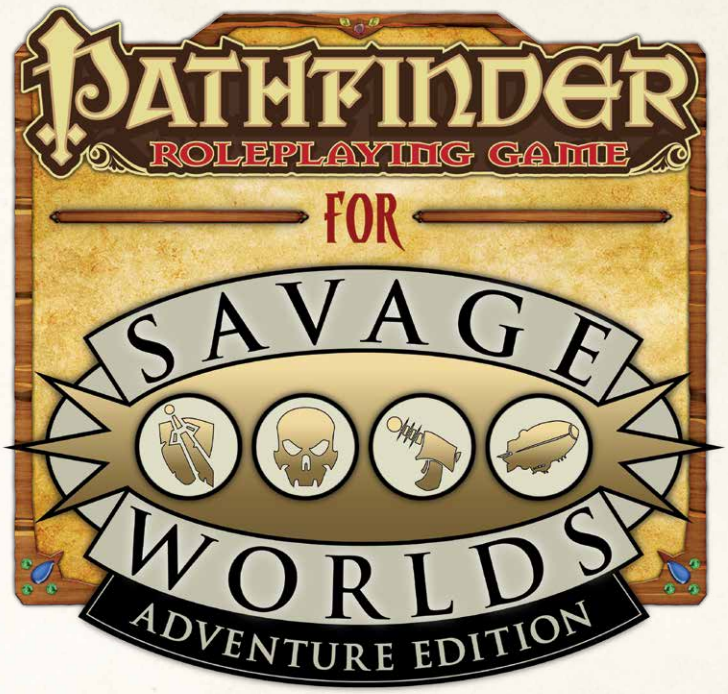
Pathfinder Roleplaying Game for Savage Worlds Adventure Edition



Advanced Player's Guide

Page added for easier double-sided printing.



ADVANCED PLAYER'S GUIDE

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RULES UPDATES

Welcome to the Advanced Player's Guide for *Pathfinder for Savage Worlds*. Within these pages you'll discover a host of new character options for players to explore as they continue their adventures in Golarion.

NEW AND UPDATED RULES

The following rules replace those with the same name, found in the *Pathfinder for Savage Worlds* core book.

ARMOR RESTRICTION AND ARMOR INTERFERENCE

- **ARMOR RESTRICTION (Type):** While wearing any armor or using shields higher than the type listed, the hero cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement.

For example, while using these rules, the Armor Restriction for a barbarian is now:
ARMOR RESTRICTION (Medium): A barbarian's fighting style requires great freedom of movement. She cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing heavy armor or using a heavy shield.

- **ARMOR INTERFERENCE (Type):** While wearing any armor or using shields higher than the type listed, the character's arcane skill rolls suffer a –4 penalty. The hero cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement.

For example, while using these rules, the Armor Interference for Druid is now:
ARMOR INTERFERENCE (Light): Bulky armor interferes with a druid's ability to sense and commune with nature. They subtract 4 from their Faith rolls and the character cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement. Druids cannot use metal armor at all.

VILLAINOUS CONVICTION

This rule can be used to enhance the difficulty of key villains in a campaign. This rule is already included in the *Curse of the Crimson Throne* adventure path.

VILLAINOUS CONVICTION

The player characters have Bennies, Conviction, and even Adventure Cards to help them in their epic struggles — and the ability to earn more through great roleplaying. Wild Card villains get Bennies, but at a much slower rate, and while they can be given Conviction if the Game Master desires, it's not something they earn quite as easily as player characters.

Important villains of an adventure gain Conviction any time they succeed at a significant goal or the heroes fail in some task related to his scheme. This makes them much more powerful and provides incentive for the heroes to act quickly and decisively when thwarting their plans.

UPDATED RULES

Entangled: The victim can't move and is Vulnerable as long as he remains Entangled.

Bound: The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

Breaking Free: Attempting to break free from being Bound or Entangled is an action using Strength at −2 or Athletics.

Breaking Free from a Device: A character bound by a physical device (such as a net, manacles, or handcuffs) who fails to break free can't try again until the situation changes in some way (GM's call).

Bound or Entangled victims may try to destroy the entanglement with an accessible and appropriate weapon (GM's call based on circumstances and the entangling material). Weapon attacks hit automatically (see **Breaking Things**), and attackers may Wild Attack for +2 damage. Webs, ropes, nets, and the like are generally Hardness 4. If successful the character is un-Entangled (others in an area effect entanglement must be freed separately unless the attack is an area effect itself).

POWERS WITH THE TOUCH LIMITATION

The target of powers activated with the Touch Limitation must be within the Reach of the caster's unarmed attack or Natural Weapon. The caster rolls his arcane skill but must meet the target's Parry and use this roll as the target's value in any appropriate opposed roll.



CHAPTER ONE

ANCESTRIES

NEW ANCESTRIES

While the seven ancestries in the core book are the primary focus of the *Savage Pathfinder* Roleplaying Game, they are not the only ones suitable to be played as characters. Other, even stranger races help populate the world, creating fun and exciting new roleplaying opportunities.

This section details some of those ancestries. From the nimble catfolk to the infernal tieflings, these ancestries have just as much motivation to be adventurers as do elves, gnomes, and humans. And while they may not be as common in the major population hubs of the *Savage Pathfinder* campaign setting, each ancestry detailed in this chapter presents its own unique background and abilities.

EXPANDED ANCESTRIES

Ancestries are an important part of what makes characters who they are, yet it's often all too easy to gloss over the details. After all, most people know the basics: dwarves are short, elves live a long time, and gnomes are dangerously curious. Half-orcs are ugly. Humans are — well, human. To some players, choosing an ancestry is simply a matter of finding which modifiers best fit a character's build.

Yet there's so much more to ancestries than that. From their deep halls beneath craggy mountains, dwarves sing mournful ballads that teach children of the heroes of old, helping them dream of the day when they might give their own lives in the stronghold's defense. In the spires of their forest cities, elves find a kinship with nature, as the great trees are some of the few non-elven friends who won't grow old and wither before their eyes.

By exploring the cultures and traditions of a character's ancestry, we can better understand where she comes from and what makes her tick, thus immersing ourselves that much deeper in the campaign world.

ALTERNATE ANCESTRAL ABILITIES

This section presents alternate ancestral abilities for players to choose from. Each ability grants a unique bonus but replaces another of the ancestry's abilities. For example, elves who live deep in the desert tend to have the Desert Runner ancestral ability instead of Elven Magic.

A player can take any number of alternate abilities as long as no two abilities replace the same ability on the ancestry's entry. This means a tiefling cannot take both Prehensile Tail and Vestigial Wings since they both replace Fiendish Sorcery.



NEW ANCESTRIES

AASIMAR

Aasimars are humans with a significant amount of celestial or other good outsider blood in their ancestry. While not always benevolent, aasimars are more inclined toward acts of kindness rather than evil, and they gravitate toward faiths or organizations associated with celestials. Aasimar heritage can lie dormant for generations, only to appear suddenly in the child of two apparently human parents.

Most societies interpret aasimar births as good omens, though it must be acknowledged that some aasimars take advantage of the reputation of their kind, brutally subverting the expectations of others with acts of terrifying cruelty or abject venality. "It's always the one you least suspect" is the axiom these evil aasimars live by, and they often lead double lives as upstanding citizens or false heroes, keeping their corruption well hidden. Thankfully, these few are the exception and not the rule.



PHYSICAL DESCRIPTION

Aasimars look mostly human except for some minor physical trait that reveals their unusual heritage. Typical aasimar features include hair that shines like metal, jewel-toned eyes, lustrous skin color, or even glowing, golden halos.

SOCIETY

Aasimars cannot truly be said to have an independent society of their own. As an offshoot of humanity, they adopt the societal norms around them, though most find themselves drawn to those elements of society that work for the redress of injustice and the assuagement of suffering. This sometimes puts them on the wrong side of the law in more tyrannical societies, but aasimars can be careful and cunning when necessary, able to put on a dissembling guise to divert the attention of oppressors elsewhere.

While corrupt aasimars may be loners or establish secret societies to conceal their involvement in crime, righteous aasimars are often found congregating in numbers as part of good organizations, especially (though not always) churches and religious orders.

Relations: It is unclear why the touch of the celestial is felt so much more strongly in humanity than in those of a different heritage, though it may be that humanity's inherent adaptability and affinity for change is responsible for the evolution of aasimars.

Perhaps the endemic traits of other ancestries are too deeply bred, too strongly present, and too resistant to change. Whatever dalliances non-humans may have had with the denizens of the upper planes, the progeny of such couplings are vanishingly rare and have never bred true.

Even if they generally tend toward human societies, aasimars can become comfortable in virtually any environment. They have an easy social grace and are disarmingly personable.

They get on well with half-elves, who share a similar not-quite-human marginal status, though their relations are often less cordial with half-orcs, who have no patience for aasimars' overly pretty words and faces.

Elven courtiers sometimes dismiss aasimars as unsophisticated, and criticize them for relying on natural charm to overcome faux pas. Perhaps of all the known ancestries, gnomes find aasimars most fascinating, and have an intense appreciation for their varied appearances as well as the mystique surrounding their celestial heritage.

Religion: For the most part, aasimars favor deities of honor, valor, protection, healing, and refuge, or simple and prosaic faiths of home, community, and family. Some also follow the paths of art, music, and lore, finding truth and wisdom in beauty and learning.



ADVENTURERS

Aasimars frequently become adventurers, as they often don't quite feel at home in human society and feel the pull of some greater destiny.

Languages: Common, Celestial.

- **DARKVISION:** Aasimar eyes are able to pierce the darkness. They ignore penalties for Illumination up to 10" (20 yards).
- **DIPLOMATIC:** Aasimar start with a d6 in Persuasion instead of d4. This increases maximum Persuasion to d12 + 1.
- **DAYLIGHT:** Summoning celestial light, aasimar can illuminate an area. Once per day, as a limited free action, the aasimar cast minor *light* as an Innate Power.
- **NATIVE OUTSIDER:** An aasimar's Type is Outsider rather than Humanoid.
- **SPIRITED:** Aasimar are strong willed and insightful. They start with a d6 in Spirit instead of a d4. This increases maximum Spirit to d12 + 1.

ALTERNATE ANCESTRAL ABILITIES

- **CELESTIAL CRUSADER:** Some aasimars follow their destiny to war against the powers of ultimate evil. These individuals gain Favored Enemy (Outsider) as per the Ranger Class Edge in *Pathfinder for Savage Worlds*. This replaces Diplomatic.
- **EXALTED RESISTANCE:** An aasimar with this ability gains the Arcane Resistance Edge even if she does not meet the Requirements. This replaces Spirited.
- **HALO:** Some aasimar possess the unique ability to manifest halos. These aasimar's Daylight ability creates a halo shaped light centered on their heads. When the halo is manifested, the aasimar gains a free reroll on Tests against evil creatures. This replaces Darkvision.

CATFOLK

Catfolk are natural explorers who rarely tire of trailblazing, but such efforts are not limited to the search for distant lands. Many catfolk see personal growth and development as equally valid avenues of exploration. Catfolk are curious by nature, and their culture never discourages inquisitiveness, but rather fosters and encourages it.

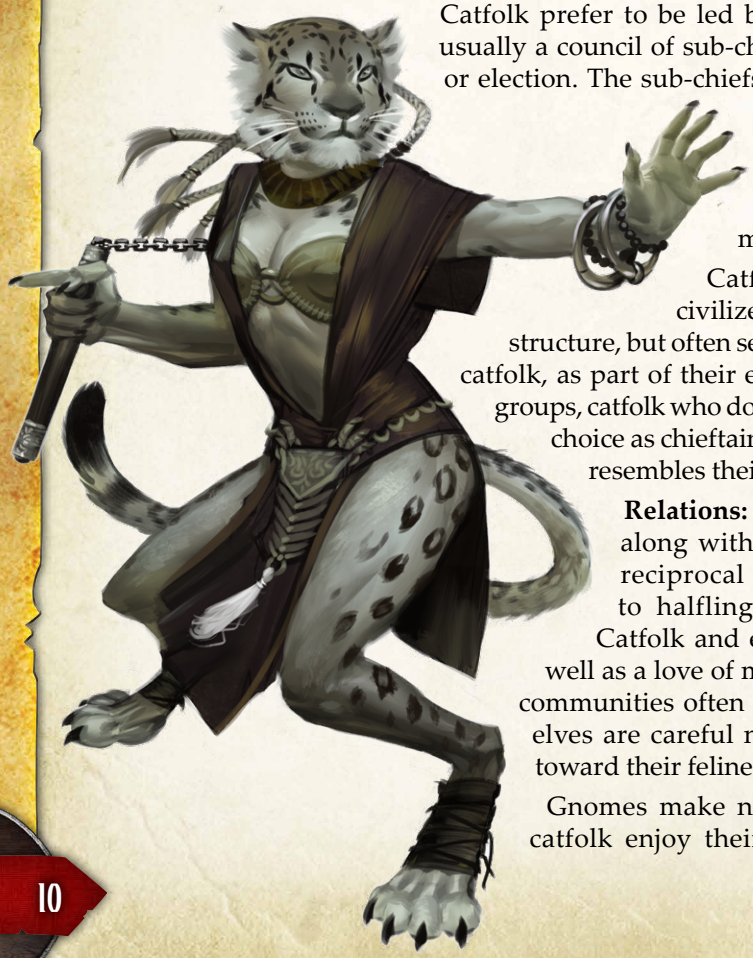
Outsiders see them as quirky extroverts, but within catfolk tribes there is no shame attached to minor peculiarities, eccentricities, or foolhardiness. All but the most inwardly focused catfolk enjoy being the center of attention, but not at the expense of their tribe, whether it's the one the catfolk are born into or the tribe they choose through the bonds of friendship. Catfolk tend to be both generous and loyal to their family and friends.

PHYSICAL DESCRIPTION

Catfolk are lithe and slender, standing between dwarves and humans in stature. While clearly humanoid, they possess many feline features, including a coat of soft fine fur, slit pupils, catlike ears, and a sleek, slender tail. Their fingers terminate in small, sharp, retractable claws, though they are typically not powerful enough to be used as weapons. Some members of the species — either by quirk of birth or from years of honing — can use them with deadly effect. Feline whiskers are not uncommon, and hair and eye color vary greatly.

SOCIETY

While self-expression is an important aspect of catfolk culture, it is mitigated by a strong sense of community and group effort. The pursuit of personal power never comes before the health and wellbeing of the tribe. More than one enemy has underestimated this seemingly gentle people only to discover much too late that their cohesion also provides them great strength.



Catfolk prefer to be led by their most competent members, usually a council of sub-chieftains chosen through consensus or election. The sub-chiefs then choose a chieftain to lead in times of danger and to mediate disputes among the sub-chiefs. The chieftain is the most capable member of the tribe, and is often magically talented.

Catfolk who settle in more urban and civilized areas still cling to a similar tribal structure, but often see friends outside the tribe, even non-catfolk, as part of their extended tribe. Within adventuring groups, catfolk who do not consider themselves the obvious choice as chieftain often defer to the person who most resembles their cultural ideal of a chieftain.

Relations: Adaptable and curious, catfolk get along with almost any ancestry that extends reciprocal goodwill. They acclimate easily to halflings, humans, and especially elves. Catfolk and elves share a passionate nature, as well as a love of music, dance, and storytelling; elven communities often mentor catfolk tribes, though such elves are careful not to act in a patronizing manner toward their feline friends.

Gnomes make natural companions for catfolk, as catfolk enjoy their strange and obsessive qualities.



Catfolk are tolerant of kobolds as long as the reptilian beings respect the catfolk's boundaries.

The feral nature of orcs stirs as much puzzlement as it does revulsion among catfolk, as they don't understand orcs' savagery and propensity for self-destruction. Half-orcs, on the other hand, intrigue catfolk, especially those half-orcs who strive to excel beyond the deleterious and hateful nature of their savage kin.

Religion: The gods Desna, Cayden Cailean, and Shelyn all speak to the souls of catfolk, and many tribes depict the latter two as catfolk themselves. The quest for self-improvement has led many an individual to explore different philosophies, including the worship of Irori.

ADVENTURERS

Natural born trackers, the hunter-gatherer aspect of their tribes pushes many catfolk toward occupations as rangers and guides, but such roles don't always speak to their love of performance art, be it song, dance, or storytelling. Catfolk legends also speak of a rich tradition of great sorcerers. Those catfolk who internalize their wanderlust often become wizards and monks. Catfolk understand that exploration and self-knowledge can lead down many roads, and are accepting of nearly all professions and ways of life.

Languages: Common, Catfolk.

- **AGILE:** Catfolk are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12 + 1.
- **CAT'S LUCK:** Catfolk get a free reroll on failed Evasion rolls.
- **LOW LIGHT VISION:** Like other feline creatures, catfolk can see perfectly in low light. They ignore penalties for Dim and Dark Illumination.
- **SPRINTER:** Catfolk increase their running die by one die type.

ALTERNATE ANCESTRAL ABILITIES

- **CAT'S CLAWS:** Feral catfolk have stronger and more developed claws than other members of their species. Catfolk with this ability have a pair of claws that deal Str+d4 damage (see **Natural Weapons** in *Pathfinder for Savage Worlds*). This replaces Agile.
- **NIMBLE FALLER:** Some catfolk have an amazing sense of balance and keen knowledge of their own center of gravity. Catfolk with this ability land on their feet even when they take damage from a fall. Furthermore, catfolk with this ability reduce falling damage by 1d6 + 1. This replaces Sprinter.
- **SCENT:** These catfolk favor a keen sense of smell over sensitive sight. Catfolk with this ability ignore up to 4 points of penalties when attacking foes hidden by magical darkness, *invisibility* or similar abilities. This replaces Low Light Vision.

DHAMPIRS

The half-living children of vampires and human females, dhampirs are progenies of tragedy. The circumstances of a dhampir's conception are often called into question but scarcely understood, as few mothers survive the childbirth. Those who do often abandon their children and refuse to speak of the matter. While some speculate dhampirs result when mortals couple with vampires, others claim they form when a pregnant woman suffers a vampire bite.

Some particularly zealous scholars even contest dhampirs' status as a unique ancestry, instead viewing them as humans suffering from an unholy affliction. Indeed, this hypothesis is strengthened by dhampirs' seeming inability to reproduce; their offspring are inevitably humans. Regardless, they live and die just like any other mortal creatures, despite possessing a supernatural longevity akin to that of elves.

Hardship and suffering fill a dhampir's formative years. Most grow up as orphans, and despite their exquisite features, they face a lifetime of prejudice, mistrust, fear, and persecution. Humans who witness the nature of a dhampir child's supernatural powers or sensitivity to daylight display an array of reactions ranging from awe to terror to outright hatred.

Eventually, a dhampir must learn to cope with these difficulties and find his place in the world. Dhampirs keep few, if any, close companions. Even with those they feel attached to, most dhampirs are sullen and reserved. Some fear the persecution heaped upon them may be transferred to their companions, whereas others worry their own bloodlust will one day overwhelm them and they'll inadvertently turn upon their friends.



PHYSICAL DESCRIPTION

Tall and slender and with well-defined musculature, dhampirs look like statuesque humans of unearthly beauty. Their hair, eye, and skin colors resemble unnerving versions of their mothers'; many possess a ghastly pallor, particularly in the sunlight, while those with dark complexions often possess skin the color of a bruise.

While many dhampirs can pass as humans, their features are inevitably more pronounced and they move with an unnaturally fluid grace. All dhampirs have elongated incisors. While not true fangs, these teeth are sharp enough to draw blood, and many suffer a desire to indulge in sanguinary delights, despite the fact that it provides no physical benefit.

SOCIETY

Dhampirs have no culture of their own, nor do they have any known lands or even communities. Often born in secret and abandoned at orphanages or left to die, they tend to live solitary lives. Individuals acquire the cultural beliefs and teachings of the regions in which they grow up, and adopt additional philosophies over the course of their lives. This ability to adapt to a variety of circumstances provides dhampirs with a social camouflage that hides them from both predators and prey.

Relations: As dhampirs are scions of evil, few outsiders view them favorably. They share an affinity for those

half-breeds whose ancestry also sets them apart from human society, particularly tieflings and half-orcs. Humans view them with a combination of fear and pity, though such feelings often devolve into hatred and violence. Others, such as dwarves, elves, and halflings, simply shun them.

Religion: Dhampirs who become vampire hunters tend to worship Sarenrae or Pharasma, depending on their moral stance. Those who have spiraled into evil and embraced their undead heritage typically worship the demon lord Zura the Vampire Queen or Urgathoa, goddess of the undead.



Adventurers

The life of an adventurer comes naturally to most dhampirs, since constant persecution condemns many to spend their days wandering. Regardless of their reasons, most dhampirs simply feel more at home on the road than in a settlement.

Almost universally, those inclined toward magic pursue the field of necromancy, though dhampir alchemists have been known to obsess over transforming their own bodies with potions and mutagens.

Languages: Common.

- **AGILE:** Dhampirs are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12 + 1.
- **DETECT UNDEAD:** As a limited action, a dhampir can sense undead within 20" (40 yards). As a limited free action, the dhampir knows the number of undead and can estimate how powerful each one is.
- **LIGHT SENSITIVE:** Dhamphirs suffer a −1 on Trait rolls requiring sight while in bright light.
- **NIGHT VISION:** Dhampirs ignore all penalties for Illumination.
- **REDUCED VITALITY:** Dhampirs suffer −1 Toughness.
- **UNDEAD RESISTANCE:** Damphirs get a free reroll to resist contracting diseases and are immune to Energy Drain (see **Energy Drain** in *Pathfinder for Savage Worlds*).

Alternate Ancestral Abilities

- **DAYBORN:** A few dhampirs are born during the day under the blessings of priests, and their blood has weaker ties to their undead bloodline than others. Such dhampirs are unhindered by daylight and lose Light Sensitivity and replace Night Vision with Low Light Vision.
- **FANGS:** On occasion, a dhampir may inherit his father's lengthy canines. These dhampir can make bite attacks dealing Str+d4 damage (See **Natural Weapons** in *Pathfinder for Savage Worlds*). This replaces Undead Resistance.
- **VAMPIRIC EMPATHY:** Though dhampirs often relate poorly to humanoids, some share an affinity with baser creatures. These dhampirs gain the ability to communicate with bats, rats, and wolves. In addition, they get a free reroll on failed Persuasion rolls when dealing with these animals. This replaces Detect Undead.

GOBLINS

It's been almost 20 years since the end of the Goblinblood Wars that scorched the Chitterwood, forcing dozens of tribes into hiding. Now with new threats rising up, the many tribal elders have put aside their reckless ways in the hope of forging alliances that give them a chance at survival. While many have stayed to protect their homelands, others have become refugees, with some traveling to Absalom in search of a home that might offer them sanctuary in a world that does not trust them.

PHYSICAL DESCRIPTION

Goblins are short, ugly humanoids. Their scrawny bodies are topped with oversized and usually hairless heads with massive ears and beady red or occasionally yellow eyes. Goblins' skin tone varies based on the surrounding environment; common skin tones include green, gray, and blue, though black and even pale white goblins have been sighted. Their voracious appetites are served well by their huge mouths filled with jagged teeth.

SOCIETY

Even those goblins who break from their destructive past often subtly perpetuate some of the qualities that have been tied to the creatures for millennia. Goblins tend to flock to strong leaders, fiercely protecting those companions who have protected them from physical harm or offered a sympathetic ear when they learn of the goblins' woes. Some goblins remain deeply fascinated with fire, or fearlessly devour meals that might turn others' stomachs. Others are endless tinkerers and view their companions' trash simply as components of gadgets yet to be made. Occasionally, fellow adventurers find these proclivities unsettling or odd, but more often than not, goblins' friends consider these qualities endearing.

Goblins reach adolescence by the age of three and adulthood four or five years later. In theory, goblins could live 50 years or more, but without anyone to protect them from each other or themselves, few live past 20 years of age. Goblins typically stand about 3 feet tall, with skin colors that range from green to gray to blue.



Relations: Though goblins' culture has splintered radically, their reputation across the Inner Sea region has changed little. As such, goblins who travel to larger cities are frequently subjected to derision, and as a result many goblins work twice as hard at proving their worth. Those who befriend a goblin quickly learn that while a goblin's friendship might include all manners of pranks, such fun comes from a place of true acceptance—something that a goblin does not give freely.

Religion: Many goblin adventurers typically worship Cayden Cailean.

ADVENTURERS

Some backgrounds make for particularly good adventurers. Goblins who come from lawless tribes may seek refuge while entertainers may seek a living performing for audiences around the world. Many goblins consider alchemy, since they love fire or life as a bard, since many goblins love songs.

Scrappy survivors often take to the role of a rogue who darts about the shadows, though their natural charismatic nature also draws them to the pursuit of magical power, such as that of a sorcerer or wizard.



Languages: Common, Goblin.

- **AGILE:** Goblins are fast and agile. They start with a d8 in Agility instead of a d4. This increases maximum Agility to d12 + 2.
- **CAPABLE RIDER:** Goblins start with a d4 in Riding.
- **DARKVISION:** Goblin eyes are able to pierce the darkness. They ignore penalties for Illumination up to 10" (20 yards).
- **OUTSIDER (Major):** Almost every non-goblin culture is suspicious of goblins. They subtract 2 from all Persuasion rolls and are often bullied by others.
- **SIZE –1:** Averaging roughly three feet tall, goblins reduce their Size and Toughness by 1.
- **SNEAKY:** Goblins start with a d6 in Stealth instead of a d4. This increases maximum Stealth to d12 + 1.

ALTERNATE ANCESTRAL ABILITIES

- **EAT ANYTHING:** Raised with little or no proper food, many goblins have learned to survive by eating whatever they happen across and can digest nearly anything without getting sick. Goblins with this ability get a free reroll on Survival checks to forage for food and a +2 bonus on Vigor checks caused by consuming toxic substances. This ancestral ability replaces Capable Rider.
- **HARD HEAD, BIG TEETH:** Goblins are known for their balloonlike heads and enormous maws, but some have even more exaggeratedly large heads filled with razor-sharp teeth. Goblins with this trait gain a bite (Str+d4). This ancestral ability replaces Sneaky.
- **OVER-SIZED EARS:** While goblins' ears are never dainty, these goblins have freakishly large ears capable of picking up even the smallest sounds. Goblins with this ancestral ability start with a d6 in Notice instead of a d4. This increases maximum Notice to d12 + 1. This replaces Capable Rider.

TIEFLINGS

Simultaneously more and less than mortal, tieflings are the offspring of humans and fiends. With otherworldly blood and traits to match, tieflings are often shunned and despised out of reactionary fear. Most tieflings never know their fiendish sire, as the coupling that produced their curse occurred generations earlier. The taint is long-lasting and persistent, often manifesting at birth or sometimes later in life, as a powerful, though often unwanted, boon.

Despite their fiendish appearance and netherworld origins, tieflings have a human's capacity for choosing their fate, and while many embrace their dark heritage and side with fiendish powers, others reject their darker predilections. Though the power of their blood calls nearly every tiefling to fury, destruction, and wrath, even the spawn of a succubus can become a saint and the grandchild of a pit fiend an unsuspecting hero.

PHYSICAL DESCRIPTION

No two tieflings look alike; the fiendish blood running through their veins manifests inconsistently, granting them an array of fiendish traits. One 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, and yet another might possess the perpetual smell of blood, foul incenses, and brimstone. Typically, these qualities hearken back in some way to the manner of fiend that spawned the tiefling's bloodline, but even then the mixture of human and fiendish blood is rarely ruled by sane, mortal laws, and the vast flexibility it produces in tieflings is a thing of wonder, running the gamut from oddly beautiful to utterly terrible.

SOCIETY

Tieflings on the Material Plane rarely create their own settlements and holdings. Instead, they live on the fringes of the land where they were born or choose to settle. Most societies view tieflings as aberrations or curses, but in cultures where there are frequent interactions with summoned fiends, and especially where the worship of demons, devils, or other evil outsiders is legal or obligatory, tieflings might be much more populous and accepted, even cherished as blessings of their fiendish overlords.



Tieflings seldom see another of their own kind, and so usually simply adopt the culture and mannerisms of their human parents. On other planes, tieflings form enclaves of their own kind. Often such enclaves are less than harmonious — the diversity of tiefling forms and philosophies is an inherent source of conflict between them, and cliques and factions constantly form in an ever-shifting hierarchy where only the most opportunistic or devious gain advantage. Only those of common bloodlines or those who manage to divorce their worldview from the inherently selfish, devious, and evil nature of their birth manage to find true acceptance, camaraderie, and common ground among others of their kind.

Relations: Tieflings face a significant amount of prejudice from most other cultures, who view them as fiend-spawn, seeds of evil, monsters, and lingering curses placed upon the world. Far too often, civilized ancestries shun or marginalize them, while more monstrous ones simply fear and reject them unless forced or cowed into acceptance. But half-elves, half-orcs, and — most oddly — aasimars tend to view

them as kindred spirits who are too often rejected or who don't fit into most societies by virtue of their birth. The widespread assumption that tieflings are innately evil — ill-founded though it may be — prevents many from easily fitting into most cultures on the Material Plane except in exceedingly cosmopolitan or planar-influenced nations.



Religion: Though many assume tieflings worship devils and demons, their religious views are as varied as their physical forms. Individual tieflings worship all manner of deities, but they are just as likely to shun religion all together. Those who give in to the dark whispers that haunt the psyche of all tieflings serve all manner of powerful fiends.

ADVENTURERS

Tieflings rarely integrate into the mortal societies they call home. Drawn to the adventuring life as a method of escape, they hope to make a better life for themselves, to prove their freedom from their blood's taint, or to punish a world that fears and rejects them.

Languages: Abyssal, Common, and Infernal.

- **AGILE:** Tieflings start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **DARKVISION:** Tieflings ignore penalties for Illumination up to 10" (20 yards).
- **DARKNESS:** Calling on the shadows, a tiefling can darken an area. Once per day as a limited free action, the tiefling can cast minor *darkness* as an Innate Power.
- **FIENDISH SORCERY:** Tiefling sorcerers with the Abyssal or Infernal bloodlines reduce the Rank Requirement for Advanced Bloodline to Veteran.
- **INTELLIGENCE:** Tieflings start with a d6 in Smarts instead of a d4. This increases maximum Smarts to d12+1.
- **NATIVE OUTSIDER:** A tiefling's Type is Outsider rather than Humanoid.
- **OUTSIDER (MINOR):** Most cultures are suspicious of tieflings. They subtract 2 from all Persuasion rolls and are often resented or belittled by others.

ALTERNATE ANCESTRAL ABILITIES

- **FIENDISH SPRINTER:** Some tieflings have feet that are more bestial than human. Whether their feet resemble those of a clawed predator or are the cloven hooves common to many of their kind, these tieflings gain the Fleet-Footed Edge. This replaces Intelligence.
- **PREHENSILE TAIL:** Some tieflings have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve stowed objects carried on their persons as a free action. This replaces Fiendish Sorcery.
- **VESTIGIAL WINGS:** Some tieflings possess a pair of undersized, withered, or stunted wings like a mockery of those of their fiendish forbearer. Sometimes these wings are leathery, like those of a bat. Other times they are covered with a scattering of black, red, or violet feathers. Rare manifestations can take even more bizarre forms. These wings provide limited lift, allowing her to fly at Pace 6. She must make a Vigor roll at the end of every round spent flying or take Fatigue. This replaces Fiendish Sorcery.

EXPANDED ANCESTRIES

DWARVES

Dwarves are a stoic but stern people, ensconced in cities carved from the hearts of mountains and fiercely determined to repel enemies, like orcs and goblins. Dwarves have acquired a reputation as dour and humorless artisans of the earth. It could be said their history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

Dwarves are lovers of history and tradition, and their long lifespans leads to far less in the way of generational shifts in attitudes, styles, fashions, and trends. If a thing is not broken, they do not fix it or change it; and if it is broken, they fix it rather than replace it. Thrifty as a rule, dwarves are loath to discard anything unless it is truly ruined and unable to be fixed.

At the same time, dwarves' meticulous, near-obsessive attention to detail and durability in their craftsmanship makes that a rare occurrence, as the things they make are built to last. As a result, virtually everything made by dwarves still sees regular use at an age when such items would be relegated to museum pieces, dusty antique shelves, or junkyard fodder by other ancestries. Together, these traits create the impression that dwarves are a people frozen in time.

Nothing could be further from the truth, as dwarves are both thoughtful and imaginative, willing to experiment, if keen to refine and perfect a new technique or product before moving on. Dwarves have achieved feats of metallurgy, stonework, and engineering that have consistently outpaced the advances of other societies, though some non-dwarves have used magic to supplement and perfect their own creations to achieve the same ends.

They're also typified by stubborn courage and dedication to seeing tasks through to completion, whatever the risks. These traits led dwarves to explore and settle in environments that would cause others to retreat. From the depths of the underworld to the highest mountain peaks, from rusting iron citadels along rocky coasts to squat jungle ziggurats, dwarves have established their enclaves and redoubts, holding them against all comers or perishing to the last and leaving only their enduring monuments.



It is said that dwarves are not venturesome or inventive, although, in reality they maintain a focus on and dedication to each task they undertake and vet changes thoroughly before adopting them wholeheartedly. When faced with new circumstances and new needs, they react by applying tried and true tools and techniques systematically, using existing methods whenever possible.

If necessity requires, they throw themselves with equal vigor into developing the next perfect procedure for demolishing the obstacles that get in their way. Once their desired goal is obtained, they focus on consolidating each new piece of territory or conceptual advance. Dwarves thus rarely overextend themselves, but they also may miss opportunities to seize the initiative and maximize the advantages they create.

PHYSICAL DESCRIPTION

Dwarves are short and stocky, and stand about a foot shorter than most humans, with wide, compact bodies that account for their burly appearance. They pride themselves on the long length of their hair, and men often decorate their beards with a variety of clasps and intricate braids. Clean-shavenness on a male dwarf is a sure sign of madness, or worse — no one familiar with their culture trusts a beardless dwarven man.



SOCIETY

The distances between dwarves' mountain citadels account for many of the cultural differences within their society. Despite these schisms, dwarves are characterized by their love of stonework, passion for stone- and metal-based craftsmanship and architecture, and their fierce hatred of giants, orcs, and goblinoids.

In some remote enclaves where these enemies are uncommon or unheard of, dwarves' fixation on security combined with their pugnacious nature leads them to find enemies or at least rivals wherever they settle. While they are not militaristic, they learned long ago that those without axes can be hewn apart by them, and thus all dwarves are schooled to be ready to enforce their rights and claims by force. When their patience with diplomacy is exhausted, dwarves adopt what they call "aggressive negotiations."

Dwarves are driven by honor and tradition. While they are often stereotyped as standoffish, they have a strong sense of friendship and justice, and those who win their trust understand that while they work hard, they play even harder — especially when good ale is involved.

Relations: Dwarves and orcs have long dwelt in proximity to one another, and share a long history of violence. Dwarves generally distrust and shun half-orcs. They find elves, gnomes, and halflings to be too frail, flighty, or "pretty" to be worthy of proper respect. It is with humans that dwarves share the strongest link, for humans' industrious nature and hearty appetites come closest to matching those of the dwarven ideal.

ADVENTURERS

Dwarves often leave the confines of their redoubts to seek glory for their clans, to find wealth with which to enrich the fortress-homes of their birth, or to reclaim fallen dwarven citadels.

ALTERNATE ANCESTRAL ABILITIES

- **MINESIGHT:** Dwarves with this ability gain Night Vision; however, they are automatically Shaken when exposed to bright light and suffer −1 on sight-based rolls while remaining in bright light. This replaces Darkvision.
- **ROCK STEPPER:** Dwarves with this ability can skillfully negotiate rocky terrain. They can ignore Difficult Ground created by rubble, broken ground, steep stairs or similar effects. This ability replaces Stonecunning.
- **STONESINGER:** Some dwarves' affinity for the earth grants them greater powers. When spending a Benny to reroll arcane skill rolls, add +2 to the total. This only applies when activating a power with an earth or stone Trapping. This replaces Stonecunning.

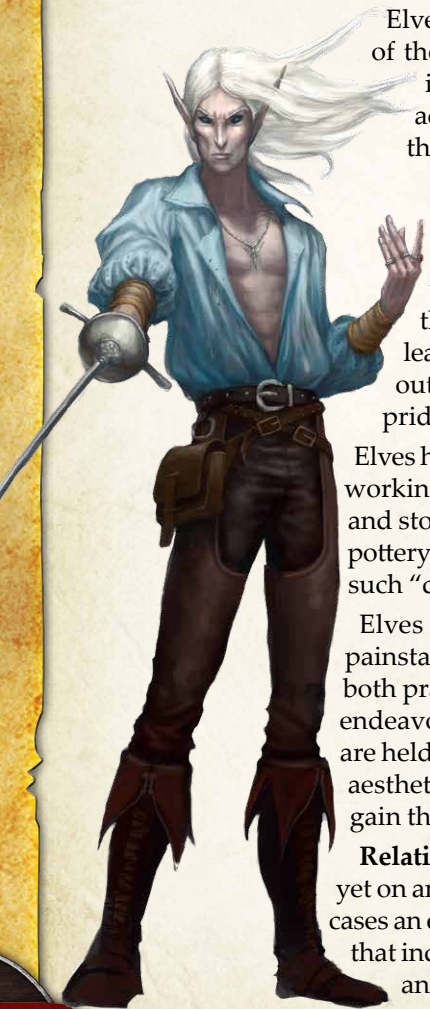
ELVES

The long-lived elves are children of the natural world. They seek to live in balance with the wild and understand it better than most other mortals. Some of this understanding is mystical, but an equal part comes from the elves' long lifespans. Elves can expect to remain active in the same locale for centuries. By necessity, they must learn to maintain sustainable lifestyles, and this is most easily done when they work with nature, rather than bending it to their will.

