Medium undead

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +0

#### DEFENSE

**AC** 16, **touch** 13, **Ballistic** 13, **flat-footed** 13 (+3 natural, +3 Dex)

**hp** 41 (6d8+6)

**Fort** +2, **Ref** +2, **Will** +5

**Immune** undead traits

#### OFFENSE

**Spd** 40 ft.

**Melee** grasp +8 (4 points of damage), **Bite** +8 (1d6+4)

**Insanity** DC 13

#### STATISTICS

**Str** 19, **Dex** 16, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +4; **CMB** +8 (+12 grapple); **CMD** 21

**Feats** Toughness (B)

**SQ** Pack Awareness, Ravenous Grapple, Burst of Speed, Strangle

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** none\*

**Pack Awareness (Su):** When in packs, Risen are able to notice things better than when on their own. For every two Risen the pack gains +1 to its perception rolls.

**Grasp (Ex):** Risen gain a natural attack called grasp. A grasp attack is a primary attack that only deals the Strength modifier of the risen as damage.

**Ravenous Grapple (Ex):** Ravenous Risen have the grab ability with their grasp attack. They also take only half the normal penalties to Dexterity, attack rolls, and combat maneuver checks when they have the *grappled* condition.

**Burst of Speed (Su):** Three times a day as a swift action a Ravenous Risen can take an additional move action that round.

**Strangle (Ex):** An opponent *grappled* by a Ravenous cannot speak or cast spells with verbal components.

**Reach Out (Ex):** As a standard action a Ravenous can extend its digits and increase its grasp attack to have a reach as if the creature were one size category larger (+5 feet). This reach ends at the end of its turn.





## PARADOX

Paradox is a primal, dark realm where everything has evolved to survive. In this realm almost everything is a predator, even the plants. This dark wilderness allowed the evolution of beasts known as cryptids, creatures of myth and legend who are at home in a world without light. These cryptids are varied in shape, size, and powers but share one major commonality—they all consume flesh.

Cryptids can have many different powers, but all have key abilities in common. All cryptids have at least low-light vision and 90 ft. darkvision. Cryptids have adapted to see in any kind of darkness, even darkness created by spells such as *deeper darkness*. Both a blessing and a curse, this ability causes all cryptids to have a form of light blindness. All cryptid senses are finely honed, giving them a +2 to Perception checks. Finally, all cryptids are immune to death effects and disease, even demon fever.

### WENDIGO

*This hulking beast has slick, gray, mossy fur. Its large eyes are all black with a yellow reflection like a cat's. Its arms end in a six digit paw, each digit ending in a claw straight from a nightmare. Its lean, muscular body comes to an end on its cloven hooves. A massive rack of antlers grows just above its wolf like ears. Some have described this creature as the living embodiment of nature's wrath, and truly it is a formidable foe. Even powerful demons will avoid these creatures at all costs. Whether or not there is a connection to the myths of a creature sharing this name is not proven, but anyone seeing the creature and living to tell the tale describes a pure killing machine that never stops once it sets its eyes on its prey.*



### WENDIGO

CR 9

Large Magical Beast (cryptid)

**Init** +7; **Senses** darkvision 90 ft., low-light vision, see in darkness, scent; **Perception** +17

#### DEFENSE

**AC** 25, touch 12, ballistic 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

**Defensive Abilities** Resistance fire and cold 10; **Immune** to death effects and disease.

**hp** 128 (8d10+72); **Regeneration** 3 (light, force)

**Fort** +15, **Ref** +9, **Will** +6

**Weaknesses** Vulnerability to light, Light Blindness

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +16 (2d6+9), 2 claws +16 (1d8+9 plus bleed)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rend (2 claws, 1d8+1 plus bleed)

#### STATISTICS

**Str** 29, **Dex** 17, **Con** 28, **Int** 7, **Wis** 18, **Cha** 12

**Base Atk** +8; **CMB** +18; **CMD** 32

**Feats** Power Attack, Improved Initiative, Nimble Moves, Acrobatic Steps

**Skills** Perception +17 (+25 to detect a scent), Survival +8; **Racial Modifiers** +6 Perception

**SQ** wicked claws, taste for blood

**Languages** gibberish

#### ECOLOGY

**Environment** temperate

**Organization** solitary

**Treasure** incidental

#### SPECIAL ABILITIES

**Wicked Claws (Ex):** The wendigo has serrated claws that inflict horrible wounds. These claws deal one point of bleed damage, or two when it rends. The bleed damage dealt by the claws stacks with other bleed damage increasing the total bleed of the creature. This can lead to a creature gaining 4 points of bleed a round if the wendigo hits with both claws and also rends.

**Taste for Blood (Ex):** A wendigo's natural taste for blood can quickly whip it into a frenzy when tasting it. Whenever a wendigo bites and rends a creature in the same round, on its next turn it flies into a frenzy as a free action unless it makes a DC 15 will save. The frenzied wendigo gains +2 to hit and +2 to damage but takes a -2 penalty to its AC and focuses on the creature that triggered its frenzy. If it cannot reach the creature and attack it in the same round it may make another check to break the frenzy, otherwise it moves after the target. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

**Light Blindness (Ex):** Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

**See in Darkness (Su):** The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.



"Magical objects have always been a part of our world. Doctor. All you have to do to realize this is to read through the stories of our antiquity. Durandal, Hunting, Balmung, the Cup of Heracles, and the Bag of Wind. These were legendary items from all over the world, and they all share the commonality of being real. The tales of their fantastic abilities were born from truth, not from imagination. My own Spear of Goshua and Shield of Solomon were afterthoughts in a museum warehouse until the breaking of the Seals.

Antiquity is not the only origin of magic items in the world we live in. New items have been formed by the magical energies that culminated after the Rise, and they continue to enchant items to this very day. A bit of energy, a heroic or villainous act, and a bit of fortune is all that's needed for the mundane to become the extraordinary.

These items of magic do not come without their costs, however. Magical energies writhe within them, twisting into unusual and sometimes wholly unwanted features. Those oddities can be strange, but they are the price of an object being able to wield the concentrated energies of our world. Consider yourself lucky, Doctor. For you live in a time where you can quite literally hold the power of our multiverse in your hand, wear it upon your head, or drape it around your shoulders."

Enoch - Harbinger Iconic



DEAD or  
BOUNTY PAID  
ONSIDERED  
CONTACT MARSH

MARSH



# 13 MAGIC ITEMS

**W**E GOT AWAY WITH IT! YES WE did, Coalman. We found the tablet, and thanks to you, the hunting party's treachery was laid bare. You had to kill them Coalman, they left you no choice. Right, I had no choice. I can't go back to my colony though, they will know. Yes, they will smell the blood on your hands, see it in your shifting eyes. So what now? I will help you find another colony, Coalman. One where you and the tablet will be safe from those we know are looking for it. Safe, what a silly word. Is anywhere truly safe? Not for us Coalman, or whatever our call will be.

**MAGIC ITEMS IN APOCALYPSE THE RISEN ARE NOT MADE** through traditional fantasy means. Players cannot create their own magic items. Instead, the supernatural magic now on Earth enchants items through action or happenstance. Great heroism or terrible atrocities, natural or unnatural phenomenon, and chaotic twists of fate are all ways that magic items form on Earth. A tree branch struck repeatedly by lightning in a thunderstorm might become a wand of lightning with an oddity causing the user to smell like a rainstorm. A cannibal using their favorite cleaver to butcher dozens of people may cause that cleaver to gain an enhancement bonus with an oddity that the wielder looks to be covered in blood.

But magic is not new to Earth. Before the Seals locked Prime Earth away from the multiverse, great craftsmen of the past forged items of great power. Those items slept for millennia, their magic suppressed, knowledge of their abilities lost to time. With the Seals broken these antiquities awoke, their powers intact. Masterpieces crafted while magic was absent from Earth or items with great historical value are not inherently magical after the Rise. However, these items have a greater chance of attracting magical enhancements. Newly formed magic items suffer strange abilities called oddities. The more powerful the enchantment the more bizarre or powerful the quirks. However, magical artifacts forged before the Seals were placed do not suffer from the taint of supernatural magic, receiving no oddities.

While Earth items are forged or formed as noted above, magic items may be built on other planes. With magic unlocked on Prime Earth, those items function in full force. These planar items have no oddities, may be forged of materials never before seen, and could have powers beyond human comprehension. Infernal Iron, Celestial Steel, Smoke Stone, and unknown substances from places such as the Void may well bring new magics to Prime Earth.

## MAGIC ITEM GENERAL RULES

### DESIGNING MAGIC ITEMS FOR YOUR CAMPAIGN

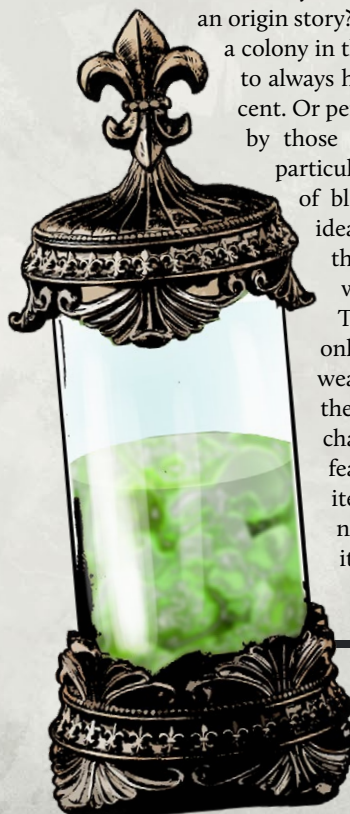
Throughout history, items of magic and mysticism existed in legends and tales passed down through the centuries. No matter the location or the culture, every group of people had powerful items to reference in their stories. Christianity had the Holy Grail, Greek mythology the Helmet of Perseus, Egyptian legends spoke of the Book of Thoth, and Arthurian legends of course made Excalibur a household name. Like with most legends, while many elements have been embellished over the

ages, most do have a foundation in truth. The truth is, magical items are very real in the world after the Rise.

Items of great legend from antiquity are all well and good; however, those storied weapons and trinkets are extraordinarily rare, even amongst the rarity of magical items as a whole. There are also plenty of magical items from contemporary times, in fact most that you will find will be items from our more modern world. New items are constantly being made spontaneously from the infusion of magic into worldly items, usually around events of significance.

Since magic items work a bit differently in the world of AtR, it is important to keep a few things in mind as the GM. When creating magic items for your campaign, think of the item's origin. How was it made, and how did it come about its magical abilities? Did it belong to someone famous or infamous? Was it created from a tragic or nefarious event? Some of these flavor pieces may never be a part of the campaign, but it is important to know where the item came from in order to shape its look and feel for your players. There is an infinite amount of ways that magic items can come into being in the world after the Rise. You are only limited by your imagination.

Consider including your players in the origin process when there's an opportunity to do so. Perhaps one of your players finds a +1 machete in one of your adventure paths. Does it have an origin story? Maybe it was used to defend a colony in the early days and was known to always hit true in defense of an innocent. Or perhaps it was the weapon used by those who destroyed that colony, particularly proficient in the spilling of blood. Bounce those types of ideas off of your players, or have the players actually come up with the origin of the weapon. This will give your players not only a sense of ownership in the weapon, but also in the flavor of the world of AtR around their character. Another important feature in the creation of magic items is granting them a proper name. Every permanent magic item deserves a proper name.





# MAGIC ITEM VALUES

## IMPORTING MAGIC ITEMS FROM OTHER SOURCES

There is a wealth of magical items that you as a GM can pull from history or create from circumstance. There are also many other magic items that exist within this system from which you can use for inspiration. There are a few rules you'll need to follow when bringing a magic item in from another source:

- No teleportation, pocket dimension, or other extra or non-dimensional space items
- Only use special materials from *Apocalypse the Risen* or published in future Worlds of the Portal campaigns
- Items should reference things that exist on Earth or within the multiverse. System magic items often include descriptions that do not fit. These items should be converted to a real world item with a backstory befitting of the magic with which it is imbued.

## MAGIC ITEM VALUES

Unless otherwise stated below, magic items have a value calculated as 1 resource for every 25 gold in value. While magic items may be priced using this conversion, the primary purpose is to establish the power level of each item. The GM should ensure that items are appropriate for their players' level and for the campaign. Again, the item calculations below are not for players creating magic items. These formulae are intended for the GM designing their own magic items to provide a proper power scaling. For ease of play, GMs may use these same values when pricing magic items found in colonies.

### CREATING SCROLLS

Unlike most magic items, some classes are able to create scrolls. Creating a scroll functions as per Pathfinder Roleplaying Game Core Rulebook with the following exceptions.

To create a scroll, a character needs a supply of choice writing materials, the price of which is included in the cost for scribing the scroll: 5 resources  $\times$  the level of the spell  $\times$  the level of the caster.

Scribing a scroll takes 2 hours if the base price is 10 resources or less, otherwise scribing a scroll takes 1 day for each 40 resources in its base price. Although an individual scroll might contain more than one spell, each spell must be scribed as a separate effort.

Only Otherworldly spells available to the Arbiter, Seer, or Shepherd can be made into scrolls.

**Item Creation Feat Required:** Scribe Scroll; **Skill Used in Creation:** Spellcraft

### POTIONS

The resource value of a potion is: 4 resources  $\times$  the level of the spell  $\times$  the caster level. Most potions are the minimum caster level for the spell they contain. Potions may not be crafted but instead are found.

Only Otherworldly spells available to the Arbiter, Seer, or Shepherd can be made into potions.

### STAVES

The resource value of staves is: 32 resources  $\times$  the level of the highest-level spell  $\times$  the level of the caster, plus 75% of the value of the next most costly ability (24 resources  $\times$  the level of the spell  $\times$  the level of the caster), plus 1/2 the value of any other

abilities (16 resources  $\times$  the level of the spell  $\times$  the level of the caster). Staves are always fully charged (10 charges) when created.

Sometimes, a staff can have a spell at less than the normal cost, but then activating that particular spell drains additional charges from the staff. Divide the cost of the spell by the number of charges it consumes to determine its final price. Note that this does not change the order in which the spells are priced (the highest level spell is still priced first, even if it requires more than one charge to activate). The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

Any spell can be put into a staff.

### WANDS

The resource value of a wand is: 30 resources  $\times$  the level of the spell  $\times$  the level of the caster. Wands are always fully charged (50 charges) when created but usually have less when found.

Any spell can be put into a wand.

## MAGIC ITEMS

The following are examples of items and magical enhancements that may be found in *Apocalypse the Risen*.

