Pathfinder Roleplaying Game for Savage Worlds Adventure Edition



Core Rules

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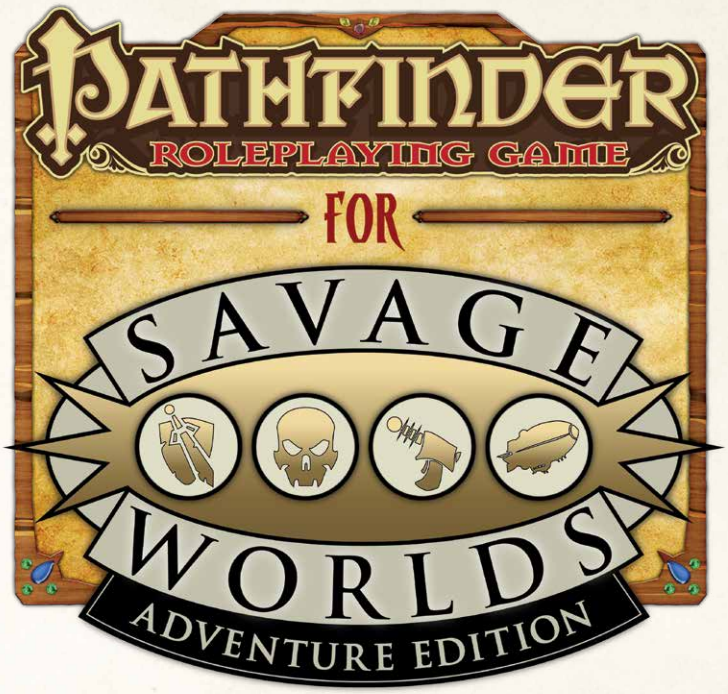

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ANY TIME, ANY PLACE

Since it debuted in 2003, *Savage Worlds* has accommodated any setting you can imagine — from gritty police procedurals and special ops thrillers to dungeon crawls, space opera, supers, and horror.

Our various settings have explored supernatural terror and the challenges of final exams in *East Texas University*™. We've wandered the moors of Europe and the savannas of Africa with *Solomon Kane*™. We've galloped across the haunted High Plains of *Deadlands: The Weird West*™, and the irradiated wastes of *Deadlands: Hell on Earth*™. We've delved the deepest dungeons, blasted to *The Last Parsec*™ of known space and beyond, battled across the bloody fields of the *Weird Wars*™, and slugged it out with super villains over cities both real and imagined.

Like most gamers, we're fans of many books, movies, and game worlds and systems. One of those is Paizo's amazing world of Golarion, and especially their legendary Adventure Paths for *Pathfinder*®.

Pathfinder for Savage Worlds (*Savage Pathfinder* for short) is a complete rulebook that lets you play in the fantastic world of Golarion. You can run your own adventures, buy Paizo's official books and convert them on your own, or pick up one of the Adventure Paths and adventures we convert for you, starting with the fan-favorite epic *Rise of the Runelords*™.

HOW SAVAGE WORLDS PLAYS

If you're new to *Savage Worlds*, you should know you can play it any way you like. You and your friends can sit around and play out most of the tale through talk, roleplaying, and a few die rolls. Or tell a deep story that's mostly narrative interaction.

You can also break out your favorite miniatures and have a massive, tactical, knock-down, drag-out fight.

You and your friends can play however you're most comfortable, or do what most of us do and mix it up as appropriate. Run the tale in a "theater of the mind" until the big fight breaks out, then move to the battle map and let the dice fly.

Sub-systems like Quick Encounters, Mass Battles, Social Conflicts, and Dramatic Tasks, as well as accessories like the Chase Deck, will help the group collectively tell an epic tale of mystery and adventure regardless of your preferred play style.

You can even adventure with faraway friends by using one of several "virtual table-top" programs, many of which are fully supported by Pinnacle and our partners.

Now go round up a group of friends to explore the magical world of Golarion. You all have an incredible — and savage — adventure ahead!

GETTING STARTED

This chapter gives an overview of roleplaying games and the Pathfinder fantasy world of Golarion. If you're an experienced *Savage Worlds* player, skip ahead to page 8. If not, welcome to a new adventure!

WHAT'S A ROLEPLAYING GAME?

A "roleplaying game" is one in which a group of players take on the roles of various characters and attempt to complete quests, tell a story, or overcome obstacles set before them by a "Game Master," or "GM." The GM might create all this straight from her imagination or use one of our published adventures.

Most of the time, the players and GM simply narrate their characters' actions and roll some dice to determine the outcome. This book describes that process — how to create characters, battle monsters, and complete quests through collective storytelling and interpretation of various die rolls.

If you're new to this whole thing, we recommend watching some "actual play" videos on the internet to get a feel for it.

And if you're new to all this, we think you'll *love* exploring the incredible world of roleplaying games!

WHAT YOU NEED TO PLAY

Here's what you need to begin your journey:

DICE

Pathfinder for Savage Worlds uses traditional gaming dice: 4, 6, 8, 10, 12, and 20-sided. You also need a special "Wild Die," a d6 of a different color explained in Chapter Three. Dice are available from your favorite local gaming store or online directly from Pinnacle.

We abbreviate the different dice as d4, d6, d8, d10, d12, and d20. If you see something like 2d6+1, that means to roll two six-sided dice, add the two together, then add 1 to the total.

THE ACTION DECK

Savage Pathfinder uses a standard deck of playing cards with the Jokers left in. Cards are used for initiative in combat and to help keep things moving fast and furious.

Look for official *Pathfinder for Savage Worlds* and *Savage Worlds* Action Decks!

A SAVAGE SETTING

You and your friends will explore the wonders of Golarion, the main world of the Pathfinder campaign setting. Your characters are part of the Pathfinder Society, an organization of adventurers who travel the world to experience and document the fantastic geography, magic, and inhabitants of the "Lost Omens" campaign setting.

BENNIES

Tokens of some sort represent "Bennies" (American slang for "benefits"). These can be used to reroll dice, prevent damage, and much more, all described on page 119.

MINIATURES (OPTIONAL)

If you like to use miniatures in your games, Paizo has a massive range of metal and plastic models — including some that are even prepainted — available at your favorite local game store or their website.

Paizo also makes an amazing range of full-color cardboard pawns detailing most every important character and monster in their world.



PUBLISHED ADVENTURES

Pinnacle is converting Paizo's original, first edition adventures for Pathfinder, starting with *Hollow's Last Hope*™, available with the *Savage Pathfinder* Game Master's Screen.

ADVENTURE PATHS

Our other Savage Settings often include "Plot Point Campaigns," a grand backstory to the campaign world, and a set of adventures called "Savage Tales" that eventually resolve the main plot.

In *Pathfinder for Savage Worlds*, we're converting Paizo's legendary Adventure Paths. The first, *Rise of the Runelords*, offers an epic six-book saga that takes a party of heroes from Novice to Legendary Rank.



OTHER ACCESSORIES

Besides the core book and Adventure Paths, we offer a Deluxe Core Boxed Set with Action Cards, a Chase Deck, Game Master's Screen, Power Point & Ammo Counters, dice, custom Bennies, and more.

We also created a *Pathfinder for Savage Worlds Companion* that includes more information on the world of Golarion, new Prestige Edges, and much more. Look for it at your favorite store or online at **www.peginc.com.**

Just over a century ago, a cataclysmic event shook the world of Golarion. The god of humanity died.

His name was Aroden, and he not only lifted humanity out of the ashes and terror of the Age of Darkness (an age that followed the meteoric cataclysm known as Earthfall), but founded the greatest city in the world — Absalom. He eventually left the world to join the divine host after setting humanity on course for a great destiny. Prophecies said that when humanity was ready to ascend back to the pinnacle it once held in the ancient times, Aroden would return to the world to usher in a new Age of Glory.

But instead of returning at the appointed time, Aroden, the god of humanity, died.

His death marked the beginning of a new age. The previous ages had names to inspire and bolster the spirit — the Age of Destiny, the Age of Enthronement. But this new age is not a time of plenty. It is the Age of Lost Omens, for if a god cannot fulfill his own prophecy, what chance have any others of coming true?

Aroden's death scarred Golarion with storms and madness. To the north, the world split open and the festering armies of the Abyss spilled out through a tear in reality known today as the Worldwound. To the south, the idyllic gulf of Abendego was consumed by a perpetual hurricane whose winds and waves drowned nations. And in the heartland of the Inner Sea region, where Aroden had been prophesied to return, civil war erupted and thousands died before the diabolic House of Thrune seized power.

The Age of Lost Omens has now entered its second century, and in the 11 decades since Aroden's death, the world has become a darker place. A place where ancient, sinful wizards known as runelords threaten to waken from 10,000 years of slumber. A place where nations are ruled by criminals or devil worshipers or worse. A place where once-great empires now wallow in self-indulgent paranoia or bloody, endless revolutions. A place where nothing is foretold, and anything can happen. A place in need of heroes like never before — the Inner Sea of Golarion.

THE INNER SEA REGION

The Inner Sea region is the trading and cultural hub of two mighty continents — Avistan and Garund. At the heart of the Inner Sea's warm waters stands Absalom, the City at the Center of the World. Founded by the living god Aroden, this ancient island city-state has survived nearly five millennia to thrive as a haven of merchants and scoundrels. In the west, the Inner Sea passes through the narrow Arch of Aroden, a tenaciously contested strait named for the monolithic, ruined stone bridge connecting the two continents at their closest point. To the east, the Inner Sea opens into the vast Obari Ocean.

The two continents that frame the Inner Sea are very different from one another. Avistan, to the north, is the seat of once-mighty empires like Cheliax and Taldor, and site of the ruins of Lost Thassilon in the frontier realm of Varisia. South lie the secrets of Garund, a sprawling continent of arid deserts and fecund jungles, where the mighty pharaohs of Osirion emerged from the Age of Darkness to chart a new destiny for humanity.

Most civilization centers on the Inner Sea, with barbarism and savagery taking hold where the sea's refining influence wanes. Exceptions exist, of course, and the scattered lights of civilization stand out in the dark wildernesses and savage frontiers far to the north in Avistan and well to the south in Garund. Likewise, dark, wild areas exist within otherwise civilized lands close to the Inner Sea. Mercenaries and would-be heroes seek fortune and glory throughout the Inner Sea region, uncovering lost treasures, pacifying terrible dangers, and finding ignoble deaths in every unclaimed wilderness, kingdom, and empire of Avistan and Garund.

North of Avistan stretches the Crown of the World, a frozen landmass that links the continent with Tian-Xia. Where the two meet, hardy barbarism tends to dominate. Even in northern kingdoms that strive for advancements in civilization, such as the Lands of the Linnorm Kings and Realm of the Mammoth Lords, the use and knowledge of arcane magic remains relatively unknown and certainly mistrusted. Even Mendev, a

relatively advanced nation filled with pious (and not-so-pious) crusaders, tends to shy away from arcane magic.

Magic becomes more common in the southern nations of Avistan, particularly the devil-binding empire of Cheliax and its former colonies and vassal states. The ruling caste of shadow-haunted Nidal is suffused with forbidden magical forces, while the elves of Kyonin practice alien rites that date back millennia. On Avistan's rocky northwestern shore, the Varisian frontier boasts the mostly intact ruins and lost magics of ancient Thassilon — a 10,000-year-gone empire ruled by sadistic wizard-kings known as runelords.

Use of magic and the appearance of the fantastic and bizarre are much more commonplace on the southern continent of Garund. In the deserts of Osirion stand countless monuments to nearly forgotten pharaohs, godlike beings who raised their people from barbarism to imperial heights.

Along the eastern coast lie the remnants of Nex and Geb, two kingdoms created to serve rival wizard-kings in the distant past. Today, Geb relies on animated corpses to harvest food for its living inhabitants, while the courts of Nex boast the most advanced and least understood schools of arcane learning on the planet.

Between these former enemies stretches a magic-dead tract of desert known as the Mana Wastes, within which exists a city-state reliant on technology and advanced engineering in a world dependent on the supernatural.

Deep in the heart of Garund, across the Shattered Range mountains, ancient ruins of unknown origin rise out of wild, uncivilized jungles. Scattered throughout the mountains surrounding the vast jungles of the Mwangi Expanse lie the ruins of once-miraculous flying cities of the Shory, long since crashed into the rocky slopes where they now rest.

Each of these fantastic locales makes a fitting backdrop for thrilling adventures. The world of Golarion and its myriad secrets stand ready for you and your players to explore.

Common Knowledge

From the barbaric tribes of the Realm of the Mammoth Lords to the undead slave castes of Geb, the pioneers and natives of Varisia to the revolutionaries and reactionaries of Galt, the lands of the Inner Sea teem with variety and diversity.

Time

Although many calendars exist among the peoples of the Inner Sea, the one in widest use employs Absalom Reckoning (ar) for all of its dates. This reckoning system is based on the founding of Absalom (which occurred on 1 Abadius, 1 ar), and because of Absalom's expansive influence, the city's calendar has achieved great popularity throughout the region. In Absalom Reckoning, the day of the month is always given first, followed by the name or number of the month, with the year coming last.

Golarion spins on its axis roughly once every 24 hours. A week consists of 7 days, with 52 weeks per year. A year has 12 months, each of which corresponds to a popular deity and (roughly) to a single cycle of Golarion's sole moon. In order to most accurately reflect reality, many calendars across Golarion add in leap days. In the Absalom Reckoning, the leap day is tacked on to the end of Calistril and occurs on every year divisible by 8. Thus, the current year (4711) is not a leap year, but 4704 was and 4712 will be.

Days of the Week

Day	Task
Moonday	Work, religion (night)
Toilday	Work
Wealday	Work
Oathday	Work, pacts signed, oaths sworn
Fireday	Work, market day
Starday	Work
Sunday	Rest, religion

MONTHS OF THE YEAR			
MONTH	DAYS	SEASON	ASSOCIATED DEITY
Abadius (January)	31	Winter	Abadar
Calistril (February)	28	Winter	Calistria
Pharast (March)	31	Spring	Pharasma
Gozran (April)	30	Spring	Gozreh
Desnus (May)	31	Spring	Desna
Sarenith (June)	30	Summer	Sarenrae
Erastus (July)	31	Summer	Erastil
Arodus (August)	31	Summer	Aroden
Rova (September)	30	Fall	Rovagug
Lamashan (October)	31	Fall	Lamashtu
Neth (November)	30	Fall	Nethys
Kuthona (December)	31	Winter	Zon-Kuthon

COINAGE

The spread of trade throughout the Inner Sea region has seen the standardization of exchange rates for coinage as well, and as such, the buying power of a gold coin remains relatively standardized. Names for coins can vary from region to region, and while ultimately the name a tradesman uses for his coins matters little in light of their value or quantity, in some circles a fierce sort of national pride exists in the claiming of such names. Sample names for coins from five areas of the Inner Sea region are provided below, but by and large, all coins are normally just referred to as "pieces."



SOCIETY

Governments, laws, customs, traditions, and cultures vary wildly from nation to nation in the Inner Sea region. Yet there are many relatively constant constructs as regards society in the Inner Sea region, as outlined below.

Humanocentric: While numerous ancestries and creatures exist in the Inner Sea region, humans largely dominate the realm. The use of the term "humanity" includes near-human, civilized beings such as elves and gnomes under the overall category. Savage peoples, such as orcs, goblins, and gnolls, however, generally fall outside of what the Inner Sea region qualifies as "society."

City and Rural Life: The vast majority of humanity in the Inner Sea region dwells in urban centers — cities, towns, and villages. A certain element of stereotyping and profiling exists between city dwellers and country dwellers, and conflicts between the two are not unheard of. Yet in truth, both lifestyles are inexorably dependent on each other.

Rural populations often dwell in dangerously close proximity to monster-haunted wildernesses and need protection from their urban neighbors, while urban populations rely on their rural kin for necessities like food and other resources. This dichotomy plays out often between the faiths of Erastil and Abadar — two religions about essentially the same thing but with drastically, obstinately different methods of presenting themselves.

COIN NAMES					
COIN	BREVOY	CHELIAX	ANDORAN	KATAPESH	ABSALOM
Copper (cp)	Bit	Pinch	Cap	Grain	Penny
Silver (sp)	Link	Shield	Wolf	Penny	Weight
Gold (gp)	Crown	Sail	Sail	Scarab	Measure
Platinum (pp)	Dragon	Crown	Falcon	Genie	Sphinx

Magic: The common citizens of the Inner Sea region, be they farmers or traders or city guards, know about magic. It's likely they've seen magic spells in action, and have even been the beneficiary of healing magic or other minor effects at some point in their lives. Yet magic is not so universal a part of life for most of the Inner Sea's citizens that they've come to rely on it.

It's seen most often as an extravagance or a reward used by the wealthy, or in a worst-case scenario as yet another tool a despot or monster might use to oppress honest folk. Magic is thus a source of wonder and awe and of fear, but since it's not a fundamental part of most folks' everyday lives, it's also often misunderstood.

TECHNOLOGY

The world of Golarion has passed through countless eras of strange discovery, of technology both high and low, from primitive to futuristic. With the dawning and closing of each age, the tool-working peoples of this magic-infused place have again and again pushed back the mists of ignorance and savagery with shimmering wonders great and small.

As each successive disaster, uprising, and cataclysm washes over the world, the secrets of earlier ages are lost and new discoveries are made. As the peoples of the Inner Sea enter the second century of the Age of Lost Omens, the world stands once again upon a great precipice — new magics, mechanical practices, arcane theories, and alchemical procedures become more common and more accessible to clever minds with each passing day.

Yet in a world where wizards can conjure fire out of nothing, clerics can raise the dead, bards can shatter buildings with songs, and alchemists can transform themselves into monsters, what chance has technology to compete? The widespread use of magic in the world has stunted the advance of technology more than any other factor, relegating those who seek to find new ways of doing things to the role of crackpot and eccentric more often than not.

Technological advances in the Inner Sea, as a result, tend to be limited to areas where magic isn't as common (such as the volatile Mana Wastes), stem from eras and nations that for various reasons learned to fear magic, or hail from areas where strange advanced intrusions from unknown technological realms have made their presence known.

WEATHER AND CLIMATE

A wide range of climate bands exist in the Inner Sea region, from blisteringly hot in the deserts of Garund to freezing cold and snowy at the border with the Crown of the World. In general, weather patterns in Avistan and Garund flow from west to east, sweeping cold rains across Varisia, Nidal, northwestern Cheliax, and the Mwangi Expanse.

The rain shadow created by the Mindspin Mountains is partially offset by the rain-birthing waters of Lake Encarthan. South of the Menador and Five Kings Mountains, the chill of the north gives way to the warm waters of the Inner Sea, allowing for extended growing seasons and larger populations.

The deserts of northern Garund speak to the relatively arid conditions north of the Barrier Wall. South of those imposing mountains, though, heavy rains create the rainforests and jungles of the Mwangi Expanse. Off the western shore of Garund churns the century-old hurricane, the Eye of Abendego, which contributes to the production of driving rains across western and central Garund. These endless rains, in fact, flooded a section of the coast, creating the storm-soaked devastation of the Sodden Lands. East of the Shattered Range, the dominant weather flow brings warm rains from the Obari Ocean, allowing for the lush grasslands over most of eastern Garund. Only the destructive influence of life-stripping magic prevents Nex from growing abundant crops like Geb.

While most of the Inner Sea region experiences weather typical for its climate, several aberrant weather conditions manifest in various areas around the Inner Sea. Some of these bizarre phenomena are relatively localized, and draw only curious locals or passing experts. Other unusual weather events affect wide swaths of territory and are known (and often feared) even thousands of miles away.

Inner Sea Region



WHAT'S NEW FOR SAVAGE WORLDS PLAYERS

Veteran *Savage Worlds* players will notice several rule changes for *Savage Pathfinder* designed to capture the feel of Golarion and the major tropes of the classic fantasy system it uses. *Savage Pathfinder* is not a direct conversion — you won't find a chart that says exactly what a 5 Hit Die monster should have in *Savage Worlds* rules. We use that as a base, but then attempt to capture the spirit of a monster, ability, spell, or trope in a way that makes sense and is exciting and fun in *Savage Worlds*.

You also won't find our usual Setting Rules section in this book. Those choices are baked in where they fit naturally. The "Four Wound Cap" rule, for example, is built right into the rules for damage and Wounds.

Here are a few other key differences you might notice. It's not an exhaustive list, but will help long-time *Savage Worlds* players note a few of the most important changes.

- **SKILLS:** Research has been folded into Academics.
- **EDGES:** Some Edges, like Berserk, are gone, as they're part of exclusive Class Edge abilities — the barbarian's Rage in this case. Others have been merged to better fit Pathfinder. Two-Weapon Fighting, for example, includes both ranged and melee attacks, consolidating the Two-Gun Kid and Two-Fisted Edges from the *Savage Worlds Adventure Edition.*
- **CLASS EDGES:** *Pathfinder for Savage Worlds* includes a new category of Edges designed to capture the feel of the original game's character classes. Taking them opens up a "tree" of other Class Edges you can take that get progressively more powerful as your character Advances. They start on page 43.

  All player characters get a Class Edge for free (or a Background or Professional Edge if you prefer). This encourages most players to play the iconic heroes of the Pathfinder world, but still allows you the freedom to customize your own character as we usually do in *Savage Worlds*.
- **ARCANE BACKGROUNDS:** Besides the standard Magic and Miracles (listed under Background Edges, page 40), some Class Edges have their own specialized Arcane Background with its own set of abilities and spell list.
- **WEAPONS:** Great weapons have Armor Piercing values, and the Sweep Edge now *requires* two-handed weapons (page 74). The statistics for large shields changed slightly, and all shields only protect against half the foes who attack your character on a single Action Card — watch out for goblins creeping up on your hero's flank! See page 109.
- **COMBAT:** We added a new option called Desperate Attack (page 131) that gives characters and creatures a better chance to hit at the expense of damage.
- **ENEMIES:** Enemy Wild Cards now get their full complement of Bennies. Creatures have been tailored to match those in the world of Golarion and might be slightly different here than in other settings. You can always use either version in your other games, and the *Pathfinder for Savage Worlds Bestiary* should be a useful addition to any *Savage Worlds* campaign!
- **POWERS:** A few powers work slightly differently in the world of Golarion, or are set at a different Rank to acquire. There are also a few new powers and lots of new modifiers to reflect the wide variety of spells available in Pathfinder.



CHAPTER ONE

CHARACTERS

Your journey into the world of Golarion begins with selecting or creating a hero. If you want to jump right in and play a pregenerated character, turn to page 43. You'll find representatives of all 11 core character concepts presented there. Each is based on the original Pathfinder "classes" and is ready-to-play immediately. They come complete with languages, starting gear, and even a track of suggested Advances.

Grab a character sheet from our website and copy over their statistics, or customize whatever you're comfortable with to make them your own.

We also make a range of pregenerated "Archetypes" presented in handy card format. You'll find these on our website in both print and PDF. They're great to hand out at the game table for a new group so they can see the diversity of character types available and choose one that interests them. They also provide inspiration for creating your own custom character, which is described in detail on the pages that follow.



MAKING CHARACTERS

Start making your own custom adventurer by downloading a *Savage Pathfinder* character sheet from our website at **www.peginc.com** and follow the steps below.

CONCEPT

Begin your adventure by thinking about the kind of character you want to play. Do you want to try a wily wizard, a burly barbarian, a tricksy rogue, or some original idea you've come up with yourself? The *Savage Worlds* rules allow you to create most anything.

For the world of *Savage Pathfinder*, take a close look at the Class Edges starting on page 43. These special abilities form the foundation of the typical player character types found in Golarion. Keep these in mind as you follow the rest of these steps so you can build toward those if you want to play a traditional Pathfinder-style hero.

RANK

"Ranks" reflect a character's competence and experience. They provide balance between players and grant access to more powerful abilities as one "Advances." A character begins at Novice Rank and works upward from there. Advances are given out after one or more game sessions. The GM has more detailed information on page 90.

Only player characters use Ranks — Game Master-controlled characters and creatures don't (we'll tell you more about this later).

RANK

ADVANCES	RANK
0–3	Novice
4–7	Seasoned
8–11	Veteran
12–15	Heroic
16+	Legendary

STARTING WITH EXPERIENCED CHARACTERS

If the Game Master wants to start a game with more experienced characters, or you're making a replacement for a fallen hero, you should still make a Novice starting profile and Advance it from there. This ensures characters are balanced just as if they had gained experience normally.

Additional goods, equipment, or other assets must be determined by the Game Master. As a quick rule of thumb, Seasoned heroes have 10,000 gold pieces worth of goods and magic items, Veteran characters get 40,000, Heroic 150,000, and Legendary 500,000.

ANCESTRY

This core rulebook comes with seven recommended ancestries to use when creating player characters. See pages 20 through 24 for details about each.

HINDRANCES

Hindrances are flaws, drawbacks, or dark secrets drawn from a character's backstory. They provide up to 4 additional "Hindrance points" you can use to enhance your hero during character creation.

Taking Hindrances not only helps you define and roleplay your hero, but also allows you to increase his attribute or skill points, take Edges, or have additional gold to buy better adventuring gear.

A Major Hindrance is worth 2 Hindrance points, and a Minor is worth 1. A hero could thus take two Major Hindrances, four Minor, or any combination that adds up to 4 character points. (You can take *more* Hindrances if you want but the maximum benefit is 4 points!)

For 2 Hindrance points you can:

- Raise an attribute one die type, or
- Choose an Edge.

For 1 Hindrance point you can:

- Gain another skill point, or
- Start play with an additional 600 gold pieces.

TRAITS

Characters are defined by attributes and skills, collectively called "Traits." Attributes and skills are ranked by die types, typically from d4 to d12, with d6 being the average for adult humans. Higher is better!

Attributes typically govern how fast skills can increase, and are used for passive effects such as resisting spells or recovering from injuries.

ATTRIBUTES

Every character starts with a d4 in each of five attributes: Agility, Smarts, Spirit, Strength, and Vigor (discussed in more detail on page 33).

You then have 5 character points to increase your character's attributes. Raising a d4 to a d6, for example, costs 1 point.

Attribute Limit: No attribute may be raised above a d12 unless an ancestral ability or Edge says otherwise. Each increase beyond a d12 adds a +1 modifier. Increasing a d12 Strength two "steps" or die types, for example, gives your hero a Strength score of d12+2.

SKILLS

Skills are learned abilities such as firing weapons, hand-to-hand combat, scientific knowledge, professional aptitudes, and so on.

Skills in *Savage Pathfinder* are very broad to keep the action simple and straightforward. The Shooting skill, for example, covers all types of bows and crossbows. The Athletics skill covers thrown weapons, as well as grappling, swimming, and climbing. Detailed customization comes in the form of Edges (see below).

Core Skills: Five skills are marked with a red star in the list that begins on page 33: **Athletics**, **Common Knowledge**, **Notice**, **Persuasion**, and **Stealth**. These are "innate" abilities most adult adventurers have. Unless an ancestral ability, Edge, or Hindrance says otherwise, your character starts with a d4 in each of these five core skills.

Buying Skills: After core skills are assigned, you have 12 additional character points to raise core skills or buy and raise new skills as you see fit.

Each die type costs 1 point (starting at d4) as long as the skill is less than the attribute it's linked to (listed beside the skill in parentheses, in the list starting on page 33). If the skill would exceed the linked attribute, the cost becomes 2 points per die type.

Languages: Your character starts with Common and knows additional languages equal to half her Smarts die type. Typical choices are listed with each ancestry. See page 35 for more on languages.

Skill Limit: Skills may not be increased above d12 during character creation unless the character's ancestry starts with the skill at d6. If the skill starts with a d6, increase her maximum to d12+1. Elves (page 21) start with a d6 in Notice, for example, which means their Notice skill may be increased to d12+1.

DERIVED STATISTICS

Your character sheet contains a few other statistics you need to fill in, described below.

Pace is how fast your character moves in tactical situations like combat. Standard Pace is 6, which means six tabletop inches per game round. Each inch is two yards (six feet) in the real world. **Movement** is explained in detail on page 123.

Parry is equal to 2 plus half your character's Fighting die type (a total of 2 if a character doesn't have Fighting), plus any bonuses for shields or certain weapons. This is the Target Number (TN) to hit your hero in hand-to-hand combat.

For Fighting skills higher than d12, such as d12+1, add half the fixed modifier, rounded down. For instance, Fighting d12+1 grants a Parry of 8, while Fighting d12+2 results in a Parry of 9.

Size: A hero's default Size is 0 unless altered by ancestral abilities, Edges, or Hindrances. It cannot be less than −1 or more than +3.

Toughness is your hero's damage threshold. Damage rolls that equal or exceed this number cause harm (explained later in Chapter Three).

Toughness is 2 plus half your hero's Vigor, plus Armor (use the armor worn on his torso — see page 108). Vigor over a d12 is calculated just like Parry, above.

EDGES

Attributes and skills are a character's basic statistics, but what really makes individuals different are their Edges.

In *Pathfinder for Savage Worlds*, every character starts with a free Class Edge. The character must qualify for the Edge as usual. (If a player doesn't want to take a Class Edge, she may take a free Background or Professional Edge her hero qualifies for instead.)

Characters get additional Edges by taking Hindrances, from ancestral abilities (such as Humans' Adaptability), or Advances once play begins.

A comprehensive list of Edges for use in *Savage Pathfinder* starts on page 40.

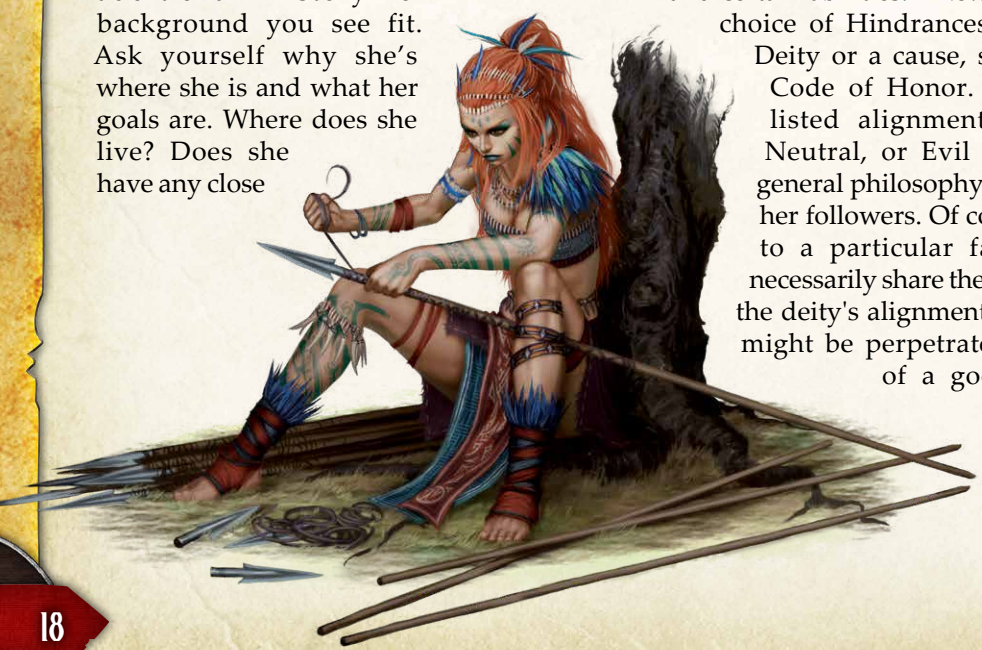
GEAR

Player characters have 300 gold pieces (or "gp") to purchase any of the weapons, armor, and adventuring gear presented in Chapter Two.

This might represent everything the character owns or it may represent only "adventuring" gear, with the hero's more mundane belongings stored at a home or elsewhere.

BACKGROUND

Finish your new hero by filling in any additional history or background you see fit. Ask yourself why she's where she is and what her goals are. Where does she live? Does she have any close friends or family who might be relevant to the game? Why did she join the Pathfinders?



Or just start playing and fill in these details as they become important and you walk around in her shoes a bit.

You might also want to talk to the other players. Maybe your characters know each other right from the start. Or you might collectively decide to optimize your group a bit and ensure you've got a good assortment of skills and abilities. If so, make sure you're playing what you want to play. There's no point in being the party's healer if that's not a role you care to play.

DEITIES AND ALIGNMENT

The conflict between Good and Evil is a core theme of any *Savage Pathfinder* game. Typically, heroes fight for Good, but not always.

Alignments in *Savage Pathfinder* indicate the general moral compass of a person, creature, or organization. Where alignment is listed, it is a tool for the Game Master to identify the broad outlook of that entity, and how it may interact with others, including the adventurers. When choosing an alignment for your character, you decide what ethical path he will follow, guided by the Edges and Hindrances you chose to define him. Unless your GM specifically agrees, you cannot choose Evil as your hero's alignment.

Some character concepts require choosing a deity or "Domain" that governs powers and certain abilities. Likewise, the player's choice of Hindrances can involve a Deity or a cause, such as Vow or Code of Honor. Deities have a listed alignment, either Good, Neutral, or Evil to indicate the general philosophy of the deity and her followers. Of course, adherents to a particular faith might not necessarily share the same outlook as the deity's alignment. Terrible deeds might be perpetrated in the name of a good or merciful god. You can find more information on Domains and deities on page 51.

Character Creation Summary

Concept

- Start with a general idea of what you want to play. Review the classes and the Iconic Path character profiles for ideas.

Ancestry

- Choose your character's ancestry (see page 20) and apply any special abilities it grants.

Hindrances

- Choose up to 4 points of Hindrances (Major Hindrances are worth 2, Minor are worth 1).
  - For 2 Hindrance points you can raise an attribute one die type, or choose an Edge.
  - For 1 Hindrance point you can gain another skill point, or gain 600 gp in additional Starting Funds.

Attributes

- Attributes start at d4. You have 5 points to distribute among them. Each step costs 1 point.
- Attributes may not be raised beyond d12 unless the hero's ancestry or class states otherwise.

Skills

- Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free. Any given skill might be increased because of ancestry.
- You have 12 points to put into these or any other skills. Each die type costs 1 point up to and equal to the linked attribute; then 2 points per die type after that.
- Your character knows Common plus a number of starting languages equal to half your character's Smarts die type. A Smarts of d6, for example, gives your hero three additional starting languages. Typical choices are listed with each ancestry.

Derived Statistics

- **Standard Pace** is 6 and may be adjusted by ancestral abilities, Edges, or Hindrances.
- **Parry** is 2 plus half of Fighting.
- **Toughness** is 2 plus half of Vigor, plus any Armor. Track the amount of Armor in parentheses like this — Toughness: 11 (2). This means 2 points of the total 11 Toughness come from Armor. An Armor Piercing (AP) attack could bypass those 2 points but not the other 9.

Edges

- All characters get a Class Edge for free (or a Background or Professional Edge if desired).
- Use any leftover Hindrance points to take Edges if you like.
- Each Edge costs 2 Hindrance points.

Gear

- Purchase up to 300 gp worth of equipment.

Background

- Unless the Game Master says otherwise, your character's basic Alignment is Good or Neutral for purposes of certain Edges, abilities, and powers. Beyond that, who is she? Where does she come from? Does she have any family? Does she worship any of Golarion's major deities?

ANCESTRIES

Savage Pathfinder includes seven recommended ancestries for use in character creation, along with abilities that reflect the most common or iconic virtues and drawbacks of each.

Note that the following descriptions allude to a lot of rules we haven't explained yet. Just skim them for now and come back once you have a grasp on the rest of the game.

DWARVES

Dwarves are a stern and hardy folk, ensconced in cities carved from the hearts of mountains. A proud, warlike people, dwarves remain determined to repel the depredations of their ancestral enemies. They tolerate "frail" peoples (elves, gnomes, and halflings), while they often bond with humans, whose industrious nature comes closest to dwarven ideals.

Short and stocky, dwarves stand a foot or two shorter than most humans. Male and female dwarves pride themselves on the length of their hair. Men often decorate their beards with clasps and intricate braids. A clean-shaven male dwarf is a sure sign of madness.

Languages: Common and Dwarven.

Age Range: Adult 45, old age 188, max age 250–450.

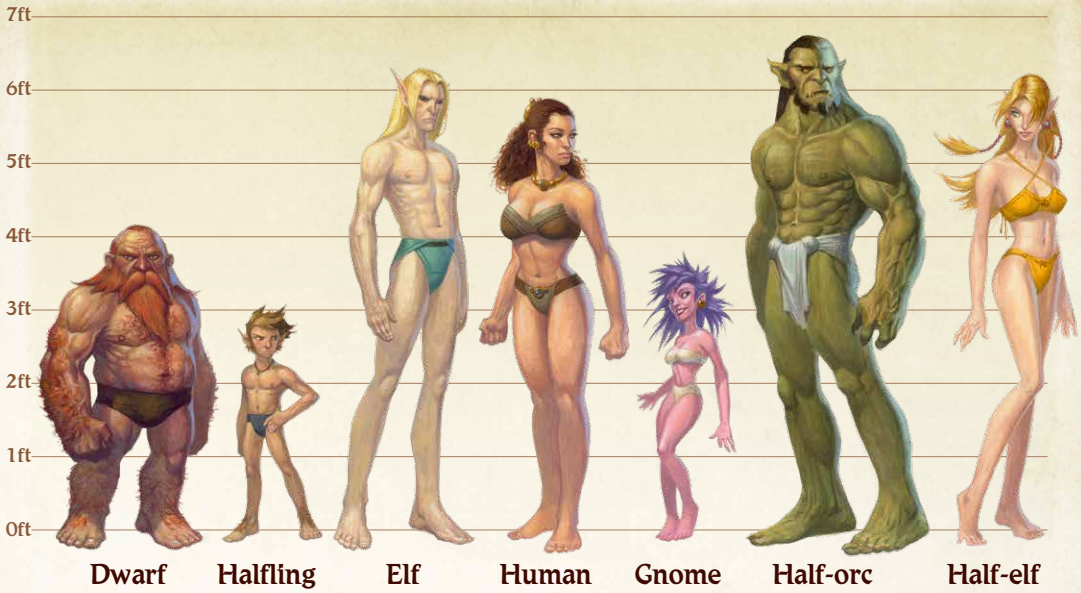
Dwarf Males: Height 3'11"–4'5" and weight 164–206 lbs (average 4'2", 185 lbs).

Dwarf Females: Height 3'9"–4'3" and weight 134–176 lbs (average 4'0", 165 lbs).

- **DARKVISION:** Dwarven eyes are accustomed to the dark of the underearth. Dwarves ignore penalties for Illumination up to 10" (20 yards).

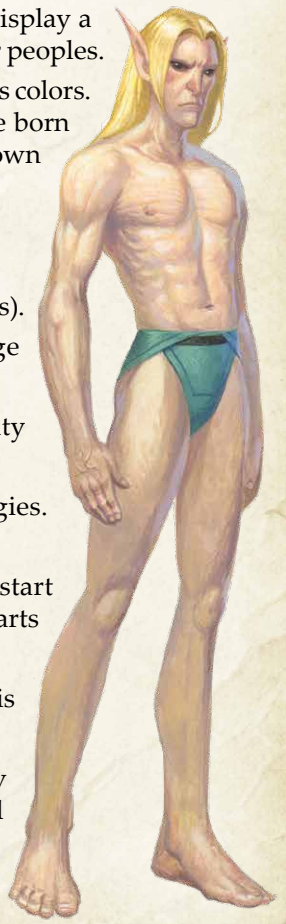


- **IRON CONSTITUTION:** Dwarves add +1 when resisting poison. They also add +1 when resisting or recovering from powers or abilities that state they work like a power.
- **REDUCED PACE:** Decrease the character's Pace by 1 and reduce the running die by one die type.
- **STONECUNNING:** Dwarves grow up in halls and caverns of worked stone, and get a Notice roll at +2 as a free action within 10 feet of unusual stonework such as traps and hidden doors. Success means they know something is off, and a raise gives them more specific information such as how to trigger the trap or open the door.
- **TOUGH:** Stout and tough, Dwarves start with a d6 in Vigor instead of a d4. This increases maximum Vigor to d12+1. They treat their Strength as one die type higher when determining **Encumbrance** (see page 104) and Minimum Strength to use armor and equipment without penalty (but not weapons). This ability stacks with the Brawny Edge if the dwarf has it.



ELVES

The long-lived elves are children of the natural world, superficially similar to fey creatures and yet distinct in important ways. Elves value their privacy and traditions. Although they are often slow to make friends, once an outsider is accepted as a comrade, such alliances can last for generations. Elves distrust half-orcs and display a fascination with humans, while remaining mostly indifferent to other peoples.



Elves are tall, thin souls with pointed ears and deep-set eyes of various colors. Whether they hail from the deep forests or hidden valleys, elves are born more graceful than humans, though somewhat slighter. Elves are known for their patience and affinity for magic.

Languages: Common and Elven.

Age Range: Adult 115, old age 263, max age 350–750.

Elf Males: Height 5'6"–6'8" and weight 116–158 lbs (average 6'1", 127 lbs).

Elf Females: Height 5'6"–6'4" and weight 96–126 lbs (average 6'1", 117 lbs).

- **AGILE:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **ELVEN MAGIC:** Elves have an inherent connection to arcane energies. Elves get a free reroll when rolling to resist enemy powers.
- **INTELLIGENCE:** Elves are highly intelligent and long-lived. They start with a d6 in Smarts instead of a d4. This increases maximum Smarts to d12+1.
- **KEEN SENSES:** Elves start with a d6 in Notice instead of a d4. This increases their maximum Notice to d12+1.
- **LOW LIGHT VISION:** Elven eyes amplify light. Others often claim they can see stars in the elves' eyes. They ignore penalties for Dim and Dark Illumination.
- **SLENDER:** Slight of build and less robust than others, elves suffer −1 Toughness and −1 to Vigor rolls.