Elves value their privacy and traditions, and while they are often slow to make friends at both the personal and national levels, once an outsider is accepted, the resulting alliances can last for generations. Elves take joy in forging alliances with those that share or exceed their long lifetimes, and often work to befriend dragons, outsiders, and fey. Those who spend their lives among the short-lived, on the other hand, often develop a skewed perception of mortality and become morose, the result of watching wave after wave of companions die before their eyes.

PHYSICAL DESCRIPTION

Generally taller than humans, elves possess a graceful, slender physique. It is a mistake to consider them weak or feeble, as the thin limbs of an elf can contain surprising power. Their eyes are wide and almond-shaped, and filled with large, vibrantly colored pupils. The coloration of elves varies wildly as their coloration often matches their surroundings. Although, elves of a single community may appear quite similar. Forest-dwelling elves often have variations of green, brown, and tan in their hair, eye, and even skin tones.



Elves' bodies change over time, taking on a physical representation of their mental and spiritual states. Additionally, those who dwell in a region for a long period of time find themselves physically adapting to match their surroundings, such as taking on coloration that reflects the local environment.

SOCIETY

Many elves feel a bond with nature and strive to live in harmony with the natural world. When driven to live in harsher climates, they work hard to protect and shepherd the region's bounty, and learn how to maximize what can be harvested. When they can carve out a sustainable, reliable life in deserts and wastelands, they take pride as a society in the accomplishment.

Elves have an innate gift for craftsmanship and artistry, especially when working in wood, bone, ivory, or leather. Most find manipulating earth and stone to be distasteful, and prefer to avoid forging, stonework, and pottery. When such work must be done, regardless of their craftsmanship, such "dirt-wrights" are generally seen by other elves as being a bit off.

Elves also have an appreciation for the written word, magic, and painstaking research. Arcane research and accomplishment are seen as both practical goals, in line with being a soldier or architect, and artistic endeavors as great as poetry or sculpture. Within elven society, wizards are held in extremely high regard as masters of an art both powerful and aesthetically valued. Other spellcasters are not disdained, but do not gain the praise lavished upon elven wizards.

Relations: Elves are prone to writing off outsiders as rash and impulsive, yet on an individual level, they are excellent judges of character. In many cases an elf will come to value a specific member of another culture, seeing that individual as deserving and respectable, while still dismissing their ancestry as a whole. If called on this behavior, the elf often doesn't

understand why his "special friend" is upset the elf has noticed the friend is "so much better than the rest of his kind." Even elves who see such prejudice for what it is must constantly watch themselves to prevent such views from coloring their thinking.



Elves are not foolish enough to dismiss all aspects of other cultures. An elf might not want a dwarf neighbor, but would be the first to acknowledge dwarves' skill at smithing and their tenacity in facing orc threats. Elves regard gnomes as strange (and sometimes dangerous) curiosities, but regard their magical talent as being worthy of praise and respect. Halflings are often viewed with a measure of pity, for these small folk seem to the elves to be adrift, without a traditional home. Elves are fascinated with humans, who seem to live in a few short years as full a life as an elf manages in centuries. In fact, many elves become infatuated with humans, as evidenced by the number of half-elves in the world. Elves have difficulty accepting crossbreeds of any sort and usually disown such offspring. They similarly regard half-orcs with distrust and suspicion.

Religion: Elves prefer deities who share their love of the mystic qualities of the world — Desna and Nethys are particular favorites, the former for her wonder and love of the wild places, and the latter for his mastery of magic. Calistria is perhaps the most notorious of elven deities, for she represents elven ideals taken to an extreme. Elves accept in Calistria (and her priests) behavior they would denounce in others, because Calistria is clearly (to elves' perceptions) serving as an example of personal artistry and freedom of expressions, rather than seeking some base physical gratification.

Adventurers

Many elves embark on adventures out of a desire to explore the world, leaving their secluded realms to reclaim forgotten magic or search out lost kingdoms. This need is accepted as a natural part of becoming mature and experienced individuals. For elves raised among humans, however, life within their homes — watching friends and family swiftly age and die — is often stifling, and the ephemeral and unfettered life of an adventurer holds a natural appeal.

Alternate Ancestral Abilities

- **DESERT RUNNER:** Some elves thrive in deserts, forever roaming across burned and parched lands. These elves get a free reroll to avoid Fatigue, Exhaustion, or other ill effects from forced marches, starvation, thirst, or hot or cold environments. This replaces Elven Magic.
- **DREAMSPEAKER:** A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. An elf with this ability adds +1 to rolls made to resist suffering Fatigue from lack of sleep. In addition, each night the elf can send his consciousness into the mind of a dreamer he knows. The character can deliver a message before returning to his body. The recipient remembers the message perfectly upon waking up. This replaces Keen Senses.
- **URBANITE:** Elves living in cities for more than a century learn the ebb and flow of social situations. These elves get a free reroll when Networking. This replaces Keen Senses.

GNOMES

Gnomes are distant relatives of the fey, and their history tells of a time when they lived in the fey's mysterious realm, a place where colors are brighter, the wildlands wilder, and emotions more primal. Unknown forces drove gnomes from that realm long ago, forcing them to seek refuge in this world; despite this, the gnomes have never completely abandoned their fey roots.

Gnomes are often driven by passions and desires that non-gnomes see as eccentric at best, and nonsensical at worst. A gnome may risk his life to taste the food at a giant's table, to reach the bottom of a pit just because it would be the lowest place he's ever been, or to tell jokes to a dragon — and to the gnome those goals are as worthy as researching a new spell, gaining vast wealth, or putting down a powerful evil force. While such apparently fickle and impulsive acts are not universal among gnomes, they are common enough for the cultures as a whole to have earned a reputation for being impetuous and at least a little mad.

Gnomes are often amazed how alike other common, civilized cultures are. It seems stranger to a gnome that humans and elves share so many similarities than that the gnomes do not. Indeed, gnomes often confound their allies by treating everyone who is not a gnome as part of a single, vast non-gnome collective.

PHYSICAL DESCRIPTION

Gnomes generally stand just over three feet in height. Though their diminutive stature reduces their ability to move quickly, gnomes often train to take advantage of their size, especially when fighting foes larger than themselves.

The coloration of gnomes varies so wildly that many outsiders assume gnomes commonly use dyes and illusions to change their skin and hair tones. While gnomes are certainly not above cosmetic enhancement, their natural hues truly range over a rainbow of coloration. Their hair tends toward vibrant colors such as the fiery orange of autumn leaves, the verdant green of forests at springtime, or the deep reds and purples of wildflowers in bloom. Similarly, their flesh tones range from earthy browns to floral pinks, and gnomes with black, pastel blue, or even green skin are not unknown. Gnomes' coloration has little regard for heredity, with the color of a gnome's parents having no apparent bearing on the gnome's appearance.



Gnomes possess highly mutable facial characteristics, and their proportions often don't match the norm of other humanoids. Many have overly large mouths and eyes, an effect which can be both disturbing and stunning, depending on the individual. Others may have extremely small features spread over an otherwise blank expanse of face, or may mix shockingly large eyes with a tiny, pursed mouth and a pert button of a nose. Gnomes rarely take pride in or show embarrassment about their features, but outsiders often fixate on a gnome's most prominent feature and attempt to use it as the focus of insults or endearments.

SOCIETY

Gnomes do not generally organize themselves within classic societal structures. Gnome cities are unusual and gnome kingdoms almost unknown. Further, gnomes have no particular tendency to gather in specific neighborhoods even when a large number of them live among other ancestries. While specific laws meant to contain the potential impact of gnomes on a society may require a "gnome quarter," and societal pressure



sometimes causes all non-gnomes to move away from areas with high gnome populations, left to their own devices, gnomes tend to spread evenly throughout communities that allow them.

Whimsical creatures at heart, they typically travel alone or with temporary companions, ever seeking new and more exciting experiences. They rarely form enduring relationships, instead pursuing crafts, professions, or collections with a passion that borders on zealotry. If a gnome does settle in an area or stay with a group for a longer period, it is almost always the result of some benefit that area gives to a vocation or obsession to which the gnome had dedicated himself.

Despite their varied backgrounds and lack of a unifying homeland, gnomes do possess some common cultural traits. Males have a strange fondness for unusual hats and headgear, often wearing the most expensive and ostentatious head-covering they can afford. Females rarely cover their heads, but proudly wear elaborate and eccentric hairstyles that often include jeweled combs and headpieces.

Relations: Gnomes have difficulty interacting with others, on both emotional and physical levels. In many ways the very fact other cultures see gnomes as odd is itself the thing gnomes find most odd. When two gnomes encounter one another, they generally assume some mutually beneficial arrangement can be reached, no matter how different their beliefs and traditions may be. The inability or unwillingness of members of other cultures to make the same effort when dealing with gnomes is both frustrating and confusing to most gnomes.

In many ways, it is gnomes' strong connection to a wide range of apparently unconnected ideas that makes it difficult for other races to build relationships with them. Gnome humor, for example, is often focused on physical pranks, nonsensical rhyming nicknames, and efforts to convince others of outrageous lies that strain all credibility. Gnomes find such efforts hysterically funny, but their pranks often come across as malicious or senseless to other races, while gnomes in turn tend to think of the taller races as dull and lumbering giants.

Gnomes get along reasonably well with halflings and humans, who at least have some traditions of bizarre, gnomelike humor. Gnomes generally feel dwarves and half-orcs need to lighten up, and attempt to bring levity into their lives with tricks, jokes, and outrageous tales the more dour races simply cannot see the sense of. Gnomes respect elves, but often grow frustrated with the slow pace at which members of the long-lived race make decisions. To gnomes, action is always better than inaction, and many gnomes carry several highly involved projects with them at all times to keep themselves entertained during rest periods.

Alternate Ancestral Abilities

- **Eternal Hope:** Gnomes rarely lose hope and are always confident that even hopeless situations will work out. Gnomes with this ability add +1 to their Fear checks. This replaces Keen Senses.
- **Gift of Tongues:** Gnomes love languages and learning about those they meet. Gnomes with this ability know two additional languages of their choice. This replaces Obsessive.
- **Warden of Nature:** Gnomes must often protect their homes against unnatural or pestilential infestations. These gnomes gain +1 Parry against Aberrations, Oozes, and Vermin because of their special training. This replaces Obsessive.

HALF-ELVES

Since the two first came into contact with each other, humans have held up elves as models of physical perfection, seeing in these fair folk idealized versions of themselves. For their part, many elves find humans attractive despite their comparatively barbaric ways, and are drawn to the passion and impetuosity with which they play out their brief lives.

Sometimes this mutual infatuation leads to romantic relationships. Though usually short-lived, even by human standards, such trysts may lead to the birth of half-elves, an ancestry descended from two cultures yet inheritor of neither. Half-elves can breed with one another, but even these tend to be viewed as bastards by humans and elves alike. Caught between destiny and derision, half-elves often view themselves as the middle children of the world.

PHYSICAL DESCRIPTION

Half-elves stand taller than humans but shorter than elves. They inherit the lean build and comely features of their elven lineage, but their skin color is normally dictated by their human side. While half-elves retain the pointed ears of elves, theirs are more rounded and less pronounced. Their eyes tend to be humanlike in shape, but feature an exotic range of colors from amber or violet to emerald green and deep blue.

This pattern changes for half-elves of drow descent. Such elves are almost unfailingly marked with the white or silver hair of the drow parent, and more often than not have dusky gray skin that takes on a purplish or bluish tinge in the right light, while their eye color usually favors that of the human parent.

SOCIETY



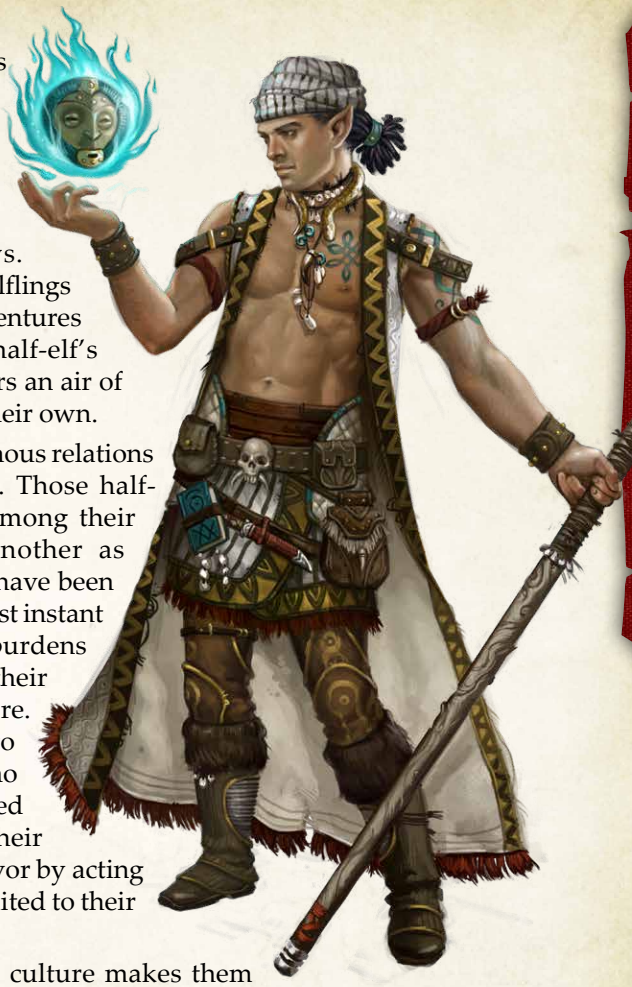
Their lack of a unified homeland and culture forces half-elves to remain versatile, able to conform to nearly any environment. While often considered attractive to elves and humans, half-elves rarely fit in with either. This lack of acceptance weighs heavily on many half-elves, yet others are bolstered by their unique status, seeing in their lack of a formalized culture the ultimate freedom.

Even half-elves welcomed by one side of their heritage often find themselves caught between cultures, as they are encouraged, cajoled into taking on diplomatic responsibilities between humans and elves.

Relations: Half-elves understand loneliness, and know that character is often less a product of their bloodline than of life experience. As such, they are less likely than most to rely on first impressions when forming opinions of new acquaintances.

Those humans who admire elvenkind see half-elves as a living link or bridge between the two. But this attitude often foists unfair expectations upon half-elves, and quickly turns to derision when they do not live up to the destinies others set for them. Additionally, half-elves raised by or in the company of elves often have the human half of their parentage dubbed as something to overcome.

Among other cultures, half-elves form unique and often unexpected bonds. Dwarves, despite their traditional mistrust of elves, see a half-elf's human parentage as something hopeful, and treat them as half-humans rather than half-elves. Additionally, the lifespan of dwarves is closer to a half-elf's own than that of either of her parents. As a result, half-elves and dwarves often form lasting bonds.



Gnomes and halflings often see half-elves as a curiosity. Those half-elves who have seen themselves pushed to the edges of society, truly without a home, typically find gnomes and halflings frivolous and worthy of disdain, but secretly envy their seemingly carefree ways. Clever and enterprising gnomes and halflings sometimes partner with a half-elf for adventures or even business ventures, using the half-elf's participation to lend their own endeavors an air of legitimacy that they cannot acquire on their own.

Perhaps the most peculiar and dichotomous relations exist between half-elves and half-orcs. Those half-orcs and half-elves who were raised among their non-human kin normally see one another as hated and ancient foes. Half-elves who have been marginalized by society feel a deep, almost instant kinship with half-orcs, knowing their burdens are often that much harder because of their appearance and somewhat brutish nature. Not all half-orcs are inclined or able to understand such empathy, but those who do often find themselves with a dedicated diplomat, liaison, and apologist. For their own part, half-orcs usually return the favor by acting as bodyguards and take on other roles suited to their brawny forms.

Religion: Half-elves' lack of a unified culture makes them less likely to turn to religion, but those who do generally follow the common faiths of their homeland.

Some half-elves feel the pull of the divine but live beyond the formal religious instruction of society. Such individuals often worship ideas and concepts like freedom, harmony, balance, or the primal forces of the world. Still others gravitate toward long-forgotten gods, finding comfort and kinship in the idea that even deities can be overlooked.

ADVENTURERS

Half-elves tend to be itinerants, wandering in search of a place to call home. The desire to prove themselves to the community and establish a personal identity — or even a legacy — drives many half-elf adventurers to lives of bravery. Despite their longevity, some half-elves claim they perceive the passage of time more like humans than elves, and are driven to amass wealth, power, or fame early on in life so they may spend the rest of their years enjoying it.

ALTERNATE ANCESTRAL ABILITIES

- **DROW MAGIC:** A few half-elves with drow ancestry exhibit the innate magic of their ancestors. They have 1 Power Point and can cast *darkness*, using their Smarts (or arcane skill if they have one) to activate this power. This replaces Elven Magic.
- **WARY:** Many half-elves have spent their long lives moving from place to place, often driven out by the hostility of others. Such experiences have made them wary of others' motivations. These half elves get a free reroll when deceiving others or attempting to detect when they are being deceived. They gain the Suspicious (Minor) Hindrance, but not any Hindrance points.

HALF-ORCS

Half-orcs are seen as monstrosities, the result of perversion and violence — whether or not this is actually true. Half-orcs are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves.

A few feared, distrusted, and spat-upon half-orcs manage to surprise their detractors with great deeds and unexpected wisdom — though sometimes it's easier just to crack a few skulls. Some half-orcs spend their entire lives proving to full-blooded orcs that they are just as fierce. Others try to blend into human society, constantly demonstrating they aren't monsters. Their need to always prove themselves worthy encourages half-orcs to strive for power and greatness within the society around them.

PHYSICAL DESCRIPTION

Half-orcs average around six feet tall, with powerful builds and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths, and these "tusks," combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance. While half-orcs may be impressive, few ever describe them as beautiful. Despite these obvious orc traits, half-orcs are as varied as their human parents.

SOCIETY

Unlike half-elves, half-orcs get the worst of both worlds: physically weaker than orcs, they also tend to be feared by humans who don't bother making the distinction between full orcs and halfbloods. Even on the best of terms, half-orcs in civilized societies are not exactly accepted, and tend to be valued only for their physical abilities. On the other hand, orc leaders have been known to deliberately spawn half-orcs, as the halfbreeds make up for their lack of physical strength with cunning and aggression.



Within orc tribes, half-orcs find themselves striving to prove their worth with feats of strength. These half-orcs are likely to file their tusks and cover themselves in tribal tattoos. Tribal leaders quietly recognize that half-orcs are more clever than most orcs and often apprentice them to the tribe's shaman. Apprenticeship to a shaman is a brutal and often short-lived distinction and those who survive it either become influential in the tribe or are driven to leave.

Half-orcs have a mixed experience in human society, where many view them as little more than monsters. They often are unable to get normal work, and are pressed into service in the military or sold into slavery. In these cultures, half-orcs often lead furtive lives, hiding their nature whenever possible.

Less commonly, human cities may allow half-orcs a more normal existence, even enabling them to develop small communities of their own. These communities are usually centered around the arena districts, the military, or mercenary organizations where their brute strength is valued and their appearance is more likely to be overlooked. Even surrounded by their own kind, half-orc life isn't easy. Bullying and physical confrontation comes easy to a people who have been raised with few other examples of behavior. Even more rarely, certain human cultures come to embrace half-orcs for their strength. There are stories of places where people see half-orc children as a blessing and seek out half-orc or orc lovers.

Relations: Elves and dwarves tend to be the least accepting of half-orcs, seeing in them too great a resemblance to their racial enemies, and other races aren't much more understanding. A lifetime of persecution leaves the average half-orc wary and quick to anger, yet people who break through his savage exterior might find a well-hidden core of empathy. Human societies with few orc problems tend to be the most accommodating, and half-orcs dwelling there can often find work as mercenaries and enforcers.

Half-orcs are envious of the measure of acceptance half-elves have within human and elven society and resent their physical beauty, which contrasts starkly to the half-orcs' brutish appearance. While half-orcs avoid antagonizing their half-breed cousins directly, they won't hesitate to undermine them if the opportunity presents itself.

Half-orcs are most sympathetic with halflings, who often have an equally rough lot in life. Half-orcs respect their ability to blend in and disappear and admire their perpetually cheerful outlook on life in spite of hardships. Halflings fail to appreciate this fact because they usually are too busy avoiding the large, intimidating half-orcs.

Religion: Half-orcs worship the human or orc gods venerated in the area where they were raised. Those who live alongside humans most often worship human gods of war, freedom, or destruction. Half-orcs raised in orc tribes find themselves most drawn to the gods of blood, fire, and iron — depending more on what god the tribe worships rather than the half-orcs' personal preference. Many half-orcs are contrary about religion, either ignoring it entirely, or getting deeply involved in it and trying to find meaning in a life filled with hate and misunderstanding.

ADVENTURERS

Staunchly independent, many half-orcs take to lives of adventure out of necessity, seeking to escape their painful pasts or improve their lot in life. Half-orcs raised in orc societies often take up the brutish ways of those around them. Those who survive their shaman training may eventually succeed their masters as tribal shamans, or flee and practice their magic as outcasts.

Half-orcs are fascinated by alchemy, and its destructive capabilities make its usefulness obvious in any orc tribe. Half-orc alchemists treat themselves as living experiments, even to the point of trying to separate their orc and human halves through alchemy.

ALTERNATE ANCESTRAL ABILITIES

- **SACRED TATTOO:** Many half-orcs decorate themselves with tattoos, piercings, and ritual scarification, which they consider sacred. Half-orcs with this ability gain an additional Novice power the first time they take an Arcane Background. This replaces Orc Ferocity.
- **SCAVENGER:** Some half-orcs eke out a living picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. These half-orcs have +1 on Notice rolls to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste (see detect magic in *Pathfinder for Savage Worlds*). This replaces Intimidating.
- **SKILLED:** Second- and third-generation half-orcs often favor their human heritage more than their orc heritage. Half-orcs with this ability start with 14 skill points instead of 12. This replaces Darkvision.

HALFLINGS

Optimistic and cheerful by nature, blessed with uncanny luck, and driven by a powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. At once excitable and easy-going, halflings like to keep an even temper and a steady eye on opportunity, and are not as prone to violent or emotional outbursts as other ancestries. Even in the jaws of catastrophe, halflings almost never lose their sense of humor. Their ability to find humor in the absurd, no matter how dire the situation, often allows halflings to distance themselves ever so slightly from the dangers that surround them.

Halflings are inveterate opportunists. They firmly believe they can turn any situation to their advantage, and sometimes gleefully leap into trouble without any solid plan to extricate themselves. Often unable to physically defend themselves from the rigors of the world, they know when to bend with the wind and when to hide away. Yet halflings' curiosity often overwhelms their good sense, leading to poor decisions and narrow escapes.

Though their curiosity drives them to seek out new places and experiences, halflings possess a strong sense of hearth and home, often spending above their means to enhance the comforts of domestic life. Halflings enjoy luxury and comfort, but they have equally strong reasons to make their homes a showcase. Halflings consider this urge to devote time, money, and energy toward improving their dwellings a sign of both respect for strangers and affection for their loved ones. Halflings make their homes beautiful in order to express their feelings toward those they welcome inside. Even traveling halflings typically decorate their wagons or carry a few cherished keepsakes to adorn their campsites.

PHYSICAL DESCRIPTION

Halflings rise to a humble height of three feet. They prefer to walk barefoot, leading the bottoms of their feet to become roughly calloused. Tufts of thick, curly hair warm the tops of their broad, tanned feet. Their skin tends toward a rich cinnamon color and their hair toward light shades of brown. A halfling's ears are pointed, but proportionately not much larger than those of a human.



Halflings prefer simple and modest clothing. Though willing and able to dress up if the situation demands it, their urge to remain quietly in the background makes them rather conservative dressers in most situations. Halfling entertainers, on the other hand, make their livings by drawing attention, and tend to go overboard with gaudy and flashy costumes.

SOCIETY

Rather than place their faith in empires, many halflings prefer to focus on the simpler virtues of their families and local communities. Halflings claim no cultural homeland and control no settlements larger than rural assemblies of free towns. Most often, they dwell at the knees of their human cousins in human cities, eking out livings as they can from the scraps of larger societies. Many halflings lead perfectly fulfilling lives in the shadow of their larger neighbors, while some prefer more nomadic lives, traveling the world and experiencing all it has to offer.

Halflings rely on customs and traditions to maintain their own culture. They have an extensive oral history filled with important stories about folk heroes who exemplify particular halfling virtues, but otherwise see little purpose in studying history in and of itself. Given a choice between a pointless



truth and a useful fable, halflings almost always opt for the fable. This tendency helps to explain at least something of the famous halfling adaptability. Halflings look to the future and find it very easy to cast off the weight of ancient grudges or obligations that drag down so many other races.

Relations: A typical halfling prides himself on his ability to go unnoticed by others — a trait that allows many halflings to excel at thievery and trickery. Most halflings know full well the stereotypical view others take of them as a result, and go out of their way to be forthcoming and friendly to the bigger ancestries when they're not trying to go unnoticed.

They get along fairly well with gnomes, although most halflings regard these eccentric creatures with a hefty dose of caution. Halflings respect elves and dwarves, but they often live in remote regions far from the comforts of civilization that halflings enjoy. By and large, only half-orcs are shunned by halflings, for their great size and violent natures are a bit too intimidating for most halflings to cope with.

Halflings coexist well with humans as a general rule, but since some of the more aggressive human societies value halflings as slaves, they try not to grow too complacent.

Religion: Always practical, halflings frequently worship the deity most favored by their larger and more powerful neighbors. They also usually cover their bets, however, by giving Desna her due. The goddess of both luck and travel seems a natural fit for most halflings and offering her a quick prayer every now and then is only common sense.

ADVENTURERS

Their inherent luck coupled with their insatiable wanderlust makes halflings ideal candidates for lives of adventure. Though perfectly willing to pocket any valuables they come across, halflings often care more for the new experiences adventuring brings them than for any material reward.

Others often put up with this curious ancestry in hopes that some of their mystical luck will rub off. Halflings see nothing wrong with encouraging this belief, not just in their traveling companions, but also in the larger world. Many try to use their reputation for luck to haggle for reduced fare when traveling by ship or caravan, or even for an overnight stay at an inn, though this it met with mixed success.

ALTERNATE ANCESTRAL ABILITIES

- **ADAPTABLE LUCK:** Some halflings have control over their innate luck. Once per session, this character can spend a Benny to reroll a Critical Failure. This replaces Lucky.
- **FLEET OF FOOT:** Some halflings are quicker than their kin but less cautious. These halflings draw one additional card when using the Quick Chase deck. Additionally, they do not reduce their Pace due to Wound penalties. This replaces Keen Senses.
- **LOW BLOW:** Some halflings train extensively in the art of attacking larger creatures. Halflings with this ability gain +2 AP when attacking creatures at least 3 Sizes larger than themselves. This replaces Sure-Footed.

HUMANS

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant people in the world. Their empires and nations are vast, sprawling things, and the citizens of these societies carve names for themselves with the strength of their sword arms and the power of their spells. Humanity is best characterized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, devil-worshiping noble families in the most cosmopolitan cities.

Human society is a strange amalgam of nostalgia and futurism, being enamored of past glories and wistfully remembered "golden ages," yet at the same time quick to discard tradition and history and strike off into new ventures. Relics of the past are kept as prized antiques and museum pieces, as humans love to collect things — not only inanimate relics but also living creatures — to display for their amusement or to serve by their side.

Humans in many places are fascinated by older cultures, though at times they grow frustrated or even contemptuous of ancient and (to their mind) outmoded traditions. Their attitudes toward other ancestries are thus a curious mix of exoticism and even fetishism, though usually with a very superficial level of understanding and appreciation of those cultures, alongside a deeply rooted arrogance that means most humans have a hard time regarding themselves as anything other than the default standard of society. Humans are gregarious, often friendly, and willing to mix and interact with others, but their sheer obliviousness to their offhanded marginalization of others is what so chagrins others when dealing with them.



Of course, well-meaning, blundering ignorance and numerical superiority are not the only things that make other ancestries suspicious of humans. Entirely too many examples can be found throughout history wherein human xenophobia and intolerance has led to social isolationism, civil oppression, bloody purges, inquisitions, mob violence, and open war. Humans are not the only ones to hate what is different among them, but they seem to have a susceptibility to fear-mongering and suspicion, whether about ancestry, language, religion, class, gender, or another difference. More moderate human citizens often sit idly by while their more extreme compatriots dominate the political and cultural conversation, yet there are also many who stand in opposition to extremists and embody a spirit of unity across the bounds of difference, transcending barriers and forming alliances and relationships both large and small across every color, creed, country, or species.

PHYSICAL DESCRIPTION

Their physical characteristics are as varied as the world's climes. From the dark-skinned tribesmen of the southern continents to the pale and barbaric raiders of the northern lands, humans possess a wide variety of skin colors, body types, and facial features. Generally speaking, humans' skin color assumes a darker hue the closer to the equator they live. At the same time, bone structure, hair color and texture, eye color, and a host of facial and bodily phenotypic characteristics vary immensely from one locale to another.

Cheekbones may be high or broad, noses aquiline or flat, and lips full or thin; eyes range wildly in hue, some deep

set in their sockets, and others with full epicanthic folds. Appearance is hardly random, of course, and familial, tribal, or national commonalities allow the knowledgeable to identify a human's place of origin on sight, or at least to hazard a guess. Humans' origins are also indicated through their styles of bodily decoration, not only in the clothing or jewelry worn, but also in hairstyles, piercing, tattooing, and even scarification.



SOCIETY

Human society comprises a multitude of governments, attitudes, and lifestyles. Though the oldest human cultures trace their histories thousands of years into the past, when compared to societies like those of elves and dwarves, human society seems to be in a state of constant flux as empires fragment and new kingdoms subsume the old. In general, humans are known for their flexibility, ingenuity, and ambition. Other races sometimes envy humans their seemingly limitless adaptability, not so much biologically speaking but in their willingness to step beyond the known and press on to whatever might await them. While many or even most humans as individuals are content to stay within their comfortable routine, there is a dauntless spirit of discovery endemic to humans as a species that drives them in striving toward possibilities beyond every horizon.

Relations: Humans are fecund, and their drive and numbers often spur them into contact with other ancestries during bouts of territorial expansion and colonization. In many cases, this tendency leads to violence and war, yet humans are also swift to forgive and forge alliances with those who do not try to match or exceed them in violence. Proud, sometimes to the point of arrogance, humans might look upon dwarves as miserly drunkards, elves as flighty fops, halflings as craven thieves, gnomes as twisted maniacs, and half-elves and half-orcs as embarrassments — but the diversity among its own members also makes many humans quite adept at accepting others for what they are.

Humans may become so absorbed in their own affairs that they remain ignorant of the language and culture of others, and some take this ignorance to a hateful extreme of intolerance, oppression, and rarely even extermination of others they perceive as dangerous, strange, or "impure." Thankfully, while such incidents and movements may taint all of humanity in the eyes of some, they are more often the exception than the rule.

Religion: Humans have the widest range of gods and religions, lacking other ancestries' ties to tradition and eager to turn to anyone offering them glory or protection.

ADVENTURERS

Ambition alone drives countless humans, and for many, adventuring serves as a means to an end, whether it be wealth, acclaim, social status, or arcane knowledge. A few pursue adventuring careers simply for the thrill of danger. Humans hail from myriad regions and backgrounds, and as such can fill any role within an adventuring party.

NON-HUMAN COMMON NAMES

ANCESTRY	MALE NAMES	FEMALE NAMES
Aasimar	Aritian, Beltin, Cernan, Cronwier, Eran, Ilamin, Maudril, Okrin, Parant, Tural, Wyran, Zaigan.	Arken, Arsinoe, Davina, Drinma, Imesah, Masozi, Nijena, Niramour, Ondrea, Rhialla, Valtyra.
Catfolk	Carruth, Drewan, Ferus, Gerran, Nyktan, Rouqar, Zithembe.	Alyara, Duline, Hoya, Jilyana, Milah, Miniri, Siphelele, Tiyeri.
Dhampir	Most keep their human birth names but may take a surname derived from a significant event or the towns where they were born.	
Dwarves	Dolgrin, Grunyar, Harsk, Kazmuk, Morgrym, Rogar.	Agna, Bodill, Ingra, Kotri, Rusilka, Yangrit.
Elves	Caladrel, Heldalel, Lanliss, Meirdrarel, Seldlon, Talathel, Variel, Zordlon.	Amrunelara, Dardlara, Faunra, Jathal, Merisiel, Oparal, Soumral, Tessara, Yalandlara.
Gnome	Abroshtor, Bastargre, Halungalom, Krolmnite, Poshment, Zarzuket, Zatqualmie.	Besh, Fijit, Lini, Majet, Neji, Pai, Queck, Trig.
Goblin	Boorgub, Gogmurch, Rotfoot, Zobmaggle.	Geedra, Goomluga, Hoglob, Luckums.
Half Elves	Calathes, Encinal, Iradli, Kyras, Narciso, Quinray, Seltyiel, Zirul.	Cathran, Elsbeth, Iandoli, Kieyanna, Lialda, Maddela, Reda, Tamarie.
Half Orcs	Ausk, Davor, Hakak, Kizziar, Makoa, Nesteruk, Tsadok.	Canan, Drogheda, Goruza, Mazon, Shirish, Tevaga, Zeljka.
Halflings	Antal, Boram, Hyrgan, Jamir, Lem, Miro, Sumak, Tribin, Uldar, Vraxim.	Anafa, Bellis, Etune, Filiu, Irlana, Marra, Pressi, Rilka, Sistra, Wyssal, Yamyra
Humans	The diversity across the nations of Golarion has resulted in a nearly infinite set of names. Even humans who speak the same language may have names that are as varied as their beliefs and appearances, depending on their origins	
Tieflings	Baru, Dellisar, Maldrek, Molos, Sarvin, Shoremoth, Temerith, Voren, Zoren.	Allizsah, Indranna, Kasidra, Kilarra, Mellisan, Mordren, Nisha.



CHAPTER TWO

EDGES & HINDRANCES

This chapter introduces new Edges and Hindrances for *Pathfinder for Savage Worlds*. Some of the options presented in this section are easily incorporated into other settings.

NEW HINDRANCES

Some Hindrances have mechanical effects. Others are more subjective "roleplaying" Hindrances that help you understand and roleplay your character. They should occasionally cause the hero to act in ways that aren't necessarily smart, efficient, or in the best interests of the party or the overall goal. That's what roleplaying games are all about, and the GM may reward you with a Benny when your Hindrances cause significant trouble! Below are hindrances based off the drawback found in the Pathfinder setting.

ANCESTRAL WEAKNESS (MINOR/MAJOR)

Some families can trace their bloodline back far enough to find an ancestor who was from another plane. Every so often, a descendant is born with a strange weakness or trait tied to this long forgotten ancestor.

Select one of the following: Fire, Cold, or Electricity. With the Minor version of this Hindrance this character suffers +2 damage from attacks of this type. The Major version increases this to +4 damage.

BITTER (MAJOR)

You have been hurt repeatedly by those you trusted, and it has become difficult for you to accept help.

Other people attempting to heal this character suffer a –2 penalty to their roll. This applies to both mundane and magical healing. This does not affect natural healing rolls

CONSTRICTED (MINOR)

Some people can't handle the restrictive and confining nature of armor. The tight grip of leather and suffocating helms cause them to panic.

This character gains Armor Restriction (Medium) on one of her Class Edges. If she already has an Armor Restriction from another source, increase her existing Restriction (Medium is increased to Light and Light is increased to Any) to a max of Armor Restriction (Any).

FAVORED CLASS (MINOR/MAJOR)

Whenever your hero commits to something, she sees it through to the end, even to the exclusion of other studies.

A character with the Minor version selects one core Class Edge. Increase all Trait Requirements one die type for all other Class Edges and Prestige Edges. A character with the Major version of this Hindrance can only have one core Class Edge and cannot take any Prestige Edges.

FEY-TAKEN (MINOR)

As a child, you were whisked away by mischievous fey for a time. When you returned, you were ever after considered odd and distant. You long to return there, and find the mortal world dull and at times revolting, so you eat poorly and trust strange visions.

The character suffers a −2 penalty on rolls to resist disease and poison and on rolls to resist spells, abilities, and opposed Tests from Fey.

HELPLESS (MINOR/MAJOR)

You once stood helpless as great harm befell a loved one, and that paralysis sometimes returns when an ally is in a dire position.

As a Minor Hindrance, whenever this character sees an ally suffers a Wound, he is Distracted. As a Major Hindrance, the character is also Vulnerable.

LONER (MAJOR)

Raised by pirates, bandits, or other troublemakers unwilling to stick out their necks for you, you are accustomed to operating on your own. The presence of allies can easily become a distraction, and you do your best to keep them out of your space.

This character does not benefit from Gang Up bonuses.