### ARMOR AND SHIELD PRICING BY BONUS

Minor	Medium	Major	Item	Base Price <sup>1</sup>
01-41	01-07	—	+1 shield	40 resources
42-82	08-16	—	+1 armor	40 resources
83-88	15-26	—	+2 shield	160 resources
89-92	27-38	—	+2 armor	160 resources
—	39-50	01-08	+3 shield	360 resources
—	51-62	09-16	+3 armor	360 resources
—	63-69	17-27	+4 shield	740 resources
—	70-73	28-38	+4 armor	740 resources
—	—	39-49	+5 shield	1,000 resources
—	—	50-57	+5 armor	1,000 resources
—	—	—	+6 armor/shield <sup>2</sup>	1,520 resources
—	—	—	+7 armor/shield <sup>2</sup>	1,960 resources
—	—	—	+8 armor/shield <sup>2</sup>	2,560 resources
—	—	—	+9 armor/shield <sup>2</sup>	3,240 resources
—	—	—	+10 armor/shield <sup>2</sup>	4,000 resources
93-100	74-83	—	Roll on +2 Armor/Shield Enchantment Chart	
—	84-92	58-73	Roll on +3 Armor/Shield Enchantment Chart	
—	93-100	74-87	Roll on +4 Armor/Shield Enchantment Chart	
—	—	88-100	Roll on +5 Armor/Shield Enchantment Chart	

Note: An armor or shield can't have an enhancement bonus higher than +5.

<sup>1</sup> This is in addition to the cost of the armor

<sup>2</sup> Use these lines to determine price when special abilities that count as additional bonuses are added in.

**Example:** A +2 heavy metal shield base price is 87 resources (4 shield, 3 masterwork, 80 enchantment)

The charts on the following pages may be used to randomly roll up magic armors, shields, and weapons.



## MAGIC ARMOR AND SHIELD ENHANCEMENTS

Magical enhancements on armor is often more than just an increase to the ability to avoid or absorb damage. Magical armor offers many different abilities, from deflecting certain types of attacks to providing bonuses to different skills or abilities. Below you'll find a list of known enhancements.

Magical enhancements not listed function as per Pathfinder Roleplaying Game Core Rulebook.

### Balanced

Price +1 bonus; Aura faint transmutation; CL 5th; Weight —

This armor pushes back against anything that threatens to knock its wearer to the ground. The wearer gains a +4 bonus to his Combat Maneuver Defense against combat maneuvers made to overrun or trip and on Acrobatics checks made to maintain balance. Dropping prone while wearing balanced armor is a move action instead of a free action. The balanced ability can be applied to light or medium armors, but not heavy armors or shields.

### Brawling

Price +1 bonus; Aura faint transmutation; CL 5th; Weight —

The wearer of brawling armor gains a +2 bonus on unarmed attack and damage rolls, including combat maneuver checks made to grapple. Her unarmed strikes count as magic weapons for the purpose of bypassing damage reduction. These bonuses do not apply to natural weapons. This special ability does not prevent the wearer's unarmed strikes from provoking attacks of opportunity or make the wearer's unarmed strikes count as armed attacks. The brawling ability can be applied only to light armor.

### Clangorous

Price +1 bonus; Aura moderate evocation; CL 7th; Weight —

A shield with this ability rings loudly when struck in combat. As an immediate action when the wearer is hit by an attack, the wearer can activate the shield to create a deafening bang in a 10-foot-radius spread. Those affected must make a DC 15 Fortitude save or be deafened for 1 hour. If the attack is a critical hit, the wearer can instead create a *sound burst* (Fortitude DC 13 partial). The wearer decides the area for either effect, but must include the attacker in the area. Neither ability affects the wearer.

### Creeping

Price +200 resources; Aura moderate illusion and transmutation; CL 7th; Weight —

A suit of creeping armor is made to keep the wearer's movement covert. The armor's armor check penalty does not apply to the wearer's Stealth checks. Once per day, the wearer can speak a command word to grant himself a bonus on Stealth checks equal to the armor's enhancement bonus for 1 minute.

### Defiant

Price +1 bonus; Aura moderate conjuration; CL 8th; Weight —

Armor and shields with this special ability excel at blocking the attacks of certain types of creatures, similar to a bane weapon excelling against certain foes. Against the designated foe, the item's enhancement bonus to AC is +2 better than its actual bonus and provides DR 2/— against attacks from that foe. This increase in enhancement bonus applies only to the armor or shield's enhancement bonus, not to temporary bonuses (such as the magic

## MAGIC ARMOR AND SHIELDS

d%	+2 Armor/Shield Chart
01–28	+2 armor or shield
29–64	+1 shield with one +1 special ability*
65–100	+1 armor with one +1 special ability*
d%	+3 Armor/Shield Chart
01–16	+3 armor or shield
17–35	+1 shield, two +1 special abilities*
36–52	+1 armor, two +1 special abilities*
53–67	+1 shield, one +2 special ability*
68–80	+1 armor, one +2 special ability*
81–91	+2 shield, one +2 special ability*
92–100	+2 armor, one +1 special ability*
d%	+4 Armor/Shield Chart
01–08	+4 armor or shield
09–17	+1 shield, three +1 special abilities*
18–26	+1 armor, three +1 special abilities*
27–35	+1 shield, one +2 and one +1 special ability*
36–44	+1 armor, one +2 and one +1 special ability*
45–53	+1 shield, one +3 ability*
54–62	+1 armor, one +3 ability*
63–69	+2 shield, two +1 special abilities*
70–76	+2 armor, two +1 special abilities*
77–83	+2 shield, one +2 special ability*
84–90	+2 armor, one +2 special ability*
91–95	+3 shield, one +1 special ability*
96–100	+3 armor, one +1 special ability*
d%	+5 Armor/Shield Chart
01–06	+5 armor or shield
07–12	+1 shield, two +1 and one +2 special ability*
13–18	+1 armor, two +1 and one +2 special ability*
19–24	+1 shield, two +2 special abilities*
25–30	+1 armor, two +2 special abilities*
31–36	+1 shield, one +3 and one +1 special ability*
37–42	+1 armor, one +3 and one +1 special ability*
43–48	+1 shield, one +4 special ability*
49–54	+1 armor, one +4 special ability*
55–59	+2 shield, three +1 special abilities*
60–64	+2 armor, three +1 special abilities*
65–69	+2 shield, one +2 and one +1 special ability*
70–74	+2 armor, one +2 and one +1 special ability*
75–79	+2 shield, one +3 special ability*
80–84	+2 armor, one +3 special ability*
85–87	+3 shield, two +1 special abilities
88–90	+3 armor, two +1 special abilities
91–93	+3 shield, one +2 special ability
94–96	+3 armor, one +2 special ability
97–98	+4 shield, one +1 special ability
99–100	+4 armor, one +1 special ability

\*See the Armor Special Abilities table or the Shield Special Abilities table



## ARMOR AND SHIELDS

### ARMOR AND SHIELD PERCENTAGE CHANCE FOR ODDITIES

Item	Chance	Detrimental Oddity	Unusual Oddity	Beneficial Oddity
+1 armor/shield	10%	—	Only	—
+2 armor/shield	30%	01-10	11-90	91-100
+3 armor/shield	50%	01-20	21-80	81-100
+4 armor/shield	70%	01-30	31-70	71-100
+5 armor/shield	90%	01-40	41-60	61-100
+6 armor/shield and above	100%	01-50	—	51-100

### ARMOR SPECIAL ABILITIES

d%	+1 Special Ability	Base Price*
01-12	Balanced <sup>1</sup>	+1 bonus
13-24	Brawling <sup>1</sup>	+1 bonus
25-36	Defiant	+1 bonus
37-48	Exponent	+1 bonus
49-59	Fortification (light)	+1 bonus
60-67	Impervious	+1 bonus
68-78	Mirrored	+1 bonus
79-89	Spell storing	+1 bonus
90-100	Stanching	+1 bonus
d%	+2 Special Ability	Base Price*
01-28	Expeditious	+160 resources
29-56	Spell resistance (13)	+2 bonus
57-84	Creeping	+200 resources
85-100	Rallying	+200 resources
d%	+3 Special Ability	Base Price*
01-26	Fortification (moderate)	+3 bonus
27-52	Ghost touch	+3 bonus
53-74	Invulnerability	+3 bonus
75-100	Spell resistance (15)	+3 bonus
d%	+4 Special Ability	Base Price*
01-70	Pick one +1 ability, reroll on +3 Armor/Shield Chart	—
71-100	Spell resistance (17)	+4 bonus
d%	+5 Special Ability	Base Price*
01-35	Pick one +2 ability, reroll on +3 Armor/Shield Chart	—
36-75	Fortification (heavy)	+5 bonus
76-100	Spell resistance (19)	+5 bonus

\*Add to enhancement bonus listed on the "Armor and Shield Pricing By Bonus" table to determine total price  
<sup>1</sup> Armor can only be light or medium armor.

### SHIELD SPECIAL ABILITIES

d%	+1 Special Ability	Base Price*
01-12	Arrow catching	+1 bonus
13-24	Bashing	+1 bonus
25-36	Blinding	+1 bonus
37-48	Clangorous	+1 bonus
49-59	Defiant	+1 bonus
60-70	Fortification (light)	+1 bonus
71-78	Impervious	+1 bonus
79-89	Mirrored	+1 bonus
90-100	Ramming	+1 bonus
d%	+2 Special Ability	Base Price*
01-31	Animated	+2 bonus
32-57	Arrow deflection	+2 bonus
58-85	Spell resistance (13)	+2 bonus
86-100	Rallying	+200 resources
d%	+3 Special Ability	Base Price*
01-34	Fortification (moderate)	+3 bonus
35-67	Ghost touch	+3 bonus
68-100	Spell resistance (15)	+3 bonus
d%	+4 Special Ability	Base Price*
01-70	Pick one +1 ability, reroll on +3 Armor/Shield Chart	—
71-100	Spell resistance (17)	+4 bonus
d%	+5 Special Ability	Base Price*
01-35	Pick one +2 ability, reroll on +3 Armor/Shield Chart	—
36-75	Fortification (heavy)	+5 bonus
76-100	Spell resistance (19)	+5 bonus

\*Add to enhancement bonus listed on the "Armor and Shield Pricing By Bonus" table to determine total price





vestment spell). To randomly determine the armor or shield's designated foe, use the table for the bane weapon special ability.

## Expeditious

Price +160 resources; Aura faint transmutation; CL 5th; Weight —

Three times per day as a swift action, the wearer of expeditious armor can summon a burst of speed and gain a +10-foot enhancement bonus on all modes of movement for 1 round. This ability can be applied to any kind of armor, but not shields.

## Exponent

Price +1 bonus; Aura faint abjuration; CL 5th; Weight —

This armor's special ability works only for creatures with the smite ability. The wearer gains a +2 Otherworldly bonus to AC against attacks from targets of their smite ability.

## Fortification

Price varies; Aura strong abjuration; CL 13th; Weight —  
Light +1 bonus; Moderate +3 bonus; Heavy +5 bonus

This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The chance is 25% for light fortification, 50% for moderate fortification, and 75% for heavy fortification.

## Impervious

Price +1 bonus; Aura moderate transmutation; CL 7th; Weight —

A shield or suit of armor with this special ability is especially hardy. It gains double its enhancement bonus to hardness and hit points (instead of just the enhancement bonus), its break DC increases by double its enhancement bonus, and it gains a bonus on saving throws against direct attacks (such as a rust monster's rust ability) equal to its enhancement bonus.

## Mirrored

Price +1 bonus; Aura moderate abjuration; CL 8th; Weight —

The polished surface of a mirrored shield or armor gleams and shines and can be used as an ordinary mirror. Furthermore, it aids in battling creatures with gaze attacks. If the wearer averts his eyes, he can roll the miss chance twice, selecting the better result. The wearer can deal sneak attack or other precision-based damage to the target even though it has concealment against him. This provides no benefit if the wearer closes his eyes, wears a blindfold, or otherwise can't see the target at all. The mirrored armor or shield also adds its enhancement bonus to the wearer's touch AC against rays. This special ability may only be added to metallic armor or shields.

## Rallying

Price +200 resource; Aura faint abjuration; CL 5th; Weight —

This armor or shield is brightly polished, and its mirror-bright surface is magically endowed with the ability to bring comfort to the wearer's companions. Allies within 30 feet of the wearer gain a +4 Morale bonus on saving throws against fear effects. If the wearer has an ability that grants a Morale bonus on saving throws against fear (such as a Shepherd's sermon performance of inspire courage), the Morale bonus increases to +6.

## Spell Storing

Price +1 bonus; Aura strong evocation; CL 12th; Weight —

This armor allows a spellcaster to store a single touch spell of up to 3rd level in it. Anytime a creature hits the wearer with a melee attack or melee touch attack, the armor can cast the spell on that creature as a swift action if the wearer desires. Once the spell has been cast from the armor, a spellcaster can cast any other targeted touch spell of up to 3rd level into it. The armor magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled suit of spell storing armor has a 50% chance to have a spell stored in it already. Spell storing armor emits a strong aura of the evocation school, plus the aura of the stored spell.

## Stanching

Price +1 bonus; Aura moderate transmutation; CL 7th; Weight —

A stanching suit of armor helps stop the flow of blood from the wearer's wounds, automatically tightening like a tourniquet in the appropriate places while also magically reducing the severity of the wound. Stanching armor reduces hit point damage, ability damage, or ability drain by an amount equal to its enhancement bonus if the damage or drain was from a bleed effect. The wearer also adds the armor's enhancement bonus to Constitution checks to become stable.

## MAGIC WEAPON ENCHANTMENTS

Most magical weapons provide a bonus to hit or damage, but other enhancements exist. Enchantments on weapons can provide a myriad of effects, from flames or cold, to extra damage to certain enemies, to fortifying skills or abilities. Below you will find a list of known weapon enchantments.

Magical enhancements not listed function as per *Pathfinder Roleplaying Game Core Rulebook*.

## Advancing

Price +2 bonus; Aura faint transmutation; CL 5th; weight —

This ability can only be placed on melee weapons. Once per round, when the wielder damages a creature in melee with an advancing weapon, she can take a 5-foot step as a swift action after the attack, but before the end of her turn. This movement does not count against her ability to move or take a 5-foot step earlier or later in the round, though using this ability imposes a –2 penalty on all attack rolls until the start of her next turn. This ability may not be used in conjunction with any other ability or effect that allows moving as part of an attack.