GNOMES

Gnomes trace their lineage back to the mysterious realm of the fey, a place where colors are brighter, the wildlands wilder, and emotions more primal. Unknown forces drove the 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. They are often regarded by other peoples as strange and unpredictable; as a result, gnomes sometimes have difficulty interacting with others even though they bear no particular animosity to anyone.

Gnomes are small; they barely exceed three feet tall. Their hair tends toward vibrant colors from the fiery orange of autumn leaves to the deep purple of wildflowers. Their facial features vary, although many have large mouths and eyes. Whimsical people, gnomes are known as tricksters who prefer action to inaction.

Languages: Common, Gnome, and Sylvan.

Age Range: Adult 45, old age 150, max age 200–500.

Gnome Males: Height 3'2"–3'8" and weight 37–43 lbs (average 3'5", 40 lbs).

Gnome Females: Height 3'0"–3'6" and weight 32–38 lbs (average 3'3", 35 lbs).

- **GNOME MAGIC:** Gnomes can cast cantrips (see page 171) as if they knew each of the following powers: *light*, *sound*, *telekinesis*, and *beast friend* using their Smarts (or arcane skill if they have one). They have 1 Power Point for activating these cantrips, regained as usual (see page 169). Gnomes with an Arcane Background or Mystic Powers add their bonus Power Point to their pool but must still learn the spells if they wish to cast them normally.
- **KEEN SENSES:** Gnomes start with a d6 in Notice instead of a d4. This increases their maximum Notice to d12+1.
- **LOW LIGHT VISION:** Gnome eyes amplify light. They ignore penalties for Dim and Dark Illumination.
- **OBSESSIVE:** Gnomes start with a d4 in any one Smarts-related skill.
- **REDUCED PACE:** Decrease the character's Pace by 1 and reduce the running die by one die type.
- **SIZE –1:** Averaging roughly three-and-a-half feet tall, gnomes reduce their Size and Toughness by 1.
- **TOUGH:** Gnomes are surprisingly hardy despite their size and strength. They start with a d6 in Vigor instead of a d4. This increases maximum Vigor to d12+1.



HALF-ELVES

Half-elves gain the grace of their namesakes, but none of their elegant frailty. Many are well-adjusted progeny of loving unions between a human and an elf, but some are shunned by one side of the family or the other. Others may even be mistreated. Hence, a half-elf understands loneliness, and knows that identity is less a product of ancestry than of life experience. As such, half-elves are often open to friendships and alliances with others, and less likely to rely on first impressions.

Their lifespans are closer to their human lineage than those of their elven kin. They exhibit physical characteristics from both their parents, such as pointed ears and human eyes, usually with a pleasing overall effect.

Languages: Common and Elven.

Age Range: Adult 22, old age 93, max age 125–185.

Half-elf Males: Height 5'4"–6'6" and weight 110–180 lbs (average 5'11", 155 lbs).

Half-elf Females: Height 5'2"–6'4" and weight 100–170 lbs (average 5'9", 135 lbs).

- **ELVEN MAGIC:** Half-elves have an inherent connection to arcane energies. They get a free reroll when rolling to resist enemy powers.
- **FLEXIBILITY:** Half-elves start with a d6 in any one attribute instead of a d4. This does *not* increase the attribute maximum.
- **LOW LIGHT VISION:** Half-elven eyes amplify light. They ignore penalties for Dim and Dark Illumination.

HALF-ORCS

Half-orcs exhibit characteristics of their orc forebears as well as the other branch of their family tree (usually human). They are rarely the result of loving unions, a fact which causes others to distrust and even fear them. Half-orcs are sometimes accepted by orcish communities, but are usually shunned by most others, including humans, elves, and dwarves, because of longstanding enmity with their ancestors.

Some half-orcs choose to live among non-orcish peoples, turning their backs on their belligerent roots and looking to redeem themselves. Many are heroic souls trying to prove themselves.



Half-orcs stand between six and seven feet tall, with powerful builds. Their features are harsh and angular, like that of orcs. Their natural lifespan is the same as humans, though it is rare when one dies of old age.

Languages: Common and Orc.

Age Range: Adult 15, old age 45, max age 60–80.

Half-orc Males: Height 5'0"–6'10" and weight 164–318 lbs (average 5'11", 241 lbs).

Half-orc Females: Height 4'7"–6'5" and weight 124–278 lbs (average 5'6", 201 lbs).

- **DARKVISION:** Half-orcs ignore penalties for Illumination up to 10″ (20 yards).
- **INTIMIDATING:** By their very nature, half-orcs inspire fear and awe. They start with a d4 in Intimidation. This increases maximum Intimidation to d12+1.
- **ORC FEROCITY:** Half-orcs are as tough as old boots. They gain +1 Toughness.
- **OUTSIDER (MINOR):** Most cultures are suspicious of half-orcs, and orcish societies distrust their human sides. They subtract 2 from all Persuasion rolls and are often resented or belittled by others.
- **STRONG:** Half-orcs possess some of the might of their orcish ancestry. They start with a d6 in Strength instead of a d4. This increases maximum Strength to d12+1.

HALFLINGS

Halflings are small, nimble people with fuzzy brown or black hair on their heads and feet. Their cheerful optimism (or wily cunning) gives them a "never say die" attitude that makes them a match for creatures twice their size. Halflings see no reason to invite trouble and tend to live in their own close-knit communities far off the beaten path. They possess a strong sense of humor, curiosity, and bravado — qualities which lead some halflings to lives of adventure.

Halflings prefer to walk barefoot, leading to the bottoms of their feet being roughly calloused.

Languages: Common and Halfling.

Age Range: Adult 22, old age 75, max age 100–200.

Halfling Males: Height 2'10"–3'4" and weight 32–38 lbs (average 3'1", 35 lbs).

Halfling Females: Height 2'8"–3'2" and weight 27–33 lbs (average 2'11", 30 lbs).

- **AGILE:** Halflings are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **KEEN SENSES:** Keen senses allow halflings to catch details others might miss. They start with a d6 in Notice instead of a d4. This increases maximum Notice to d12+1.
- **LUCKY:** Halflings have a knack for surviving. They gain the Luck Edge. Even halfling Extras gain this ability!
- **REDUCED PACE:** Decrease Pace by 1 and reduce the running die by one die type.
- **SIZE –1:** Halflings reduce their Size and Toughness by 1.
- **SURE-FOOTED:** Naturally graceful, halflings start with a d6 in Athletics instead of a d4. This increases maximum Athletics to d12+1.

HUMANS

Humans possess exceptional drive and ambition. They demonstrate a great capacity to endure hardships, as well as a penchant for expanding their territories. Humanity is often characterized by its tumultuousness and diversity; cultures range from small, nomadic tribes to peaceful agrarian villages and vast cosmopolitan (even decadent) cities and kingdoms.

The physical characteristics of humans are as varied as the world's climes. From 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.

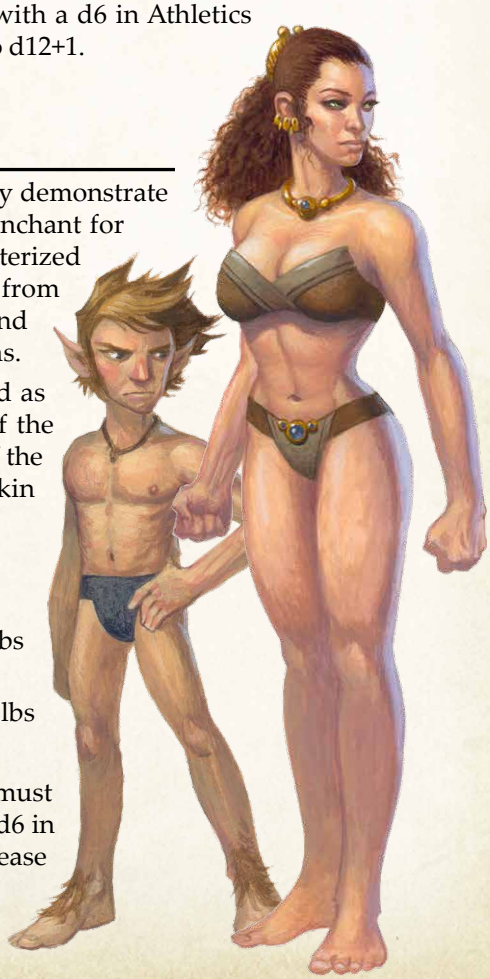
Languages: Common.

Age Range: Adult 17, old age 53, max age 70–110.

Human Males: Height 5'0"–6'6" and weight 130–220 lbs (average 5'9", 175 lbs).

Human Females: Height 4'7"–6'1" and weight 95–185 lbs (average 5'4", 140 lbs).

- **ADAPTABILITY:** Humans start with a free Edge (they must meet the Requirements, as usual). They also gain a d6 in any one attribute instead of a d4. This does *not* increase the attribute limit.



HINDRANCES

Hindrances are character flaws and physical handicaps that occasionally make life a little tougher for your hero.

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 hero's Hindrances cause significant trouble!

ALL THUMBS (MINOR)

Due to upbringing, lack of exposure, or pure bad luck, some individuals are "all thumbs" when it comes to mechanical or technological devices.

All Thumbs inflicts a −2 penalty when using mechanical or electrical devices. If the hero rolls a Critical Failure while using such a device (and it doesn't already have a built-in effect), it's broken. If the GM feels it's appropriate, it can be fixed with a Repair roll and 1d6 hours of work.

ANEMIC (MINOR)

Anemic characters are particularly susceptible to sickness, disease, environmental effects, and some poisons. They subtract 2 from Vigor rolls made to resist poison, disease, and Fatigue from environmental hazards (see page 151).

ARROGANT (MAJOR)

Arrogant heroes don't think they are the best — they know it. Whether it's swordsmanship, oration, or painting, these characters flaunt their prowess every chance they get.

Winning isn't enough for this champion. She wants to dominate opponents and prove there's no one better. Arrogant individuals look for the greatest threat in battle, taking on lesser minions only because they're in the way.

BAD EYES (MINOR OR MAJOR)

Your hero's eyes aren't what they used to be. The character suffers a −1 penalty to any Trait roll dependent on vision at a distance greater than 5" (10 yards), or −2 as a Major Hindrance.

If eyeglasses are available, they negate the penalty when worn. If lost or broken during a combat (generally a 50% chance when he's Wounded, falls, or suffers some other trauma), the character is Distracted (and Vulnerable if a Major Hindrance) until the end of his next turn.

BAD LUCK (MAJOR)

Your hero is a little less lucky than most, getting one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.

BIG MOUTH (MINOR)

Loose lips sink ships, the saying goes. This hero's mouth could drown an armada.

These blabbermouths can't keep a secret very well. They reveal plans and give away things best kept among friends, usually at the worst possible times.

BLIND (MAJOR)

The individual is completely without sight, and suffers −6 to all physical tasks that require vision (GM's call). On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly difficult Hindrance.

BLOODTHIRSTY (MAJOR)

Your hero never takes prisoners unless under the direct supervision of a superior. This cold-blooded ruthlessness causes enemies to respond in kind, which often costs vital information, creates constant enemies, and may get the hero (and companions) in trouble with superiors or the authorities.

CAN'T SWIM (MINOR)

On Golarion, people who weren't raised around a temperate body of water aren't likely to know how to swim. Those with this Hindrance suffer a −2 penalty to the Athletics skill when swimming, and each



inch moved in water costs 3″ of Pace. See **Movement** (page 123) for more details and Drowning (page 151).

CAUTIOUS (MINOR)

These planners personify restraint and carefulness. They never make rash decisions, preferring to plot things out in detail long before any action is taken.

CLUELESS (MAJOR)

Clueless heroes don't pay much attention to the world around them and can't seem to find a haystack in a small pile of needles.

The character suffers a −1 penalty to Common Knowledge and Notice rolls.

CLUMSY (MAJOR)

Your hero is uncoordinated and often stumbles over her own feet. Subtract 2 from Athletics and Stealth rolls.

CODE OF HONOR (MAJOR)

Honor is very important to your character. She keeps her word, doesn't abuse or kill prisoners, and generally tries to treat others with due respect. She may have a prescribed code of conduct in line with the mores of a particular deity, cause, or social order.

CURIOUS (MAJOR)

It killed the cat, and it might kill your hero as well. Curious characters stick their nose in others' business and always want to know what's behind a potential mystery or secret.

DEATH WISH (MINOR)

Having a death wish doesn't mean an adventurer is suicidal — he might just think his life is worth less than some noble but clearly deadly goal.

Those with a Death Wish don't throw their lives away for no reason, but when there's a chance to complete a goal they do anything — and take any risk — to achieve it.

DELUSIONAL (MINOR OR MAJOR)

Your hero believes something considered quite strange by most others. Minor Delusions are harmless or the character generally keeps it to himself (the magistrate puts sleeping powder in the water supply, dogs can talk, we're all just characters in some bizarre game, etc.).

With a Major Delusion, the hero expresses opinions on the situation frequently and it can occasionally lead to danger (all potions are deadly, armor gives me hives, zombies are my friends).

DRIVEN (MINOR OR MAJOR)

A vow is a commitment to others — driven characters want something for themselves. It may be to protect the realm, prove you're the best knucklebones player in the kingdom, or the best equestrian on Golarion.

The Minor version shapes the character and influences decisions but either happens rarely or is fairly harmless. As a Major Hindrance it's an overriding desire that comes up frequently or causes peril for the hero and companions.

ELDERLY (MAJOR)

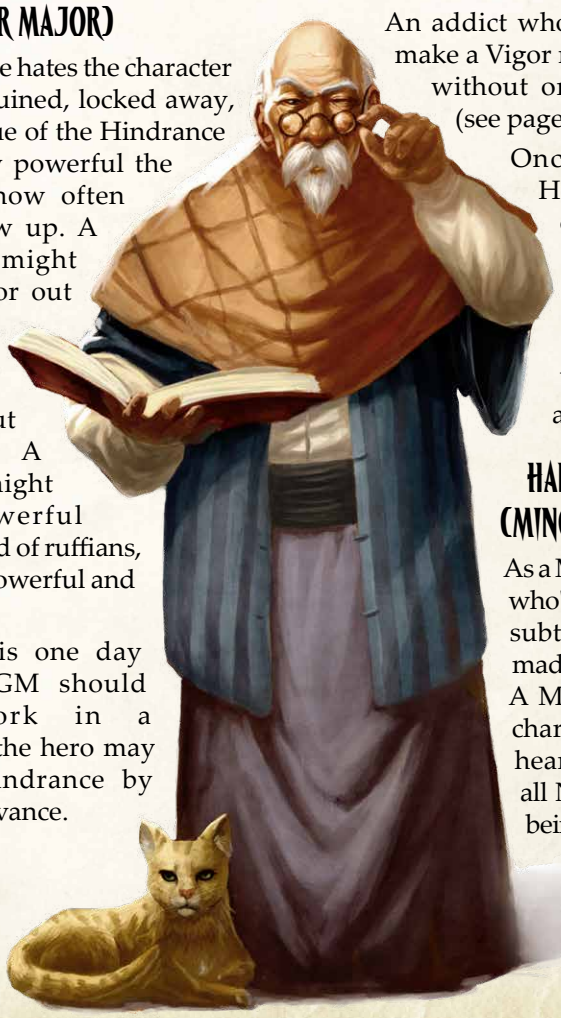
Your adventurer is getting on in years. Reduce Pace by 1 and subtract 1 from running rolls (minimum 1). Elderly characters also suffer a –1 penalty to Agility, Strength, and Vigor rolls, but not their linked skills.

On the plus side, the wisdom of years grants the hero 5 extra skill points which may be used for any skills linked to Smarts.

ENEMY (MINOR OR MAJOR)

Someone out there hates the character and wants him ruined, locked away, or dead. The value of the Hindrance depends on how powerful the enemy is and how often they might show up. A Minor Enemy might be a lone warrior out for vengeance or a betrayed brotherhood that's deadly but appears rarely. A Major Enemy might represent powerful authorities, a band of ruffians, or a single very powerful and relentless rival.

If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.



GREEDY (MINOR OR MAJOR)

A miser measures worth in material possessions or wealth. If a Minor Hindrance, the character argues bitterly for more than a fair share of any loot or reward the party might come across. As a Major Hindrance, he fights over anything that seems unfair, and may even kill for it.

HABIT (MINOR OR MAJOR)

Your warrior has an annoying or dangerous compulsion. A Minor Habit irritates companions but isn't dangerous. Maybe the character picks her nose, can't stop fiddling with some item, says "ummm" in the middle of every sentence, or chews food with her mouth open.

A Major Habit is a physical or mental addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking, or even a penchant for gambling with money stolen from allies.

An addict who doesn't get his fix must make a Vigor roll every 24 hours he goes without or take a level of **Fatigue** (see page 132).

Once every 24 hours, a Healing roll with some sort of appropriate medicine removes one level of Fatigue for four hours. After that the Fatigue returns and can only be recovered with the addicting substance.

HARD OF HEARING (MINOR OR MAJOR)

As a Minor Hindrance, characters who've lost some of their hearing subtract 4 from Notice rolls made where hearing is involved. A Major Hindrance means the character is deaf. She cannot hear and automatically fails all Notice rolls that depend on being able to detect sound.

HEROIC (MAJOR)

This noble soul never says no to a person in need. She doesn't have to be happy about it, but will always come to the rescue of those who can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

HESITANT (MINOR)

Your hero hesitates in stressful situations. Draw two Action Cards in combat and act on the lowest. If you draw a Joker, use it normally and ignore the Hindrance for the round (hence this being a Minor Hindrance, it actually increases your chances of drawing a Joker!).

Hesitant characters cannot take the Quick or Level Headed Edges.

ILLITERATE (MINOR)

Your hero can't read. Perhaps he can sign his name or make his mark or recognize a single common word, but little else. He also knows very little math. He can probably figure 2 + 2 = 4, but multiplication and the like are beyond the pale.

Illiterate characters can't read or write in any language, by the way, no matter how many they actually speak.

IMPULSIVE (MAJOR)

These daredevils almost always leap before they look. They rarely think things through before taking action, avoid complicated plans, and are at the head of any charge.

JEALOUS (MINOR OR MAJOR)

Insecurity leads to envy of others' accomplishments or belongings. Such individuals complain, pout, and claim credit for others' accomplishments.

As a Minor Hindrance, the character's jealousy is focused on one particular subject (such as an "unrivaled" skill or a romantic interest), or comes up rarely. As a Major Hindrance, the character is jealous of anyone and everyone who outshines him. He consistently badmouths rivals, tries to upstage them, or actively plots to discredit anyone who threatens his ego.

LOYAL (MINOR)

This stalwart defender risks her life for friends without hesitation. Some Loyal heroes may not *act* very nice, but are the first to come to their friends' rescue when they're threatened.

MEAN (MINOR)

This curmudgeon is ill-tempered and disagreeable. He has trouble doing anything kind for anyone else, must be paid for services, and doesn't accept awards or favors graciously. Besides the obvious roleplaying issues, Mean characters subtract 1 from Persuasion rolls.

MILD MANNERED (MINOR)

Your milquetoast just isn't threatening. Maybe the hero is a little doughy around the middle, has a kind face, or a soft voice. Whatever the issue, the character subtracts 2 when making Intimidation rolls.

MUTE (MAJOR)

Due to trauma or birth, your character has lost the ability to speak. She can write messages to others when needed, use sign language, or some combination of visual communication, but can't form or pronounce words.

Vision-based communication may require a Notice roll to perceive correctly (Illumination and similar penalties apply).

OBESE (MINOR)

Those who carry their weight well have the Brawny Edge. Those who don't might be Obese. A character cannot be both Brawny and Obese, and this Hindrance can't increase his Size above +3.

An Obese hero's Size (and therefore Toughness) increases by +1. Reduce Pace by 1, and decrease the running die one die type (minimum d4). Strength is considered one die type less (minimum d4) for armor and worn gear (not weapons). The hero may also have difficulty finding armor or clothing that fits or entering confined spaces — GM's call, but tight dungeon corridors, twisting caverns, and the like are all likely to cause the hero problems.



OBLIGATION (MINOR OR MAJOR)

Your hero has a responsibility he attends to on a regular basis. He might have a job, volunteer at the local temple, take care of friends or family, and so on.

The Obligation consumes about 20 hours most weeks, or 40+ for the Major version. Exactly what that entails should be discussed between the player and the Game Master.

ONE ARM (MAJOR)

By birth or battle, your hero has lost an arm. Fortunately, the other arm is (now) the "good" one. Tasks that require two hands, such as some Athletics rolls (GM's call) or using a two-handed weapon, suffer a −4 penalty.

ONE EYE (MAJOR)

This character lost an eye and has trouble with depth perception. Subtract 2 from any Trait roll dependent on vision *and* more than 5" (10 yards) distant.

OUTSIDER (MINOR OR MAJOR)

For reasons having little or nothing to do with the character's actions or behavior, she isn't accepted in many societies on Golarion. Locals are likely to raise prices on the individual, ignore pleas for help, and generally treat her poorly.

Outsiders subtract 2 from Persuasion rolls made to influence those who aren't their own kind. The Major version means most locals are Unfriendly and bullies are likely to pick fights with her.

OVERCONFIDENT (MAJOR)

There's nothing out there your hero can't defeat. At least that's what she thinks. She believes she can do most anything and never wants to retreat from a challenge. She's not suicidal, but certainly takes on more than common sense dictates.

PACIFIST (MINOR OR MAJOR)

Your hero absolutely despises violence. Minor Pacifism means the hero fights only when given no other choice and never allows the killing of prisoners or other defenseless victims.

Major Pacifists won't fight living characters under *any* circumstances. They may defend themselves, but won't do anything to permanently harm sapient, living beings. They may use nonlethal methods (see page 136), but only in self-defense or the defense of others.

Note that undeniably evil creatures, undead, demons, and the like are fair game even for Major Pacifists.

PHOBIA (MINOR OR MAJOR)

Phobias are overwhelming and irrational fears that plague a hero's psyche.

Whenever a character is in the presence of the phobia (GM's call, but generally sight), subtract 1 from all Trait rolls for a Minor Hindrance and 2 for a Major.

Phobias shouldn't be too obvious; everyone should be afraid of vampires, for example, so it's not a phobia, it's common sense. Instead, the phobia usually centers on some random element the mind associates with the event. Remember, phobias are *irrational* fears.

POVERTY (MINOR)

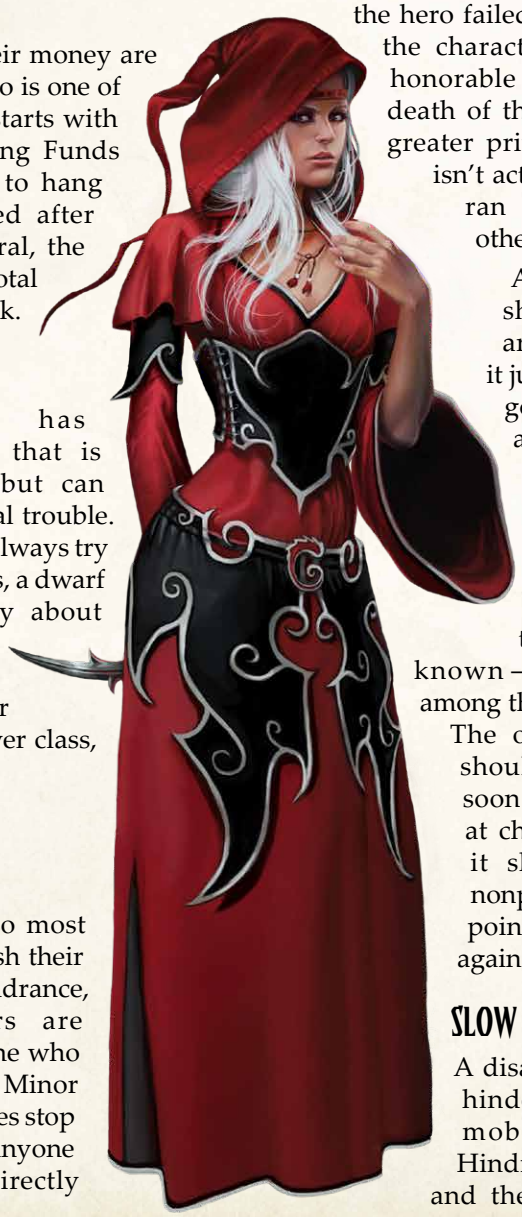
It's said fools and their money are soon parted. Your hero is one of them. The character starts with half the usual Starting Funds and just can't seem to hang on to funds acquired after play begins. In general, the character halves the total funds every game week.

QUIRK (MINOR)

This individual has some minor foible that is usually humorous but can occasionally cause real trouble. A swashbuckler may always try to slash a mark on foes, a dwarf may brag constantly about dwarven culture, or a snobby débutante might not eat, drink, or socialize with the lower class, for example.

RUTHLESS (MINOR OR MAJOR)

These fanatics will do most anything to accomplish their goals. As a Major Hindrance, Ruthless characters are willing to harm anyone who gets in the way. As a Minor Hindrance, these heroes stop short of true harm to anyone except those who directly oppose them.



SECRET (MINOR OR MAJOR)

Your hero keeps a secret to protect himself or others. As a Minor Hindrance, the secret is troublesome or embarrassing but not life-threatening.

The Major version would cause severe problems if discovered. If it ever becomes public knowledge, he should trade this Hindrance for Enemy, Shamed, Wanted, or another appropriate Hindrance approved by the GM.

SHAMED (MINOR OR MAJOR)

Something haunts your adventurer. Maybe the hero failed to keep a Vow. Maybe the character was defeated in an honorable fight and ordered the death of the foe anyway for some greater principle. Maybe the hero isn't actually cowardly but once ran from a battle and left others to die.

As a Minor Hindrance, the shameful circumstances aren't generally known—it just haunts him. He might go out of his way, against all reason, not to repeat the mistake. Or he might give in to the same set of circumstances and hate himself for it.

As a Major Hindrance, the ill deed is well-known—or at least known among those the hero cares about. The other player characters should be told the tale as soon as possible (preferably at character creation). If not, it should be revealed by nonplayer characters at some point, and occasionally used against the hero.

SLOW (MINOR OR MAJOR)

A disability or past injury has hindered this adventurer's mobility. As a Minor Hindrance, reduce Pace by 1 and the running die one step

(if already d4, reduce to d4−1). As a Major Hindrance, reduce the running die a step, reduce Pace by 2, and subtract 2 from Athletics rolls and rolls to resist Athletics (such as Tests or grappling).

Slow characters may not take the Fleet-Footed Edge.

Prosthesis: A character with the Minor version of this Hindrance may have a prosthesis. If the prosthesis is lost, he suffers the effects of the Major version of Slow.

Wheelchairs: Wheelchairs are available in more enlightened areas of Golarion. Slow heroes may start with a manual wheelchair at no cost (100 gp to replace thereafter).

Wheelchairs require reasonably smooth ground to operate on and have a Pace equal to half the user's Athletics die (max of 3, he cannot run).

Small (Minor)

This adventurer is very skinny, very short, or both. **Size** (see page 138) is reduced by 1, which reduces Toughness as well.

A player character's Size can't be reduced below −1, but the Toughness penalty remains. A Small halfling, for example, remains Size −1 and loses a point of Toughness.

Stubborn (Minor)

Stubborn individuals always want their way and never admit they're wrong. Even when it's painfully obvious they've made a mistake they try to justify it with half-truths and rationalizations.

Suspicious (Minor or Major)

Your character is suspicious of everyone. As a Minor Hindrance, this paranoia causes frequent trust issues. Suspicious characters might demand full payment before doing a task, want every agreement in writing, or believe even friends are out to get them.

As a Major Hindrance, Support rolls to aid the distrustful individual are made at −2.

Thin Skinned (Minor or Major)

Personal attacks really get under this individual's skin. As a Minor Hindrance, subtract 2 when resisting Taunt attacks. As a Major, subtract 4.

Timid (Major)

Not everyone has ice water in their veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. Subtract 2 from Fear checks as well as rolls to resist Intimidation.

Tongue-Tied (Major)

Your adventurer flubs cool lines (or thinks of them afterward!), goes off on tangents when trying to talk someone into something, and generally miscommunicates most everything they say.

The hero suffers a −1 penalty to Intimidation, Performance, Persuasion, and Taunt rolls that involve speech.

Ugly (Minor or Major)

Attractive people get all the breaks. This unfortunate individual isn't one of them. The character subtracts 1 from Persuasion rolls, or 2 if taken as a Major Hindrance.

Vengeful (Minor or Major)

Payback is…well…bad news for someone, and this adventurer is going to get it.

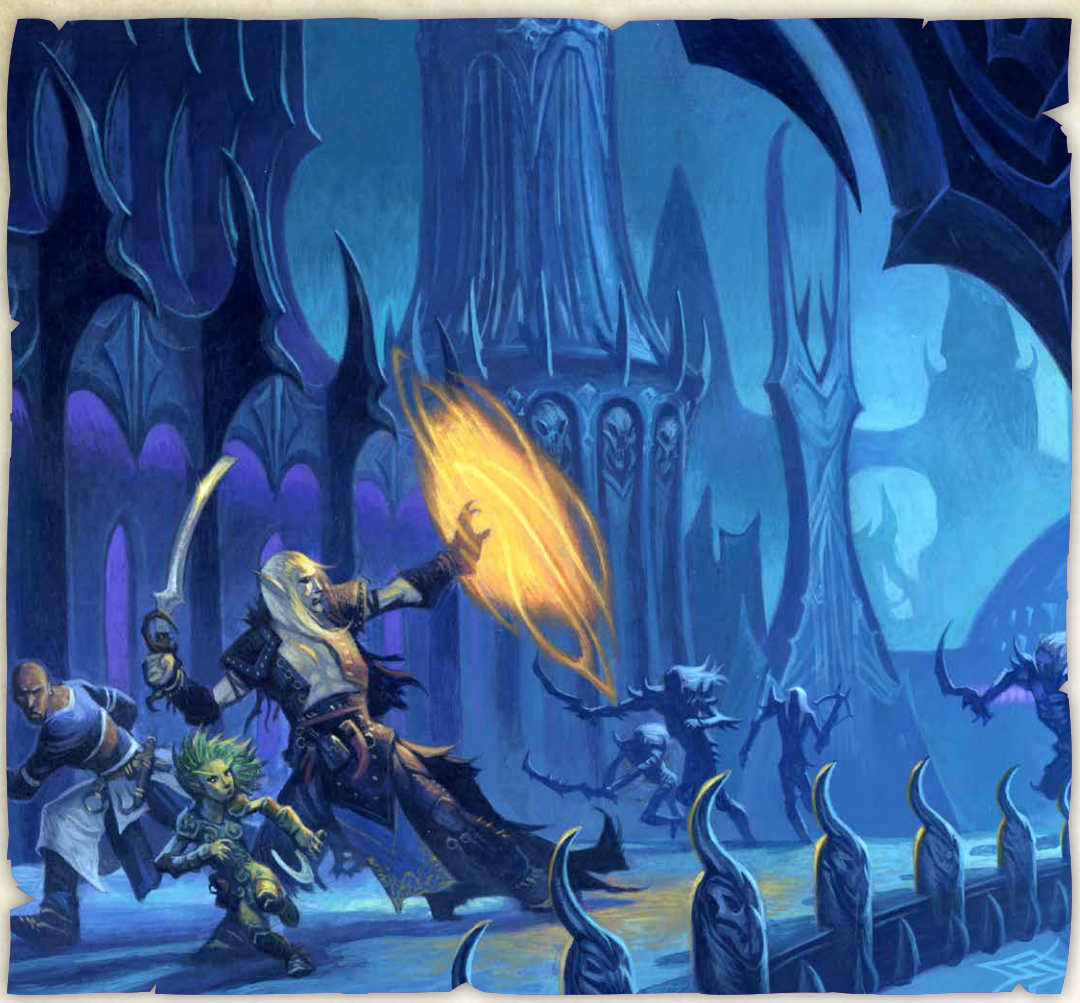
As a Minor Hindrance, the hero usually seeks vengeance legally. The method varies by situation. Some plot and scheme for months while others demand immediate results.

Those with the Major version of this Hindrance won't let anything prevent them from a reckoning. This doesn't mean they immediately resort to violence, but their actions always escalate until total and complete satisfaction is achieved.

Vow (Minor or Major)

The character has sworn an oath to someone or something they believe in.

The danger in fulfilling the Vow and how often it might occur determine the level of the Hindrance. A Minor Vow might be to serve an order with a broad mandate that rarely conflicts with the party's goals.



A Major Vow makes long-term and frequent demands on the servant's time and results in great risks to his life.

WANTED (MINOR OR MAJOR)

Your hero has committed some crime and will be arrested if discovered by the authorities. The level of the Hindrance depends on how serious the crime was and how active the hunters are. A hero accused of theft may have only a Minor Hindrance, as might someone wanted for more serious crimes away from the main campaign area.

Being accused of murder is a Major Hindrance in the "civilized" societies on Golarion if there's someone around to seek justice (or vengeance).

YOUNG (MINOR OR MAJOR)

The hero is 12–15 years old (in human years — adjust this for other ancestries). He only has 4 points to adjust attributes instead of 5, and 10 skill points instead of 12. The youth may also have legal restrictions depending on any local customs (can't drink alcohol, can't carry a weapon, and so on).

On the plus side, youths draw one extra Benny at the beginning of each game session (this stacks with Edges such as Luck or Great Luck).

Most Young characters should also take the Small Hindrance, but it's not mandatory.

As a Major Hindrance, the character is Very Young (8 to 11 years old), getting only 3 points for attributes and 10 for skills, along with the Small Hindrance. Very Young heroes draw two extra Bennies at the start of each session.

TRAITS

Characters are defined by their "Traits," attributes and skills ranked by die types. A d6 is average for humans, while higher die types reflect much greater ability.

Attributes are primarily passive or innate abilities used for resisting effects like fear or supernatural attacks. **Skills** are used to *actively* do things or affect others.

Exceptions occur, but these are the foundational differences between the two concepts.

ATTRIBUTES

Attributes don't directly affect skill rolls. *Savage Pathfinder* treats learned knowledge and training as the most relevant and direct factors. A high attribute allows one to increase a skill faster and opens up options to Edges that greatly differentiate two characters with the same skill.

Every character starts with a d4 in each of five attributes and has 5 points with which to improve them.

Agility is a measure of a character's nimbleness, dexterity, and general coordination.

Smarts measures raw intelligence, mental acuity, and how fast a heroine thinks on her feet. It's used to resist certain types of mental and social attacks.

Spirit is self-confidence, backbone, and willpower. It's used to resist social and supernatural attacks as well as fear.

Strength is physical power and fitness. It's also used as the basis of a warrior's damage in hand-to-hand combat, and to determine how much he can wear or carry.

Vigor represents an individual's endurance, resistance to disease, poison, or toxins, and how much physical damage heroes can take before they can't go on. It is most often used to resist Fatigue effects, and as the basis for the derived stat of Toughness.

USING ATTRIBUTES

Attributes are used to:

- Determine how fast skills increase during **Advancement** (page 90).
- Limit access to **Edges** (page 40), including Class Edges.
- Derive secondary statistics such as Toughness or melee damage.
- Resist powers or social attacks such as Taunt or Intimidation; Evade area effect attacks.

SKILLS

Heroes have 12 points to buy skills during character creation. A skill that's below the linked attribute (noted in parentheses beside the skill name) is cheaper to increase than one that's at or above it. See page 16 for **Character Creation** and page 90 for **Advancement**.

Core skills are marked with a **red star**, and start at d4 for player characters (see page 17).

Characters can attempt skills they don't have but it's more difficult. See **Unskilled Attempts** on page 119.

ACADEMICS (SMARTS)

Academics reflects knowledge of the arts, history, archaeology, religion, and similar fields, or the ability to find that information. If an explorer wants to research when the Imperial Calendar began or cite a line from *Azvadeva Pujila*, or use his linguistic expertise to decipher a dead language, this is the skill to have.

★ ATHLETICS (AGILITY)

Athletics combines an individual's coordination with learned skills such as climbing, jumping, balancing, wrestling, swimming, throwing, or catching. Characters who rely on physical power more than coordination can take the **Brute** Edge (page 41) to link this skill to Strength instead of Agility.

BATTLE (SMARTS)

Battle is an individual's command of strategy and tactics. It can be used for general military knowledge and is critical when commanding troops in **Mass Battles** (see page 158).

BOATING (AGILITY)

Characters with this skill can handle most any common waterborne boat or ship. They also know how to handle common tasks associated with their vessel such as tying knots, rigging sails, or following currents.

★ COMMON KNOWLEDGE (SMARTS)

Characters roll Common Knowledge to know people, places, and things of their locale, including etiquette, geography, culture, current events, contacts, and customs.

DRIVING (AGILITY)

Although rare on Golarion, Driving allows a hero to control any powered ground vehicle. Self-powered transports use Athletics, while beast-drawn conveyances use Riding.

Driving rolls are typically only needed in dangerous or stressful conditions, such as chases or when navigating dangerous roads or attempting to race through crowded city streets.

FAITH (SPIRIT)

Clerics and druids use Faith as the arcane skill required for their **Arcane Backgrounds**, described on pages 48 and 52.

FIGHTING (AGILITY)

Fighting covers all hand-to-hand (melee) attacks, whether it's with fists, axes, swords, or martial arts. It reflects skill as well as raw power, savagery, and fearlessness.

GAMBLING (SMARTS)

Gambling is common in taverns, roadside inns, the barracks of most armies, or below decks of ships at sea.

To simulate an hour of gambling without having to roll for every single toss of the dice or hand of cards, have everyone agree on the stakes, such as 10 gold coins. Everyone in the game then makes a Gambling roll. The lowest total pays the highest total the difference times the stake. The next lowest pays the second highest the difference times the stake, and so on. If there's an odd man left in the middle, he breaks even.

Example: *A rogue rolls highest with a 10 and the bard rolls lowest with a 4. The difference is 6, so the bard pays 6 × the stake of 10 gp, or 60 gp.*

Cheating: A character who cheats adds +2 to his roll. The GM may raise or lower this modifier depending on the particulars of the game or the method of cheating. If a cheater rolls a Critical Failure, however, he's caught. The consequences depend on the circumstances and who noticed, but are usually unpleasant!

HEALING (SMARTS)

Healing has multiple uses, from treating Wounds to diagnosing diseases and analyzing certain kinds of forensic evidence.

See page 128 for rules on mending and treating Wounds, and pages 152 and 155 for treatment of disease or poison.

Healing can also be used to analyze evidence that relates to anatomical trauma, including cause of death and approximate time, a general angle of attack, and similar matters. Success provides basic information and a raise increases the details uncovered.

INTIMIDATION (SPIRIT)

Intimidation is the art of frightening an opponent so that he backs down, reveals information, or flees.

Intimidation is an opposed roll resisted by the opponent's Spirit. In combat, this is a **Test** (see page 140). Out of combat, a successful roll means the foe backs down for the most part, reveals some information, or slinks away when the opportunity presents itself. A raise might mean the target backs down for the remainder of the scene, spills all the beans, or runs away as fast as possible.

In or out of combat, a Critical Failure on the roll means the target is immune to this character's Intimidation attempts for the remainder of this encounter!

Networking: Intimidation can also be used as a "macro" skill to simulate several hours of working the streets. See **Networking** on page 160 to see how to crack some heads for favors or information.

★ Notice (Smarts)

Notice is a hero's general awareness and alertness. It's used to sense sights, sounds, tastes, and smells, spot clues, detect ambushes, spot hidden weapons on a foe, or tell if a rival is lying, frightened, happy, etc.

Success conveys basic information — the character hears movement in the forest, smells distant smoke, or senses someone isn't being completely truthful.

A raise grants more detail, such as the direction of a sound or odor or what topic a person is avoiding or lying about.

Occult (Smarts)

Occult reflects knowledge and experience of magical and supernatural events, processes, items, and creatures.

It can be used to decipher glyphs, recall information about Golarion's monsters, recall cures for supernatural maladies like lycanthropy or vampirism, and so on.

Finding information in a library, a wizard's lair, or in an old dusty tome uses the Academics skill. If the investigator's Occult skill is higher, she may use that instead. See **Academics** on page 33.

Some esoteric information will be familiar to people with certain skills. If the situation warrants (and with the GM's permission), you may substitute Faith or Spellcasting in place of Occult.

Performance (Spirit)

A good entertainer can lift spirits, rally a crowd to action, or simply earn a few coins from the locals. Specifics depend on the situation, setting, and how well the character is known in the area.

Performance covers singing, acting, playing an instrument, or similar tasks that require an audience to appreciate. It is also the arcane skill used by bards.

Raising Funds: The amount of money a character can raise by performing is extremely subjective, but as a general rule a successful performance earns 50 gp × the character's Rank (Novice 1, Seasoned 2, 3 for Veteran, 4 for Heroic, and 5 for Legendary). A raise doubles the amount earned.

Languages

Most individuals speak several languages. Instead of languages being skills, heroes in *Savage Pathfinder* either know a language or they don't. All characters know Common plus a number of languages equal to half their Smarts die (typically chosen from the native language(s) listed in their ancestry). Each increase on Smarts earns the character another language.

Comprehension: Intimidation, Persuasion, and Taunt require the character to make herself understood to be effective. If a hero attempting one of these skills is using a language the target doesn't understand, the attempt is made at −2.