MAGICAL KLUTZ (MINOR)

You were born in a place with a plethora of strangely interacting magic, and magic is dangerously eager to surge into action around you. Because of this, you must take extra care when using magic items, so they don't malfunction and cause you harm.

Activating a magical item is a limited action instead of an action. If the magic item normally required a limited action, the character cannot take a Multi-Action.

METICULOUS (MINOR)

You plan and prepare everything in detail, and aren't good at improvising when things don't go as planned.

This Pathfinder suffers −4 penalty on untrained skill rolls instead of the usual −2.

MUNDANE VISION (MINOR)

Something has caused you to lose the supernatural vision common to your ancestry. This is often caused by a curse, illness, or similar effect.

The character loses his low-light vision or darkvision. He must have low-light vision or darkvision to take this Hindrance.

OBLIVIOUS (MINOR)

Your hero has difficulty noticing the scope of area attacks. This character takes half damage when he makes a successful Evasion roll.

SHORT SIGHTED (MINOR OR MAJOR)

Some adventurers see things through to the end. Pulling at every thread, they won't consider something finished until they've exhausted every option. This is not your hero.

A character with the Minor version of this Hindrance cannot spend Conviction to gain an extra use of once per encounter, session or day abilities. The Major version of this Hindrance allows Conviction to be spent for additional uses of abilities but makes the Conviction die a d4.

SPOOKED (MINOR)

A traumatic experience at a young age with a spirit, undead, or other supernatural entity colors your reactions to such creatures.

Whenever you perceive a Fey, Outsider, or Undead within 10" (20 yards) you must make a Fear check. If the creature innately causes Fear, you suffer an additional −2 to the Fear check. The character does not need to make an additional Fear check if the creature has Fear.

When a character becomes Jaded (see Pathfinder for Savage Worlds*) against a creature's Fear, it only applies to a specific Fey, Outsiders, or Undead. A character may stop being fearful of his tiefling companion, but still panic when he sees a vrock. This means the more supernatural creatures this character is exposed to, the less he will be affected.*



Tainted Spirit (Major)

As a child, a parent or other person with authority over you made a pact with a fiend, stealing some of your vitality as collateral.

Immediately after combat ends, this character makes a Vigor roll or suffers a level of Fatigue. This Fatigue lasts until the character spends 24 hours without getting into combat.

Umbral Unmasking (Minor)

You cast no shadow whatsoever, or the shadow you do have is monstrous. Under normal lighted conditions, this is not hard to observe — but uncommon to notice.

Anyone who notices this character's shadow has a worse initial reaction to the character (see Persuasion in *Pathfinder for Savage Worlds*).

Warded Against Nature (Minor)

Animals find your character particularly unnerving. Even the most well trained animals require coaxing to work with you.

Animals do not willingly approach within 10" (20 yards) of you unless persuaded. In addition, the hero suffers a −2 penalty on rolls to control animals, including Riding (see **Animal Handling**, below).

Skills

New Skills

Alchemy (Smarts)

Alchemy is a new arcane skill for the Alchemist Class Edge (see page 38).

Animal Handling

Pathfinders must frequently train, control, ride, or otherwise attempt to get creatures of animal intelligence to do their bidding. Rather than create a new skill that might conflict with others, we use Intimidation or Persuasion, depending on approach and demeanor.

With success, the animal attempts to follow the instructions to the best of its ability. It's still just an animal though, so complex tasks are usually beyond its abilities to comprehend.

Unlike influencing sentient creatures, a hero need not worry about speaking the same language as the animal. If he is able to speak to the animal, however, he adds +2 to the roll.



NEW EDGES

On the following pages are dozens of Edges for *Savage Pathfinder*. Edges are grouped by type to help during character creation, and you'll find a handy summary of each on page 79.

Unless an Edge specifically says otherwise, it may only be selected once.

BACKGROUND EDGES

These Edges are typically advantages a character is born with, learns from prolonged and extensive training, or gains after exposure to certain events.

Players can choose these Edges after character creation with a little rationalization. An individual might choose the Attractive Edge, for example, by cleaning himself up, getting a makeover, and generally paying more attention to physical appearance. Characters might also be able to gain an Arcane Background by finding and studying a spellbook or training with another arcane type in their party during downtime between adventures.

ANGEL WINGS

REQUIREMENTS: Seasoned, Aasimar

Some aasimar have a special connection to their celestial bloodline that increases over time. This character grows a pair of gleaming feathered wings that grant her the Special Ability Flight: Pace 6.

ARMOR OF THE PIT

REQUIREMENTS: Novice, Tiefling

Your fiendish traits take the form of a protective scaly skin. This character gains Armor +2 and Environmental Resistance: Cold, electricity, or fire (pick one).

ATTUNED TO THE WILD

REQUIREMENTS: Novice, Elf

Some elves share a connection with the wilds that revitalizes them.

Select one type of terrain from the Ranger Class Edge. While in the selected terrain type, this character can make a natural healing roll every 24 hours with a +2.

BLOOD DRINKER

REQUIREMENTS: Novice, Dhampir

The curse in your veins allows you to heal whenever you consume the blood of a mortal.

As a limited action the character can drink the blood of a living Humanoid to immediately make a natural healing roll. This is easier to accomplish when the dhampir has a bite attack.

BURN! BURN! BURN!

REQUIREMENTS: Novice, Goblin, Thievery d6+

This goblin does +2 damage with non-power fire (such as torches, bombs, and alchemist's fire). Additionally, add +1 to the roll to see if something catches fire.

CASUAL ILLUSIONIST

REQUIREMENTS: Novice, Gnome

Some gnomes can use their innate magic to create minor illusions that augment their efforts at trickery and deceit.

The gnome may add +1 to Thievery rolls, Persuasion rolls or other rolls made to deceive someone for each Power Point spent, to a maximum of +4.

CELESTIAL SERVANT

REQUIREMENTS: Novice, Aasimar, Beast Master or similar ability

Rather than being a normal animal or beast, your companion or familiar hails from the heavenly realms.

This character's animal companion's type becomes Magical Beast (though it still counts as an Animal for purposes of spells and abilities) and it gains the following abilities:

- Armor +2 (this stacks with the companion's existing armor).
- Night Vision.
- Smite Evil (as the Paladin Edge) using the aasimar's Rank.

CLAW POUNCE

REQUIREMENTS: Novice, Catfolk, Claws, Agility d6+, Strength d6+

This character can charge and make an attack with its paws similar to that of a dire cat.

When this character makes a Wild Attack with its Natural Weapons, it adds +4 to its damage instead of +2.

DEEPSIGHT

REQUIREMENTS: Novice, Darkvision or Low Light Vision

Your connection to the dark has caused your senses to be especially keen.

The character replaces her current Low Light Vision or Darkvision with Night Vision.

LUCKY HALFLING

REQUIREMENTS: Novice, Halfling, Common Bond

Some halflings are capable of extending their luck to their companions. Because of this, many adventuring groups consider it good luck to have a halfling counted among their ranks.

This character can spend a Benny to allow an ally to reroll a Trait or damage roll with a +2. This edge does not stack with similar Edges (such as Elan).

NIMBLE STRIKER

REQUIREMENTS: Novice, Catfolk, Sprinter ability, Agility d8+

You were born to charge your enemies and nobody does it better.

This character doesn't suffer a −2 penalty for running if he only takes a single action in the same turn.

RAZOR TUSK

REQUIREMENTS: Novice, Half-Orc

Your powerful jaws and steely teeth are deadly enough to give you a bite attack.

This character gains the bite Natural Attack, dealing Str+d6 damage.

SHATTERSPELL

REQUIREMENTS: Novice, Dwarf

With the blessings of your ancestors, your mighty blows shatter your enemy's magic.

This character can take a limited action to make a Fighting Test against an opponent with an active power (opposed by the caster's arcane skill). With success, the power is dispelled (as with the *dispel* power).

CLASS EDGES

You'll find six core Class Edges as well as advanced Edges for higher Ranks on the following page spreads.

ALCHEMIST

ALCHEMIST

REQUIREMENTS: Novice, Smarts d6+

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling.

Rather than casting spells like a sorcerer or wizard, an alchemist captures arcane essences within strange liquids and extracts, infusing mysterious concoctions with spell-like abilities, combustible energy, and transformative mutagens.

- **ARCANE BACKGROUND (Alchemist):** Alchemists use Alchemy as their arcane skill. This gives them 10 Power Points and two powers from the list below.

  Available Powers: *Arcane protection, boost/lower Trait, burst, damage field, darksight, deflection, detect/conceal arcana, disguise, environmental protection, fly, growth/shrink, healing, invisibility, intangibility, magic jar, protection, relief, shape change, speak language, speed, wall walker, warrior's gift.*

- **ARMOR INTERFERENCE (Light):** While wearing medium or heavy armor or using medium or heavy shields, the character's Alchemy rolls suffer a –4 penalty. The hero cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement.
- **ALCHEMICAL IDENTIFICATION:** An alchemist can use Alchemy to identify a potion as if using *detect arcana*.
- **BOMBS AND MUTAGENS:** Alchemists may create bombs and mutagens with their chemicals and reagents. See page 40.
- **EXTRACTS:** Potions are permanent magic items such as those listed in the Magic Items chapter of *Pathfinder for Savage Worlds*. Extracts are temporary concoctions imbued with powers and use the creator's Alchemy skill. They behave like spells, and can be dispelled by effects like *dispel*.

  Extracts are prepared "off camera," requiring an hour's time, the alchemist's formulae book, and an alchemist's kit. The alchemist doesn't spend any Power Points until he activates the power. Without his formulae book, he may cast as usual but cannot refresh his "supplies" (his Power Points do not recharge).

  All of the alchemist's powers except *burst* and *damage field* with a Range greater than Touch must take the Touch Limitation (since extracts must be consumed or applied to be used). The Power Point cost is reduced as usual. The templates for *burst* and *damage field* (with the Area of Effect modifiers) emanate from the character who imbibed the extract, but the alchemist still makes the arcane skill roll.

DISCOVERY

REQUIREMENTS: Seasoned, Alchemist

The alchemist makes an incredible revelation. Select one Discovery from those listed on page 40. This Edge may be taken once per Rank.

ADVANCED DISCOVERY

REQUIREMENTS: Veteran, Alchemist

The alchemist makes a great advance in his knowledge of science and chemistry. He can choose an Advanced Discovery from the list on page 40. This Edge may be taken once per Rank.

GRAND DISCOVERY

REQUIREMENTS: Heroic, Alchemist

The alchemist makes a Grand Discovery, choosing any one of the abilities listed on page 41. The promise of a Grand Discovery is the life-long goal of most alchemist's dangerous experiments and hard work.

Damiel (Novice, Iconic Path Alchemist)

Damiel has grown into a man of two minds. The first — the remaining shadow of the Damiel Morgethai That Was — repents for the senseless suffering he's caused, and attempts to keep his darker urges in check. The second is that man brought forth by the Change, the mad and capricious soul that holds all other creatures in contempt, and exists only to feel the heat of the explosion on his face or see the shifting colors of poisoned flesh.

ANCESTRY: Elf (Agile, Elven Magic, Intelligence, Keen Senses, Low Light Vision, Slender)

ATTRIBUTES	DERIVED
Agility d8	Parry: 6
Smarts d8	(7 with rapier)
Spirit d6	Toughness: 6 (2)
Strength d6	Pace: 6
Vigor d6 (–1)	Bennies:3

HINDRANCES: Favored Class (Alchemist), Impulsive

EDGES: Alchemist, Calculating

LANGUAGES: Common, Draconic, Elven, Goblin, Sylvan

SKILLS: Alchemy d8, Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Occult d4, Persuasion d6, Stealth d6, Thievery d6

POWERS: *Deflection, shape change*

GEAR: Rapier (Str+d4, Parry +1), dagger (Str+d4), leather jacket and leggings (+2), alchemist's kit, adventurer's kit, Formulae book, potion of minor *protection*, 48 gp.

Damiel's Advancement Track

1 – New Powers: *Boost/lower Trait, burst*

2 – Agility d10

3 – Power Points (15 total)

S — Discovery (Extend Potion)

5 – Smarts d10

6 – Alchemy d10, Athletics d10

7 – New Powers: *Disguise, healing*

V — Advanced Discovery (Combine Extracts)

9 – Vigor d8

10 – Heroic Defiance

11 – Power Points (20 total)

H — Grand Discovery (Fast Healing)

13 – Spirit d8

14 – New Powers: *Fly, warrior's gift*

15 – Frenzy

L — Tough as Nails

17 – Frenzy (Imp)

18 – Block

19 – Power Surge

20 – Strength d8



BOMBS

Alchemists can swiftly mix jars and vials of volatile chemicals from their alchemist's kits and turn them into hasty explosives.

Creating an alchemist's bomb and throwing it is a limited action that costs two Power Points and uses the Alchemy skill. Alchemical bombs have a Range of 10" (20 yards) and cause 2d6 Damage in a Small Blast Template. The alchemist can spend +1 Power Point to increase the damage to 3d6 and +1 Power Point to change his bomb to a Medium Blast Template.

An alchemist's bombs are an extension of their own personal magic and must be used instantly — they cannot be stored or given to others. They aren't powers, and can't use the Selective Power Modifier (although they can use other Power Modifiers, such as Lingering Damage) — allies must beware getting caught in the splash zone!

A Critical Failure when creating a bomb means the alchemist has run out of volatile chemicals and cannot use this ability again until he refreshes his supplies (in a shop, a few hours gathering ingredients and a Survival roll, etc.).

MUTAGENS

Mutagens alter the alchemist's form, increasing his physique for one hour at the cost of mental impairment.

Brewing a mutagen costs an hour's work and two Power Points but no arcane skill roll. The Power Points are stored and don't replenish until the mutagen is consumed or destroyed. An alchemist may only have one active mutagen in existence at a time.

Choose one of the three options below when the mutagen is created. Drinking it (an action) has the listed effect and also hardens the imbiber's skin, increasing Toughness by +1.

- **STRENGTH:** +2 to Strength and melee damage rolls but −2 on Academics, Common Knowledge, Occult, Repair, Science, and arcane skill rolls.
- **AGILITY:** Opponents subtract 1 when making direct attacks against the alchemist. The alchemist subtracts 2 from Healing, Notice, Survival, and Taunt rolls.
- **VIGOR:** +2 to Vigor rolls but −2 to Battle, Gambling, Performance, and Persuasion rolls.

DISCOVERIES

Every alchemist searches for new scientific principles they can use to further their own knowledge. A character may choose one of these truths each time he takes the Discovery Edge.

- **EXTEND POTION:** The alchemist can double the Duration of any potion, extract, or his own mutagen effect with a Duration greater than Instant.
- **FAST BOMBS:** The alchemist can spend +1 Power Point to create and throw a bomb as an action instead of a limited action.
- **DILUTION:** Once per day, the alchemist can dilute any one potion or elixir (not extract or mutagen), creating two doses from one. Diluting a potion costs gp equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again.
- **FERAL MUTAGEN:** Whenever the alchemist imbibes a mutagen, he grows claws and fangs, gaining the Claw and Bite Natural Weapons (Str+d6), and a +2 bonus on Intimidation rolls.

ADVANCED DISCOVERY

True alchemists yearn for the greater advancements in knowledge, to better the world or lord their genius over their peers!

- **COMBINE EXTRACTS:** Once per day when the alchemist creates his extracts, he can place two formulae into one extract. When the extract is consumed, both formulae take effect. This lets the alchemist cast both powers with the same action and Alchemy roll.
- **ETERNAL YOUTH:** The alchemist has discovered a cure for aging, and from this point forward suffers no penalties due to his age. This removes any penalties caused by the Elderly Hindrance.
- **INSTANT ALCHEMY:** The crafter can create alchemical items with almost supernatural speed. He may create any of the alchemical items listed on page 89 or those in

Pathfinder for Savage Worlds with an Alchemy roll and a limited action.

- **DELAYED BOMB:** The alchemist can set a bomb so that it explodes up to ten rounds after he creates it. The creator may also reclaim the bomb, recovering its Power Points and preventing its detonation.

  A delayed bomb detonates immediately if anyone else touches or moves it without a successful Thievery check.

  An alchemist cannot have more than one delayed bomb at once. If he creates another, the previous bomb becomes inert. *Dispel* can neutralize a delayed bomb, as can a successful Thievery check (at −2 if it was created with a raise).

GRAND DISCOVERY

The ultimate feat for any brew master is making a Grand Discovery the world will talk about for generations to come!

- **FAST HEALING:** The alchemist's flesh responds to damage with shocking speed — he gains the Fast Regeneration ability.
- **ELIXIR OF LIFE:** Once per day, the alchemist can brew an elixir of life. This special concoction costs 25,000 gp to create and takes one hour of work. When administered by the alchemist who brewed it, it restores life to a dead creature as per *resurrection*, using the character's Alchemy roll.

  Alternatively, the alchemist may drink the elixir of life himself, rising as if *resurrected* if slain within five days of consumption!
- **PHILOSOPHER'S STONE:** The alchemist learns how to create a philosopher's stone, and can do so once per month at no cost. Creating a philosopher's stone takes one day of work (see its description of the Philosopher's Stone to the right of this entry).
- **ETERNAL POTION:** If an alchemist drinks a potion with a non-instant Duration, he can choose to make the effect permanent or until he chooses to make another potion effect permanent. The effects of the potion can still be stopped with *dispel*.

PHILOSOPHER'S STONE

This rare substance appears to be an ordinary piece of sooty, blackish rock. If the stone is broken open (Hardness 14) however, a cavity is revealed at the stone's heart. The cavity is lined with a magical type of quicksilver that enables anyone with at least a d6 in Academics to transmute base metals (iron and lead) into silver and gold. A single philosopher's stone can turn up to 5,000 pounds of iron into silver (worth 25,000 gp), or up to 1,000 pounds of lead into gold (worth 50,000 gp). The quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *healing* potion while the substance is still potent, it creates a special oil of life that acts as *resurrection* for any dead body it's sprinkled on.

Weight: 3 lbs.
Destruction: The philosopher's stone can be destroyed by being placed in the heel of a titan's boot for at least 1 entire week.

CAVALIER

CAVALIER

REQUIREMENTS: Novice, Agility d6+, Fighting d6+, Riding d6+

While many warriors spend their time honing their martial skills, others dedicate themselves to a cause. These "cavaliers" swear themselves to a purpose, serving it above all else.

They travel about on horseback, championing their causes and charging headlong across battlefields with the symbol of their order trailing on long, fluttering banners.

The cavalier's true power comes from the conviction of his ideals, the oaths he swears, and the challenges he makes to those who stand in his way.

- **CAVALIER MOUNT:** The cavalier has a special bond with his mount that transcends that of a normal horseman. See page 45 for how the cavalier's mount works.
- **CHALLENGE:** As a limited action, a cavalier can issue a challenge to an opponent he can see and is within 24" (48 yards). The challenge remains in effect until the target is defeated, the cavalier is Incapacitated, or the combat ends, and he may never challenge more than one enemy at a time. The effects of the challenge can be found under each of the Cavalier Orders beginning on page 44.
- **MIGHTY CHARGE:** The cavalier increases his melee weapon's damage die one die type on a turn in which he moves towards an enemy while mounted.
- **ORDER:** A cavalier must pledge himself to an order of like-minded individuals. This gives him a Minor Vow to serve the order that doesn't grant additional Hindrance points. If a cavalier violates his order's edicts (GM's call), he loses the benefits of all Cavalier Edges for 24 hours.

  The list of orders, their edicts, and the benefits they grant are listed on page 44.

  A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. Members of these orders are not necessarily bound together, but some organizations are comprised of cavaliers who all belong to one specific order.

BANNER

REQUIREMENTS: Seasoned, Cavalier

The cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the warrior's banner is clearly visible (either held or planted in the ground), all allies within 10" (20 yards) get a free reroll on Fear checks and may reroll their running die once per turn.

As a limited action, the cavalier can wave his banner, removing Distracted and Vulnerable conditions from all allies in Range.

ORDER ABILITY

REQUIREMENTS: Veteran, Cavalier

The cavalier's dedication to his order grants him additional strength in combat. He gains the order ability associated with his chosen order (see Cavalier Orders beginning on page 44).

DEMANDING CHALLENGE

REQUIREMENTS: Heroic, Cavalier

As long as the cavalier is within 5" (10 yards) of the foe he challenged, he may spend a Benny immediately after the challenged opponent spends one to negate its effect.

SUPREME CHARGE

REQUIREMENTS: Wild Card, Legendary, at least two Cavalier Edges

Once per encounter, when the cavalier makes a charge while mounted, he doubles the damage if using a lance.

Alain (Novice, Iconic Path Cavalier)

Alain is a selfish man who comes from royal blood, though he has been hardened by battle since removing the silver spoon from his mouth. He is an excellent commander of troops and enjoys battle as much as any other sellsword.

ANCESTRY: Human (Adaptability)

ATTRIBUTES
Agility d8
Smarts d6
Spirit d6
Strength d8
Vigor d8

DERIVED
Parry: 6
Toughness: 9 (3)
Pace: 6
Bennies: 3

HINDRANCES: Impulsive, Stubborn, Vengeful (Minor), Vow (Major, order)

EDGES: Cavalier (order of the cockatrice), Command

LANGUAGES: Common, Elven, Orc, Varisian

SKILLS: Athletics d6, Battle d4, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d6, Riding d6, Shooting d6, Stealth d4, Survival d4

GEAR: Long sword (Str+d8), Lance (Str+d8, AP 2 on charge, Reach 2, mounted only), light crossbow (Range 10/20/40, Damage 2d6, AP 2), 10 bolts, scale tunic (+3). adventurer's kit, heavy pony, riding saddle.

Alain's Advancement Track

1 – Riding d8, Survival d6
2 – Trademark Weapon (long sword)
3 – Spirit d8
S — Banner
5 – Mounted Shield
6 – Agility d10
7 – Battle d6, Fighting d10
V — Order Ability
9 – Trademark Weapon (Imp, long sword)
10 – Smarts d8
11 – Fervor
H — Demanding Challenge
13 – Tactician
14 – Vigor d10
15 – Fighting d12
L — Supreme Charge
17 – Strength d10
18 – Tough as Nails
19 – Weapon Master
20 – Mythic Slayer



CAVALIER ORDERS

The following orders are the most common throughout Golarion. Members are not necessarily bound together, but some organizations do exist that are comprised of cavaliers that all belong to one specific order.

Names of these orders might vary depending on the region. A cavalier gains his order's Order Ability upon taking the appropriate Edge.

ORDER OF THE COCKATRICE

A cavalier who belongs to this order serves only himself, working to further his own aims and increase his personal prestige.

- **EDICTS:** The cavalier must keep his own interests and aims above those of all others. He must always accept payment when it is due, rewards when earned, and an even (or greater) share of loot when possible. The cavalier must take every opportunity to increase his own stature, prestige, and power.
- **CHALLENGE:** The cavalier adds +2 damage to Fighting attacks made against the target of his challenge.
- **ORDER ABILITY (Steal Glory):** Once per round, when an ally targets a foe within the cavalier's Reach, the cavalier may make a free attack against the same target.

ORDER OF THE DRAGON

Cavaliers belonging to the order of the dragon dedicate themselves to a group of like-minded individuals, be it a mercenary company or a small band of adventurers. They believe in loyalty and friendship, and are willing to lay down their lives to protect their allies.

- **EDICTS:** The cavalier must remain loyal to his allies and always work to further the aims of the group. He must protect his allies from harm and defend their honor when called into doubt.
- **CHALLENGE:** As a limited action, the cavalier grants his allies a +2 bonus on Fighting rolls against the target of his challenge until the end of the round.
- **ORDER ABILITY (Aid Allies):** Whenever an order of the dragon cavalier Supports an ally, the ally also receives the Support bonus to their Parry for the rest of the round.

ORDER OF THE LION

A cavalier who belongs to this order has pledged himself to a sovereign; be it a king, queen, or even the local warlord. They are stalwart and dedicated to their cause, willing to go to any length to ensure the safety of their lord and his domain.

- **EDICTS:** The cavalier must protect the life and lands of his sovereign at all costs. He must obey his lord's commands without question and strive to expand the power and prestige of his realm.
- **CHALLENGE:** The target of the cavalier's challenge is Distracted as long as the cavalier is within 10" (20 yards).
- **ORDER ABILITY (Shield of the Liege):** A selfless lion cavalier may redirect a melee or ranged attack made against an adjacent ally to himself. This ability can be used any number of times per day but must be declared before the attack roll is made.

ORDER OF THE SHIELD

Cavaliers who join the order of the shield devote their lives to protecting the common folk, from the simple farmer to the honest craftsman. These cavaliers stand before the tide, protecting the innocent from roving marauders and hungry monsters.

- **EDICTS:** The cavalier must protect the lives and prosperity of the common folk, shielding them from the deprivations of any who would cause them harm or exploit them. He must give charity when it is warranted and aid where needed. He must take no action that would cause harm or hardship to those who cannot defend themselves.
- **CHALLENGE:** Whenever an order of the shield cavalier issues a challenge, he receives a +2 bonus on opposed Tests with the target of his challenge.
- **ORDER ABILITY (Stem the Tide):** Once per round when an enemy enters Reach of one of his weapons the cavalier may make a free

attack. If he hits, the enemy is Vulnerable and cannot move any further this round.

Order of the Star

Cavaliers who join the order of the star dedicate themselves to the protection and service of a faith and its members (chosen when this Edge is selected). Thereafter they tend to following many of the tenets and guides of the religion they serve.

- **Edicts:** The cavalier must strive to protect the faith and all those who follow its teachings, from priest to common person. He must adhere to the strictures of the faith, promote its cause whenever possible, and serve the agents of the divine.
- **Challenge:** The target of the cavalier's challenge subtracts 2 from his arcane skill rolls.
- **Order Ability (Calling):** Once per encounter as a limited free action, the cavalier may choose one of his Traits and make a short prayer, filling him with confidence.

  For the next five rounds, all rolls using that Trait gain a +2 bonus.

Order of the Sword

Cavaliers who join the order of the sword dedicate their lives to the code of chivalry, living a life of honor, valor, and fairness. They tend to swear service to a lord or a lady, or sometimes to a creature of renown.

Of all the orders, the order of the sword is perhaps the broadest in terms of its focus and ideals.

- **Edicts:** The cavalier must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves.
- **Challenge:** The cavalier gets a free reroll on failed Fighting rolls against the target of his challenge.
- **Order Ability (Mounted Mastery):** Cavaliers eventually learn to turn the long reach of pole-arms and other weapons designed to defeat horsemen against their wielders. Whenever a mounted cavalier makes a charge attack, he adds his mount's Strength roll to the damage (rather than the usual +4 charge bonus for mounted attacks, see **Mounted Combat** in *Pathfinder for Savage Worlds*).

Cavalier Mount

The cavalier's dedication to mastering mounted combat grants additional benefits to his companion. In addition to being more formidable than other animals of its kind, the mount also forms a special bond with its rider, allowing them to anticipate each other's needs.

Whenever the cavalier purchases or acquires a mount, he can spend some time working with his new friend to grant it a number of benefits based on his Rank (see Advancement below). If the cavalier's mount ever dies or is lost, the knight must spend time working with a new mount in order to regain these benefits.

Advancement: The cavalier's mount gains the following abilities based on its master's Rank. These benefits are cumulative.

- **Novice:** Hardy.
- **Seasoned:** Resilient.
- **Veteran:** Very Resilient.
- **Heroic:** The mount becomes a Wild Card.

Bond: Whenever the cavalier's mount suffers one or more Wounds, the cavalier can spend a Benny to make a Soak roll using his Riding skill.

INQUISITOR

INQUISITOR

REQUIREMENTS: Novice, Athletics or Fighting or Shooting d6+, Occult d4+

Grim and determined, inquisitors root out enemies of the faith, using trickery and guile when righteousness and purity are not enough. They are above many of the normal rules and conventions of the churches they serve. They answer directly to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their desperate goals.

- **ARMOR RESTRICTION (Medium):** While wearing heavy armor or using heavy shields, the hero cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement.
- **JUDGMENT:** Once per encounter as a free action, the inquisitor can pronounce judgment on an enemy to gain five Judgment Tokens. A single token may be spent to add +2 to a Trait or damage roll she makes against the judged, or −2 to one of the foe's Trait or damage rolls. Judgment Tokens may be spent after the roll, and remain in effect if the original total is rerolled.
- **MONSTER LORE:** Inquisitors get a free reroll on skill rolls when attempting to identify a being's abilities or weaknesses.

BANE

REQUIREMENTS: Seasoned, Inquisitor

Once per encounter, as a limited free action, an inquisitor may imbue her weapon with righteous judgment. As long as it remains in her hands, it has the bane enchantment for five rounds (+2 AP, increases damage die one type; see **Magic Items** in *Pathfinder for Savage Worlds*).

BRAND

REQUIREMENTS: Seasoned, Inquisitor

As a limited action, the character touches a target's flesh and marks it with a magical brand. The brand can be hidden by clothing but cannot be removed except by the inquisitor or holy person of the same faith. When within 6" (12 yards) of a visible symbol of the faith, it glows with the light of a torch and causes the bearer to be Distracted.

MYSTIC POWERS (INQUISITOR)

REQUIREMENTS: Veteran, Inquisitor

The inquisitor may cast one of the following spells as a limited free action: *boost Trait* (Intimidation, Notice, and Survival only), *darksight*, *detect/conceal arcana*, and *dispel*. *Boost Trait*, *darksight*, and *detect arcana* are self only, but the inquisitor gains no benefit from the Limitation.

She has 10 dedicated Power Points, which work as described under the Mystic Powers (Monk) Edge in *Pathfinder for Savage Worlds*.

EXPLOIT WEAKNESS

REQUIREMENTS: Heroic, Inquisitor

The inquisitor learns to exploit an enemy's flaws, treating her attacks as if they were the proper type to trigger a being's Environmental Weakness, if any.

If the target has Fast Regeneration and takes at least one Wound from the inquisitor, it cannot regenerate for the remainder of this encounter.

TRUE JUDGMENT

REQUIREMENTS: Wild Card, Legendary, at least two Inquisitor Edges

The judge may call divine wrath down upon the condemned. An inquisitor may declare True Judgment on someone she's judged as a limited free action. If she spends a Judgment Token on an attack that causes at least one Wound, he must make a Vigor roll or perish.

After the attack is resolved, she can choose a new opponent to be the target of her remaining judgment. This does not grant her additional Judgment Tokens.

IMRIJKA (NOVICE, ICONIC PATH INQUISITOR)

Imrijka was raised in an orphanage in Lepidstadt, a pistachio-skinned girl indoctrinated into the faithful of Pharasma. Since becoming an initiate inquisitor in that faith, she's traveled most of Ustalav and beyond, regularly returning to Gravecharge to visit and check up on those she grew up with and cared for.

ANCESTRY: Half-Orc (Darkvision, Intimidating, Orc Ferocity, Outsider (Minor), Strong)

ATTRIBUTES
Agility d8
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED
Parry: 5
Toughness: 9 (3)
Pace: 6
Bennies: 3

HINDRANCES: Obligation (Minor - care for orphans), Outsider (Minor), Ruthless (Minor), Stubborn, Vow (Minor)

EDGES: Elan, Inquisitor

LANGUAGES: Celestial, Common, Giant, Orc

SKILLS: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Occult d4, Persuasion d6, Shooting d8, Stealth d4, Survival d4

GEAR: Morningstar (Str+d6), shortbow (Range 12/24/48, Damage 2d6), 20 arrows, dagger (Str+d4), scale breastplate (+3), adventurers pack, holy water, light wooden shield, 2x manacles, silver holy symbol, sunrod, 48 gp.

IMRIJKA'S ADVANCEMENT TRACK

1 – Agility d10
2 – Trademark Weapon (Shortbow)
3 – Occult d6, Shooting d10
S — Bane
5 – Vigor d8
6 – Fighting d8, Stealth d6
7 – Marksman
V — Mystic Powers (Inquisitor)
9 – Rapid Shot
10 – Iron Jaw
11 – Menacing
H — Exploit Weakness
13 – Crippling Attack
14 – Smarts d8
15 – Occult d8, Survival d6
L — True Judgment
17 – Trademark Weapon (Imp, Shortbow)
18 – Shooting d12
19 – Common Knowledge d8, Fighting d10
20 – Strong Willed



ORACLE

ORACLE

REQUIREMENTS: Novice, Spirit d6+

None of a god's agents are more mysterious than the oracle. These vessels are granted power without their choice, selected by providence to wield powers they don't fully understand.

Unlike a cleric, who draws her energies through devotion to a deity, oracles garner strength and power from many sources, including multiple patron deities who support their ideals. Oracles serve them all, venerating all the gods that grant her power and give her purpose.

- **ARCANE BACKGROUND (Oracle):** Oracles use Faith as their arcane skill. They have 15 Power Points and choose two powers from the list below.

  Available Powers: *Banish, barrier, beast friend, boost/lower Trait, burrow, burst, conjure item, create pit, damage field, darksight, deflection, detect/conceal arcana, dispel, divination, elemental manipulation, empathy, environmental protection, fear, havoc, healing, light/darkness, relief, resurrection, sanctuary, shape change, slumber, smite, sound/silence. speak language, stun, summon ally, summon monster, summon planar ally, zombie.*

- **ARMOR INTERFERENCE (Medium):** Oracles require rapid, intricate, and unhindered somatic movements. While wearing heavy armor or using heavy shields, the character's Faith rolls suffer a −4 penalty. The hero cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement.

- **CURSE:** The oracle gains her divine power at the cost of a terrible Curse chosen from the list on page 50. Such is the lot of these enigmatic seers.

- **MYSTERY:** The oracle selects one Mystery from the list on page 50. This grants her two of the "Available Powers" listed in addition to those she may already have, regardless of her Rank or the power's.

REVELATION

REQUIREMENTS: Seasoned, Oracle

As a limited free action, the oracle can cast one of the powers she knows from her Mystery.

DIVINE MASTERY

REQUIREMENTS: Veteran, Oracle

The oracle unlocks the enigmas of her divine power through devotion and intense suffering. She gains access to all her powers' Epic Power Modifiers.

GREATER REVELATION

REQUIREMENTS: Heroic, Oracle

The oracle gains the Greater Revelation associated with her Mystery.

ALAHAZRA (NOVICE, ICONIC PATH ORACLE)

Alahazra is kind but distant, often letting conversation drop in favor of taking in the sounds and smells of her environment. When she does speak, her words have the weight of command. She has little patience for fools, yet also has a soft spot for orphans, and in her own way often sees herself as the mother to her adventuring companions.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d6	Parry: 5 (1)
Smarts d6	Toughness: 7 (2)
Spirit d10	Pace:6
Strength d4	Bennies: 2
Vigor d6	

HINDRANCES: Bad Luck, Loyal, Poverty

EDGES: New Powers, Oracle (Flame, Clouded Vision), Power Surge

LANGUAGES: Common, Draconic, Elven, Sylvan

SKILLS: Athletics d6, Common Knowledge d4, Faith d10, Fighting d4, Healing d6, Notice d6, Occult d6, Persuasion d6, Stealth d4

POWERS: *Burst (mystery), detect/conceal arcana,environmental protection, havoc, healing, smite (mystery)*

GEAR: Quarterstaff (Str+d4, Parry +1, Reach 1, Two Hands), sling (4/8/16, Damage Str+d4), 10 stones, leather tunic and leggings (+2), adventurer's kit, 60 gp.

ALAHAZRA'S ADVANCEMENT TRACK

1 – Powers: *Boost/lower Trait, relief*

2 – Command

3 – Power Points (20)

S — Revelation

5 – Natural Leader

6 – Fervor

7 – Powers: *Dispel, summon ally*

V — Divine Mastery

9 – Command Presence

10 – Smarts d8

11 – Power Points (25)

H — Greater Revelation

13 – Vigor d8

14 – Powers: *Divination, slumber*

15 – Power Points (30)

L — Agility d8

17 – Powers: *Damage field, resurrection*

18 – Healing d8, Occult d8

19 – Athletics d8, Fighting d6

20 – Inspire



CURSES

Piercing the great mysteries of the world comes with a heavy price. An oracle must have one of the Curses listed below.

CLOUDED VISION

The oracle's eyes are obscured, making it impossible for her to make out anything beyond 5" (10 yards). She may not take the Bad Eyes or Blind Hindrances.

Blind Sense (5"): The oracle can perceive her environment using supernatural senses. She ignores *invisibility*, *illusion*, and all Illumination penalties up to 5" (10 yards) away.

DEAF

The oracle loses the ability to hear. She gains the Hard of Hearing (Major) Hindrance.

Innate Powers: Major *detect arcana* (self only).

HAUNTED

Malevolent spirits follow the oracle around, causing mishaps and strange occurrences. Retrieving stored items from her gear is an action, unless it normally takes longer. Items she drops land d6" away in a random direction.

Innate Powers: Minor *fly* (Self, levitate up or down only).

LAME

One of the oracle's legs is wounded, making it difficult to move around. She suffers –2 Pace (The character cannot take the Slow Hindrance or Fleet-Footed Edge).

Enduring: The oracle ignores up to 1 point of Fatigue penalty and does not suffer a Pace reduction for Wound penalties.

WASTING

The oracle's body slowly begins rotting away. The oracle gains the Ugly (Minor) Hindrance.

Immunity: Disease.