## Bane

D%	Designated foe
01-05	Aberrations
06-09	Animals
10-16	Constructs
17-27	Descended, Lazarus, and Progeny
28-51	Humans
52-61	Magical beasts
62-65	Fey
66-70	Monstrous humanoids
73-88	Outsiders (excluding Descended, Lazarus, and Progeny)
87-88	Plants
89-98	Undead
99-100	Vermin



# WEAPONS

## WEAPON PRICING BY BONUS

Minor	Medium	Major	Weapon	Bonus Base Price <sup>1</sup>
01-70	01-10	—	+1	80 resources
71-85	11-28	—	+2	320 resources
—	29-56	01-20	+3	720 resources
—	57-62	21-38	+4	1,440 resources
—	—	39-52	+5	2,000 resources
—	—	—	+62	2,880 resources
—	—	—	+72	3,920 resources
—	—	—	+82	5,120 resources
—	—	—	+92	6,480 resources
—	—	—	+102	8,000 resources
86-100	63-76	—	Roll on +2 Weapon Enchantment Chart	—
—	77-89	53-69	Roll on +3 Weapon Enchantment Chart	—
—	90-100	70-85	Roll on +4 Weapon Enchantment Chart	—
—	—	86-100	Roll on +5 Weapon Enchantment Chart	—

1 This is in addition to the cost of the weapon. For ammunition, this price is for the equivalent of 3 units of regular ammo. Firearms only pay for quality and condition they have since they cannot be masterwork.  
 2 A weapon can't have an enhancement bonus higher than +5. Use these lines to determine price when special abilities are added in. Ex: A Pre-rise +1 splitting maul of Wounding base price is 742 resources (16 splitting maul, 6 masterwork, 720 for enchantment).

### Corrosive

Price +1 bonus; Aura moderate evocation; CL 10th; weight —  
 Upon command, a corrosive weapon becomes slick with acid that deals an extra 1d6 points of acid damage on a successful hit. The acid does not harm the wielder. The effect remains until another command is given.

### Corrosive burst

Price +2 bonus; Aura moderate evocation; CL 12th; weight —  
 A corrosive burst weapon functions as a corrosive weapon that explodes with searing acid upon striking a successful critical hit. The acid does not harm the wielder. In addition to the extra acid damage from the corrosive special ability, a corrosive burst weapon deals an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical modifier is ×3, add an extra 2d10 points of acid damage instead, and if the modifier is ×4, add an extra 3d10 points.  
 Even if the corrosive ability is not active, the weapon still deals its extra acid damage on a successful critical hit.

### Countering

Price +1 bonus; Aura faint transmutation; CL 5th; weight —  
 A countering weapon gives its wielder a +2 bonus to his combat maneuver defense against combat maneuvers made to disarm or Sunder this weapon. If the attempt fails, the wielder can immediately attempt the same maneuver against the opponent without provoking attacks of opportunity. The wielder never risks dropping his weapon with a failed disarm combat maneuver when counterattacking in this manner. This ability

## MAGIC WEAPONS

d%	+2 Weapon Enchantment Chart
01-63	+2 weapon
64-100	+1 weapon, one +1 special ability*
d%	+3 Weapon Enchantment Chart
01-40	+3 weapon
41-63	+1 weapon, two +1 special abilities*
64-86	+1 weapon, one +2 special ability*
87-100	+2 weapon, one +1 special ability*
d%	+4 Weapon Enchantment Chart
01-32	+4 weapon
33-44	+1 weapon, three +1 special abilities*
45-56	+1 weapon, one +2 and one +1 special ability*
57-68	+1 weapon, one +3 special ability*
69-79	+2 weapon, two +1 special abilities*
80-90	+2 weapon, one +2 special ability*
91-100	+3 weapon, one +1 special ability*
d%	+5 Weapon Enchantment Chart
01-29	+5 weapon
30-37	+1 weapon, four +1 special abilities*
38-45	+1 weapon, two +1 and one +2 special ability*
46-53	+1 weapon, two +2 special abilities*
54-61	+1 weapon, one +3 and one +1 special ability*
62-70	+1 weapon, one +4 special ability*
63-69	+2 weapon, three +1 special abilities*
70-76	+2 weapon, one +2 and one +1 special ability*
77-83	+2 weapon, one +3 special ability*
84-89	+3 weapon, two +1 special abilities
90-95	+3 weapon, one +2 special ability
96-100	+4 weapon, one +1 special ability

\* See the Melee Weapon Special Abilities table for Melee Weapon Special Abilities, the Ranged Weapons Special Abilities table for Ranged Weapon Special Abilities, and the Ammunition Special Abilities table for Ammunition Special Abilities.

can be used even if the attacker is not within the wielder's reach. Countering can only be placed on melee weapons.

### Courageous

Price +1 bonus; Aura faint enchantment; CL 3rd; weight —  
 This special ability can only be added to a melee weapon. A courageous weapon fortifies the wielder's courage and morale in battle. The wielder gains a Morale bonus on saving throws against fear equal to the weapon's enhancement bonus. In addition, any Morale bonus the wielder gains from any other source is increased by half the weapon's enhancement bonus (minimum 1).

### Cruel

Price +1 bonus; Aura faint necromancy; CL 5th; weight —  
 When the wielder strikes a creature that is frightened, shaken, or panicked with a cruel weapon, that creature becomes *sickened* for 1 round. When the wielder uses the weapon to knock unconscious or kill a creature, he gains 5 temporary hit points that last for 10 minutes.



## MELEE WEAPON SPECIAL ABILITIES

d%	+1 Special Ability	Base Price Modifier <sup>1</sup>
01–05	Bane	+1 bonus
06–09	Corrosive	+1 bonus
10–11	Countering	+1 bonus
12–14	Courageous	+1 bonus
15–16	Cruel	+1 bonus
17–19	Cunning	+1 bonus
20–24	Defending	+1 bonus
25–31	Flaming	+1 bonus
32–38	Frost	+1 bonus
39–43	Ghost touch	+1 bonus
44–45	Guardian	+1 bonus
46–48	Huntsman	+1 bonus
49–50	Impervious	+1 bonus
51–55	Keen <sup>3</sup>	+1 bonus
56–57	Limning	+1 bonus
58–60	Menacing	+1 bonus
61–62	Merciful	+1 bonus
63–66	Mighty cleaving	+1 bonus
67–68	Mimetic	+1 bonus
69–70	Ominous	+1 bonus
71–77	Shock	+1 bonus
78–80	Soulfire	+1 bonus
81–85	Spell storing	+1 bonus
86–90	Throwing	+1 bonus
91–95	Thundering	+1 bonus
96–100	Vicious	+1 bonus

<sup>1</sup> To determine item pricing, total the enhancement bonus and the special ability line and compare to the Weapon Pricing by Bonus table.

<sup>2</sup> Bludgeoning weapons only.

<sup>3</sup> Piercing or slashing weapons only (vorpal is slashing only).

<sup>4</sup> Cannot be applied to light melee weapons.

### Cunning

Price +1 bonus; Aura moderate divination; CL 6th; weight —

This special ability allows a weapon to find chinks in a foe's defenses using the wielder's knowledge of the target. Whenever the weapon's attack is a critical threat, the wielder gains a +2 Circumstance bonus on the confirmation roll if she has 5 or more ranks in a knowledge skill that is related to the target's creature type (such as knowledge [demonology] for a demon opponent).

### Defiant

Price +2 bonus; Aura strong abjuration; CL 10th; weight —

This special ability can only be placed on melee weapons. A defiant weapon helps its wielder stay alive in desperate conditions. It stays in its wielder's hand even if she is *panicked*, *stunned*, or *unconscious*. She adds the weapon's enhancement bonus as a bonus on checks to stabilize when dying and on saving throws to end ongoing conditions such as *disease*, *poison*, and *hold person*. If the wielder possesses Heroic Defiance, Heroic Recovery, Improved Great Fortitude, Improved Iron Will, or Improved Lightning Reflexes, she gains a number of additional daily uses equal to the weapon's enhancement bonus that can be used on any of these feats.

d%	+2 Special Ability	Base Price Modifier <sup>1</sup>
01–03	Advancing	+2 bonus
04–12	Corrosive burst	+2 bonus
13–15	Defiant	+2 bonus
16–24	Disruption <sup>2</sup>	+2 bonus
25–33	Flaming burst	+2 bonus
34–36	Furyborn	+2 bonus
37–40	Glorious	+2 bonus
41–51	Tainted	+2 bonus
52–60	Icy burst	+2 bonus
61–64	Igniting	+2 bonus
65–67	Impact <sup>4</sup>	+2 bonus
68–71	Invigorating	+2 bonus
72–74	Lifesurge	+2 bonus
75–83	Shocking burst	+2 bonus
84–91	Purified	+2 bonus
92–100	Wounding	+2 bonus
d%	+3 Special Ability	Base Price Modifier <sup>1</sup>
01–8	Dueling	+280 resources
09–32	Nullifying	+3 bonus
33–76	Speed	+3 bonus
77–100	Spellstealing	+3 bonus
d%	+4 Special Ability	Base Price Modifier <sup>1</sup>
01–50	Brilliant energy	+4 bonus
51–100	Dancing	+4 bonus

### Designating, Greater

Price +4 bonus; Aura moderate enchantment; CL 12th; weight —

This special ability can only be placed on ranged weapons or ammunition. Each time a ranged weapon or ammunition with this ability hits a creature, its magic designates the target. Allies gain a +4 Morale bonus on melee attack rolls and a +6 Morale bonus on melee damage rolls against the designated target for 1 round. Multiple successful shots fired at the same target do not increase the bonuses or their duration.

### Designating, Lesser

Price +2 bonus; Aura moderate enchantment; CL 7th; weight —

This special ability can only be placed on ranged weapons or ammunition. Each time a ranged weapon or ammunition with this ability hits a creature, its magic designates the target. Allies gain a +2 Morale bonus on melee attack and melee damage rolls against the designated target for 1 round. Multiple successful shots fired at the same target do not increase the bonuses or their duration.



## WEAPON PERCENTAGE CHANCE FOR ODDITIES

Item	Chance	Detrimental Oddity	Unusual Oddity	Beneficial Oddity
+1 weapon	10%	—	Only	—
+2 weapon	30%	01-10	11-90	91-100
+3 weapon	50%	01-20	21-80	81-100
+4 weapon	70%	01-30	31-70	71-100
+5 weapon	90%	01-40	41-60	61-100
+6 weapon and above	100%	01-50	—	51-100

## RANGED WEAPON SPECIAL ABILITIES

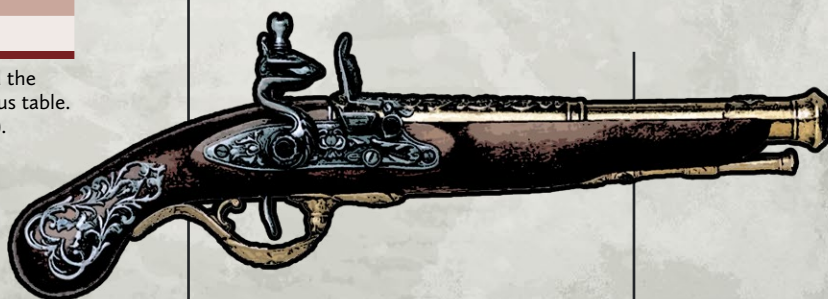
d%	+1 Special Ability	Base Price Modifier
01-02	Adaptive <sup>2</sup>	+10 resources
03-09	Bane <sup>3</sup>	+1 bonus
10-14	Cruel	+1 bonus
15-21	Cunning	+1 bonus
22-28	Distance	+1 bonus
29-33	Efficiency <sup>4</sup>	+1 bonus
34-40	Flaming <sup>3</sup>	+1 bonus
41-47	Frost <sup>3</sup>	+1 bonus
48-52	Huntsman	+1 bonus
53-56	Impervious	+1 bonus
57-60	Limning	+1 bonus
61-65	Holding Aces <sup>4</sup>	+1 bonus
66-72	Merciful <sup>3</sup>	+1 bonus
73-79	Returning <sup>5</sup>	+1 bonus
80-86	Seeking	+1 bonus
87-93	Shock <sup>3</sup>	+1 bonus
94-100	Thundering <sup>3</sup>	+1 bonus
d%	+2 Special Ability	Base Price Modifier
01-12	Corrosive burst <sup>3</sup>	+2 bonus
13-19	Designating, lesser <sup>3</sup>	+2 bonus
20-34	Flaming burst <sup>3</sup>	+2 bonus
35-50	Tainted <sup>3</sup>	+2 bonus
51-65	Icy burst <sup>3</sup>	+2 bonus
66-73	Igniting <sup>3</sup>	+2 bonus
74-87	Shocking burst <sup>3</sup>	+2 bonus
88-100	Purified <sup>3</sup>	+2 bonus
d%	+3 and +4 Special Ability	Base Price Modifier
01-20	Efficiency, greater <sup>4</sup>	+3 bonus
21-45	Holding Aces, greater <sup>4</sup>	+3 bonus
46-85	Speed	+3 bonus
86-94	Brilliant energy <sup>3</sup>	+4 bonus
95-97	Designating, greater	+4 bonus
98-100	Nimble shot	+4 bonus

- 1 To determine item pricing, total the enhancement bonus and the special ability line and compare to the Weapon Pricing by Bonus table.
- 2 Only bows can have this ability (composite only for adaptive).
- 3 Projectile weapons bestow ability to fired ammunition.
- 4 Only firearms can have this special ability.
- 5 Only thrown ranged weapons can have this special ability.

## AMMUNITION SPECIAL ABILITIES

d%	+1 Special Ability	Base Price Modifier
01-12	Bane	+1 bonus
13-24	Corrosive	+1 bonus
25-27	Cruel	+1 bonus
28-30	Cunning	+1 bonus
31-44	Flaming	+1 bonus
45-54	Frost	+1 bonus
55-63	Ghost touch	+1 bonus
64-66	Limning	+1 bonus
67-69	Merciful	+1 bonus
70-75	Seeking	+1 bonus
76-85	Shock	+1 bonus
86-100	Thundering	+1 bonus
d%	+2 Special Ability	Base Price Modifier
01-15	Corrosive burst	+2 bonus
16-21	Designating, lesser	+2 bonus
22-36	Flaming burst	+2 bonus
37-52	Tainted	+2 bonus
53-67	Icy burst	+2 bonus
68-73	Igniting	+2 bonus
74-88	Shocking burst	+2 bonus
89-100	Purified	+2 bonus
d%	+4 Special Ability	Base Price Modifier
01-66	Brilliant energy	+4 bonus
67-00	Designating, greater	+4 bonus

1 To determine item pricing, total the enhancement bonus and the special ability line and compare to the Weapon Pricing by Bonus table. Note: While there are +5 bonus enhancements, these should be carefully designed for your game





## Dueling

Price +280 resources; Aura faint transmutation; CL 5th; weight —

This special ability can only be placed on melee weapons. A dueling weapon (which must be a weapon that can be used with the weapon finesse feat) gives the wielder a +4 Enhancement bonus on initiative checks, provided the weapon is drawn and in hand when the initiative check is made. It provides a +2 bonus on disarm checks and feint checks, a +2 bonus to CMD to resist disarm attempts, and a +2 to the DC to perform a feint against the wielder.

## Efficiency

Price +1 bonus; Aura moderate transmutation; CL 8th; weight —

This special ability can only be placed on firearms. The firearm treats all light load rounds as standard rounds. This means the round does not give a -1 to hit or worsen the reliability score by 1 when using light loads.