Common Golarion Languages

Language	Typical Speakers
Abyssal	Demons and Evil Outsiders.
Aklo	Inhuman or otherworldly monsters; Evil Fey.
Aquan	Aquatic creatures.
Auran	Flying creatures.
Celestial	Angels and Good Outsiders.
Common	Humans and hero ancestries.
Draconic	Dragons and reptilian Humanoids.
Druidic	Druids.
Dwarven	Dwarves.
Elven	Elves and half-elves.
Giant	Cyclops, giants, ogres, and trolls.
Gnoll	Gnolls.
Gnome	Gnomes.
Goblin	Bugbears, goblins, and hobgoblins.
Halfling	Halflings.
Ignan	Fire-based creatures.
Infernal	Devils and Evil Outsiders.
Orc	Orcs and half-orcs.
Sylvan	Centaurs, Fey, Plant creatures, and unicorns.
Terran	Earth-based creatures.
Undercommon	Drow, duergar, morlocks, and svirfneblin.

If the performer has built up a solid reputation in the area or the venue is particularly large, the GM should increase the base gp value appropriately.

Deception: Performance can be used instead of Persuasion if the character is attempting to deceive, bluff, or disguise herself and the GM agrees it makes sense in the context of the situation.

REACTIONS

The GM can use the table below to roll or choose a character or group's initial attitude.

REACTION TABLE

2D6	INITIAL REACTION
2	**Hostile:** The target is openly hostile. He may attack if possible, or otherwise betray, report on, or hinder the party at the first opportunity. He doesn't help without an overwhelming reward or threat of some kind.
3	**Unfriendly:** The character isn't interested in helping unless he has little choice and/or is offered a substantial payment or reward.
4–5	**Uncooperative:** The target isn't interested in getting involved unless there's a significant advantage to himself.
6–8	**Neutral:** The character has no particular attitude toward the group. He expects fair payment for any sort of favor or information.
9–10	**Cooperative:** The character is generally sympathetic. He helps if he can for a small fee, favor, or kindness.
11	**Friendly:** The individual goes out of his way for the hero. He likely does simple tasks for very little, and is willing to do more dangerous tasks for fair pay or other favors.
12	**Helpful:** The target is anxious to help the hero and probably does so for little or no reward.

★ PERSUASION (SPIRIT)

Persuasion is the ability to convince others to do what you want through reason, cajoling, deception, rewards, or other friendly means. Persuasion isn't mind control. It can change someone's attitude but not their goals. A bandit may let your hero keep a sentimental piece of jewelry with a good Persuasion roll but still takes all her other goods.

When used to **Support** allies (page 138) it's an unopposed roll. If the target is resistant, it's an opposed roll vs the target's Spirit. The GM should modify the roll as appropriate based on roleplaying, any pertinent Edges or Hindrances that affect the conversation, and the circumstances.

Reaction Level: How much a person is willing to cooperate depends largely on their attitude toward whoever's talking to them. The Game Master can decide how nonplayer characters feel based on the setting, or roll on the **Reaction Table** (see sidebar) when having no preconceived notions.

Success improves the target's attitude one level and a raise improves it two. Further increases aren't generally possible in the same encounter — it takes individuals a little time to adjust their biases.

Failure means the target won't change his mind this encounter or until the situation changes in some important way. A Critical Failure also *reduces* the target's attitude two levels.

Only one roll should generally be allowed per interaction unless new information is revealed, a substantial reward is offered, etc.

Networking: Characters can also use Persuasion as a "macro skill," simulating a few hours or an evening's time hobnobbing and socializing to gain favors or information. See **Networking** on page 160.

PILOTING (AGILITY)

Although rare on Golarion, Piloting allows a character to maneuver any kind of airship.

A being with the innate ability to fly (having wings, for example) uses Athletics instead.

Repair (Smarts)

Repair is the ability to take apart and/or fix mechanical gadgets, vehicles, weapons, and other simple devices. It also covers the use of demolitions and explosives.

How long a Repair roll takes is up to the GM and the complexity of the task. Success means the item is functional. A raise on the Repair roll halves the time required.

Tools: Characters suffer a minor penalty (−1 to −2) to their roll if they don't have access to basic tools, or a major penalty (−3 to −4) if the device requires specialized equipment.

Riding (Agility)

Riding allows a hero to mount, control, and ride any beast or beast-drawn vehicle. This includes horses, camels, dragons, wagons, chariots, and the like. See the rules for **Mounted Combat** on page 135.

Science (Smarts)

Those with this skill have studied various disciplines from architecture to natural sciences to engineering and other "hard" sciences.

A successful roll reveals basic information about a topic, and a raise grants more details.

Shooting (Agility)

Shooting covers all attempts to hit a target with a ranged weapon such as a bow or crossbow (thrown weapons use **Athletics**, page 33). See Chapter Three for details on ranged combat.

Spellcasting (Smarts)

Sorcerers and wizards use Spellcasting as their arcane skill when casting spells. See Chapter Five for more information on magical powers.

★ Stealth (Agility)

Stealth is the ability to hide and move quietly. A simple success on a Stealth roll means the character avoids detection if enemies aren't particularly alert. If the character fails the roll, the enemy realizes something is amiss and begins actively searching for whatever roused them.

Once foes are alerted and active, Stealth is opposed by Notice (a group roll if there are many foes, see page 119).

The GM should apply any circumstantial penalties to Notice rolls for darkness, cover, noise, distractions, and any difference in the target's Scale (just like when attacking, see **Scale** on page 138). Sneaking through dry leaves might subtract 2 from the Stealth roll,



for example, while spotting someone in the dark uses the Illumination penalty listed on page 134 (–4). Don't apply the same modifier to both rolls, however. If Stealth is at –2 for the leaves, don't give Notice +2 for them as well.

Attacking from Stealth: Sneaking up close enough to make a melee attack *always* requires an opposed Stealth roll versus the target's Notice, whether the guard is actively looking for trouble or not.

If successful, the attacker is considered on **Hold** (page 134) and the victim is **Vulnerable** (page 132) to her (but not others) until the attacker's turn ends (not the defender's in this case). With a raise, the attacker has **The Drop** (page 132) instead.

Before the attacker strikes, the defender and any other beings on his side must check for Surprise (see page 139). The attacker may come off Hold and resolve her strike; then the rest of the round progresses normally.

Movement: In combat, characters roll Stealth each turn as a free action at the end of their move or any action the GM thinks might draw attention.

Out of combat, the distance moved depends entirely on the situation. The GM might want a roll every minute if the group is sneaking around the perimeter of a defensive position, or every few miles if they're trying to quietly walk through a dark forest without alerting the creatures that live there.

Survival (Smarts)

Survival allows a character to find food, water, or shelter in hostile environments. It can also be used to navigate wilderness environments, figure out which plants are good to eat and which aren't, and so on.

A successful Survival roll provides enough food and water for one person for one day; or five people with a raise.

More detailed information on **Hunger** and **Thirst** can be found under **Hazards** on page 155.



Tracking: Survival can also be used to detect and follow tracks. Each roll generally covers following the tracks for one mile, but the GM should adjust this as needed for specific circumstances. A character moves at half Pace and cannot run while tracking a foe.

The Game Master should assign a bonus or penalty based on the target, environment, and time. Tracking a large group that recently passed through a snow-covered area might grant a bonus of +4, while following a single person over rocks and streams after more than a day incurs a –4 penalty.

Taunt (Smarts)

Taunt attacks a person's pride through ridicule, cruel jests, or oneupmanship.

Taunt is an opposed roll resisted by the opponent's Smarts. In combat, this is a **Test** (see page 140).

Out of combat, success means the defender backs down, slinks away, or starts a fight. A raise might leave the victim cowed for the remainder of the encounter, cause them to storm out in tears, or even make a reckless attack.

A Critical Failure on the Taunt means the target is immune to this character's Taunts for the remainder of the encounter.

Thievery (Agility)

Lockpicking, safecracking, picking pockets, sleight of hand, setting and disabling traps, and similar acts of misdirection, sabotage, subterfuge, and manipulation are called Thievery.

If used to pick a lock, crack a safe, disable a trap, or perform a simple unopposed action, success opens or disables the device, and a raise does it in less time, without tripping alarms, or whatever else the GM feels is appropriate.

Sleight of hand, hiding or planting an item, or picking a pocket requires a simple success. If foes are actively watching the character, Thievery is opposed by Notice.

The Game Master should assign penalties for particularly difficult circumstances. Picking a heavy padlock might have a –4 penalty, while hiding a dagger in bulky winter clothing might grant a +2 bonus. Failure typically means the character is spotted or it takes too much time (after which the character can try again). A Critical Failure typically sets off the trap, alerts the victim, or jams the device so that it must be opened or interacted with in a different way.

Comprehensive Modifiers

Rather than a long list of specific bonuses and penalties to skill rolls such as Stealth, Survival, Thievery, etc., *Savage Pathfinder* leaves any modifiers to the GM.

This approach allows her to look at the entire situation and assign a bonus or penalty as the situation requires, usually from +4 to –4. She can consider all the factors more generally, especially those that overlap, like dual penalties for rain or darkness that both limit visibility and therefore shouldn't stack, and assign an overall modifier without having to consult a table in the middle of a tense scene.

As a general guideline, +/–1 is a very minor modifier and +/–2 is a typical advantageous or disadvantageous circumstance. A modifier of –3/–4 means the task is very difficult, and extremely unlikely to do well (a raise result), while +3 /+4 all but guarantees success and makes a raise very likely.

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 94.

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

REQUIREMENTS: Below each Edge is the minimum **Rank** (see page 16) required to take it along with any other prerequisites such as attributes, skills, or other Edges.

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.

ALERTNESS

REQUIREMENTS: Novice

Not much gets by this hero. Very observant and perceptive, she adds +2 to Notice rolls to hear, see, or otherwise sense the world around her.

AMBIDEXTROUS

REQUIREMENTS: Novice, Agility d8+

Your warrior is equally deft with both hands. She ignores the **Off-Hand** penalty (see page 136).

If holding a weapon in each hand, she may stack Parry bonuses (if any) from both weapons.

ARCANE BACKGROUND (MAGIC OR MIRACLES)

REQUIREMENTS: Novice

Exposure to strange energies, studies at a magical school, or gifts from divine or spiritual entities sometimes grant champions their own powers and abilities.

If you want to play a bard, cleric, druid, sorcerer, or wizard based on the original Pathfinder game system's character classes, see the Class Edges beginning on page 43. If you want to make your own custom mage or priest, use the rules here:

Arcane Background (Magic): Mages use Spellcasting as their arcane skill, and have Armor Interference (Light) (meaning they subtract 4 from their Spellcasting rolls and cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement if using medium or heavy armor or shields). On taking this Edge, your hero gets three starting powers and 10 Power Points.

A mage's **available powers are:** *Arcane protection, baleful polymorph, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, locate, mind link, mind reading, mind wipe, object reading, planar binding, plane shift, protection, puppet, scrying, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, teleport, time stop, wall walker, warrior's gift, wish, zombie.*

Arcane Background (Miracles): Priests use Faith as their arcane skill and must choose a **Domain** (see page 50). When they take this Edge, they get 10 Power Points and any three powers listed under the Cleric's available powers list or their Domain. They also gain Vow (Major) to serve their deity.

ARCANE RESISTANCE

REQUIREMENTS: Novice, Spirit d8+

Magic and the supernatural hold little sway with this individual. Whether by nature, heritage, or training the character

is particularly resistant to magic and other supernatural energies.

Enemy arcane abilities targeting the hero suffer a −2 penalty and magical damage is reduced by 2 as well. This includes magical bonuses granted to weapons, such as the *smite* power or the Damaging enchantment (page 211).

Improved Arcane Resistance

REQUIREMENTS: Novice, Arcane Resistance

As above, but the penalty to the arcane skill roll and damage is increased to 4.

Aristocrat

REQUIREMENTS: Novice

This individual was born into privilege or came into it later in life. She may or may not have money, but she still walks in the elite social circles of the world.

Aristocrats add +2 to Persuasion when **Networking** (see page 160) with the local elite, nobles, or other aristocrats. They also add +2 to Common Knowledge rolls made to know the etiquette of the upper class, recognize family trees or heraldry, or recall gossip concerning others of their station.

Attractive

REQUIREMENTS: Novice, Vigor d6+

It's no secret people are more willing to help those they find physically attractive. Your character adds +1 to Performance and Persuasion rolls if the target is attracted to his general type (gender, sex, species, etc.).

Very Attractive

REQUIREMENTS: Novice, Attractive

Your hero is drop-dead gorgeous. He increases his Performance and Persuasion bonus to +2.

Brave

REQUIREMENTS: Novice, Spirit d6+

Those with this Edge have learned to master their fear, or have dealt with so many horrors they've become jaded. These valiant explorers add +2 to Fear checks and subtract 2 from **Fear Table** results (see page 150).

Brawny

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

Your bruiser is very large or very fit. Her Size increases by +1 (and therefore Toughness by 1) and she treats her Strength as one die type higher when determining **Encumbrance** (page 104) and **Minimum Strength** to use armor, weapons, and equipment without a penalty (page 104).

Brawny can't increase a character's Size above +3, and it has no effect on Armor Interference or Armor Restriction.

Brute

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

Brutes focus on core strength and fitness over coordination and flexibility. They treat Athletics as linked to Strength instead of Agility for purposes of Advancement.



The character may also resist Athletics Tests with Strength if he chooses.

Finally, Brutes increase the Short Range of any thrown item by +1. Double that for the adjusted Medium Range, and double again for Long Range. If a thrown item's Range is 3/6/12, for example, a Brute's Range is 4/8/16.

Charismatic

REQUIREMENTS: Novice, Spirit d8+

Your hero is likable for some reason. She may be trustworthy or kind, or might just exude confidence and goodwill. You get one free reroll on Persuasion rolls.

Elan

REQUIREMENTS: Novice, Spirit d8+

Elan means energy or spirit. Those who have it rise to the occasion when the going gets toughest. When you spend a Benny to reroll a Trait, add +2 to the total. The bonus applies only when rerolling. It doesn't apply to damage rolls (since they're not Trait rolls), nor does it apply to Soak rolls unless you're using *another* Benny to reroll the Vigor check.



Fame

REQUIREMENTS: Novice

Your character is a minor celebrity of some sort. She might be a popular bard in a small fiefdom, a warrior who saved the town, or a beloved wizard who entertains children.

She makes double the normal fee when performing for pay (see **Performance**, page 35). She can also use her celebrity to add +1 to Persuasion rolls if a target is friendly and knows who she is (a Common Knowledge roll modified by how likely the individual is to know the celebrity).

The downside of Fame is that the individual is often recognized, others frequently want something from her, she may be followed by fans or admirers, or she may not be able to shirk obligations, performances, or other duties without causing trouble for herself.

Famous

REQUIREMENTS: Seasoned, Fame

Your hero is truly famous. She's well-known in a large circle such as a city, kingdom, or a popular traveling road show. She makes 5× the normal fee when performing and adds +2 to Persuasion rolls when influencing friendly individuals who know who she is.

The price is higher for the truly Famous, too, with more demands on her time, obligations, rivals, scandals, and an inability to operate in crowds without being recognized.

Fast Healer

REQUIREMENTS: Novice, Vigor d8+

Those with this blessing add +2 to Vigor rolls for natural healing, and check every three days instead of five (see **Healing**, page 128).

Fleet-Footed

REQUIREMENTS: Novice, Agility d6+

The hero's Pace is increased by +2 and his running die increases one step (from d6 to d8, for example).

Linguist

REQUIREMENTS: Novice, Smarts d6+

This world traveler has an ear for languages. Characters know a number of languages equal to half their Smarts die type automatically.

Those taking this Edge know a number of languages equal to their Smarts die type instead. See the **Common Golarion Languages** table on page 35.

Luck

REQUIREMENTS: Novice

The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!).

He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

Great Luck

REQUIREMENTS: Novice, Luck

The hero draws two extra Bennies instead of one at the start of each session.

Quick

REQUIREMENTS: Novice, Agility d8+

Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt an Action Card of Five or lower, you may discard it and draw again until you get a card higher than Five.

Characters with both the Level Headed and Quick Edges first draw their additional card and choose which to take. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's Six or higher.

Class Edges

Characters in *Savage Pathfinder* get a Class Edge for free (or a Background or Professional Edge if you prefer). This helps your adventurer capture the feel of the original Pathfinder system's character classes.

Class Edges are the foundation for higher Rank advanced Edges and exciting new **Prestige Edges** (see page 78). Class Edges are usually taken at character creation, as most reflect years of training and specialization. You can take them later (or "multi-class") if you like, but work with your GM to explain how your character suddenly acquires such impressive abilities later in her career.

You'll find eleven core Class Edges as well as advanced Edges for higher Ranks on the following page spreads. Look for additional Class Edges in future books.

Multi-Classing

Once per Rank, starting at Seasoned, heroes in *Savage Pathfinder* can take an additional core Class Edge or new core Prestige Edge.

A character taking a new Arcane Background after character creation gets the new powers, and a d4 in its arcane skill if she doesn't already have it. If she already has an Arcane Background or Mystic Powers, she uses the largest starting pool of Power Points and applies any increases from other Edges or abilities to it. All of her Arcane Backgrounds and Mystic Powers share this one pool of Power Points. Otherwise, she also gets the Power Points listed for the Edge.

Class Edge abilities apply only to spells provided by that class.

Iconic Characters

Each Class Edge on the following pages includes an example "Iconic" hero. These named individuals feature in Pathfinder's lore, and you might find them in Paizo's fiction, games, and other material.

The Iconics are examples of how you *might* build each class. Each has a full set of Advances you can use if you want to play these heroes along their journey to legendary status. Note: the Advances show how *these individuals* Advanced. When you build *your* character you may choose differently.

BARBARIAN

BARBARIAN

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, these brutal souls swear by the creed of conflict. Battle possessed, these savage warriors disdain the life of the professional guard or soldier. They seek to fight for the sake of the act itself.

Known as barbarians, these warmongers know little of tactics, preparation, or the rules of warfare. For them, only the moment exists. They embrace the possibility that the next battle might hold their death. Within the barbarian's heart beats the primal spirit of struggle. Those who face their rage, beware.

- **ARMOR RESTRICTION (Medium):** A barbarian's fighting style requires great freedom of movement. She can't use any abilities granted by this Edge or any Edge with this Edge as a Requirement when wearing heavy armor or using a heavy shield.
- **FAST:** Barbarians are fast and durable runners. They increase their base Pace by +2. This doesn't affect their running die, but does stack with Edges like Fleet-Footed or ancestral modifiers.
- **RAGE:** Barbarians can call upon inner reserves of strength and ferocity in desperate circumstances. As a limited free action, a barbarian may "rage" voluntarily. If she's Shaken or Wounded, she must make a Smarts roll or rage whether she wants to or not.

  Rage lasts five rounds. After the barbarian's fifth turn raging, she takes a level of Fatigue that can only be recovered with an hour's rest (generally no walking, riding, etc.).

  An Exhausted barbarian who rages is Incapacitated afterward. See page 132 for more on Fatigue.

  While raging, a barbarian gains the following abilities:

  - **Fury:** Her Strength increases a die type (ignoring her usual maximum) and every attack must be a **Wild Attack** (see page 141). She can't use any skill or ability that requires more than a few seconds of concentration (GM's call).
  - **Enraged:** She ignores 2 points of Wound penalties and all Fatigue penalties (this stacks with any other abilities that reduce those penalties).
  - **Reckless Abandon:** If a barbarian rolls a Critical Failure on an attack roll while raging, she hits a random target within range of her attack (*not* the intended target), friend or foe. If there are no applicable targets, she injures herself and suffers Bumps & Bruises (see page 151).

POWERFUL BLOW

REQUIREMENTS: Seasoned, Barbarian

The barbarian's savage Wild Attacks cause +4 damage instead of +2. See Wild Attacks on page 141.

INTIMIDATING GLARE

REQUIREMENTS: Veteran, Barbarian

The fearsome and baleful gaze of the wild barbarian unsettles all but the stoutest souls.

When the barbarian's Action Card is a Jack or higher, she may make an Intimidation roll as a limited free action. She also ignores the usual advice on Repetition (see page 140). She may issue threats and insults if she wants, but her terrible glare is often enough to send shivers down her foes' spines.

STRENGTH SURGE

REQUIREMENTS: Heroic, Barbarian

The barbarian's rage knows no bounds! Her Strength increases two die types when raging instead of just one. This can exceed the character's ancestral limit.

AMIRI (NOVICE, ICONIC PATH BARBARIAN)

Fiery of heart and fierce in battle, Amiri demands respect. Those who offend the barbarian soon learn the wrath of her blood rage. She wields an oversized bastard sword, her most prized possession, won from a frost giant years ago. Other than this, Amiri shows no interest in material belongings. She spends freely whenever chance provides, embracing life in the moment and expecting a noble death with the dawn of every day.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d8	Parry: 6
Smarts d4	Toughness: 8 (2)
Spirit d6	Pace: 8
Strength d10	Bennies: 3
Vigor d8	

HINDRANCES: Bloodthirsty, Death Wish, Poverty

EDGES: Barbarian, Brute

LANGUAGES: Common, Goblin, Halfling

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

GEAR: Bastard sword (Str+d8, AP 1), shortbow (Range 12/24/48, Damage 2d6), 20 arrows, handaxe (Str+d6), studded leather tunic and leggings (+2), adventurer's kit, 9 gp.

AMIRI'S ADVANCEMENT TRACK

1 – Trademark Weapon (Bastard Sword)
2 – Sweep
3 – Vigor d10
S – Powerful Blow
5 – Fighting d10
6 – Menacing
7 – Counterattack
V – Intimidating Glare
9 – Trademark Weapon (Imp)
10 – Sweep (Imp)
11 – Giant Killer
H – Strength Surge
13 – Counterattack (Imp)
14 – Fighting d12
15 – No Mercy
L – Vigor d12
17 – Tough as Nails
18 – Tougher than Nails
19 – Weapon Master
20 – Master of Arms



BARD

BARD

REQUIREMENTS: Novice, Spirit d6+, Common Knowledge d6+

The bards of Golarion bring epic tales of heroism and tragedy to the people. Many are renowned far and wide for their talents, but few realize how crucial they are to parties of brave adventurers. They bolster their allies in dire circumstances, beguile their enemies, and often battle evil with a sword in one hand and a lute in the other.

Bards cast spells by singing, reciting poetry, or reciting epic tales. They are usually erudite individuals, traveling the land to learn bawdy songs, great histories, and epic legends.

Allies must be able to hear the bard to benefit from his various abilities.

- **ARCANE BACKGROUND (Bard):** Bards use Performance as their arcane skill. They have 3 starting powers and 10 Power Points.

  Available Powers: *Arcane protection, banish, beast friend, boost/lower Trait, confusion, deflection, detect/conceal arcana, conjure item, dispel, divination, drain Power Points, empathy, fear, healing, illusion, mind link, mind reading, object reading, puppet, sloth/speed, slumber, sound/silence, speak language, stun, summon ally, teleport, warrior's gift.*

- **ARMOR INTERFERENCE (Light):** Bulky armor interferes with a bard's grace and dexterity. They subtract 4 from their Performance rolls and the character cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement if using medium or heavy armor or shields.

- **SHARP TONGUED:** Bards may use Performance as Taunt to Test a foe. They may also ignore the Repetition advice given under Tests (see page 140), as long as they recite different verses, stanzas, lyrics, etc. Bards may also substitute Performance for Taunt to meet Edge Requirements.

INSPIRE HEROICS

REQUIREMENTS: Seasoned, Bard

Bards inspire their comrades with epic tales of valor and bravery. Once during any combat encounter (GM's call), the bard can spend a Benny to gain five Inspiration Tokens. This is a limited free action.

For the remainder of the encounter, the bard may give these tokens to anyone within a Range of Smarts except himself. This may be done at any time (as long as the bard is conscious). The recipient must use the token immediately — it cannot be saved.

Each Inspiration Token allows a character to reroll a Trait or damage roll. A Trait or damage roll may only benefit from a single Inspiration Token, even if there are multiple bards present. Further rerolls require spending a Benny or a special ability.

Inspiration Tokens aren't Bennies, don't trigger Edges that use Bennies (such as Elan), and can't be used as such in any other way such as drawing new Action Cards or Soaking Wounds.

COUNTERSONG

REQUIREMENTS: Veteran, Bard

The bard and all allies within 5" (10 yards) get a free reroll when opposing enemy spell effects or attempting to recover from them. This includes rolls to recover from any magical effect such as *blind*, *lower Trait*, or *stun*. Countersong doesn't help targets resist or recover from natural effects.

DIRGE OF DOOM

REQUIREMENTS: Heroic, Bard

This baleful song builds dread in the bard's foes. At his discretion, any enemy who spends a Benny to Soak or reroll a Trait or damage roll within 10" (20 yards) and line of sight of the bard subtracts 2 from the final total.

LEM (NOVICE, ICONIC PATH BARD)

Lem possesses a delightful sense of humor, along with a boundless optimism, despite his childhood as a slave in Cheliax. Constantly humming tunes from lore or of his own invention, the impulsive halfling is quick to intervene whenever he witnesses cruelty.

ANCESTRY: Halfling (Agile, Keen Senses, Lucky, Reduced Pace, Size −1, Sure-Footed)

ATTRIBUTES	DERIVED
Agility d8	Parry: 5
Smarts d6	Toughness: 6 (2)
Spirit d8	Pace: 5 (d4)
Strength d6	Bennies: 4
Vigor d6	

HINDRANCES: Impulsive, Mild Mannered, Quirk (Hums)

EDGES: Bard, Charismatic, Luck

LANGUAGES: Common, Elven, Gnome, Halfling

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

POWERS: *Boost/lower Trait, confusion, empathy*

GEAR: Dagger (Str+d4), sling (Range 4/8/16, Damage Str+d4, uses Athletics), 20 stones, entertainer's outfit, soft leather tunic and leggings (+2), adventurer's kit, flute, potion of minor *healing*, vial of antitoxin, 5× tinder twigs, 18 gp.

LEM'S ADVANCEMENT TRACK

1 – Spirit d10

2 – Performance d10, Fighting d8

3 – Athletics d8, Persuasion d8

S – Inspire Heroics

5 – Power Points (15 total)

6 – New Powers: *Arcane protection, slumber*

7 – Rabble-Rouser

V – Countersong

9 – Humiliate

10 – New Powers: *Sound/silence, puppet*

11 – Smarts d8

H – Dirge of Doom

13 – Performance d12

14 – Power Points (20 total)

15 – New Powers: *Drain Power Points, warrior's gift*

L – Fighting d10

17 – Channeling

18 – Sidekick

19 – Professional (Performance d12+1)

20 – Expert (Performance d12 + 2)



CLERIC

CLERIC

REQUIREMENTS: Novice, Spirit d6+, Occult d6+

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests provide for the spiritual needs of their people. More than mere preachers, clerics serve as emissaries of their gods.

While clerics of different faiths share similar abilities, they are as different from one another as the divinities they serve. Some offer healing and redemption, others judge law and truth, and still others spread conflict and corruption.

- **ARCANE BACKGROUND (Cleric):** Clerics use Faith as their arcane skill. On taking this Edge, a character gains 10 Power Points and must choose a Domain for the deity she serves from the list on pages 50–51. All clerics start with the *healing* power and two other powers from their available powers.

  Available Powers: Clerics have access to powers from the list below plus the powers listed for their chosen Domain: *banish*, *boost/lower Trait*, *conjure item*, *darksight*, *dispel*, *divination*, *empathy*, *healing*, *light/darkness*, *relief*, *resurrection*, *sanctuary*, *slumber*, *smite*, *sound/silence*.

- **CHANNEL ENERGY:** Clerics can cast the *healing* power at a Range of Spirit rather than Touch. Their *healing* power also has the Additional Recipients Power Modifier, allowing them to heal nearby allies at the cost of 1 extra Power Point each.

- **VOW (Major):** Clerics have a Major Vow to serve their deity. Those who wish to draw energy from divine sources must uphold the principles of their Domain.

  If the cleric violates her deity's trust (GM's call) the cleric subtracts 2 from Faith rolls for a week. Truly sacrilegious acts might rob her of her powers entirely until she atones in some way.

DESTROY UNDEAD

REQUIREMENTS: Seasoned, Cleric

As an action, the cleric spends 2 Power Points to channel positive energy in a Medium Blast Template centered on herself. Every Undead creature within the template must make a Spirit roll or take a Wound (this may be Soaked as usual).

FAVORED POWERS (CLERIC)

REQUIREMENTS: Veteran, Cleric

The cleric has great familiarity with some of her core powers and can cast them quickly and easily. As a limited free action she may ignore up to 2 points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when casting *healing*, *sanctuary*, or *smite*.

This Edge doesn't give her those powers — they must be taken separately.

DIVINE MASTERY

REQUIREMENTS: Heroic, Cleric

Deities reward their clerics with additional power and energy to power their miracles. A cleric who takes this Edge gains access to all her powers' Epic Power Modifiers (see page 175).



KYRA (NOVICE, ICONIC PATH CLERIC)

Kyra's vow to Sarenrae guides her path. With each new day, the cleric renews her oath to fight evil, heal the sick, and protect the innocent. Kyra takes great pride in her faith, her divine powers, and her prowess with a scimitar — all in service to her goddess.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d6	Parry: 5
Smarts d8	Toughness: 7 (2)
Spirit d8	Pace: 6
Strength d6	Bennies: 3
Vigor d6	

HINDRANCES: Code of Honor, Heroic, Vow (Major—serve Sarenrae)

EDGES: Cleric (Good), Healer

LANGUAGES: Celestial, Common, Elven, Halfling, Kelish

SKILLS: Athletics d4, Common Knowledge d4, Faith d8, Fighting d6, Healing d6, Intimidation d6, Notice d6, Occult d6, Persuasion d6, Riding d4, Stealth d4

POWERS: *Arcane protection, healing, smite*

GEAR: Scimitar (Str+d6), sling (Range 4/8/16, Damage Str+d4, uses Athletics), 20 stones, cleric's vestments, leather tunic, helm, and leggings (+2), adventurer's kit, healer's kit, silver holy symbol, holy water, 29 gp.

KYRA'S ADVANCEMENT TRACK

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

2 – Strength d8

3 – Healing d8, Occult d8

S — Destroy Undead

5 – New Powers: *Dispel, sanctuary*

6 – Channeling

7 – Spirit d10

V — Favored Powers (Cleric)

9 – Faith d10, Persuasion d8

10 – Holy Warrior

11 – Fighting d8

H — Divine Mastery

13 – New Powers: *Divination, sloth/speed*

14 – Vigor d8

15 – Power Points (15 total)

L — New Powers: *Burst, resurrection*

17 – Power Points (17 total)

18 – Spirit d12

19 – Faith d12, Persuasion d10

20 – Tough as Nails



DEITIES & DOMAINS

A cleric must choose a Domain appropriate for the deity she serves. Each deity has different aspects representing the god's personality and a unique powers list. When choosing powers, a cleric can choose from this list in addition to the list of powers available to all clerics on page 48.

DOMAINS

CIVILIZATION (COMMUNITY, NOBILITY)

- **ASPECTS:** Cities, towns, legacy, lineage
- **DEITIES:** Abadar, Erastil
- **AVAILABLE POWERS:** *Barrier, disguise, environmental protection, locate, mind link, protection, puppet, speak language, summon ally, warriors gift.*

DEATH

- **ASPECTS:** Birth, fate, prophecy, repose
- **DEITIES:** Norgorber, Pharasma, Urgathoa, Zon-Kuthon
- **AVAILABLE POWERS:** *Blind, bolt, curse, damage field, drain Power Points, fear, mind wipe, planar binding, protection, zombie.*

DESTRUCTION (EVIL, MADNESS)

- **ASPECTS:** Destruction, hate, madness, violence
- **DEITIES:** Asmodeus, Gorum, Lamashtu, Nethys, Norgorber, Rovagug, Urgathoa, Zon-Kuthon
- **AVAILABLE POWERS:** *Bolt, confusion, curse, damage field, deflection, drain Power Points, fear, stun, summon ally, zombie.*

ELEMENTAL (AIR, EARTH, FIRE, WATER)

- **ASPECTS:** Air, cold, earth, fire, heat, water
- **DEITIES:** Abadar, Asmodeus, Gozreh, Pharasma, Sarenrae, Shelyn, Torag
- **AVAILABLE POWERS:** *Barrier, blast, burrow, burst, damage field, deflection, elemental manipulation, environmental protection, havoc, intangibility.*

GLORY (GOOD, HEALING)

- **ASPECTS:** Healing, love, mercy, peace
- **DEITIES:** Cayden Cailean, Desna, Erastil, Gorum, Iomedae, Irori, Pharasma, Sarenrae, Shelyn, Torag
- **AVAILABLE POWERS:** *Arcane protection, barrier, beast friend, burst, damage field, deflection, fly, growth/shrink, sloth/speed, summon ally.*

KNOWLEDGE

- **ASPECTS:** Literacy, history, revealing secrets
- **DEITIES:** Calistria, Irori, Nethys, Norgorber, Pharasma
- **AVAILABLE POWERS:** *Arcane Protection, detect/conceal arcana, drain Power Points, locate, mind link, mind reading, object reading, protection, scrying, speak language.*

LUCK

- **ASPECTS:** Chance, fortune, losing, winning
- **DEITIES:** Calistria, Desna, Shelyn
- **AVAILABLE POWERS:** *Blind, confusion, curse, deflection, disguise, drain Power Points, illusion, mind reading, object reading, puppet.*

MAGIC (RUNE)

- **ASPECTS:** Arcane power, reality, runes
- **DEITIES:** Asmodeus, Irori, Nethys, Urgathoa
- **AVAILABLE POWERS:** *Blast, detect/conceal arcana, elemental manipulation, environmental protection, havoc, planar binding, plane shift, protection, scrying, summon ally.*

NATURE (ANIMAL, PLANT, WEATHER)

- **ASPECTS:** Animals, plants, weather, seas
- **DEITIES:** Erastil, Gozreh, Rovagug
- **AVAILABLE POWERS:** *Baleful polymorph, barrier, beast friend, burst, elemental manipulation, entangle, environmental protection, protection, shape change, summon ally, wall walker.*

PROTECTION

- **ASPECTS:** Protection, care-giving, shelter
- **DEITIES:** Abadar, Nethys, Shelyn, Torag
- **AVAILABLE POWERS:** *Arcane protection, barrier, deflection, detect/conceal arcana,*

environmental protection, intangibility, invisibility, puppet, protection, summon ally.

Strength

- **ASPECTS:** Brawn, champions, contest
- **DEITIES:** Cayden Cailean, Gorum, Irori, Lamashtu, Urgathoa
- **AVAILABLE POWERS:** *Arcane Protection, burrow, drain Power Points, growth/shrink, havoc, protection, sloth/speed, stun, wall walker, warriors gift.*

Sun

- **ASPECTS:** Light, radiance, warmth, life
- **DEITIES:** Iomedae, Sarenrae
- **AVAILABLE POWERS:** *blind, bolt, confusion, damage field, drain Power Points, environmental protection, fly, illusion, protection, stun.*

Travel

- **ASPECTS:** Freedom, liberation, wanderlust
- **DEITIES:** Abadar, Cayden Cailean, Desna
- **AVAILABLE POWERS:** *deflection, environmental protection, fly, intangibility, locate, plane shift, scrying, sloth/speed, speak language, teleport.*

Trickery

- **ASPECTS:** Chance, deception, secrets, stealth
- **DEITIES:** Asmodeus, Calistria, Lamashtu, Norgorber
- **AVAILABLE POWERS:** *Blind, confusion, deflection, detect/conceal arcana, disguise, illusion, invisibility, puppet, speak language, time stop.*

War

- **ASPECTS:** Battle, bravery, victory
- **DEITIES:** Gorum, Iomedae, Rovagug, Urgathoa
- **AVAILABLE POWERS:** *Barrier, blast, blind, confusion, deflection, fear, speed/sloth, stun, summon ally, warriors gift.*

DEITIES & DOMAINS

DEITY	ALIGNMENT	AREAS OF CONCERN	DOMAINS
Abadar	Neutral	Cities, law, merchants, wealth	Earth, Nobility, Protection, Travel
Asmodeus	Evil	Contracts, pride, slavery, tyranny	Evil, Fire, Magic, Trickery
Calistria	Neutral	Lust, revenge, trickery	Knowledge, Luck, Trickery
Cayden Cailean	Good	Ale, bravery, freedom, wine	Good, Strength, Travel
Desna	Good	Dreams, luck, stars, travelers	Good, Luck, Travel
Erastil	Good	Family, farming, hunting, trade	Animal, Community, Good, Plant
Gorum	Neutral	Battle, strength, weapons	Destruction, Glory, Strength, War
Gozreh	Neutral	Nature, the sea, weather	Air, Animal, Plant, Water, Weather
Iomedae	Good	Honor, justice, rulership, valor	Glory, Good, Sun, War
Irori	Neutral	History, knowledge, self-perfection	Healing, Knowledge, Rune, Strength
Lamashtu	Evil	Madness, monsters, nightmares	Evil, Madness, Strength, Trickery
Nethys	Neutral	Magic	Destruction, Knowledge, Magic, Protection, Rune
Norgorber	Evil	Greed, murder, poison, secrets	Death, Evil, Knowledge, Trickery
Pharasma	Neutral	Birth, death, fate, prophecy	Death, Healing, Knowledge, Water
Rovagug	Evil	Destruction, disaster, wrath	Destruction, Evil, War, Weather
Sarenrae	Good	Healing, honesty, redemption, sun	Fire, Glory, Good, Healing, Sun
Shelyn	Good	Art, beauty, love, music	Air, Good, Luck, Protection
Torag	Good	The forge, protection, strategy	Earth, Good, Protection
Urgathoa	Evil	Disease, gluttony, undeath	Death, Evil, Magic, Strength, War
Zon-Kuthon	Evil	Darkness, envy, loss, pain	Death, Destruction, Evil

DRUID

DRUID

REQUIREMENTS: Novice, Spirit d6+, Survival d6+

In the purity and beauty of nature lingers a power beyond the marvels of civilization. These primal magics are guarded by servants of balance known as druids. Allies to beasts and manipulators of nature, these protectors shield their lands from all who threaten them.

Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with wisdom long forgotten by civilization.

- **ARCANE BACKGROUND (Druid):** Druids use Faith as their arcane skill. On taking this Edge, the hero gains three starting powers and 10 Power Points.

  Available Powers: Druids choose spells from the cleric's available powers (page 48) and under the Nature Domain (page 50).
- **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 cannot use other abilities granted by this Edge or any Edge that has this Edge as a Requirement when using medium or heavy armor or shields. Druids cannot use metal armor at all.
- **NATURE BOND:** A druid may attune herself to nature or a special animal companion. See **Nature Bond,** below.
- **NATURE SENSE:** Druids commune with nature and its spirits. Survival is linked to Spirit rather than Smarts.
- **SECRET LANGUAGE:** All druids know the secret language known as Druidic.
- **VOW (Major):** Druids have a Major Vow to protect nature. Those drawing energy from divine sources must uphold the principles of the Nature Domain.

  If the druid violates her deity's trust (GM's call) the druid subtracts 2 from Faith rolls for a week. Truly sacrilegious acts might rob her of her powers entirely until she atones in some way.
- **WILDERNESS STRIDE:** Druids pass through terrain such as dense forest, rocky hills, or desert sands with ease. They ignore penalties for Difficult Ground (see page 124).

NATURE BOND

The bonds druids form with nature are deep and powerful. Choose one of these abilities:

Attuned: The druid gets one free reroll anytime she fails a Faith roll to activate a spell.

Beast Master: The druid gains the Beast Master Edge, gaining an animal companion. This companion is a Wild Card.

WILD SHAPE

REQUIREMENTS: Seasoned, Druid

The druid gains the *shape change* spell, if she doesn't already have it and doubles the Duration of the power when she casts it. Treat the druid as one Rank higher when changing into a creature with Type: Animal.

FAVORED POWERS (DRUID)

REQUIREMENTS: Veteran, Druid

The druid has great familiarity with some of her core powers and can cast them quickly and easily. As a limited free action, she may ignore up to 2 points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when casting *entangle, smite,* or *protection.*

This Edge doesn't give her those powers — they must be taken separately.

DIVINE MASTERY

REQUIREMENTS: Heroic, Druid

Nature rewards its defenders with additional power and energy. A druid who takes this Edge gains access to all her powers' Epic Power Modifiers (see page 175).

LINI (NOVICE, ICONIC PATH DRUID)

Lini has a way with wild creatures, especially big cats. The gnome prefers the company of her snow leopard, Droogami, to other humanoids, although she gets along well enough with people she trusts. Curious and quirky, she collects sticks from every forest she visits.

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

ATTRIBUTES
Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d6

DERIVED
Parry: 5
Toughness: 6 (2)
Pace: 5 (d4)
Bennies: 3

HINDRANCES: All Thumbs, Curious, Quirk (Collects sticks), Vow (Major—protect nature)

EDGES: Beast Master (Droogami the snow leopard, see Large Cat on page 247), Druid, New Powers

LANGUAGES: Common, Druidic, Elven, Gnome, Sylvan

SKILLS: Athletics d6, Common Knowledge d6, Faith d8, Fighting d6, Healing d4, Intimidation d4, Notice d6, Persuasion d4, Riding d4, Stealth d4, Survival d8

POWERS: *Beast friend, elemental manipulation, entangle, environmental protection, protection*

GEAR: Sickle (Str+d4), sling (Range 4/8/16, Damage Str+d4, uses Athletics), 20 stones, soft leather tunic and pants (+2), traveler's outfit, adventurer's kit, spell component pouch, thunderstone, potion of minor *healing*, 5× smoke sticks, 39 gp.