TONGUES

Pick two of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. While in combat or a stressful situation, the oracle can only speak and understand the selected languages.

Innate Powers: Minor *speak language* (self only, while not under the effects of Tongues).

MYSTERIES

Each Mystery lists the deity most closely associated with it, the available powers it grants, and the Greater Revelation the oracle gains if she takes that Edge.

BATTLE

Deity: Cayden Cailean, Gorum, Iomedae, Rovagug.

Available Powers: *Barrier*, *deflection*, *growth/shrink*, *stun.*

Greater Revelation (Battlecry): Once per encounter as a limited action, the character may unleash an inspiring battlecry. All allies within 12" (24 yards) who can hear the cry add +1 to their Trait rolls for the next five rounds.

BONES

Deity: Norgorber, Pharasma, Urgathoa.

Available Powers: *Bolt*, *damage field*, *fear*, *zombie.*

Greater Revelation (Soul Siphon): As a limited action, the character can make a Faith roll against a target within Range Smarts. If successful, the target suffers Energy Drain (Spirit or Vigor) (see **Energy Drain** in *Pathfinder for Savage Worlds*).

FLAME

Deity: Asmodeus, Sarenrae.

Available Powers: *Burst*, *darksight*, *environmental protection*, *smite.*

Greater Revelation (Form of Flame): Once per encounter as a limited action, the oracle can assume one of the following three forms.

- **ELEMENTAL:** The oracle becomes a fire elemental (see the *Pathfinder for Savage Worlds Bestiary*) for 10 rounds (she remains a Wild Card).
- **MOLTEN SKIN:** The oracle gains Immunity to Fire and projects a major *damage field* (FIERY AURA) for five rounds.
- **WINGS OF FIRE:** The character manifests a pair of fiery wings for ten minutes. This grants her Flight (Pace 12).

Heavens

Deity: Desna, Gozreh, Pharasma, Sarenrae.

Available Powers: *Banish, confusion, divination, fly.*

Greater Revelation (Mantle of Moonlight): The character's innate understanding of the moon renders her immune to lycanthropy. She may also disrupt a lycanthrope's connection to the moon with a successful Touch Attack, forcing it into its humanoid form, where it must remain for five rounds.

Once per encounter, the hero can make a successful Touch Attack to force someone into or out of a Rage (see Barbarian in *Pathfinder for Savage Worlds*) even if they could not normally rage.

Life

Deity: Gozreh, Pharasma, Sarenrae.

Available Powers: *Healing, light/darkness, relief, sanctuary.*

Greater Revelation (Energy Body): Once per encounter as a limited action, the hero can transform her body into pure life energy, resembling a golden-white fire elemental for five rounds.

She becomes the Special Ability: Elemental and gives off a warm light that increases illumination within a Medium Blast Template by one step, up to normal light. Undead starting their turn in the template suffer 2d4 damage. The oracle reduces the cost of *healing* by 1 when targeting someone in this template.

Lore

Deity: Abadar, Irori, Nethys.

Available Powers: *Detect/conceal arcana, speak language, locate, time stop.*

Greater Revelation (Spontaneous Symbology): The oracle's knowledge of the secret history of the world has revealed untold truths. The oracle may spend a Benny to cast any power of her Rank or lower. The power may be maintained normally but afterwards is forgotten (the oracle doesn't add it to her list of powers).

Nature

Deity: Erastil, Gozreh.

Available Powers: *Beast friend, elemental manipulation, shape change, summon nature's ally.*

Greater Revelation (Spirit of Nature): The seer gains Fast Regeneration until she's Incapacitated.

Stone

Deity: Abadar, Gorum, Torag.

Available Powers: *Barrier, burrow, create pit, protection.*

Greater Revelation (Steelbreaker Skin): Once per encounter as a limited action, the character may harden her flesh for five rounds so weapons that strike her are damaged or destroyed.

Anytime a melee or ranged weapon strikes the oracle, it takes 1d6 damage plus an additional 1d6 for every Power Point she spends (up to a max of 3). If this shatters the weapon, the oracle takes no damage from that attack. This has no effect on Natural Weapons.

Waves

Deity: Gozreh, Pharasma.

Available Powers: *Barrier, environmental protection, havoc, intangibility.*

Greater Revelation (Storm): Once per day, as an action, the oracle may create a raging storm that stretches out for half a mile in all directions. The storm occurs only outside, limits visibility to 24" (48 yards), and decreases Illumination one level. The tempest lasts five rounds and may be extended another five rounds by spending a Power Point.

As a limited free action, the oracle may focus part of the tempest into a hailstorm that causes 2d6 damage in a Large Blast Template anywhere within 24" (48 yards).

Wind

Deity: Gozreh, Shelyn.

Available Powers: *Deflection, fly, havoc, elemental manipulation.*

Greater Revelation (Lightning Breath): As a limited action, the oracle can breathe lightning. This functions as minor *burst*. The oracle can spend 2 Power Points to make it major *burst*. This ability uses the Stream Template.

SUMMONER

SUMMONER

REQUIREMENTS: Novice, Smarts d6+, Occult d6+

Summoners form bonds with powerful outsiders from the farthest reaches of the planes. This practitioner of the arcane arts forms a close bond with one particular outsider, known as an eidolon.

Over time, the two become linked, eventually even sharing a shard of the same soul. But this power comes with a price: the summoner's spells are limited due to his time spent exploring the nature of his eidolon.

- **ARCANE BACKGROUND (Summoner):** Summoners use Spellcasting as their arcane skill. On taking this Edge, the hero gains 10 Power Points, *summon ally* and one starting power from the list below.

  Available Powers: *Baleful polymorph, banish, barrier, boost/lower Trait, conjure item, create pit, deflection, detect/conceal arcana, disguise, dispel, divination, environmental protection, fly, growth/shrink, healing* (summoner and eidolon only), *invisibility, light/darkness, magic jar, planar binding, plane shift, puppet, speak language, speed/sloth, summon ally, summon monster, teleport, wall walker*.

- **ARMOR INTERFERENCE (Light):** Summoners require rapid, intricate, and unhindered somatic movements. While wearing medium or heavy armor or using medium or heavy shields, the character's Spellcasting rolls suffer a −4 penalty. The hero can't use other abilities granted by this Edge or any Edge that has this Edge as a Requirement.

- **EIDOLON:** The character can summon a powerful outsider known as an eidolon. The mage summons the creature by completing a one minute ritual, and it remains until Incapacitated or dismissed (a free action). An eidolon returns to its native plane if its summoner is rendered asleep, unconscious, or Incapacitated.

  When summoned, the eidolon's Wounds are unchanged from the last time it was dismissed (if slain, it returns with two Wounds).

  Summon ally (5 Power Points, no Power Modifiers allowed) may be used to conjure the eidolon faster if needed.

EXTRA EVOLUTION

REQUIREMENTS: Novice, Summoner

The summoner gains additional mastery over his eidolon. This Edge can be taken once per Rank, granting the eidolon 3 Evolution Points (see Eidolon Evolutions, page 55).

MAKER'S CALL

REQUIREMENTS: Seasoned, Summoner

As a limited free action, a summoner may call a summoned eidolon to his side. The eidolon appears as close to the summoner as possible. Additionally, the summoner and his eidolon can swap locations.

SUMMONER'S CALL

REQUIREMENTS: Seasoned, Summoner

Whenever the character summons his eidolon, he may increase his eidolon's Agility, Strength, and Vigor one die type. This bonus lasts for 10 minutes after the summoning ritual is complete.

LIFE BOND

REQUIREMENTS: Veteran, Summoner

A summoner's life is linked to his eidolon's. As long as the creature has at least one Wound remaining, the summoner may transfer any Wounds he'd take to his eidolon instead.

ASPECT

REQUIREMENTS: Heroic, Summoner

The summoner may divert up to half the points from his eidolon's evolution pool to add evolutions to himself (reducing the total number available to the eidolon). He may not select the Attribute Increase, Skill, or Edge

BALAZAR (NOVICE, ICONIC PATH SUMMONER)

Balazar is a gnome summoner who takes his privacy very seriously. Even around friends, he is loathe to discuss his past. His eidolon Padrig is his enforcer, best friend, and link to the arcane world.

ANCESTRY: Gnome (Gnome Magic, Keen Senses, Low Light Vision, Obsessive, Reduced Pace, Size −1, Tough)

ATTRIBUTES
Agility d6
Smarts d8
Spirit d8
Strength d4
Vigor d6

DERIVED
Parry: 5
Toughness: 4
Pace: 5
Bennies:3

HINDRANCES: Enemy (Major - Nexian wizards), Poverty, Secret (Minor - the source of his white hair)

EDGES: Extra Evolution, New Powers, Summoner

LANGUAGES: Common, Gnome, Goblin, Kelish, Orc, Sylvan

SKILLS: Athletics d4, Common Knowledge d6, Fighting d6, Healing d4, Notice d6, Occult d8, Persuasion d4, Riding d4, Shooting d4, Spellcasting d8, Stealth d4, Survival d4

POWERS: *Deflection, healing, summon ally, summon monster*

GEAR: Light club (Str+d4), dagger (Str+d4), hand crossbow (Range 5/10/20 Damage 2d4), adventurer's kit, 10 bolts, pipe, 3x sunrod, scroll of *bolt*, 20g.

BALAZAR'S ADVANCEMENT TRACK

1 – New Powers: *Boost/lower Trait, speak language*

2 – Common Knowledge d8, Shooting d6

3 – Smarts d10

S — Makers Call

5 – Extra Evolution

6 – Occult d10, Spellcasting d10

7 – New Powers: *Create pit, speed/sloth*

V — Life Bond

9 – Extra Evolution

10 – New Powers: *Invisibility, teleport*

11 – Summoner's Call

H — Aspect

13 – Spellcasting d12

14 – Power Points (16 total)

15 – Extra Evolution

L — Twin Eidolon

17 – New Powers: *Plane shift, puppet*

18 – Power Points (18 total)

19 – Power Surge

20 – Extra Evolution



evolutions, or any evolution the eidolon can't possess, and he must meet the listed Requirements.

The summoner may change these evolutions any time he can change the eidolon's evolutions.

TWIN EIDOLON

REQUIREMENTS: Wild Card, Legendary, at least two Summoner Edges

The summoner and his eidolon share a true connection. Once per encounter as a limited action, the summoner may assume the shape of his servant, copying all of its evolutions, form, and abilities. His Strength, Agility, and Vigor change to match his eidolon, but his Smarts and Spirit remain his own.

The summoner may end the transformation as a free action. Otherwise it lasts five rounds, and may be extended it as if it were a power (one additional Power Point every five rounds). The summoner may choose to absorb any gear he carries into the new form. Items with continuous effects continue to function while absorbed. The summoner loses his natural attacks and all ancestral abilities (except bonus Edges, skills, and languages) in favor of his eidolon's evolutions.

EIDOLONS

When the mage first conjures his eidolon, he picks a base form (biped, quadruped, or serpentine), and gains 3 Evolution Points to buy Evolutions. It may gain additional Evolution Points via the Extra Evolution Edge (see page 52). The eidolon can redistribute its points whenever it gains more or when its master reaches a new Rank.

The details of the creature's form are up to the summoner, but its base form is permanent and unmistakably that of a unique and fantastic creature. An eidolon can speak all its summoner's languages, and cannot make natural healing rolls (it must be healed).

The eidolon bears a glowing rune identical to one that appears on the summoner's forehead when the creature is summoned. The rune can be hidden through mundane means, but can't be concealed by magic such as *disguise* (although *invisibility* conceals it along with the summoner as usual).

The eidolon gains an Advancement at creation and for each of its maker's Ranks after Novice (and every four Advances after Legendary) and its Rank is the same as its master's. The summoner can spend Conviction to rearrange the eidolon's Evolution Points.

BASE FORMS

BIPED

A basic humanoid figure with the Bash, Limbs (arms), and Limbs (legs) Evolutions.

Type: Outsider
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d4
Pace: 7; **Parry:** 5; **Toughness:** 6 (1)
Edges: —
Special Abilities:
- **Armor +1:** Natural armor.
- **Bash:** Str+d4.

QUADRUPED

A four-legged eidolon with the Bite and Limbs (legs) x2 Evolutions.

Type: Outsider
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d4
Pace: 8; **Parry:** 5; **Toughness:** 6 (1)
Edges: —
Special Abilities:
- **Armor +1:** Natural armor.
- **Bite:** Str+d4.

SERPENTINE

A snake-like eidolon with Bash (tail), Climb, Limbs (tail), and Reach (tail) Evolutions.

Type: Outsider
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 6 (1)
Edges: —
Special Abilities:
- **Armor +1:** Natural armor.
- **Bash:** Str+d4, Reach 1.
- **Wall Walker:** Pace 6.

EIDOLON EVOLUTIONS

COST	NOVICE RANK EVOLUTIONS
2	**Aquatic:** The eidolon is native to the water. It's a natural swimmer and cannot drown and can swim at its regular Pace. The summoner may spend an additional Evolution point to increase the swimming Pace by +4.
1	**Armor Piercing:** One of the eidolon's natural attacks becomes far more dangerous. Any one of its Natural Weapons gains AP 2. For an additional evolution point, it's increased to AP 4. Requires Bite, Claws, Hooves, or Horns.
2	**Attribute Increase:** Increase one of the eidolon's attributes one die type.
1	**Bash:** The eidolon is considered armed and causes Str+d4 damage with its limbs. Requires Limbs (arms or tail).
1	**Bite:** Str+d4.(See **Creature Abilities** for additional rules)
1	**Burrow:** The eidolon gains the Burrow ability at its regular Pace.
2	**Claws (Requires Limbs (arms or legs)):** The creature has Str+d4 claws.
1	**Climb:** The creature has the Wall Walker ability at its regular Pace.
1	**Environmental Resistance:** The eidolon gains Environmental Resistance to acid, cold, electricity, or fire (choose one), usually reflected in its form. This evolution can be selected more than once to gain resistance to additional energy types.
1	**Hooves:** Str+d4. Requires Limbs (legs).
1	**Horns:** Str+d4.
1	**Improved Damage:** Increase the damage of one of the eidolon's Natural Weapons one die type. This evolution may be selected more than once (applied to a different Natural Weapon each time).
1	**Improved Natural Armor:** An eidolon's hide grows thick fur, rigid scales, or bony plates, increasing its Armor by +2. This evolution can be taken twice per Rank.
1	**Limbs:** The being grows an additional pair of limbs that take one of the three forms listed below. This evolution can be selected more than once. • **Legs:** Increases Pace by 1. • **Arms:** May wield weapons. • **Tail:** Allows for a stinger.
2	**Mount:** The eidolon grows to Size 2, increasing its Strength and Vigor one die type. The eidolon increases its Pace by +4.
2	**New Edge:** The eidolon gains a non-Class Edge it meets the Requirements for.
1	**Reach:** One of the eidolon's attacks gains Reach 1. This evolution may be taken up to three times per attack form.
3	**Rend:** The thing rips and tears the flesh of those it attacks, gaining the Rending ability. Requires claws or pincers. • **Rending:** Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes a Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise (or a successful Healing roll) stops the bleeding.
2	**Skilled:** Increase a skill that is equal to or greater than its linked attribute one die type or two skills that are lower than their linked attributes by one die type each (including new skills the character didn't have before at d4).
1	**Stinger:** The eidolon has a long, barbed stinger at the end of its tail, granting it a Str+d4, AP 2, sting attack. Requires Limbs (tail).
3	**Swallow Whole:** The eidolon can swallow targets smaller than his Scale. • **Swallow Whole:** With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the eidolon's subsequent turns, anyone swallowed makes a Vigor roll at −2 (a free action) or take a Wound. This continues until they're freed or perish. If the eidolon is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at −2. Requires bite.

2	• **Swat:** The creature ignores up to 4 points of Scale penalties.
COST	**SEASONED RANK EVOLUTIONS**
3	**Blindsense:** An eidolon's senses become incredibly acute, granting it Blindsense. • **Blindsense:** The eidolon ignores *invisibility*, *illusion*, and all Illumination penalties.
1/2	**Energy Attacks:** As a limited action, the eidolon charges his attacks with an energy form of your choice: acid, cold, electricity, or fire and deal +2 damage (+4 for 2 points). This lasts for 5 rounds.
4	**Breath Weapon:** The eidolon can exhale magical energy in a Cone or Stream Template as a breath weapon. Select from acid, cold, electricity, or fire. Anyone under the template may Evade or suffer 3d6 damage. The eidolon can use this ability once per encounter plus one additional time for every extra point spent on this evolution (max of 3).
2	**Grab:** One of the eidolon's natural attacks may immediately make a grappling attempt (+2 with a raise on the attack) as a free action if it Shakes or Wounds a foe with a Fighting attack. This ability only works on creatures of the same Size or smaller than the eidolon.
2	**Flight:** The eidolon has wings and gains Flight at Pace 6. This may be increased to Pace 12 for an additional Evolution point. For another, the eidolon flies by means of magic instead of wings.
3	**Immunity:** The eidolon's body becomes Immune to one energy type (acid, cold, electricity, or fire). This evolution may be selected more than once, choosing an energy type each time.
4	**Large:** The eidolon grows to Size 4 (Large), increasing its Strength and Vigor two die types and Armor +2. If the eidolon has the biped base form it gains Reach 1.
2	**Pincers:** The creature grows large pincers (Str+d4) at the end of one pair of its limbs. Eidolons with the grab evolution linked to pincers gain a free reroll when grappling with them. Requires Limbs (arms).
1	**Poison:** The creature has a Mild toxic bite or sting attack (see **Hazards** in *Pathfinder for Savage Worlds*). When the target is Shaken or Wounded, it has a chance to be poisoned. For +2 Evolution Points the toxin is Knockout or Lethal poison. For +2 more points, victims resist at –2.
2	**Pounce:** An eidolon gains quick reflexes and the Pounce ability. Requires quadruped. • **Pounce:** If the creature makes a Wild Attack, it adds +4 to its damage instead of +2.
2	**Tentacle:** Long, sinuous tentacles emanate from the being, granting it two Str+d4, tentacle actions with Reach 2 (four actions for 2 additional Evolution Points).
2	**Trample:** An eidolon gains the ability to crush its foes underfoot, gaining Trample (at Str+d6, or Str+d8 with the hooves evolution). Requires biped or quadruped.
3	**Web:** The eidolon can spin webs through a pair of spinnerets. It can use these webs to support itself from heights plus up to one creature of the same Size. As a limited action, the eidolon may make an Athletics roll up to 24", entangling a creature of its Size or smaller. The webs are Hardness 8. Requires the climb evolution.
COST	**VETERAN RANK EVOLUTIONS**
3	**Fast Healing:** The being's body gains Fast Regeneration. • **Fast Regeneration:** The eidolon can make a Vigor roll every round — even after it's been Incapacitated. Success heals one Wound (or removes Incapacitated status), and a raise heals an additional Wound.
3	**Frightful Presence:** The creature is terrifying to look at, and gains the Fear ability. For 3 additional Evolution Points, a summoner may increase the Fear check to –2.
6	**Huge (Requires Large Evolution):** A Large eidolon grows to Size 8 (Huge), increasing Strength and Vigor another two die types and Armor an additional +2. It gains Reach 1 (or Reach 2 if biped). Any reach evolutions the eidolon possesses are added to this total. The Attribute Increase evolution costs 4 points.

CREATURE ABILITIES

RULES

Aquatic: The creature is native to the water. It's a natural swimmer and cannot drown. Its Pace in water is specified after the Aquatic ability.

Armor: A creature's Armor is written in parentheses next to its total Toughness, and already added in. Thick, leathery hide generally offers 2 points of Armor. Supernatural creatures may have much higher Armor values. An iron golem, for example, might have 6 points of Armor or more.
Armor Piercing (AP) attacks allow an attacker to ignore a number of points of Armor equal to the weapon's AP value.

Bash: Larger creatures often use their bodies or body parts to pummel their opponents during combat. See the creature's statistics for any special effects.

Bite: The creature may bite a target it has grappled (instead of only crushing its prey, see **Grappling** in *Savage Pathfinder*).

Blindsense: A creature with this ability can perceive its environment using non-visual senses. This includes keen sense of smell, echolocation, or the ability to sense vibrations in the ground or even in the air. They ignore *invisibility, illusion*, and all Illumination penalties.

Breath Weapons: Most dragons and other "fire breathers" use a Cone Template for their attacks (see **Area Effect** attacks in *Pathfinder for Savage Worlds*). A few specific creatures, such as blue and black dragons, use the Stream Template instead.
Unless otherwise noted, breath attacks may be evaded (see **Evasion** in *Pathfinder for Savage Worlds*) and take the creature's entire turn — they can't perform Multi-Actions in the same round they make a breath attack.

Burrow: From massive worms to sand-dwelling humanoids, many creatures are able to burrow beneath the earth and move within it.
Burrowers can tunnel underground and reappear elsewhere for devastating surprise attacks against their foes. The distance a creature can burrow on its turn is written immediately after its Burrow ability. A burrowing creature may tunnel on its action, and may erupt from the ground at any point within its burrowing Pace in the same turn. It can't be attacked beneath the earth unless the attacker has some means of detecting it and penetrating the intervening dirt.
Burrowing creatures erupt from beneath their foes and may take them by surprise. If the target was unaware of the burrower's presence, the creature makes an opposed Stealth roll versus the victim's Notice (see **Attacking from Stealth** in *Pathfinder for Savage Worlds*). Targets on Hold may attempt to interrupt an attack before it occurs if they detect it.
Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

Claws: +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).

Environmental Resistance: The creature is resistant (but not immune) to a particular type of energy or substance, such as cold, heat, iron, etc.
Damage from the source is reduced by 4, and the being adds +4 to resist matching Hazards or powers with a similar Trapping.

Fear: Particularly frightening monsters cause Fear checks to all who see them. Some truly terrifying monsters may inflict penalties on Fear checks as well. A creature with Fear −2, for instance, causes those who see it to make their Fear checks at −2. See the **Fear** rules in *Pathfinder for Savage Worlds* for effects.

Flight: A creature can fly at the listed Pace. It uses its Athletics to maneuver if a roll is required.
If a creature's Pace is at least 24, attackers subtract 1 when making attacks against it. If it's Pace is 48 or higher, attackers subtract 2.

Horns: Add +4 damage at the end of one Fighting action in which it runs, moves at least 5"(10 yards), and successfully hits with its horns.

Immunity: Creatures born in fire aren't affected by heat, and a horror made of pure lightning ignores a *bolt* attack with an electrical Trapping. They ignore damage and effects based on any attack with that Trapping.
Immunities include related types of attacks as well. A monster that ignores cold-based effects and attacks also ignores powers with frost or ice Trappings, for example.

RULES

Innate Powers: Various creatures on Golarion have Innate Powers. These are usually magical abilities with "spell-like" effects or powers.
Activating an Innate Power is an action and follows all the power's usual rules such as Range, line of sight, etc.
Automatic Powers: These powers don't require a roll to activate. Minor powers activate with success and major powers activate with a raise. This is true even if the power normally requires an attack roll. Minor *bolt*, for example, automatically hits its target if any part of it is visible and in Range, ignoring Cover, the Dodge Edge, etc.
Opposed Powers: These powers must still be resisted by the target. A minor power sets the Target Number to resist at 4 (because it's a success), a major power sets the Target Number to resist at 8 (because it's a raise).
Major *puppet* means the victim must make a Spirit check against a target number of 8 (for a major power) or be enthralled.
Rolled Powers: If an ability *does* require a Trait roll, the skill or attribute is listed in parentheses after the power, like so: *invisibility* (flamer; True; Spirit).
As with other powers, a Critical Failure causes Fatigue.
Duration: Creatures do not need to spend Power Points to maintain Innate Powers.
Power Modifiers: Innate Powers can't use Power Modifiers unless listed with the ability.

Natural Weapons: Creatures with natural weapons such as fangs, claws, or horns may attack with any or all of them using their Fighting skill. Damage is stated for character ancestries and beasts in their various descriptions.
Creatures with natural weapons are always considered armed. This means they aren't Unarmed Defenders and foes fighting with Two Weapons gain no advantage against them.

Poison: Snakes, spiders, and other creatures inject poisonous venom via bite or scratch. To do so, the creature must cause at least a Shaken result to the victim, who then makes a Vigor roll modified by the strength of the poison (listed in parentheses after the creature's Poison ability). Effects of failure are described in more detail under **Hazards** in *Pathfinder for Savage Worlds*.

Pounce: Predators often pounce on their prey to best bring their mass and claws to bear. If a creature with pounce makes a Wild Attack, it adds +4 to its damage instead of +2 to one successful Fighting attack.



RULES

Regeneration: Hydras, trolls, vampires, and other legendary creatures can Regenerate their injuries. Regeneration can be Fast or Slow.
Fast: Wounded creatures make a Vigor roll each round — even while Incapacitated. Success heals one Wound (or removes Incapacitated status), and a raise heals an additional Wound. Wounds caused by some damage types, listed in the creature's description, don't regenerate but may still heal naturally. Trolls can't regenerate Wounds caused by flame, for example.
Slow: The creature makes a natural healing roll once per day.

Rending: Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn. Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim doesn't suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack.
A successful Healing roll also stops the bleeding.

Size: Size grants a bonus to Toughness (or penalty for small creatures) and is a *guide* to the typical Strength of creatures in that general range.
Size is generally based on mass, but exceptions exist for extremely large but weak creatures, small but strong beings, etc. If no Size is listed, the creature is Size 0.
If the creature is of a Scale other than normal, it is listed in parentheses after the Size entry.
Additional Wounds: Large creatures can take an additional Wound, Huge can take two, and Gargantuan three. The maximum Wound penalty is always three. This stacks with **Resilient/Very Resilient** (see above).
Such creatures typically have Reach equal to the additional Wounds granted by Size.

Swallow Whole: With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the creature's subsequent turns, anyone swallowed must make a Vigor roll at –2 or take a Wound from the crushing gullet and acidic bile. This continues until they're freed or perish.
If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at –2.
Appropriate Tests (GM's call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

Swat: The monster has learned to hunt or deal with smaller opponents. It ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

Tentacles: The creature has a number of "tentacle actions" specified in its description (usually 2 or 4) it may use once per turn. All of a creature's tentacle actions count as *one* of its three potential actions for the turn, and must stem from the tentacle in some way — usually a Fighting, Shooting, or grappling attack (GM's call). A giant octopus with four tentacle actions, for example, could make four attacks as one action and still have two actions left over.
If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual.
If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.
Grappling rolls made with tentacles get a +2 bonus, and its crushing attack causes the creature's Strength in damage unless otherwise listed.
Severing a tentacle is a Called Shot. If damage exceeds the creature's Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

Trample: Elephants, rhinoceroses, and other large creatures can trample smaller victims underfoot while moving at least 5" (10 yards) in a straight line. This applies only when the foes are at least two Sizes smaller. See the creature's description for other conditions.
Anyone in the creature's path must Evade or take the listed damage. Those trampled may attack it after it passes, if possible (see **Withdrawing from Melee** in *Pathfinder for Savage Worlds*), unless it has Extraction or a similar ability.

Wall Walker: Some creatures have the ability to walk on walls. They automatically walk on vertical or inverted surfaces.
A Wall Walker's movement rate when walking on walls is its standard Pace. It may run as usual when walking on walls unless the specific creature's text says otherwise.

WITCH

WITCH

REQUIREMENTS: Novice, Smarts d6+, Occult d4+

Some gain power through study, some through devotion, others through blood, but some gain power from communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power.

Communing with that source and using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As the spellcaster grows in power, she might learn about the source of her magic, but many remain blissfully unaware of their patrons' true identity.

- **ARCANE BACKGROUND (Witch):** Witches use Spellcasting as their arcane skill. They start with 10 Power Points and two powers chosen from the list below.
- **AVAILABLE POWERS:** *Baleful polymorph, beast friend, blind, burst, boost/lower Trait, conjure item, curse, damage field, detect/conceal arcana, dispel, empathy, fear, fly, healing, light/darkness, locate, magic jar, mind reading, plane shift, protection, puppet, relief, resurrection, scrying, slumber, speak language, stun, summon ally, teleport.*
- **ARMOR INTERFERENCE (Any):** Witches require rapid, intricate, and unhindered somatic movements. While wearing light, medium, or heavy armor or using light, medium, or heavy shields, the character's Spellcasting rolls suffer a −4 penalty. The hero cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement.
- **FAMILIAR:** Witches gain the service of a familiar that serve them and reveals secrets unknown to most mortals. The familiar uses the same rules as the Wizard Edge (see *Pathfinder for Savage Worlds*) with the following exceptions.

  A witch's familiar stores its mistress' spells (but not those learned from other Arcane Backgrounds), though it can't cast them itself. The witch must commune with her familiar every morning or lose access to her spells until she does so.

  A witch may only have one familiar at a time, no matter how many Edges grant her one.
- **HEX:** Witches have access to additional supernatural abilities called hexes. They gain one hex of her choice from the list on page 62 on taking this Class Edge. A witch cannot select an individual hex more than once.

ADDITIONAL HEX

REQUIREMENTS: Seasoned, Witch

The witch may select a new hex from those listed on page 62. This Edge can be taken once per Rank.

MAJOR HEX

REQUIREMENTS: Veteran, Witch

The witch gains a Major Hex from the list on page 62. This Edge can be taken once per Rank.

ARCANE MASTERY

REQUIREMENTS: Heroic, Witch

Through her dark patron, the witch unlocks the mysteries of her mystical powers. This gives her access to all her powers' Epic Power Modifiers.

GRAND HEX

REQUIREMENTS: Wild Card, Legendary, at least two Witch Edges

The witch selects a Grand Hex (see page 63).

FEIYA (NOVICE, ICONIC PATH WITCH)

Though she desperately desires the company of others, formative years spent away from civilized society have left her lacking in social graces, and her awkwardness often leads to misunderstandings. Nevertheless, her inherent good nature tends to win out, and her occasional flares of temper are countered by her steadfast loyalty to her friends.

ANCESTRY: Human (Adaptability)

ATTRIBUTES
Agility d6
Smarts d8
Spirit d8
Strength d6
Vigor d6

DERIVED
Parry: 4
Toughness: 5
Pace: 6
Bennies: 4

HINDRANCES: Driven (Major - Find parents), Enemy (Minor - Crones), Loyal

EDGES: Alertness, Luck, Witch (Evil Eye Hex, Fox Familiar)

LANGUAGES: Aklo, Common, Celestial, Elven, Sylvan

SKILLS: Athletics d4, Common Knowledge d6, Fighting d4, Healing d6, Intimidate d6, Notice d6, Occult d6, Persuasion d4, Spellcasting d8, Stealth d4

POWERS: *Boost/lower Trait, protection*

GEAR: Staff (Str+d4, Parry +1, Reach 1, Two Hands), dagger (Str+d4), 4x darts (Range 3/6/12, Damage Str+d4, counts as shuriken), adventurer's kit, fetishes, healers kit, iron pot, spell components pouch, 2x sunrods, tanglefoot bag, 2x scroll of *bolt*, 24gp.

FEIYA'S ADVANCEMENT TRACK

1 – New Powers: *Detect/conceal arcana, dispel*

2 – Fighting d6, Occult d8

3 – New Powers: *Burst, speak language*

S — Additional Hex (Cackle)

5 – Smarts d10

6 – Persuasion d6, Spellcasting d10

7 – Common Knowledge d8, Athletics d6

V — Major Hex (Waxen Image)

9 – Healing d8, Notice d8

10 – Disruptive Spells

11 – New Powers: *Fly, slumber*

H — Arcane Mastery

13 – Power Points (15)

14 – Agility d8

15 – Athletics d8, Stealth d6

L — Grand Hex (Eternal Slumber)

17 –Vigor d8

18 – Tough as Nails

19 – Spellcasting d12

20 – New Powers: *Curse, puppet*



HEXES

- **AGONY:** As a limited action, the witch makes an opposed Spirit roll against an enemy within a Range equal to her Smarts. With success, she makes the target Distracted or Vulnerable (both with a raise).
- **AUGMENT:** The witch may cast the following powers as a limited free action: *curse*, *fly* (the hex doesn't grant these powers).
- **BLIGHT:** The witch curses an animal, plant, or a plot of land. This takes a full round of concentration, and she and her familiar must be in contact with part of the area to be corrupted. If used on a plot of land, plants wither the following day and die completely over the next week. Nothing grows in that area so long as the hex persists.

  A witch may affect an area with a radius equal to twice her Smarts. *Dispel* can be used to remove a blight, but the caster must first walk the perimeter of the blighted area for one hour before attempting to cast.

  The witch can instead take an action to blight a creature of the Animal or Plant Type. The witch touches the target and makes a Spellcasting roll. Success reduces the creature's Toughness by 4 (to a minimum of 1). At the end of each of the creature's turns it makes a Spirit roll (at –2 with a raise) as a free action to end the effect.

  A witch can only have one blight in effect at a time. Casting a new one terminates the other immediately.
- **CACKLE:** A witch may issue a hideous and disturbing cackle as a free action. Distracted or Vulnerable creatures don't remove these conditions as long as they remain within 10" (20 yards) of a cackling witch.
- **CHARM:** The witch may cast the following powers as a limited free action: *beast friend*, *puppet* (this hex doesn't grant these powers).
- **EVIL EYE:** The witch may cast the following powers as a limited free action: *boost/lower Trait*, *slumber* (the hex does not grant her these powers).
- **HEALING:** The witch may cast the following powers as a limited free action: *healing*, *relief* (the hex does not grant her these powers).

MAJOR HEXES

- **HAG'S EYE:** The witch creates an invisible magical sensor that sends her visual information. She creates the eye within a Range of Smarts. The eye the size of a normal human eyeball and has Flight at Pace 6. It sees exactly as the witch would if she were there.

  The eye can't leave the witch's plane for any reason. It functions for one minute increments, up to 10 minutes per day.
- **NIGHTMARES:** The witch may automatically place a curse on a target within a Range of twice her Smarts. The victim must make a Spirit roll at –2 when it tries to sleep or be tormented by terrible nightmares, preventing her from resting (see Sleep Hazards in *Pathfinder for Savage Worlds*). If the Spirit roll is successful the nightmares pass until the witch hexes him again.
- **VISION:** The witch can grant a glimpse of the future to a creature she touches. Granting a vision takes a full minute of concentration, during which time she must remain in contact with her subject. At the end of this time, the target receives a brief image of the near future (usually no more than one year) of the Game Master's discretion. The witch can grant this individual no further visions until this one has come to pass (or not).

  This is only the most likely version of the future, so such visions are unreliable at best.

  A witch cannot use this ability on herself.
- **WAXEN IMAGE:** This hex gives the witch the *puppet* power if she doesn't already have it. As a limited action, she may create a crude and unnerving wax duplicate of a creature she can see within a Range of Smarts.

  She may then cast *puppet* on the target of her waxen image from any distance. If she can see the target she adds +2 to the roll. The waxen image melts after use, so she must make a new one after each casting.

  The witch can only have one waxen image at a time. If she creates another, the previous image becomes useless.
- **WEATHER CONTROL:** The witch may cast *elemental manipulation* with the Weather Power Modifier at no cost, once per day.



GRAND HEXES

- **DEATH CURSE:** As an action, this hex seizes a creature's heart, causing death in just a few moments. Death Curse has a Range of 5" (10 yards), and the target makes a Spirit roll. If failed, the creature takes Fatigue each round until it's Incapacitated, then makes a Vigor check or dies. With success, he takes 3d6 damage (ignoring Armor) and the hex ends.

  Slaying the witch that hexed the creature ends the effect, though the Fatigue remains. A creature cannot be the target of Death Curse again for an entire day.

- **ETERNAL SLUMBER:** As a limited action, the witch makes a Touch Attack with Spellcasting. With success, the target makes a Spirit roll (−2 with a raise). Failing this check causes it to fall into a deep slumber from which it cannot be woken except by a *wish* or by slaying the witch who cast it!

  A witch can also poison food or drink with her hex, causing the next person to consume it to be affected. She may only have one such poisoned dish at a time, and it loses its potency after one minute if not consumed. A creature can't be affected by Eternal Slumber more than once per day.

- **FORCED REINCARNATION:** The witch can move and take free actions, but can take no other actions other than performing this hex. The witch makes a Spellcasting roll, targeting her victim within a Range equal to her Smarts. With success, the target must make a Spirit check (at −2 with a raise on the Spellcasting roll), or die and be immediately reincarnated into a new body (roll on the chart below to see what the creature is). The reincarnated form is still a Wild Card if it was one before the hex was cast. A creature cannot be the target of this hex more than once a day.

D100	CREATURE
1	Bugbear
2–12	Dwarf
14–25	Elf
26	Gnoll
27–38	Gnome
39–42	Goblin
43–52	Half-Elf
53–62	Half-Orc
63–74	Halfling
75–89	Human
90–93	Kobold
94	Lizardfolk
95–98	Orc
99	Troglodyte
100	Other (GM's choice)

NEW CLASS EDGES

On the following pages are additional Class Edges that may be taken by multiple character types, or expand on the core Class Edges to help your hero follow the calling of their career.

AURA OF JUSTICE

REQUIREMENTS: Seasoned, Paladin

As a limited free action the paladin can expend two uses of her Smite Evil ability to grant a single use of the ability to all allies within 5" (10 yards). Allies must use their Smite Evil ability on their next turn or lose the gift.