## Efficiency, Greater

Price +3 bonus; Aura strong enchantment; CL 12th; weight —

This special ability can only be placed on firearms. This enchantment reduces the firearms base reliability score by 1, treats all light load rounds as standard rounds, and all standard rounds as hot loads. This means light load rounds do not give a -1 to hit or worsen the reliability score when using light loads, and standard loads instead give a +1 to hit. For shotguns the enchantment allows standard scatter rounds to count as slugs and muzzleloaders gain a +1 to hit. A firearm with this special ability cannot have the *dependable* special ability.

## Furyborn

Price +2 bonus; Aura moderate enchantment; CL 7th; weight —

This special ability can only be placed on melee weapons. A furyborn weapon draws power from the anger and frustration the wielder feels when battling foes that refuse to die. Each time the wielder damages an opponent with the weapon, its enhancement bonus increases by +1 when making attacks against that opponent (to a maximum total enhancement bonus of +5). This extra enhancement bonus goes away if the opponent dies, the wielder uses the weapon to attack a different creature, or 1 hour passes.

## Glorious

Price +2 bonus; Aura moderate evocation; CL 5th; weight —

A glorious weapon glows with a dazzling light equal to a daylight spell when drawn. The wielder cannot suppress this light, though it can be temporarily suppressed by any effect that can suppress daylight. A glorious weapon flashes with light, and any creature the wielder attacks in melee is automatically *dazzled* until the beginning of the wielder's next turn. When a glorious weapon confirms a critical hit, the target is *blinded* until the beginning of the wielder's next turn (DC 14 will negate); if the weapon's critical multiplier is greater than  $\times 2$ , this blindness lasts 1 additional round per multiple over  $\times 2$ . Only a melee weapon can have the glorious ability.

## Guardian

Price +1 bonus; Aura moderate abjuration; CL 8th; weight —

This special ability can only be placed on melee weapons. A guardian weapon allows the wielder to transfer some or all

of the weapon's enhancement bonus to his saving throws as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon. The bonus on saving throws lasts until his next turn. Only the weapon's own enhancement bonus can be sacrificed, not any enhancement bonus provided by other effects such as a greater magic weapon spell. However, the total of such effects is still diminished by the amount allocated to improving saving throws.

If a weapon has both the defending and guardian abilities, allocating a single point of enhancement bonus increases either AC or saving throws, but not both.

## Holding Aces

Price +1 bonus; Aura moderate transmutation; CL 10th; weight —

This special ability can only be placed on firearms. This enchantment allows the user reroll an attack if the original roll was within the firearms reliability score or a natural 1. When the wielder does so, they must take the second result. This ability is usable once a day.

## Holding Aces, Greater

Price +3 bonus; Aura strong enchantment; CL 15th; weight —

This special ability can only be placed on firearms. This enchantment allows the user reroll an attack if the original roll was within the firearms reliability score or a natural 1. When the wielder does so, they must take the second result. This ability is usable three times a day. Alternatively, the user can use all 3 uses for a day to instead reroll any one attack they make with the firearm, even if it doesn't fall into the firearms reliability score. When the wielder does so, they must take the second result. A firearm cannot have both this special ability and *holding aces* special ability.

## Huntsman

Price +1 bonus; Aura moderate divination; CL 7th; weight —

A huntsman weapon helps its wielder locate and capture quarry. When the weapon is held in hand, the wielder gains bonus on survival checks equal to the weapons enhancement bonus made to track any creature the weapon has damaged in the past day. It also deals +1d6 points of damage to creatures the wielder has tracked with survival in the past day.

## Igniting

Price +2 bonus; Aura strong evocation; CL 12th; weight —

An igniting weapon functions as a flaming weapon that also causes the target to catch fire (See "Environmental Rules" section of Chapter 13 – Environment, *Pathfinder Roleplaying Core Rulebook*) upon striking it with a successful critical hit. The target does not get a saving throw to avoid catching fire, but can make a save each round on its turn to put out the fire. The flaming ability must be active for the weapon to set enemies on fire.

## Impact

Price +2 bonus; Aura moderate transmutation; CL 9th; weight —

This special ability can only be placed on melee weapons that are not light weapons. An impact weapon delivers a potent kinetic jolt when it strikes, dealing damage as if the weapon were one size category larger. In addition, any bull rush combat



maneuver the wielder attempts while wielding the weapon gains a bonus equal to the weapon's enhancement bonus; this includes all bull rush attempts, not only those in which a weapon is used, such as bull rush strike, shield slam, or unseat.

## Impervious

Price +1 bonus; Aura moderate transmutation; CL 7th; weight —

An impervious weapon is warded from damage and decay. A metallic weapon cannot rust and a wooden weapon cannot rot or warp, even by magical or supernatural means. An impervious weapon gains double the normal bonus to its hardness and hit points for each point of its enhancement bonus. The break DC for an impervious weapon and the wielder's combat maneuver defense against sunder maneuvers against the impervious weapon each gain a bonus equal to twice the weapon's enhancement bonus.

## Invigorating

Price +2 bonus; Aura faint enchantment; CL 5th; weight —

This special ability can only be placed on melee weapons. After an attack with this weapon drops a living foe (kills it or drops it to negative hit points), the weapon infuses its wielder with vigor. If its wielder is *fatigued*, the weapon removes the fatigue. If *exhausted*, the wielder becomes *fatigued* instead. If neither *exhausted* nor *fatigued*, the wielder gains a +2 Morale bonus on attack rolls and a +10 foot enhancement bonus to all modes of movement possessed until the end of the wielder's next turn.

## Lifesurge

Price +2 bonus; Aura moderate conjuration; CL 8th; weight —

This special ability can only be placed on melee weapons. A lifesurge weapon boosts and sustains the wielder's life energy while he is in the throes of combat. The wielder gains a bonus on saving throws against necromantic effects—including the ability damage, ability drain, and energy drain powers of the undead—equal to the weapon's enhancement bonus. In addition, whenever the wielder receives temporary hit points from any source, he adds the weapon's enhancement bonus to these temporary hit points; this does not stack for temporary hit points from multiple sources, and these points are lost if the lifesurge weapon is not being wielded.

In combat, the weapon's critical threat range is doubled against undead; this does not stack with the keen special ability or improved critical. Whenever a lifesurge weapon confirms a critical hit against an undead creature, it erupts with 1d8 points of positive energy (2d8 for weapons with a critical multiplier of  $\times 3$ , 3d8 if it is  $\times 4$ ); the wielder may choose to deal this as damage to an undead target or to absorb half this amount as healing, with the remaining positive energy dissipating.

## Limning

Price +1 bonus; Aura faint evocation; CL 5th; weight —

When a limning weapon is wielded, a pale glow outlines it. On a successful strike against a creature affected by a means of magical concealment, the weapon outlines the creature in faerie fire (as the spell) for 1 round. Magical means of concealment include *blur*, *displacement*, *invisibility*, and similar effects, whether from a spell, spell-like ability, or supernatural means, but not those provided by extraordinary abilities. A limning

weapon has no special effect against creatures merely hiding or concealed by nonmagical means, or those hidden by environmental conditions (even magical) such as darkness or fog.

## Menacing

Price +1 bonus; Aura moderate illusion; CL 10th; weight —

This special ability can only be placed on melee weapons. A menacing weapon helps allies deal with flanked foes. When the wielder is adjacent to a creature that is being flanked by an ally, the flanking bonus on attack rolls for all flanking allies increases by +2. This ability works even if the wielder is not one of the characters flanking the creature.

## Mimetic

Price +1 bonus; Aura faint abjuration; CL 5th; weight —

This special ability can only be placed on melee weapons. Each time the wielder damages a creature using a mimetic weapon, he gains resistance 10 to one energy type that the creature is resistant or immune to for 1 round (if the creature damaged has multiple types of resistance, the wielder chooses one of those resistances to take). This resistance stacks with itself, to a maximum of 30 points of resistance against a given energy type, but not with other sources of energy resistance. The creature's own resistances and immunities are unaffected.

## Nimble Shot

Price +4 bonus; Aura moderate abjuration; CL 11th; weight —

This special ability can only be placed on ranged weapons. A nimble shot weapon doesn't provoke attacks of opportunity when fired.

## Nullifying

Price +3 bonus; Aura strong abjuration; CL 12th; weight —

This special ability can only be placed on melee weapons. A nullifying weapon suppresses a creature's spell resistance for a short amount of time. Anytime the weapon strikes a creature with spell resistance and the creature takes damage from the weapon, the target's spell resistance is reduced by 1 for 1 minute. On a confirmed critical hit, its spell resistance is instead reduced by an amount equal to the weapon's critical multiplier. Multiple hits from a nullification weapon stack.

## Ominous

Price +1 bonus; Aura faint evocation; CL 5th; weight —

This special ability can only be placed on melee weapons. An ominous weapon trails a shadowy haze behind every stroke, and moans a menacing dirge in battle. An ominous weapon adds its enhancement bonus on intimidate checks made by the wielder. In addition, when an ominous weapon confirms a critical hit, the target is shaken for 1 minute (DC 13 will negates); if the weapon's critical multiplier is greater than  $\times 2$ , this condition lasts 1 additional minute per multiple over  $\times 2$ . A creature that gains the shaken condition from an ominous weapon cannot gain that condition again from the same weapon for 24 hours.

## Purified

Price +2 bonus; Aura moderate faith evocation; CL 7<sup>th</sup>; weight —

A *purified weapon* is imbued with Otherworldly power derived from the higher realm. It deals an extra 2d6 points of



damage against all creatures from the lower realm. Against Progeny it only deals an extra 1d6 points of damage. It bestows one permanent negative level on any of those creatures (lower realm or progeny) attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

## Soulfire

Price +1 bonus; Aura moderate transmutation; CL 6<sup>th</sup>; weight —

This weapon can convert channeled energy into an iridescent ghostly flame around the weapon. As a swift action, the wielder can expend a use of their channel energy (as if using the ability to damage) into the weapon, igniting the flame. The weapon's enhancement bonus is increased by +1, and deals +1d6 damage to creatures struck by the weapon. This damage cannot be reduced or prevented any type of energy resistance. Soulfire lasts for 1 round for every level the wielder has in the class in which the channel energy was used. This special ability can only be placed on melee weapons.

## Spellstealing

Price +3 bonus; Aura strong divination; CL 13th; weight —

This special ability can only be placed on melee weapons. A spellstealing weapon allows its wielder to siphon protective magic from a target and transfer it to herself. When the wielder rolls a critical threat against a target, she can forgo confirming the critical hit and instead automatically learn which spells or magical effects are active upon the target. The wielder may then make a caster level check to steal her choice of one of those effects, using the spellstealing weapon's caster level plus its enhancement bonus, against a DC of 11 + the caster level of the effect. If the check succeeds, the target immediately loses the benefits of that effect and the wielder gains the effect for 1 minute (or until the effect expires, whichever comes first). If the spellstealing weapon has a critical multiplier greater than ×2, the wielder may attempt to steal one additional spell effect per additional multiple beyond ×2 (two effects for ×3, and so on).

## Tainted

Price +2 bonus; Aura moderate faith evocation; CL 7<sup>th</sup>; weight —

A *tainted* weapon is imbued with Otherworldly power derived from the lower realm. It deals an extra 2d6 points of damage against all creatures from the higher realm, including descended. It bestows one permanent negative level on any of those creatures attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

## OTHER MAGIC ITEMS

Magical items are of course not limited to weapons or armor. There is a plethora of types of enchanted items, from wearable items like hats and helmets, to handheld items like lanterns and ornaments. Many items fit into the standard Pathfinder slots (wrists, chest, feet, etc.) while others are not contained as such. Because non-weapon and non-armor magic items

often are enchanted by non-combat types of magical power, think about how those items came to be enchanted. Perhaps a Horn of Fallen Heroes was a decorated war hero's army bugle which resided in a museum that is now within a Darkland and became enchanted during the Rise. These types of stories will add flavor to sometimes mundane everyday items that are represented as now being magical.

## SLOTLESS

**Horn of Battle Readiness (240 resources):** The call of this hallowed-out animal horn rallies nearby creatures to battle. When the horn is blown, all creatures within 60 feet who have not yet acted in combat are no longer considered flat-footed. The horn has no effect on other conditions or abilities that treat a creature as flat-footed.

A Maverick who sounds a *horn of battle readiness* may spend 2 rounds of their *foresight* to gain a bonus while in their *foresight* for the remainder of that battle. The Maverick gains a +2 Morale bonus on saving throws made to resist spells, supernatural abilities, and spell-like abilities. This bonus increases by +1 for every 4 levels the Maverick has attained. While using *foresight*, the Maverick cannot be a willing target of any spell and must make saving throws to resist all spells, even those cast by allies.

Faint enchantment; CL 5th; Weight 2 lbs.

**Horn of Fallen Heroes (2,000 resources):** This magic instrument comes in four varieties. Each appears to be a normal, scarred old horn used for hunting or signaling during battle. When someone speaks its command word and blows the horn, however, the horn summons a number of allies to fight for the character who summoned them. Each horn can be blown just once every 7 days. Roll d% and refer to the table above to see what type of horn is found. The horn's type determines what allies are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of fallen heroes* but doesn't have the prerequisite is attacked by the allies they themselves summoned.

Summoned allies are constructs, not actual people (though they seem to be); they arrive with the stated equipment for their level. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first. Allies summoned use the allies from the *summon ally* spell.

Strong conjuration; CL 13th; Weight 2 lbs.

d%	Type of Horn	Allies Summoned	Prerequisite
01-40	Silver	2d4+2, 2nd-level (Combatist)	None
41-75	Brass	2d4, 4th-level (Combatist or 50/50) <sup>1</sup>	Character level 5 or spellcaster level 1st
76-90	Bronze	1d4+1, 5th-level (50/50 or choice) <sup>2</sup>	Spellcaster level 5 or Shepherd performance ability
91-100	Iron	1d4, 7th-level (choice)	Shepherd performance ability

<sup>1</sup> Spellcasters can choose just Combatist or 50/50 Combatist/Seers with odd number going to Combatist.

<sup>2</sup> Characters with the Shepherd performance ability can choose Combatist, Seers, or 50/50 with odd number going to Combatists.

**Leaves of the Autumn (2,080 resources):** This vibrant cluster of leaves constantly changes hue through the different





colors of the autumn season, from brown and red to orange and yellow. Once per day, the bearer may touch the leaves to their tongue to assume *tree shape* (as the spell) for up to 8 hours, appearing as a healthy tree that is lush with thousands of autumn leaves for the duration of the effect.

While in tree form, a creature may release these leaves upon the wind, consciously controlling them as a scrying sensor with the abilities of *arcane eye*. The leaves have the statistics of an army ant swarm, except the swarm has plant traits, fast healing 5, and vulnerability to fire.