LINI'S ADVANCEMENT TRACK

1 – Woodsman

2 – Smarts d8

3 – New Powers: *Healing, smite*

S — Wild Shape (Grants *shape change* power)

5 – Intimidation d6, Notice d8

6 – New Powers: *Barrier, boost/lower Trait*

7 – Power Points (16 total)

V — Favored Powers (Druid)

9 – Spirit d10

10 – Faith d10, Persuasion d6

11 – Beast Master (Fighting)

H — Divine Mastery

13 – Stealth d6, Survival d10

14 – Beast Master (Strength)

15 – Power Points (21 total)

L — Faith d12

17 – New Powers: *Burst, resurrection*

18 – Beast Master (Vigor)

19 – Giant Killer

20 – Professional (Faith d12 + 1)



FIGHTER

FIGHTER

REQUIREMENTS: Novice, Strength d6+, Athletics, Fighting, or Shooting d6+

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war.

Lords of the battlefield, fighters are a disparate lot. Some train with many weapons; some prefer just one. Whatever their tactics, fighters excel at combat. They protect their own and defeat their enemies, rarely shying away from battle. They often lead the charge, a role they relish even if they don't insist on it.

These skilled warriors turn hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Woe to those who dare stand against them.

- **MARTIAL FLEXIBILITY:** Once per encounter, as a limited free action, a fighter can choose to gain the benefits of a single Combat Edge. He must meet all of the Edge's Requirements, and the benefits of the chosen Edge end after five rounds.

DEADLY BLOW

REQUIREMENTS: Seasoned, Fighter

The fighter adds +1 to the damage of all successful Athletics (throwing), Fighting, or Shooting rolls.

IMPROVED MARTIAL FLEXIBILITY

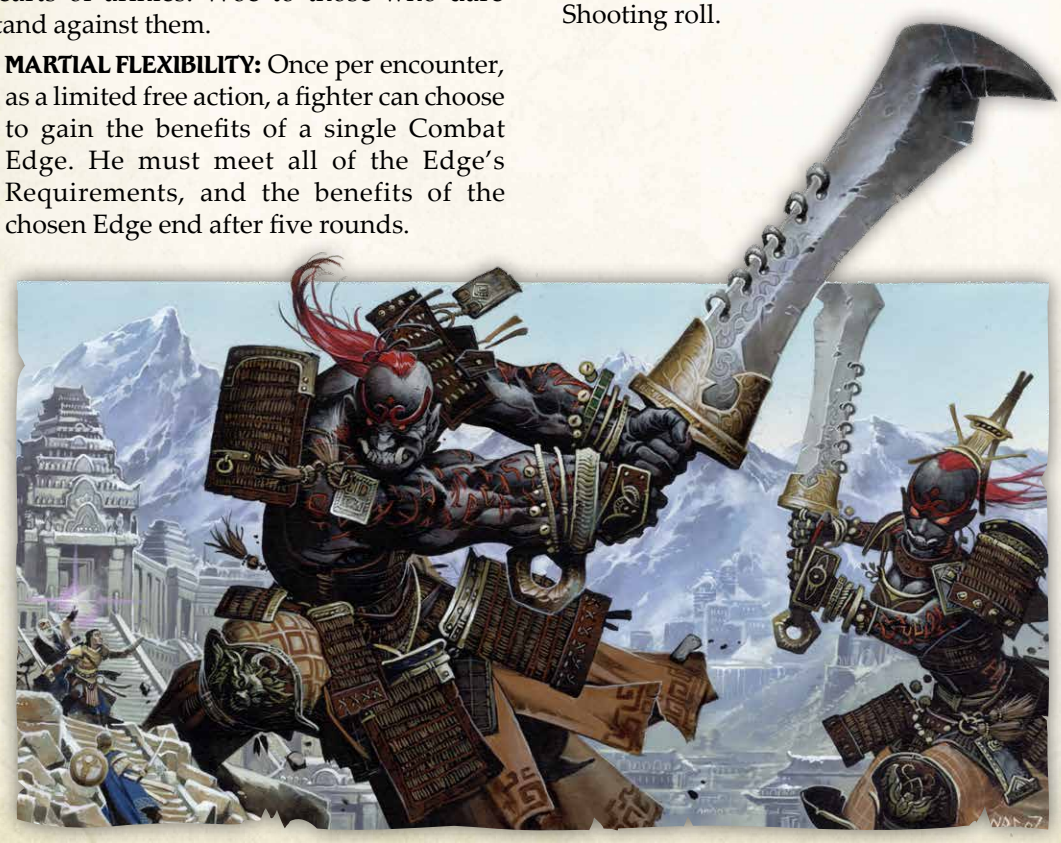
REQUIREMENTS: Veteran, Fighter

The fighter gains the benefits of two Combat Edges (subject to the usual restrictions of Martial Flexibility). He may choose both Combat Edges at the same time, or choose the second Edge as a separate limited free action in a subsequent turn.

MARTIAL PROWESS

REQUIREMENTS: Heroic, Fighter

The fighter gets a free reroll on any failed Athletics (throwing), Fighting, or Shooting roll.



VALEROS (NOVICE, ICONIC PATH FIGHTER)

Valeros takes an easy-come, easy-go approach to life, wealth, and relationships. Nevertheless, he remains fiercely loyal to his adventuring companions, even if he acts on impulse in battle. The burly warrior prefers to fight with a sword in each hand, although his proficiency with a bow proves a boon when hunting and engaging in ranged combat.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d8	Parry: 6
Smarts d6	Toughness: 9 (3)
Spirit d6	Pace: 6
Strength d8	Bennies: 3
Vigor d6	

HINDRANCES: Impulsive, Loyal, Vengeful (Minor)

EDGES: Ambidextrous, Brawny, Fighter

LANGUAGES: Common, Dwarven, Elven, Sylvan

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

GEAR: Longsword (Str+d8), short sword (Str+d6), longbow (Range 15/30/60, Damage 2d6), 20 arrows, scale mail shirt (+3), leather leggings (+2), adventurer's kit, 29 gp.

VALEROS' ADVANCEMENT TRACK

1 – Vigor d8
2 – Nerves of Steel
3 – Two-Weapon Fighting
S – Deadly Blow
5 – Agility d10
6 – Notice d6, Riding d6
7 – Fighting d10, Shooting d10
V – Martial Flexibility (Imp)
9 – Strength d10
10 – Combat Reflexes
11 – Block
H – Martial Prowess
13 – Fighting d12
14 – Vigor d10
15 – Athletics d8, Riding d8
L – Vigor d12
17 – Tough as Nails
18 – Weapon Master
19 – Master of Arms
20 – Tougher than Nails



MONK

MONK

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

For the truly exemplary, martial prowess transcends the battlefield — it is a lifestyle, a doctrine, a state of mind. Such warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves as lethal as any blade.

These monks adhere to ancient philosophies and strict martial disciplines. They elevate their bodies to become weapons of war. Monks tread a path of discipline and balance — in mind, breath, and body.

- **ARMOR RESTRICTION (Any):** Monks must be completely unhindered to perform their complex maneuvers. They cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing any armor or using a shield.
- **MARTIAL DISCIPLINE:** Monks hone their bodies to perfection, gaining an additional +1 Toughness if wearing no armor.
- **MOBILITY:** Quick and nimble, monks increase their running die by one die type.
- **STUNNING FIST:** When a monk hits a target with an Unarmed Strike and scores a raise, he may make the foe Distracted or Vulnerable. This occurs even if the victim takes no damage or Soaks it (the states are applied after the victim attempts to Soak).
- **UNARMED STRIKE:** Monks gain +1 to Fighting attacks when attacking unarmed and +2 AP. They cause Str+d4 damage with their hands, feet, or other **Natural Weapons** (if they have such appendages, see page 136).

  If the monk already has an extra damage die from Claws (available to some ancestries), or the Brawler Edge, increase the damage a die type for each.

  Monks can apply the Trademark Weapon Edge to their unarmed attacks.

  Monks always count as armed. Some use regular weapons in their off-hand, but abilities that refer to their Unarmed Strike apply only to unarmed attacks as defined above.

  With a raise the monk gets a d10 for his bonus damage.

MYSTIC POWERS (MONK)

REQUIREMENTS: Seasoned, Monk

As a limited free action, the monk can invoke one of the following "ki" powers: *boost Trait* (Agility, Athletics, Fighting, and Stealth only), *deflection, smite,* and *speed.* All are self only, but the monk gains no benefit from the Limitation (see page 168).

The monk has 10 Power Points that recharge normally (see page 169). He automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. He may use applicable Power Modifiers if desired (at the usual cost). See Chapter Five for more information on specific spells.

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

GREAT KI

REQUIREMENTS: Veteran, Monk, Mystic Powers (Monk)

The monk further nurtures and refines his ki. He adds the following spells to his Mystic Powers Edge: *Boost Trait* (Strength), *protection, wall walker, warrior's gift*.

WHOLENESS OF BODY

REQUIREMENTS: Heroic, Monk, Mystic Powers (Monk)

The monk may spend 2 Power Points to make a Soak roll. This does not count as spending a Benny.

SAJAN (NOVICE, ICONIC PATH MONK)

Sajan's vow to find his twin sister, Sajini, drives his will to survive. He remains patient and loyal in his quest, searching for clues to her whereabouts with each passing day. Sajan exhibits discipline and perseverance in all things, but especially in the rigors of his martial training. The monk always helps those in need, even if it puts him in harm's way.

ANCESTRY: Human (Adaptability)

ATTRIBUTES
Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

DERIVED
Parry: 7
Toughness: 7
Pace: 8 (d10)
Bennies: 3

HINDRANCES: Heroic, Loyal, Vow (Minor—find sister)

EDGES: Fleet-Footed, Monk, Trademark Weapon (Unarmed Strike)

LANGUAGES: Common, Elven, Giant, Goblin

SKILLS: Athletics d8, Common Knowledge d4, Fighting d8, Healing d4, Intimidation d6, Notice d6, Persuasion d4, Riding d4, Stealth d8

GEAR: Temple sword (treat as short sword, Str+d6), 6× shurikens (Range 3/6/12, Damage Str+d4), caltrops, adventurer's kit, 3× alchemist's fire, sunrod, potion of minor *healing*, 21 gp.

SAJAN'S ADVANCEMENT TRACK

1 – Strength d8
2 – Brawler
3 – First Strike
S — Mystic Powers (Monk)
5 – Agility d10
6 – Frenzy
7 – Block
V — Great Ki
9 – Trademark Weapon (Imp)
10 – Spirit d8
11 – Fighting d10, Athletics d10
H — Wholeness of Body
13 – Nerves of Steel
14 – Common Bond
15 – Combat Reflexes
L — Fighting d12
17 – Counterattack
18 – Improved Block
19 – Vigor d10
20 – Tough as Nails



PALADIN

PALADIN

REQUIREMENTS: Novice, Spirit d6+, Strength d6+, Vow (Minor or Major—serve their deity or order)

Through a worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Knights, crusaders, and lawbringers, paladins seek not just to spread righteous justice but to embody the teachings of the virtuous deities they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline.

As a reward for their service, these holy champions are blessed with boons to aid them in their quests. They gain abilities to battle evil opponents, heal allies, and inspire the faithful. Their conviction leads them into conflict with the very souls they would save. Paladins weather endless challenges of faith and temptation. They risk their lives to do right and ensure justice.

- **AURA OF COURAGE:** As long as the paladin is conscious, all allies within 10" (20 yards) add +1 to their Fear checks.
- **CODE OF HONOR:** All Good paladins have the Code of Honor Hindrance. They strive to keep their word, won't kill or abuse prisoners, and generally uphold the highest standards of etiquette and manners. This is in addition to their other Hindrances.
- **DETECT EVIL:** As an action, the Paladin can concentrate on any one object or individual within Smarts Range to determine whether it's Evil in nature. See page 51 for deities and their alignments.
- **SMITE EVIL:** As a free action, a paladin can choose an enemy. If that enemy is Evil, she gets a free reroll on any failed Athletics (throwing), Fighting, or Shooting rolls against that target for the remainder of the encounter. She may use this ability once per Rank per encounter.

MYSTIC POWERS (PALADIN)

REQUIREMENTS: Seasoned, Paladin

As a limited free action the paladin can invoke one of the following miracles: *boost Trait* (Fighting, Strength, and Vigor only), *healing, relief,* and *smite. Boost Trait* and *smite* are self only, but the paladin gains no benefit from the Limitation (see page 168).

The paladin has 10 Power Points that recharge normally (see page 169). She automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. She may use applicable Power Modifiers if desired (at the usual cost). See Chapter Five for more information on specific spells.

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

MERCY

REQUIREMENTS: Veteran, Paladin

As an action, a paladin can grant "Mercy" to any character within a Range equal to her Spirit. Mercy removes one of the following: Distracted, Vulnerable, or Shaken.

MOUNT

REQUIREMENTS: Heroic, Paladin

The paladin forms a divine bond with a mount she currently owns. This is usually a horse or pony, but may be any mount approved by the GM of Size 3 or less. On forming the bond, the mount gains two Advances (Traits or appropriate Edges, GM's call), and is Resilient. It may be summoned as a limited action, arriving at the start of the next round and acting on the paladin's Action Card if in combat.

If the mount perishes, the paladin may acquire and bond with another, but may only ever have one bonded mount at a time.

SEELAH (NOVICE, ICONIC PATH PALADIN)

A faithful follower of Iomedae the Inheritor, Seelah honors her goddess every day. Sworn to a strict code, she strives to act with honor and ensure justice at all times. Seelah practices personal cleanliness and dedicates herself to rooting out evil on Golarion. Her vow to bring evildoers and scofflaws to justice guides her decision-making.

ANCESTRY: Human (Adaptability)

ATTRIBUTES
Agility d6
Smarts d6
Spirit d8
Strength d8
Vigor d8

DERIVED
Parry: 8 (2)
Toughness: 9 (3)
Pace: 6
Bennies: 3

HINDRANCES: Code of Honor, Loyal, Thin Skinned (Minor), Vow (Major—Serve Iomedae)

EDGES: Champion, Paladin

LANGUAGES: Celestial, Common, Dwarven, Elven

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

GEAR: Longsword (Str+d8), longbow (Range 15/30/60, Damage 2d6), 20 arrows, explorer's outfit, chain mail shirt (+3), leather leggings (+2), medium shield (Parry +2, –2 Cover), adventurer's kit, holy symbol, holy water, 15 gp.

SEELAH'S ADVANCEMENT TRACK

1 – Intimidation d8, Occult d4
2 – Healing d4, Occult d6
3 – Command
S — Mystic Powers (Paladin)
5 – Vigor d10
6 – Natural Leader
7 – Common Bond
V — Mercy
9 – Fervor
10 – Counterattack
11 – Strength d10
H — Mount
13 – Vigor d12
14 – Fighting d10
15 – Beast Bond
L — Fighting d12
17 – Tough as Nails
18 – Tougher Than Nails
19 – Weapon Master
20 – Followers



RANGER

RANGER

REQUIREMENTS: Novice, Athletics, Fighting, or Shooting d6+, Survival d6+

For those who relish the thrill of the hunt, there are only predators and prey. From scouts, to trackers, or bounty hunters, all rangers share the predator's perspective. They value skill with weapons. They excel at stalking even the most elusive game. They train relentlessly to defeat a wide range of quarries.

Knowledgeable, patient, and skilled hunters, rangers pursue man, beast, and monster alike. While some track dangerous creatures to protect the frontier, others pursue more cunning game — even fugitives — into and through the dangerous wilds.

- **ARMOR RESTRICTION (Medium):** Rangers are agile and mobile fighters and scouts. They 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.
- **FAVORED ENEMY:** Rangers study their foes, learning their ways, how to find them, and how to defeat them. Choose a type of enemy from the list on page 244. The ranger gets one free reroll when failing to track (Survival) or attack (Athletics (throwing), Fighting, Shooting) that type of being.
- **FAVORED TERRAIN:** Choose a terrain type (Arctic, Desert, Forest, Jungle, Plains, Hills/Mountains, Rivers/Seas, Swamp, Urban, or Underground). The ranger draws an additional Action Card for initiative when in his Favored Terrain. (This has no effect on the number of cards a ranger can use, so a Level Headed character can still choose which card to use, while a Hesitant character must still take the worst card.)
- **WILDERNESS STRIDE:** Rangers pass through rough terrain such as dense forest, rocky hills, or desert sands with ease. They ignore movement penalties for **Difficult Ground** (see page 124).

QUARRY

REQUIREMENTS: Seasoned, Ranger

The ranger's expertise expands to include additional enemies and terrain. Choose an additional enemy and terrain type for your hero's Favored Enemy and Favored Terrain abilities.

This Edge may be taken once per Rank.

MYSTIC POWERS (RANGER)

REQUIREMENTS: Veteran, Ranger

As a limited free action the ranger can cast one of the following spells: *beast friend, boost Trait* (Athletics, Fighting, and Shooting only), *entangle,* and *warrior's gift. Boost Trait* and *warrior's gift* are self only, but the ranger gains no benefit from the Limitation (see page 168).

The woodsman has 10 Power Points that recharge normally (see page 169). He automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. He may use applicable Power Modifiers if desired (at the usual cost). See Chapter Five for more information on specific spells.

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

MASTER HUNTER

REQUIREMENTS: Heroic, Ranger

Rangers have now become deadly enemies of their chosen prey. They add an additional d6 damage when making a successful Athletics (throwing), Fighting, or Shooting attack against their Favored Enemy.

HARSK (NOVICE, ICONIC PATH RANGER)

An uncommon dwarf, Harsk enjoys the open plains and verdant forests more than claustrophobic tunnels. He prefers the taste of tea to ale. Few things make him happier than crouching in a tree stand with his crossbow. Harsk carries his brother's axe, a reminder of his vow to protect the wilds from the likes of the giants who killed Sigur 20 years ago.

ANCESTRY: Dwarf (Darkvision, Iron Constitution, Reduced Pace, Stonecunning, Tough)

ATTRIBUTES
Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

DERIVED
Parry: 5
Toughness: 8 (2)
Pace: 5 (d4)
Bennies: 3

HINDRANCES: Habit (Minor—Tea), Suspicious (Minor), Thin Skinned (Minor), Vow (Minor)

EDGES: Ranger (Favored Enemy—Humanoid, Favored Terrain—Forests), Woodsman

LANGUAGES: Common, Dwarven, Goblin, Sylvan

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

GEAR: Sigur's battleaxe (Str+d6), heavy crossbow (Range 15/30/60, Damage 2d8, AP 2, Reload 2), 20 bolts, handaxe (Str+d6), studded leather tunic and leggings (+2), adventurer's kit, climber's kit, tanglefoot bag, 34 gp.

HARSK'S ADVANCEMENT TRACK

1 – Strength d8
2 – Rapid Reload
3 – Trademark Weapon (Heavy Crossbow)
S — Quarry (Animals, Mountains)
5 – Intimidation d4, Fighting d8
6 – Marksman
7 – Agility d10
V — Mystic Powers (Ranger)
9 – Shooting d10, Stealth d8
10 – Giant Killer
11 – Extraction
H — Master Hunter
13 – Dodge
14 – Trademark Weapon (Imp)
15 – Nerves of Steel
L — Agility d12
17 – Shooting d12, Intimidation d6
18 – Professional (Shooting d12+1)
19 – Expert (Shooting d12+2)
20 – Master (Shooting)



ROGUE

ROGUE

REQUIREMENTS: Novice, Agility d6+, Notice d6+, Stealth d6+

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they tend to prepare for everything. Out of necessity, they become adept manipulators, agile acrobats, or shadowy stalkers. They are thieves and gamblers, fast-talkers and diplomats, bandits and bounty hunters, or explorers and investigators.

Although many rogues favor the opportunities of towns and cities, some embrace life on the road. They wander from place to place, meeting exotic people and facing fantastic danger in pursuit of endless riches. In the end, all rogues desire to shape their fates and live life on their own terms.

- **ARMOR RESTRICTION (Light):** Rogues are nimble and deadly acrobats. Bulky armor interferes with their abilities. They cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing medium or heavy armor or using a medium or heavy shield.
- **SNEAK ATTACK:** Rogues add an additional d6 to their damage when they have The Drop on their victim, or the victim is Vulnerable. This applies to Athletics (throwing), Fighting, or Shooting attacks.



TRAP SENSE

REQUIREMENTS: Seasoned, Rogue

Rogues are adept at spotting and defeating all but the most clever snares and traps. They get a Notice roll anytime a detectable trap is about to be sprung within 5" (10 yards). They must have line of sight to the trap and can't be Shaken or Stunned. This works generally like Danger Sense but applies only to mechanical and magical traps.

Traps are fully described on page 156.

If the trap is detected and may be Evaded, the rogue and anyone she warns ignore 2 points of Evasion penalties to do so. If the trap can't normally be Evaded, anyone warned may Evade at the usual −2 penalty.

Disarming Traps: Rogues with Trap Sense ignore up to 2 points of Thievery penalties when attempting to disarm traps.

UNCANNY REFLEXES

REQUIREMENTS: Veteran, Rogue

The rogue has an uncanny ability to avoid area attacks and effects. She ignores the usual −2 Agility penalty when making **Evasion** attempts (see page 132). She also gets a regular Evasion attempt against area of effect attacks or similar area effects that don't usually allow it (at the usual −2 penalty) such as *burst* or *blast*, or even *confusion* or similar spells cast with the Area of Effect modifier.

OPPORTUNIST

REQUIREMENTS: Heroic, Rogue

When a target **Withdraws from Melee** with the rogue (see page 141), she gets a free attack even if the foe has Extraction or Improved Extraction. If the foe doesn't have either of those Edges, he counts as Vulnerable to her for the free attack.

MERISIEL (NOVICE, ICONIC PATH ROGUE)

The elves have a name for orphans raised by humans — the Forlorn. Although Merisiel never learned the entire truth about her parents, she knows enough to bear the shame of her circumstances. Life lessons learned, including prison time in more than one city, Merisiel now lives every moment to the fullest.

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

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

HINDRANCES: Bad Luck, Enemy (Minor—kleptomaniac), Shamed (Minor—forlorn)

EDGES: Acrobat, Rogue, Thief

LANGUAGES: Common, Elven, Giant, Goblin, Sylvan

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

GEAR: Rapier (Str+d4, Parry +1), 6× throwing knives (Range 3/6/12, Damage Str+d4), 2× daggers (Str+d4), soft leather jacket and leggings (+2), thieves' tools, tanglefoot bag, adventurer's kit, climber's kit, 35 gp.

MERISIEL'S ADVANCEMENT TRACK

1 – Quick

2 – Agility d10

3 – Taunt d8, Thievery d8

S — Trap Sense

5 – Extraction

6 – Athletics d10, Common Knowledge d6

7 – Feint

V — Uncanny Reflexes

9 – Fighting d10, Thievery d10

10 – Combat Acrobat

11 – Counterattack

H — Opportunist

13 – Agility d12

14 – Humiliate

15 – Athletics d12, Fighting d12

L — Weapon Master

17 – Master of Arms

18 – Professional (Athletics d12+1)

19 – Expert (Athletics d12+2)

20 – Master (Athletics)



SORCERER

SORCERER

REQUIREMENTS: Novice, Smarts d6+, Spirit d6+

Scions of magical bloodlines, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess. As they tap into powers few mortals can imagine, these magic-touched souls must learn to harness the might of their birthright.

While some seek to control their abilities, others give in to their magic, letting it rule their lives. Sorcerers live and breathe that which other spellcasters devote their lives to mastering. For them magic is more than a useful tool or a field of study; it is life itself.

- **ARCANE BACKGROUND (Sorcerer):** Sorcerers use Spellcasting as their arcane skill, but it is linked to Spirit instead of Smarts (if multi-classing as a Smarts-based spellcaster, use the better of the two attributes). On taking this Edge, the hero gains 15 Power Points and two starting powers from the list below.

  Available Powers: *Arcane protection, baleful polymorph, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, locate, mind link, mind reading, mind wipe, object reading, planar binding, plane shift, protection, puppet, scrying, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, teleport, time stop, wall walker, warrior's gift, wish, zombie.*

- **ARMOR INTERFERENCE (Any):** Sorcery requires rapid, intricate, and unhindered somatic movements. Sorcerers subtract 4 from Spellcasting rolls and can't use other abilities granted by this Edge or any Edge that has this Edge as a Requirement when wearing armor or using shields.

- **BLOODLINE:** The sorcerer must choose a Bloodline (see page 66). Beneath each Bloodline description is also the additional special ability one gains when taking the Advanced Bloodline Edge (see page below).

FAVORED POWERS (SORCERER)

REQUIREMENTS: Seasoned, Sorcerer

The sorcerer has great familiarity with certain powers and can cast them quickly and easily. As a limited free action she may ignore up to 2 points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when casting *bolt*, *elemental manipulation*, or *protection*.

This Edge doesn't give her those powers — they must be taken separately.

ARCANE MASTERY

REQUIREMENTS: Veteran, Sorcerer

True understanding of magical energy comes with practice and experience. Those who take this Edge gain access to all their powers' Epic Power Modifiers (see **Powers** in Chapter Five).

ADVANCED BLOODLINE

REQUIREMENTS: Heroic, Sorcerer

The sorcerer gains the additional ability listed for her Bloodline (see page 66).



SEONI (NOVICE, ICONIC PATH SORCERER)

Born into a nomadic tribe known as the Varisians, Seoni manifests the natural magic of her bloodline. Driven by dreams to learn more about her magical heritage, she travels Golarion seeking arcane knowledge and power. Seoni has an Arcane Bloodline, and chose a familiar for her Arcane Bond ability. Her pet is a small, blue-tailed skink called Dragon.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d6	Parry: 4 (5 Staff)
Smarts d8	Toughness: 5
Spirit d8	Pace: 6
Strength d4	Bennies: 4
Vigor d6	

HINDRANCES: Curious, Hesitant, Loyal

EDGES: Calculating, Luck, New Powers, Sorcerer (Arcane Bloodline, Familiar—lizard)

LANGUAGES: Common, Draconic, Elven, Goblin, Sylvan

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

POWERS: *Bolt*, *deflection*, *detect/conceal arcana*, *dispel*

GEAR: Staff (Str+d4, Parry +1, Reach 1, Two Hands), dagger (Str+d4), alchemist's fire, antitoxin, adventurer's kit, scroll of *bolt*, scroll of *lower Trait* (Vigor), 28 gp.

SEONI'S ADVANCEMENT TRACK

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

2 – Fighting d6, Occult d8

3 – Power Points (20 total)

S — Favored Powers (Sorcerer)

5 – Spirit d10

6 – Persuasion d6, Spellcasting d10

7 – New Powers: *Blast, sloth/speed*

V — Arcane Mastery

9 – Great Luck

10 – New Powers: *Invisibility, teleport*

11 – Agility d8

H — Advanced Bloodline

13 – Spellcasting d12

14 – New Powers: *Mind reading, puppet*

15 – Dodge

L — Professional (Spellcasting d12 + 1)

17 – Expert (Spellcasting d12 + 2)

18 – New Powers: *Time stop, wish*

19 – Power Surge

20 – Master (Spellcasting)



BLOODLINES

Below are the Bloodlines available to sorcerers. Many grant various forms of environmental resistance — you'll find those rules on page 241.

ABERRANT

A bizarre and alien legacy taints the sorcerer's blood. Her strange form increases her Toughness by +1. *Bolt*, *blast*, and *burst* spells must be cast with the Lingering Damage Power Modifier (page 170), but cost the sorcerer only 1 additional Power Point instead of 2.

Finally, her long limbs give her Reach +1. In addition to allowing the sorcerer to attack at a distance, this can be used for determining a spell's Range or origin.

★**ADVANCED FORM:** The character is never Surprised and is immune to The Drop unless Bound. Her alien form grants her another point of Toughness.

ABYSSAL

Generations ago, a demon corrupted the hero's heritage. She has environmental resistance to electricity, +1 Toughness, and sharp claws that cause Str+d4 damage.

★**ADVANCED FORM:** The abyssal can conjure demons to aid her. The cost for *summon ally* is reduced by 2 (to a minimum of 1), and the entities summoned cause Fear. She also gains environmental resistance to cold and fire.

ARCANE

The sorcerer forms a magical bond with a creature or an object. Use the rules for the wizard's **Arcane Bond** found on page 68.

★**ADVANCED FORM:** The sorcerer's connection to magic is incredibly strong. She gets a free reroll on any failed Spellcasting roll.

CELESTIAL

A celestial ancestor or divine intervention of some sort blessed this hero's bloodline. Her *bolt*, *blast*, and *burst* spells cause +2 damage to Evil creatures (this stacks with Champion). She also gains environmental resistance to cold and acid.



★**ADVANCED FORM:** The celestial can extend or hide angel-like wings as a free action. While extended, she gains Flight at Pace 12.

DESTINED

The character is destined for great things. She gains one additional Benny per session.

★**ADVANCED FORM:** The hero starts with two extra Bennies per session.

DRACONIC

There's a dragon lurking somewhere in the family tree. Its scion gains claws (Str+d4), scaly skin (+2 Armor), and +1 damage to powers with Trappings suitable to her draconic bloodline.

★**ADVANCED FORM:** The sorcerer's claws now add +2 AP and she gains environmental resistance common to her bloodline (acid for black, fire for red, etc.).

ELEMENTAL

The mage's family was touched by a powerful elemental force. Choose one of the elements listed below. Your hero gains environmental resistance to that element and the matching ability:

- **Air:** Flight, Pace 6.
- **Earth:** Burrowing, Pace 6 (page 240).
- **Fire:** +2 damage to damaging powers with a fire Trapping.
- **Water:** Enemies are automatically Hindered (per the modifier) when affected by your sorcerer's powers.

★**ADVANCED FORM:** Once per encounter, your hero can unleash an elemental blast as an action. This causes 3d6 damage, uses the Cone Template, and may be Evaded.

FEY

The capricious nature of the fey runs in this sorcerer's family. She ignores Difficult Ground in the wilderness and has the "laughing touch." If she successfully touches a target with her hands (see Touch Attacks, page 140), the target is Distracted.

★**ADVANCED FORM:** Victims of a fey's spell with a lingering effect, such as *blind*, *lower Trait*, *stun*, and the like, subtract 2 from any roll made to recover.

INFERNAL

A relative made a deal with dark forces in the distant past. The character gains environmental resistance to fire, immunity to poison, and adds +1 to the damage of any attack powers with a fire Trapping.

★**ADVANCED FORM:** The infernal grows or hides giant bat wings as a free action. Her wings grant her Flight at Pace 12.

UNDEAD

The taint of the grave runs through the character's bloodline. She gains environmental resistance to cold and +1 to Soak rolls.

★**ADVANCED FORM:** The sorcerer is truly undead. She gains the full Undead ability and the Outsider (Major) and Ugly (Major) Hindrances. The heroine might actually be attractive but she's still disturbing to the living!



WIZARD

WIZARD

REQUIREMENTS: Novice, Smarts d6+, Occult d6+

Beyond the veil of the mundane hide the secrets of absolute power. Mysteries, and wonders of arcane realms call to those with the ambition — and the intellect — to grasp true power. Such is the path of the wizard.

These magic-users research, collect, and covet esoteric knowledge. Some choose to become a master of a particular field of magic. Others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

- **ARCANE BACKGROUND (Wizard):** Wizards use Spellcasting as their arcane skill. A hero who takes this Edge gains 10 Power Points and three powers from the list below.

  Available Powers: *Arcane protection, baleful polymorph, banish, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, locate, mind link, mind reading, mind wipe, object reading, planar binding, plane shift, protection, puppet, scrying, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, teleport, time stop, wall walker, warrior's gift, wish, zombie.*

- **ARCANE BOND:** Wizards form an intense magical bond with an object or creature. See **Arcane Bond,** below.

- **ARMOR INTERFERENCE (Any):** Wizards gesticulate in precise patterns. They subtract 4 from Spellcasting rolls and can't use other abilities granted by this Edge or any Edge that has this Edge as a Requirement, when wearing armor or using shields.

- **SCHOOL:** A wizard's studies lead him down one of two paths — the "universalist" who dabbles in all the various "schools" of magic, or a "specialist" who focuses on one school at the expense of some others.

  Specialists must choose one favored school and two opposition schools from the list on page 174. They gain a free reroll on arcane skill rolls to cast spells (not activating an item) from their favored school, but spells cast from their opposition schools cost 1 additional Power Point and suffer a −2 penalty to the wizard's arcane skill roll.

  Wizards mark favored spells in their power lists in bold and opposition spells with an asterisk, like this: ***shape change***, *banish**.

- **SPELLBOOKS:** Wizards must keep and maintain spellbooks (see page 70).

ARCANE BOND

Wizards immerse themselves in the study of eldritch lore and arcane theories. During these long hours they form a bond with a dependable item or friendly creature (a "familiar"). Choose one of the following options for your wizard:

- **BONDED OBJECT:** The spellcaster possesses an amulet, ring, staff, wand, or weapon that adds +1 to all his Spellcasting totals when worn or in hand. If the object is lost or destroyed, the mage can replace it with a new object worth at least 500 gp.

- **FAMILIAR:** The mage has a magical pet. See the sidebar on page 70.

FAVORED POWERS (WIZARD)

REQUIREMENTS: Seasoned, Wizard

The wizard 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 *arcane protection*, *deflection*, *dispel*.

This Edge doesn't give him those powers — they must be taken separately.

EZREN (NOVICE, ICONIC PATH WIZARD)

Ezren finds solace in his arcane studies, which he pursues in the field rather than dusty libraries. The elderly wizard travels far and wide to research and discover new magics, partly as a way to put the shame of his father's heresy behind him.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d6 (–1)	Parry: 4 (5 Staff)
Smarts d10	Toughness: 5
Spirit d8	Pace: 5 (d6–1)
Strength d4 (–1)	Bennies: 3
Vigor d6 (–1)	

HINDRANCES: Elderly, Shamed (Major—Father's Heresy)

EDGES: Jack-of-All-Trades, Wizard (Bonded Object—Cane, School—Universalist)

LANGUAGES: Abyssal, Common, Dwarven, Elven, Giant, Thassilonian

SKILLS: Academics d8, Athletics d4, Common Knowledge d8, Fighting d4, Notice d6, Occult d8, Persuasion d6, Riding d4, Shooting d6, Spellcasting d10, Stealth d6

POWERS: *Bolt, detect/conceal arcana, protection*

GEAR: Cane (Str+d4, Parry +1, Reach 1, Two Hands), dagger (Str+d4), hand crossbow (Range 5/10/20, Damage 2d4), 20 bolts, spell component pouch, spellbook, adventurer's kit, ink pen, ink, parchment, scroll of *slumber*, 24 gp.

EZREN'S ADVANCEMENT TRACK

1 – New Powers: *Boost/lower Trait, conjure item, dispel*

2 – New Powers: *Deflection, light/darkness, summon ally*

3 – Power Points (15 total)

S — Favored Powers (Wizard)

5 – Channeling

6 – New Powers: *Confusion, sloth/speed, teleport*

7 – Agility d8

V — Arcane Mastery

9 – New Powers: *Invisibility, puppet, scrying*

10 – Concentration

11 – Power Points (20 total)

H — Eldritch Inspiration

13 – New Powers: *Banish, fly, growth/shrink*

14 – Extraction

15 – Spellcasting d12

L — Professional (Spellcasting d12 + 1)

17 – New Powers: *Plane shift, time stop, wish*

18 – Expert (Spellcasting d12 + 2)

19 – Power Points (22 total)

20 – Master (Spellcasting)



FAMILIARS

"Familiars" are small Animals (Size –2 or –3) that serve as loyal pets and magical companions to certain kinds of spellcasters.

Familiars are loyal to their masters but aren't slaves. They are typical but very smart versions of their species and can occasionally be distracted by their own inherent instincts. For example, a cat might interrupt its task to chase a mouse or take a brief nap, and a hawk will almost certainly be distracted by sudden movements.

A familiar is a Wild Card with respect to Wounds and having a Wild Die with its Trait rolls. It doesn't get Bennies, but the mage can spend his own on its behalf.

The familiar can understand its master's speech and vice-versa (others hear only the creature's natural sounds), though concepts are limited to what a member of its species might understand.

The familiar has 5 Power Points of its own. It cannot cast spells, but the mage can draw on them as if they were his own. They recharge separately and at the same rate as the mage's.

The bond between the familiar and the mage makes it immune to the *beast friend* power.

If a familiar dies, the hero is automatically Stunned (no matter how far away he is). He can summon another after 10 days and can change the type if he chooses.

Familiars don't Advance, but instead gain one of the advantages below for each of their master's Ranks (including Novice) and for every fourth Advance the hero gains past Legendary.

- The owner may use the familiar's senses as if they were her own, with a maximum range of 10 miles. She is Distracted and Vulnerable while doing so.
- The mage can increase one of the familiar's Traits one die type (no more than once per Trait).
- The familiar gains an Edge. It must make sense for the familiar's species (GM's call) and meet the Requirements as usual.

ARCANE MASTERY

REQUIREMENTS: Veteran, Wizard

True understanding of magical energy comes with practice and experience. Wizards who take this Edge gain access to all their powers' Epic Power Modifiers (see **Powers** in Chapter Five).

ELDRITCH INSPIRATION

REQUIREMENTS: Heroic, Wizard

Great wizards gather esoteric information in their spellbooks, allowing them to harness magical powers at a whim. Assuming he has his spellbook on his person, the wizard can spend a Benny to cast any power available in the campaign of his Rank or lower. The power may be maintained normally but afterward is forgotten (the wizard doesn't add it to his list of powers).

SPELLBOOKS

Wizard spells are strange, complex things that fade quickly from the minds of even the most accomplished casters. For this reason, each wizard maintains a spellbook with the spells he's translated and acquired. He studies them daily, transcribing their mystical patterns onto his mind.

The link to the book is far more than rote memorization — it is an arcane bond with the power and patterns within. If a wizard doesn't have access to his spellbook, he may continue to cast normally until the next sunset or sunrise (whichever comes first). After that, the magical imprint on his mind fades and he can no longer cast his spells.

Wizards may only carry one active spellbook at a time. The mountains of scrolls, magical notations, and research needed to prepare another cannot be carried with the wizard and must be stored safely somewhere. It takes a week of work and 500 gp to create a replacement spellbook once the wizard has access to his magical notes.

When a wizard takes the New Powers Edge, he chooses any two powers as usual. If he has found any spells (including scrolls) through exploration or purchase, and it is of his Rank or less, he may take one of those as a bonus third power at that time as well.

Combat Edges

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

Block

Requirements: Seasoned, Fighting d8+

Through hard-fought experience your hero has learned to defend himself in vicious hand-to-hand combat. His Parry increases by +1 and any Gang Up bonus against him is reduced by 1.

Improved Block

Requirements: Veteran, Block

The hero's Parry bonus is now +2 and the Gang Up bonus against him is reduced by 2.

Brawler

Requirements: Novice, Strength d8+, Vigor d8+

His fists hit like hammers or his talons cut like scythes. His body feels like it's made of stone. Brawlers increase their Toughness by 1 and roll Strength +d4 when hitting with their fists or feet (or claws if they have them). If they already have a damage die from **Claws** (page 240), the monk's Unarmed Strike ability, etc., increase the damage die type by one instead.

The Brawler Edge doesn't make the character's fists **Natural Weapons** (page 136).

Bruiser

Requirements: Seasoned, Brawler

The fighter increases his Toughness an additional +1, and the damage caused with his fists or claws another die type.

Calculating

Requirements: Novice, Smarts d8+

A few seconds to study a foe's actions give your hero a major advantage. When his Action Card is a Five or less, he ignores up to 2 points of penalties on one action that turn, which can include Multi-Action, Cover, Range, and even Wound penalties.

Combat Reflexes

Requirements: Seasoned

Your warrior recovers quickly from shock and trauma. He adds +2 when rolling to recover from being Shaken or Stunned.

Counterattack

Requirements: Seasoned, Fighting d8+

Fighters with this Edge deal instant punishment for an enemy's mistakes. Once per round (if not Shaken or Stunned), the character receives a **Free Attack** (page 133) against one failed Fighting attack against him. The counterattack takes place immediately (before other hits against the hero on the same Action Card, if any).

Improved Counterattack

Requirements: Veteran, Counterattack

As above but the hero gets a free attack against up to three failed attacks each round.

Dead Shot

Requirements: Wild Card, Novice, Athletics or Shooting d8+

When your Action Card is a Joker, double the total damage of your first successful Athletics (throwing) or Shooting roll this round.

Dodge

Requirements: Seasoned, Agility d8+

The hero can anticipate attacks or move erratically under fire. Unless the victim of a surprise attack is taken completely unaware, Dodge subtracts 2 from all ranged attacks made against him. Dodge does *not* stack with actual Cover.

Improved Dodge

Requirements: Seasoned, Dodge

The hero adds +2 when evading area effect attacks. See **Evasion** on page 132.

Extraction

Requirements: Novice, Agility d8+

When a character withdraws from melee, adjacent attackers get a free Fighting attack against him (see **Withdrawing from Melee** on page 141). This is a very dangerous

proposition for most, but not your wily champion. When moving away from adjacent foes, one of them (player's choice), doesn't get his free Fighting attack.

Improved Extraction

REQUIREMENTS: Seasoned, Extraction

Up to three foes (player's choice) don't get attacks when your warrior moves out of melee with them.