COCKATRICE STRIKE

REQUIREMENTS: Seasoned, Monk, Spirit d8+, Fighting d8+

With a single strike, the solemn warrior transmutes flesh to stone.

As a limited action, the monk can make a single unarmed strike against a Vulnerable, Stunned, Bound, or Incapacitated foe. If the target is Shaken or Wounded, he is petrified immediately (see *curse* in *Pathfinder for Savage Worlds*) unless he makes a Vigor roll (at −2 with a raise). The monk can end this effect at will. It automatically ends if the monk is Incapacitated.

CROSSBLOODED

REQUIREMENTS: Heroic, Sorcerer

A crossblooded bloodline combines the powers of two distinct heritages. In most cases, sorcerers with this bloodline are the offspring of two sorcerers from different ancestries, but occasionally a crossblooded sorcerer arises from the conjunction of other, stranger powers.

The sorcerer can select a new bloodline and gains its benefits. In addition, she can take the Advanced Bloodline Edge an additional time.

DISRUPTIVE RAGE

REQUIREMENTS: Veteran, Barbarian, Spirit d8+, Occult d6+

Superstitious barbarians hone their martial prowess against spellcasters. This rampaging mage-killer gets a free attack against any enemy who casts a spell or miracle within her Reach.

Magic items don't normally trigger this ability unless they allow the user to cast a spell, miracle, or power of some sort.

EXTRA DOMAIN

REQUIREMENTS: Seasoned, Arcane Background (Miracles) or Cleric

This cleric's deity smiles down upon her, granting divine strength. Select one additional domain listed under the character's deity. The cleric gains access to all powers on the list in addition to those in her starting domain. She also gains one power from the new domain (but must meet the new power's Requirements as usual).

FAVORED POWERS (CHOOSE ONE)

REQUIREMENTS: Seasoned, Sorcerer or Wizard

The spellcaster has great familiarity with certain powers and can cast them quickly and easily. As a limited free action, he may ignore up to 2 points of any penalties (Multi-Action, Wounds, Fatigue, etc.) when casting any one of the spell sets below. This Edge may be taken multiple times, choosing a different set each time. This Edge doesn't give him those powers — they must be taken separately.

- **ABJURER:** *Banish*, *environmental protection*, or *protection*.
- **CONJURER:** *Barrier*, *create pit*, or *summon ally*.
- **DIVINER:** *Detect arcana*, *locate*, or *scrying*.
- **ENCHANTER:** *Beast friend*, *empathy*, or *mind wipe*.
- **EVOKER:** *Blast* or *burst* (choose one), *havoc*, or *stun*.
- **ILLUSIONIST:** *Conceal arcana*, *illusion*, or *invisibility*.
- **NECROMANCER:** *Blind*, *drain Power Points*, or *fear*.
- **TRANSMUTER:** *Elemental manipulation*, *shape change*, or *telekinesis*.

HUNTER'S BOND

REQUIREMENTS: Seasoned, Ranger

The ranger forms a bond with his hunting companions. Once per encounter as a limited

free action, the hunter grants his Favored Enemy benefit against a single target of the appropriate type to all allies within 5" (10 yards) who can see or hear him.

This lasts for five rounds, and does not stack with any Favored Enemy bonuses possessed by his allies.

Inspire Greatness

Requirements: Veteran, Bard, Inspire Heroics

The bard gains an additional three Inspiration Tokens when he uses Inspire Heroics.

Mystic Powers (Rogue)

Requirements: Seasoned, Rogue

As a limited free action the rogue can cast one of the following spells: *boost Trait* (Athletics, Stealth, and Thievery only), *darksight*, *sound/silence*, and *wall walker*. All powers except *sound* are self only, but the rogue gains no benefit from the Limitation.

The scoundrel has 10 dedicated Power Points that recharge normally. She automatically activates the power with success for its regular cost, or with a raise for an additional two Power Points. She may use applicable Power Modifiers if desired at the usual cost. See *Pathfinder for Savage Worlds* for more information on specific spells.

Mystic Powers doesn't grant access to Edges requiring an Arcane Background. If the rogue also has an Arcane Background, none of its Edges and abilities can be used with Mystic Powers (and vice-versa).

Quivering Palm

Requirements: Heroic, Monk, Fighting d10+

The monk can send deadly vibrations through the body of a creature that can turn fatal if the monk so desires. Once per day, the monk can use Quivering Palm after hitting a target with an unarmed attack. Oozes, constructs, undead, and creatures without biological organs cannot be affected by Quivering Palm.

Anyone struck by the blow may be slain by the monk up to one week later. The monk need not see his target, he merely wills his demise (a free action). Unless the victim makes a Vigor roll (apply any penalties from a Called Shot on the attack to the Vigor roll), he immediately begins Bleeding Out.

Timeless Body

Requirements: Seasoned, Druid, Vigor d8+





The druid no longer physically ages, though she still dies of old age when her time is up. Due to the supernatural nature of her body, she is also immune to all poisons and diseases.

Weapon Specialization

REQUIREMENTS: Seasoned, Fighter

The hero is a master at one type of weapon (such as longswords, composite bows, or daggers). When using a weapon he is specialized in, the fighter gets a free reroll on damage rolls if he fails to at least Shake his target (before Soak rolls are made). A character can take this Edge multiple times, but he must choose a different type of weapon each time the Edge is taken.

Combat Edges

These Edges are designed to help your hero dish out terrible damage — or survive it — in the bloody battles of *Savage Worlds*.

Armor Training

REQUIREMENTS: Novice, Armor Restriction (Any, Light, or Medium)

Through tireless training, the adventurer has mastered the use of heavier armor without reducing his physical capabilities. Decrease the type of armor restricted by one type (for example, Light increases to Medium).

Covering Defense

REQUIREMENTS: Novice

You are skilled at protecting yourself and your allies with your shield. When this valiant champion uses the Defend maneuver while wielding a shield, he may provide an adjacent ally with the Parry and Cover bonus of his shield (in addition to himself).

Crippling Attack

REQUIREMENTS: Heroic, Trademark Weapon

Whenever the hero gets a raise with his trademark weapon, the target's Pace is halved for five rounds. Against creatures with multiple types of movement, the character must choose which movement type to affect. Flying creature hit must make an Athletics check to remain airborne when crippled.

Crossbow Mastery

REQUIREMENTS: Veteran, Rapid Reload, Shooting d8+

The time required for the Pathfinder to reload any crossbow is reduced to a limited free

action. Additionally, the archer can use his crossbow as a heavy club.

Eldritch Claws

REQUIREMENTS: Seasoned, Claws, Fighting d6+

The warrior's claws can mimic the effects of adamantine, cold iron, silver, or magic for purposes of Weaknesses and Environmental Weaknesses.

Feral Claws

REQUIREMENTS: Seasoned, Claws, Strength d6+

Your claw attacks do greater harm to your enemy. The claws gain +2 AP and their damage die increases one die type.

Rending Claws

REQUIREMENTS: Heroic, Feral Claws, Strength d8+

The savage hero's claws cause Rending damage (see page 59).

Heroic Defiance

REQUIREMENTS: Seasoned, Vigor d8+

You struggle on when others would fall. Once per encounter, the valiant hero may automatically remove the Bound, Entangled, Distracted, or Vulnerable condition.

The character may spend a Benny to remove these conditions in the same encounter afterwards.

Missile Shield

REQUIREMENTS: Veteran

You are skilled at deflecting ranged attacks with your shield. The hero must be using a shield to benefit from this Edge. When he is hit with a ranged attack (not including spell effects or ranged Heavy Weapons), he may apply the shield's Parry bonus to his Toughness. The character must be aware of the attack for this Edge to take effect.

Mounted Shield

REQUIREMENTS: Novice

Your defensive tactics defend both you and your mount. When mounted, the horseman may add his shield bonuses (against both ranged and melee attacks) to his mount's defenses.

Point Blank Master

REQUIREMENTS: Veteran, Shooting d10+

The archer has learned to fire his ranged weapon even in close combat. He may fire any personal ranged weapon in melee, and uses the standard Target Number of 4 as the base rather than the opponent's Parry.

Shadow Strike

REQUIREMENTS: Veteran, Sneak Attack, Fighting d6+

The scoundrel can use her sneak attack while in Dim, Dark, or Pitch Darkness Illumination even if her target is not Vulnerable and she does not have The Drop.



Touch of Serenity

REQUIREMENTS: Seasoned, Spirit d8+, Unarmed Strike, Fighting d8+

With a single touch you can reduce the threat of even the most savage of foes. Once per encounter, after making a successful Fighting attack, the warrior may forfeit damage and all other effects to cause a state of temporary serenity in his foe. Until the end of the character's next turn, the target cannot take any hostile actions (offensive spells, attacks, Tests, etc.). This also ends the target's Rage if he has that ability.

Tripping Strike

REQUIREMENTS: Seasoned, Fighting d8+

The force of this brute's blows brings opponents to their knees. A target Shaken or Wounded by this warrior's attack is also knocked prone.

Under and Over

REQUIREMENTS: Novice, Size −1 or smaller, Athletics d8+

You can slip under your enemies' strikes to keep them off balance. If an enemy at least three Sizes larger than your hero misses with a Fighting roll, it must make an Agility roll at −2 or be Vulnerable and fall prone.

Leadership Edges

Leadership Edges grant bonuses to allies, making them more effective, reliable, or durable. Unless an Edge says otherwise, it only affects allied Extras. Wild Cards only benefit if the leader has the Natural Leader Edge.

Leadership Edges aren't cumulative with the same Edge from other leaders. Characters may benefit from different Leadership Edges by the same or different leaders, however.

Command Range: Allies must be within 5" (10 yards) and be able to see and hear their leader to benefit from her abilities. This is called her "Command Range."

Team Up

REQUIREMENTS: Veteran, Smarts d8+, Command, Natural Leader

This tactical master makes his allies more efficient. Once per turn, he may choose a character in Command Range to take an additional limited action or limited free action on their next turn. This doesn't increase the number of actions a character can take.



POWER EDGES

Power Edges are the key to unlocking the true potential of those with Arcane Backgrounds. They can mean the difference between an apprentice with a few abilities and a master of magic or divine energies!

BOUNCING SPELLS

REQUIREMENTS: Veteran, Arcane Background (Any)

Whenever a character with this Edge successfully casts a power at a single target and the enemy resists it or is Immune to it, she may spend two Power Points to choose another target in Range instead. This Edge can only be used once per casting.

DISRUPTIVE SPELLS

REQUIREMENTS: Seasoned, Arcane Background (Any)

The magical energies from your powers cling to enemies, interfering with their innate abilities.

Targets affected by one of this spellcaster's powers must make a successful Smarts roll to activate any of their Innate Powers or Mystic Powers (rather than the power activating automatically). This effect lasts until the end of the target's next turn.

PRESTIGE EDGES

Prestige Edges build on other Edges, classes, and skills to provide unique talents possessed by a rare few.

A character may only choose a new core Prestige Edge once per Rank (this is instead of a core Class Edge), and once every four Advances at Legendary Rank. Advanced Prestige Edges (the level II and III Edges listed below each core Edge) are not subject to this restriction.

BATTLE HERALD

REQUIREMENTS: Seasoned, Cavalier or Paladin, Command, Persuasion d6+, Intimidation d4+.

In every army there are leaders who surpass the average cold-hearted mercenary, battle-scarred veteran, or wizened drill instructor.



Battle heralds are skilled warriors who have honed the art of leadership to a keen edge.

- **INSPIRING COMMAND:** The leader uses her keen tactical acumen and decisive judgment to lead others to victory. Once per encounter as a limited free action, she may provide allies within her Command Range one of the following abilities for five rounds:

  Toughness: Allies gain +2 Toughness.

  Reveille: Allies ignore 1 point of Fatigue or Wound penalty.

  Sound the Charge: Allies deal +2 damage on Fighting attacks.

BATTLE HERALD II

REQUIREMENTS: Veteran, Battle Herald

- **VOICE OF AUTHORITY:** As a limited action, the herald may grant all allies in her Command Range one of her Combat Edges for five rounds. Allies do not need to meet the Edge's Requirements.

BATTLE HERALD III

REQUIREMENTS: Heroic, Battle Herald II

- **LAST STAND:** Once per encounter, as an action, the battle herald can inspire her allies in her Command Range to continue fighting even when all hope is lost.

  All allies can immediately make a natural healing roll ignoring 1 point of Wound penalties.

HOLY VINDICATOR

REQUIREMENTS: Seasoned, Channel Energy ability (such as in the Cleric Class Edge), Occult d6+

Within many faiths are orders of militants who put their lives and immortal souls on the line for their beliefs. With sufficient training, they may become paragons of battle and living conduits of divine power, willing to sacrifice their bodies if it brings glory to their deity or judgment upon enemies of their faith.



- **STIGMATA:** A vindicator is marked by scarified wounds appropriate to his deity. He may cause the wounds to bleed for five rounds as a limited free action.

  While the stigmata bleed, the vindicator adds +2 to all healing rolls (mundane and magical). Once the stigmata end, the holy vindicator suffers a level of Fatigue.

HOLY VINDICATOR II

REQUIREMENTS: Seasoned, Holy Vindicator

- **BLOODFIRE:** The vindicator's stigmata allow him to add his Spirit die to Fighting damage rolls while bleeding. Additionally, he may now use his Spirit when checking for a weapon's Min Str, allowing him to wield greater burdens in the service of his religion even while his stigmata are not active.

HOLY VINDICATOR III

REQUIREMENTS: Veteran, Holy Vindicator II

- **BLOODRAIN:** The vindicator surges with sacred energy while bleeding. Doing so activates a minor *damage field* in a Medium Blast Template centered on the hero with the Selective Power Modifier. Any enemies in the template lose the Hardy special ability.

HORIZON WALKER

REQUIREMENTS: Seasoned, Survival d6+

Horizon walkers are masters of travel, always seeking to find safe paths through inhospitable terrain. They are comfortable in places others speak of only in hushed whispers, and can venture forth onto untrod paths to guide the less-traveled through such hazardous lands.

A horizon walker gains the Favored Terrain ability (see the Ranger Class Edge). Additionally, the character can select the new terrains from those listed under Terrain Dominance.

- **TERRAIN MASTERY:** When within a horizon walker's Favored Terrain, he may, as a limited free action, grant all allies who can see and hear him and are within 5" (10 yards) a free reroll on their next Athletics, Notice, Stealth, or Survival check.

HORIZON WALKER II

REQUIREMENTS: Veteran, Horizon Walker

A horizon walker learns total dominance over the terrain he has already selected for Favored Terrain. Terrain dominance grants additional abilities for each of the character's Favored Terrains, detailed below.

- **TERRAIN DOMINANCE:** The horizon walker gains the following benefits depending on his Favored Terrain (whether he's in that terrain type or not).

  Arctic: Environmental Resistance (Cold).

  Astral Plane: Increases flying Pace by +6 (but doesn't grant flight).

  Desert: Ignore 1 point of Fatigue penalty.

  Ethereal Plane: Ignore the Illumination penalty from fog and mist.

  Forest: Free reroll on failed Stealth checks.

  Jungle: The horizon walker is not Distracted while Bound.

  Mountain: The horizon walker gains the Wall Walker special ability.

  Plains: This character treats his Strength as one die type higher when determining Encumbrance and **Minimum Strength** to use armor, weapons, and equipment.

  Plane of Air: +1 on attack rolls against flying creatures.

  Plane of Earth: Armor +2.

  Plane of Fire: Environmental Resistance (Fire).

  Plane, aligned: If the horizon walker selects a plane with an alignment trait, he can choose to detect that alignment at a Range of Smarts as a free action.

  Rivers and seas/Plane of Water: The character gains Aquatic at his normal walking Pace. If already Aquatic, Pace increases by +6 while swimming.

  Swamp: Free reroll on failed Notice rolls.



  Underground: The character gains Darkvision, or Night Vision if he already has Darkvision.

  Urban: Free reroll on failed Persuasion rolls.

MASTER CHYMIST

REQUIREMENTS: Seasoned, Alchemist

- **MUTAGENIC FORM:** A master chymist's mutagenic form is a dramatically different alter ego caused by the mutagenic potions she has consumed over the course of her career. The form shares memories and basic goals with the chymist's normal personality but goes about meeting those goals in a different manner.

The mutagenic form is often ugly and monstrous and may even appear to be



a different species or gender than her normal form. Indeed, the mutagenic form often has his or her own name, and may attempt to maintain independent relationships and strongholds (though the alter ego's limited time in existence often makes this difficult).

- **MUTATE:** Once per encounter as a free action, the master chymist may take on a mutagenic form, gaining the effects of one of her mutagens (without expending Power Points). She has only one mutagenic form, no matter which mutagen effect she gains. Using a mutagen also forces the chymist into this form. Taking a mutagen or using the mutate ability again while in her mutagenic form works normally (with the new modifiers, penalties, and Duration overriding the previous one). The chymist remains in her mutagenic form until its Duration expires or she takes another Mutagen or uses her mutate ability again.

Night Vision: The chymist gains Nightvision in her mutagenic form.

MASTER CHYMIST II

REQUIREMENTS: Veteran, Master Chymist

- **BRUTALITY:** A master chymist's taste for violence leads her to strike more powerful blows with weapons easily mastered by her bestial mind. In her mutagenic form, the chymist's Fighting attacks deal +2 damage.

MASTER CHYMIST III

REQUIREMENTS: Heroic, Master Chymist II

- **ADVANCED MUTAGEN:** The mutagenic form of the master chymist continues to evolve and develop. She selects an advanced mutagen that changes how her form works or can only be accessed in her mutagenic form.

Furious Mutagen: The damage dice for the feral mutagen's bite and claw attacks increase by one die type and gain AP 2. The character must have the feral mutagen Discovery to select this ability.

Growth Mutagen: The chymist's mutagenic form is Size +1 and increases Strength one die type.

Restoring Change: When the chymist assumes a mutagenic form or returns to her normal form, she may make a natural healing roll.



MASTER SPY

REQUIREMENTS: Seasoned, Notice d6, Persuasion d8, Performance d6

Unparalleled practitioners of deception, master spies rely on deceit and trickery over brawn and spells. A master spy is an expert at both magical and nonmagical means of evading

detection, and quick-witted when it comes to improvisation.

- **MASTER OF DISGUISE:** A master spy can create a disguise in less than a minute if she has access to a disguise kit or some basic supplies. She reduces any penalties that might come from assuming the persona of a person of different gender, ancestry, age, or size by 2. Additionally, she can cast minor *conceal arcana* on herself or her equipment as a limited free action. This costs no Power Points and lapses only when she decides to drop it or is sleeping or unconscious.

MASTER SPY II

REQUIREMENTS: Seasoned, Master Spy

- **SUPERFICIAL KNOWLEDGE:** A master spy gives the appearance of knowing more than she actually does. She can ignore up to 2 points of penalties when making Smarts-based skill checks pertaining to her cover or assumed identity.

MASTER SPY III

REQUIREMENTS: Veteran, Master Spy II

- **ASSUMPTION:** As a limited action, the spy can touch a creature and copy its aura. A spy using this ability cannot have her mind read and any powers used to identify or find her, fail. A power used to search for her assumed identity finds two different targets. For example, someone using *locate* to find her would fail — they would need to locate the subject of the aura she assumed and even then, he would detect two targets. The assumption of an identity lasts until the master spy ends it (an action) or she uses the ability on another creature.

  This ability is not proof against the actions of deities or similarly powerful beings (GM's call).

NATURE WARDEN

REQUIREMENTS: Seasoned, Beast Master, Survival d4+, Faith d6+ or Mystic Powers (Paladin or Ranger)

Nature wardens are guardians of the wild places of the world, highly skilled in negotiating their way among the nonhuman inhabitants of the wild. They befriend and train a beast as a companion, but nature wardens are much more than tamers of wild things. They are experts at navigating the harsh brutality of nature's fury and making do with whatever tools and weapons present themselves.

- **SURVIVALIST:** The nature warden chooses a terrain type (as with the Favored Terrain ability). While in this terrain, the warden has +1 Parry, gets a free reroll on Survival and Notice checks in this terrain, and ignores Difficult Ground and Hazards caused by natural elements. She can select another terrain every time she takes a Nature Warden Edge.

NATURE WARDEN II

REQUIREMENTS: Veteran, Nature Warden

- **IRON PAW:** The warden forms a spiritual bond with one of her companions. If she chooses, any power that targets her also targets her bonded companion with the exact same effects. Additionally, her



companion deals +2 damage on attacks with its Natural Weapons.

NATURE WARDEN III

REQUIREMENTS: Heroic, Nature Warden II

- **COMPANION SOUL:** The nature warden's bond with her animal companion is so strong it transcends distance and even death. The companion gets a free reroll on Spirit checks. Additionally, once per day as an action, the warden can scry on her companion, either looking at the area around it or through its eyes. This effect lasts for up to an hour.

  Finally, if her companion dies, the warden can revive it with an eight hour ritual that has the same effect as minor *resurrection*.



RAGE PROPHET

REQUIREMENTS: Seasoned, Arcane Background (Miracles or Oracle), the Rage ability (such as found in the Barbarian Class Edge), Occult d4

Throughout the wilderness, there are those warriors whose powers are infused by the spirits, who see and hear into the world beyond and draw unthinkable reserves of power from it.

- **RAGE CASTER:** The character can cast spells while Raging. Additionally, while raging, the spellcaster is harder to resist. She adds +2 to opposed spell rolls.

RAGE PROPHET II

REQUIREMENTS: Veteran, Rage Prophet

- **RAGING SPELLSTRENGTH:** While raging, the character may cast spells that only target himself as a limited free action. He could cast *deflection* on himself, for example, but could not cast it (or other powers) on others with the Additional Recipients Power Modifier.

RAGE PROPHET III

REQUIREMENTS: Heroic, Rage Prophet II

- **SPIRIT WARRIOR:** While raging, the hero adds +2 to Trait rolls against Fey, Outsider, Undead, or incorporeal creatures (but not the ability to hit them without a magic item).

STALWART DEFENDER

REQUIREMENTS: Seasoned, Nerves of Steel, may not have an Armor Restriction or Armor Interference

Drawn from the ranks of guards, knights, mercenaries, and thugs alike, stalwart defenders are masters of claiming and holding an area. This behavior is more than a tactical decision for stalwart defenders; it's an obsessive, stubborn expression of the need to be undefeated. When such individuals set themselves in a defensive stance, they place their whole effort into weathering whatever foe, conflict, or threat comes their way.



- **DEFENSIVE STANCE:** Once per encounter, as a limited free action, a stalwart defender can enter a defensive stance, a position of readiness and trance-like determination for five rounds.

  While doing so, the stalwart defender gains +1 Parry and increases his Strength and Vigor one die type but reduces his Pace by 2 and cannot run. He cannot willingly move faster through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry him). If the stalwart defender moves faster than his reduced Pace, his stance ends. The stalwart defender can end his defensive stance as a free action.

  If the champion enters a defensive stance while on a moving vehicle he does not control (such as a wagon or ship), he can maintain the stance even if the vehicle moves.

  Ending the stance causes a level of Fatigue.

  A defensive stance requires a level of emotional calm, and may not be used by a character in a rage (such as from the Barbarian Edge).

Stalwart Defender II

REQUIREMENTS: Veteran, Stalwart Defender

- **LAST WORD:** Once per day, while in a defensive stance, if an attack Incapacitates the stalwart defender, he may make one melee attack (ignoring Wound penalties) against an opponent within Reach. He treats this attack as if he had been dealt a Joker. Once the attack is resolved, he is Incapacitated as usual.

Stalwart Defender III

REQUIREMENTS: Heroic, Stalwart Defender II

- **BULWARK:** The stalwart defender becomes a master at reducing the capabilities of his aggressors while in his defensive stance.

  While in a defensive stance, Trait rolls targeting him get no benefit from a raise other than the additional damage. For example, an enemy who Taunts the defender and gets a raise still causes him to become Distracted or Vulnerable, but does not cause him to be Shaken.

Social Edges

Swift Support

REQUIREMENTS: Seasoned, Smarts d8+

This stalwart champion is ready to assist his allies at a moment's notice. If the hero's Action Card is a face card or Joker, he may Support an ally as a limited free action.

WEIRD EDGES

Weird Edges are slightly supernatural in origin. These are usually appropriate in a *Pathfinder for Savage Worlds* game, but check with your GM before taking them.

DUCK AND COVER

REQUIREMENTS: Novice

Your allies assist you in avoiding certain attacks.

Whenever this hero and at least one ally must make an Evasion roll (and as long as one or both don't roll a Critical Failure), both characters use the highest total rolled between them.

This hero must select the ally before either of them roll.

SMASH

REQUIREMENTS: Novice, Half-Orc, Strength d10+

The strongest of half-orcs are able to destroy objects that are normally beyond the capability of others. This character can Ace melee damage rolls when attempting to destroy inanimate objects.

LEGENDARY EDGES

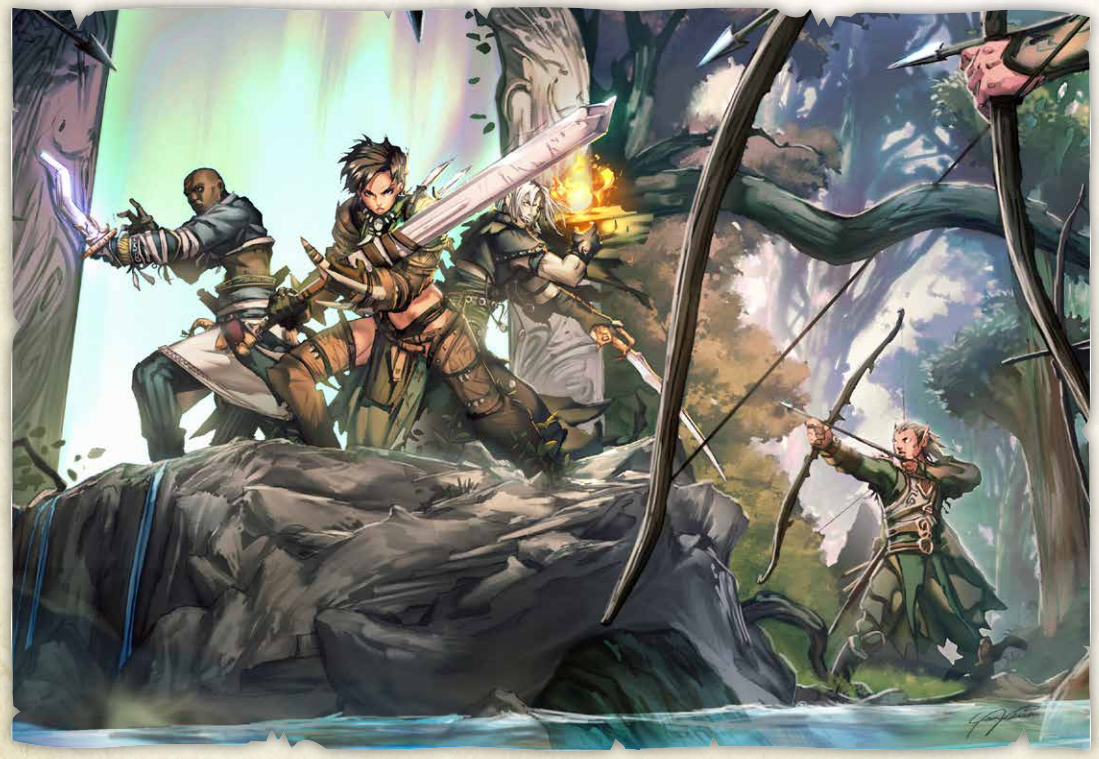
Some Edges introduced in this section require a character to take multiple Edges from the same Class Edge tree. This means that in order to take the Legendary Edge, the hero must have the Class Edge and at least that many other Edges requiring the Core Edge. For example, "at least two Paladin Edges" Requires the Paladin Edge and at least two other Edges that also require Paladin.

HOLY CHAMPION

REQUIREMENTS: Wild Card, Legendary, at least two Paladin Edges

The paladin becomes a conduit for the raw fury of her god. She gains +2 Toughness.

Whenever she uses Smite Evil and successfully strikes an Evil Outsider, she can choose to have the target be subject to *banish*, using the attack roll as the arcane skill total. After the *banish* and damage from the attack are resolved, the Smite Evil ability immediately ends (even if the foe was not *banished*).





DEADLY PERFORMANCE

REQUIREMENTS: Wild Card, Legendary, at least two Bard Edges

The bard can use his Performance to Incapacitate a foe from extreme joy or sorrow.

Deadly Performance may only be attempted once per encounter. The target must be able to see, hear, and understand the bard and be within 5" (10 yards).

When he decides to unleash his deadly display, he makes a Performance roll opposed by the target's Spirit. If the victim resists, he's Stunned and is immune to any Deadly Performance for the next 24 hours. If the victim loses, he's stricken by the last jest, unearthly song, or heart-breaking ballad and Incapacitated.

HOME GROUND

REQUIREMENTS: Wild Card, Legendary, at least two Druid Edges, Spirit d8+

The druid knows every tree, deer, blade of grass, and scuttling beetle of her home. She selects a specific area relevant to the campaign, such as a specific forest, valley, mountain, bay, lake, or coastline (generally a few dozen square miles or so).

Once per encounter, while within her Home Ground, the druid may spend a Benny to recover *all* her Power Points.

The druid also has a sense of her home, no matter how distant she may be. By concentrating for ten minutes, she may ask three questions about the current, observable state of her homeland.

MASTER STRIKE

REQUIREMENTS: Wild Card, Legendary, at least two Rogue Edges

The rogue is incredibly deadly when using her sneak attack. Each time an attack causes at least one Wound, the rogue may declare one of the effects below, which occurs immediately unless the victim succeeds at a Vigor roll.

- Put the victim to sleep for 1d4 hours
- Paralyze the victim
- Slay the victim

MYTHIC SLAYER

REQUIREMENTS: Wild Card, Legendary

The legendary hero has become the avatar of death. She ignores the Unstoppable Ability whenever her Action Card is a face card. Whenever she's dealt a Joker, opponents cannot make Soak rolls against her attacks!

PERFECT BODY

REQUIREMENTS: Wild Card, Legendary, at least two Monk Edges

The monk becomes a magical creature. He is forevermore treated as an Outsider rather than a Humanoid (or whatever the monk's creature type was), can speak all languages, and gains +4 Toughness against nonmagical attacks.

SEEN IT BEFORE

REQUIREMENTS: Wild Card, Legendary, at least two Ranger Edges

The ranger adds +4 to Evade, resist, or recover from any of his Favored Enemy's powers or abilities. The power must be able to be resisted or recovered from (such as *blind* or *entangle*).

It doesn't affect secondary effects, such as being Shaken by a creature's attack.

UNIQUE BLOODLINE

REQUIREMENTS: Wild Card, Legendary, at least two Sorcerer Edges

The sorcerer's blood grows wild and strange, becoming less about her ancestors and more about her own eccentric personality. The sorcerer selects a bloodline she does not already have and gains its benefits and the benefits of its advanced bloodline.

It's possible for a sorcerer with the Crossblooded Edge and Unique Bloodline Edges to have three advanced bloodlines total.

UNSTOPPABLE RAGE

REQUIREMENTS: Wild Card, Legendary, at least two Barbarian Edges

Nothing can kill the barbarian, though not for lack of trying. While the barbarian rages, she has the Unstoppable ability.

VETERAN OF ENDLESS WAR

REQUIREMENTS: Wild Card, Legendary, at least two Fighter Edges

The fighter has seen more combat then an entire regiment of soldiers. Enemies gain no benefit for making a Wild Attack against her. However, they are still Vulnerable if they Wild Attack the fighter.

WELL PREPARED

REQUIREMENTS: Wild Card, Legendary, at least two Wizard Edges

The wizard may activate a power that can normally be cast as an action as a limited free action. This costs an additional Power Point, but not only allows the wizard to cast a spell each round without incurring a Multi-Action penalty, she may also cast it while Shaken or affected by some other condition that only allows free actions.



HINDRANCE SUMMARIES

Ancestral Weakness (Minor/Major): +2/+4 damage from an elemental type.

Bitter (Major): Characters healing this character suffer –2 to the roll.

Constricted (Minor): Gain/increase Armor Restriction.

Favored Class (Minor/Major): Increased Requirements to take Class Edges or only one core Class Edge and no Prestige Edges.

Fey-Taken (Minor): –2 to resist Disease, Poison, and effects from Fey.

Helpless (Minor/Major): Become Distracted or Vulnerable when allies suffer a Wound.

Loner (Major): Does not benefit from Gang Up bonuses.

Magical Klutz (Minor): Activating a magical item is a limited action.

Meticulous (Minor): –4 to untrained skills.

Mundane Vision (Minor): Loses low-light vision and darkvision.

Oblivious (Minor): The character takes half damage when he makes an Evasion roll.

Short Sighted (Minor/Major): Reduces the effectiveness of Conviction.

Spooked (Minor): Fey, Outsiders, and Undead scare this character.

Tainted Spirit (Major): Becomes Fatigued at the end of combat.

Umbral Unmasking (Minor): Others react poorly to this character when they notice her shadow.

Warded Against Nature (Minor): Animals are hostile towards this character.

EDGE SUMMARIES

BACKGROUND EDGES

EDGE	REQUIREMENTS	SUMMARY
Angel Wings	S, Aasimar	The character grows wings.
Armor of the Pit	N, Tiefling	+2 Armor and Environmental Resistance: Cold, electric or fire.
Attuned to the Wild	N, Elf	Natural healing rolls every 24 hours with a +2 when in your preferred terrain.
Blood Drinker	N, Dhampir	Make a natural healing roll when drinking blood.
Burn! Burn! Burn!	N, Goblin, Thievery d6+	Deal increased damage with natural fire.
Casual Illusionist	N, Gnome	Bonus to deceive others or steal with Power Points.
Celestial Servant	N, Aasimar, Beast Bond	Enhance the aasimar's companion.
Claw Pounce	N, Catfolk, Claws, A d6+, S d6+	+2 damage on claw Wild Attack.
Deepsight	N, Darkvision or Low Light	Gain Nightvision
Lucky Halfing	N, Halfling, Common Bond	Spend a Benny to allow an ally to reroll a Trait roll with a +2 bonus.
Nimble Striker	N, Sprinter, Agility d8	No penalty when running and taking a single action.
Razor Tusk	N, Half-Orc	Gain a bite Natural Attack
Shatterspell	N, Dwarf	Make a limited action to dispel a power.

CLASS EDGES		
EDGE	**REQUIREMENTS**	**SUMMARY**
Alchemist	N, Sm d6+	Arcane Background (Alchemist), Armor Interference (Light), Alchemical Identification, Bombs, Mutagens
Discovery	S, Alchemist	Select a Discovery.
Advanced Discovery	V, Alchemist	Select an Advanced Discovery.
Grand Discovery	H, Alchemist	Select a Grand Discovery.
Cavalier	N, A d6+, Fighting d6+, Riding. d6+	Challenge, Mighty Charge, Order (join an order of knights).
Banner	S, Cavalier	Grant allies a bonus against Fear and improve their charges.
Order Ability	V, Cavalier	Gain a special ability based on the cavalier's order.
Demanding Challenge	H, Cavalier	Negate an opponent's Bennies.
Supreme Charge	WC, L, 2+ Cavalier Edges	Doubles damage dealt when charging with a lance.
Inquisitor	N, Athletics or Fighting or Shooting d6+, Occult d4+	Armor Restriction (Medium), Judgment, Monster Lore.
Bane	S, Inquisitor	Enchant your weapon with the bane enchantment.
Brand	S, Inquisitor	Mark an enemy and make them Distracted.
Mystic Powers (Inquisitor)	V, Inquisitor	The inquisitor has 10 dedicated Power Points he can use to cast *boost Trait (Intimidation, Notice, Survival), darksight, detect/conceal arcana,* and *dispel.*
Exploit Weakness	H, Inquisitor	Trigger Environmental Weaknesses.
True Judgment	WC, L, 2+ Inquisitor Edges	Smite a judged target and judge a new enemy.
Oracle	N, Sp d6+	Arcane Background (Oracle), Armor Interference (Medium), Curse, Mystery.
Revelation	S, Oracle	Cast a power from your Mystery as a limited free action.
Divine Mastery	V, Oracle	The oracle may now use Epic Power Modifiers.
Greater Revelation	H, Oracle	Unlock the oracle's final revelation.
Summoner	N, Sm d6+, Occult d6+	Arcane Background (Summoner), Armor Interference (Light), Eidolon.
Extra Evolution	N, Summoner	Gain 3 extra evolution points
Maker's Call	S, Summoner	Teleport or swap places with your eidolon.
Summoner's Call	S, Summoner	Increase your eidolon's Agility, Strength, and Vigor.
Life Bond	V, Summoner	Transfer damage to the eidolon if it's around.
Aspect	H, Summoner	Use some of the evolution points to transform yourself.
Twin Eidolon	WC, L, 2+ Summoner Edges	The summoner can transform into his eidolon.
Witch	N, Smarts d6+, Occult d4+	Arcane Background (Witch), Armor Interference (Any), Familiar, Hex
Additional Hex	S, Witch	The witch unlocks an additional hex.
Major Hex	V, Witch	The witch gains the use of a major hex.
Arcane Mastery	H, Witch	The witch may now use Epic Power Modifiers.
Grand Hex	WC, L, 2+ Witch Hexes	Unlock a grand hex

ADDITIONAL CLASS EDGES		
Aura of Justice	S, Paladin	Share your Smite Evil ability with allies.
Cockatrice Strike	S, Monk, Sp d8+, Fighting d8+	Turn enemies into stone with a single attack.
Crossblooded	H, Sorcerer	Gain access to an additional bloodline.
Disruptive Rage	V, Barbarian, Sp d8+, Occult d6+	Attack nearby spellcasters for free.
Extra Domain	S, Cleric	Gain a new domain and additional power.
Favored Powers	S, Sorcerer or Wizard	Once per turn, ignore up to 2 points of any penalties when casting a power based on your specialization.
Hunter's Bond	S, Ranger	The ranger shares his favored enemy bonus with allies.
Inspire Greatness	V, Bard	Gain additional Inspiration Tokens.
Mystic Powers (Rogue)	S, Rogue	The rogue has 10 dedicated Power Points he can use to cast *boost Trait (Athletics, Stealth, Thievery)*, *darksight*, *sound/silence*, and *wall walker*.
Quivering Palm	H, Monk, Fighting d10+	Make a special attack that can Incapacitate an enemy at a later date.
Timeless Body	S, Druid, V d8	Stop aging and become immune to poison and disease.
Weapon Specialization	S, Fighter	Free damage reroll when you fail to at least Shake an enemy with your preferred weapon.