The creature may shape the scrying leaves into a semblance of their face, allowing them to speak through the leaves. The leaves' voice is a quiet, dry rustle, and they are capable of conveying most of the creature's intended facial expressions (they can smile, frown, and so on). If the creature is a Conservator, they may have any *speak with animals* or *speak with plants* spell they cast originate from the leaves instead of themselves, and their *tree shape* does not prevent them from casting these spells.

If the scrying leaves fail to return before the creature returns to its normal shape, the magic item does not function for 1 week. During this time, the leaves fade to brown and appear to have a light coating of frost on them.

Moderate divination and transmutation; CL 8th; Weight —

**Manual of War (300 resources):** This large book is written with the insight of a seasoned warrior and contains many stories of battle and valor. Once per day, after studying the manual for 1 hour, an Enforcer may exchange one of their Enforcer bonus feats for another combat feat. They must meet the prerequisites for this new feat and they cannot alter a feat they are using as a prerequisite for another feat, prestige class, or other ability. This change persists for 24 hours, after which time the Enforcer's feats return to normal. The Enforcer may spend 10 minutes studying the manual to end its effects early.

Moderate enchantment; CL 10th; Weight 2lbs.

**Ornament of Healing Light (400 resources):** This palm-sized symbol has a white background with a red cross that has a snake wrapped around a staff in the center of it. As a free action, the creature holding the ornament can project the image of the symbol upon any creature or surface within 15 feet, similar to using a shadow puppet and lamp. This light is not

bright enough to illuminate an area. If the bearer is an Arbiter, they may use the healing ability of their touch of the faithful on a creature touched by the symbol's light (effectively increasing their faith heal range from touch to 15 feet).

Faint conjuration; CL 5th; Weight 1lb.

**Pamphlet of Knowledge (1st-level 40 resources; 2nd-level 160 resources; 3rd-level 360 resources; 4th-level 640 resources; 5th-level 1,000 resources; 6th-level 1,440 resources; 7th-level 1,960 resources; 8th-level 2,560 resources; 9th-level 3,240 resources):** This pamphlet is part of a book that was touched by raw supernatural energy, leaving behind cryptic writings that are invisible to the naked eye but come to life under detection magic or *read magic*. The writings contain the knowledge of a single Harbinger spell. If the bearer is a Harbinger, they can study the writings every morning for 30 minutes to gain a single casting of the spell, even if they do not actually know the spell. The must be high enough level to cast the spell and they cannot apply any metamagic feats to the casting, but they are able to cast this one casting outside of a *slip* and this casting does not count against their safe casting daily limit for the spell. A *pamphlet of knowledge* is priced based on the spell's Harbinger level.

Strong transmutation; CL 17th; Weight —

**Pearl of Power [Real] (1st-level 40 resources; 2nd-level 160 resources; 3rd-level 360 resources; 4th-level 640 resources; 5th-level 1,000 resources 6th-level 1,440 resources; 7th-level 1,960 resources; 8th-level 2,560 resources; 9th-level 3,240 resources; Two spells 2,800 resources):** This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells, other than a Splicer. Once per day on command, a *pearl of power* enables the possessor to recall any one spell that they had prepared and then cast that day. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th. Some pearls allow for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Weight —



## HEADBAND SLOT

**Headband of Arcane Energy (800 resources):** Three times per day, its wearer can sacrifice a Splicer spell and channel the energy into the headband to create an offensive blast or defensive shield. The blast is a ranged touch attack with a range of 30 feet, which deals 1d6 points of energy damage (cold, electricity, or fire) per spell level sacrificed. The shield creates a swirling band of energy that lasts 1 round and gives the wearer a deflection bonus to AC equal to 2 + the level of the spell sacrificed.

Strong evocation; CL 13th; Weight 1lb.

## NECK SLOT

**Amulet of Arcane Focus (400 resources):** This locket only has power when worn by a Splicer. After being worn for 24 hours it becomes bonded to the Splicer, allowing them to prepare an additional 3 levels of devices per day. If the amulet leaves the wearer or is destroyed the extra devices break, losing their magic and worth.

Moderate transmutation; CL 7th; Weight 1lb.

**Amulet of Arcane Mastery (880 resources):** This locket only has power when worn by a Splicer. After being worn for 24 hours it becomes bonded to the Splicer, allowing them to prepare an additional 6 levels of devices per day. If the amulet leaves the wearer or is destroyed the extra devices break, losing their magic and worth.

Strong transmutation; CL 11th; Weight 1 lb.

## WRISTS SLOT

**Bracers of Justified Mercy (624 resources):** When worn by an Arbiter, they gain two free uses of the faith heal function of their Touch of Justice class feature and all of their healing provided by any use of faith heal heals an additional 2d6 hit points of damage. Additionally, once per day, the wearer can infuse a use of their faith heal with additional power, providing relief as a *lesser restoration* spell.

Moderate conjuration; CL 9th; Weight 1lb.

**Merciful Vambraces (320 resources):** When an Arbiter wears these vambraces, engravings of the holy symbol of the arbiter's deity and other religious iconography mystically appear upon the surface. Once per day, when the arbiter uses their touch of the faithful ability, they can choose to apply an additional miracle to that use of faith heal that they did not already select. They must be of sufficient level to use that miracle.

Moderate conjuration; CL 7th; Weight 3lbs.

## CHEST SLOT

**Sash of the Victorious (160 resources):** This bright red strip of cloth is stitched with different military honors, trophies, symbols, or markings. The wearer treats their Enforcer level as 4 higher than normal for the purpose of Tenacious (allowing them to pick another condition, even past 19th level) and hardened class features.

Moderate abjuration; CL 9th; Weight 1 lb.

## FEET SLOT

**Boots of Terrain (96 resources):** *Boots of terrain* turn inhospitable territory into tactical ground for any Hound who wears them, so much so that their footprints vanish behind them with each step they take. Each pair of these boots corresponds to a specific sort of environment as defined by the Hound's favored

terrain class feature (jungles, plains, and so on). A Hound wearing the boots can treat the corresponding environment of the boots as one of their favored terrains, granting them a +2 bonus. If they already have that particular environment as one of their favored terrains, that terrain's bonus increases by 2.

Faint transmutation; CL 5th; Weight 1 lb.

## ODDITIES

One unintended consequence of magic flooding back into the world after the Rise, is that items that are created from this energy will have oddities attached to them. Like their abilities, oddities are simply a part of the item, and cannot be removed by spell or any other means. Often these oddities are superficial, making two otherwise similar magic items unique.

Some oddities can be beneficial, for instance, perhaps an oddity always makes the person with the item look to be dressed in the best possible way and always clean. Some oddities can be detrimental, such as making a weapon look much larger than its damage dealing would indicate. Some are both detrimental and beneficial, like Fungus Fruiting, which causes the wearer of the item to sprout mushrooms on their arm. This is a social detriment, however those mushrooms can be harvested for a Consumable resource.

Below is a list of sample Oddities that you can use to flavor the magic items in your campaign. This list is not meant to be exhaustive, but rather a starting point. Feel free to create your own oddities for your campaign, just use caution in their creation to not overpower an item or render it unusable.

### BENEFICIAL ODDITIES

d%	Oddity
01–05	Bravery
06–10	Devoted <sup>1</sup>
11–15	Elemental
16–20	Energized <sup>3</sup>
20–25	Equanimity
26–30	Feather-weight
31–35	Fierce Light
36–40	Fungus Fruiting
41–45	Kindness
46–50	Luminescence
51–55	One Step Ahead
56–60	Over Engineered
61–65	Patience
66–70	Persistence
71–75	Purity
76–80	Reinforced
81–85	Revitalizing
86–90	Sacrifice
91–95	Skillful
96–100	Strange Materials <sup>2</sup>

<sup>1</sup> Weilder must have levels in Arbiter, Shepherd, or Seer.

<sup>2</sup> Item must be a weapon.



## BENEFICIAL

Beneficial oddities make an item unusual in a way that's generally positive. Reroll oddities that don't fit the item. Feel free to invent your own or apply an appropriate one without rolling.

**Purity:** When used the item gives the user a +1 bonus to saves against radiation, Darkland exposure, and possession.

**Bravery:** The owner gains a +1 bonus to saves against death effects, fear, and morale effects.

**Devoted:** The item's caster level is treated as 1 higher when its effects benefit the faithful of the realm its power is tied to or when used against worshipers or creatures of the realm it is opposed to (higher realm – lower realm). The item also gains a +1 bonus on damage rolls against worshipers or creatures of the opposed realm. Roll d10: 1–5 Higher Realm, 6–10 Lower Realm.

**Elemental:** The majority of the item looks to be comprised entirely of an element (fire, ice, acid, electricity). The item is immune to that type of energy but doesn't grant this immunity to its bearer.

**Energized:** The item deals 1 additional point of damage of an energy type randomly determined. This damage isn't multiplied on a critical hit.

**Equanimity:** The item creates mental calmness, causing the owner of the item composure in difficult situations. The item gives them a +1 to insanity checks and -1 to all rolls on the minor or major insanity chart.

**Feather-weight:** The weapon is infused with some strange materials from another plane. The item weighs half as much as normal.

**Fierce Light:** The item gives off a glow when activated or when in use, akin to a *light* spell.

**Fungus Fruiting:** When wielded, this weapon sprouts fungus across its surface, as well as on any hand and arm that is in contact with it. The fungus lasts for the duration of the encounter, plus 1 round after. If fungus is harvested before disappearing, 1 Consumable resource can be harvested per day.

**Kindness:** When the item owner does an *aid another* action, the recipient of the aid gains a +3 bonus instead of a +2 bonus.

**Luminescence:** The item luminesces when a specific type of creature is nearby. Either choose an appropriate type or roll one randomly on *bane* enhancement list.

**One Step Ahead:** The item is infused with strange energies from another plane. Each day, there's a 50% chance the item grants its bearer a +1 luck bonus. Weapons grant the bonus to all weapon attack rolls, armor grant the bonus to AC, and worn items grant the bonus to a saving throw for that day (roll d6: 1–2 Fortitude, 3–4 Reflex, 5–6 Will).

**Over Engineered:** The item has twice as many hit points as it normally would.

**Patience:** Anytime the owner takes a 10 on a check they gain a +1 Competence bonus to the check. Anytime they take a 20 on a check they gain a +2 Competence bonus to the check.

**Persistence:** The owner gains the *ferocity* special ability while the item is active.

**Reinforced:** The item's hardness is five higher than usual.

**Revitalizing:** The item is tied to the life energy of the Earth's Prime Magic. While the item is in use, any magical effect that causes the owner to regain hit points grants the owner one additional hit point.

**Sacrifice:** The owner of the item can give up part of its life force to another creature. The owner must touch the creature

## UNUSUAL ODDITIES

d%	Oddity
01–05	Beneficial Oddity
06–10	Color-altering
11–15	Detrimental Oddity
16–20	Drab
20–25	Hunk of Junk
26–30	Infestation
31–35	Moist
36–40	Monstrous
41–45	Noisy cricket
46–50	Oddly Colored
51–55	Perfection
56–60	Personality
61–65	Quiet giant
66–70	Shadow-less
71–75	Smelly
76–80	Soul-bound
81–85	Stigmata <sup>1</sup>
86–90	Toothy
91–95	Unusual Sound
96–100	Walking Dead

<sup>1</sup> Item must be a weapon or a held, activated item.

with the item, as part of a full round action that does cause an attack of opportunity, and can transfer up to half their level in hit dice to the other creature (a 12 level Enforcer could transfer up to 6d12 while a 12 level Shepherd could do up to 6d8). The owner takes that much damage as the touch creature heals that many hit pints. The owner may only do this once a day.

**Skillful:** The item grants a +1 competence bonus on checks with a random skill.

**Strange Materials:** The weapon is infused with some strange materials from another plane. The material causes the weapon to deal 1 additional point of damage when it hits a specific type of creature. Roll once randomly on the *bane* enhancement list. This point of damage cannot be reduced by any damage reduction.

## UNUSUAL

Unusual oddities make an item unusual in a way that's generally neither positive nor negative or may be a little of both. Reroll oddities that don't fit the item. Feel free to invent your own or apply an appropriate one without rolling.

**Detrimental Oddity:** The item actually gains a Detrimental Oddity.

**Beneficial Oddity:** The item actually gains a Beneficial Oddity.

**Color-Altering:** The color of the bearer's eyes and hair change on a daily basis.

**Dead Walking:** The item's owner is perceived as undead to undead as long as the owner is not hostile. The owner also registers as undead for magic, such as *detect undead*, but powerful magic, such as *true seeing*, can see past this.

**Drab:** This item robs the owner of their coloration, leaving the creature and their equipment in washed-out shades of gray.



**Hunk of Junk:** The item appears like it is in the worst possible condition—old, worn, rusted, or otherwise of low quality.

**Infestation:** The item is infested with small mites that crawl all over the item, and partially over the owner, when the item is in use. The mites are harmless and have no effect on the owner or anyone else.

**Loud Cricket:** The item appears undersized. While it appears to be one size category smaller, the item functions as if it is the correct size, not changing the owner's ability to use or wield it. For instance, a long spear with Loud Cricket would still be wielded two-handed and do the same damage that a normal long spear does while still being considered a reach weapon.

**Moist:** The item is constantly covered in condensation or is always damp.

**Monstrous:** The item can have eyes, a toothy mouth, fur, small horns and even tentacles. While these monstrosities have no additional effect, they can be quite unnerving.

**Oddly Colored:** The item is a color or colors that are not usual for an item of its type, such as a firearm that is hot pink.

**Perfection:** The item looks like the perfect example of the item, with its condition and quality appearing to be the best.

**Personality:** The owner of the item gains a personality trait (dro; 1–4 positive trait, 5–10 negative trait) that manifests when the item is used and is of minor intensity.

**Quiet Giant:** The item appears oversized. While it appears to be one size category larger, the item functions as if it is the correct size, not changing the owners' ability to use or wield it. For instance, a piece of breast plate armor with the Quiet Giant quirk would still be able to be worn by a medium size creature and function normally even though it would look disproportionately big on the creature.

**Shadow-less:** The owner does not cast a shadow.

**Smelly:** The item gives off a very pungent odor. Even magic will only negate the smell for a few moments.

**Soul-bound:** The item imprints onto its owner, tying itself to the owner. The item cannot exist outside of that owner's possession. This means the item can't be lost, stolen, sold, transferred or given away until the owner is dead. Once the item moves more than 100 feet or is not in the possession of the owner for more than a round, the item vanishes and appears on the owner the next round.

**Stigmata:** The weapon, or held and activated item, bleeds where it is wielded.

**Toothy:** The owner's teeth fall out daily only to be regrown by the next day.

**Unusual Sound:** The item makes a peculiar noise when in use. The noise is not louder than a person softly talking but is odd. Examples would be a sword that makes a kazoo noise or a cloak that creaks like old wood floor boards when used.