Feint

REQUIREMENTS: Novice, Fighting d8+

When performing a **Test** (page 140) with the Fighting skill, you can choose to make the foe resist with Smarts instead of Agility.

First Strike

REQUIREMENTS: Novice, Agility d8+

Once per round, as long as he's not Shaken or Stunned, the hero gets a free Fighting attack against a foe immediately after she moves into Reach. (See **Free Attacks** on page 133).

Improved First Strike

REQUIREMENTS: Heroic, First Strike

As above but the hero may attack up to three foes each round.

Formation Fighter

REQUIREMENTS: Novice, Fighting d8+

The character has trained to fight alongside others, overwhelming their common foe with synchronized strikes and blows. She increases the Gang Up bonus by an additional +1 for herself and her allies. The maximum Gang Up bonus is still +4 no matter how many Formation Fighters stand together.

Free Runner

REQUIREMENTS: Novice, Agility d8+, Athletics d6+

The character is skilled and fearless when it comes to running, jumping, swinging, or scampering up walls and obstacles, through crowded city streets, or even swinging through the rigging of a ship.

While on foot, she moves at her full Pace in such circumstances and adds +2 to Athletics rolls made to climb or negotiate obstacles as long as there are hand- or footholds she can bound on, bounce off, or swing from.

Frenzy

REQUIREMENTS: Seasoned, Fighting d8+

A character with Frenzy gets a second Fighting die with any one of his standard Fighting attacks for the turn (extra dice from Frenzy cannot be added to limited actions). The extra die may be allocated to the same or different targets as he sees fit. Resolve each separately.

Improved Frenzy

REQUIREMENTS: Veteran, Frenzy

A character with Improved Frenzy gets an extra Fighting die with up to two Fighting attacks in the same turn.

Example: *A fighter attacks a giant scorpion. He has Improved Frenzy and decides to attack three times (a Multi-Action at the usual penalty). He gets the Fighting skill with an extra die for his first and second attack. The fighter doesn't get the extra die on the third Fighting roll.*

Giant Killer

REQUIREMENTS: Veteran

The bigger they are, the harder they are to kill. At least for most. Your hero knows how to find the weak points in the most massive of foes.

He adds +1d6 damage when attacking creatures three or more Sizes larger than himself (see **Size**, page 138). A human (Size 0) gets the bonus against a creature of Size 3 or greater.

Hard to Kill

REQUIREMENTS: Novice, Spirit d8+

This adventurer has more lives than a herd of cats. He may ignore his Wound penalties when making Vigor rolls to avoid **Bleeding Out** (see page 126).

Harder to Kill

REQUIREMENTS: Veteran, Hard to Kill

If your Pathfinder is ever "killed," roll a die. On an odd result, he's dead as usual. On an even roll, he's Incapacitated but somehow

escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

Improvisational Fighter

REQUIREMENTS: Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishings not designed for combat. A brawler with this Edge has a knack for using such improvised weapons. He ignores the usual −2 penalty when wielding them. See page 134 for details on **Improvised Weapons**.

Iron Jaw

REQUIREMENTS: Novice, Vigor d8+

The hero can shrug off even extreme blows. He adds +2 to Soak rolls and Vigor rolls to avoid **Knockout Blows** (see page 132).

Killer Instinct

REQUIREMENTS: Seasoned

This hero hates losing. He gets a free reroll in any opposed Test he initiates.

Level Headed

REQUIREMENTS: Seasoned, Smarts d8+

Fighters who can keep their cool when everyone else is running for cover make deadly combatants. A hero with this Edge draws an additional Action Card in combat and chooses which to use.

Improved Level Headed

REQUIREMENTS: Seasoned, Level Headed

As above but the hero draws two additional cards and chooses which to keep.

Marksman

REQUIREMENTS: Seasoned, Athletics or Shooting d8+

The hero is a natural with ranged weapons. If she doesn't move in a turn and fires no more than a Rate of Fire of 1 as her first action, she may add +1 to an Athletics (throwing) or Shooting roll, or ignore up to 2 points of penalties from Called Shots, Cover, Range, or Scale. This is a lesser version of the Aim maneuver and does not stack with it. Marksman doesn't apply to additional attacks after the first in a turn, including those fired with the Rapid Shot Edge or similar abilities.

Mighty Blow

REQUIREMENTS: Wild Card, Novice, Fighting d8+

If your Action Card is a Joker, double the damage of your first successful Fighting attack this round.

Nerves of Steel

REQUIREMENTS: Novice, Vigor d8+

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of Wound penalties.

Improved Nerves of Steel

REQUIREMENTS: Novice, Nerves of Steel

The hero ignores 2 points of Wound penalties.

No Mercy

REQUIREMENTS: Seasoned

When this killer spends a Benny to reroll damage, he adds +2 to his reroll's final total.

Rapid Reload

REQUIREMENTS: Novice, Shooting d6+

The warrior reduces the Reload value of a ranged weapon by 1. See **Reload** on page 137. This is most often taken for archers using crossbows with a Reload of 1 or 2. Weapons with Reload 1 may be reloaded as a free action with this Edge.

A character with this Edge may use Rapid Shot with a weapon if its Reload value has been reduced to a free action.

Rapid Shot

REQUIREMENTS: Seasoned, Shooting d6+

The shooter is practiced at taking quick and accurate shots. When she's armed with a weapon that can be Reloaded as a free action, and has enough arrows to do so, she may increase her weapon's Rate of Fire by 1 for any one of her Shooting attacks that turn.

Rapid Shot may be used with Rapid Reload.

IMPROVED RAPID SHOT

REQUIREMENTS: Veteran, Rapid Shot

The shooter may now increase her weapon's Rate of Fire by 1 twice in the same turn (via a Multi-Action).

Improved Rapid Shot can be used with Rapid Reload.

STEADY HANDS

REQUIREMENTS: Novice, Agility d8+

Firing from the back of a horse or moving platform is tricky business, but your adventurer has figured it out. She ignores the **Unstable Platform** penalty (see page 141).

This also helps when running, reducing the usual penalty from −2 to −1 (see **Movement**, page 123).

SWEEP

REQUIREMENTS: Novice, Strength d8+, Fighting d8+

Some heroes are able to face down multiple enemies at once.

As a limited action, Sweep allows a character to make a single Fighting attack with a two handed weapon and apply it against all targets in his Reach (friends and foes alike). Resolve damage separately for each enemy that's hit.

A Sweep made without a two-handed weapon suffers a −2 penalty.

Note: Some creatures have the Sweep Edge even though they don't have two-handed weapons. In their case their size, lanky limbs, or other advantages allow them to make Sweep attacks.

IMPROVED SWEEP

REQUIREMENTS: Veteran, Sweep

As above but the whirlwind of death may ignore the −2 penalty.

TRADEMARK WEAPON

REQUIREMENTS: Novice, skill with chosen weapon of d8+

The hero knows one unique weapon (Luck Blade, Holy Avenger) like the back of his hand. When using it, he adds +1 to his Athletics (throwing), Fighting, or Shooting rolls, and +1 to Parry when readied (even if it's a ranged weapon).

A fighter can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, he can replace it but the benefits don't kick in for a few days (however long the GM feels is dramatically appropriate).

IMPROVED TRADEMARK WEAPON

REQUIREMENTS: Veteran, Trademark Weapon

As above but the bonuses when using the weapon increase to +2.

TWO-WEAPON FIGHTING

REQUIREMENTS: Novice, Agility d8+

If a character makes an attack with one action and another from a different hand in a later action, the second attack doesn't inflict a Multi-Action penalty. The **Off-Hand** penalty still applies unless he's Ambidextrous, however (page 40).

The character can choose to make a Fighting or Shooting attack with each hand, an Athletics (throwing) attack with each hand, or a combination of these, depending on the readied weapons.

Example: *A fighter wields a longsword in one hand and a dagger in the other. He has Two-Weapon Fighting so he rolls Fighting on one action with the sword, and then makes a second Fighting roll—or an Athletics (throwing) roll—with the dagger, with no Multi-Action penalty to either.*

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."

Command

Requirements: Novice, Smarts d6+

Command is the basic ability to give clear instructions and support to allies in the thick of battle. Extras in Command Range add +1 to their Spirit or Vigor rolls when attempting to recover from being Shaken or Stunned, respectively.

Command Presence

Requirements: Seasoned, Command

A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. A hero with this Edge has a Command Range of 10" (20 yards).

Fervor

Requirements: Veteran, Spirit d8+, Command

A simple phrase uttered by a great leader can sometimes have momentous results. A commander with this ability can inspire his troops to bloody fervor.

Extras in range add +1 to their Fighting damage rolls.

Hold the Line!

Requirements: Seasoned, Smarts d8+, Command

Hold the Line! strengthens the will of any Extras under the hero's command, adding +1 to their Toughness.



Inspire

REQUIREMENTS: Seasoned, Command

Exceptional leaders inspire those around them to great feats of valor and determination. As a limited action, the hero may roll his Battle skill to Support one type of Trait roll, and apply it to *all* allied Extras in Command Range. A leader could Support all Shooting attacks in range, for example.

Bonuses from this Edge can't stack with others.

Natural Leader

REQUIREMENTS: Seasoned, Spirit d8+, Command

This leader has proven herself time and time again, gaining the respect of all those who fight by her side.

Any Leadership Edge that says it applies only to Extras now applies to Wild Cards (including the player characters) as well.

Tactician

REQUIREMENTS: Seasoned, Smarts d8+, Command, Battle d6+

The commander has a natural grasp of small unit tactics and can take advantage of rapidly changing situations.

A Tactician is dealt an extra Action Card each round of combat—kept separate from his own cards. At the start of the round, he may discard it or give it to any one allied Extra in Command Range. The player or GM controlling the receiving character can decide whether to accept and replace her current Action Card, or discard it.

Surprise: Tacticians don't get their extra card if Surprised, but they can give it to an ally who's Surprised if they like!

Master Tactician

REQUIREMENTS: Veteran, Tactician

The Tactician now gets a total of two extra Action Cards to distribute each round.

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!

Arcane Armor

REQUIREMENTS: Novice, Armor Interference

Your hero's Armor Interference counts as one level higher (so a character increasing their Armor Interference (Any) to (Light) could wear light armor and shields with no penalty).

Arcane Armor may be selected more than once.

Artificer

REQUIREMENTS: Seasoned, Arcane Background (Any)

Those who tangle with supernatural forces sometimes find ways to imbue powers into items. They may turn an ordinary blade into a magic sword, grant powerful potions to their friends, or even bless holy relics with divine grace.

Artificers can create **Arcane Devices** and give them to their allies. See page 172. Where possible, the device reflects the forger's background. A bard's arcane devices are works of art, such as a singing sword, a magical instrument, an epic poem, etc.

Channeling

REQUIREMENTS: Seasoned, Arcane Background (Any)

When the character gets a raise on her arcane skill roll (or roll to activate or use an arcane device), she reduces its Power Point cost by 1. This *can* take it to 0.

Concentration

REQUIREMENTS: Seasoned, Arcane Background (Any) or Mystic Powers (Any)

Through training and focus, the caster is extremely efficient in channeling arcane forces. The base Duration of any non-Instant power is doubled. This includes maintaining powers as well.

Holy/Unholy Warrior

Requirements: Seasoned, Arcane Background (Any) or Mystic Powers (Any), Vow (To Hero's Deity)

Believers face grave dangers in service to their divine patrons. To survive such hardships, the forces of Good (or Evil) grant miracles and the ability to turn their favor into supernatural protection.

After making a Soak roll, the chosen may add +1 to the total for each Power Point spent, to a maximum of +4.

New Powers

Requirements: Novice, Arcane Background (Any)

An arcane character may learn two new powers by choosing this Edge (which may be taken multiple times). He may choose from any powers of his Rank or lower normally available to his particular Arcane Background.

A character can add a new Trapping on a power she already has instead of gaining a new one. She might add an ice Trapping to her existing fire *bolt*, for example, so she could switch between ice and fire Trappings freely.

If a wizard takes this Edge, he may choose to learn two powers, as usual, plus a bonus third power, if he has discovered one contained in spellbooks or scrolls he has acquired. The wizard transcribes all three new powers into his spellbook and the original scrolls or spellbooks from which he gleaned his knowledge are added to his repository of notes and research in case he has to make a replacement spellbook in the future.

Power Points

Requirements: Novice, Arcane Background (Any) or Mystic Powers (Any)

Wizards, sorcerers, and other arcane types always want more power. This Edge grants them an additional 5 Power Points.

Power Points may be selected more than once, but only once per Rank. It may be taken as often as desired at Legendary Rank, but each grants only 2 additional points.

Power Surge

Requirements: Wild Card, Novice, Arcane Background (Any), arcane skill d8+

The character recovers 10 Power Points when his Action Card is a Joker. This may not exceed his usual limit.

Soul Drain

Requirements: Seasoned, Spirit d8+, Arcane Background (Any) or Mystic Powers (Any)

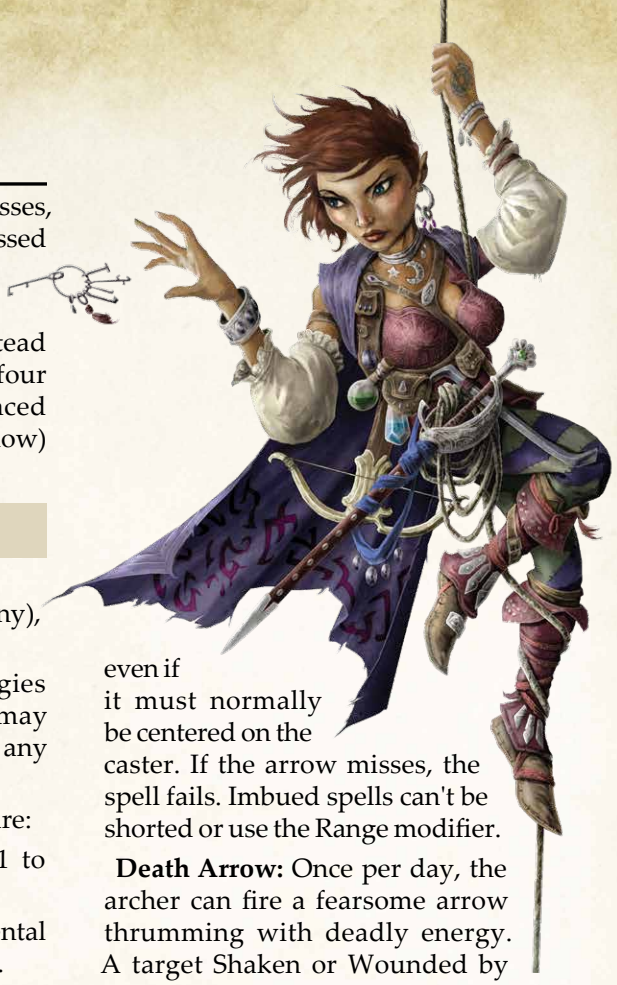
Once per day, Soul Drain allows a character to take a level of Fatigue to recover up to 5 Power Points as a limited free action. Or she can take two levels of Fatigue (Exhaustion) to recover up to 10 Power Points. She cannot render herself Incapacitated in this way.



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 (instead of a core Class Edge), and once every four Advances at Legendary Rank. Advanced Edges (the level II and III Edges listed below) are not subject to this restriction.



ARCANE ARCHER

REQUIREMENTS: Seasoned, Arcane Background (Any) or Mystic Powers (Any), Shooting d8+

An arcane archer uses magical energies to amplify his arrows or bolts. He may automatically grant one "quality" into any arrow he fires (designated per shot).

The first two qualities an archer learns are:

Enhance: The archer's arrow adds +1 to Shooting and damage.

Trapping: The arrow has an environmental Trapping such as fire, cold, darkness, etc.

ARCANE ARCHER II

REQUIREMENTS: Veteran, Arcane Archer

The archer gains two new qualities:

Phase Arrow: Once per encounter, the archer may fire an arrow directly through any nonmagical barriers, ignoring penalties for Cover or concealment.

Hail of Arrows: Once per encounter, the archer may enchant an arrow so it splits into many when fired, raining down in a Large Blast Template. Everyone inside the template is subject to the attack roll — roll damage separately.

ARCANE ARCHER III

REQUIREMENTS: Heroic, Arcane Archer II

The archer gains two new qualities:

Imbue: Once per turn, the archer can imbue any of his existing area effect powers into an arrow, "casting" the spell with Shooting and using his bow's Range in place of the power's Range. The spell's area of effect is centered where the arrow lands, even if it must normally be centered on the caster. If the arrow misses, the spell fails. Imbued spells can't be shorted or use the Range modifier.

Death Arrow: Once per day, the archer can fire a fearsome arrow thrumming with deadly energy. A target Shaken or Wounded by the arrow must make a Vigor roll or die! Death arrows have no effect on Constructs or Undead.

ARCANE TRICKSTER

REQUIREMENTS: Seasoned, Arcane Background (Any) or Mystic Powers (Any), Sneak Attack ability, Thievery d8+

These prodigious thieves blend subtle aspects of the arcane with the cunning of sleight of hand and misdirection.

Ranged Legerdemain: The trickster can use her Thievery at a Range of 5" (10 yards) or less at a –2 penalty. Any object manipulated at range must weigh less than five pounds.

Impromptu Attack: Once per encounter, the trickster may use her Sneak Attack ability even if a foe isn't Vulnerable or subject to The Drop.

ARCANE TRICKSTER II

REQUIREMENTS: Seasoned, Arcane Trickster

Invisible Thief: Once per day, as a free action, the character may cast *invisibility* for

a base cost of 1 Power Point. No arcane skill roll is required, and it's cast as if with a raise. The trickster may use Power Modifiers or maintain the spell with her own Power Points as usual.

This Edge doesn't grant the trickster the *invisibility* spell; she must have it on her own.

Arcane Trickster III

REQUIREMENTS: Veteran, Arcane Trickster II

Surprise Spells: The trickster's attack spells benefit from her Sneak Attack ability.

Assassin

REQUIREMENTS: Seasoned, Sneak Attack ability

Those with this Edge are adept at infiltration and cold, efficient murder. They consider themselves artisans, and their medium is death.

Death Attack: If the assassin strikes a living victim with The Drop and causes at least one Wound (after any Soaking), the foe must make a Vigor roll or die.

If the assassin Incapacitates or slays a victim he had The Drop on, the victim drops quietly and without a sound. It may even be a few moments before those nearby notice the situation, depending on the circumstances.

Assassin II

REQUIREMENTS: Veteran, Assassin

Hide in Plain Sight: The assassin may magically hide in plain sight. Treat this as *invisibility* (−4), as long as the assassin doesn't move or make noise.

Resistance to Poison: The assassin adds +4 to rolls made to resist poison.

Assassin III

REQUIREMENTS: Heroic, Assassin II

Angel of Death: The slayer gains the mystical ability to charge her attack with lethal death energy. If she chooses to do so, a victim slain by her hand crumbles to dust and cannot be resurrected. She may do this no more than once per day.

Swift Death: Once per day, as a free action, an assassin gains The Drop over a foe of her choice, even if the target is completely aware of her presence.

Dragon Disciple

REQUIREMENTS: Seasoned, Arcane Background (any) or Mystic Powers (Any), Occult d6+

Spellcasters who embrace their draconic heritage and learn to channel their abilities become fearsome warriors. They possess not only the repertoire of an accomplished sorcerer, but also the ability to unleash the furious power of dragons upon their foes.

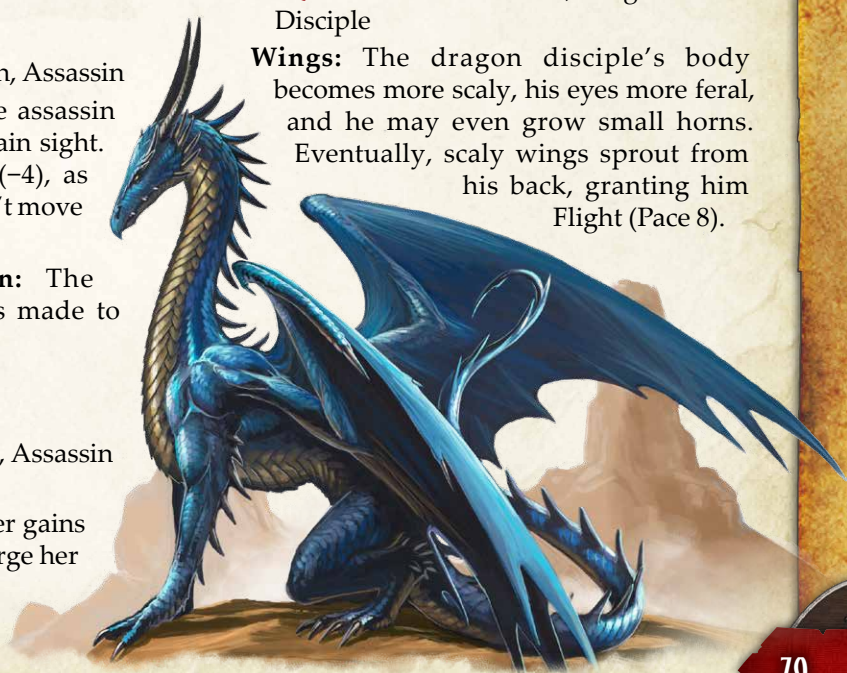
Breath Attack: Once per encounter, as a limited action the dragon disciple may make a breath attack in a Cone Template. The attack causes 3d6 damage and may be Evaded.

The attack has one of the following effects, based on the type of dragon the character descends from: fire (victims may catch fire, page 154), acid (Lingering Damage, see page 170), electricity (+2 damage to those in metal armor), or cold (victim is Hindered until the end of his next turn, see page 170).

Dragon Disciple II

REQUIREMENTS: Veteran, Dragon Disciple

Wings: The dragon disciple's body becomes more scaly, his eyes more feral, and he may even grow small horns. Eventually, scaly wings sprout from his back, granting him Flight (Pace 8).



DRAGON DISCIPLE III

REQUIREMENTS: Heroic, Dragon Disciple II

The disciple's transformation is now complete — this permanently changes her Type to Dragon.

Dragon Form: Twice per day as a limited action, the dragon disciple may take the form of a dragon of her bloodline. This makes her Size 3, Strength d12, and Vigor d10. She has Armor 4, and her bite/claw attack is Str+d8, AP 2. Her wings grow to accommodate her form.

If she doesn't already have it, her dragon form also grants her environmental resistance common to her draconic heritage (electricity for blue, fire for red, etc.).

Her clothing, gear, and magic items meld into her form and provide no benefits. She can remain in this form for up to five minutes, and extend the Duration another five minutes by taking a level of Fatigue.

She may still speak and cast spells in dragon form.

DUELIST

REQUIREMENTS: Seasoned, Agility d8+, Fighting d8+

Duelists represent the pinnacle of elegant swordplay, parrying blows and countering their opponent's actions with expert ripostes.

Surgical Strike: A duelist makes surgical strikes with one-handed piercing weapons with a Min Str of d6 or less, adding +2 to her damage total.

Parry: If the duelist hasn't acted this turn, she may declare the Defend maneuver after an opponent declares a Fighting attack against her but before the roll is made. She discards her current Action Card and her Parry bonus is +6 instead of +4 while using the Defend maneuver.

DUELIST II

REQUIREMENTS: Seasoned, Duelist

Crippling Strike: A foe Shaken or Wounded by the duelist reduces his Pace by 2 until healed. No foe can be subject to more than one crippling strike, and can't be reduced below a Pace of 1.

DUELIST III

REQUIREMENTS: Veteran, Duelist II

Deflect Arrows: The duelist can now deflect arrows, bolts, and thrown weapons. Enemies subtract 2 from Athletics (throwing) or Shooting rolls to hit him. This stacks with Dodge and similar abilities, and is ignored if the duelist is Surprised, Bound, unaware of the attack, or can't generally parry the projectiles.

ELDRITCH KNIGHT

REQUIREMENTS: Seasoned, Arcane Background (any) or Mystic Powers (Any), Fighting d8+

Elite warriors who train in both the martial and arcane arts learn how to take extra advantage of their prowess in both. These versatile heroes, the eldritch knights, are usually characters who studied both the martial and arcane arts.

Eldritch Recharge: Anytime the knight gets a raise on a damaging attack roll (Athletics (throwing), Fighting, Shooting, or arcane skill), he regains a Power Point.

ELDRITCH KNIGHT II

REQUIREMENTS: Veteran, Eldritch Knight

Eldritch Strike: The knight can spend 2 Power Points after making an attack roll to increase its total by +2.

ELDRITCH KNIGHT III

REQUIREMENTS: Heroic, Eldritch Knight II

Eldritch Strike (Imp): The knight can spend 2 Power Points after making a successful attack roll to increase that attack's damage by +2.

LOREMASTER

REQUIREMENTS: Seasoned, Smarts d8+, Academics or Common Knowledge or Occult d8+

A gatherer of secrets and arcane lore, this character values the acquisition of intellectual insights above all else. Often obsessed by the written word, the loremaster knows better than any that knowledge is power.

Lore: She gets a free reroll when making Academics, Common Knowledge, Occult, or Science rolls.

Loremaster II

REQUIREMENTS: Veteran, Loremaster

The loremaster gains special insight into those she's traveled and adventured with.

Secret: With the Game Master's consent, she may take one ability from any core Class Edge she doesn't already have. She might take the druid's Wilderness Stride ability, for example, the rogue's Sneak Attack, or a cleric's ability to Channel Energy.

This doesn't confer any other Traits, Edges, or rules required to use the ability.

Loremaster III

REQUIREMENTS: Heroic, Loremaster II

Greater Lore: The loremaster learns two new powers from any of those available in the campaign. This may not be useful if a power depends on mechanics the loremaster can't make use of, but she can still learn the spell if she likes.

Mystic Theurge

REQUIREMENTS: Seasoned, two Arcane Backgrounds with two different arcane skills

Mystic theurges place no boundaries on their magical abilities, whether they stem from the arcane or divine.

Combined Spells: A theurge can cast two spells as a limited action. You must use two different arcane skills, declare the spells and all Power Modifiers as usual, then roll a die for each (the Wild Die can replace either). If the arcane skills have the same die type use differently colored dice so you know which is which.

The costs of both spells must be paid separately, and effects from Critical Failure apply normally but don't stack.



Example: *A theurge casts* bolt *with Spellcasting (d8) and* healing *with Faith (d10). Roll a d8, a d10, and the Wild Die, which may take the place of either skill die. She casts both spells, spends the usual number of Power Points, and may use any Power Modifiers she wishes for each.*

Mystic Theurge II

REQUIREMENTS: Veteran, Mystic Theurge

Spell Synergy: When the theurge uses her Combined Spells ability she reduces the cost of each spell by 1 Power Point (to a minimum of 1).

Mystic Theurge III

REQUIREMENTS: Heroic, Mystic Theurge II

Spell Synthesis: The character's Class Edge abilities can now be applied to all spells provided by any of her classes.

Pathfinder Chronicler

REQUIREMENTS: Seasoned, Common Knowledge or Occult d8+, Survival d6+

Brave explorers and seekers of lost or forgotten knowledge, these heroes are quintessential adventurers. They travel the world searching for esoteric truths, magical and mundane relics, and unexplored vistas.

Pathfinding: The Pathfinder increases the party's speed by 10% when navigating to known or mapped locations. See **Travel** on page 165.

She also knows which paths are safest and where to exercise additional caution. If the Game Master is drawing for encounters and gets the **Enemies** result (see page 165), the chronicler may make a Smarts roll at –2 to discard that card and replace it with the next card in the deck.

PATHFINDER CHRONICLER II

REQUIREMENTS: Seasoned, Pathfinder Chronicler

Epic Tales: The chronicler recites a moving and evocative tale. Once per session, while the party is resting, every Wild Card ally who hears the tale gains a Benny.

PATHFINDER CHRONICLER III

REQUIREMENTS: Veteran, Pathfinder Chronicler II

Call Down the Legends: Once per game week, the chronicler can magically summon five "shades" of great Golarion heroes who have gone before. The shades assume mortal form, have the profiles in the sidebar below, and last for one hour.

SHADES

The shades appear as silent, somewhat formless heroes of Golarion — elves, dwarves, humans, and others. They cannot be mistaken for living beings except in the most obscured conditions. They appear from darkness and vanish into it when their time on the mortal plane expires. They are physical while here, and have only a fraction of their true self's abilities.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 8 (2)
Hindrances: —
Edges: —
Gear: Leather armor (+2), longsword (Str+d8).
Special Abilities:

- **Construct:** +2 to recover from being Shaken; don't breathe; immune to poison and disease.
- **Fearless:** Shades are immune to Fear and Intimidation.

SHADOWDANCER

REQUIREMENTS: Seasoned, Performance d6+, Stealth d8+, Thievery d6+

Some characters prefer the shadows, embracing the advantages of darkness to become artists of deception and surprise.

Greater Darkvision: A strong connection to the Shadow Plane allows the hero to see perfectly even in Pitch Darkness up to 20" (40 yards), and ignore all Illumination penalties resulting from it. This includes seeing through effects that typically stop Darkvision.

SHADOWDANCER II

REQUIREMENTS: Seasoned, Shadowdancer

Shadow Cloak: Darkness envelops and protects its champion. She gets one free Soak attempt at −2 whenever she's Wounded in Dim or Dark Illumination. This does not count as spending a Benny.

SHADOWDANCER III

REQUIREMENTS: Veteran, Shadowdancer II

Mystic Powers (Shadow Force): As a limited free action the shadowdancer can cast one of the following spells: *blast*, *illusion*, *summon ally*, or *teleport* (self only). All of these have a shadow Trapping.

The shadowdancer has 10 Power Points that recharge normally (see page 169). She automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power Points. See Chapter Five for more information on specific spells. She may use applicable Power Modifiers if desired (at the usual cost).

Blast still requires line of sight, but otherwise automatically hits as long as any part of the target is visible and in Range.

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

Professional Edges

Professional Edges reflect years of practice or experience in a particular trade, activity, or craft. In some cases they may also represent special blessings from higher powers as well.

Players may purchase Professional Edges after character creation, perhaps roleplaying the achievement by practicing the affected trade during downtime or in between adventures.

Stacking: Bonuses to the same Trait from different Professional Edges do not stack — apply only the highest.

Ace

Requirements: Novice, Agility d8+

Aces are pilots and drivers who have a special affinity with their vehicle. They ignore 2 points of penalties to any Boating, Driving, or Piloting roll, and may spend Bennies to Soak damage for any vehicle they control or command, using the appropriate Boating, Driving, or Piloting skill instead of Vigor. Each success and raise negates a Wound.

Acrobat

Requirements: Novice, Agility d8+, Athletics d8+

The acrobat gets one free reroll on Athletics totals that involve balance, tumbling, or grappling. It doesn't affect rolls to interrupt actions, climb, swim, or throw.

Combat Acrobat

Requirements: Seasoned, Acrobat

The tumbler leaps quickly about so that attacks against her are made at −1 as long as she's aware of the attack, can reasonably move about, and isn't suffering any Encumbrance or Minimum Strength penalties.

Born in the Saddle

Requirements: Novice, Agility d8+, Riding d6+

Whether it's on the back of a fast horse or other more exotic mount, this hero feels more at home in the saddle than on her own two feet. The Edge grants the hero one free reroll on all Riding rolls and increases her mount's Pace by 2 and its running die one step.

Fix It

Requirements: Novice, Repair d8+

The hero is a natural with mechanical contraptions. She adds +2 to Repair rolls, and with a raise, halves the time normally required to fix something. This means if a particular Repair job says a raise repairs it in half the time, a Fix It can finish the job in one-quarter the time with a raise.

Investigator

Requirements: Novice, Smarts d8+, Academics d8+

Investigators spend a great deal of time in vast libraries researching ancient legends, working the streets, or deducing Golarion's greatest mysteries. They add +2 to Academics or Notice rolls made to sift through information, sift through stacks of papers, look through shelves of books for something of note, or spy obscured items from piles of junk or debris.

Jack-of-All-Trades

Requirements: Novice, Smarts d10+

Through advanced schooling, book-learning, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There's little she can't figure out given a little time and a dash of luck.

The character makes a Smarts roll as an action after observing or studying some subject. She gains a d4 in the relevant skill with success, or d6 with a raise. She may try again after an hour of study, trial and effort, or immersion if she fails or wants to try for a raise. This lasts until the character attempts to learn a different subject, whether she's successful or not.

Scholar

Requirements: Novice, Smarts d8+

Learned professors, devoted students, and amateur enthusiasts spend great amounts of time and energy studying particular subjects. They become experts in these fields,

and rarely fail to answer questions in their particular area of expertise.

Pick any one of the following skills: Academics, Battle, Occult, Science, or a Smarts-based "knowledge"-type skill allowed in your game, and add +2 to the total whenever it's used.

This Edge may be taken more than once if applied to different skills.

Soldier

REQUIREMENTS: Novice, Strength d6+, Vigor d6+

Professional soldiers get used to carrying heavy loads and enduring harsh conditions. After a few days getting used to their gear (GM's call), they treat their Strength as one die type higher when determining **Encumbrance** (page 104) and **Minimum Strength** to use armor, weapons, and equipment without a penalty (page 104). (This stacks with the Brawny Edge.)



They also get a free reroll on Vigor rolls made to survive environmental hazards (see **Hazards**, page 151).

This Edge has no effect on Armor Interference or Armor Restriction.

Thief

REQUIREMENTS: Novice, Agility d8+, Stealth d6+, Thievery d6+

Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked.

Thieves know how to use the slimmest protrusions on walls and window ledges to climb the tallest of buildings, scampering through streets and back alleys like cats. They add +1 to Athletics rolls made to climb in urban areas.

Thieves also know how to use the dark areas between the streetlights of cities to conceal their movements, and add +1 to Stealth rolls when in an urban environment.

Finally, these rogues are — not surprisingly — adept at Thievery itself, adding +1 to those rolls in all circumstances.

Troubadour

REQUIREMENTS: Seasoned, Common Knowledge d6+, Performance d8+

Troubadours travel the world, learning culture, etiquette, history, and above all, legends. They add +2 to Common Knowledge rolls and may use Performance in place of Battle for Leadership Edges or Edges that require Battle.

Woodsman

REQUIREMENTS: Novice, Spirit d6+, Survival d8+

Woodsmen are rangers, scouts, and hunters who are more at home in the wilderness than urban areas. They are skilled trackers and scouts, and know how to live off the land for months at a time.

Woodsmen add +2 to Survival and Stealth rolls made in the wild (not towns, ruins, or underground).

Social Edges

Getting people to do what you want is a critical skill, whether by coercion or charm.

Bolster

Requirements: Novice, Spirit d8+

Belittling or humiliating an enemy can boost your allies' spirits. When this character successfully Tests a foe, he may also remove the **Distracted** or **Vulnerable** state (page 131) from one of his allies.

Common Bond

Requirements: Wild Card, Novice, Spirit d8+

Selfless heroes and determined leaders know their greatest strength often comes from their companions, and are willing to give some of their own fortune, fate, or luck to support them.

A character with this Edge may freely give her Bennies to any other character she can communicate with. The player should explain what form this takes, from a quick shout of encouragement to a welcome pat on the back.

Connections

Requirements: Novice

Your heroine is connected to people or organizations who can help her when the chips are down. It might be the city guard, a guild, a wealthy noblewoman, or even other adventurers.

Connections may be taken more than once, selecting a new faction or contact each time. Once per session, and assuming she can get in touch with them, the heroine can call on her friends for a favor.

The favor depends on the nature of the contact (GM's call), but might include a loan, gear, a few allied fighters, transportation, information, or even a professional with critical skills the party doesn't have, like a tracker or scholar.

Humiliate

Requirements: Novice, Taunt d8+

Those with a cruel wit can destroy a rival's ego in a single remark or well-timed gesture. Your hero gets a free reroll on Taunt Tests.

Menacing

Requirements: Novice, any one of Bloodthirsty, Mean, Ruthless, or Ugly

Being a brutish lout isn't always a drawback if you know how to use it. Menacing allows a character to put her bad looks or worse attitude to good use. The goon adds +2 to her Intimidation rolls.

Provoke

Requirements: Novice, Taunt d6+

Clever characters can manipulate their foes, drawing enemy focus on themselves to protect their allies. Once per turn, when your hero uses Taunt for a Test and gets a raise (see **Test**, page 140), she may Provoke the foe.

In addition to all the usual effects of the success and raise, the enemy suffers a −2 penalty to affect any other target besides the one who provoked him. This stacks with Distracted but not further instances of Provoke.

Provoke lasts until a Joker is drawn, someone else Provokes the target, or the encounter ends. Provoke may be combined with **Rabble Rouser** (see below).

Rabble-Rouser

Requirements: Seasoned, Spirit d8+

This instigator knows how to rile up several enemies at once. As a limited action, a character with this Edge can make a social Test with Intimidation or Taunt against all enemies in a Medium Blast Template. The targets must be able to see and hear the hero clearly. Each defender resists and is affected by the Test separately.

Reliable

Requirements: Novice, Spirit d8+

People know they can depend on your hero when they need assistance. He gets a free reroll on any Support roll.

Retort

REQUIREMENTS: Novice, Taunt d6+

This verbal duelist can turn the slings and arrows of social combat right back at the unwitting fools who hurled them.

If a character with Retort gets a raise when resisting an Intimidation or Taunt Test, the *foe* is Distracted.

Streetwise

REQUIREMENTS: Novice, Smarts d6+

Streetwise characters know how to find the local black market, fence stolen goods, avoid the local law (or criminal element!), lay low when the heat's on, obtain illegal weapons, find out which "boss" is hiring muscle, or similar shady activities.

Streetwise characters add +2 to Intimidation or Persuasion rolls made to **Network** (see page 160) with shady or criminal elements. They also add +2 to Common Knowledge rolls pertaining to the types of disreputable activities listed above.



Strong Willed

REQUIREMENTS: Novice, Spirit d8+

Self-confidence is powerful armor against those who attempt to attack this individual's will. He adds +2 to his total when resisting Tests with Smarts or Spirit.

Iron Will

REQUIREMENTS: Seasoned, Brave, Strong Willed

The hero now adds his Strong Willed bonus to resist powers and negate their effects. Iron Will doesn't stack with Brave, nor does it apply to subsequent rolls resulting from powers such as being Shaken by a damaging power, *fear*, or the like.

Work the Room

REQUIREMENTS: Novice, Spirit d8+

Your hero's words don't just inspire those they're directed at — they often inspire others as well. Once per turn, you can use Work the Room to roll an additional skill die when Supporting with Persuasion or Performance. The additional die Supports any other ally who can see or hear your hero, and applies to their next action, whatever it may be.

Work the Crowd

REQUIREMENTS: Seasoned, Work the Room

As Work the Room but the hero now can Support another on up to two of her Support actions.

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.

Beast Bond

Requirements: Novice

Some individuals have an extraordinary bond with their animal companions. These characters may spend their own Bennies for any animals under their control, including mounts, pets, familiars, and so on.

Beast Master

Requirements: Novice, Spirit d8+

Animals take to your hero quickly and easily. They won't attack him unless he attacks them first or they're enraged for some reason.

The beast master's "animal magnetism" is so great he's attracted a loyal animal of some sort as well. This is typically an animal of Size 0 or smaller, subject to the GM's approval.

The beast is an Extra and doesn't Advance in Rank or abilities. If a pet is dismissed or killed, the hero gains a replacement in 1d4 days.

More Powerful Companions: Beast Master may be taken more than once. Choose one of the effects below each time it's chosen:

- Gain an additional pet.
- Increase one of the pet's Traits one die type (only once per Trait per pet).
- Increase the maximum Size pet your hero may have by +1, to a maximum of 3.
- Make one pet a Wild Card. (The hero must be of Heroic Rank.)

Champion

Requirements: Novice, Spirit d8+, Fighting d6+

Champions are holy (or unholy) men and women chosen to fight for a particular deity or religion. Most are pious souls ready and willing to lay down their lives for a greater cause, but some may have been born into the role and follow their path with some reluctance.

Champions fight the forces of darkness (or Good), adding +2 damage when attacking supernaturally Evil (or Good if they're Evil) creatures. The bonus applies to area effect damage, ranged attacks, powers, etc.

The GM must decide which foes this bonus applies to, but generally it's any Evil (or Good!) creature born of magic or with any supernatural abilities.





Danger Sense

REQUIREMENTS: Novice

Your hero can sense when something bad is about to happen. When rolling for **Surprise** (page 139), he adds +2 to his Notice roll to act in the first round. With a raise, he starts the encounter on Hold.

In other situations not covered by the Surprise rules (a sniper shot, pit trap, poisoned drink, etc.), Danger Sense gives him a Notice roll at −2 (or +2 if a Notice roll is usually allowed) to detect the hazard and take appropriate action. If this was an attack and the hero makes his Notice roll, the foe doesn't get The Drop against him.

Healer

REQUIREMENTS: Novice, Spirit d8+

A hero with this Edge gets a free reroll on all healing rolls, whether natural or magical in nature.

Scavenger

REQUIREMENTS: Novice, Luck

Once per encounter the hero may find, "suddenly remember," or dig up some much-needed piece of equipment, a quiver half-full of arrows, or some other useful device.

The Game Master decides what constitutes an encounter, and has the final word on what can and can't be found.

LEGENDARY EDGES

FOLLOWERS

REQUIREMENTS: Wild Card, Legendary

Each time this Edge is chosen, five followers come to fight by the hero's side. If any are lost, others eventually take their place (how long is up to the GM and the circumstances).