COMBAT EDGES

EDGE	REQUIREMENTS	SUMMARY
Armor Training	N, Armor Restriction	Reduce Armor Restriction limitations.
Covering Defense	N	Defend maneuver aids allies.
Crippling Attack	H, Trademark Weapon	Reduce an enemy's Pace with a raise on the attack.



Crossbow Mastery	V, Rapid Reload, Shooting d8+	Shoot a crossbow as quickly as a bow and use it in melee as a heavy club.
Eldritch Claws	S, Claws, Fighting d6+	The character's claws trigger environmental weaknesses
Feral Claws	S, Claws, Str d6+	Claws have AP 2
Rending Claws	H, Feral Claws, St d8+	Your claws inflict Rending Attacks
Heroic Defiance	S, Vigor d8+	Automatically remove one of the listed negative conditions.
Missile Shield	V	Increase your Toughness against ranged attacks.
Mounted Shield	N	You grant your shield bonus to your mount.
Point Blank Master	V, Shooting d10	Become better at Shooting while engaged with enemies
Shadow Strike	V, Sneak Attack, Fighting d6+	Use your Sneak Attack in areas with bad Illumination.
Touch of Serenity	S, Sp d8+, Unarmed Strike, Fighting d8+	Incapacitate enemies without killing them.
Tripping Strike	S, Fighting d8+	Cause an enemy to be knocked prone.
Under and Over	N, Size –1, Athletics d8+	Knock over large enemies attacking you.

LEADERSHIP EDGES
(COMMAND RANGE IS 5″ OR 10 YARDS)

EDGE	REQUIREMENTS	SUMMARY
Team Up	V, Sm d8+, Command, Natural Leader	Allow allies to use limited actions and limited free actions an additional time each turn



POWER EDGES
("AB" IS ARCANE BACKGROUND)

EDGE	REQUIREMENTS	SUMMARY
Bouncing Spells	V, AB (Any)	Redirect a spell to an opponent if your target resists your spell.
Disruptive Spells	S, AB (Any)	Your spells cause enemies to have difficulty activating Mystic Powers and Innate Powers.

PRESTIGE EDGES

EDGE	REQUIREMENTS	SUMMARY
Battle Herald	S, Cavalier or Paladin, Command, Persuasion d6+, Intimidation d4+	**Inspiring Command:** Grant your allies increased fighting capabilities in combat.
Battle Herald II	V, BH	**Voice of Authority:** Grant allies one of your Combat Edges.
Battle Herald III	H, BH II	**Last Stand:** Bring allies back from the brink of death.
Holy Vindicator	S, Channel Energy, Occult d6+	**Stigmata:** The character gains a bonus on healing rolls.
Holy Vindicator II	S, HV	**Bloodfire:** Damage of your weapon is increased
Holy Vindicator III	V, HV II	**Bloodrain:** Your stigmata cause damage to enemies.
Horizon Walker	S, Survival d6+	**Terrain Mastery:** Aids allies in specified terrain type.
Horizon Walker II	V, HW	**Terrain Dominance:** Gain special abilities based on Favored Terrains.
Master Chymist	S, Alchemist	**Mutagenic Form:** Transform into an alter ego with enhanced abilities.
Master Chymist II	V, MC	**Brutality:** Deal +2 damage with melee and natural attacks.
Master Chymist III	H, MC II	**Advanced Mutagen:** Gain a unique ability while in your mutagenic form.
Master Spy	S, Notice d6+, Persuasion d8+, Performance d6+	**Master of Disguise:** Reduce the penalty for disguising yourself as ancestries of different size, age, or gender.
Master Spy II	S, MS	**Superficial Knowledge:** Ignore penalties for Smarts based skill checks involving the character's cover.
Master Spy III	V, MS II	**Assumption:** Become invisible to divination spells and mind reading.
Nature Warden	S, Beast Master, Faith d6+ or MP, Survival d4+	**Survivalist:** +1 Parry, gets a free reroll on Survival and Notice checks in this terrain, and ignores Difficult Ground and Hazards caused by natural elements.
Nature Warden II	V, NW	**Iron Paw:** Share spell effects with your companion.
Nature Warden III	H, NW II	**Companion Soul:** Gain supernatural abilities with your companion.
Rage Prophet	S, Oracle or AB Miracles, Rage, Occult d4	**Rage Caster:** Spells cast while raging are harder to resist.
Rage Prophet II	V, RP	**Raging Spellstrength:** Spells targeting the caster are limited free actions.
Rage Prophet III	H, RP II	**Spirit Warrior:** The rage prophet is better at killing fey, outsiders, and undead.

Stalwart Defender	S, Nerves of Steel, no Armor Restriction or Interference	**Defensive stance:** The character becomes a bulwark of defense, increasing his attributes at the expense of being able to move.
Stalwart Defender II	V, SD	**Last Word:** Make an attack before being Incapacitated. Treat the attack as if you had been dealt a Joker.
Stalwart Defender III	H, SD II	**Bulwark:** Raises only do additional damage against you. They cannot trigger other effects, such as Stunning Fist.

SOCIAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Swift Support	S, Smarts d8+	Support allies as a limited free action if your Action Card is a face card or Joker.

WEIRD EDGES

EDGE	REQUIREMENTS	SUMMARY
Duck and Cover	N	You and an ally can use each other's rolls when Evading.
Smash	N, Half-Orc, St d10	The character can Ace damage rolls when attempting to destroy objects.

LEGENDARY EDGES

EDGE	REQUIREMENTS	SUMMARY
Holy Champion	WC, L, 2+ Paladin Edges	+2 Toughness and banish Outsiders on smite attacks.
Deadly Performance	WC, L, 2+ Bard Edges	Use your Performance to Stun or Incapacitate listeners.
Home Ground	WC, L, 2+ Druid Edges	Spend Benny to recover all Power Points.
Master Strike	WC, L, 2+ Rogue Edges	Your sneak attacks can paralyze, slay or put your enemies to sleep.
Mythic Slayer	WC, L	Ignore Unstoppable on a face card and stop enemies from Soaking your attacks when you have a Joker.
Perfect Body	WC, L, 2+ Monk Edges	Gain +4 Toughness and become an Outsider.
Seen it Before	WC, L, 2+ Ranger Edges	The ranger becomes nearly impervious to abilities from his favored enemies.
Unique Bloodline	WC, L, 2+ Sorcerer Edges	Gain an additional advanced bloodline.
Unstoppable Rage	WC, L, 2+ Barbarian Edges	Gain Unstoppable while Raging.
Veteran of Endless War	WC, L, 2+ Fighter Edges	Enemies gain no benefit for Wild Attacks against this hero.
Well Prepared	WC, L, 2+ Wizard Edges	Cast a spell as a limited free action for +1 Power Point.

CHAPTER THREE

GEAR

This section contains rules and equipment you can add to your Golarion campaign. Read the notes below before you go to the outfitters to understand what various keywords mean.

NEW CRAFTING RULES

ALCHEMY

Blacksmiths, boyers, carpenters, and other crafters use the Repair skill in their profession. Those who study the natural world, geology, physics, and non-magical chemical reactions, use the Science skill. Those who work with magical substances, arcane reagents, and volatile elixirs use the Alchemy skill.

A few "true" alchemists (such as those described on page 38) imbue potions with powerful magical qualities, but most "common" alchemists focus on relatively mundane but useful saleable items such as flash powder, alkali flasks, and the "Alchemical Items" described in *Pathfinder for Savage Worlds* and the new additions on page 89.

Creating common alchemical items is not nearly as time consuming as creating magical ones. For every 10 gp an item costs (round up) the alchemist must spend an hour working on it. Once the required time is invested, the creator makes an Alchemy roll (plus or minus any listed modifiers). Success creates the device; failure destroys it and the alchemist must start again.





COMMON GEAR

ITEM	COST	WEIGHT
ADVENTURING GEAR		
Chalkboard	1	2
Earplugs	3cp	—
Notes: Free reroll to resist effects that require hearing. –2 penalty on hearing-based rolls.		
Bomb launcher	10	1/2
Notes: These odd, egg-shaped contraptions have cleverly placed fins that improve bombs' accuracy. Goblin alchemists use these special containers to make their bombs more accurate. Using a bomb launcher when throwing a bomb increases the bomb's Short Range by 2". Bomb launchers are destroyed when used.		
Marbles	1sp	2
Notes: A bag of marbles creates Difficult Ground in a Small Blast Template.		
Scroll Case (holds 2 scrolls)	1	1/2
Signal Horn	1	2
Smoked Goggles	10	—
Notes: Free reroll to resist effects that require sight. –2 penalty on sight-based rolls and enemies count as having Light Cover.		
Swarmsuit	20	10
Notes: Pace –2. +4 Armor vs. swarms.		
Weak Magnet	5sp	1/2
Weapon Cord	1sp	—
Notes: Can retrieve a dropped weapon attached to the cord as a limited free action.		
ALCHEMICAL ITEMS		
See page 89 for alchemical and minor enchanted items such as Liquid Ice and the like.		
ANIMALS & TACK		
Animal Cage, Medium	30	240
Animal Cage, Large	60	960
Animal Cage, Small	15	60
Dog Sled	20	300
ENTERTAINMENT		
Loaded Dice	25	—
Notes: Notice roll at –2 to notice.		
Marked Cards	1	1
Notes: Notice roll at –2 to spot the markings.		
TOOLS & KITS		
Abacus	2	2
Alchemist's kit	25	5
Notes: Required for making alchemical items.		
Bear Trap	2	10
Notes: Causes 2d6 damage. Captured prey must make a Strength check to escape. Bear traps are often chained to stationary structures.		
Compass	10	1/2
Drill (1" head)	5	1
Fortune-Teller's Deck, Common	1	1/2
Fortune-Teller's Deck, Quality	25	1

NEW GEAR TRAITS

BRACE

The weapon counts as having +1 Reach when determining who has the greater Reach when set against a charge (see **Mounted Combat** in *Pathfinder for Savage Worlds*).

The following weapons from the *Pathfinder for Savage Worlds* core book all have the Brace weapon trait: halberd, pike, spear, trident.



PERSONAL WEAPONS

MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
Battle Aspergillum	Str+d6	d6	4	5	Holds holy water
Notes: Holy water splashes out with each swing. This weapon does +2 damage against creatures affected by holy water. The aspergillum is empty after 3 attacks.					
Bill	Str+d8	d8	11	11	Brace, Reach 1, Two Hands, +1 Parry when taking the Defend maneuver
Brass Knuckles	—	d4	1	1	The wearer counts as armed, free reroll when attempting to conceal.
Glaive-guisarme	Str+d10	d10	10	12	AP 2, Brace, Reach 1, Two Hands
Halberd	Str+d8	d8	12	10	AP 1, Brace, Reach 1, Two Hands
Lucerne Hammer	Str+d12	d12	12	15	AP 3, Reach 1, Two Hand, Parry –2
Mancatcher	—	d6	10	15	Reach 2, Two Hands
Notes: If this weapon hits, the target cannot move away from the attacker until he wins an opposed Strength roll (a free action).					
Pike	Str+d8	d8	18	20	AP 1 when set, Brace, Reach 2, Two Hands
Spear	Str+d6	d6	6	2	Reach 1, Brace, Parry +1 if used Two Hands
Trident	Str+d6	d6	4	15	Brace, Reach 1



RANGED WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	MIN STR.	WEIGHT	COST
Double Crossbow	15/30/60	2d8	2	1	d8	18	300
Notes: The attacker can make a Shooting roll at –2 to fire both bolts at once. This changes the damage to 3d8. Reload 3 for both bolts or Reload 2 for just one							
Pilum	3/6/12	Str+d6	—	1	d6	4	5
Notes: The weapon head breaks off when it hits. With a raise on the attack, it lodges in the targets shield. The target loses their shield bonus until it's removed (an action).							

RANGED WEAPONS AMMUNITION

AMMUNITION	COST	WEIGHT	NOTES
Arrow, Flight	2 gp/20 arrows	2 lbs/20 arrows	Increases the bow's Range by 2 but Reduces one of damage dice one type.
Arrow, Smoke	10 gp/20 arrows	3 lbs/20 arrows	Does no damage. Places a Small Blast Template where it hits. The Illumination within the template is lowered one level. This is a cloud that lasts 2 rounds.



ALCHEMICAL ITEMS

The following items may be found in most alchemist's shops.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST	CRAFTING MODIFIER
Alchemist's Kindness	—	—	—	—	—	—	10	—
Notes: Favored by young rakes and others of means, this is a crystalline powder resembling salt. It makes a fizzing cocktail when mixed with water that eliminates the effects of a hangover within 10 minutes of consumption.								
Alkali Flask	3/6/12	2d4	—	1	SBT	1	15	—
Notes: This flask of caustic liquid acts like acid against oozes and other acid-based creatures, but has no harmful effects on others.								
Bloodblock	—	—	—	—	—	—	25	–2
Notes: This gooey, pinkish substance helps treat wounds. Using a dose ends the effects of Rending attack and Bleeding Out.								
Flash Powder	3/6/12	—	—	1	SBT	—	50	—
Notes: This coarse gray powder ignites and burns almost instantly if exposed to flame, significant friction, or even a simple force such as throwing it against a floor. Creatures within a Small Blast Template are blinded (per the *blind* spell) until the end of their next turn.								
Liquid Ice	3/6/12	2d4	—	1	SBT	2	40	—
Notes: Also known as "alchemist's ice," this sealed jar of crystalline blue fluid immediately starts to evaporate once opened. During the next 1d6 rounds, an adventure can use it to freeze a liquid or coat an object in a thin layer of ice. It can also be thrown as a weapon.								
Nushadir	—	—	—	—	—	1	10	—
Notes: Stored in the form of small, salty pellets in a dry container, this reagent can be mixed with a flask of water and stored safely. Nushadir neutralizes acid; a vial of pellets or a flask of nushadir-water is enough to render a cubic foot of acid safe to touch in one minute, though this is usually too slow to prevent damage from a thrown vial of acid or the contents of a large monster's gullet.								
Smelling Salts	—	—	—	—	—	1	25	–2
Notes: These sharply scented gray crystals cause people to regain consciousness when inhaled. Smelling salts grant a sleeping person a Spirit roll to wake up from both magical and mundane sleep. A container has 12 uses if stoppered after each use, but depletes in a matter of hours if left open.								
Smoke Pellet	3/6/9	—	—	1	—	—	25	—
Notes: This small clay sphere contains two alchemical substances separated by a thin barrier. When the sphere is broken, the substances mingle and fill a Small Blast Template with a cloud of foul but harmless yellow smoke. The smoke pellet acts as a smokestick, except the smoke only lasts for one round before dispersing.								
Weapon Blanch, Adamantine	—	—	—	—	—	1/2	100	–2
Notes: When this powder is poured on a weapon and placed over a hot flame it melts and forms a temporary coating. On the next successful hit with the blanched weapon, it triggers Environmental Weaknesses (Adamantine). Each dose coats one weapon or up to 10 pieces of ammunition. Only one type of weapon blanch can be on a weapon at one time.								
Weapon Blanch, Cold Iron	—	—	—	—	—	1/2	20	—
Notes: As Weapon Blanch (Adamantine), above.								
Weapon Blanch, Silver	—	—	—	—	—	1/2	5	—
Notes: As Weapon Blanch (Adamantine), above.								


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CHAPTER FOUR

POWERS

This chapter includes new Power Modifiers, powers, and options for spellcasters in *Savage Pathfinder*.

AVAILABLE POWERS

Below are the available Arcane Backgrounds and the new powers that are now included in them:

Bard: *Lock/unlock*, *summon monster*

Cleric: *Create pit* (Elemental), *summon monster*, *summon nature's ally* (Nature), *summon planar ally*

Druid: *Summon monster*, *summon nature's ally*, *summon planar ally*

Magic: *Create pit*, *lock/unlock*, *magic jar*, *summon monster*

Miracles: *Summon nature's ally*, *summon planar ally*

Sorcerer: *Create pit*, *lock/unlock*, *magic jar*, *summon monster*

Wizard: *Create pit*, *lock/unlock*, *magic jar*, *summon monster*

The updated summons for the *summon ally* power can be found on the sidebar on page 95.

NEW & UPDATED POWERS

CREATE PIT

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 5
School: Conjuration
Trappings: Trap door, crack in the earth, dark hole.

The spellcaster creates an extradimensional space that connects with her reality at a single point within Range. The point forms as a hole the size of a Medium Blast Template and descends 4" (eight yards) into the earth. This power cannot use the Selective Power Modifier.

Anyone in or adjacent to the area when the spell is cast must make an Evasion roll (at –2 with a raise) or fall in for 2d6 + 2 damage.

When the power ends, the pit disappears and anyone inside is placed on the ground where the pit formed.

MODIFIERS

- **SOFT GROUND (+1):** The base of the pit is made of a soft, spongy material. Those who fall in don't take damage.
- **SPIKED (+1):** Spikes form at the bottom of the pit, increasing damage to those who fall in by +d6.

- **DEEP (+2):** The pit is twice as deep, increasing the base damage to 4d6 + 4.

DISPEL

Dispel has a new Power Modifier.

MODIFIERS

★ **REMOVE CURSE (+2):** This ignores the −2 penalty when attempting to end the *curse* power. Additionally, it can be used to end the effect of cursed items.

ELEMENTAL MANIPULATION

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5
School: Transmutation
Trappings: A few simple gestures.

This power grants basic control over the four traditional elements: air, earth, fire, and water (the elements may vary for other cultures).

Upon activation, the caster may choose one of the following effects:

- **ATTACK:** The caster uses their activation roll as an attack roll, dealing 2d4 damage to a target (3d4 with a raise) within Range.
- **MOVE:** The caster may move a cubic foot of air, earth (half that in stone), fire, or water up to the caster's Smarts in any direction as a limited action.
- **PUSH:** The elements buffet and move the target. The caster uses his activation roll in place of his Strength for a Push (see *Pathfinder for Savage Worlds*).
- **SPECIAL EFFECTS:** The caster may use the elements to create an additional effect with the GM's approval. Some examples are using air to blow out a torch, fan a flame, or cool someone down (reroll a Fatigue roll in oppressive heat). The caster may use earth to cover tracks, fix breaks in stone or earthen walls, or use fire to conjure flame about the size of a torch or spread existing flame (see **Fire** in *Pathfinder for Savage Worlds*). He may use water to conjure a quart of water (not "inside" objects or people) or purify a gallon of water per casting.

After activation, each additional use of the effects above are an action. Roll a new arcane skill roll for Attack or Push (these rolls do not suffer Backlash for Critical Failures as they are not activation rolls).

MODIFIERS

★ **POWER (+3):** The volume of air, earth, fire, or water affected is tripled, the target of Push suffers a −2 penalty to resist, and the damage of Attack is increased to 2d6 (3d6 on a raise).

★ **WEATHER (+5):** The caster can summon or dispel storms, bring a cooling rain, scorch the earth with a heatwave, or even bring snow to the hottest climes.

The caster can bring or disperse rain, snow, sun, and wind in about a five-mile radius. The severity depends on the local environment — a harsh desert might receive gentle rain while a rain forest gets a driving downpour. The effects take 10 minutes to create and last an hour.

ENTANGLE

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Transmutation
Trappings: Vines, webs.

Entangle restrains a target with ice, bands of energy, vines, disembodied hands, etc. If cast successfully, the target is Entangled (or Bound with a raise on the arcane skill roll).

Victims may try to break free on their turn as detailed under Bound & Entangled (see *Pathfinder for Savage Worlds* and update on page 6, Hardness 8). Due to the nature of this power, the victim can ignore the restriction of attempting to break free once.

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template or use the Stream Template.
- **DAMAGE (+2):** Entangled targets take 2d4 damage at the end of their turn.

★ **DEADLY (+4):** Entangled targets take 2d6 damage at the end of their turn. Does not stack with Damage.

- **TOUGH (+1):** The entangling material is particularly resilient. Increase its Hardness to 10.

Environmental Protection

Environmental protection has a new Power Modifier.

- **Planar Adaptation (+2):** This power protects the target from the devastating effects of different planes that would normally overwhelm this spell. The subject doesn't suffer the ill effects from other planes, such as the plane of fire or negative energy. The Duration becomes 1 hour.

Lock/Unlock

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Permanent (*lock*); Instant (*unlock*)
School: Abjuration (*lock*); Transmutation (*unlock*)
Trappings: A physical key, miming opening or locking a lock.

Lock magically seals a door, window, container, envelope, drawer, box, or other closeable item. Any attempt to open a magically locked container, door, or portal suffers a −4 penalty. Any further attempts by a character automatically fail until he increases his skill, at which point he may try again. A raise when magically locking the container means it can only be unlocked via the *unlock* version of this power (at the −4 penalty listed above) or by *dispelling* the magical *lock* then picking the lock as usual.

The caster may set a passphrase when the *lock* is created; the portal opens for anyone who speaks the phrase and remains open until the phrase is repeated.

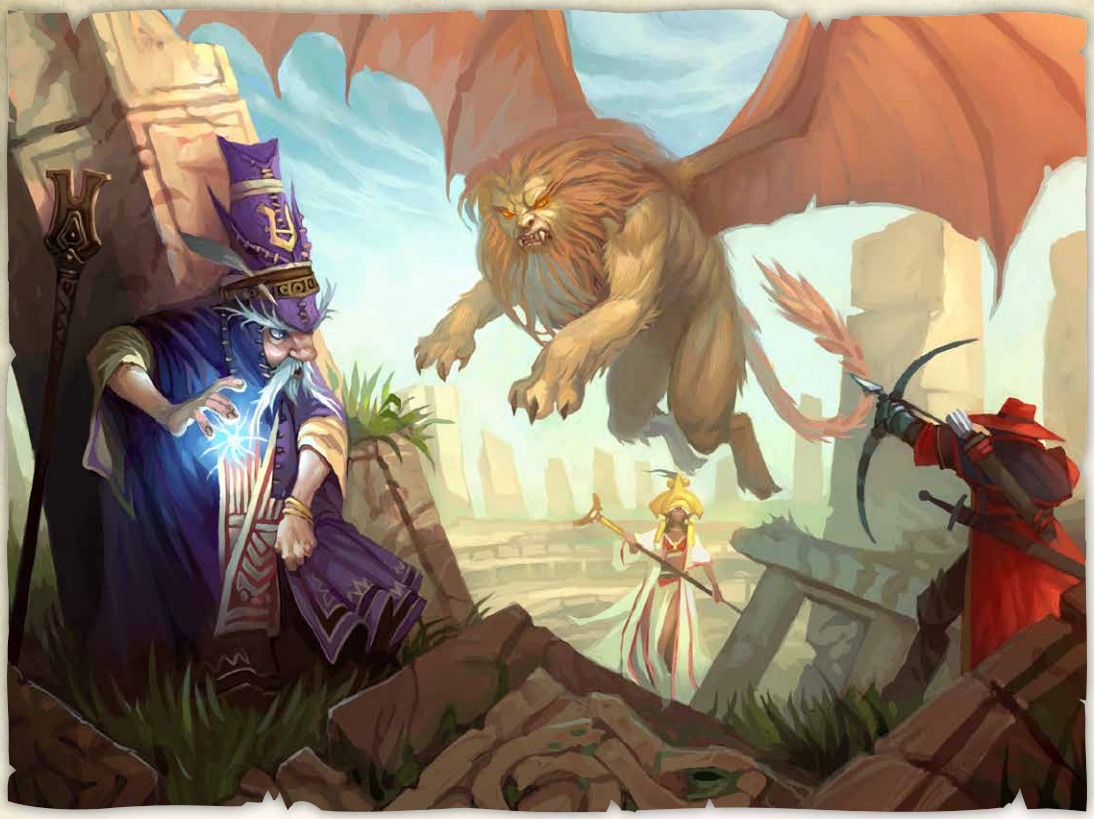
Unlock may be used in place of Repair or Thievery (but not Strength) when attempting to unlock a container, door, or portal. It ignores up to 4 points of penalties to the task, and with a raise disarms any traps or alarms on the portal as well.

Neither spell has any effect on barriers, barricades, or blockages — only distinct objects which can be opened or shut.

Magic Jar

Rank: Heroic
Power Points: 5
Range: Smarts
Duration: 5 hours
School: Necromancy
Trappings: A gem or crystal placed in a jar.





Magic jar allows a mage to transfer his soul into an enchanted vessel of some sort. He may move back and forth between the jar and his body, though his form appears dead and lifeless when the soul is absent.

The mage may also attempt to possess another body from the jar (not from the body). This is an opposed roll of arcane skill versus the target's Spirit. If the target wins, the mage cannot attempt to possess it again this encounter. If the mage wins, the victim's life force is imprisoned in the magic jar. The possessor keeps his own Smarts, Spirit, Alignment and Edges. The body retains its Agility, Strength, Vigor, Innate Abilities, and Wounds. The creature's powers do not stay with the body.

While in the vessel, the mage can sense and attack any life force within 5" (10 yards), though he can't determine the specifics of the creature — he simply knows if it's living or undead and whether or not it has a soul.

The mage can shift from a possessed host to the *magic jar* if within range as a limited action. This returns the trapped soul back to its body.

If the host body is slain, the mage returns to the *magic jar* if it's within range and the life force of the host departs to its final reward. If the host body is slain beyond the Range of the *magic jar*, both the mage and the host perish.

If the spell ends while the mage is in the *magic jar*, he returns to his body, or dies if the body is out of range or destroyed).

If the spell ends while the mage is in a host, he returns to his body (or dies if out of Range of his *magic jar*), and the soul in the magic jar returns to its body (or dies if it is out of range).

Destroying the *magic jar* ends the spell, and the spell can be *dispelled* at either the magic jar or the host's location.

PROTECTION

Protection has a new Power Modifier.

MODIFIERS

- **SHIELD OTHER (+1):** When a character other than the one who cast this spell suffers one or more Wounds, the spellcaster can choose to take the Wounds instead. If the spellcaster does this, she gets a free reroll on her Soak roll if she attempts a Soak roll.

SMITE

Smite has a new Power Modifier.

MODIFIERS

- **SPIRITUAL WEAPON (+2):** Instead of enchanting a weapon, the spellcaster creates a weapon of pure energy in Range: Smarts. The caster can move her spiritual weapon up to 5" (10 yards) on her turn and attack with it as a limited free action, using her arcane skill. The weapon does Spr+d4 damage (Spr+d6 with a raise).

SOUND/SILENCE

Sound/silence has a new Power Modifier.

MODIFIERS

- **ALARM (+1/+2):** *Sound* only. Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds an alarm each time a creature enters the warded area or touches it. A being who speaks the password (determined at the time of casting) doesn't set off the alarm.

  The warning lasts 10 hours. It costs one Power Point to ward an object and two Power Points to ward an area 5" (10 yards) in diameter.

  The spellcaster can choose for the alarm to be audible only to him (this must be chosen when cast).

SUMMON ALLY

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 5
School: Conjuration
Trappings: Clay figure that grows into a servant, a tattoo that comes to life.

This power allows the character to summon a magical servant from nothing. The ally typically takes the form of a basic humanoid of the appropriate Size but can appear differently based on the caster's Trappings. It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into nothingness, leaving no trace behind.

SUMMONED ALLIES

ATTENDANT

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4
Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 4
Special Abilities:

- **Claws:** Str+d4.
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.

BODYGUARD

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)
Edges: First Strike
Gear: Melee attack (Str+d6).
Special Abilities:

- **Armor +2:** Hardened skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants an attendant in the form of a wolf, for example, the caster might exchange the Shooting skill for Survival so that the "animal" can track its foes.

SUMMON ALLY

RANK	COST	SERVANT
Novice	1	Attendant
Seasoned	3	Bodyguard
Veteran	5	Sentinel
Heroic	7	Mirror Self

SUMMON MONSTER CHART

CREATURE	RANK	COST
Alligator/Crocodile	S	6
Archon, Lantern	N	5
Archon, Trumpet	V	10
Auroch	S	6
Bear	S	7
Bear, Dire	V	8
Beetle, Fire	N	2
Bird of Prey	N	2
Boar	N	4
Boar, Dire	S	6
Cat, large	N	5
Dog/Wolf	N	3
Demon, Glabrezu	V	10
Demon, Succubus	S	6
Demon, Vrock	S	7
Devil, Bone	V	8
Devil, Ice	V	8
Devil, Lemure	N	4
Elemental (Small)	N	4
Elemental	S	7
Elemental (Elder)	V	10
Elephant (Common)	S	7
Elephant (Mammoth)	V	9
Giant Animal (Ant)	N	4
Giant Animal (Centipede)	S	8
Giant Animal (Spider)	N	2
Goblin Dog	N	3
Hell Hound	S	6
Horse, Light	N	4
Horse, Heavy	S	5
Kyton	S	6
Mephit	N	3
Rat, Dire	N	3
Rhinoceros	S	7
Roc	V	8
Shark	S	4
Snake	N	3
Wolf, Dire	S	5
Wolverine	N	3
Xill	S	6

MODIFIERS

★ **ADDITIONAL ALLIES (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

- **COMBAT EDGE (+1):** The ally has a Combat Edge (it must meet the Requirements as usual). You may take this modifier up to three times per ally.
- **FLIGHT (+2):** The ally can fly at its base Pace.
- **INCREASED TRAIT (+1):** The caster can increase a Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.
- **MIND RIDER (+1):** The caster can communicate and sense through the ally.

SUMMON MONSTER

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 5
School: Conjuration
Trappings: conjuring extra planar creatures

Conjuring a mindless ally or simple beast is one thing. But summoning a monster is a true display of a sorcerer's power!

Summoned monsters are loyal to the caster, (but Animals may be taken over by *beast friend* or similar abilities) understand simple commands, and act on the caster's Action Card. Animals and elementals summoned with this power are fiendish or celestial in nature. Their appearance is often slightly altered to display their outsider nature.

Monsters return to from whence they came when the spell expires.

MODIFIERS

★ **ADDITIONAL MONSTERS (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

- **INCREASED TRAIT (+1):** The caster increases the monster's Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.
- **MIND RIDER (+1):** The caster can communicate and sense through any of the monsters conjured in this casting.

Summon Nature's Ally

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 5
School: Conjuration
Trappings: A mystical creature is summoned from another plane

This power channels defenders of the natural world to perform tasks or attack one's foes. From mighty elephants to curious pixies, such creatures are powerful friends in the right circumstances.

Summoned allies are loyal to the caster (but Animals may be taken over by *beast friend* or similar abilities).

Summoned creatures act on the caster's Action Card. They (or their corpses) return from wherever they came from when the spell expires.

Modifiers

★ **Additional Allies (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

■ **Increased Trait (+1):** The caster can increase a Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.

■ **Mind Rider (+1):** The caster can communicate and sense through any of the creatures summoned in this casting.

Summon Planar Ally

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 5
School: Conjuration
Trappings: An infernal summoning circle, book of angelic names.

By casting this spell, you request your deity to send you an outsider. 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).

Summon Nature's Ally Chart

Creature	Rank	Cost
Alligator/Crocodile	S	6
Auroch	S	6
Bear	S	7
Bear, Dire	V	8
Beetle, Fire	N	2
Bird of Prey	N	2
Boar	N	4
Boar, Dire	S	6
Cat, large	N	5
Dog/Wolf	N	3
Elemental (Small)	N	4
Elemental	S	7
Elemental (Elder)	V	10
Elephant (Common)	S	7
Elephant (Mammoth)	V	9
Ettin	S	6
Giant, Fire/Frost	S	8
Giant, Hill/Stone	S	7
Giant, Storm/Cloud	V	10
Giant Animal (Ant)	N	4
Giant Animal (Centipede)	S	8
Giant Animal (Crab)	S	6
Giant Animal (Mosquito)	N	2
Giant Animal (Spider)	N	2
Giant Animal (Stag Beetle)	S	5
Goblin Dog	N	3
Griffon	S	6
Horse, Light	N	4
Horse, Heavy	S	5
Manticore	S	6
Mephit	N	3
Owlbear	S	6
Pixie	S	6
Purple Worm	H	11
Rat, Dire	N	3
Rhinoceros	S	7
Roc	V	8
Satyr	S	5
Shark	S	4
Snake	N	3
Wolf, Dire	S	5
Wolverine	N	3

SUMMON PLANAR ALLY CHART

CREATURE	RANK	COST
Archon, Hound	S	6
Archon, Lantern	N	5
Archon, Trumpet	V	10
Aasimar	N	3
Barghest	N	5
Barghest, Greater	S	7
Demon, Balor	H	12
Demon, Glabrezu	V	10
Demon, Succubus	S	6
Demon, Quasit	N	4
Demon, Vroc	S	7
Devil, Bone	V	8
Devil, Ice	V	8
Devil, Lemure	N	4
Devil, Pit Fiend	H	13
Elemental (Small)	N	4
Elemental	S	7
Elemental (Elder)	V	10
Hell Hound	S	6
Hell Hound, Nessian	V	10
Kyton	S	6
Mephit	N	3
Night Hag	H	9
Nightmare	S	6
Ogre Mage	V	8
Rakshasa	V	7
Shadow	S	6
Tiefling	N	3
Vargouille	N	4
Xill	S	6
Xorn	S	7
Yeth Hound	N	6

The summoned outsider performs a task for the spellcaster. At the end of its task, or when the duration expires, the creature returns to its home plane (after reporting back to you, if appropriate and possible).

MODIFIERS

★ **ADDITIONAL ALLIES (Varies):** Additional planar allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

- **INCREASED TRAIT (+1):** The caster can increase the monster's Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.
- **MIND RIDER (+1):** The caster can communicate and sense through the outsider.

TELEKINESIS

Rank: Seasoned
Power Points: 5
Range: Smarts x2
Duration: 5
School: Transmutation
Trappings: A wave of the hand, magic wand, **steely gaze.**

Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise. On activation, the caster may immediately perform one of the "uses" below. Subsequent uses are actions and use the arcane skill (but are not activation rolls and therefore not subject to Backlash from Critical Failures).

Unwilling beings targeted by *telekinesis* resist the caster's arcane skill with an opposed Spirit roll when first targeted, and at the start of each of their turns thereafter until they're released. Successful resistance does not mean the spell fails–the caster may try again on his next turn.

Uses:

- **BASH:** The target may be bashed into the floor, ceiling, or walls for Str+d6 damage.
- **CHANGE TARGETS:** The caster may release a victim or tool as a free action. Picking up a new weapon is a free action. Selecting a new unwilling target is an action and is resisted as above.
- **MANIPULATE:** The caster may use tools or wield a weapon, using the caster's arcane skill. (This doesn't alter the caster's Parry if wielding a weapon if his arcane skill is different from his Fighting skill.)
- **MOVE:** The target or tool may be moved up to the caster's Smarts as a limited free action.

MODIFIERS

★ **POWER (+3):** The Strength of *telekinesis* is d12, or d12 + 2 with a raise. Bashing victims inflicts Str+d6 damage. Objects weighing

500 pounds or more are treated as Heavy Weapons.

Time Stop

Rank: Heroic
Power Points: 10
Range: Self
Duration: Instant
School: Transmutation
Trappings: A glowing hourglass, floating ice particles, blurring.

Time is a constant for most, but not this spellcaster. *Time stop* stops time for all but the caster, granting her 1d4+1 new turns, which she must take immediately after she finishes this one. During these turns the caster may act as normal on her current Action Card. With a raise, she may choose to draw a new Action Card each turn. *Time stop* ends if any of the caster's action affect another character or creature.

Complex Cantrips

The following complex cantrips are available to all characters with an Arcane Background (not Mystic Powers).

A character selects two of the following complex cantrips the first time he gains an Arcane Background and an additional one when he takes the New Powers Edge or another Edge that grants an Arcane Background. These cannot use Limitations or Power Modifiers and gain no benefit for being cast with a raise.

Feather Fall

Power Points: 0
Range: Smarts
Duration: 5
Trappings: A small whirlwind

The affected target falls slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round, and the subjects take no damage upon landing while the spell is in effect. When the spell Duration expires, a normal rate of falling resumes.