## DETRIMENTAL

Detrimental oddities make an item unusual in a way that's generally negative. Reroll oddities that don't fit the item. Feel free to invent your own or apply an appropriate one without rolling. **Accursed:** The item is tainted with cursed magic. Every day roll a 1d6 to see what part of the curse effects the owner (DC equal to 10 + caster level of item or item's highest ability, minimum 1).

1: Fortitude save or take 1 point of Strength damage; 2: Fortitude save or take 1 point of Dexterity damage; 3: Fortitude save or take 1 point of Constitution damage; 4: Will save or take 1

## DETRIMENTAL ODDITIES

d%	Oddity
01–05	Accursed
06–10	Backlashing
11–15	Bright-light (paradox)
16–20	Cultured
20–25	Dense (infinity)
26–30	Envy
31–35	Flawed
36–40	Fragile
41–45	Gluttony
46–50	Greed
51–55	Hallucinogenic
56–60	Lust
61–65	Mentally Deranged
66–70	Mutagenic
71–75	Off by a Step (eternity)
76–80	Pride
81–85	Slothful
86–90	Vampiric (veil)
91–95	Whispers (void)
96–100	Wrath

point of Intelligence damage; 5: Will save or take 1 point of Wisdom damage; 6: Will save or take 1 point of Charisma damage.

**Bright-Light:** The item makes bright light unbearable to the owner. The owner gains light blindness, if exposed to bright light, such as sunlight or the *daylight* spell, they are blinded for 1 round and are dazzled as long as they remain in areas of bright light.

**Cultured:** The item doesn't function in any area that would not count as urban terrain.

**Dense:** The item is heavier than it should be, as if it is made from a very dense material. The item's base weight is twice as much as normal.

**Envy:** The item plants seeds of jealousy in the mind of the owner. Whenever an ally of the owner receives a harmless spell or spell-like ability, beneficial effect, or assisting action (including the aid another action, first aid using the Heal skill, etc.) that doesn't also include the owner of the item, the owner must make a Will save (DC 20). Failure fills the owner with jealousy against the producer of that effect and the creature(s) that benefited from that effect. The owner of the item must attempt saving throws to resist all spells cast on it, including harmless and beneficial spells, from the targets of their jealousy. The owner must make a new saving throw each day but this jealousy continues until they make the save.

**Flawed:** Weapons and armor have their hardness reduced by 5 (minimum 0). Items other than weapons or armor with this oddity take extra damage from a particular energy type (roll d10: 1–2 fire, 3–4 cold, 5–6 electricity, 7–8 acid, 9–10 sonic). The item must make a save against the energy type even if the owner made their save.

**Fragile:** The item has the fragile quality, even if made of a special material, masterwork or magical. If the item isn't a



weapon or armor then the item instead has half as many hit points as normal.

**Gluttony:** The item must eat as many resources as the owner, or the owner suffers the effects of starvation, ignoring effects that reduce the amount of food required.

**Greed:** The owner will always try and get 'the lions share' of treasure, payments, or anything else acquired through any means necessary. While this will not make them do anything that they wouldn't normally do, like kill a friend or loved one, they will lie, exaggerate their contribution to the encounter, or even simply pocket items without anyone noticing or paying attention. Even if they have an item or items that are better than the ones they take, they will still take them and not use them.

**Hallucinogenic:** The bearer sees and hears mild hallucinations. (See Insanity)

**Loop:** Creatures effected by the item must succeed at a DC 10 Will save or repeat the same actions it took for its previous action. If it is unable to do so (such as if it made a full attack against an opponent that has moved away, or cast a spell that has been expended), it must take actions that mimic those taken in the previous round as closely as possible. Succeeding at this Will save allows the creature to act normally.

**Lust:** The owner is infatuated with the item and does not want to give it up under any circumstances. If denied access

to the item, the owner suffers the effects of severe addiction when denied access to the item.

## SEVERE ADDICTION

**Type** disease, variable; **Save** variable;

**Onset** 1 day; **Frequency** 1/day;

**Effect** -2 penalty to Dex, Con, Str, and Wis; target cannot naturally heal ability damage caused by this addiction;

**Cure** 3 consecutive saves

**Mentally Deranged:** The item causes the owners personally to shift into a dangerous and violent one. The owner's core personality becomes "Deranged" (includes a lack of guilt, empathy, and deep emotional attachments to others; generally antisocial behavior which includes dishonesty, manipulative, and risk-taking) with their positive trait becoming "Confident" and their negative trait becoming "Malicious". This persists as long as the item is owned.

**Mutagenic:** The owner gains a mutation in the form of a hindrance, rolled randomly. If the owner already has the hindrance rolled and it cannot stack, roll for a new hindrance. If the item gains a new owner, the old owner loses their hindrance.

**Off by a Step:** The item is infused with strange energies from another plane. Each day, there's a 50% chance the item grants its bearer a -1 luck bonus. Weapons grant the bonus to all weapon attack rolls, armor grant the bonus to AC, and worn items grant the bonus to a saving throw for that day (roll d6: 1-2 Fortitude, 3-4 Reflex, 5-6 Will).

**Pride:** The owner refuses to take any form of help, such as a loan, hand out, help completing a task, or any benefit from the *aid another* action. They will also refuse anything else they don't feel that they deserve to gain. They would not turn away magical healing after a fight they participated in, but could turn away removing a curse they blundered into on their own.

**Sloth:** The owner takes two hours of complete rest to go from *exhausted* to *fatigued*, must rest for 10 hours to remove the *fatigued* condition, and must get 10 hours of sleep each day to gain the benefits of a full night's rest, ignoring effects that reduce the amount of sleep needed. This can affect the bearer's ability to prepare spells or regain spell slots.

**Vampiric:** The item drains a small portion of life energy (2 points of Constitution) from the owner when it attunes itself to them. The item will cease functioning for the owner if these Constitution points are restored by any means. The owner can reattune the item to them by paying the cost again. The owner can still gain new Constitution points through level gain, magic items, or from a *wish*. A new owner must pay the cost to attune the item to themselves.

**Whispers:** The item is connected telepathically to a being on another plane, causing the owner of the item to hear hushed whispers that slowly erode their sanity. The item gives them a -1 to insanity checks and +1 to all rolls on the minor or major insanity chart.

**Wrath:** While in combat, the owner may not use any ability that requires patience or concentration and can only use Strength- and Wisdom-based skills as well as Acrobatics, Fly, Intimidate, and Ride. The owner can overcome this urge by making a DC 20 Will save allowing them to suppress the oddity for 1 round plus 1 round for every point the beat the save by. Failure means they cannot try the save again for a number of rounds equal to the amount they failed the save by.





# APPENDIX

## A

- Abide** {Noun}, {UC, Ital.}, [Page 29]: Part of the supernatural ability *Channel Energy* for Conservators
- Acid Rain** {Noun}, {LC.}, [Page 302]: Highly acidic supernatural precipitation
- Acceleration** {Noun}, {LC.}, [Pages 202, 211]: The per round increase in a vehicle's speed.
- After the Rise** {Noun}, {UC}, [Page 291]: The time after the dead rose. Also known as "The Rise."
- Agent of Nature** {Noun}, {UC., Ital.}, [Page 29]: A supernatural ability for Conservators.
- Alterability** {Adverb}, {LC.}, [Page 357]: A measure of how easy it is to change things on a plane of existence.
- Angel** {Noun}, {LC.}, [Page 364]: One of a number of beings from the Upper Plane.
- Angelic Banner** {Noun}, {UC.}, [Page 6]: One of three types of angel from which Descended come.
- Angler** {Noun}, {UC.}, [Page 368]: A Shunned Wrath demon characterized by a long, illuminated filament protruding from its head.
- Antiquity Bronze** {Noun}, {UC}, [Page 182]: A special metal out of which ancient artifacts were made.
- Apparition** {Noun}, {UC.}, [Page 382]: A sentient type of ghost.
- Arbiter** {Noun}, {UC.}, [Page 21]: A PC class that is "driven by their faith and belief that justice must be served in the grand scheme of the universe."
- Auxiliary** {Noun}, {UC.}, [Page 278]: An NPC class that works as an assistant or trainee to a Splicer.

## B

- Balance** {Noun}, {UC, Ital.}, [Page 23, 29]: Part of the supernatural ability *Channel Energy* for Arbiters and Conservators.
- Ballistic** {Noun}, {LC.}, [Page 153]: A type of damage dealt by most firearms.

- Ballistic AC** {Noun}, {LC.}, [Page 144]: A character's AC against ballistic weapons and firearms.
- Ballistic Resistance** {Noun}, {LC.}, [Page 144]: The protection armor gives against ballistic weapons.
- Before the Rise** {Noun}, {UC}, [Page 225, 350, 358]: The time before the dead rose. Also known as "Before", "The Before", "BtR."
- Blight** {Noun}, {UC.}, [Page 23]: Part of the supernatural ability *Channel Energy* for Arbiters.
- Bloated** {Noun}, {UC.}, [Page 392]: A template for Risen.
- Broken** {Adverb}, {Ital.}, [Page 153, 208]: The condition of gear being broken and in need of repair.

## C

- Call to Justice** {Noun}, {UC, Ital.}, [Page 25]: An 8th level supernatural ability for Arbiters
- Camouflage** {Noun}, {UC.}, [Page 53]: An 11th level supernatural ability for Hounds.
- Caretaker** {Noun}, {UC.}, [Page 69]: One of the three *Paths of Faith* a Shepherd can take.
- Caster** {Noun}, {LC.}, [Page 74]: The device used by a Splicer to channel spells.
- Caster Level** {Noun}, {LC.}, [Page 227]: A spell-caster's level for the purposes of casting a particular spell.
- Channel Energy** {Noun}, {UC, Ital.}, [Page 23, 29, 69]: A supernatural ability for Arbiters, Conservators, and Shepherds
- Channel** {Noun}, {Ital.}, [Page 352]: Slipstreams through multi-dimensional space that allow for rapid travel from place to place.
- Cherubim** {Noun}, {UC.}, [Page 6]: One of the three Angelic Banners from which Descended come.
- Colonist** {Noun}, {UC.}, [Page 279]: An NPC class representing ordinary members of a Colony.
- Colony** {Noun}, {UC.}, [Page 271]: A settlement of beings representing society After the Rise.



**Combat Acrobat** {Noun}, {UC.}, [Page 59]: An extraordinary ability for Jackals (Finders).

**Combatist** {Noun}, {UC.}, [Page 279]: An NPC class. Most Colony defenders are Combatists.

**Combustible** {Noun}, {Ital.}, [Page 145]: A resource that produces energy, such as fuel.

**Competent Killer** {Noun}, {UC.}, [Page 41]: A 5th level exotic ability for Enforcers.

**Component** {Noun}, {LC.}, [Page 227]: Any item required to cast a spell.

**Conditions** {Noun}, {LC.}, [Page 154]: The category relating to the maintenance rating of a firearm.

**Conduit of Light** {Noun}, {UC., Ital.}, [Page 71]: A 20th level supernatural ability for Shepherds.

**Conduit of Nature** {Noun}, {UC., Ital.}, [Page 36]: A 20th level supernatural ability for Conservators.

**Conservator** {Noun}, {UC.}, [Page 27]: A PC class that is dedicated to the balance of nature.

**Consumable** {Noun}, {UC.}, [Page 137]: A resource that a living being needs to survive, such as food and water.

**Core Personality** {Noun}, {LC.}, [Page 79]: The most central trait of a character's personality and character.

**Corpse Flower** {Noun}, {UC.}, [Page 378]: A type of mutated flora found in Darklands.

**Corrode** {Noun}, {UC.}, [Page 369]: A Shunned Envy demon characterized by corrosive hands at the end of its tail.

**Corrupted** {Adverb}, {LC.}, [Page 14]: A being who has made a deal with the Darkness and been tainted by it.

**Cosmic Magic** {Noun}, {UC.}, [Page 226]: The kind of magic practiced by Harbingers. Sourced from the Void.

**Cryptid** {Noun}, {LC.}, [Page 399]: A mythical beast from Paradox.

**Custom** {Adverb}, {LC.}, [Page 164]: The quality of a well-made firearm, equivalent to masterwork.

## D

**Damned** {Noun}, {UC.}, [Page 367]: Inherently evil beings from the Lower Plane.

**Darkbone** {Noun}, {UC.}, [Page 182]: The bones of creatures found in Darklands.

**Darkness, The** {Noun}, {UC.}, [Page 363]: A cosmic being and elder god of pure evil who makes up the Lower Realm.

**Darkglass** {Noun}, {UC.}, [Page 182]: A form of obsidian found only in Darklands.

**Darkland** {Noun}, {UC.}, [Page 291, 378]: An area of Earth corrupted by dark events in the past, home to mutated plants and animals.

**Darksteel** {Noun}, {UC.}, [Page 183]: A special kind of steel mined only in Darklands.

**Darkwood** {Noun}, {UC.}, [Page 183]: A special wood found only in Darklands.

**Deadly Traps** {Noun}, {UC.}, [Page 57]: An extraordinary ability for Jackals (Keepers).

**Deceleration** {Noun}, {LC.}, [Page 202]: The pre-round decrease in a vehicle's speed.

**Deceptive Terrain** {Noun}, {UC.}, [Page 57]: A supernatural ability for Jackals (Keepers).

**Demon** {Noun}, {LC.}, [Page 367]: A being from the Lower Planes, inherently evil and dangerous.

**Depraved** {Noun}, {UC.}, [Page 393]: A type of Risen.

**Descended** {Noun}, {UC.}, [Page 5]: A former guardian angel who has come to Earth to help humanity.

**Destroyed** {Adverb}, {Ital.}, [Page 154, 209]: The condition of gear being broken beyond repair.

**Device Expert** {Noun}, {UC.}, [Page 57]: An extraordinary ability for Jackals (Finders).

**Devil** {Adverb}, {UC.}, [Page 367]: A corrupted former celestial.

**Devourer** {Noun}, {UC.}, [Page 395]: A type of Risen.

**Diamond Steel** {Noun}, {UC.}, [Page 183]: Super hard steel infused with diamonds.

**Disorder** {Noun}, {LC.}, [Page 87]: A mental condition a character may develop as a result of trauma.

**Distorted Reality** {Noun}, {UC.}, [Page 49]: A 20th level supernatural ability for Harbingers.

**Divine Focus** {Adverb}, {LC.}, [Page 227]: An item of spiritual significance used in the casting of a spell.

**Dredge** {Noun}, {UC.}, [Page 370]: A Shunned Lust demon characterized by four wings and a barbed tail.

Legend: UC = Upper Case, LC = Lower Case, Ital. = Italics



**Drugs** {Noun}, {UC.}, [Page 188]: A broad category of new recreational and performance substances used by some survivors.