Followers must be cared for and generally want a share of whatever loot, treasure, or other rewards the hero acquires. Otherwise, they are completely dedicated to their task. They won't throw their lives away but are willing to risk them repeatedly in her service.

Use the **Soldier** profile found on page 144 for the followers. A hero may outfit her allies as she sees fit. Use the **Allies** rules on page 143 to give them distinctive personalities if desired.

PROFESSIONAL

REQUIREMENTS: Legendary, maximum die type possible in affected Trait

The character is an expert at a particular skill or attribute (his choice). This increases the Trait and its limit one step (a d12+1 becomes a d12+2, for example). This Edge may be selected once per Trait.

EXPERT

REQUIREMENTS: Legendary, Professional in affected Trait

As the Professional Edge, increasing the Trait and its limit one additional step.

MASTER

REQUIREMENTS: Wild Card, Legendary, Expert in affected Trait

The character's Wild Die increases to a d10 when rolling the selected Expert Trait.

SIDEKICK

REQUIREMENTS: Wild Card, Legendary

A character who triumphs over evil time and time again becomes an inspiration to others. Eventually, one of these young crusaders may attempt to join the hero's epic quests.

The hero gains a Novice Rank sidekick. The sidekick is a Wild Card, starts each session with two Bennies, may Advance, and has abilities that complement his mentor. The player controls the sidekick just like any other ally, though he may occasionally cause trouble by getting captured, running into danger when he's not supposed to, and so on. The player should be prepared for this Edge to occasionally become a Hindrance!

If the sidekick dies, he isn't replaced unless the hero chooses this Edge again. Fortunately, heroes may always spend Bennies for their sidekicks as if they had the Common Bond Edge. Sidekicks must actually take that Edge to do the same for their mentors.

TOUGH AS NAILS

REQUIREMENTS: Legendary, Vigor d8+

Your character keeps going when others fall. She can take four Wounds before she's Incapacitated (her maximum Wound penalty is still –3).

TOUGHER THAN NAILS

REQUIREMENTS: Legendary, Vigor d12+, Tough as Nails

The hero can take up to five Wounds before she's Incapacitated! Her maximum Wound penalty is still –3.

WEAPON MASTER

REQUIREMENTS: Legendary, Fighting d12+

The warrior increases his Parry by +1 and the bonus damage die for Fighting rolls is a d8 instead of a d6 (see **Bonus Damage**, page 125). He must be armed to gain these benefits, but this includes claws or other abilities that count as weapons.

MASTER OF ARMS

REQUIREMENTS: Legendary, Weapon Master

Increase the hero's Parry an additional +1 and his Fighting bonus damage die is now a d10.

ADVANCEMENT

One of the many great aspects of roleplaying games is advancing your character, watching her grow from a Novice adventurer to a Legendary hero.

Advances are granted by the Game Master at the end of some game "sessions" (about 4–5 hours of play).

An Advance lets a character make one of the adjustments listed below. Remember that no Trait may be raised above its maximum (usually d12 unless modified by an ancestral ability, Edge, etc.).

- **ATTRIBUTE:** Increase one attribute one die type. This option may be taken only once per Rank. Legendary characters may raise an attribute no more than every fourth Advance, up to the ancestral or class maximum.
- **SKILLS:** Increase a skill that is equal to or greater than its linked attribute one die type;

  OR increase 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). You cannot increase the same skill twice with the same Advance.
- **EDGE:** Gain a new Edge. You should have a story-based reason to take a Background or a core Class Edge. You can't become a barbarian overnight, after all. Gaining these Edges should usually take years or some dramatic change in the character's life, and should only be done with the Game Master's permission. Core Class Edges and core Prestige Edges are also limited to one per Rank. Legendary characters may choose a core Class Edge (or Prestige Edge) no more than every fourth Advance.
- **BUY OFF A HINDRANCE:** Permanently remove a Minor Hindrance, or reduce a Major Hindrance to a Minor (if possible). The player and GM should work out how and when this happens. Perhaps the shocking death of an ally triggers a change in attitude, the hero puts real effort into improving harmful behavior, or seeks professional help during Downtime.

ADVANCEMENT PACE

How fast characters Advance in *Savage Pathfinder* depends on the campaign.

- **OFFICIAL ADVENTURE PATHS:** These epic tales tell the Game Master when to give the party an Advance. They typically start at Novice Rank and end at Legendary+, spreading improvements along as the story advances to different stages.
- **SHORT CAMPAIGNS:** If you're running a campaign of your own creation and expect it to last 10 sessions or less, we recommend giving characters an Advance after each session.
- **LONG CAMPAIGNS:** Grant an Advance after every two or three sessions for a long campaign, slowing it down to every four or five sessions once the heroes hit Heroic Rank.
- **MILESTONE CAMPAIGNS:** Grant an Advance after certain objectives are met in the campaign. You can grant Advances a bit more often in the early stages, slowing things down in the middle and later chapters.

ALLIES & ADVANCEMENT

Followers and other allies who stay with the party for extended periods can improve their abilities as well.

If the party advances and the Game Master feels the allies have played a significant role in the story, they Advance as well. This gives player characters a group of loyal retainers and hirelings to interact with and deepens immersion.

You'll find an Ally Sheet on our website the group can fill in and use to keep up with their retainers' profile, gear, history, and other notes.

TRAIT SUMMARIES

ATTRIBUTES
Agility: Nimbleness, dexterity, and overall physical coordination of muscles and reflexes.
Smarts: Raw intellect, perception, and ability to sort and make use of complex information.
Spirit: Inner strength and willpower.
Strength: Raw muscle power.
Vigor: Endurance, health, and constitution.
SKILLS
Academics (Smarts): Knowledge or ability to research written or recorded information.
★ **Athletics (Agility):** Overall athletic coordination and ability. Climbing, jumping, balancing, wrestling, skiing, swimming, throwing, or catching.
Battle (Smarts): Strategy, tactics, and understanding military operations. A key skill in Mass Battles.
Boating (Agility): Ability to sail or pilot a boat, ship, or other watercraft.
★ **Common Knowledge (Smarts):** General knowledge of a character's world.
Driving (Agility): The ability to control, steer, and operate ground vehicles.
Faith (Spirit): The arcane skill for those fueled by divine power.
Fighting (Agility): Skill and utter ferocity in armed and unarmed combat.
Gambling (Smarts): Skill and familiarity with games of chance.
Healing (Smarts): The ability to treat and heal Wounds and diseases, and decipher forensic evidence.
Intimidation (Spirit): A character's ability to threaten others into doing what she wants.
★ **Notice (Smarts):** General awareness and perception.
Occult (Smarts): Knowledge of supernatural events, creatures, history, items, and ways.
Performance (Spirit): Singing, dancing, acting, or other forms of public expression.
★ **Persuasion (Spirit):** The ability to convince others to do what you want.
Piloting (Agility): Skill with maneuvering vehicles that operate in three dimensions, such as airships.
Repair (Smarts): The ability to fix mechanical and electrical gadgets.
Riding (Agility): A character's skill in mounting, controlling, and riding a tamed beast.
Science (Smarts): Knowledge of scientific fields such as biology, chemistry, geology, engineering, etc.
Shooting (Agility): Precision with any type of ranged weapon.
Spellcasting (Smarts): The arcane skill for those fueled by arcane might.
★ **Stealth (Agility):** The ability to sneak and hide.
Survival (Smarts): How to find food, water, or shelter, and tracking.
Taunt (Smarts): Insulting or belittling another. Almost always done as a **Test** (page 140).
Thievery (Agility): Sleight of hand, pickpocketing, lockpicking, and other typically shady feats.

HINDRANCE SUMMARIES

All Thumbs (Minor): –2 to use mechanical or electrical devices.

Anemic (Minor): –2 to Vigor when resisting disease, Fatigue, or poison.

Arrogant (Major): Likes to dominate his opponent, challenge the most powerful foe in combat.

Bad Eyes (Minor/Major): –1 to all Trait rolls dependent on vision, or –2 as a Major Hindrance. Eyewear negates penalty but has a 50% chance of breaking when the hero suffers trauma.

Bad Luck (Major): The characters starts with one less Benny per session.

Big Mouth (Minor): Unable to keep secrets and constantly gives away private information.

Blind (Major): –6 to all tasks that require vision (but choice of a free Edge to offset).

Bloodthirsty (Major): Never takes prisoners.

Can't Swim (Minor): –2 to Athletics (swimming) rolls; each inch moved in water costs 3" of Pace.

Cautious (Minor): The character plans extensively and/or is overly careful.

Clueless (Major): –1 to Common Knowledge and Notice rolls.

Clumsy (Major): –2 to Athletics and Stealth rolls.

Code of Honor (Major): The character keeps his word and acts like a gentleman.

Curious (Major): The character wants to know about everything.

Death Wish (Minor): The hero wants to die after or while completing some epic task.

Delusional (Minor/Major): The individual believes something strange that causes him occasional or frequent trouble.

Driven (Minor/Major): The hero's actions are driven by some important goal or belief.

Elderly (Major): –1 to Pace, running, Agility, Strength, and Vigor. Hero gets 5 extra skill points.

Enemy (Minor/Major): The character has a recurring nemesis.

Greedy (Minor/Major): The individual is obsessed with wealth and material possessions.

Habit (Minor/Major): Addicted to something, suffers Fatigue if deprived.

Hard of Hearing (Minor/Major): –4 to Notice sounds; automatic failure if completely deaf.

Heroic (Major): The character always helps those in need.

Hesitant (Minor): Draw two Action Cards and take the lowest (except Jokers, which may be kept).

Illiterate (Minor): The character cannot read or write.

Impulsive (Major): The hero leaps before he looks.

Jealous (Minor/Major): The individual covets what others have.

Loyal (Minor): The hero is loyal to his friends and allies.

Mean (Minor): –1 to Persuasion rolls.

Mild Mannered (Minor): –2 to Intimidation rolls.

Mute (Major): The hero cannot speak.

Obese (Minor): Size +1, Pace –1, and running die of d4. Treat Str as one die type lower for Min Str.

Obligation (Minor/Major): The character has a weekly obligation of 20 (Minor) to 40 (Major) hours.

One Arm (Major): –4 to tasks (such as Athletics) that require two hands.

One Eye (Major): –2 to actions at 5" (10 yards) or more distance.

Outsider (Minor/Major): The character doesn't fit in to the local environment and subtracts 2 from Persuasion rolls. As a Major Hindrance she has no legal rights or other serious consequences.

Overconfident (Major): The hero believes she can do anything.

Pacifist (Minor/Major): Fights only in self-defense as a Minor Hindrance, won't fight at all as Major.

Phobia (Minor/Major): The character is afraid of something, and subtracts 1/2 from all Trait rolls in its presence.

Poverty (Minor): Half Starting Funds and the character is always broke.

Quirk (Minor): The individual has some minor but persistent foible that often annoys others.

Ruthless (Minor/Major): The character does what it takes to get her way.

Secret (Minor/Major): The hero has a dark secret of some kind.

Shamed (Minor/Major): The individual is haunted by some tragic event from her past.

Slow (Minor/Major): Pace –1, reduce running die one step. As Major, Pace –2, –2 to Athletics and rolls to resist Athletics. Neither may take the Fleet-Footed Edge.

Small (Minor): Size and Toughness are reduced by 1. Size cannot be reduced below –1.

Stubborn (Minor): The character wants his way and rarely admits his mistakes.

Suspicious (Minor/Major): The individual is paranoid. As a Major Hindrance, allies subtract 2 when rolling to Support him.

Thin Skinned (Minor/Major): The character is particularly susceptible to personal attacks. As a Minor Hindrance, he subtracts 2 when resisting Taunt attacks. As a Major, he subtracts 4.

Timid (Major): –2 to Fear checks and resisting Intimidation.

Tongue-Tied (Major): The character often misspeaks or can't get her words out. –1 to Intimidation, Performance, Persuasion, and Taunt rolls.

Ugly (Minor/Major): The character is physically unattractive and subtracts 1 or 2 from Persuasion rolls.

Vengeful (Minor/Major): The adventurer seeks payback for slights against her. As a Major Hindrance, she'll cause physical harm to get it.

Vow (Minor/Major): The individual has pledged himself to some cause.

Wanted (Minor/Major): The character is wanted by the authorities.

Young (Minor/Major): Minor has 4 attribute points and 10 skill points, extra Benny per session. Major has 3 attribute points, 10 skill points, and two extra Bennies per session.



EDGE SUMMARIES

BACKGROUND EDGES

EDGE	REQUIREMENTS	SUMMARY
Alertness	N	+2 to Notice rolls.
Ambidextrous	N, Ag d8	Ignore –2 penalty when making Trait rolls with off-hand.
Arcane Background (Magic/Miracles)	N	The character can cast spells or invoke miracles. This is the more "generic" version of Arcane Background. See the various Class Edges for more specialized takes.
Arcane Resistance	N, Sp d8	Enemy arcane abilities targeting the hero suffer a –2 penalty; magical damage is reduced by 2.
Improved Arcane Resistance	N, Arcane Resistance	As Arcane Resistance except penalty is increased to –4 and magical damage is reduced by 4.
Aristocrat	N	+2 to Common Knowledge and Networking with the upper class.
Attractive	N, Vi d6	+1 to Performance and Persuasion rolls.
Very Attractive	N, Attractive	+2 to Performance and Persuasion rolls.
Brave	N, Sp d6	+2 to Fear checks and –2 to rolls on the **Fear Table**.
Brawny	N, St d6, Vi d6	Size (and therefore Toughness) +1. Treat Strength as one die type higher for Encumbrance and Minimum Strength to use weapons, armor, or equipment.
Brute	N, St d6, Vi d6	Link Athletics to Strength instead of Agility (including resistance). Short Range of any thrown item increased by +1. Double that for the adjusted Medium Range, and double again for Long Range.
Charismatic	N, Sp d8	Free reroll when using Persuasion.
Elan	N, Sp d8	+2 when spending a Benny to reroll a Trait roll.
Fame	N	+1 to Persuasion rolls when recognized (Common Knowledge), double usual fee for Performance.
Famous	S, Fame	+2 to Persuasion when recognized, 5× or more usual fee for Performance.
Fast Healer	N, Vi d8	+2 to Vigor when rolling for natural healing; check every three days.
Fleet-Footed	N, Ag d6	Pace +2, increase running die one step.
Linguist	N, Sm d6	Character knows a number of languages equal to her Smarts die.
Luck	N	+1 Benny at the start of each session.
Great Luck	N, Luck	+2 Bennies at the start of each session.
Quick	N, Ag d8	The hero may discard and redraw Action Cards of Five or lower.

CLASS EDGES

EDGE	REQUIREMENTS	SUMMARY
Barbarian	N, St d6, Vi d6	Armor Restriction (Medium), Fast (Pace +2), Rage (See text).
Powerful Blow	S, Barbarian	Wild Attacks cause +4 damage instead of +2.
Intimidating Glare	V, Barbarian	The barbarian may make an Intimidation roll as a limited free action when dealt a Jack or better in combat.
Strength Surge	H, Barbarian	The hero's Strength increases two die types when raging.
Bard	N, Sp d6, Common Knowledge d6	Arcane Background (Bard), Armor Interference (Light), Sharp Tongued (May use Performance for Taunt).
Inspire Heroics	S, Bard	Once per encounter, as a limited free action, the bard spends a benny to get five Inspiration Tokens he can give to his allies for rerolls.
Countersong	V, Bard	The bard and allies within 5" (10 yards) get a free reroll when resisting or recovering from enemy spell effects.
Dirge of Doom	H, Bard	Enemies within 10" (20 yards) subtract 2 from their totals when spending a Benny.
Cleric	N, Sp d6, Occult d6	Arcane Background (Cleric), Channel Energy (May *heal* at Range of Spirit), Vow (Major).
Destroy Undead	S, Cleric	Spend 2 Power Points to create a wave of energy in a Medium Blast Template. All Undead within must make a Spirit roll or take a Wound.
Favored Powers (Cleric)	V, Cleric	As a limited free action, the cleric may ignore up to 2 points of any penalties when casting *healing*, *sanctuary*, or *smite*.
Divine Mastery	H, Cleric	The cleric may now use Epic Power Modifiers.
Druid	N, Sp d6, Survival d6	Arcane Background (Druid), Armor Interference (Light), Nature Bond, Nature Sense, Secret Language, Vow (Major), Wilderness Stride.
Wild Shape	S, Druid	The druid gains *shape change*. Duration is doubled and she casts as if one Rank higher than usual.
Favored Powers (Druid)	V, Druid	As a limited free action, the druid may ignore up to 2 points of any penalties when casting *entangle*, *smite*, or *protection*.
Divine Mastery	H, Druid	The druid may now use Epic Power Modifiers.
Fighter	N, St d6, Athletics, Fighting, or Shooting d6	Martial Flexibility (May take a Combat Edge once per encounter).
Deadly Blow	S, Fighter	The fighter adds +1 damage to all successful attacks.
Improved Martial Flexibility	V, Fighter	The fighter may now choose two Combat Edges per encounter.
Martial Prowess	H, Fighter	The fighter gets a free reroll on any failed Athletics (throwing), Fighting, or Shooting roll.
Monk	N, Ag d6, Sp d6, Fighting d6	Armor Restriction (Any), Martial Discipline, Mobility, Stunning Fist, Unarmed Strike.
Mystic Powers (Monk)	S, Monk	The monk has 10 Power Points he can use to cast *boost Trait* (*Agility, Athletics, Fighting, or Stealth*), *deflection*, *smite*, and *speed*. All are self only.
Great Ki	V, Monk, Mystic Powers (Monk)	The monk's Mystic Powers now includes *boost Trait* (*Strength*), *protection*, *wall walker*, *warrior's gift*.
Wholeness of Body	H, Monk, Mystic Powers (Monk)	The monk may spend 2 Power Points to make a Soak roll. This does not count as spending a Benny.

Paladin	N, Sp d6, St d6, Vow (Minor or Major)	Aura of Courage (+1 to Fear checks within 10" (20 yards)), Code of Honor, Detect Evil, Smite Evil (Free reroll on failed attack rolls against a single chosen Evil enemy per encounter).
Mystic Powers (Paladin)	S, Paladin	The paladin has 10 Power Points she can use to cast *boost Trait* (*Fighting, Strength, Vigor*), *healing, relief, smite.* All but *healing* and *relief* are self only.
Mercy	V, Paladin	The paladin can remove Distracted, Vulnerable, or Shaken statuses from an ally within Range of Spirit.
Mount	H, Paladin	The hero gains a loyal Resilient light or heavy horse.
Ranger	N, Athletics, Fighting, or Shooting d6, Survival d6	Armor Restriction (Medium), Favored Enemy, Favored Terrain, Wilderness Stride.
Quarry	S, Ranger	The ranger chooses an additional enemy and terrain type for his Favored Enemy and Favored Terrain abilities.
Mystic Powers (Ranger)	V, Ranger	The ranger has 10 Power Points he can use to cast *beast friend, boost Trait* (*Athletics, Fighting, Shooting*), *entangle, warrior's gift. Boost Trait* and *warrior's gift* are self only.
Master Hunter	H, Ranger	The hunter adds an additional d6 damage when making a successful Athletics (throwing), Fighting, or Shooting attack against his Favored Enemy.
Rogue	N, Ag d6, Notice d6, Stealth d6	Armor Restriction (Light), Sneak Attack.
Trap Sense	S, Rogue	The rogue gets a chance to detect traps before springing them. She also ignores up to 2 points of penalties when disarming them with Thievery.
Uncanny Reflexes	V, Rogue	The rogue ignores the usual –2 Agility penalty to Evasion attempts, and may attempt to Evade any area effect that doesn't usually allow it.
Opportunist	H, Rogue	The rogue gets a free attack against a foe who Withdraws from Melee, even if they have Extraction. If they don't have Extraction, they count as Vulnerable to her.
Sorcerer	N, Sm d6, Sp d6	Arcane Background (Sorcerer), Armor Interference (Any), Bloodline.
Favored Powers (Sorcerer)	S, Sorcerer	As a limited free action, the sorcerer may ignore up to 2 points of any penalties when casting *bolt*, *elemental manipulation*, or *protection.*
Arcane Mastery	V, Sorcerer	The sorcerer may now use Epic Power Modifiers.
Advanced Bloodline	H, Sorcerer	The sorcerer gains his bloodline's advanced ability.
Wizard	N, Sm d6, Occult d6	Arcane Background (Wizard), Arcane Bond (Bond with an item for +1 Spellcasting or gain a familiar), Armor Interference (Any), School, Spellbooks.
Favored Powers (Wizard)	S, Wizard	As a limited free action, the wizard may ignore up to 2 points of any penalties when casting *arcane protection, deflection, dispel.*
Arcane Mastery	V, Wizard	The wizard may now use Epic Power Modifiers.
Eldritch Inspiration	H, Wizard	The wizard can spend a Benny to cast any power of his Rank or lower.

COMBAT EDGES

EDGE	REQUIREMENTS	SUMMARY
Block	S, Fighting d8	+1 Parry, ignore 1 point of Gang Up bonus.
Improved Block	V, Block	+2 Parry, ignore 2 points of Gang Up bonus.
Brawler	N, St d8, Vi d8	+1 Toughness, add d4 to damage from fists; or increase it a die type if combined with a monk's Unarmed Strike, claws, or similar abilities.
Bruiser	S, Brawler	Increase unarmed damage a die type and Toughness another +1.
Calculating	N, Sm d8	Ignore up to 2 points of penalties on one action with an Action Card of Five or less.
Combat Reflexes	S	+2 to recover from being Shaken or Stunned.
Counterattack	S, Fighting d8	Free attack against one foe per round who failed a Fighting roll.
Improved Counterattack	V, Counterattack	As Counterattack, but against three failed attacks per round.
Dead Shot	WC, N, Athletics or Shooting d8	First successful Athletics (throwing) or Shooting roll, double damage when dealt a Joker.
Dodge	S, Ag d8	–2 to be hit by ranged attacks.
Improved Dodge	S, Dodge	+2 to Evasion rolls.
Extraction	N, Ag d8	One adjacent foe doesn't get a free attack when your hero withdraws from close combat.
Improved Extraction	S, Extraction	Three adjacent foes don't get free attacks when your character withdraws from combat.
Feint	N, Fighting d8	You may choose to make foe resist with Smarts instead of Agility during a Fighting Test.
First Strike	N, Ag d8	Free Fighting attack once per round when foe moves within Reach.
Improved First Strike	H, First Strike	Free Fighting attack against up to three foes when they move within Reach.
Formation Fighter	N, Fighting d8	Increase Gang Up bonus by an additional +1 (max still +4).
Free Runner	N, Ag d8, Athletics d6	Ignore Difficult Ground and add +2 to Athletics (climbing).
Frenzy	S, Fighting d8	Roll a second Fighting die with one melee attack per turn.
Improved Frenzy	V, Frenzy	Roll a second Fighting die with up to two melee attacks per turn.
Giant Killer	V	+1d6 damage vs creatures three Sizes larger or more.
Hard to Kill	N, Sp d8	Ignore Wound penalties when making Vigor rolls to avoid Bleeding Out.
Harder to Kill	V, Hard to Kill	Roll a die if the character perishes. Even if he's Incapacitated, he survives somehow.
Improvisational Fighter	S, Sm d6	Ignore –2 penalty when attacking with improvised weapons.
Iron Jaw	N, Vi d8	+2 to Soak and Vigor rolls to avoid Knockout Blows.
Killer Instinct	S	The hero gets a free reroll in any opposed Test he initiates.
Level Headed	S, Sm d8	Draw an additional Action Card each round in combat and choose which one to use.
Improved Level Headed	S, Level Headed	Draw two additional Action Cards each round in combat and choose which one to use.

Marksman	S, Athletics or Shooting d8	Ignore up to 2 points of penalties from Range, Cover, Called Shots, or Scale; or add +1 to first Athletics (throwing) or Shooting roll. Character may not move or fire greater than RoF 1.
Mighty Blow	WC, N, Fighting d8	On first successful Fighting roll, double damage when dealt a Joker.
Nerves of Steel	N, Vi d8	Ignore one level of Wound penalties.
Improved Nerves of Steel	N, Nerves of Steel	Ignore up to two levels of Wound penalties.
No Mercy	S	+2 damage when spending a Benny to reroll damage.
Rapid Reload	N, Shooting d6	Reduce the Reload value of a weapon by 1.
Rapid Shot	S, Shooting d6	Increase RoF by 1 for one Shooting attack per turn.
Improved Rapid Shot	V, Rapid Shot	Increase RoF by 1 for up to two Shooting attacks per turn.
Steady Hands	N, Ag d8	Ignore Unstable Platform penalty; reduce running penalty to –1.
Sweep	N, St d8, Fighting d8	Fighting roll with two-handed weapon (–2 without) to hit all targets in weapon's Reach. Limited action.
Improved Sweep	V, Sweep	As above, but ignore the –2 penalty.
Trademark Weapon	N, d8 in related skill	+1 to Athletics (throwing), Fighting, or Shooting total with a specific weapon; +1 Parry while weapon is readied.
Imp. Trademark Weapon	V, Trademark Weapon	The attack and Parry bonus increases to +2.
Two-Weapon Fighting	N, Ag d8	Make one extra Athletics, Fighting, or Shooting roll with a second weapon in off-hand at no Multi-Action penalty.

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

EDGE	REQUIREMENTS	SUMMARY
Command	N, Sm d6	+1 to Extras' Shaken or Stunned recovery rolls in Command Range.
Command Presence	S, Command	Increase Command Range to 10″ (20 yards).
Fervor	V, Sp d8, Command	Extras in range add +1 to their Fighting damage rolls.
Hold the Line	S, Sm d8, Command	+1 to Extras' Toughness in Command Range.
Inspire	S, Command	Make a Battle skill roll to Support one type of Trait roll, and apply it to Extras in Command Range. Limited action.
Natural Leader	S, Sp d8, Command	Leadership Edges now apply to Wild Cards.
Tactician	S, Sm d8, Command, Battle d6	Draw an extra Action Card each turn that may be assigned to any allied Extra in Command Range.
Master Tactician	V, Tactician	Draw and distribute two extra Action Cards instead of one.

POWER EDGES
("AB" IS ARCANE BACKGROUND, "MP" IS MYSTIC POWERS)

EDGE	REQUIREMENTS	SUMMARY
Arcane Armor	N, Arcane Interference	The character's Armor Interference is improved by one class (from light to medium, for example).
Artificer	S, AB	Allows user to create arcane devices.
Channeling	S, AB	Reduce Power Point cost by 1 with a raise on the activation roll.

Concentration	S, AB or MP	Double Duration of non-Instant powers.
Holy/Unholy Warrior	S, AB or MP, Vow	Add +1 to +4 to Soak rolls for each Power Point spent.
New Powers	N, AB	Your character knows two new powers (wizards can learn a third).
Power Points	N, AB or MP	Gain 5 additional Power Points, no more than once per Rank.
Power Surge	WC, N, AB, arcane skill d8	Recover 10 Power Points when dealt a Joker in combat.
Soul Drain	S, Sp d8, AB or MP	Once per day, recover 5 Power Points for a level of Fatigue or 10 Power Points for two levels of Fatigue.

PRESTIGE EDGES

EDGE	REQUIREMENTS	SUMMARY
Arcane Archer	S, AB or MP, Shooting d8	**Enhance** arrows for +1 to Shooting and damage, or give arrows a **Trapping** of some kind.
Arcane Archer II	V, AA	**Empower** an arrow to pass through physical barriers, or split it into a **Hail of Arrows** that covers an LBT.
Arcane Archer III	H, AA II	**Imbue** an arrow with an area of effect power once per turn or fire **Death Arrow** once per day (victim who is Shaken or Wounded must make a Vigor roll or die).
Arcane Trickster	S, AB or MP, Sneak Attack, Thievery d8	**Ranged Legerdemain:** Can use Thievery at Range of 5" (10 yards) at –2 penalty. **Impromptu Attack:** Once per encounter, trickster may use Sneak Attack without Drop or Vulnerable.
Arcane Trickster II	S, AT	**Invisible Thief:** Once per day, automatically cast *invisibility* for 1 Power Point and an automatic raise (no roll).
Arcane Trickster III	V, AT II	**Surprise Spells:** The hero's spells benefit from Sneak Attack.
Assassin	S, Sneak Attack	**Death Attack:** If assassin attacks with The Drop and causes at least one Wound, the victim must make Vigor roll or die.
Assassin II	V, Assassin	**Hide in Plain Sight:** –4 to be seen if assassin doesn't move. **Resistance to Poison:** +4 to resist poison.
Assassin III	H, Assassin II	**Angel of Death:** The assassin may crumble a slain victim to dust, preventing resurrection. **Swift Death:** Once per day, the killer gains The Drop on a foe of her choice.
Dragon Disciple	S, AB or MP, Occult d6	**Breath Attack:** 3d6 damage plus Trapping effects, Cone Template, once per encounter.
Dragon Disciple II	V, DD	**Wings:** The character grows wings for Flight (Pace 8).
Dragon Disciple III	H, DD II	**Dragon Form:** Twice per day the dragon disciple may take the form of a dragon of her bloodline.
Duelist	S, Ag d8, Fighting d8	**Surgical Strike:** +2 damage with certain weapons. **Parry:** Duelist may Defend if she hasn't acted yet for Parry bonus +6.
Duelist II	S, Duelist	**Crippling Strike:** Reduce foe's Pace by 2 until healed.
Duelist III	V, Duelist II	**Deflect Arrows:** –2 to be hit with physical ranged attacks.
Eldritch Knight	S, AB or MP, Fighting d8	**Eldritch Recharge:** Regain a Power Point with raise on an attack or arcane skill.
Eldritch Knight II	V, EK	**Eldritch Strike:** Spend 2 Power Points after making an attack to add +2 to the attack total.
Eldritch Knight III	H, EK II	**Imp. Eldritch Strike:** Spend 2 Power Points after making a successful attack to increase the attack's damage by +2.
Loremaster	S, Sm d8, See text	**Lore:** Free reroll on Academics, Common Knowledge, Occult, or Science.
Loremaster II	V, LM	**Secret:** Gain an ability from any core Class Edge.

Loremaster III	H, LM II	**Greater Lore:** Gain any two new powers available in the campaign.
Mystic Theurge	S, Arcane Backgrounds (Any), see text	**Combined Spells:** Cast two spells at once, rolling an arcane skill for each along with the Wild Die.
Mystic Theurge II	V, MT	**Spell Synergy:** Reduce cost of each spell when using Combined Spells ability.
Mystic Theurge III	H, MT II	**Spell Synthesis:** Class Edges apply to all powers from all sources.
Pathfinder Chronicler	S, Common Knowledge or Occult d8, Survival d6	**Pathfinding:** Increase travel speed by 10%, possibly avoid Enemy encounters.
Pathfinder Chronicler II	S, PC	**Epic Tales:** Tell a tale to grant the party a Benny while resting.
Pathfinder Chronicler III	V, PC II	**Call Down the Legends:** Summon five shades for one hour.
Shadowdancer	S, Performance d6, Stealth d8, Thievery d6	**Greater Darkvision:** See in pitch or magical darkness.
Shadowdancer II	S, SD	**Shadow Cloak:** Free Soak at –2 when in Dim or Dark light.
Shadowdancer III	V, SD II	**Mystic Powers (Shadow Force):** 10 Power Points to cast *blast, illusion, summon ally* (shade only), or *teleport* (self only).

PROFESSIONAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Ace	N, Ag d8	Character may spend Bennies to Soak damage for his vehicle and ignores up to 2 points of penalties.
Acrobat	N, Ag d8, Athletics d8	Free reroll on acrobatic Athletics attempts.
Combat Acrobat	S, Acrobat	–1 to be hit with ranged and melee attacks.
Born in the Saddle	N, Ag d8, Riding d6	Gain one free reroll on all Riding rolls and increase the mount's Pace by 2 and its running die one step.
Fix It	N, Repair d8	+2 to Repair rolls, half the time required with a raise.
Investigator	N, Sm d8, Academics d8	+2 to certain types of Academics and Notice rolls.
Jack-of-all-Trades	N, Sm d10	Gain d4 in a skill (or d6 with a raise) until replaced.
Scholar	N, Sm d8	+2 to any one "knowledge" skill.
Soldier	N, St d6, Vi d6	Strength is one die type higher for Encumbrance and Min Str. Reroll Vigor rolls when resisting environmental Hazards.
Thief	N, Ag d8, Stealth d6, Thievery d6	+1 to Thievery, Athletics rolls made to climb, Stealth in urban environments.
Troubadour	S, Common Knowledge d6, Performance d8	Add +2 to Common Knowledge rolls; may use Performance in place of Battle for Leadership Edges or Edges that require Battle.
Woodsman	N, Sp d6, Survival d8	+2 to Survival and Stealth in the wilds.

SOCIAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Bolster	N, Sp d8	May remove Distracted or Vulnerable state after a Test.
Common Bond	WC, N, Sp d8	The hero may freely give her Bennies to others.
Connections	N	Contacts provide aid or other favors once per session.
Humiliate	N, Taunt d8	Free reroll when making Taunt rolls.
Menacing	N, See Text	+2 to Intimidation.
Provoke	N, Taunt d6	May "provoke" foes with a raise on a Taunt roll. See text.
Rabble-Rouser	S, Sp d8	Affect all foes in a Medium Blast Template with an Intimidation or Taunt Test. Limited action.
Reliable	N, Sp d8	Free reroll when making Support rolls.
Retort	N, Taunt d6	A raise when resisting a Taunt or Intimidation attack makes the foe Distracted.
Streetwise	N, Sm d6	+2 to Common Knowledge and criminal Networking.
Strong Willed	N, Sp d8	+2 to resist Smarts- or Spirit-based Tests.
Iron Will	S, Brave, Strong Willed	The bonus now applies to resisting and recovery from powers.
Work the Room	N, Sp d8	Once per turn, roll a second die when Supporting via Performance or Persuasion and apply result to additional ally.
Work the Crowd	S, Work the Room	As above, but up to twice per turn.

WEIRD EDGES

EDGE	REQUIREMENTS	SUMMARY
Beast Bond	N	The hero may spend Bennies for animals under her control.
Beast Master	N, Sp d8	Animals like your hero and he has a pet of some sort. See text.
Champion	N, Sp d8, Fighting d6	+2 damage vs supernaturally Evil creatures.
Danger Sense	N	Notice roll at +2 to sense ambushes or similar events.
Healer	N, Sp d8	One free reroll on healing rolls, magical or otherwise.
Scavenger	N, Luck	May find a needed item once per encounter.

LEGENDARY EDGES

EDGE	REQUIREMENTS	SUMMARY
Followers	WC, L	The hero has five followers.
Professional	L, Max Trait	The character's Trait and its limit increase one step.
Expert	L, Professional in Trait	The character's Trait and its limit increase one step.
Master	WC, L, Expert in Trait	The character's Wild Die is a d10 with a chosen Trait.
Sidekick	WC, L	The character gains a Wild Card sidekick.
Tough as Nails	L, Vi d8	The hero can take four Wounds before being Incapacitated.
Tougher than Nails	L, Vi d12, Tough as Nails	The hero can take five Wounds before being Incapacitated.
Weapon Master	L, Fighting d12	Parry increases by +1 and Fighting bonus damage die is d8.
Master of Arms	L, Weapon Master	Parry increases another +1 and Fighting bonus damage die is d10.



CHAPTER TWO

GEAR

This chapter contains rules and equipment. Read the notes below before you go to the outfitters to understand what various keywords mean.

COSTS

Characters are assumed to have clothes and other personal items. If the GM allows it, adventurers may also have a home with other supplies and necessities.

The Starting Funds (300 gp) are for "adventuring gear" in addition to such personal items. The costs listed on the following pages represent standards; in the marketplace or the bazaar, all costs are negotiable. Character gear lists don't need to include anything beyond "adventuring gear."

Use the lists and prices in this book as a baseline for your game when looking for equipment that isn't listed here.

Some items are extremely difficult to price because they're created by decree or necessity, such as engineers and soldiers in a siege building catapults and trebuchets. Their prices reflect an estimate of the time and resources needed to create them.

GEAR NOTES

ARMOR

This is the amount of Armor provided by the equipment, listed in parentheses beside the wearer's total Toughness. Unless an attacker states otherwise, hits are always directed at the victim's torso.

Worn armor doesn't stack with other worn armor, but does stack with natural armor (such as scaly skin) at its full value.

ARMOR PIERCING (AP)

The weapon or projectile ignores this many points of Armor value. A weapon with an AP value of 4, for instance, ignores 4 points of Armor. Excess AP is lost.

DAMAGE

Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder's Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+d4 damage.

HEAVY WEAPON (HW)

The weapon can affect vehicles or other devices with **Heavy Armor** (see page 114). This is not to be confused with categories of personal armor — such as heavy armor or shields.

Minimum Strength

Certain items have a "Minimum Strength" required to use without penalty. Note that some items list a d4 since it is possible to have a Strength lower than d4.

- **ARMOR/SHIELDS/WORN GEAR:** Each die type difference between the character's Strength and the item's Minimum Strength inflicts a −1 penalty to Pace (minimum of 1), Agility, and Agility-related skill rolls. This is cumulative for those weak but determined adventurers who wear or use multiple items too heavy for their build.
- **MELEE/THROWN WEAPONS:** A thrown or melee weapon's damage die is limited by the user's Strength die. If a scrawny kid (Strength d4) picks up a longsword (Str+d8), roll d4+d4 damage instead of d4+d8. Also, if the user's Strength is less than its Minimum Strength, he doesn't benefit from any of the weapon's positive abilities such as Reach or Parry bonuses. He still retains any penalties, however.
- **RANGED WEAPONS:** The user suffers a −1 attack penalty for each die step difference between his Strength and the weapon's minimum.

Parry

The weapon adds the bonus to the character's Parry score. If a character wields a weapon in each hand, penalties to Parry stack but bonuses do not (unless she has the Ambidextrous Edge). This also applies to carrying two shields at once (use the best Parry bonus).

Range

This lists the weapon's Short, Medium, and Long Range. Extreme Range is up to 4×its Long Range. See **Ranged Attacks** on page 124 for Shooting or Athletics (throwing) modifiers and more details.

Ranges are listed in inches so you can use a ruler to move, shoot, and fight on the tabletop with miniatures. If you're not using miniatures, each inch equals two yards (six feet).

Weapon ranges are "effective" ranges for the tabletop.

Rate of Fire

This is the number of shots that may be fired by this weapon in a single action. See **Rate of Fire** on page 125 for further details.

Reach

Weapons with "Reach" allow their user to make Fighting attacks at the listed Range. A Reach of 1, for example, allows a character to strike a target 1" (2 yards) distant. Weapons without a Reach value can only strike targets at arm's length (adjacent).

Reach can be very important when fighting from horseback and *against* mounted foes (see page 135).

Reload

A character can ready and fire a bow every action — see Reloading on page 137. Heavy crossbows and black powder muskets are slower to reload. The number after the Reload keyword is how many actions of reloading it takes before a weapon can be fired again.

Two Hands

A two-handed weapon can be used with one hand at a −4 penalty. The hero counts full Strength for damage but loses all other advantages such as Reach or Parry bonuses.

Two-handed weapons are normally required to make use of the Sweep Edge.

Encumbrance

Most of the time you don't need to worry about how much weight a character is carrying. If it becomes important to track, use the **Encumbrance** table. If a character carries more than the listed weight, he's Encumbered.

Encumbered characters subtract 2 from Pace (minimum 1), running rolls, Agility and all linked skills, and Vigor rolls made to resist **Fatigue** (see page 132).

At three times the lifted weight or more, he can move at a Pace of 1 for a number of rounds equal to his Vigor. Every round thereafter he must succeed at a Vigor roll or take a level of Fatigue.

The maximum weight a character can lift or carry is four times the listed weight.

Bulky Items: Carrying a bulky, awkward, or unbalanced item, such as a large box, treasure chest, a person, and so on, may make a character Encumbered despite its actual weight (GM's call).

ENCUMBRANCE

STRENGTH	CAN FREELY CARRY UP TO...
d4	20 lbs
d6	40 lbs
d8	60 lbs
d10	80 lbs
d12	100 lbs
Each +1	+20 lbs

CURRENCY

Pathfinder for Savage Worlds uses a gold standard for trade across Golarion. In general, commerce relies on four precious metals, coined throughout the continents. Some traders accept gemstones when bargaining.

Naturally, trade also occurs via bartering, although most characters (and merchants!) prefer coins when buying or selling wares. Costs default to gold pieces (gp) on gear tables unless otherwise noted.

COINS & EXCHANGE VALUE

COIN	CP	SP	GP	PP
Copper (cp)	1	1/10	1/100	1/1,000
Silver (sp)	10	1	1/10	1/100
Gold (gp)	100	10	1	1/10
Platinum (pp)	1,000	100	10	1

SPECIAL MATERIALS

Weapons and armor are often created with special materials found on Golarion. These materials improve combat effectiveness or have effects against creatures with resistances and weaknesses. Special materials don't stack; only the best quality applies in any situation.

Anything made from the following materials is considered masterwork, adding the masterwork price increase to its base cost before other cost modifiers (see page 106).

- **ADAMANTINE:** Mined from rocks that fell from the heavens, adamantine adds +1 AP to any melee weapon or ranged weapon ammunition made of its metal. This stacks with the bonus from masterwork items. Adamantine weapons cost an additional 3,000 gp. Ammunition costs an addition 60 gp per missile.