Mage Hand

Power Points: 0
Range: Smarts
Duration: 1 minute
Trappings: A translucent floating hand

You point your finger at an object weighing up to 5 lbs and can lift it and move it at will from a distance. As a limited free action, you can propel the object as far as 3" (6 yards) in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's Range.

Mending

Power Points: 0
Range: Smarts
Duration: Instant
Trappings: Ethereal thread patches up items

With a 10 minute ritual, the caster is able to repair an item weighing up to 50 lbs that has been damaged, but not completely destroyed.

Minor Bolt

Power Points: 0
Range: Smarts
Duration: Instant
Trappings: Acid splash, ray of frost, jolt of electricity

Minor bolt sends damaging bursts of energy, streaks of holy light, or shards of matter toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage is 2d4.

Prestidigitation

Power Points: 0
Range: Smarts
Duration: 1 hour
Trappings: A wave of the wand, sprinkling of dust, or simple magic trick

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for one hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift one pound of material. It can color, clean, or soil items in a

1-foot cube each round. It can chill, warm, or flavor one pound of nonliving material.

It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only one hour.

Sending

Power Points: 0
Range: Special
Duration: Instant
Trappings: A whisper carried on the wind

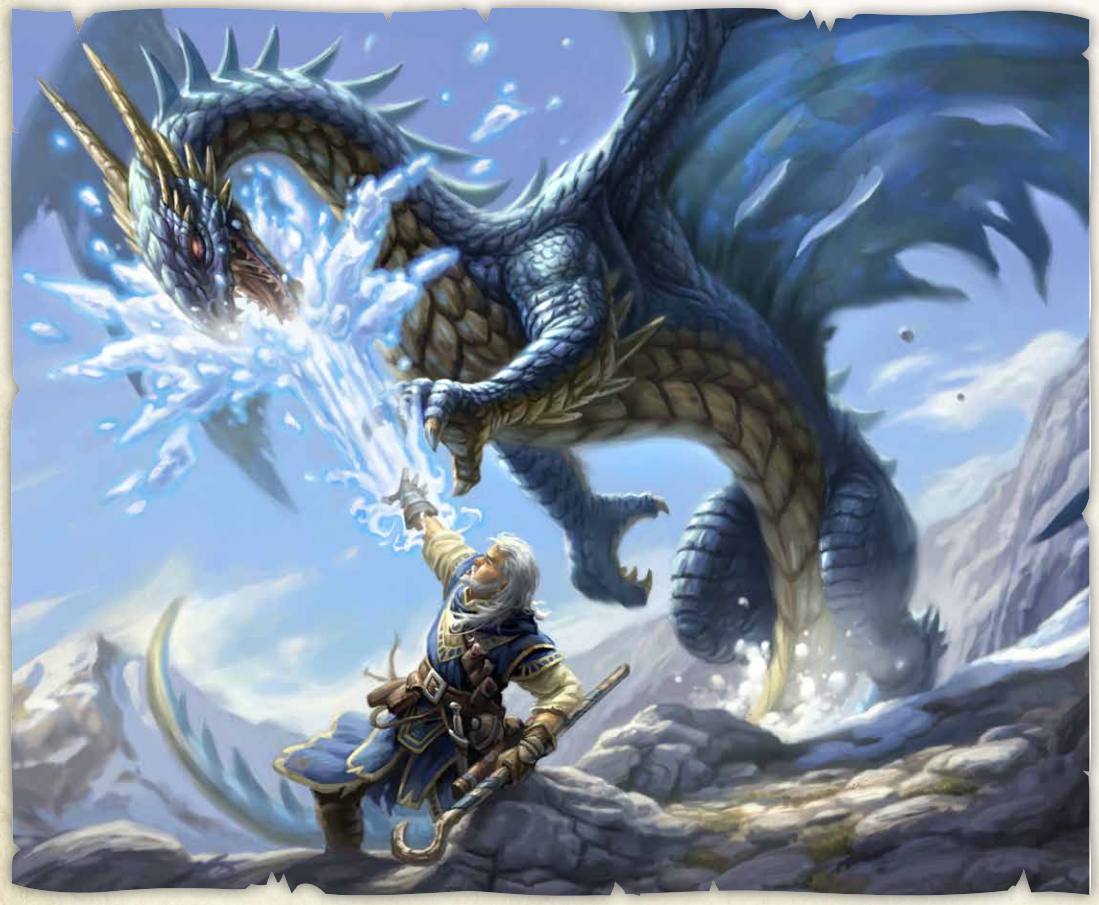
With a 10 minute ritual, you contact a particular creature with which you are familiar and send a short message of 25 words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive.

Stabilize

Power Points: 0
Range: Smarts
Duration: Instant
Trappings: A glow emanates from the injury

Upon casting this spell, you target a living creature that is Bleeding Out. That creature gains a +2 bonus to his next Vigor roll to stop Bleeding Out.



POWERS BY RANK

The following section contains the list of powers for each Arcane Background, sorted by Rank. Note that the Cleric and Miracles list depends on which Domains the character has.

ARCANE BACKGROUND (ALCHEMIST)

NOVICE

Arcane protection, boost/lower Trait, burst, darksight, deflection, detect/conceal arcana, environmental protection, healing, protection, relief, shape change, speak language, wall walker

SEASONED

Damage field, disguise, growth/shrink, invisibility, speed, slumber, telekinesis, teleport, warrior's gift

VETERAN

Fly, intangibility

HEROIC

Magic jar

ARCANE BACKGROUND (BARD)

NOVICE

Arcane protection, beast friend, boost/lower Trait, confusion, conjure item, deflection, detect/conceal arcana, dispel, empathy, entangle, environmental protection, fear, healing, illusion, lock/unlock, mind link, mind reading, sound/silence, speak language, stun, summon ally, summon monster

SEASONED

Divination, object reading, speed/sloth, slumber, teleport, warrior's gift

VETERAN

Banish, drain Power Points, puppet

ARCANE BACKGROUND (CLERIC)

NOVICE

Arcane protection, beast friend, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, empathy, entangle, environmental protection, fear, havoc, healing, illusion, light/darkness, locate, mind link, mind reading, protection, relief, sanctuary, shape change, smite, sound/silence, speak language, stun, summon ally, summon monster, summon nature's ally, summon planar ally, wall walker

SEASONED

Barrier, blast, create pit, curse, damage field, disguise, divination, farsight, growth/shrink, invisibility, object reading, scrying, speed/sloth, slumber, teleport, warrior's gift

VETERAN

Baleful polymorph, banish, drain Power Points, fly, intangibility, mind wipe, planar binding, plane shift, puppet, zombie

HEROIC

Resurrection, time stop

ARCANE BACKGROUND (DRUID)

NOVICE

Beast friend, boost/lower Trait, burst, conjure item, darksight, deflection, dispel, elemental manipulation, empathy, entangle, environmental protection, healing, light/darkness, protection, relief, sanctuary, shape change, smite, sound/silence, summon ally, summon nature's ally, wall walker

SEASONED

Barrier, divination, slumber

VETERAN

Baleful polymorph, banish

HEROIC

Resurrection

ARCANE BACKGROUND (MAGIC)

NOVICE

Arcane protection, beast friend, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, empathy, entangle, environmental protection, fear, havoc, illusion, light/darkness, locate, lock/unlock, mind link, mind reading, protection, relief, shape change, smite, sound/silence, speak language, stun, summon ally, summon monster, wall walker

SEASONED

Barrier, blast, create pit, curse, damage field, disguise, divination, farsight, growth/shrink, invisibility, object reading, scrying, speed/sloth, slumber, telekinesis, teleport, warrior's gift

VETERAN

Baleful polymorph, banish, drain Power Points, fly, intangibility, mind wipe, plane shift, puppet, zombie

HEROIC

Magic jar, time stop

LEGENDARY

Wish

ARCANE BACKGROUND (MIRACLES)

NOVICE

Arcane protection, beast friend, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, empathy, entangle, environmental protection, fear, havoc, healing, illusion, light/darkness, locate, mind link, mind reading, protection, relief, sanctuary, shape change, smite, sound/silence, speak language, stun, summon ally, summon monster, summon nature's ally, summon planar ally, wall walker

SEASONED

Barrier, blast, create pit, curse, damage field, disguise, divination, farsight, growth/shrink, invisibility, object reading, scrying, speed/sloth, slumber, teleport, warrior's gift

VETERAN

Baleful polymorph, banish, drain Power Points, fly, intangibility, mind wipe, planar binding, plane shift, puppet, zombie

HEROIC

Resurrection, time stop

ARCANE BACKGROUND (ORACLE)

NOVICE

Arcane protection, beast friend, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, empathy, entangle, environmental protection, fear, havoc, healing, illusion, light/darkness, locate, mind link, mind reading, protection, relief, sanctuary, shape change, smite, sound/silence, speak language, stun, summon ally, summon monster, summon nature's ally, summon planar ally, wall walker

SEASONED

Barrier, blast, create pit, curse, damage field, disguise, divination, farsight, growth/shrink, invisibility, object reading, scrying, speed/sloth, slumber, teleport, warrior's gift

VETERAN

Baleful polymorph, banish, drain Power Points, fly, intangibility, mind wipe, planar binding, plane shift, puppet, zombie

HEROIC

Resurrection, time stop

ARCANE BACKGROUND (SORCERER)

NOVICE

Arcane protection, beast friend, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, empathy, entangle, environmental protection, fear, havoc, illusion, light/darkness, locate, lock/unlock, mind link, mind reading, protection, shape change, smite, sound/silence, speak language, stun, summon ally, summon monster, wall walker

Seasoned

Barrier, blast, create pit, curse, damage field, disguise, divination, farsight, growth/shrink, invisibility, object reading, scrying, speed/sloth, slumber, telekinesis, teleport, warrior's gift

Veteran

Baleful polymorph, banish, drain Power Points, fly, intangibility, mind wipe, planar binding, plane shift, puppet, zombie

Heroic

Magic jar, time stop

Legendary

Wish

Arcane Background (Summoner)

Novice

Boost/lower Trait, conjure item, deflection, detect/conceal arcana, dispel, environmental protection, healing, light/darkness, speak language, summon ally, wall walker

Seasoned

Barrier, blast, create pit, disguise, divination, growth/shrink, invisibility, speed/sloth, teleport

Veteran

Baleful polymorph, banish, fly, planar binding, plane shift, puppet

Heroic

Magic jar

Arcane Background (Witch)

Novice

Beast friend, blind, boost/lower Trait, burst, conjure item, detect/conceal arcana, dispel, empathy, fear, healing, light/darkness, locate, mind reading, protection, relief, speak language, stun, summon ally

Seasoned

Curse, damage field, scrying, slumber, teleport

Veteran

Baleful polymorph, fly, plane shift, puppet

Heroic

Magic jar, resurrection

Arcane Background (Wizard)

Novice

Arcane protection, beast friend, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, darksight, deflection, detect/conceal arcana, dispel, elemental manipulation, empathy, entangle, environmental protection, fear, havoc, illusion, light/darkness, locate, lock/unlock, mind link, mind reading, protection, shape change, smite, sound/silence, speak language, stun, summon ally, summon monster, wall walker

Seasoned

Barrier, blast, create pit, curse, damage field, disguise, divination, farsight, growth/shrink, invisibility, object reading, scrying, speed/sloth, slumber, telekinesis, teleport, warrior's gift

Veteran

Baleful polymorph, banish, drain Power Points, fly, intangibility, mind wipe, planar binding, plane shift, puppet, zombie

Heroic

Magic jar, time stop

Legendary

Wish



CHAPTER FIVE

MAGIC ITEMS

This section contains descriptions, prices, and abilities for magic items found on Golarion. Some are rare, possibly one-of-a-kind relics sought after by great heroes and nefarious evils. Others are relatively common items sold in city markets, found in monster lairs, or wielded by enemies. Such magical treasures are a boon to all Pathfinders as they quest across the wild lands of Golarion.

USING MAGIC ITEMS

NEW MAGIC ITEMS IN A CAMPAIGN

How pervasive a GM chooses to make the magic items in this chapter is entirely a matter of personal preference. There's no reason these new items need to be any rarer than those found in the Core Rulebook, and they can be integrated into a campaign just as easily.

Alternatively, GMs interested in adding an unexpected element to their next encounter or treasure hoard might easily incorporate the properties and specific treasures presented here. As players tend to leaf through the Magic Items chapter of the core rulebook when outfitting their characters, many become quite familiar with the treasures and effects therein. Thus, incorporating any of the following items—especially those that draw upon features first presented elsewhere in this book, like new rods—allows a GM to surprise and intrigue even the most experienced players.

Each magic item lists its name and effects and the following additional entries.

Price is how much artificers or merchants charge for the item, if they have them or are willing to sell them at all. Heroes without storefronts, contacts, and previous customers can usually sell items for half this value.

Weight is how much the item weighs.

Craft lists the requirements an individual with the Artificer Edge needs to make the item, along with any additional costs in gold or other resources. Each point of enhancement takes a week of Downtime (see *Pathfinder for Savage Worlds*).

ENCHANTMENTS

Masterwork armor, shields, and weapons can be enchanted with the qualities listed below. Each item can hold 5 points worth of enchantments, and the number of points a particular quality takes is listed in parentheses after its name.

Note: An item cannot be enchanted with the same quality more than once.

Named Items: The named magic armor, shields, and weapons described in the rest of this chapter can't have additional enchantments.

ARMOR & SHIELD QUALITIES

CHAMPION (1): Armor only. This armor property only works for good creatures with the Challenge ability (such as cavaliers) or the Smite Evil ability (such as paladins). If the wearer uses one of these abilities, the selected target reduces its melee attacks against the wearer by –2.

Cost: 4,000 gp. **Craft:** *Deflection*.

DETERMINATION (2): A shield or armor with this property helps its owner fight on against seemingly impossible odds. She gains the Nerves of Steel Edge when wearing the armor or bearing the shield.

Cost: 30,000 gp. **Craft:** *Healing*.

JOUSTING (1): Armor only. This suit of armor helps its wearer remain mounted and in control of his mount. She adds +2 to Riding rolls.

Cost: 3,750 gp. **Craft:** *Boost Trait*.

RIGHTEOUS (2): Armor only. Armor with this property is often engraved or enameled with religious symbols. Once per day, as a limited action, the wearer may increase his Size by +3 for five rounds. Each increase in Size grants the target a one-step increase to Strength and 1 point of Toughness. Righteous armor does not work for Evil creatures.

Cost: 27,000 gp. **Craft:** *Boost Trait, growth*.

WEAPON QUALITIES

ALLYING (1): Melee Only. The weapon grants the wielder the Formation Fighter Edge while it is being used.

Cost: 4,000 gp. **Craft:** *Illusion.*

DUELING (2): 1-handed Melee Only. While drawn, a dueling weapon grants the character the Quick Edge. The bearer also gets a free reroll when attempting a Called Shot on a held item.

Cost: 14,000 gp. **Craft:** *Boost Trait.*

HUNTSMAN (1): A huntsman weapon helps its wielder locate and capture quarry. While it's in hand, he adds +1 to Survival (Tracking) rolls.

Cost: 4,000 gp. **Craft:** *Boost Trait.*

TRANSFORMATIVE (1): Melee Only. A transformative weapon alters its shape at its wielder's command, becoming any other melee weapon of the same general shape and handedness. For example, a transformative longsword can transform into any other one-handed melee weapon, such as a scimitar, flail, or trident; but not a great axe.

The weapon retains all of its abilities, including enhancements and weapon properties, except those prohibited by its current shape. For example, a distance transformative weapon functions normally in the form of a bow, but loses it when in the shape of a club or great axe.

When unattended, a transformative weapon reverts to its true shape.

Cost: 10,000 gp. **Craft:** *Conjure item.*

MAGIC ITEMS

ARMOR, SHIELDS, & WEAPONS

Among the most useful and prized magic items for adventurers are magical armor, shields, and weapons.

SPECIFIC ARMOR AND SHIELDS

Armor must be worn and a shield must be in hand to benefit from any special abilities.

Masterworks: Magic armor and shields are masterwork items, reducing their Min Str one die type.

ARMOR OF INSULTS

Each metal bit of this suit of leather (+3, Aegis) looks more like a tiny sneering face than a simple stud. Once per day, as a limited action, the wearer may command the mouths to unleash a torrent of verbal abuse. Every hostile creature within 10" (20 yards) who can see and hear the wearer must make a Spirit check or suffer an overwhelming compulsion to attack the wearer for the next five rounds. If the creature is unable to attack the wearer on its next turn, or attacking the wearer would put the creature at risk of injury or death (moving through an enemy's Reach, charging into a pit, and so on), it can act normally that turn.

Price: 16,175 gp. **Weight:** 20 lbs.
Craft: *Confusion*, 7,675 gp.

BATTLEMENT SHIELD

As an action, once per day, this heavy shield (Deflecting) transforms into a solid, 10-foot by 10-foot by 1-foot wall of masonry with a battlement on top and an arrow slit in each 5-foot length.

As a free action, the wielder can touch the wall and command it to revert to a shield. The wall has all the characteristics of any other foot-thick wall of masonry. Attacks sufficient to destroy the wall cause it to immediately transform back into a broken shield that must be repaired before it can transform again. The shield remains in wall form until destroyed or commanded to return to shield form. The wall cannot appear in a space too small to accommodate it.

Price: 16,180 gp. **Weight:** 45 lbs.
Craft: *Barrier*, 8,180 gp.

BONELESS LEATHER

This suit of leather (+3 or +5 vs bladed weapons, Aegis) gives its wearer the ability to twist and contort his body in virtually any direction. He is not Vulnerable or Distracted due to being Bound or Entangled.

Price: 12,160 gp. **Weight:** 15 lbs.
Craft: *Disguise*, 6,160 gp.

BUCCANEER'S BREASTPLATE

This bluish metal breastplate (+5, Aegis) is decorated with wave motifs. It allows the wearer to walk on top of the water, moving his normal Pace. If a creature puts on the armor while underwater, the wearer is borne toward the surface at a rapid rate.

Price: 23,850 gp. **Weight:** 30 lbs.
Craft: *Environmental protection*, 12,100 gp.



ARMOR OF INSULTS



FORTRESS SHIELD



BUCCANEER'S BREASTPLATE



GIANT-HIDE MAIL

FOLDING PLATE

This item normally looks like a heavy steel brooch or cloak clasp, often depicting a heavy helm or sturdy shield. As an action, the wearer can command the brooch to transform in a clatter of metallic plates and panels, instantly covering him in a suit of plate armor (with the Aegis quality). The broach's design is displayed on the armor's breastplate.

The same command causes the armor to transform back. The brooch only transforms if the wearer isn't already armored.

Price: 12,650 gp. **Weight:** —.
Craft: *Conjure item*, 7,650 gp.

FORTRESS SHIELD

As a limited action, the wearer of this heavy shield (Arrow Deflecting) may transform it into a one inch thick cube of iron (Hardness 13) that springs into being around him, completely enclosing him.

The cube is perfectly sealed, airtight, and dark within, so the wearer must hold his breath starting on the third round after activating the cube (see **Drowning** in *Pathfinder for Savage Worlds* for rules on holding your breath).

Attacks sufficient to destroy one side of the cube cause it to immediately transform back into a broken shield that must be repaired before it can be transformed again. Otherwise, the cube reverts to shield form upon command as a free action, if the wearer moves from his current location, falls unconscious, is Incapacitated, or dies.

Price: 19,180 gp. **Weight:** 45 lbs.
Craft: *Barrier*, 9,680 gp.

GIANT-HIDE ARMOR

This drooping, many-folded suit of leather hide armor (+ 3, Aegis, Fortification) is made from the tanned skin of an actual giant. Once per day, as a limited action, the wearer can grow to match the Size of the appropriate giant, as if using *shape change* (hill giant, stone giant, fire giant, frost giant, cloud giant or storm giant). This transformation lasts up to 15 minutes, and ends when the wearer commands.

Most good folk consider wearing the skins of intelligent creatures abhorrent. Giants add+1 to attack and damage rolls against the wearer, or +2 if the wearer's armor is made from the same kind of giant as the attacker.

Price: 39,165 gp (hill giant), 59,165 gp (stone giant), 54,165 gp (frost giant), 69,165 gp (cloud or fire giant), 76,665 gp (storm giant).
Weight: 25 lbs.
Craft: *Shape change*, 19,660 gp (hill giant), 29,665 gp (stone giant), 27,165 gp (frost giant), 34,665 gp (cloud or fire giant), 38,415 gp (storm giant).

SPECIFIC WEAPONS

Weapons must be carried (either in a scabbard or in the hand) to grant their benefits.

Masterworks: Magic weapons are masterwork items, increasing their AP by 1.

BEASTSTRIKE CLUB

This heavy club (Str+d6 + 1 , AP 1, Damaging) is often decorated with large teeth and carved with stylized images of different animals. As an action, the wielder may transform the club into the head or limb of an animal; the weapon's damage doesn't change when the shape of the club does: bite, claw, gore, slam, sting, or talon.

If the wielder has the Wild Shape Edge, she can spend two Power Points to increase the weapon's damage by one die type for five rounds as long as the character remains in contact with the weapon.

Price: 7,300 gp. **Weight:** 3 lbs.
Craft: *Smite*, 3,800 gp.

BLADE OF BINDING

This greatsword (Str+d10, AP3, Accurate) is decorated with a chain motif. With a successful hit against a creature of the wielder's Size or smaller, the attacker may transform the sword into a metal chain as a free action. If she does, it wraps around the creature hit, giving the Entangled status (Bound with a raise on the attack).

If the target escapes the grapple or the wielder decides to release the victim, the chain reverts to sword form (with the wielder holding the handle).

The wielder can also let go of the chain's handle while a creature is Entangled or Bound with this item. Someone else can grab the chain's handle and will it to revert to sword form as a free action, which releases the bound creature.

Price: 12,350 gp. **Weight:** 8 lbs.
Craft: *Telekinesis*, 6,350 gp.

Boulderhead Mace

The head of this heavy mace (Str+d8, AP 2, Accurate) is made from a single piece of roughly spherical granite. Once per day as a limited action, the wielder can command the mace to release the head, which grows to the size of a large boulder (SBT) and rolls quickly in a direction the wielder specifies.

The boulder rolls in a straight line up to 60 feet away, trampling everything in its path for 3d6 + 5 damage (this can be Evaded). The boulder collapses into rubble and dust at the end of its path or if it encounters an obstacle it cannot break through or roll over.

A new stone mace-head grows on the weapon's haft over the next 24 hours.

Price: 6,812 gp. **Weight:** 8 lbs.

Craft: *Barrier*, 3,652 gp.

Dustburst Bullet

This gritty and irregular sling bullet (Damaging) explodes into a cloud of choking dust when it successfully strikes its target. This fills a Small Blast Template and follows the target for 1d6 rounds before dispersing. Any creature ending its turn in the cloud is affected by major *blind*.

Price: 196 gp. **Weight:** —.
Craft: *Damage field*, 98 gp.

Guarding Blade

This short sword (Str+d6, AP 1, Accurate, Dancing) automatically rises up to defend its wielder if he falls unconscious or is asleep with it in hand. Should any creature other than an ally of the wielder attempt to touch or strike him with melee attacks (not ranged attacks), the sword attacks that creature for up to five rounds.

Price: 65,310 gp. **Weight:** 2 lbs.
Craft: *Telekinesis*, 32,810 gp.



LANCE OF JOUSTING

This ornately designed lance (Str+d8+1, AP 3, Reach 2, Damaging) streams with ribbons and small pennants, allowing the wielder to more effectively knock an opponent from his mount. A successful hit with a lance of jousting on a mounted opponent forces the target to make a Riding roll (at −2 with a raise) to avoid being knocked off his mount and prone. Use of such a weapon in a tournament or similar contest is generally considered dishonorable, and perhaps even cheating.

Price: 4,310 gp. **Weight:** 10 lbs.
Craft: *Boost Trait*, 2,105 gp.

RICOCHET HAMMER

This throwing hammer functions as a hand axe (Range: 3/6/12, Damage: Str+d6, AP 1, Returning) that can strike multiple foes with a single throw. If the wielder takes multiple actions to attack with the hammer, he may throw the hammer so it rebounds off the first target to strike at a second target, and so on for each of the wielder's additional attacks. The distance to each target adds to the total Range of the weapon.

For example, a dwarf can throw the hammer at a target 3" away; if it hits, he ricochets it to a second target 6" away from the first target (within Medium Range).

The hammer can only ricochet if it successfully hits a target; if it misses, it stops ricocheting, has no further attacks that round, and returns as normal for a weapon with the returning property. Because ricocheting attacks are treated as separate attacks, modifiers that only apply to one attack roll only apply to that attack and not the others.

Price: 20,301 gp. **Weight:** 2 lbs.
Craft: *Telekinesis*, 10,301 gp.

SHIELDSPLITTER LANCE

This lance (Str+d8+1, AP 3, Reach 2, Keen) has the ability to penetrate and destroy shields. Whenever its wielder gets a raise on a Fighting roll against an opponent who bears a shield, it takes the same damage as the opponent.

Price: 18,310 gp. **Weight:** 10 lbs.
Craft: *Smite*, 9,310 gp.

SEARING/SIZZLING ARROW

This arrow (Elemental (Fire or acid)) continues to burn its target each round, dealing 1d6 fire (or acid) damage on the attacker's turn for the next three rounds. Removing the arrow (a limited free action) prevents any further damage. It's destroyed once it burns out.

Price: 1,516 gp. **Weight:** — lbs.
Craft: *Bolt* (FIRE OR ACID), 758 gp.

SPARKWAKE STARKNIFE

A faint trail of sparks marks the passage of this starknife (Range 3/6/12, Damage Str+d4, AP 1, Elemental (Electric), Light) whenever it is thrown. Once per day as a limited action, its wielder may choose to have it transform into a 4d6 lightning bolt (this can be Evaded). It returns to its physical form at the end of its path and may be thrown normally until it recharges the following day.

Price: 21,324 gp. **Weight:** 3 lbs.
Craft: *Burst* (electric), 10,824 gp.

SWORD OF SUBTLETY

This magical short sword (Str+d6, AP 1, Accurate) has a thin, dull gray blade. Its wielder may use her Sneak Attack ability whenever she has at least a +2 Gang Up bonus on her attack.

Price: 22,310 gp. **Weight:** 2 lbs.
Craft: *Deflection*, 11,310 gp.

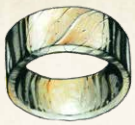
UNDERCUTTER AXE

This battleaxe (Str+d8+1, AP 1, Bane (Giant), Damaging) feels unusually heavy, as if it were made from something far heavier than mere wood and steel. Once per day, when its wielder gets a raise on a Fighting roll, the target is affected by *lower Trait* (Strength) (as if it were cast with a raise).

Price: 23,310 gp. **Weight:** 6 lbs.
Craft: *Lower Trait*, 11,810 gp.

RINGS

Rings bestow magical powers on their wearers. Most activate immediately and continually when worn. A few must be activated by will or spoken word, and might have a limited



Prisoner's Dungeon Ring



Jailer's Dungeon Ring



Ring of Delayed Doom



Ring of Maniacal Devices



Ring of Retribution

number of charges. If the latter, the details are described in their individual entries.

Putting a ring on a finger is a limited free action if it's handy (GM's call).

A character may only wear two magic rings at once — donning a third has no effect.

Dungeon Ring

A jailer's dungeon ring is worked gold and set with a carnelian. It's magically attuned to one or more prisoner's dungeon rings made of common iron. Once the prisoner's ring is placed on a subject, the jailer is aware of its location as if tracked by a constant *locate* spell.

A prisoner's dungeon ring cannot be removed except by *dispel* (−2 penalty, no more than one attempt per caster per week), *wish*, or similar spell or ability.

The bearer of the jailer's ring may remove a linked prisoner's ring at any time.

Price: 16,000 gp (jailer's ring), 250 gp (prisoner's ring); **Weight:** —.
Craft: *Locate;* 8,000 gp (jailer's ring), 125 gp (prisoner's ring).

Ring of Delayed Doom

This band has nine garnets embedded along its exterior. As a free action, the wearer may expend a garnet to delay the onset of one of these harmful condition for one minute: Distracted, Energy Drain, Paralyzed, Rending, Stunned, Vulnerable.

The delayed effect occurs when the wearer falls unconscious, when the ring is removed, or one minute after the last time the ring's power activated.

Price: 45,000 gp; **Weight:** —.
Craft: *Healing;* 22,500 gp.

Ring of Maniacal Devices

This deceptively precious looking ring lets the wearer ignore up to 2 points of penalties when attempting to craft or disable a trap or lock. This includes the penalty for not being trained in Thievery.

Price: 5,000 gp; **Weight:** —.
Craft: *Boost Trait;* 2,500 gp.

Ring of Mind Shielding

This ring is usually of fine workmanship and wrought from heavy gold. The wearer is immune to any powers or effects that allow someone to read his mind or detect his alignment.

Price: 8,000 gp; **Weight:** —.
Craft: *Mind wipe;* 4,000 gp.

Ring of Retribution

Once per day, as a limited action, the wearer of this charred bone ring may cause it to detonate in a Large Blast Template that deals 4d6 + 4 fire damage (this can be Evaded). If the wearer is killed by the detonation, all magical equipment he carries takes half damage, and all nonmagical equipment takes full damage. This explosion never destroys the ring.

Price: 15,000 gp; **Weight:** —.
Craft: *Blast;* 7,500 gp.

Ring of X-Ray Vision

On command, this ring gives its wearer the ability to see into and through solid matter. Vision Range is 4" (8 yards), with the viewer seeing as if he were looking at something in normal light even if there is no illumination (this does not let him see invisible creatures unless he can normally do so.)



Merciful Metamagic Rod



Bouncing Metamagic Rod

X-ray vision can penetrate one foot of stone, one inch of common metal, or up to three feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

The ring must be used in one minute increments. Doing so is exhausting, causing the wearer to suffer Fatigue every 10 minutes of use in a single day that leads to Incapacitation.

Price: 25,000 gp; **Weight:** —.
Craft: *Detect arcana;* 12,500 gp.

Rods & Staves

Often the mark of a great wizard, a rod or staff is an item of great magical power.

Rods

Rods are typically three feet long, scepter-like devices, usually made of iron or other metal. They have unique magical powers and don't usually have charges. A user must hold the rod to use its abilities.

A wood or metal rod is treated as a light club if wielded as a weapon (Str+d4).

Rod of Bouncing

Once per encounter, when a caster wielding this rod successfully casts a single target spell that fails to affect the target (either due to immunities or failed opposed roll), it may be redirected to another eligible target within Range. The redirected spell behaves in all ways as if the new target were the original.

Spells that affect a target in any way may not be redirected in this manner.

Price: 32,500 gp; **Weight:** 5 lbs.
Craft: 16,250 gp.

Rod of Flame Extinguishing

As the name says, this rod can extinguish non-magical flames within a Medium Blast Template (an action). The wielder must be adjacent to the flame to affect it.

The wielder must expend one or more charges to affect larger or magical flames. Extinguishing a Large Blast Template of non-magical fire or a magic fire of a Medium Blast Template or smaller (such as that of a flaming weapon or a *blast* spell), expends one charge.

Continual magic flames, such as those generated by a fire creature, are suppressed for five rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must be on Hold and succeed in interrupting the caster (this effectively counters the spell).

Two charges are required to extinguish a magical fire equal to a Large Blast Template or *barrier* (wall of fire).

A rod of flame extinguishing has 10 charges when found. Spent charges are renewed every day.

Price: 15,000 gp; **Weight:** 5 lbs.
Craft: 7,500 gp.

Rod of Improved Metamagic

The wielder of this rod reduces the cost of her Power Modifiers by 2. This may be done once per day with a minor enchantment or three times per day if major.

Price: 18,000 gp (minor), 64,000 (major); **Weight:** 5 lbs.
Craft: 9,000 gp (minor), 32,000 (major).

Rod of Mercy

The wielder of this rod may cause spells he casts to deal non-lethal damage (see *Pathfinder for Savage Worlds*).

Price: 5,500 gp; **Weight:** 5 lbs.
Craft: 2,750 gp.



Staff of Obstacles
Staff of Souls
Staff of Cackling Wrath
Staff of Vision

Rod of Withering

A rod of withering acts as a magical light mace that deals no damage. Instead, the wielder causes Energy Drain (Strength or Vigor) to any creature she touches with the rod (by making a melee touch attack). With a raise, the Energy Drain is permanent. In either case, the defender negates the effect with a Vigor check.

Price: 25,000 gp; **Weight:** 5 lbs.
Craft: 12,500 gp.

Staves

A staff (plural: *staves*) is a long shaft of wood, bone, metal, or even glass that stores several spells, including any Power Modifiers.

A character wielding a staff may cast any of its listed spells as an action. The skill or attribute needed to activate it is listed in parentheses after its description (user's choice if more than one). Failure to cast the power use a single charge, and a Critical Failure also causes Fatigue.

Charges: A staff has 10 charges when created, which is also its maximum. Each spell cast from the device consumes the listed number of charges. It regains one charge every sunrise.

Staff of Bolstering

The top of this rosewood shaft narrows and then expands again, bound by a number of metal rings. (Smarts or Spellcasting)

- *Boost Trait (Vigor)* (1 charge)
- *Boost Trait (Fighting)* (1 charge)
- *Boost Trait (Shooting)* (1 charge)
- *Boost Trait (Strength)* (1 charge)
- *Smite* (1 charge)

Price: 20,800 gp; **Weight:** 5 lbs.
Craft: All listed powers; 10,400 gp.

Staff of Cackling Wrath

The thorns embedded in this gnarled length of wood make it rather tricky for the unwary to grasp. (Smarts or Spellcasting)

- *Blind* (1 charge)
- *Empathy* (1 charge)
- *Stun* (1 charge)
- *Baleful polymorph* (2 charges)
- *Curse* (2 charges)

Price: 23,600 gp; **Weight:** 5 lbs.
Craft: All listed powers; 11,800 gp.

Staff of Obstacles

Dark and solid, this worn staff looks to be carved of rough stone yet feels and weighs like light wood. (Smarts or Spellcasting)

- *Deflection* (1 charge)
- *Barrier with* Damage (wall of fire 2 charges)
- *Barrier with* Hardened (wall of ice 2 charges)
- *Barrier with* Hardened and Size (wall of stone 3 charges)

Price: 25,800 gp; **Weight:** 5 lbs.
Craft: All listed powers; 12,900 gp.

Staff of Souls

This ominous staff is made of twisting wood and topped with a small skull. (Spirit or Faith)

- *Mind link* (1 charge)
- *Detect undead* (functions like *detect arcana* with Alignment Sense, but with undead instead of alignment) (1 charge)
- *Divination* (1 charges)

Price: 16,400 gp; **Weight:** 5 lbs.
Craft: All listed powers; 8,200 gp.

STAFF OF STEALTH

This dark gray staff is long and twisted. (Smarts or Spellcasting)

- *Conceal arcana* (1 charge)
- *Disguise* (1 charge)
- *Invisibility* (2 charges)
- *Invisibility* with Duration (3 charges)

Price: 18,400 gp; **Weight:** 5 lbs.
Craft: All listed powers; 9,200 gp.

STAFF OF VISION

A clear crystal orb is affixed to the top of this length of brass and scaled skin, and a smaller, crimson orb is set into a spherical ornament near the base of the shaft. (Smarts or Spellcasting)

- *Darksight* (1 charge)
- *Detect arcana* (1 charge)
- *Farsight* (1 charge)
- *Object reading* (3 charges)
- *Scrying* (2 charges)

Price: 41,250 gp; **Weight:** 5 lbs.
Craft: All listed powers; 20,625 gp.

WONDROUS ITEMS

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item, and unless otherwise stated, activating a wondrous item is an action.

ALL TOOLS VEST

The stitching along the many pockets of this light leather vest depicts cheerful laborers going about their daily work. Once per day, the wearer can order it to bring forth all the standard tools required to craft an object.

These tools appear in the countless pockets of the vest, or if too heavy, on the floor, on a nearby shelf, on a workbench, or in a toolbox that appears nearby. Once summoned, they remain for 24 hours or until another creature touches them.

Price: 1,800 gp; **Weight:** 5 lbs.
Craft: *Conjure item;* 900 gp.

AMULET OF SPELL CUNNING

This silver locket only has power when used as a wizard's bonded object. It reduces the Power Point cost of powers from the wizard's opposition school by 1 (the wizard still suffers the –2 to Spellcasting rolls).

Price: 10,000 gp; **Weight:** 1 lb.
Craft: *Drain Power Points;* 5,000 gp.

APPLE OF ETERNAL SLEEP

This beautiful, ripe, red apple appears fresh and tempting. Should anyone bite into it (even a small taste), he must make a Spirit roll or be stricken by eternal sleep, the same as the witch's hex of that name (see page 63). The victim can only be awakened by a casting of *dispel* at –2, *wish*, or a kiss from someone of royal blood.

Price: 2,500 gp; **Weight:** —.
Craft: Eternal Sleep Hex; 1,125 gp.

BOOTS OF FRIENDLY TERRAIN

Each pair of these supple leather boots corresponds to a specific sort of environment (jungle, plains, and so on).

A character with the Ranger Edge wearing the boots treats the corresponding environment of the boots as one of his Favored Terrains. If he already has that particular environment as one of his Favored Terrains, he draws an additional Action Card when wearing them within that area.

Price: 2,400 gp; **Weight:** 1 lb.
Craft: *Boost Trait;* 1,200 gp.