## E

**Embraced** {Adverb}, {UC.}, [Page 367]: A demon that serves one of the seven Sin Natures.

**Emotional Quotient** {Noun}, {UC.}, [Page 44]: A supernatural ability for Harbingers.

**Emote** {Noun}, {UC.}, [Page 385]: A type of ghost formed of fragmented emotion.

**Enforcer** {Noun}, {UC.}, [Page 39]: A PC class that is dedicated to weapons use and fighting for their colony.

**Eternity** {Noun}, {UC.}, [Page 359]: The Transitive Plane of Time.

**Excommunication** {Noun}, {UC.}, [Page 37, 71]: The result of a Conservator or Shepherd breaking the rules of their class.

**Exhibition Shooting** {Noun}, {UC.}, [Page 62]: A 4th level extraordinary ability for Mavericks.

**Exorcist** {Noun}, {UC.}, [Page 71]: One of the three *Paths of Faith* a Shepherd can take.

**Exotic Focus** {Noun}, {UC.}, [Page 40]: An extraordinary ability for Enforcers.

**Eyrachnid** {Noun}, {UC.}, [Page 372]: A Shunned Pride demon that is characterized by its spider-like appearance.

## F

**Facing** {Noun}, {LC.}, [Page 202]: The direction a vehicle is pointing.

**Faith Aura** {Noun}, {UC.}, [Page 23]: Part of the supernatural ability *Touch of Justice* for Arbiters.

**Faith Harm** {Noun}, {UC.}, [Page 23]: Part of the supernatural ability *Touch of Justice* for Arbiters.

**Faith Heal** {Noun}, {UC.}, [Page 23]: Part of the supernatural ability *Touch of Justice* for Arbiters.

**Faith Pool** {Noun}, {UC.}, [Page 66]: The points pool Shepherds use for their supernatural abilities.

**Faithful Devotion** {Noun}, {UC., Ital.}, [Page 69]: A 2nd level supernatural ability for Shepherds.

**Faithful Warrior** {Noun}, {UC., Ital.}, [Page 25]: A 20th level supernatural ability for Arbiters.

**False** {Noun}, {UC.}, [Page 56]: An extraordinary ability for Jackals (Keepers).

**Famished** {Noun}, {UC.}, [Page 396]: A type of Risen.

**Finder's Luck** {Noun}, {UC.}, [Page 57]: An extraordinary ability for Jackals (Finders).

**Fire Urchin** {Noun}, {UC.}, [Page 374]: A Shunned Sloth demon characterized by its spiked tail appendage ending in a single eye.

**Flesh Tornado** {Noun}, {LC.}, [Page 302]: A tornado that has collected and shredded lots of Risen.

**Focus** {Adverb}, {LC.}, [Page 227]: A physical spell component that is not consumed in the casting of a spell.

**Foresight** {Noun}, {UC.}, [Page 62]: A supernatural ability for Mavericks.

**Fragile** {Adverb}, {Ital.}, [Page 145, 172, 415]: The condition of gear which is poorly made and breaks easily.

**Fuse** {Noun}, {LC.}, [Page 75]: A special material component for Splicer spells. Can only be used by the Splicer with their caster.

## G

**Gearhead** {Noun}, {UC., Ital.}, [Page 76]: A supernatural ability for Shepherds.

**Ghost** {Adverb}, {LC.}, [Page 382]: The disembodied soul of a dead being.

**Goodsman** {Noun}, {UC.}, [Page 281]: An NPC class representing a type of vendor that trades in merchandise.

**Government** {Noun}, {LC.}, [Page 276]: The political system of a Colony.

**Gravity** {Adverb}, {LC.}, [Page 357]: The amount and direction of gravity on a specific plane.

**Greater Exhibition Shooting** {Noun}, {UC.}, [Page 63]: A 16th level extraordinary ability for Mavericks.

**Greater Foresight** {Noun}, {UC.}, [Page 63]: An 11th level extraordinary ability for Mavericks.

**Greater Vanish** {Noun}, {UC.}, [Page 59]: A spell-like ability for Jackals (Keepers).

**Grey, The** {Noun}, {UC.}, [Page 365]: A cosmic being and elder god who makes up the realm of Purgatory.



**Gumshoe** {Noun}, {UC.}, [Page 57]: An extraordinary ability for Jackals (Finders).

## H

**Hackjob** {Adverb}, {LC.}, [Page 154]: The lowest quality level for a firearm, representing something put together quickly.

**Halo** {Noun}, {Ital.}, [Page 7, 8]: A supernatural ability manifested by Descended.

**Harbinger** {Noun}, {UC.}, [Page 43]: A PC class that controls supernatural powers with their minds.

**Hard Target** {Noun}, {UC.}, [Page 63]: A 7th level supernatural ability for Mavericks.

**Hardened** {Noun}, {UC.}, [Page 40]: A 2nd level supernatural ability for Enforcers.

**Hardship** {Noun}, {LC.}, [Page 276]: A problem faced by a Colony.

**Heretic** {Adverb}, {UC.}, [Page 367]: An extraordinary ability possessed by Shunned demons.

**Hidden Item** {Noun}, {UC.}, [Page 58]: A spell-like ability for Jackals (Keepers).

**Hide the Masses** {Noun}, {UC.}, [Page 59]: A spell-like ability for Jackals (Keepers).

**Hindrance** {Noun}, {LC.}, [Page 292, 298]: A mutation that has a permanent negative effect on a being's capabilities.

**Honed Senses** {Noun}, {UC.}, [Page 52]: A supernatural ability for Hounds.

**Hound** {Noun}, {UC.}, [Page 51]: A PC class of highly skilled trackers and survivalists.

**Hub** {Noun}, {Ital.}, [Page 353]: A place where more than one *channel* meet.

**Human** {Noun}, {UC.}, [Page 9]: The original inhabitants of Earth and still the most numerous people.

**Hungry** {Noun}, {UC.}, [Page 397]: A type of Risen.

## I

**Iconic** {Noun}, {LC.}, [Page 304, 320, 327, 328, 333]: An extremely significant NPC who plays a key role in the world.

**Imbue** {Noun}, {UC., Ital.}, [Page 76]: A supernatural ability for Splicers.

**Improved Exhibition Shooting** {Noun}, {UC.}, [Page 63]: A 10th level extraordinary ability for Mavericks.

**Improvement** {Noun}, {LC.}, [Page 277]: A specific improvement a Colony has made to improve their lot.

**Indomitable** {Noun}, {UC.}, [Page 41]: A 19th level extraordinary ability for Enforcers.

**Infinity** {Noun}, {UC.}, [Page 361]: The Transitive Plane of Matter.

**Ingress** {Noun}, {UC.}, [Page 361]: An area of Infinity which contains a lot of portals.

**Insanity** {Noun}, {UC.}, [Page 83]: Mind effects that are often permanent and scar a character's psyche.

**Inspirational Tactics** {Noun}, {UC.}, [Page 53]: A 15th level extraordinary ability for Hounds.

**Investigator** {Noun}, {UC.}, [Page 71]: One of the three *Paths of Faith* a Shepherd can take.

## J

**Jackal** {Noun}, {UC.}, [Page 55]: A PC class with expertise in finding and/or protecting resources in the post-apocalyptic world.

**Journeyman** {Noun}, {UC.}, [Page 281]: An NPC class representing educated and skilled survivors.

**Jump Fuse** {Noun}, {LC.}, [Page 77]: A special material component for Splicer spells. This variant can be used by anyone.

**Jury-Rig** {Noun}, {UC., Ital.}, [Page 76]: A supernatural ability for Splicers.

**Justice Pool** {Noun}, {UC.}, [Page 22]: The available pool of points an Arbiter can spend on supernatural abilities.

## K

**Kinetic Attack** {Noun}, {UC.}, [Page 49]: An extraordinary ability for Harbingers.

**Kinetic Boost** {Noun}, {UC.}, [Page 48]: An extraordinary ability for Harbingers.

**Kinetic Defense** {Noun}, {UC.}, [Page 49]: An extraordinary ability for Harbingers.

## L

**Lazarus** {Noun}, {UC.}, [Page 9]: An escaped soul from Purgatory, taking on physical form.

**Less Than Lethal** {Noun}, {UC.}, [Page 59]: An extraordinary ability for Jackals (Finders).



**Light, The** {Noun}, {UC.}, [Page 364] A cosmic being and elder god of pure good who makes up the Upper Realm.

**Lower Realm** {Noun}, {UC.}, [Page 363]: The Inner Plane of Evil.

## M

**Maintained** {Adverb}, {Ital.}, [Page 154, 218]: The condition of gear that has been properly cared for.

**Marauder** {Noun}, {UC.}, [Page 281]: An NPC class that represents people who survive by raiding and pillaging.

**Master of Stealth** {Noun}, {UC.}, [Page 58]: A 14th level supernatural ability for Jackals.

**Master Strike** {Noun}, {UC.}, [Page 59]: A 20th level extraordinary ability for Jackals.

**Maverick** {Noun}, {UC.}, [Page 61]: A PC class of trained marksmen with minor supernatural abilities.

**Maximum Effort** {Noun}, {UC.}, [Page 58]: An extraordinary ability for Jackals (Finders).

**Mechanical** {Noun}, {Ital.}, [Page 137]: A resource that can be used to build or repair gear.

**Mental Fortitude** {Noun}, {UC.}, [Page 44]: An extraordinary ability for Harbingers.

**Meteoric Iron** {Noun}, {UC.}, [Page 184]: High quality, magical ore made from fallen meteors.

**Miracle** {Noun}, {UC., Ital.}, [Page 24]: An arbiter's special ability to heal or harm.

**Morality** {Noun}, {LC.}, [Page 275]: A trait that partially determines the flavor of a Colony.

**Mutated** {Adverb}, {LC.}, [Page 16, 292, 393]: A being that has been deformed by Darkland radiation.

**Mystic Slip** {Noun}, {UC., Ital.}, [Page 44]: An extraordinary ability for Harbingers.

## N

**Nature Pool** {Noun}, {UC.}, [Page 28]: The points pool Conservators use for their supernatural abilities.

**Nature's Shroud** {Noun}, {UC., Ital.}, [Page 30]: A 2nd level supernatural ability for Conservators.

**Nature's Totem** {Noun}, {UC., Ital.}, [Page 29]: A supernatural ability for Conservators.

**Nimble** {Noun}, {UC.}, [Page 56]: An extraordinary ability for Jackals (Finders).

## O

**Oddity** {Noun}, {LC.}, [Page 413]: A side effect or strange consequence attached to a magical item.

**Otherworldly Magic** {Noun}, {UC.}, [Page 226]: The kind of magic practiced by Arbiters, Shepherds and demons. Sourced from the Inner or Outer Planes.

**Overgrow** {Noun}, {UC, Ital.}, [Page 29]: Part of the supernatural ability *Channel Energy* for Conservators

## P

**Paradox** {Noun}, {UC.}, [Page 361]: The Transitive Plane of Life.

**Path of Faith** {Noun}, {UC., Ital.}, [Page 69]: A 3rd level spell-like ability for Shepherds.

**Patient Precision** {Noun}, {UC.}, [Page 53]: A 6th level supernatural ability for Hounds.

**Poltergeist** {Noun}, {UC.}, [Page 388]: A type of ghost consisting of the merged souls of dead beings.

**Post-Rise** {Adverb}, {UC second word.}, [Page 145, 153, 172]: Dating from After the Rise.

**Potion** {Noun}, {LC.}, [Page 402]: A magical item in a vial or flask, which is drunk.

**Pre-Rise** {Adverb}, {UC second word.}, [Page 145, 153, 171]: Dating from Before the Rise.

**Premonition** {Noun}, {UC.}, [Page 63]: A 20th level extraordinary ability for Mavericks.

**Prime** {Noun}, {UC.}, [Page 234]: The plane of normal matter, sometimes called reality.

**Prime Earth** {Noun}, {UC.}, [Page 358]: Prime Material Earth Reality.

**Prime Magic** {Noun}, {UC.}, [Page 226]: The kind of magic sourced from the Prime Material plane.

**Prime Portal** {Noun}, {UC., Ital.}, [Page 352]: One of the seven fixed portals, one for each of the Deadly Sins.

**Probably Nothing** {Noun}, {UC.}, [Page 58]: An extraordinary ability for Jackals (Keepers).

**Progeny** {Noun}, {UC.}, [Page 11]: The offspring of a demon and a human.



**Purgatory** {Noun}, {UC.}, [Page 365]: The Outer Plane of Order and Agony.

## Q

**Quality, Colony** {Noun}, {LC.}, [Page 273]: A trait that partially determines the flavor of a Colony.

**Quality, Firearm** {Noun}, {LC.}, [Page 154]: The category representing a firearm build standard.

**Quick Fingers** {Noun}, {UC.}, [Page 57]: A 6th level extraordinary ability for Jackals.

## R

**Race** {Noun}, {LC.}, [Page 5]: The types of living beings for player and non-players characters.

**Radiation** {Noun}, {LC.}, [Page 299]: A form of energy that can cause severe illness.

**Radiation Storm** {Noun}, {LC.}, [Page 302]: A storm that has picked up radioactive dust.

**Ravenous** {Noun}, {UC.}, [Page 398]: A type of Risen.

**Razor Wind** {Noun}, {LC.}, [Page 302]: A dry wind-storm that blows pieces of bone, nails, and flesh.

**Reach** {Noun}, {UC., Ital.}, [Page 24]: A supernatural ability for Arbiters.

**Reactions** {Noun}, {LC.}, [Page 81]: The positive and negative ways you react to certain triggers.

**Reliability** {Noun}, {Ital.}, [Page 153]: A firearm's tendency to malfunction.

**Renew** {Noun}, {UC.}, [Page 23]: Part of the supernatural ability *Channel Energy* for Arbiters.

**Reporter** {Noun}, {UC.}, [Page 281]: An NPC class representing a type of vendor that trades in news and information.

**Righteous Light** {Noun}, {UC., Ital.}, [Page 24]: A supernatural ability for Arbiters.

**Risen** {Noun}, {UC.}, [Page 392]: One or more animated corpses found walking the Earth.

**Rot Hail** {Noun}, {LC.}, [Page 302]: A storm which consists of small chunks of flesh and bone picked up by the wind.

## S

**Schematics Book** {Noun}, {LC.}, [Page 75]: A Splicer's equivalent to a spellbook.

**Scrounger** {Noun}, {UC.}, [Page 56]: A 2nd level supernatural ability for Jackals.

**Seer** {Noun}, {UC.}, [Page 282]: An NPC class representing deacons, minor priests, etc.

**Seraphim** {Noun}, {UC.}, [Page 7]: One of the three Angelic Banners from which Descended come.

**Sermonic Performance** {Noun}, {UC., Ital.}, [Page 66]: A supernatural ability for Shepherds.

**Shade** {Noun}, {UC.}, [Page 391]: A hunter of souls from Purgatory.

**Sharpened Insight** {Noun}, {UC.}, [Page 63]: A 14th level extraordinary ability for Mavericks.

**Shepherd** {Noun}, {UC.}, [Page 65]: A PC class that serves and draws power from the gods and beings of the Inner Planes.