  Adamantine armor is harder to pierce than that made from other materials. It ignores up to 2 points of AP. Armor made from this material costs an extra 3,000 gp per point of Armor bonus.
- **DARKWOOD:** This rare wood is much lighter than normal. Items carved from it weigh half as much as typical equivalents and add an additional 10 gp per pound of the original weight to the price of a masterwork version of the item. Darkwood items increase Hardness (or Toughness if the hull of a vehicle) by 2.
- **DRAGONHIDE:** Armorers can fashion their products with the hides of dragons when such wonders become available. The number of armor pieces that can be crafted from a single dragon is equal to half its Size (rounded up). The hide can be used to craft light, medium, or heavy armor and counts as masterwork, granting the same bonus as other armors of the same type (+2 to +4). Additionally, wearing dragonhide armor grants the wearer an additional +4 Armor against the element tied to the dragon's breath weapon. For example, blue dragonhide gives resistance to electricity. This benefit stacks with the Energy Resistance enchantment. Dragonhide costs an additional 2,500 gp beyond the cost of the normal armor it's mimicking. So a dragonhide breastplate costs 3,150 gp.
- **IRON, COLD:** Mined from the deepest depths of Golarion, cold iron is the weakness of certain demons and Fey creatures. Weapons forged with cold iron increase Hardness by 2 and cost twice as much as normal.
- **MITHRAL:** A rare metal on Golarion, mithral is forged like steel but weighs much less. Mithral reduces the Minimum Strength of weapons, armor, and shields one die type (this stacks with the bonus

from masterwork) and the weight by half. Weapons and shields made primarily of mithral (GM's call) cost 100 times normal, while armor costs 10 times normal *per piece.*

Mithral weapons count as silver for purposes of creatures with a silver Weakness.

- **SILVER, ALCHEMICAL:** A complex process involving metallurgy and alchemy can bond silver to a steel weapon. This allows them to affect creatures with a Weakness to silver, such as lycanthropes. They cost ten times normal price.

MASTERWORK

Masterwork items are finely crafted versions of normal gear made by top artisans.

Weapons of masterwork quality are +1 AP. Masterwork melee and ranged weapons add 300 gp to the cost.

Masterwork arrows, bolts, or other ammunition subtracts 1 point of Range penalty at Long or Extreme Range, and costs six additional gold pieces per unit. Masterwork ammunition loses its bonus after use even if recovered.

Armor and shields of masterwork quality reduce the Minimum Strength requirement by one die type, to a minimum of d4. Shields cost an extra 300 gp, while armor costs an extra 150 gp *per piece.*

You can't usually upgrade existing armor, weapons, or shields to masterwork quality — they must be crafted to high standards from the beginning.

The availability of masterwork items — whether for sale in the marketplace or commissioned — depends on the size of the settlement and is up to the GM. Such items typically take twice as long to create if commissioned.

WEAPON SIZE

Weapons wielded by some creatures may be larger or smaller than those listed here. A giant's battleaxe, for example, is larger than a human's, while a kobold's longsword is smaller. The GM can increase or decrease the Minimum Strength and weight as logically needed, but other statistics (Range, damage, etc.) remain as listed.

COMMON GEAR

ITEM	COST	WEIGHT
ADVENTURING GEAR		
Backpack (empty)	2	2
Notes: Halves the effective weight of contents.		
Bedroll	1 sp	5
Blanket	5 sp	3
Block and tackle	5	5
Bottle, glass (empty)	2	1
Caltrops	1	2
Notes: One batch covers a Small Blast Template, two a Medium, and three a Large. Counts as Difficult Ground; anyone moving through the area must make an Athletics roll or be Shaken. A Critical Failure causes a Wound to the feet (Pace –2 until healed).		
Candle (one hour, 2" radius)	1 cp	—
Canvas (square yard)	1 sp	1
Case, map or scroll	1	1/2
Chain	30	2
Chalk	1 cp	—
Chest (small, empty)	25	2
Crowbar	2	5
Firewood (per day)	1 cp	20
Fishhook	1 sp	—
Fishing net (24 square feet)	4	5
Flask or jug, ceramic (empty)	3 cp	1
Flint and steel	1	—
Grappling hook	2	4
Hourglass	25	1
Inkpen (quill)	1 sp	—
Lamp, small (3" radius)	1 sp	1
Lantern, bullseye (10" cone)	12	3
Lantern, hooded (6" radius)	7	2
Manacles	15	2
Mirror, small steel	10	1/2
Mug/Tankard, ceramic	2 cp	1
Oil (for lantern; one pint)	1 sp	1
Paper	4 sp	—
Parchment	2 sp	—
Pole, 12 foot	5 cp	8
Pot, iron	8 sp	4
Pouch, belt	1	—
Rope, hemp (10"/20 yards)	1	10
Rope, silk (10"/20 yards)	10	5
Sack (empty)	1 sp	—

ITEM	COST	WEIGHT
ADVENTURING GEAR (CONTINUED)		
Sealing wax, stick	1	1
Sewing needle	5 sp	—
Shovel	2	8
Soap	5 sp	1
Spike (piton)	1 sp	1/2
Tent, canvas (two person)	10	20
Torch (one hour, 4" radius)	1 cp	1
Vial, small	1	—
Waterskin (weight is filled)	1	4
Whetstone	2 cp	1
Whistle, ceramic	1	—
ALCHEMICAL ITEMS		
See page 113 for alchemical and minor enchanted items such as holy water, thunderstones, tanglefoot bags, and the like.		
ANIMALS & TACK		
Bit and bridle	2	1
Dog, guard	25	—
Donkey or mule	8	—
Horse, light (page 248)	75	—
Horse, heavy (page 248)	300	—
Pony, light (page 248)	30	—
Pony, heavy (page 248)	45	—
Saddle, riding	10	25
Saddle, war (free reroll on Riding roll to stay in saddle)	20	30
Saddlebags (empty)	4	8
CLOTHING		
Artisan's outfit	1	4
Cold weather outfit	8	7
Merchant's outfit	1	4
Noble's outfit	75	10
Royal outfit	100	15
Traveler's outfit	1	5
LODGING		
Inn, poor (per day)	2 sp	—
Inn, common (per day)	5 sp	—
Inn, good (per day)	2	—
Stabling (per day)	5 sp	—
FOOD & DRINK		
Ale, gallon	2 sp	8
Ale, mug	4 cp	1
Banquet (per person)	10	—
Bread, loaf	2 cp	1/2
Cheese, hunk	1 sp	1/2
Dried fruit, bag	5 sp	1/2
Feed, animal (per day)	5 cp	2–10
Meal, poor (per day)	1 sp	—
Meal, common (per day)	3 sp	—
Meal, good (per day)	5 sp	—
Trail rations (per day)	5 sp	1
Wine, gallon	2 sp	8
Wine, mug	4 cp	1
TOOLS & KITS		
Adventurer's kit	50	10
Notes: Backpack, bedroll, candle, chalk, extra clothing, flint and steel, grappling hook, bullseye lantern, small mirror, hemp rope, oil, shovel, soap, 3× torches, waterskin, whetstone, one week's meals.		
Artisan's tools	5	5
Climber's kit	80	10
Notes: Rope, pitons, crampons, hammer, and other gear used for climbing. This kit allows the user to ignore up to 2 points of penalties when climbing.		
Disguise kit	50	8
Notes: Makeup, prosthetics, and false hair. Grants a free reroll on Performance rolls while using a disguise.		
Hammer	5 sp	2
Healer's kit	50	1
Notes: Rudimentary medical equipment including salves and dressings. –1 to Healing without it.		
Holy symbol, wood	1 sp	—
Holy symbol, silver	25	1
Magnifying glass	100	—
Musical instrument	5	3
Pick, miner's	3	10
Scale, merchant's	2	1
Sledge	1	10
Spell component pouch	5	2
Spellbook, wizard (blank)	15	3
Spyglass (Notice +2 at range)	1,000	1
Thieves' tools	30	1
Notes: Picks and spikes, oil flasks, grease, silk rope, gloves. –2 to Thievery without them.		

ARMOR

Armor is written in parentheses next to a character's Toughness, like this: 11 (2). This means 2 points of the character's 11 Toughness come from Armor. An Armor Piercing attack can bypass those 2 points but not the other 9.

Note that greaves (leg guards) and vambraces (arm guards) are listed as pairs. Halve the weight and cost if a character wears only half the set (Minimum Strength doesn't change).

ARMOR

ITEM	ARMOR	MIN STR	WEIGHT	COST
LIGHT				
Leather or Studded Leather armor				
Tunic or Jacket (torso, arms)	+2	d6	11	20
Leggings (legs)	+2	d6	8	20
Cap (head)	+2	d6	1	10
MEDIUM				
Chain mail or Scale armor				
Shirt (torso, arms)	+3	d8	22	100
Leggings (legs)	+3	d8	10	100
Chain Hood or Helm (head)	+3	d8	3	50
HEAVY				
Plate mail armor				
Breastplate (torso)	+4	d10	30	500
Vambraces (arms)	+4	d10	10	250
Greaves (legs)	+4	d10	10	500
Heavy Helm (head)	+4	d10	4	250
Heavy Helm, Enclosed (head) ***Notes:*** –1 to vision-based Notice rolls.	+4	d10	8	300
EXTRAS				
Armor Spikes ***Notes:*** +1 damage when crushing while grappling.	—	—	10	50
Gauntlet, Locked ***Notes:*** +1 to Strength roll against Disarm. (Chains and braces, requires an action to fasten/release.)	—	—	5	8
BARDING				
Horse armor				
Leather	+2	d8	50	300
Chain	+3	d10	110	500
Plate	+4	d12	130	5,000

SHIELDS

Shields add to a character's Parry as long as the defender is aware of the attack. Light shields add +1, and medium and large shields add +2. Facing in melee can usually be ignored since a defender can turn to face individual opponents throughout the combat round. If she's attacked by multiple creatures *on the same Action Card,* however, the shield protects against half the attackers (rounded up; defender's call which ones). Ignore that if the shield bearer has a superior position, such as flanked by allies with no foes behind them, blocking a doorway, corner, or narrow hallway, and so on. If using miniatures, remember that they're static but characters in the game world aren't.

A shield's Parry bonus is written in parentheses next to a character's Parry, like this: 8 (2). This means 2 points of the character's 8 Parry come from a shield. Half of the foes who attack this character on the same Action Card can bypass those 2 points but not the other 6.

Cover subtracts from ranged attacks from the front and shielded side (attacks from the rear or unprotected side ignore Cover). Unless stated otherwise, shields are Hardness 10.

While worn, shields can be used to bash for Str+d4 damage.

TYPE	PARRY	COVER	MIN STR	WEIGHT	COST
Light	+1	—	d6	4	5
Medium	+2	–2	d8	8	9
Heavy (Pace –1)	+2	–4	d10	12	20
EXTRAS					
Shield spikes ***Notes:*** +1 damage when attacking with the shield.			—	5	20



LEATHER JACKET



STUDDED LEATHER TUNIC



CHAIN SHIRT



LIGHT SHIELD



MEDIUM SHIELD



SCALE SHIRT



PLATE BREASTPLATE



FULL SUIT OF PLATE MAIL



HEAVY SHIELD

PERSONAL WEAPONS

RANGED WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	MIN STR	WEIGHT	COST
Axe, Hand	3/6/12	Str+d6	—	1	d6	3	6
Bolas	3/6/12	Str+d4	—	1	d4	2	5
Notes: A target hit with a raise is **Entangled** (see page 130). Bolas are Hardness 8.							
Blowgun	3/6/12	d4–2	—	1	d4	1	2
Bow, Short	12/24/48	2d6	—	1	d6	2	30
Bow, Long	15/30/60	2d6	1	1	d8	3	75
Bow, Composite	12/24/48	Str+d6	1	1	d6	3	100
Crossbow, Hand	5/10/20	2d4	—	1	d4	2	20
Notes: Reload 1. A one-handed, pistol-like crossbow.							
Crossbow, Hand Repeating	5/10/20	2d4	—	1	d4	3	160
Notes: Reload 1 for a case of five bolts, or 1 for a single bolt.							
Crossbow, Light	10/20/40	2d6	2	1	d6	5	35
Notes: Reload 1. Hand-drawn.							
Crossbow, Light Repeating	10/20/40	2d6	2	1	d6	8	250
Notes: Reload 1 for a case of five bolts, or 1 for a single bolt.							
Crossbow, Heavy	15/30/60	2d8	2	1	d6	8	50
Notes: Requires a windlass to load. Reload 2.							
Crossbow, Heavy Repeating	15/30/60	2d8	2	1	d8	12	400
Notes: Reload 2 for a case of five bolts, or 2 for a single bolt.							
Dagger/Knife	3/6/12	Str+d4	—	1	d4	1	2
Net (Weighted)	3/6/12	—	—	1	d4	8	20
Notes: A successful hit means the target is **Entangled** (see page 130). The net is Hardness 10.							
Short Spear/Javelin	4/8/16	Str+d6	—	1	d6	3	1
Shuriken	3/6/12	Str+d4	—	1	d4	—	1
Sling (Athletics (throwing))	4/8/16	Str+d4	—	1	d4	1	—
Spear	3/6/12	Str+d6	—	1	d6	6	2
Starknife	3/6/12	Str+d4	—	1	d4	3	28
Trident	3/6/12	Str+d6	—	1	d6	4	15

RANGED WEAPONS AMMUNITION

AMMUNITION	COST	WEIGHT	NOTES
Arrows	1 gp/20 arrows	3 lbs/20 arrows	Arrows for all types of bows
Bolts (crossbows)	1 gp/10 bolts	1 lb/10 bolts	Bolts for all types of crossbows. A "case" of five can be purchased for repeating crossbows for +10 gp, weighing 1 lb.
Darts (blowgun)	5 sp/10 darts	—	Darts for use with a blowgun only
Sling stones	1 sp/10 stones	1 lb/20	Polished stones

MELEE WEAPONS

TYPE	DAMAGE	MIN STR	WEIGHT	COST	NOTES
Axe, Hand	Str+d6	d6	3	6	—
Axe, Battle	Str+d8	d8	6	10	—
Axe, Great	Str+d10	d10	12	20	AP 3, Parry –1, Two Hands
Club, Light	Str+d4	d4	2	1	—
Club, Heavy	Str+d6	d6	5	2	—
Dagger/Knife	Str+d4	d4	1	2	—
Falchion	Str+d8	d8	8	75	AP 1, may be used Two Hands (if so, it causes +1 damage)
Flail	Str+d6	d6	5	8	Ignores shield bonus
Flail, Heavy	Str+d8	d8	10	15	Ignores shield bonus, Two Hands
Glaive	Str+d8	d8	10	8	Reach 1, Two Hands
Guisarme	Str+d6	d6	12	9	AP 1, Reach 1, Two Hands
Halberd	Str+d8	d8	12	10	AP 1, Reach 1, Two Hands
Katana	Str+d6+1	d6	3	50	Two Hands
Lance	Str+d8	d8	10	10	AP 2 when charging, Reach 2, only usable in mounted combat
Mace, Light	Str+d6	d6	4	5	—
Mace, Heavy	Str+d8	d8	8	12	AP 1
Maul	Str+d10	d10	10	12	AP 2, Two Hands, +2 damage to break objects (page 130)
Morningstar	Str+d6	d6	6	8	—
Pike	Str+d8	d8	18	20	AP 1 when set, Reach 2, Two Hands
Ranseur	Str+d6	d6	12	10	AP 1, Reach 1, Two Hands
Rapier	Str+d4	d4	2	20	Parry +1
Sap	Str+d4	d4	1	2	**Nonlethal damage** (page 136)
Scimitar	Str+d6	d6	4	15	—
Scythe	Str+d6	d6	10	18	Two Hands
Sickle	Str+d4	d4	2	3	—
Spear, Short	Str+d6	d6	3	1	One-handed
Spear	Str+d6	d6	6	2	Reach 1, Parry +1 if used Two Hands
Spiked Chain	Str+d6	d6	6	8	AP 1, ignores shield bonus, Two Hands
Staff/Quarterstaff	Str+d4	d4	4	—	Parry +1, Reach 1, Two Hands
Starknife	Str+d4	d4	3	28	Parry +1
Sword, Bastard	Str+d8	d8	6	35	AP 1, may be used Two Hands (if so, it causes +1 damage)
Sword, Great	Str+d10	d10	8	50	AP 2, Two Hands
Sword, Long	Str+d8	d8	4	15	—
Sword, Short	Str+d6	d6	2	10	—
Trident	Str+d6	d6	4	15	Reach 1
Warhammer	Str+d6	d6	5	12	AP 1
Whip	Str+d4	d4	2	5	Parry –1, Reach 2, with a raise on the attack roll the victim is Entangled instead of rolling bonus damage.

SPECIAL WEAPONS

CANNONS

Cannons are used to destroy city walls or break up large troop formations. They are rare on Golarion, but do exist. Each cannon requires a crew of four to aim and load. The leader of the weapon's crew makes the Shooting roll.

Bombard: Assuming they have a rough idea of their target's location, bombards may fire at targets they cannot see by lobbing projectiles over intervening terrain or obstacles. Bombarding suffers a –4 penalty in addition to all other modifiers, and doubles deviation when the Shooting roll is failed (see **Area Effect Attacks**, page 129). Reduce the penalty to –2 with precise coordinates (such as from a skilled spotter).

On Golarion, cannons only fire solid shot ammunition.

- **Solid Shot:** Heavy balls of iron, lead, or stone designed to batter walls or plow through packed ranks of troops. To fire, the leader of the crew makes a Shooting roll as usual. If successful, roll a die. If even, it bounces to another victim behind and within 6" (12 yards) of the first and hits him as well. Continue in this way until the die roll is odd.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Solid Shot	50/100/200	3d6+1	4	1	MBT	—	
Notes: Heavy Weapon, Reload 8. Two crew members may reload at the same time.							

SIEGE ENGINES

Catapults and trebuchets are mechanical devices that hurl large stones at enemy defenses or ranks of troops. They normally require a crew of eight to load the projectile, crank down the lever that propels it, then sight and aim it. Firing can be done by a single person, but loading the projectile takes at least four.

A ballista is a mechanical engine designed to fire a massive crossbow bolt. One person can fire the device (Shooting). One person can reload, although it's faster with two people.

A ram is a movable scaffold with a heavy wooden pole suspended by rope or chains. A crew of at least two is needed to swing the ram pole to batter another object. Up to eight people can swing the ram, with the leader making the attack roll and others providing Support.

A siege tower is a massive wooden tower on wheels, designed for scaling walls. Moving the structure requires at least a crew of eight, who can push the device at Pace 1 from within the tower on the ground (double that if 16 individuals push the tower, and triple it if 24 push). Those within have complete cover and solid wooden walls until the ramp drops, usually at the highest level. Some siege towers may have arrowslits on the higher levels as well, allowing archers to fire as they approach the enemy walls.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Ballista	15/30/60	3d6	4	Special	—	—	500
Notes: Heavy Weapon, Reload time is five minutes for a solo operator, or two minutes with a crew of two.							
Catapult	24/48/96	3d6	4	Special	MBT	—	800
Notes: Heavy Weapon, Reload time is every five minutes with a crew of four.							
Ram	—	3d6	—	—	—	—	1,000
Notes: Not a ranged weapon, used to batter objects. See Breaking Things, page 130.							
Siege Tower	—	—	—	—	—	—	2,000
Notes: Not a ranged weapon, used to scale walls; shooters can fire from upper floors.							
Trebuchet	30/60/120	3d8	4	Special	MBT	—	1,000
Notes: Heavy Weapon, Reload time is every five minutes with a crew of four.							

ALCHEMICAL ITEMS

The following items may be found in most towns with an alchemist's shop.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Acid flask	3/6/12	2d4	—	1	SBT	1	10
Notes: Thrown like a grenade. Those within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn unless the acid is washed off somehow.							
Alchemist's Fire	3/6/12	2d4	—	1	SBT	1	20
Notes: A sticky, flammable liquid that ignites on impact. Heavy Weapon. Those within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn unless dowsed with water. Target might catch Fire (see page 154).							
Antitoxin, vial	—	—	—	—	—	1/2	50
Notes: Grants a +4 bonus to resist poison for one hour.							
Everburning torch	—	—	—	—	—	1	110
Notes: A "torch" permanently enchanted with *light*. It does not burn and emits no heat.							
Holy Water	3/6/12	2d4	—	1	SBT	—	25
Notes: Holy water can be thrown in a flask or splashed on an adjacent creature. Undead and certain Evil creatures (GM's call) within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn.							
Smokestick	3/6/12	—	—	1	MBT	1/10	20
Notes: An alchemically treated stick that creates thick smoke (Dark Illumination) in a Medium Blast Template for one minute. Dissipates in strong wind in one round.							
Sunrod	—	1d6	—	—	—	1	2
Notes: A gold-tipped iron rod that provides normal light in a 30-foot radius for six hours. It increases Illumination one level for another 30' beyond that. It emits no heat, and counts as sunlight.							
Tanglefoot bag	1/2/4	—	—	1	—	4	50
Notes: A Size 3 or smaller victim hit by this small sack of sticky materials is Distracted for five rounds and must make an Athletics roll or be stuck to the ground (Entangled) as well.							
Thunderstone	3/6/12	—	—	1	MBT	1	30
Notes: An enchanted rock that explodes with a deafening boom when struck against a hard surface. Anyone in the template must make a Vigor roll or be Shaken as well as deafened for one hour.							
Tindertwig	—	—	—	—	—	1/10	1
Notes: A thin stick that alights with flame when struck against a hard surface. It allows torches and other flammable substances to be lit in a single action.							



VEHICLES

On the opposite page are a number of sample vehicles (conveyances) for land, air, and water on Golarion.

- **SIZE:** The Size and Scale of the vehicle relative to a human (see **Scale** on page 138 and the **Size Table** on page 245).
- **HANDLING:** The vehicle's responsiveness and maneuverability are added to or subtracted from all its operator's maneuvering rolls (Boating, Driving, Piloting, or Riding). This typically ranges from −4 for particularly slow or sluggish vehicles to +4 for those that can turn on a dime.
- **TOP SPEED:** Top Speed is expressed in miles per hour (MPH) for easy comparison to the real world. To convert miles per hour to Pace, multiply MPH by 1.5.
- **TOUGHNESS:** The vehicle's base durability, including Armor in parentheses. Use these as guides when creating your own.

  Vehicles can normally take three Wounds before they're **Wrecked** (see below), but Large vehicles can take one additional Wound, Huge vehicles two, and Gargantuan three.
- **CREW:** The number of crew plus any additional passengers it can transport. A notation of "2+8," for example, means it requires a crew of two and can carry up to eight additional passengers.

  A vehicle without enough crew may not be able to operate all its weapons or other devices.



  Ships and the like that require multiple crew to work their sails lose 10% Top Speed and subtract 1 from Handling if undercrewed. The GM can multiply these effects if the vehicle is drastically undermanned, or it might simply be effectively immobile.
- **COST:** The typical price of the vehicle in Golarion. This will vary widely depending on the type of vehicle, the environment, its condition, and other market factors.

VEHICLE NOTES

Heavy Armor: Only weapons marked as Heavy Weapons can hurt this vehicle, regardless of the damage roll. This keeps a lucky bow shot from destroying a longship, for example. Vehicles with Heavy Armor halve damage they take from colliding with other obstacles (including vehicles) that don't have Heavy Armor. This is not to be confused with the heavy category of personal armor.

Weapons: Vehicles with weapons note their location for narrative play or when using miniatures on the tabletop. Here are the most common:

- **FIXED:** The vehicle's weapon fires only in the listed direction (typically front or rear in a 45° arc).
- **SWIVEL MOUNT:** The weapon is mounted on a post or platform that can turn and fire in a 180° arc in the listed direction.
- **TURRET:** The weapon is in a turret and can freely fire in a 360° arc.

VEHICLE DAMAGE

A vehicle can take three Wounds before it's wrecked. Each Wound subtracts 10% of its Top Speed and reduces Handling by 1.

If a fast-moving (GM's call) vehicle such as a coach or wagon wrecks, all the passengers inside take 3d6 damage. Anyone riding on the outside of a coach or wagon when it wrecks takes 4d6 damage.

Double the damage if the device was flying at significant altitude (at least a few hundred feet).

VEHICLES

GROUND VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Carriage	3	−2	8	6	1+3	100
Notes: Pulled by one **Horse**, see page 248. Pace on the tabletop is 12 and it may run.						
Cart	1	−2	6/4	5	1	15
Notes: Pulled by one **Horse or Mule**, see page 249. Pace on the tabletop is 9/6 for the horse/mule and it may run.						
Sled	4 (Large)	0	4	8	2+4	20
Notes: Wagon on runners for snow and ice travel. Pulled by two or more beasts. Pace on the tabletop is 6, and it may run.						
Wagon, light	4 (Large)	−1	8	8	2+4	35
Notes: Pulled by two horses, see page 248. Pace on the tabletop is 12 and it may run.						
Wagon, heavy	6 (Large)	−2	8	8	4+8	100
Notes: Pulled by four horses, see page 248. Pace on the tabletop is 12 and it may run.						

AIRSHIPS

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Airship (dirigible)	8 (Huge)	−2	10	4	1+9	50,000
Notes: Quite rare on Golarion. This exotic vessel is a sailing ship connected by heavy chains to a massive balloon which holds it aloft.						
Alchemical Dragon	11 (Huge)	0	12	14 (2)	10+50	100,000
Notes: Extremely rare on Golarion. Warship shaped as dragon with magical/alchemical engines.						
Glider	4 (Large)	−4	5	6	1	500
Notes: A light wooden frame with wing-like sails.						

WATERCRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW	COST
Galley	13 (Gar)	−2	20	20 (4)	20+250	30,000
Notes: Heavy Armor. Has both oars and sails. ***Weapons:*** Catapult (fixed front).						
Keelboat	10 (Huge)	0	10	16 (4)	15+100	3,000
Notes: Heavy Armor. Has oars and a single mast with square sail.						
Longship	10 (Huge)	−1	20	16 (4)	40+100	10,000
Notes: Heavy Armor. Has numerous oars and a sail.						
Rowboat	0	−2	5	8 (1)	1+3	50
Sailing Ship	10 (Huge)	−1	15	14 (2)	20+120	10,000
Notes: Heavy Armor. Has three masts and square sails.						
Sailing Sloop	8 (Huge)	0	30	12 (2)	20+80	15,000
Notes: Heavy Armor. Has one mast and fore-and-aft rigged sails.						
Warship (Galleon)	14 (Gar)	−2	12	20 (4)	80+160	50,000
Notes: Heavy Armor. ***Weapons:*** 16× to 46× Cannon (fixed left and right).						


WANO

CHAPTER THREE

RULES

Savage Pathfinder provides a simple framework for your tales of adventure and glory. In this chapter we show you how to make basic skill and attribute checks — and make your combats Fast, Furious, and Fun!

WILD CARDS & EXTRAS

Your hero (a player character), and unique allies, villains, and monsters are collectively called "Wild Cards." These beings have a better chance at doing things, are a little tougher to put down, and are generally more detailed than common guards, minions, or lackeys — collectively called "Extras."

Wild Cards are noted with a design of some sort before their name, like this:

GOBLIN WARCHANTER

In *Pathfinder for Savage Worlds* the Wild Card symbol is this distinctive dragon head.

Player characters are always Wild Cards. The Game Master must decide which of her nonplayer characters and monsters are Wild Cards. The sergeant of the city watch probably isn't a Wild Card, but Sergeant Grimlock of the city watch may be. Skytch the dragon is also a Wild Card, though his three young wyrms aren't.

Wild Cards are those who have stepped up to do more than most. They dare, aspire, and risk it all to be a hero — or a villain!

They have two special abilities in the game:

- Wild Cards can take three Wounds before they're Incapacitated.
- Wild Cards get a Wild Die (usually a d6) along with their skill or attribute die when making Trait rolls and take the highest of the two as their total (see **The Wild Die** on the next page).

TRAIT ROLLS

To make a skill or attribute "check" or "roll," simply roll the die assigned to it. If the result is a 4 or better (the "Target Number" or "TN"), the action is successful. For example, if a character's Strength is a d6, roll a six-sided die. On a 4 or better, he's successful.

Modifiers: Circumstances modify the die roll, such as shooting at something far away or finding a well-hidden clue. Some things, such as ranged attacks, have standard modifiers. It's up to the GM to determine any modifiers for more subjective tasks, such as spotting an ambush or eavesdropping on a conversation through a door.

In general, an easy task, such as finding tracks in the mud, is made at +2. A difficult task, such as finding tracks by torchlight, is made at −2. A very difficult task, such as finding tracks in a rainstorm, is made at −4.

Multiple Dice: When rolling multiple dice, such as when firing two arrows with the Rapid Shot Edge, check each die separately.

THE WILD DIE

For Extras, roll a single die when making a Trait roll. For Wild Cards, roll an extra d6 and take the highest of their Trait die or the "Wild Die." Both of these dice can Ace (see below).

One Wild Die per Action: When rolling multiple dice for a single action, roll only one Wild Die. It may replace a Trait die or be ignored — it never adds another action or attack to the roll.

Example: *A fighter has the* ***Frenzy*** *Edge (page 72). Roll an extra Fighting die when making a melee attack along with a Wild Die. Only two of the dice can cause hits since the Wild Die can only replace a die, not add another attack.*

ACES

All Trait and damage rolls in *Savage Pathfinder* are open-ended. That means that when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace." Any modifiers to the die roll should be tacked on after adding up an Aced roll.

Example: *A rogue attempts to leap a dangerous ice chasm. She's a Wild Card with a d8 in Athletics, so roll a d8 and a d6 and take the highest result. In this case, both dice Ace (8 on the d8 and 6 on the d6). The d8 is rolled again and it gets a 4 for a total of 12 on the d8. The d6 is rolled again and gets another 6, followed by a 2—that's a total of 14 on the Wild Die. The wily rogue leaps the chasm with ease!*

RAISES

Sometimes it's important to know just how successful a Trait roll was. Every 4 points over the Target Number are called a "raise." If your hero needs a 4 to shoot an opponent and an 11 is rolled, he hits with a raise. Figure raises after adjusting for any modifiers.

A raise always provides an additional effect of some sort, such as bonus damage when attacking or a benefit determined by the GM for other rolls.

OPPOSED ROLLS

Sometimes rolls are "opposed" by an opponent. The attacker gets a Trait total, then the defender attempts to beat it.

The exact skills or attributes used in a contest are specified in each circumstance, or the GM can decide what makes the most sense. If two characters try to pull something from each other's hands, for example, they make opposed Strength rolls. Sneaking up on someone is a Stealth roll opposed by Notice (which is detailed in the Stealth skill description).

The acting character in an opposed roll always makes the Trait total first (including spending any **Bennies**, see page 119), and must get at least a basic success (TN 4) or he fails. The defender rolls next and must *meet* or *exceed* the first character's result or the attacker wins.

The winner also uses the opponent's total for purposes of determining raise effects.

CRITICAL FAILURES

A Critical Failure occurs when a 1 is rolled on both the Trait die and Wild Die of a Trait roll. The attempt automatically fails and something bad happens — a weapon is dropped or gets stuck, the attack hits a friend, the vehicle crashes, spells misfire (see **Backlash**, page 169), and so on.

Critical Failures cannot be rerolled by any means, even with **Bennies** (see the next page).

Extras and Critical Failures: If an Extra gets a 1 on a Trait check *and it's important to know if it's a Critical Failure*, such as when casting a spell, roll a d6. On a 1, it's a Critical Failure. Otherwise it's just a normal failure.

Multiple Dice: Some abilities allow rolls with multiple Trait dice, such as the Frenzy Edge or firing a weapon with a Rate of Fire higher than 1. A Critical Failure with multiple dice occurs when more than half the die results are a natural 1. If the character is a Wild Card, the Wild Die *must* be a 1 as well.

Example: *A fighter with the Frenzy Edge (page 72) rolls two Fighting dice and one Wild Die. If two or more of the dice come up 1s, including the Wild Die, it's a Critical Failure.*

Unskilled Attempts

If a character doesn't have a skill for an action he's attempting, roll a d4 for his skill die (and a Wild Die if a Wild Card) and subtract 2 from the total.

The GM may decide certain tasks cannot be attempted unskilled, such as repairing a steam engine or piloting an airship.

Reroll

Some Edges or abilities allow a character to reroll Traits (as long as they're not a Critical Failure). To do so, roll *all* the dice again and get a new total. You may keep any set you like *unless* you roll a Critical Failure. This ends all rerolls immediately and becomes the result of the attempt — that's the risk one takes in pushing the limits!

Multiple rerolls may be granted from different Edges, Bennies, or other abilities.

Group Rolls

When the GM wants to make a Trait roll for a group of Extras with like Traits, roll one Trait die as usual along with a Wild Die and treat this as the group's result. This gives a decent average without making rolls for every individual.

Example: *A group of soldiers attempts to pass by an enemy encampment. The GM rolls their Stealth die (a d6) and a Wild Die and takes the best of the two as the soldiers' total.*

Bennies

Every now and then, die rolls may not work in your favor. That's why *Savage Pathfinder* gives players a little control over their hero's fate.

Player Character Bennies

Player characters start each game session with three "Bennies" (American slang for "benefits"), represented by poker chips, gaming stones, the official Bennies we make for all of our games, or other tokens that signify a little bit of good luck or fate. Bennies are discarded at the end of each session — use them or lose them!

Combat: If a session ends in the middle of combat or other dramatic event, wait until it's resolved in the next session before giving out new Bennies.

GM Rewards: Bennies are earned during the game in two ways:

- **AWARDS:** The Game Master should occasionally reward players for clever actions, roleplaying their character (especially any Hindrances), or great feats of heroism.

  She can also award players a Benny for telling a great story in character, delivering a fantastic line that makes everyone laugh, or creating an emotional moment.
- **JOKER'S WILD:** When a player character draws a Joker during combat, *all* player characters receive a Benny! If the players get both Jokers everyone gets *two* Bennies!

Game Master Bennies

Game Masters start each session with a pool of one Benny per player character. These may be used by any of her characters (including non-Wild Cards!).

The GM's Wild Cards also have Bennies of their own, a base of three modified by their Edges and Hindrances. They can use these or any of the Bennies in the common pool as the GM wishes.

- **JOKER'S WILD:** Anytime the villains draw a Joker, put one Benny in their general pool and give another to each enemy Wild Card.

Using Bennies

Bennies may be spent at any appropriate time and don't incur any sort of penalty. They may only be used for your own character.

Here are the ways players can use Bennies.

- **REROLL A TRAIT:** Bennies grant a hero a reroll on *any* Trait (see **Rerolls,** above).
- **RECOVER FROM SHAKEN:** This is instant and may be done at any time, even interrupting another's actions if desired. See **Shaken** on page 125.
- **RECOVER POWER POINTS:** A character with an Arcane Background, Mystic Powers, or any other ability that grants Power Points can spend a Benny as a free action to recover 5 Power Points.

- **SOAK ROLLS:** Bennies can be used to prevent Wounds or recover from being Shaken. See **Soak Rolls** on page 127 for more information.
- **DRAW A NEW ACTION CARD:** When the game is in rounds, a character can spend a Benny to get a new **Action Card** (see page 122). This occurs after all cards are dealt and Edges or Hindrances like Quick, Level Headed, or Hesitant are resolved. *Then* players or the GM may spend Bennies for an additional card as many times as they like and take their choice of all their draws. Edges like Quick or Level Headed *do not* apply to these additional cards drawn with Bennies. This continues until everyone (including the GM) passes. Then the round begins and no further cards may be drawn.
- **REROLL DAMAGE:** You may spend a Benny to reroll damage. Include any additional dice you may have gained for a raise on the attack roll.
- **INFLUENCE THE STORY:** This one is entirely up to the Game Master, who may allow a character to spend a Benny to find an additional clue if you're stuck, come up with some mundane but needed item, or push a nonplayer character into being a bit more agreeable.

Example: *The party is adrift on a storm-tossed sea. None of the characters purchased navigational equipment, but Harsk the ranger had been aiding their doomed captain through the previous encounters.*

Harsk's player asks the Game Master if he might have been given his own compass and maps while aiding the captain, and might still have them in his bag. The GM agrees—for a Benny. Harsk suddenly remembers the tools in his pack and turns the boat toward shore.

AWARDING BENNIES

It takes a few games to figure out how many Bennies you should award players during a session. In general, we recommend you be fairly free with them, especially early in the game. If someone makes everyone laugh (and isn't distracting the flow of the game), toss the player a Benny. When players roleplay a Hindrance, reward them. When someone does something clever or heroic or imaginative, acknowledge it with a Benny.

Some GMs worry the game will become too easy if Bennies are too common, but we find the opposite is true. When Bennies are plentiful, players often spend them on trivial things that are important to *them*. Maybe the rogue *really* wants to pick the lock on a chest. There's nothing particularly valuable inside and the player probably knows it, but the character is the *rogue* and wants to prove it to the rest of the party.

When Bennies are scarce, however, players tend to save them for injuries, death, or taking out the big bads. That's fine, but takes away from the fun and heroics that got them to this point. *Savage Pathfinder* is about big action and players should be encouraged to take chances. The "currency" of these chances are those Bennies.

Veteran *Savage Worlds* GMs might also notice Bennies tend to flow fairly fast early on in a session. The group is settling in, laughing, and are rewarded for roleplaying their Hindrances the first time or two. In the mid-to-late game, Bennies tend to be spent faster than they're gained. That's a fantastic pace. It gives the heroes opportunities to do big things in the early and midgame then forces some critical resource management for the final showdown.

If you find yourself being stingy, go the other way the next time you run and see how it affects your group. Then you'll know what's right for you and your friends.



CONVICTION

Conviction is a special award granted when a character experiences a great and meaningful victory; or a painful and catastrophic misfortune. Either drives the hero to increase her efforts, giving her inner strength she can draw on in the most desperate situations.

Like Bennies, players should receive a physical token of some sort to note their Conviction. The tokens can be spent at any time to add a d6 to all the character's Trait and damage totals until the beginning of her next turn. This die can Ace, and its result is added to the final total.

Conviction Tokens don't stack, but the bonus may be maintained from round to round by spending a Benny at the start of the character's turn. Once Conviction lapses, however, the effect ends.

Conviction Tokens aren't Bennies and can't be used as such. They *are* kept between sessions, however, and a hero can have more than one Conviction Token at a time.

Refresh: A hero may also spend Conviction to trigger or refresh abilities that are usually only usable once per session, day, encounter, and so on, even if they've already been used.

EXAMPLE: TRAGEDY & TRIUMPH

Seelah the paladin of Iomedae and her companions signed on to escort a caravan from Turtleback Ferry to Sandpoint. Over the course of the journey, they made friends with the caravanners. Seelah became particularly close with a young girl she thought of as a daughter, Julia.

Then tragedy struck. A savage and brutal band of ogres descended from the hills and attacked the caravan. Seelah and her friends tore into the ogres with savage ferocity, but when the dust settled, Julia was found dead.

Given her close relationship with the girl, the Game Master decides Seelah's player gains Conviction. The paladin burns with rage at the murderous ogres and chastises herself for failing to protect her friend.

Later on, the party corners the ogres' chief in his hilltop fortress. Seelah personally defeats the brute in single combat and avenges Julia's death. The Game Master decides the paladin's triumph is also worthy of Conviction.

COMBAT

Whether they're the burning plains of the Cinderlands or the cursed battlefield of the Plain of Ten Thousand Swords — these are *Savage Worlds* and they are often violent.

The rest of this chapter tells you how great heroes and terrible monsters battle in *Savage Pathfinder*. The combat rules are designed for use with miniatures or pawns by default, but it's easy to use these concepts when you're playing without them.

Distance: Because the game assumes you are using terrain or a battlemat and standard 28mm miniatures, movement and weapon ranges are listed in inches. To translate that to regular distance, one inch equals two yards.

If you're using miniatures and need to accommodate a larger battlefield, simply set each inch as five or 10 yards, for example, and adjust movement and ranges appropriately.

Time: When a fight breaks out, game time breaks down into rounds of about six seconds each. Ten rounds equal one minute.

- **ROUND:** A "round" is an entire countdown of Action Cards, from the Ace to the Deuce (Two).
- **TURN:** A character's "turn" occurs when his Action Card comes up in the countdown. A hero with the Six of Diamonds, for example, takes his turn when that card comes up in the round.
- **ACTION:** A single attack, skill use, etc. See page 122 for a more complete description. Characters may perform multiple actions on their turn (see **Multi-Actions** on page 136).

ACTION CARDS (INITIATIVE)

The action in *Savage Pathfinder* is fast and furious. To help the Game Master keep track of who goes in what order and add a little randomness to the game, we use a single deck of playing cards with both Jokers left in to determine everyone's initiative order. We call these "Action Cards."

The GM can deal cards face up or face down as she sees fit. She might also deal the players' cards face up and the villains' face down to increase the players' tension and uncertainty!

At the start of each round:

- Deal each Wild Card an Action Card (plus any extra cards for Edges). Allies under a player's control act on his Action Card.
- Groups of nonplayer characters and creatures, such as all zombies, all wolves, and so on, should share an Action Card so they act together. This breaks each group up a bit for dramatic purposes and game balance and keeps things easy for the Game Master to manage.

Shuffle: Shuffle the deck after any round in which a Joker was dealt.

Large Groups: In very large groups or time-sensitive games, the Game Master can deal a single card per side (heroes and villains). On the heroes' turn, simply start at one end of the group and work quickly around. This speeds things up if that's more important than varying initiative order. If one or more characters have Level Headed or Quick, let that apply to the draw (but only once).

THE COUNTDOWN

Once the cards are dealt, the Game Master starts the round by counting down from Ace down to Two, with each group resolving its actions when its card comes up.