BOTTLE OF MESSAGES

This green glass bottle has a tiny winding key on its elongated stem that, if turned, causes a shadowy cork to slowly become substantial (it takes one full round).

Anything the owner of the bottle speaks in to the bottle during this time (up to 25 words) gets trapped inside once the cork manifests.

As soon as the cork is removed or the bottle is smashed, the message is released in the speaker's voice — then the bottle shatters.

Price: 300 gp; **Weight:** 1 lb.
Craft: *Sound;* 150 gp.

CAMPFIRE BEAD

This tiny glass bead transforms itself into a small (two feet tall) pile of burning logs



Clamor Box



Cauldron of Plenty



Boots of Friendly Terrain



Helm of Fearsome Mien



Flying Ointment



Lord's Banner



Moon Circlet

whenever its command word is spoken (a free action). The fire burns for eight hours or until extinguished, at which point it turns back into a bead.

The owner of the item must wait twice as long as the fire burned before he can order it to become a campfire again.

Price: 720 gp; **Weight:** —.
Craft: Power with fire Trapping; 200 gp.

Cauldron of Plenty

Once per day, this enchanted iron pot can produce nourishing, simple fare sufficient to feed up to 36 people. Once per week it can also be commanded to create a heroes' feast for up to 12 people, which grants all who consume it a Benny. The cauldron needs neither fire nor ingredients to produce food; it does so instantly upon command.

Price: 15,000 gp; **Weight:** 25 lbs.
Craft: *Conjure item;* 7,500 gp.

Cauldron of Resurrection

The mouth of this heavy, dark iron cauldron is shaped like a monstrous maw and is large enough to accommodate a single Medium creature. When the cauldron is filled with pure water and certain rare and sacred herbs (costing 10,000 gp if available), and a deceased creature is placed inside it, the cauldron can restore the creature to life as if from *resurrection*.

The cauldron can function once per day.

Price: 33,000 gp; **Weight:** 35 lb.
Craft: *Resurrection;* 16,500 gp.

Cauldron of Seeing

When filled with liquid, this small cauldron allows the user to see over virtually any distance as if using *locate*.

Price: 42,000 gp; **Weight:** 5 lbs.
Craft: *Locate;* 21,000 gp.

Cauldron of the Dead

This dark iron pot is large enough to accommodate a single Size 0 creature (or multiple Size −1 or smaller creatures). When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie as if animated by *zombie* with the Permanent Modifier. Each corpse animated uses up 25 gp in materials and the cauldron can animate one corpse per round, even if multiple small creatures are in it at the same time.

The user of the cauldron commands the undead so created — up to 12 undead at a time; animating more beyond this limit causes earlier specimens to become uncontrolled.

Price: 30,000 gp; **Weight:** 35 lb.
Craft: *Zombie;* 15,000 gp.

CLAMOR BOX

This delicate tin music box can produce a great volume of noise at a specific time determined by its owner. Four command words determine what sorts of sounds it plays (battle, fire, massacre, or riot), and a fifth determines the delay (anywhere from one round to 20 minutes) until the box begins to produce the desired sound. The noise is as loud as 40 people and persists for 2d6 rounds.

Price: 2,000 gp; **Weight:** 2 lbs.
Craft: *Sound;* 1,000 gp.

CONSTRUCT CHANNEL BRICK

This solid red brick changes its shape to match its bearer's holy symbol. If the bearer has the Channel Energy ability, she can focus her power on the brick, allowing her to repair damaged constructs and objects as if they were living creatures.

Success on the *healing* roll restores targeted mundane items, but a raise is required to restore magical items. Repairing large objects requires multiple castings, each one repairing up to 720 lbs or 72 cubic feet of material.

Price: 10,000 gp; **Weight:** 1 lb.
Craft: *Conjure item;* 5,000 gp.

FLYING OINTMENT

This preparation of herbs includes belladonna, mandrake, and foxglove (also known as "witch's glove") in a base of rendered fats. When rubbed over the skin, the ointment grants the subject the ability to fly (as the *fly* spell) for up to nine hours.

Price: 2,250 gp; **Weight:** 1 lb.
Craft: *Fly;* 1,125 gp.

HELM OF FEARSOME MIEN

This metal helm is made to look like the wearer has horns, tusks, and other features resembling a fearsome predator. If the wearer has the Intimidating Glare Edge, she can use it whenever her Action Card is an Eight or higher.

Price: 5,000 gp; **Weight:** 4 lb.
Craft: *Boost Trait;* 2,500 gp.

HORN OF THE ANTAGONISM

Carved from the bone of some giant beast, this large horn emits an eerie, heart-lurching moan when sounded. Once per day, a person



with the Favored Enemy ability may blow the horn to force one type of his Favored Enemy within 10" (20 yards) to make a Vigor roll or be Stunned. Creatures that cannot hear the horn are immune to its magic.

Price: 20,000 gp; **Weight:** 4 lb.
Craft: *Smite;* 10,000 gp.

HORN OF THE HUNTMASTER

This elongated horn curves sharply at the end, almost making it seem more like an enormous pipe than a tool for the hunt. Once each day, a person with the Ranger Edge may blow the horn as a limited action; this grants his full Favored Enemy bonus against a single target to all allies within 5" (10 yards) who can see and hear him. The effect lasts for 1 minute.

Price: 5,000 gp; **Weight:** 5 lb.
Craft: *Warrior's gift;* 2,500 gp.

LORD'S BANNER

A lord's banner is a cloth flag or standard, at least two feet wide and four feet long (though some are up to twice that size), meant to be carried and displayed on a lance, polearm, frame, or staff. It has no effect when not mounted properly or when lying on the ground. It normally depicts the insignia or heraldic symbol of a particular noble.

A lord's banner may be carried (on foot or mounted) or planted. In the latter case, the banner does not need a bearer, but if it is toppled or touched by an enemy, it loses its effectiveness until reclaimed and replanted by allies of its owner.

Crusades: This noble-looking lord's banner emits an aura that prevents undead from being created and grants all allies within 10" (20 yards) +2 Parry vs undead. The banner displays the faith's holy symbol along with the owner's crest.

Swiftness: A group or army traveling under a lord's banner of swiftness may make a forced march to cover great distances and still arrive ready for battle. All allies within one mile of the banner may reroll failed Vigor rolls made to resist Fatigue from travel and other exertions as long as they see the banner at least once each day (regardless of the weather).

Terror: Enemies of the bearer must make a Fear check when they first move within 5" (10 yards) of the banner and are able to see it. A creature only needs to make one Fear check due to this banner per day.

Price: 100,000 gp (Crusades), 10,000 gp (Swiftness), 56,000 (Terror); **Weight:** 3 lb.
Craft: *Warrior's gift;* 50,000 gp (Crusades), 5,000 gp (Swiftness), 28,000 (Terror).

MANACLES OF COOPERATION

These tight iron cuffs can fit over the wrists of any Large or smaller humanoid.

When placed on a helpless (possibly Incapacitated or Bound) humanoid, they make the captive more docile and compliant. The prisoner never attempts to escape of its own volition and agrees to any reasonable request unless it makes a Spirit check.

Price: 2,000 gp; **Weight:** 3 lb.
Craft: *Empathy;* 1,000 gp.

MOON CIRCLET

This fine silver circlet has a carved moonstone inset on the front of a crescent moon design. The wearer gains Darkvision. Its other effects only benefit a wearer capable of casting spells.

During the waxing moon, the wearer's caster ignores the penalties caused by Arcane Resistance.

During the three nights of the full moon, he ignores penalties from Improved Arcane Resistance. During the waning moon, however, the wearer increases the penalty of Arcane Resistance by another −2, and during the three nights of the new moon, the penalty increases to −4.

Removing a moon circlet imposes a level of Fatigue on the wearer until the next full moon (or until the circlet is worn again, whichever comes first). This Fatigue cannot be restored by any means short of a *wish* or similar effect.

Price: 20,000 gp; **Weight:** 5 lb.
Craft: *Darksight;* 10,000 gp.

MULEBACK CORDS

These thick leather cords wrap around the wearer's biceps and shoulders, making the muscles appear larger than normal.



The wearer treats his Strength as one die type higher when determining Encumbrance (See *Pathfinder for Savage Worlds*).

Price: 1,000 gp; **Weight:** 1/4 lb.
Craft: *Boost Trait;* 500 gp.

Philter of Love

This potent preparation causes a creature who drinks it to fall madly in love with the first being he or she perceives after consuming it.

If a romantic attraction is possible, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of the philter are permanent unless removed by a *wish* or power that can remove a curse.

Price: 3,000 gp; **Weight:** —.
Craft: *Empathy;* 1,500 gp.

Sheath of Bladestealth

This mundane-looking but serviceable sheath fits any bladed slashing weapon, from a dagger to a greatsword. When a weapon is placed into the sheath, both it and the weapon become invisible until the weapon is drawn, at which point it and the sheath become visible again.

The invisible sheathed weapon can still be detected by touch. Effects that detect or reveal invisible things work normally on the sheathed weapon.

Price: 5,000 gp; **Weight:** 2 lbs.
Craft: *Invisibility;* 2,500 gp.

Silver Smite Bracelet

This heavy silver bracelet is etched with icons of purity, fidelity, chastity, and honor, and glows with a soft white light whenever its owner prays.

If the wearer has the Paladin Edge, she may use her Smite Evil ability one additional time per encounter.

Price: 16,000 gp; **Weight:** 1 lb.
Craft: *Smite;* 8,000 gp.

Sniper Goggles

The leather strap attached to these bulbous lenses allows their wearer to fit them to his head.

The wearer of these goggles benefits from major *farsight*.

Price: 20,000 gp; **Weight:** 1 lb.
Craft: *Farsight;* 10,000 gp.

Cursed Items

The following are cursed items that may arise from faulty item crafting — or in some cases, deliberate construction. Unless the item says otherwise, it cannot be discarded unless it is successfully *dispelled* with the Remove Curse Power Modifier, or the subject of a *wish* or similar magic.

Cursed items are identified like any other magic item with one exception: a second raise on an Occult roll to identify the item reveals it's cursed and the general nature of the harm it may cause.

Buffoon's Sword

This blade seems to be a sword of subtlety until actually drawn for combat. Once it's been wielded in battle, however, it imposes a −2 penalty on all Stealth checks and makes it nearly impossible for the owner to tell a lie or engage in any other sort of subterfuge. Each time he does so, he must make a Spirit check at −2 to avoid blurting out the truth or taking some other involuntary action that spoils his attempted ruse.

Price: —; **Weight:** 2 lb.
Creation: Sword of subtlety.

Cannibal Ring

This simple copper ring appears slightly tarnished, but seemingly wards off the effects of hunger or other sorts of deprivation, so all tests reveal it to be a ring of sustenance. After wearing it for seven days, its owner instead comes to suffer from almost constant hunger and thirst, which, if not sated, ultimately drives him mad enough to become a cannibal.

The wearer must eat and drink a full day's worth of food and water each hour to avoid making a Vigor check for starvation or thirst (see **Hazards** in *Pathfinder for Savage Worlds*). Once the wearer suffers Fatigue due to failed checks, he begins to experience ever more powerful cravings for the flesh of intelligent creatures!

If the wearer feasts in such a manner, he recovers all Fatigue sustained from hunger and thirst. The next time he is in a situation in which he could eat part of an intelligent being, he must make a Spirit check or dine on the forbidden meat.

On any day he eats at least one meal of flesh from an intelligent creature, he does not have to make hourly starvation and thirst checks, and recovers any accumulated Fatigue from failing these checks. Once its curse activates, the ring cannot be removed until the curse is broken.

Price: —; **Weight:** —.
Creation: Ring of sustenance.

Cloak of Immolation

This cloak is a finely made garment that radiates protective magic. It can be handled or examined without harm, but when it's put on, it immediately bursts into flames! The fire starts at d6 and may grow (see fire in **Hazards** in *Pathfinder for Savage Worlds*). From that point on it burns continuously but does not harm the cloak, only its unfortunate wearer.

The cloak cannot be removed unless the curse is broken. Sufficient amounts of water or other smothering materials can douse the flames temporarily, but the cloak reignites once possible. Spells like *environmental protection* can protect the wearer against the cloak's flames while they last.

Price: —; **Weight:** 1 lb.
Creation: Any cloak.

Crown of Blindness

This fine silver circlet is often set with a milky moonstone. When a wearer places it on his head, the stone quickly goes dark like the waning moon and the wearer gains the Blind Hindrance.

Price: —; **Weight:** 1 lb.
Creation: Headband of mental prowess, headband of mental superiority, moon circlet.

Hat of Hatreds

This hat seems to be a hat of disguise until its owner attempts to use it to disguise himself in the presence of a hostile creature. Once he does so, the hat causes him to assume the guise of the creature or person the hostile creature most wants to harm.

The hat actively changes the wearer's guise any time it senses a new opportunity to cause him grief. It might even make the new guise appear disoriented, injured, or weak to encourage its attackers to strike.

Once the hat reveals its true abilities, it no longer responds to attempts by its wearer to change his appearance.

For example, in a goblin lair, the wearer might look like the tribe's chief, but sleepy and vulnerable. In a human town, the wearer may look like the hated local bully, drunk and staggering. In an evil town, the wearer might appear as a paladin or other hated foe.

Price: —; **Weight:** —.
Creation: Hat of disguise.

Ring of Truth

Deceptively pleasant looking, a ring of truth bears images of childlike angels and broadly smiling divine creatures holding onto links of a heavy chain. The wearer of this cursed ring is rendered unable to tell a deliberate lie, in either speech or writing.

The wearer may simply omit the truth or choose not to communicate, but even then must make a Spirit check at −4 to avoid answering a direct question truthfully. The wearer cannot remove the ring unless the magic of the curse is negated.

Price: —; **Weight:** —.
Creation: Ring of mind shielding, ring of x-ray vision.

Rod of Arson

All tests indicate this hollow metal tube is a rod of flame extinguishing until its owner uses it to extinguish or suppress a fire in any sort of dangerous situation. Once he does, rather than quenching the flame, the rod causes the flame to enter his body.

The flame persists for the next 24 hours, causing minor discomfort and Distraction, but no visible injury.

When the wielder is adjacent to or within a flammable object or structure, however, he must make a Spirit roll each round to avoid setting it ablaze with whatever means are at his disposal. A raise means the desire passes and the victim may act normally.

The victim must also make a Spirit roll each round he's within 12" (24 yards) of a fire he didn't start. If failed, he must attempt to extinguish the flame as if he were a rod of flame extinguishing.

Price: —; **Weight:** 5 lbs.
Creation: Rod of flame extinguishing.

Stone of Weight (Loadstone)

Once picked up, this dark, polished stone reduces the possessor's base Pace by half (round up).

Price: —; **Weight:** —.
Creation: Ioun stone, stone of good luck.

Minor Artifacts

Minor artifacts cannot be created by Golarion's enchanters. They are rare, wondrous devices forged by gods.

Beacon of True Faith

The Beacon of True Faith is an ornate torch made of electrum. The torch holds an undying magical flame that requires no fuel or air, and in the hands of most creatures it functions as an everburning torch.

When held by a divine spellcaster, outsider, or a creature of especially strong religious faith (GM's discretion, but usually requiring an Edge or ability reflecting this devotion), the beacon gains additional powers based on the bearer's alignment.

Good (white flame): Allies within 5"(10 yards) of the beacon gain the benefits of minor *deflection* against evil creatures.

Evil (black flame): The bearer gains minor *deflection* and can cast major *bolt* against a good creature twice per day.

Weight: 2 lbs.
Destruction: The Beacon of True Faith is destroyed if its bearer turns against the worship of his deity to willingly embrace an opposite alignment.

Knucklebone of Fickle Fortune

At first sight, the knucklebone appears to be nothing more than a piece of bone worn

down to a near sphere, but when a creature picks it up, its true power and nature become apparent. The viewer now sees that the bone is a perfectly shaped die with 20 sides, each face bearing a glowing red symbol of power.

When the creature rolls the die, instead of falling to the floor it rolls upward in mid-air, stopping at the eye level of the creature who rolled it. It then takes its effect, based on the side immediately facing its caster.

Roll a 20-sided die to determine the effect (see the **Knucklebone of Fickle Fortune** table). For effects that are lost if the die is rolled again (such as #17) or a specific result is rolled (such as #14), the character is aware of this restriction.

Weight: —.
Destruction: The Knucklebone of Fickle Fortune disappears if its Eha-Zah face (a 20 on the die) comes up on 20 consecutive rolls. Some sages believe that this does not destroy the artifact, and it instead reappears at some random spot in the world, but such knowledge is purely conjecture, for it is not known whether anyone has accomplished this improbable task.

Perfect Golden Lute

The Perfect Golden Lute is said to be a flawless instrument; its tone and clarity unrivaled. It is an instrument so fine it practically performs itself, granting anyone who plays it a +4 bonus on Performance checks (this does not apply to activating a power).



Knucklebone of Fickle Fortune

The lute grants its user the Countersong and Dirge of Doom Edges. If the user of the Perfect Golden Lute has the Bard Class Edge, he adds +2 to Performance rolls made to activate his bard powers.

Weight: 3 lbs.
Destruction: The Perfect Golden Lute shatters into splinters if a day passes in which no music is played within 1,000 miles of it, or if its bearer is killed by a bard's power.

Spindle of Perfect Knowledge

The Spindle of Perfect Knowledge is a large, bright, and flawless marquise-cut diamond ioun stone the size of a halfling's fist. The gemstone would be a treasure in itself even if it lacked magic, but it is also a powerful ioun stone.

The Spindle of Perfect Knowledge functions like a major headband of mental superiority and grants the wearer +2 to two random Smarts-based skills. The wearer may communicate and understand all languages and can cast *mind reading* and *mind link* with a d8 as his casting die.

Weight: —.
Destruction: The Spindle of Perfect Knowledge is destroyed if worn by a mindless creature for an entire year.

Talisman of Reluctant Wishes

Any character touching a Talisman of Reluctant Wishes must make a Spirit check at −2. If the roll fails, the talisman acts as a stone of weight (see page 120). Discarding it results in 5d6 damage to the character and the disappearance of the talisman.

With success, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

With a raise, the talisman remains for a number of months equal to the character's current Spirit, resisting any effort to get rid of it by reappearing in the character's possession, in a back pocket, at the bottom of his pack, or the like.

The artifact grants a number of wishes (as the *wish* power) equal to the character's Spirit when he picked it up. It grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a Talisman of Reluctant Wishes disappears when its time expires, leaving behind a large diamond in its stead, valued at 1,000 gp x the character's Spirit.

Weight: 1 lb.
Destruction: A Talisman of Reluctant Wishes can be destroyed by wishing it so, using either one of the stone's wishes or a *wish* spell from another source. The stone then explodes, causing 5d6 damage to the holder.

KNUCKLEBONE OF FICKLE FATE

D20	RUNE NAME	EFFECT
1	Eya-Doh	The unfortunate roller loses his most recent Advance.
2	Bvu	The character makes a Spirit check at –4 or roll again.
3	Eij	The roller suffers 10d6+6 damage.
4	Hor	The roller must immediately roll three more times (unless he makes a Spirit check at –4). All three rolls are made with a –5 penalty (to a minimum of 1).
5	Veh	The character gains the Blind Hindrance.
6	Chu	The hero is flash frozen, suffering 4d6 damage and reducing his Pace by 3 for the next hour.
7	Roh	Rolling this causes the character to suffer a –2 to all Trait rolls for 24 hours.
8	Seh	The character is paralyzed for the next 2d12 hours.
9	Kog	For the next week, the character emits a horrible smell. She suffers a –2 to Persuasion and Stealth checks.
10	Vis	The hero gains the Luck Edge for the next 24 hours.
11	Fyeh	The character ignores the next four Wounds caused by fire.
12	Xal	For the next 24 hours, the character adds +1 to all Trait rolls.
13	Yaq	The character deals an additional d6 damage on melee attack for 24 hours.
14	Gib	Once in the next 24 hours, the character may force an invisible creature to become visible or a visible creature to gain the Blind Hindrance. This ability is lost if the user gets this result again before the 24 hours is concluded.
15	Xku	The character is immune to Fear for the next 24 hours.
16	Lev	Once in the next 24 hours, the user may cast major *burst* with the Greater Burst Modifier (LIGHTNING BOLT, Stream Template). This ability is lost if the character rolls this result again before the 24 hours is concluded.
17	Nhi	For the next week, when the character is the target of *healing*, he recovers an additional Wound. This effect is lost if the character rolls the knucklebone again before the week is up.
18	Zmi	For the next 24 hours, the character automatically passes Trait rolls to resist powers.
19	Tem	For the next 24 hours, the character gets a raise for every 2 points above the Target Number (rather than 4).
20	Eha–Zah	The next time this character dies, he comes back from the dead the very next morning. This effect is negated if the character rolls the knucklebone again before he dies.

MAJOR ARTIFACTS

Major artifacts are unique items — only one of each exists, and the creation of them is beyond all mortal means.

BOTTLE OF THE BOUND

The Bottle of the Bound is an ancient brass bottle with a narrow neck and a rounded belly, slightly flattened on the bottom so it stands upright when resting on a table. The bottle's tight-fitting stopper is engraved with sigils of binding and sealed with lead.

Legends say a wizard of tremendous power and wisdom enchanted a fiendish army and trapped it within the bottle for all time. The Legion of the Bound may be called forth from the bottle by its wielder and forced to serve, as they were once commanded to build a fantastic ancient city, long since buried beneath the dust of the ages.

A would-be wielder of the Bottle of the Bound must know three secret commands: the Word of Opening to unseal the bottle so the stopper can be removed; the Word of Binding to call forth and command its denizens; and the Word of Banishment to return the Bound Ones to the bottle.

A holder who knows the words may use the bottle like a *summon ally* spell that automatically summons an evil servant who remains until the sun next rises or sets, and no new creatures can be summoned from the bottle until the initial summoned creatures' destruction or return (This can be done as long as there are any inhabitants in the bottle).

No known force can open the bottle without the Word of Opening. If the bottle is opened without the use of the Word of Binding, its 666 inhabitants are freed, one each minute starting from simple companions up to minions of legendary strength (see bodyguard under *summon ally*).

If one of the Bound is called forth and commanded without the Word of Banishment being uttered, it is free after it performs the task for which it was summoned. The Words to use the Bottle of the Bound have been lost for uncounted years, though some sages believe they know at least one or two of them.

Weight: 4 lbs.
Destruction: The Bottle of the Bound can only be destroyed if every creature bound within is slain or banished, and the empty container is then smashed with a holy weapon.

Cloud Castle of the Storm King

Once the fortress of a legendary tyrant known only as the Storm King, this castle now wanders the known universe, sometimes at the whim of its master, but often as a drifting and aimless haunt of powerful monsters, ignorant of — or unable to tap into — its fantastic power.

This grand and opulent castle is held aloft and propelled by a foundation of storm clouds constantly rumbling with thunder and crackling with electrical storms. Atop the massive storm cloud, the castle is shaped like a square, with 80-foot guard towers at each corner. At its center is a 140-foot tower with seven levels and more than 30 chambers. The central tower is well appointed with many halls, living chambers, suites, privies, kitchens (with pantries that magically replenish food stores every fortnight), and laboratories suitable for arcane and alchemical study.

Each guard tower has living chambers and barracks for up to 25 guards, and one tower has an adjoining stable that can hold up to a dozen griffons, hippogriffs, pegasi, or even terrestrial mounts. In all, the tower can comfortably support a population of 300 Medium creatures.

Though created by the legendary Storm King millennia ago, the cloud castle has had several masters since he mysteriously disappeared. Many believe the Storm King ascended to godhood, while others believe he was captured and imprisoned by a rival, a demon lord, or even a deity wishing to remove a threat, which may mean that the Storm King will one day return to reclaim his castle.

In order to fully take control of the castle, a creature must be immensely powerful (only characters of Legendary Rank are capable of controlling the castle) and have Occult d10 + . If the castle already has a master, that master must be defeated (Incapacitated) before another can take her place.

The castle's movement is controlled by way of a control chamber located at the heart (a central chamber on its 4th floor). There, a font of pure elemental water serves as a scrying device for the castle's master, though it can only view places inside the castle or within 100 feet of it.

The master (or a person she designates) can direct the castle's motion from within the chamber. It has a flying Pace of 50, can hover, and never risks falling. When not being controlled, the castle moves randomly, sometimes changing direction every minute, sometimes holding the same course for days at a time, but always avoiding the ground or other hazards.

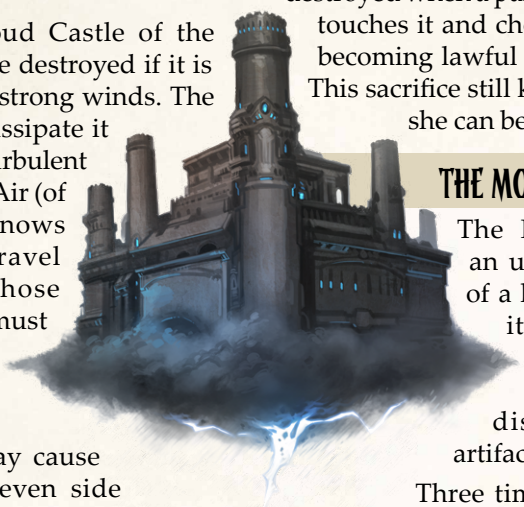
It has been known to travel to other planes, though no master other than the Storm King is known to have invoked this power. The master of the castle gains the following Major Innate Powers:

- **Darkness (fog), Lock (arcane locks), Illusion (walls covering doors):** These can be done once per day and cover the central tower.
- **Elemental Manipulation with the Weather Epic Power Modifier (storm of vengeance):** Once per day the master can summon forth a mighty thunderstorm, covering a range of 2,200 feet out from the

castle. The master must be in the control chamber to use this ability.

- **BARRIER (WINDWALL):** This barrier surrounds the entire castle at a range of 100 feet, and can be raised or lowered by the master (or a creature he or she designates) from the control room or any tower as a limited action.

Weight: —.
Destruction: The Cloud Castle of the Storm King can only be destroyed if it is dissipated by suitably strong winds. The only winds that can dissipate it are found in the most turbulent reaches of the Plane of Air (of course, as nobody knows how to make it travel between planes, those wishing to destroy it must find it on the Plane of Air to have any chance to do so).



CLOUD CASTLE OF THE STORM KING

Any other attacks may cause walls to collapse or even side towers to break loose, but the central chamber and the floors beneath it continue to exist in a ruined form over a smaller storm cloud as long as this destruction condition is not met.

FORK OF THE FORGOTTEN ONE

This ranseur (Str+d6+1, AP 4, Reach 2, elemental (fire), Accurate, Brutal, Damaging, Keen) was once the weapon of a powerful archdevil who controlled an entire layer of Hell. When he attempted to defy the Prince of Darkness, he was overthrown and banished into some cold and remote prison at the edge of the multiverse.

Still bearing some infernal vestige of the forgotten fiend's power, the fork grants the bearer +4 bonus to Persuasion and Intimidation rolls and the Innate Power: major *bolt* (SCORCHING RAY) three times per day.

Any nonevil creature who touches the Fork of the Forgotten One is given a choice: become evil immediately or die. Those who choose death are instantly slain unless they make a Vigor roll at −4 (Bennies and other abilities may not be used to reroll the results!)

Those who choose to become evil change alignment immediately and are required to find the Forgotten One and free him from his icy prison — presumably thereafter he will press them into service for his plans of revenge against those who imprisoned him.

Weight: 12 lbs.
Destruction: The Fork of the Forgotten One is destroyed when a paladin of Legendary Rank touches it and chooses death rather than becoming lawful evil (and doesn't resist). This sacrifice still kills the paladin, though she can be raised from the dead.

THE MOANING DIAMOND

The Moaning Diamond is an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning, as if wailing in pain. Despite the disturbing noise, the artifact is not evil.

Three times per day, the bearer may call upon its power to reshape earth and stone as if by a powerful *elemental manipulation* spell, affecting 5,000 cubic feet of material (total). Once per day the Moaning Diamond can also summon an elder earth elemental that serves the caster until it is slain; only one such elemental can be summoned at a time.

Weight: 4 lbs.
Destruction: The Moaning Diamond can be smashed by the combined power of three elemental princes, one each from the Planes of Air, Fire, and Water. Even then, the dust must be cast into a place where it will never fall upon stone.

THE SHIELD OF THE SUN

This large shield (Arrow Deflection, Reflecting), emblazoned with the symbol of the sun, grants the character the Mystic Powers (Paladin) Edge. The Shield of the Sun also grants its wielder the Arcane Resistance Edge and bestows *environmental protection* with the Environmental Resistance Modifier. In return for this, the shield's owner must undertake a quest at the behest of a good deity once per year.

An evil character suffers −4 to all Trait rolls when wielding the Shield of the Sun. The penalty persists as long as it's in hand and cannot be negated in any way (including Edges or powers). The penalty disappears when the shield is stowed or leaves the wearer's possession.

Weight: 2 lbs.
Destruction: The Shield of the Sun may be destroyed if a good-aligned character casts it into the Well of Eternal Night, its light fading into the inky depths before it finally disappears. If a non-good character does the deed, the shield is not destroyed, merely lost, and a quest to the Plane of Shadow may recover it.

Intelligent Items

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as an individual. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes.

Only permanent magic items (as opposed to single-use items or those with charges) can be intelligent. (This means that potions, scrolls, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can be considered creatures because they have Smarts and Spirit attributes. Intelligent items often have the ability to illuminate their surroundings at will (as with minor *light*); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own powers without waiting for a command word from their owner. They act during their owner's turn in the initiative order.



DESIGNING AN INTELLIGENT ITEM

Creating an intelligent item follows these simple guidelines. Select an alignment, assign its ability scores, choose spoken languages and its senses and methods of communication, select one special ability and calculate its ego. Intelligent items with high Ego scores are difficult to control and can sometimes take control of their owner, making them dangerous to possess.

An intelligent magic item has a base price increase of 500 gp. When determining the total value of an intelligent item, add this value to the sum of the prices of all of its additional abilities gained through being intelligent, before adding them to the magic item's base price.

INTELLIGENT ITEM ALIGNMENT

Any item with intelligence has an alignment (see *Pathfinder for Savage Worlds*). Any character whose alignment does not correspond to that of the item suffers Energy Drain (Any) if he or she so much as picks up the item. Although this never results in death, it remains as long as the item is in hand and cannot be overcome in any way.

This Energy Drain is cumulative with any other penalties the item might place on inappropriate wielders. Items with Ego scores (see page 129) of 20 to 29 cause Energy Drain twice. Items with Ego scores of 30 or higher cause it three times.

INTELLIGENT ITEM ABILITY SCORES

Intelligent magic items possess both mental attributes: Smarts and Spirit. Each attribute begins at a d4, but can be increased to as high as d12. The table below shows the cost to increase one of the item's attributes. This cost must be paid for each die type increase.

INTELLIGENT ITEM ALIGNMENT

D3	ALIGNMENT
1–2	Good
3–4	Neutral
5–6	Evil

LANGUAGES SPOKEN BY ITEM

Like a character, an intelligent item understands Common plus one additional language based on its Smarts. Choose



appropriate languages, taking into account the item's origin and purposes. If the item does not possess speech, it can still read and understand the languages it knows.

INTELLIGENT ITEM ATTRIBUTES

D#	PRICE	EGO MODIFIER
d4	—	—
d6	+1,000	+2
d8	+2,000	+3
d10	+4,000 gp	+4
d12	+8,000 gp	+5

SENSES AND COMMUNICATION

Every intelligent magic item begins with the ability to see and hear within 5" (10 yards), as well as the ability to communicate empathically with its owner. Empathy only allows the item to encourage or discourage certain actions through urges and emotions. Additional forms of communication and better senses increase the item's cost and Ego score, as noted on the **Senses and Communication** table.

Empathy: Empathy allows the item to encourage or discourage certain actions by communicating emotions and urges. It does not allow for verbal communication.

Speech: An intelligent item with the capability for speech can talk using any of the languages it knows.

Telepathy: Telepathy allows an intelligent item to communicate with its wielder via minor *mind link*. The wielder must be touching the item to communicate in this way.

Senses: Senses allow an intelligent magic item to see and hear out to the listed distance. Adding darkvision or blindsense allows the item to use those senses out to the same range as the item's base senses.

Read Languages: The item can read script in any language, regardless of its known languages.

SENSES AND COMMUNICATION

ABILITY	PRICE	EGO MODIFIER
Empathy	—	—
Speech	+500 gp	—
Telepathy	+1,000 gp	+1
Senses 5"	—	—
Senses 10"	+500 gp	—
Senses 20"	+1,000 gp	—
Darkvision	+500 gp	—
Blindsense	+5,000 gp	+1
Read Language	+1,000 gp	+1

INTELLIGENT ITEM POWERS

Each intelligent item should possess at least one power, although more powerful items might possess a host of powers. To find the item's specific powers, choose or roll on the **Intelligent Item Powers** table. Activating a power is an action the item takes.

SPECIAL PURPOSE ITEMS

Some intelligent items have special purposes that guide their actions. Intelligent magic items with a special purpose gain a +2 Ego bonus. An item's purpose must suit the type and alignment of the item and should always be treated reasonably.

A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizards' cabal to ruin, as well as end the rule of a sorcerer-queen in a nearby land.

Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help the wielder. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

INTELLIGENT ITEM POWERS			
D%	ITEM POWER	PRICE MODIFIER	EGO MODIFIER
1–10	Item can cast cantrips	+1,000 gp	+1
11–20	The item has Innate Power: minor Novice power (3/day)	+1,000 gp	+1
21–25	Item has Innate Power: minor *conceal arcana* (self)	+2,000 gp	+1
26–35	Item has Innate Power: minor Seasoned power (1/day)	+2,400 gp	+1
36–45	Item has a d6 in one Smarts or Spirit based skill	+2,500 gp	+1
46–50	Item can sprout limbs and move at Pace 2	+5,000 gp	+1
51–55	Item has Innate Power: minor Veteran power (1/day)	+6,000 gp	+1
56–60	Item has Innate Power: minor Seasoned power (3/day)	+7,200 gp	+1
61–70	Item has a d10 in one Smarts or Spirit based skill	+10,000 gp	+2
71–75	Item can change shape into one other form of the same size	+10,000 gp	+2
76–80	Item has Flight: Pace 6	+10,000 gp	+2
81–85	Item has Innate Power: minor Heroic power (1/day)	+11,200 gp	+2
86–90	Item has Innate Power: minor *teleport* (1/day, self)	+15,000 gp	+2
91–95	Item has Innate Power: minor Veteran power (3/day)	+18,000 gp	+2
96–100	Item has Innate Power: minor Heroic power (3/day)	+33,600 gp	+2

The **Intelligent Item Purpose** table has a number of sample purposes a magic item might possess. If the wielder specifically ignores or goes against an intelligent item's special purpose, the item gains a +4 bonus to its Ego until the wielder cooperates. This is in addition to the +2 Ego bonus gained by items with a special purpose.

ITEM EGO

Ego is a measure of the total power and force of personality an item possesses. An item's Ego score is the sum of all of its Ego modifiers plus an additional bonus for the cost of the base magic item (excluding the cost of the intelligent item enhancements). An item's Ego score helps determine whether



INTELLIGENT ITEM PURPOSE		
D%	RUNE NAME	EGO MODIFIER
1–20	Defeat/slay diametrically opposed alignment*	+2
21–30	Defeat/slay arcane spellcasters (including spellcasting monsters and those that use Innate Powers)	+2
31–40	Defeat/slay divine spellcasters (including divine entities and servitors)	+2
41–50	Defeat/slay non-spellcasters	+2
51–55	Defeat/slay a particular creature type (see the bane enchantment for choices)	+2
56–60	Defeat/slay a particular ancestry or kind of creature	+2
61–70	Defend a particular ancestry or kind of creature	+2
71–80	Defeat/slay the servants of a specific deity	+2
81–90	Defend the servants and interests of a specific deity	+2
91–95	Defeat/slay all (other than the item and the wielder)	+2
96–100	Choose one	+2

the item or the character is dominant in their relationship, as detailed below.

ITEM EGO	
BASE MAGIC ITEM VALUE	EGO MODIFIER
Up to 1,000 gp	—
1,001 gp to 5,000 gp	+1
5,001 gp to 10,000 gp	+2
10,001 gp to 20,000 gp	+3
20,001 gp to 50,000 gp	+4
50,001 gp to 100,000	+6
100,001 gp to 200,000 gp	+8
200,001 gp and higher	+12

ITEMS AGAINST CHARACTERS

If the character who possesses the intelligent item does not work towards the item's wishes or goals, the item may attempt to take control of its user. Similarly, any item with an Ego score of 20 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

EGO MODIFIER	
EGO	SPIRIT CHECK MODIFIER
0–5	—
6–10	–1
11–15	–2
16–20	–3
21+	–4

When a personality conflict occurs, the possessor must make a Spirit check with a penalty associated with the Ego (see the Ego Modifier chart). With success, she is dominant. With failure, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to safeguard the item from molestation when it is not in use.
- That the character carry the item with her on all occasions.
- That the character relinquish the item to a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.

- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are natural rivals, even with others of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 10" (20 yards), and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters that possess them, even though they may never successfully control their possessors. They may be powerless to force their demands, but most remain undaunted and continue to air their wishes and demands.



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