**Shunned** {Adverb}, {UC.}, [Page 367]: A demon spawned directly from the Darkness that do not serve one of the Seven.

**Shyft** {Noun}, {UC.}, [Page 376]: A Shunned Gluttony demon characterized by a froglike appearance.

**Sin Nature** {Noun}, {UC.}, [Page 11]: A term used to categorize the Seven Deadly Sins.

**Siren Pine** {Noun}, {UC.}, [Page 379]: A type of mutated flora found in Darklands.

**Skill Mastery** {Noun}, {UC.}, [Page 59]: A 16th level extraordinary ability for Jackals.

**Skunk Hound** {Noun}, {UC.}, [Page 381]: A mutated canine type of Darkland fauna.

**Slip Trick** {Noun}, {UC.}, [Page 45]: Part of the *Mystic Slip* Harbinger ability.

**Slipping** {Verb}, {UC.}, [Page 44]: The act of entering a *Mystic Slip*.

**Smite** {Noun}, {UC.}, [Page 22]: A special attack used by an Arbiter calling on righteous justice.

**Smithed** {Adverb}, {LC.}, [Page 154, 218]: The quality of a decently-made firearm.

**Smuggle** {Noun}, {UC.}, [Page 58]: An extraordinary ability for Jackals (Keepers).

**Somatic** {Adverb}, {LC.}, [Page 227]: A movement-based spell component such as a gesture.

**Special Materials** {Noun}, {LC.}, [Page 182]: Unique materials used to craft weapons, armor, and some equipment.

**Splicer** {Noun}, {UC.}, [Page 73]: An PC class that uses technological devices to cast spells.



**Steal and Go** {Noun}, {UC.}, [Page 58]: An extraordinary ability for Jackals (Finders).

**Strike From Shadow** {Noun}, {UC.}, [Page 59]: An 18th level extraordinary ability for Jackals.

**Supernatural Magic** {Noun}, {UC.}, [Page 226]: The kind of magic practiced by Splicers. Sourced from the Grey.

**Swift Tracker** {Noun}, {UC.}, [Page 53]: An 8th level extraordinary ability for Hounds.

## T

**Tactical Awareness** {Noun}, {UC.}, [Page 53]: A 20th level supernatural ability for Hounds.

**Tap The Line** {Noun}, {UC.}, [Page 29]: A supernatural ability for Conservators.

**Tenacious** {Noun}, {UC.}, [Page 41]: A 3rd level extraordinary ability for Enforcers.

**Tendency** {Noun}, {LC.}, [Page 275]: A trait that partially determines the flavor of a Colony.

**Terrain Tactician** {Noun}, {UC.}, [Page 52]: A 4th level extraordinary ability for Hounds.

**The Seven** {Noun}, {UC.}, [Page 367]: The ruling hierarchy of demonkind representing each sin nature.

**Thought Discipline** {Noun}, {UC.}, [Page 48]: An extraordinary ability for Harbingers.

**Thrones** {Noun}, {UC.}, [Page 8]: One of the three Angelic Banners from which Descended come.

**Tireless Foresight** {Noun}, {UC.}, [Page 63]: A 17th level extraordinary ability for Mavericks.

**Totem Guardian** {Noun}, {UC., Ital.}, [Page 36]: An 20th level supernatural ability for Conservators.

**Touch of Justice** {Noun}, {UC., Ital.}, [Page 23]: A supernatural ability for Arbiters.

**Track** {Noun}, {UC.}, [Page 52]: An extraordinary ability for Hounds.

**Transitive Portal** {Noun}, {Ital.}, [Page 352]: A portal that gives access to a channel or sometimes to a transitive plane.

**Trap Finding** {Noun}, {UC.}, [Page 56]: An extraordinary ability for Jackals (Finders).

**Trap Maker** {Noun}, {UC.}, [Page 56]: An extraordinary ability for Jackals (Keepers).

**Trap Sense** {Noun}, {UC.}, [Page 57, 62]: An extraordinary ability for Jackals (Finders) and a 3rd level extraordinary ability for Mavericks.

## U

**Unarmed Training** {Noun}, {UC.}, [Page 52]: An extraordinary ability for Hounds.

**Uncanny Observation** {Noun}, {UC.}, [Page 58]: A supernatural ability for Jackals (Finders).

**Upper Realm** {Noun}, {UC.}, [Page 364]: The Inner Plane of Good and Heaven.

## V

**Vanish** {Noun}, {UC.}, [Page 57]: A spell-like ability for Jackals (Keepers).

**Vanish Bubble** {Noun}, {UC.}, [Page 58]: A spell-like ability for Jackals (Keepers).

**Veil** {Noun}, {UC.}, [Page 362]: The transitive plane of Death.

**Vendor** {Noun}, {UC.}, [Page 281]: An NPC class representing those who trade between colonies.

**Void** {Noun}, {UC.}, [Page 365]: The Outer Plane of Chaos.

**Violence of Action** {Noun}, {UC.}, [Page 53]: A 5th level extraordinary ability for Hounds.

## W

**Wailing Storm** {Noun}, {LC.}, [Page 302]: A storm that has been infused with supernatural energies, resulting in weird noises.

**Weapon of Justice** {Noun}, {UC., Ital.}, [Page 22]: An Arbiter's signature, bonded weapon.

**Weapon Pro** {Noun}, {UC.}, [Page 41]: A 20th level extraordinary ability for Enforcers.

**Wendigo** {Noun}, {UC.}, [Page 399]: A cryptid native to the Paradox.

**Wrath of Justice** {Noun}, {UC., Ital.}, [Page 24]: A 5th level supernatural ability for Arbiters.

**Wrathful Bleed** {Noun}, {UC.}, [Page 25]: A supernatural ability for Arbiters.



## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures, characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

**System Reference Document.** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder Roleplaying Game Core Rulebook.** © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** © 2008, Monte J. Cook. All rights reserved.

**Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Pathfinder Roleplaying Game Bestiary** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Rob McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

**Pathfinder Roleplaying Game Bonus Bestiary** © 2009, Paizo Inc.; Authors: Jason Bulmahn and F. Wesley Schneider

**Pathfinder Roleplaying Game GameMastery Guide** © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scot, Doug Seacat, Mike Seliker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

**Pathfinder Roleplaying Game Advanced Player's Guide** © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Bestiary 2** © 2010, Paizo Publishing, LLC; Author: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik

Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

**Pathfinder Roleplaying Game Ultimate Magic** © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat** © 2011, Paizo Publishing, LLC; Lead Designer: Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick

Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Bestiary 3** © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

**Pathfinder Roleplaying Game Advanced Race Guide** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd

Stewart, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Equipment** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway,

Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.

**Pathfinder® Roleplaying Game: NPC Codex™** (PZO1124) © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Campaign** © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

**Pathfinder Roleplaying Game Mythic Adventures** © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan

Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

**Pathfinder Roleplaying Game Bestiary 4** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland,

Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game Advanced Class Guide** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Monster Codex** © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Pathfinder Unchained** © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

**Pathfinder Roleplaying Game Occult Adventures** © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

**Pathfinder Roleplaying Game Bestiary 5** © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda

Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Ultimate Intrigue** © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob

McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Horror Adventures** © 2016, Paizo Inc.; Authors: John Bennett, Clinton J. Boomer, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Jim Groves, Steven Helt, Thurston Hillman, Eric Hindley, Brandon Hodge, Mikko Kallio, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, F. Wesley Schneider, David Schwartz, Mark Seifter, and Linda Zayas-Palmer.

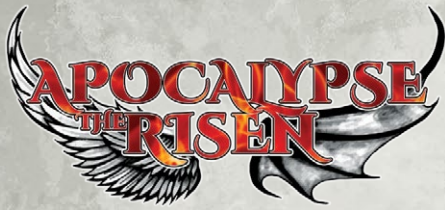
**Pathfinder Roleplaying Game Villain Codex** © 2016, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Paris Crenshaw, Dan Dillon, Crystal Frasier, Amanda Hamon, Eric Hindley, Mikko Kallio, Dale C. McCoy Jr., Stephen Radney-MacFarland, Thomas M. Reid, Alistair Rigg, Alex Riggs, Mark Seifter, and Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Bestiary 6** © 2017, Paizo Inc.; Authors: Robert Brookes, Benjamin Bruck, John Compton, Paris Crenshaw, Adam Daigle, Crystal Frasier, James Jacobs, Thurston Hillman, Tim Hitchcock, Brandon Hodge, Jason Keeley, Isabelle Lee, Jason Nelson, Tim Nightengale, F. Wesley Schneider, David Schwartz, Mark Seifter, Todd Stewart, Josh Vogt, and

Linda Zayas-Palmer.

**Pathfinder Roleplaying Game Ultimate Wilderness** © 2017, Paizo Inc.; Authors: Alexander Augunas, John Bennett, Robert Brookes, John Compton, Dan Dillon, Steven T. Helt, Thurston Hillman, Eric Hindley, Mikko Kallio, Jason Keeley, Isabelle Lee, Jason Nelson, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, David Schwartz, Mark Seifter, Jeffrey Swank and Linda Zayas-Palmer





CHARACTER HANDLE

CHARACTER CLASSES & LEVELS

COLONY

CORE PERSONALITY

POSITIVE REACTION

NEGATIVE REACTION

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

LANGUAGES

SPEAK

READ/WRITE

HP

HIT POINTS

TOTAL

Dr

NONLETHAL DAMAGE

WOUNDS/CURRENT HP



SPEED

LAND

Ft.

So.

Ft.

So.

BASE SPEED

WITH ARMOR

Ft.

Ft.

Ft.

Ft.

FLY

MANUEVERABILITY

SWIM

CLIMB

BURROW

INITIATIVE

MODIFIER

TOTAL

DEX MODIFIER

MISC MODIFIER

TEMP MODIFIERS

## SKILLS

SKILL NAMES

TOTAL BONUS

ABILITY MOD

RANKS

MISC MOD

☐ ACROBATICS

=DEX

☐ APPRAISE

=INT

☐ BLUFF

=CHA

☐ CLIMB

=STR

☐ COMPUTER USE\*

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☐ CRAFT

=INT

☒ CLASS SKILL \*TRAINED ONLY

NOTES

AC ARMOR CLASS  = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (DEFLECTION MODIFIER) +  (MISC MODIFIER) +  (ADD. MISC MODIFIER)

TOUCH ARMOR CLASS  FLAT-FOOTED ARMOR CLASS  BALLISTIC ARMOR CLASS  BALLISTIC RESISTANCE

SAVING THROWS

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

MODIFIERS

FORTITUDE (CONSTITUTION)

=

+

+

+

+

REFLEX (DEXTERITY)

=

+

+

+

+

WILL (WISDOM)

=

+

+

+

+

BASE ATTACK BONUS

SPELL RESISTANCE

CMB

=

+

+

+

MODIFIERS

CMD

=

+

+

+

+ 10

## WEAPON

ATTACK BONUS

CRITICAL

PRE  POST

TYPE

RANGE

RELIABILITY

AMMUNITION

DAMAGE

MODS

## WEAPON

ATTACK BONUS

CRITICAL

PRE  POST

TYPE

RANGE

RELIABILITY

AMMUNITION

DAMAGE

MODS

## WEAPON

ATTACK BONUS

CRITICAL

PRE  POST

TYPE

RANGE

RELIABILITY

AMMUNITION

DAMAGE

MODS

## WEAPON

ATTACK BONUS

CRITICAL

PRE  POST

TYPE

RANGE

RELIABILITY

AMMUNITION

DAMAGE

MODS

## WEAPON

ATTACK BONUS

CRITICAL

PRE  POST

TYPE

RANGE

RELIABILITY

AMMUNITION

DAMAGE

MODS



## AC ITEMS

[illegible]

## GEAR

[illegible]

## RESOURCES

COMBUSTIBLE

CONSUMABLE

MECHANICAL

## FEATS

[illegible]

## SPECIAL ABILITIES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

## SPELLS

SPELL SAVE DC	SAVE MODIFIER	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

### CONDITIONAL MODIFIERS

\_\_\_\_\_

## INSANITY



MINOR MODIFIER      MAJOR MODIFIER

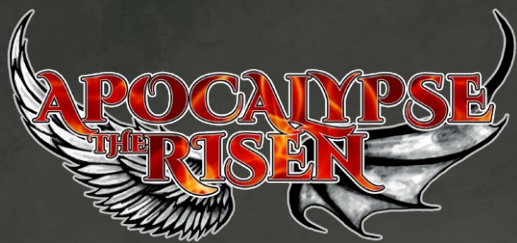
This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no text or other markings on the paper.

## EXPERIENCE POINTS

**NEXT LEVEL**

--	--





## CAMPAIGN SETTING

*Apocalypse the Risen Campaign Setting* is a post-apocalyptic fantasy horror roleplaying game. The setting takes place on Earth, twenty-five years after the fall of society in an event known as the Rise. Demons, the dead, mutated horrors, and existential dread wait around every corner. In order to survive the Rise, humanity formed colonies to rebuild civilization. Do you want to continue the fight against the growing Darkness? Of course, that's why you are here. Survival in this apocalypse requires grit, desire, skill, and maybe a little bit of luck. So join us in the fight!

The Fall came gradually at first. Seals being broken and ancient wards destroyed while we watched the evening news. The signs were all around us, delirious messages sent 280 characters at a time. As the last Seal shattered, the multiverse was ripped asunder. Now dead walk the Earth and demonkind advance through portals long forgotten.

When the Veil tore, Purgatory itself yawned wide. Souls of the past were ripped from their existence in the Grey and found new homes in the bodies of the dead. Corpses awoke from their graves and twisted into reanimation. Known as Risen, these zombies possess an insatiable and indiscriminate hunger.

We are not alone against the Darkness. Three new races battle alongside humankind.

- Descended – Fallen angels from three angelic banners, each gaining unique powers
- Progeny – Half-demons inherit abilities and physical traits from their demonic sire
- Lazarus – Free spirits escaped from Purgatory, taking physical form on Earth

Nine new character classes allow you to decide how to battle the horrors ravaging Earth.

- Arbiter – Purveyor of justice
- Conservator – Sacred Earth protector
- Enforcer – Hardened killer
- Harbinger – Mystic of body and mind
- Hound – Self-reliant survivor
- Jackal – Ultimate scavenger
- Maverick – Consummate gunslinger
- Shepherd – Spiritual compass
- Splicer – Tech wizard



[www.rustedportalgames.com](http://www.rustedportalgames.com)  
© 2014 Rusted Portal LLC.  
© 2014–2020 Rusted Portal Games.  
All Right Reserved.