Ties: Ties are resolved by suit order: Spades ♠ are first, then Hearts ♥, Diamonds ♦, and Clubs ♣. That's reverse alphabetical order as used in many common card games.

- **JOKERS:** Characters (or groups) with a Joker act whenever they want in the round, even interrupting another's action. They also add +2 to all Trait and damage rolls this round!

ACTIONS

Characters perform "actions" when their Action Card comes up each round. This is their "turn." A character can move (see **Movement**, below) and perform one regular action at any point in her movement, attacking, casting a spell, and so on, without penalty.

Characters can choose from a multitude of actions on their turn. Common actions include Supporting allies, Testing foes, using a power,

or attacking with Fighting or Shooting. See **Multi-Actions** on page 136 to perform more than one action per turn (though only one of these can be a limited action (see below)).

More complex actions like lighting a torch or digging through a backpack might require more than a round to complete (GM's call).

Free Actions

Speaking a short sentence or two, moving up to the character's Pace, falling prone, or dropping an item are all free actions. A hero can generally perform several free actions on her turn simultaneously (speaking and dropping an item while walking, for example), though only one of these can be a limited **free** action (see below). The GM decides how much is too much.

Some free actions occur automatically at the beginning of a character's turn and may only be tried once, such as recovering from being Shaken or Stunned.

Free actions that are "reactions," such as resisting opposed rolls or powers, occur each time the situation presents itself.

Limited Actions

Some actions are so complex or involved they require greater concentration. A character may only perform one limited action on their turn. It may be part of a Multi-Action as usual.

Limited Free Actions

A character may only perform one limited free action per turn. For example, the barbarian's Intimidating Glare allows her to make an Intimidation Test as a limited free action (see page 44). If the barbarian also had access to another limited free action, she could not do it in the same turn as she used Intimidating Glare.

Movement

Characters can move a number of tabletop inches equal to their Pace each turn, and may freely set their facing as they do so.

Each inch of movement spent climbing, crawling, or swimming uses 2" of Pace.

Running: A hero can "run" as a free action once per turn, increasing her Pace for the round by her running die (a d6 by default) at the cost of a −2 penalty to all other actions that turn. Running dice never Ace. (The running die is random to account for nuances of terrain not depicted on the tabletop and for the "risk to reward" decision players must make.)

Out of combat situations, a character can move twice the sum of her full Pace + maximum running die for a number of minutes equal to half her Vigor die type. Thus a Fleet-Footed character with Vigor d6 can sprint at a Pace of 32 for three minutes.



Difficult Ground: Each inch a hero moves over rough terrain such as thick forest, up or down a steep incline, slippery ice, etc., counts as 2″ of her Pace. Crawling is unaffected by Difficult Ground.

Hazards: If the GM feels movement is hazardous for some reason — climbing under duress, swimming a fast-moving river, walking a tightrope — she can require an Athletics roll to move. Success means the character continues on normally. Failure means she can't move. With a Critical Failure the character takes Fatigue from **Bumps & Bruises** (page 151), falls if climbing or in a precarious position (**Falling**, page 154), or drowns if swimming (**Drowning**, page 153).

Other Movement Issues

- **JUMPING:** Characters can jump 1″ (2 yards) horizontally, or 0.5″ vertically as a free action. Double these numbers if the hero can run at least 2″ (4 yards) prior to the jump. If the hero chooses, she may make an Athletics roll as an action to increase her horizontal distance by 1″ (2″ with a raise), or half that vertically. Jumping does not allow a character to exceed her total Pace for the turn.
- **PRONE:** A hero may fall prone as a free action during her turn. She may crawl while prone (see above). Standing is a free action but reduces total Pace for the turn by 2.

Attacks

The basics of fast, furious combat are discussed below. Many additional options and situations are covered under **Situational Rules**, starting on page 129.

Melee Attacks

The Target Number to hit an opponent is equal to his Parry (2 plus half his Fighting die type; 2 if he has no Fighting skill).

Ranged Attacks

The Shooting skill covers everything from bows to crossbows and even some magic items that shoot projectiles. Throwing knives, spears, and other thrown projectiles use the Athletics skill.

All ranged weapons have a Range statistic written like this: 5/10/20, or Short/Medium/Long Range.



RANGE PENALTIES	
RANGE	MODIFIER
Short	—
Medium	–2
Long	–4
Extreme (see notes)	–8

The base Target Number to hit something at Short Range is 4. Firing at longer ranges inflicts the penalties listed above.

Extreme Range: Extreme Range is up to 4× a weapon's Long Range. Firing at such a great distance requires the **Aim** option (page 129). When used in this way, Aim doesn't reduce any penalties — it simply allows the character to fire at Extreme Range.

Characters may not throw weapons at Extreme Range.

Rate of Fire: Rate of Fire is how many shots (Shooting dice) a ranged weapon can fire in one action. A longbow with a RoF of 1, for example, can fire one shot per action. For weapons with a Rate of Fire 2 or more, declare how many shots you are firing. Then roll that number of Shooting dice and assign them in whatever order you like to the chosen targets.

For Wild Cards, roll their Shooting dice plus a single Wild Die, which can *replace* any one Shooting die if desired.

DAMAGE

After a successful melee or ranged hit, the attacker rolls damage. Ranged weapons do fixed damage as listed in the Gear chapter. Most bows, for example, cause 2d6 damage.

Hand weapons cause damage equal to the attacker's Strength die plus a second die, which depends on the weapon. For barbarians with a d12 Strength and a longsword (d8 damage) roll d12+d8 damage. Add the rolls on the damage dice together to get the damage total.

Even though Strength is used to determine melee damage, this isn't a Trait roll so Wild Cards don't add a Wild Die to the roll.

All damage rolls can Ace.

Unarmed Damage: For an unarmed combatant, roll only his Strength die unless he has an Edge like **Brawler** (page 71) that grants him a damage die.

BONUS DAMAGE

Well-placed attacks are more likely to hit vital areas and do more damage. If your hero gets a raise on his attack roll (regardless of how many raises), he adds +1d6 to the final total. Bonus dice can also Ace!

Bonus damage applies to all attacks, including spells and area effect weapons.

APPLYING DAMAGE

If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect. If the damage is equal to or greater than his Toughness, he's Shaken. Each raise on the damage roll also inflicts a Wound:

- **SUCCESS:** The character is Shaken. If he was already Shaken and the second result is from physical damage of some kind (not a Test that results in Shaken, for example), he remains Shaken and takes a Wound.
- **RAISE:** The character suffers a Wound for every raise on the damage roll, and is Shaken.

DAMAGE EFFECTS

Damage can result in three effects: Shaken, Wounds, and Incapacitation.

SHAKEN

Shaken characters are nicked, bruised, or otherwise rattled. They may only take free actions, such as moving (including running). At the start of their turn, Shaken characters must attempt to recover from being Shaken by making a Spirit roll. This is a free action.

- **FAILURE:** The character remains Shaken. She can only perform free actions.
- **SUCCESS:** The character is no longer Shaken and may act normally.

Bennies: A character may spend a Benny at any time to remove her Shaken status (even when it's not her turn).

WOUNDS

Every raise on the damage roll inflicts a Wound. Extras are Incapacitated if they take a single Wound (and aren't **Resilient**, see page

243). They're dead, injured, or otherwise out of the fight.

Wild Cards can take three Wounds and still function (more with certain Edges or abilities). Further damage doesn't cause additional Wounds but Incapacitates them instead.

Wound Penalties: Each Wound a character suffers causes a −1 cumulative penalty to his Pace (minimum of 1") and all Trait rolls — up to a maximum penalty of −3.

Timing: Characters sometimes take multiple hits on the same Action Card. Resolve each damage roll separately before moving on to the next (including any Soak rolls).

WOUND CAP

In *Savage Pathfinder*, characters can never suffer more than four Wounds in a single hit and therefore never have to Soak more than four Wounds either. This rule keeps combat dangerous but reduces the chances of heroes (and villains!) dying from a single lucky blow. It can still happen, but it is far more rare.

Ignore the cap for catastrophic damage such as falls from great heights, extreme environments such as lava, and so on.

Large Creatures: The Wound Cap still applies to large or Resilient creatures with more than three Wounds. A Huge dragon that can take five Wounds before being Incapacitated, for example, can't take more than four from a single attack, so it can't be killed with a single attack even if it fails to Soak.

INCAPACITATION

Incapacitated characters may not perform actions but are still dealt Action Cards for the remainder of the encounter in case they recover or must roll for other effects such as **Bleeding Out** (below). Edges or Hindrances that affect card draws, such as Quick, Level Headed, or Hesitant are ignored when the hero is Incapacitated.

If Incapacitated by damage or injury, he must make an immediate Vigor roll:

- **CRITICAL FAILURE:** The character dies.
- **FAILURE:** Roll on the **Injury Table**. The Injury is permanent and the character is **Bleeding Out**, see below.
- **SUCCESS:** Roll on the **Injury Table**. The Injury goes away when all Wounds are healed.
- **RAISE:** Roll on the **Injury Table**. The Injury goes away in 24 hours, or when all Wounds are healed (whichever is sooner).

Characters cannot take actions of any kind and might be unconscious (GM's call). The victim makes a Vigor roll each day thereafter and is no longer Incapacitated (or unconscious) if successful. They may also heal Wounds during this time (see **Natural Healing** on page 128).

Bleeding Out: The injured character is dying and must make a Vigor roll at the start of his turn. Failure means he perishes. With success he survives but must roll again next turn (or every minute if not in combat). With a raise, he stabilizes and no further rolls are required.

INJURY TABLE

2D6	WOUND
2	**Unmentionables:** If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3–4	**Arm:** The victim can no longer use his left or right arm (rolled randomly if not targeted).
5–9	**Guts:** The damage is to the victim's core. Roll 1d6: 1–2 **Broken:** Agility reduced a die type (minimum d4). 3–4 **Battered:** Vigor reduced a die type (minimum d4). 5–6 **Busted:** Strength reduced a die type (minimum d4).
10–11	**Leg:** Gains the Slow (Minor) Hindrance, or Major if already Slow or injured in either leg.
12	**Head:** A grievous injury to the head. Roll 1d6: 1–3 **Hideous Scar:** Your hero now has the Ugly (Major) Hindrance. 4–5 **Blinded:** An eye is damaged. Gains the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 **Brain Damage:** Massive trauma to the head. Smarts reduced one die type (min d4).

MORE ON SHAKEN

Figuring out how Shaken and Wounds work together takes a little getting used to, but is worth it for the gameplay it provides. In essence, it means Shaking an Extra twice usually takes it off the table. It gets a bit more complicated with Wild Cards or creatures that can take more than one Wound, so here's a table that might help.

EXAMPLES:

- A character takes a Wound. She's also Shaken.
- A character is Shaken, then takes a Wound. She has one Wound and remains Shaken.
- A character is already Shaken, then Shaken again (without a Wound). She now has one Wound and remains Shaken.
- A character has two Wounds and is Shaken. She takes another Wound, so she has three Wounds and remains Shaken.

DAMAGE	VICTIM IS UNSHAKEN	VICTIM IS ALREADY SHAKEN
Success (0–3 points of damage over Toughness)	Shaken	1 Wound and remains Shaken
1 Raise (4–7 points of damage over Toughness)	1 Wound and Shaken	1 Wound and remains Shaken
2 Raises (8–11 points of damage over Toughness)	2 Wounds and Shaken	2 Wounds and remains Shaken
3 Raises (12–15 points of damage over Toughness)	3 Wounds and Shaken	3 Wounds and remains Shaken

Other characters may stop a victim's bleeding by making a Healing roll (the skill or the spell). This is an action, and if successful the patient is stabilized.

The *healing* power can also stabilize Wounds, as can a successful "natural" healing roll by a being with regeneration of some sort.

Incapacitation from Fatigue: See page 132.

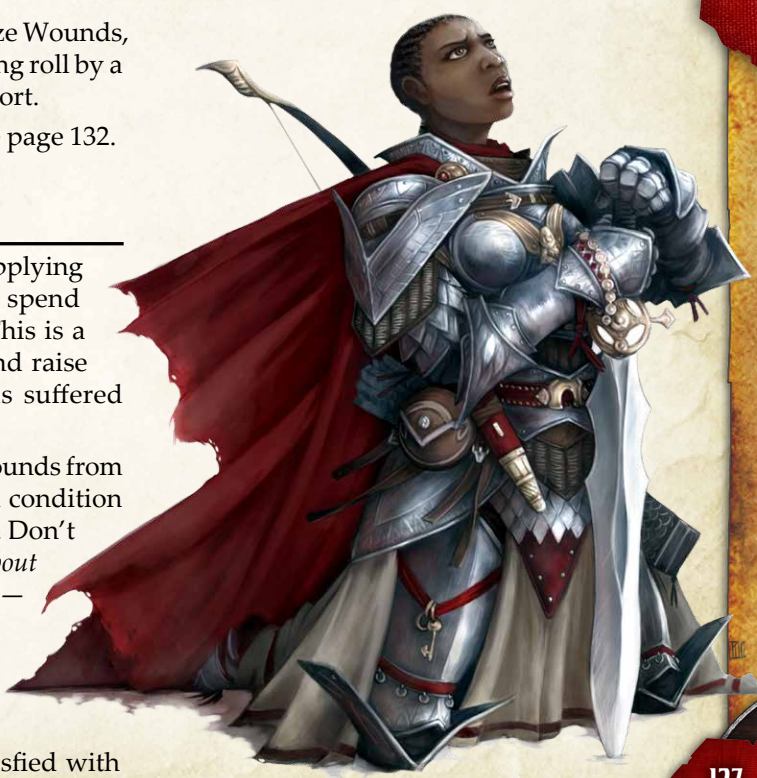
Shaken: A character can spend a Benny to immediately eliminate a Shaken condition. This is instant and can be done at any time.

SOAK ROLLS

After taking damage but before applying any Wounds, the defender may spend a Benny to make a "Soak" roll. This is a Vigor check, with each success and raise reducing the number of Wounds suffered from that attack by one.

If the character Soaks *all* of the Wounds from an attack, he removes his Shaken condition too (even from a previous source). Don't count the Wound modifiers he's *about* to suffer when making this roll—that hasn't happened yet.

Characters can't Soak more than once per attack, but may spend Bennies as usual to reroll the Vigor check if they aren't satisfied with the results.



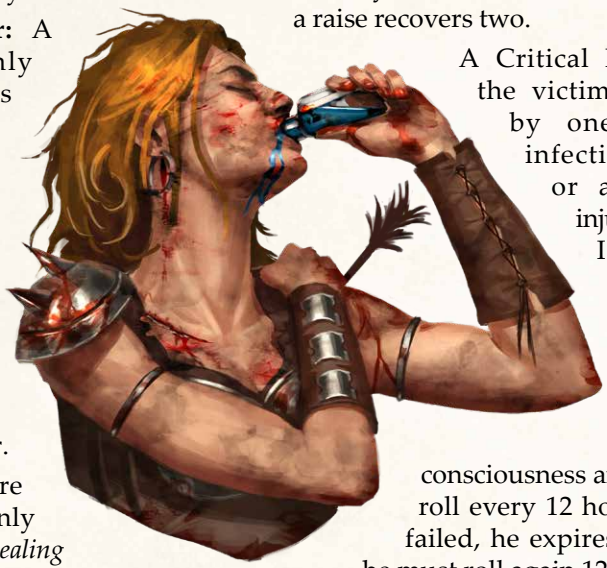
HEALING

The Healing skill is used to remove Wounds. Each attempt requires 10 minutes per Wound level of the patient. Subtract 1 from Healing rolls without a basic healer's kit or similar supplies.

A success removes one Wound, and a raise removes two. Failure means no Wounds are removed. A Critical Failure *increases* the victim's Wound level by one.

The Golden Hour: A character may only attempt to heal Wounds on a patient once within the hour they were sustained. Failing the roll means the healer isn't able to treat those particular injuries. A *different* character may attempt a Healing roll on the same patient, however.

Once the Wounds are over an hour old, only natural healing or the *healing* power (using Greater Healing) can heal Wounds.



THE GOLDEN HOUR

Patients who survive their initial trauma have about an hour to survive most life-threatening injuries. If they receive medical attention during that time, they can generally be saved. The longer the wait, however, the more likely the wounds are to be fatal.

In *Savage Pathfinder*, we extend this concept to healing in general. Besides reflecting the real-world concept, it also provides good game balance and drama as the party has to decide whether to press on despite their injuries.

Bleeding Out: The Healing skill can also be used to stabilize someone who's **Bleeding Out** (page 126). Each attempt is an action, and if successful the victim is stabilized.

Incapacitation: Healing at least one Wound on an Incapacitated patient removes that state (and restores consciousness if he was knocked out).

NATURAL HEALING

Wounded characters make a Vigor roll every five days. Success recovers one Wound, and a raise recovers two.

A Critical Failure *increases* the victim's Wound level by one—either from infection, blood loss, or aggravating the injuries. If this causes Incapacitation, don't use the usual rules for taking damage. Instead, the victim lapses in and out of consciousness and makes a Vigor roll every 12 hours. If the roll is failed, he expires. Success means he must roll again 12 hours later. With a raise he stabilizes and wakes. Allies may also attempt to stabilize the hero as explained under **Bleeding Out**, above.

Support: Don't forget to use Support when your party has been beaten up a bit. Characters with Healing, Survival, or other skills can make Support rolls to help allies make their Vigor rolls to heal!

AFTERMATH & EXTRAS

If it's important to know what happens to Extras who were Incapacitated during a fight, make a Vigor roll for each. Those who succeed survive and must be cared for, taken prisoner, or released. This can present interesting challenges for your heroes in the aftermath of savage combat!

Situational Rules

The core rules for *Pathfinder for Savage Worlds* are very simple — roll a skill die (and a Wild Die if a Wild Card). If the result is 4 or higher after all modifiers, you're successful.

In the following section are some of the more elaborate maneuvers characters can attempt.

Aim

Shooting rolls assume a character is moving about, dodging attacks, and keeping an eye on the chaos around her. If she focuses her attention and aims, she can make a much more accurate shot.

If a character spends her entire turn Aiming a ranged weapon at a particular target or spot (GM's call) and takes no other actions, *on her next turn* she may ignore up to 4 points of Range, Cover, Called Shot, or Scale penalties; or add +2 to her roll. Her attack must be used on the first action of her next turn or the bonus is lost.

The shooter must be relatively stationary to Aim. She can't walk, run, ride a horse, or be constantly jostled.

Area Effect Attacks

Spell effects, breath weapons, and other attacks that cover a large area are "area effect attacks." The most common are Small, Medium, and Large Blast Templates, and the Cone and Stream Templates. There are copies you can print out on our website.

Area effect weapons target a location rather than individuals and so ignore defensive bonuses for targets covered by the template, such as the Dodge Edge.

Cone and Stream Templates are placed with one end (usually the narrow end for the Cone Template) emanating from the attacker and fired with the Shooting skill (or Athletics for breath weapons and other natural attacks). A basic success means those beneath the template are hit. Failure means the attack didn't occur for some reason — the creature failed to belch up noxious gas, the arcane device malfunctioned, etc.

To attack with a blast template, the player places it on the tabletop (or describes where he wants it to land) and rolls Shooting, or Athletics for thrown weapons and breath attacks. If the attack fails and there's a chance the miss might hit someone else, see Deviation, below.

If the roll is successful, any target even partially beneath the template is affected, regardless of any attack penalties to hit such as the Dodge Edge. If the effect causes damage, roll for each victim separately. Attacks that hit with a raise cause bonus damage as usual.

Deviation

Most of the time, the GM can ignore a missed area effect attack. If it's important to know where a missed blast lands, thrown items deviate 1d6". Fired projectiles deviate 2d6". Multiply by 2 if the attack was made at Medium Range, 3 if Long, and 4 for Extreme.

Next roll a d12 and read it like a clock facing to determine the direction the missile deviates. A weapon can never deviate more than half the distance to the original target (that keeps it from going behind the thrower).

Templates Without Miniatures

Use the measurements below when you need to figure out how many enemies a template might affect and you aren't using miniatures.

The **Targets Affected** column shows the GM how many enemies are hit in narrative situations, modifying the result if the targets are spread out (like trained assassins) or bunched up (like mindless zombies).

Template	Diameter	Targets Affected
Small	4 yards	2
Medium	8 yards	3
Large	12 yards	4
Cone	18-yard-long cone	3
Stream	24 × 2-yard line	3

COVER & AREA EFFECT ATTACKS

Solid obstacles like trees or thick walls protect against area effect attacks if they're between the center of the blast and a victim and the GM thinks they'd offer protection. Reduce the damage by half the object's Hardness, see **Cover & Obstacles**, page 131.

BOUND & ENTANGLED

Grappling and powers like *entangle* cause characters to be Bound and Entangled. Here's what each of those states means and how to break free from them. Characters are either Bound or Entangled — effects don't stack.

- **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).

BREAKING THINGS

Occasionally a character may want to break a solid object, such as a weapon, lock, or door. Use the wielder's Parry if held, or 2 if it's motionless. If a damage roll equals or exceeds the object's Hardness, it's broken, bent, shattered, or otherwise ruined. The GM decides the exact effect.

Most anything can be broken given enough time and effort, so use this system only when attempting to break things in a hurry (such as during combat rounds).

OBJECT HARDNESS

HARDNESS	OBJECT
4	Rope
6	Bow
8	Polearm, thin wooden door or wall
10	Shield*, longsword, thick wooden door or wall
12	Iron lock, manacles, shackles

**A character must specifically state he's trying to break a shield to do so—don't check every time the shield-bearer is hit.*

No Bonus Damage or Aces: Attacks against solid objects don't get bonus damage from raises, and damage rolls don't Ace. Unlike a person or complex device like a vehicle, an attack can't hit a "vital" area on a lock or a door and thus do more damage.

Damage Types: Certain types of attacks can't break certain types of objects. A club can't cut a rope, for example. Use common sense when determining whether or not a particular type of weapon can destroy an object.

CALLED SHOTS

Targeting a particular part of the body is a Called Shot. The modifier to the attack roll depends on the Scale of the target itself (not the creature it's part of). Use the **Scale Modifiers** table on page 138 to determine any bonus or penalty for the target's Scale. These modifiers are already listed in parentheses below for Normal Scale creatures, along with any specific game effects.

- **HAND (–4):** Target may be **Disarmed**, see page 131.
- **HEAD OR VITALS (–4):** Hitting the head or vital organs of living creatures adds +4 damage to the attacker's total. The penalty is –5 if attempting to target the face of someone wearing an open-faced helmet (thus bypassing the helmet's Armor).
- **ITEM (?):** Use the dimensions on the Scale table for items. Targeting something the size of a dagger, for example, is –4.
- **LIMBS (–2):** Unless attempting to Disarm (see below), hitting a limb has no additional special effect since it's already accounted for by Wound and Pace penalties (see **Wounds**, page 125).
- **UNARMORED AREA (?):** The attack targets the unprotected area of a target otherwise covered in Armor. The penalty depends on the Scale of the area. The eye slit of a helmet is Tiny (–6), for example, while the flesh beneath the missing scale of a Huge dragon might be Very Small (–4).

CHASES

Whether a daring rooftop chase in the dead of night or a desperate escape through an ill-lit dungeon, a chase can be played out like a regular combat, or using a Quick Encounter (see page 162). Or you can check out our Narrative Chase Deck to resolve the action.

COVER & OBSTACLES

Melee and ranged attacks suffer a penalty when attempting to hit a target behind Cover. Penalties only apply to the targeted area—a skeleton standing behind a knee-high wall doesn't get Light Cover, but it does if a quarter of its body is protected by a door frame.

COVER PENALTIES

PENALTY	COVER
–2	**Light Cover:** A quarter of the target is obscured.
–4	**Medium Cover:** Half the target is obscured, or target is prone.
–6	**Heavy Cover:** Three-quarters of the target is obscured.
–8	**Near Total Cover:** The target is hidden or barely visible.

OBSTACLES

Sometimes characters have sufficient power to attack their foes *through* obstacles. (See **Breaking Things** to actually destroy intervening obstacles.)

When this happens, add an Armor bonus equal to half the obstacle's Hardness to the target beyond (round up if necessary).

If the obstacle is a person or creature, subtract its Toughness from the attack instead.

DEFEND

A character can choose to focus all her energy and skill into defense against melee attacks with the Defend maneuver. This increases her Parry by +4 and takes her entire turn—she cannot perform Multi-Actions. She may move normally but may not run. The bonus lasts until the beginning of her next turn.

DESPERATE ATTACK

Determined to land a blow, the warrior unleashes a frantic attack, focusing on hitting his target at the expense of damage. He adds +2 or +4 to any Fighting roll and subtracts a like amount from damage if he hits. This can be determined per attack (before rolling), and can't be combined with Wild Attack.

DISARM

A character can try to make an opponent drop a weapon or other object by making an attack against the limb or hand (see **Called Shots** on page 130). If the attack hits a weapon, the attacker rolls damage normally for an item (no raise effect or Aces, see **Breaking Things**, page 130). The defender must make a Strength roll equal to the damage or drop the item.

If an attack against a target's hand or limb Shakes or Wounds him, he must make a Strength roll at –2 if it hit his limb or –4 if it hit his hand. Failure means he drops whatever item is in that hand.

DISTRACTED & VULNERABLE

Characters may be Distracted or made Vulnerable by special abilities, Tests, or

powers. These states last until the end of the character's next turn unless otherwise noted. If a hero becomes Distracted or Vulnerable during her current turn, it lasts until the end of her *next* turn. Like effects don't stack.

- **DISTRACTED:** The hero subtracts 2 from all Trait rolls until the end of his next turn.
- **VULNERABLE:** Actions and attacks against the target are made at +2 until the end of his next turn. This doesn't stack with **The Drop** (see below).

THE DROP

Sometimes an attacker is able to catch a foe off-guard and gets "The Drop" on him. The GM decides when this is in effect — usually it's when the victim is bound or completely unaware of an attack. The Drop usually happens up close but the GM can also allow it in other situations as she sees fit (a sniper attacking an unaware and stationary target).

The Drop adds +4 to a character's attack and damage rolls against that target for one action.

Knockout Blow: If a character takes enough damage to be Shaken or worse from an attacker with The Drop on him, he must make a Vigor roll (at −2 if the attack was to the head) or be knocked unconscious.

KOed characters stay that way for about half an hour or until the GM decides it's dramatically appropriate to wake up. Note that Knockout Blows come from any kind of damage, not just blows to the head!

EVASION

Some attacks are slow or require the user to "telegraph" their delivery, like dragon's breath. Such attacks state they may be Evaded. If an attack *doesn't* say it can be Evaded, it can't — victims are simply hit if the attack is successful and take damage.

If an attack can be Evaded and the character is aware of it, he makes an Agility roll at −2. Those who are successful manage to avoid the attack and take no damage. If this was an area effect attack, the GM should place the figure to the side or rear of the template as makes sense in the situation.

FATIGUE

Some hazards, stress, powers, or circumstances may cause Fatigue instead of damage. This represents mental stress or minor but lingering injuries that make a person less effective. Fatigue stacks until the victim is Incapacitated.

- **FATIGUED:** The victim subtracts 1 from all Trait rolls. If he takes another level of Fatigue, he's Exhausted.
- **EXHAUSTED:** The victim subtracts 2 from all Trait rolls. If he takes another level of Fatigue, he's Incapacitated.
- **INCAPACITATED:** The victim cannot perform actions and may be unconscious (GM's call).

RECOVERY

Unless otherwise specified by the source, Fatigue and Exhaustion improve one level per hour. Characters Incapacitated from Fatigue are helpless and may be unconscious (GM's call) for 2d6 hours. If treatment is possible (food, water, etc.; depending on the source of Fatigue), and a Healing roll is made, the character improves to Exhausted.

Mixed Fatigue: If a hero suffers Fatigue from different sources with different recovery times, remove one level when the effect with the shortest duration expires, then another level when the longest expires.

HAZARDS

Fatigue from hunger, thirst, etc., sometimes has different recovery conditions. See **Hazards,** starting on page 151.

FINISHING MOVE

A completely helpless victim may be dispatched with a lethal weapon of some sort as an action. This is automatic unless the GM decides there's a special situation, such as a particularly tough or naturally armored victim, a chance for escape, and so on.

The killer must usually dispatch his foe up close and personal, but the GM may occasionally let Finishing Moves be performed at range if the situation warrants.



Firing Into Melee

Occasionally, heroes have to fire into the middle of hand-to-hand fights. The trouble is that even though we might see figures standing perfectly still on the tabletop, in "reality," they're circling each other, wrestling back and forth, and moving erratically. For that reason, firing into a tangle of people, such as a melee, is quite dangerous. Use the **Innocent Bystander** rules when this occurs (see page 135).

Free Attacks

Some Edges, such as Counterattack and First Strike, or options such as **Withdrawing from Melee**, allow a character to make a free attack.

Free attacks are a single attack unaltered by other Edges or combat options. This is usually a Fighting or grappling attack, but could include Shooting if the attacker is armed with a hand crossbow, wand, or small device (GM's call, see **Ranged Weapons in Melee**, page 137).

Ganging Up

Ganging up allows attackers to flank, exploit openings, and generally harass a foe. Each additional adjacent ally (who isn't Stunned) adds +1 to all the attackers' Fighting rolls, up to a maximum of +4. If three goblins attack a single hero, for example, each of the three goblins adds +2 to their Fighting rolls.

Each of the defender's adjacent allies cancels out 1 point of Gang Up bonus from an attacker adjacent to both. This means troops in opposing lines, such as a medieval formation where each man has three adjacent foes and two adjacent allies, don't get the bonus unless actually flanked.

Grappling

As an action, an attacker can make an opposed Athletics roll to grapple a defender. If the attacker wins, the foe is Entangled. With a raise, he's Bound. (Success on a foe who was already Entangled makes him Bound.) **Bound & Entangled** are explained on page 130.

If a foe is Bound, the *grappler* is also Vulnerable while maintaining his hold.

The Gang Up bonus applies when grappling a defender, but other maneuvers don't unless the Game Master rules otherwise in a specific situation.

Size Matters: If there's a difference in Scale between the attacker and defender, the grappler subtracts the difference from his

total (the defender doesn't get a bonus or penalty for Scale difference).

Creatures may not generally grapple a foe more than two Sizes larger than themselves unless they have exceptional reach or Strength for their Size (GM's call).

Example: *A dragon (Huge +4) tries to pin a humanoid thief (Normal). The difference between Huge and Normal Scales is 4, so the dragon must subtract 4 from its Athletics roll. The rogue doesn't get a bonus or penalty.*

Crush: As an action, a grappler may make a Strength roll as damage against a target he has Entangled or Bound. (This is a damage roll so Scale modifiers are ignored.)

HOLD

A hero may choose to delay her turn by going on "Hold." This allows her to resolve her actions later in the round if she wishes, and lasts until it's used. If a character is on Hold when a new round begins, she's not dealt a new Action Card but can go at any point in the round she chooses. (Discard her current card and mark her as "on Hold" with a counter of some sort.)

Shaken and Stunned: If a character is Shaken or Stunned while on Hold, she immediately loses her Hold status and her turn for the round. (Shaken or Stunned characters can't go on Hold either.)

Interrupting Actions: If a character on Hold wants to interrupt an action (including a rival who was also on Hold), she and the opponent make opposed Athletics rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

If the character interrupting fails, she loses her Hold status but gets a turn after the foe finishes his. She may take whatever actions she wishes when her turn comes up — she's not locked into whatever she was trying to do when she failed to interrupt.

ILLUMINATION

Darkness conceals details and makes it more difficult to detect objects and targets. Subtract the Illumination penalties (see the **Illumination Penalties** table below) from active Trait rolls affected by illumination, such as attacks, arcane skill and Notice rolls, etc.

It's up to the Game Master exactly what Trait rolls are affected, but here are a few examples of rolls that should *not* be penalized:

- Resisting powers
- Resisting grappling attempts
- Recovering from a negative status, such as being Shaken or Stunned
- Verbal Support rolls
- Verbal Tests
- A friendly, cooperative, adjacent character in Pitch Darkness where touch and communication overcome lack of sight

Note that foes may get bonuses for attacking a target that can't see them (see **Attacking from Stealth,** page 37).

ILLUMINATION PENALTIES

PENALTY	LIGHTING
−2	**Dim:** Twilight, light fog, night with a full moon. Visibility is generally limited to 25" (50 yards).
−4	**Dark:** Typical night conditions with some ambient light from stars, a clouded or partial moon, a few flickering torches in a large space, etc. Targets aren't visible outside of 10".
−6	**Pitch Darkness:** Complete and total darkness (or the target is hidden or invisible). Powers that require sight may not be possible.

IMPROVISED WEAPONS

Heroes often fight with objects that aren't intended for use as weapons. Torches, vases, chairs, tankards, bottles, tools, and other mundane items are frequently pressed into service in combat.

Characters with improvised weapons count as armed but subtract 2 from attack rolls. Range, damage, and Minimum Strength are determined by type:

- **LIGHT:** Beer stein, fist-sized rock, dagger pommel (as a club). Range 3/6/12, Damage Str+d4, Min Str d4.
- **MEDIUM:** Hammer, pick, wooden chair. Range 2/4/8, Damage Str+d6, Min Str d6.
- **HEAVY:** Head-size rock, sack of stones, log. Range 1/2/4, Damage Str+d8, Min Str d8.



The GM should adjust the damage and other factors as makes sense for the particular item.

Innocent Bystanders

When an attacker misses a Shooting or Athletics (throwing) roll, it may sometimes be important to see if any other targets in the line of fire were hit. The GM should only use this rule when it's dramatically appropriate — not for every missed shot in a hail of arrows.

Each skill die that's a 1 hits a random victim adjacent to or directly in the line of fire to the original target.

A Wild Card must miss with his Wild Die for a RoF 1 weapon to hit an innocent bystander — Wild Dice never hit innocent bystanders.

This sometimes means it's easier to hit an adjacent victim than the original target. That may not be entirely realistic, but is simple, dramatic, and requires some care in tight tactical situations.

- **ROF 2+:** Although rare on Golarion, weapons with a Rate of Fire of 2 or more, or that fire in a spread, are much more likely to hit others. Each skill die that rolls a 1 *or* a 2 hits a bystander.

Mounted Combat

Characters fighting from horseback (or other beasts) have certain advantages and disadvantages in combat, as described below.

Mounts aren't dealt Action Cards — they act with their riders. Animals may attack during their rider's action if desired.

Horsemanship: Characters who wish to fight from horseback must use the lowest of their Fighting or Riding skills. This also applies to other more extraordinary mounts.

Falling: If a character is Shaken, Stunned, or Wounded while mounted, or his mount is Incapacitated, he must make a Riding roll. If he fails, he falls. If the mount was running, the rider suffers 2d4 damage (2d6 with a Critical Failure). Increase the damage by an additional die or two if the mount is particularly fast, flies, or the rider falls in particularly rough or dangerous terrain.

Missed Ranged Attacks: Mounts and riders are affected by the **Innocent Bystander** rules. If a shot intended at a rider rolls a 1, it hits the mount instead.

Wounded Mounts: When an animal is Shaken or Wounded, it rears or bucks. A rider must make a Riding roll to stay mounted, or falls as above.

CHARGING

A rider on a charging mount adds +4 to his damage roll with a successful Fighting attack. To be considered charging, the rider must have moved at least 5″ (10 yards) or more in a relatively straight line toward his foe.

Setting Weapons: A weapon with a Reach of 1 or greater can be "set" against a cavalry attack. To do so, the attacker must be on Hold and win an opposed Athletics roll to interrupt as usual. Whoever has the most Reach adds +2 to his roll.

The winner attacks first. If successful, he adds the +4 charge bonus to his damage (whether he's the rider or not).

MULTI-ACTIONS

Characters can perform up to three actions on their turn (one of which may be a limited action). Each additional action beyond the first inflicts a −2 penalty to all actions. Taking two actions, for example, incurs a −2 penalty to both, and three actions is a −4 penalty.

Wild Cards get their Wild Die on each action as usual.

All actions must be declared at the start of the turn and before any dice are rolled. Penalties remain even if a later action doesn't happen (usually because it was dependent on an earlier success).

Movement and Multiple Actions: A hero may take her actions at different points of her movement as she wishes.

Free Actions: Multi-Action penalties do *not* apply to free (or limited free) actions.

NATURAL WEAPONS

Creatures with natural weapons such as fangs, claws, or horns may attack with 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 (see page 141). Here are a few additional notes for each type of attack:

- **BITE:** The creature may bite a target it's grappled (most attackers can only crush their prey, see **Grappling**, page 133). This is a Fighting attack.
- **CLAWS:** Add +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).
- **HORNS:** Add +4 damage from a successful attack with a creature's horns if it runs and moves at least 5″ (10 yards).

NONLETHAL DAMAGE

A character who wants to beat someone up without killing them can choose to do nonlethal damage. This requires the attacker use only his fists or a blunt weapon of some sort. Edged weapons may be used if they have a flat side, but this subtracts 1 from the attacker's Fighting rolls.

Nonlethal damage causes Wounds as usual, but if a character is rendered Incapacitated he cannot Bleed Out.

OFF-HAND ATTACKS

Characters are assumed to be right-handed unless the player decides otherwise. Actions that require precise eye-hand coordination, such as Fighting or Shooting, suffer a −2 penalty when done solely with the off-hand.

Off-hand weapons don't add their Parry bonus unless the hero is **Ambidextrous** (page 40).

PRONE

Ranged attacks suffer a −4 penalty to hit prone characters from a Range of 3″ (6 yards) or greater (this does not stack with Cover) and subtract 4 points of damage from area effect attacks.

If a prone defender is caught in melee, his Parry is reduced by 2 and he must subtract 2 from his Fighting rolls.

Standing from prone is a free action, but costs a character 2″ of movement.



PUSH

Sometimes characters may want to push a foe in hopes of knocking him out of position, prone, or even into a deadly hazard.

Pushing a foe is an action that requires opposed rolls of Strength. If the attacker is successful he pushes the foe back 1" (2 yards), or twice that with a raise.

A character who's successfully Pushed must make an Athletics roll (at –2 if the attacker got a raise) or be knocked prone.

Running: If the attacker runs at least 2" (4 yards) before the Push, he adds +2 to his total.

Size Matters: Double the distance pushed if the attacker's Scale is larger than the foe's. Creatures may not generally Push a foe more than two Sizes larger then themselves unless they have exceptional Strength for their Size (GM's call).

Skill: The attacker or defender may roll Athletics instead of Strength if they choose.

Shields: Attackers and defenders add their shield's Parry bonus to their Strength (or Athletics) rolls when pushing.

RANGED WEAPONS IN MELEE

Heroes may fire ranged weapons when engaged in melee with a few caveats:

- The attacker may only use a power or a one-handed ranged weapon (such as a thrown dagger) when in melee. He may not fire two-handed weapons such as a bow. The TN is the defender's Parry instead of Short Range as he struggles back and forth, etc.
- If attacking a non-adjacent target with a ranged attack *while* in melee, the attacker instantly becomes Vulnerable.

READYING WEAPONS

Characters may "ready" up to two items per turn as a free action. Readying means drawing, holstering, or otherwise moving an item into or out of an easy-to-reach location.

Each additional item readied is an action, as is recovering an item from a difficult location like an ankle sheath, off the floor after being disarmed, or other extenuating circumstances.

RELOADING

Nocking an arrow or loading a sling is a free action, but reloading any ranged weapon requires two hands (thrown weapons are readied, see above).

Some weapons, like heavy crossbows, are slower to reload. They require a number of actions to reload, listed as "Reload X" in their description.

Example: *Our ranger fires a heavy crossbow* (Reload 2) *as part of a Multi-Action, using his other two actions that turn to reload. Since this is three actions, his Shooting roll is made at –4. On his next turn, he's ready to fire again.*

Running & Reloading: Running and loading requires an Agility roll (at the usual –2 penalty for running). Failure means no progress toward reloading was made that action.

REST

Whenever a party decides to rest for a prolonged period (at least eight hours of no activity), each Wild Card in the party recovers one Benny. Of course, the party's enemies are able to regather their strength, too, so the GM also regains a Benny.

SIZE & SCALE

Characters and creatures have a Size ranging from –4 for very small beings up to Size 20 and higher for massive behemoths. Specific creature Sizes are listed in their statistics, and explained on the **Size Table** on page 245.

The **Size Table** lists seven different "Scales," from Tiny to Gargantuan, and the Scale modifier that goes with each.

When creatures of different Scales attack each other, the smaller creature *adds* the difference between its Scale and its target to its attacks. A Tiny fairy (–6 Scale modifier), for example, adds +10 to attack a Huge dragon (+4). The larger creature *subtracts* the difference from its attacks. A Very Small eagle (–4) subtracts 2 from its Fighting totals when attacking a Tiny fairy (–6).

SCALE MODIFIERS

MODIFIER	SCALE & EXAMPLES
–6	**Tiny:** Armor joint, orange, mouse
–4	**Very Small:** Human hand or head, watermelon, house cat
–2	**Small:** Human limb, bobcat
—	**Normal:** Human, bull, horse
+2	**Large:** Hippo, most vehicles
+4	**Huge:** Dragon, whale
+6	**Gargantuan:** Building, ship

CALLED SHOTS & TARGET SIZE

Use the Scale of the target when making Called Shots against creatures, not *their* Scale. If an archer wants to shoot the eye of a mature dragon, for example, use the Scale of the *eye*, not the dragon.

Hitting certain vital areas has extra effects listed under **Called Shots** (page 130).

STUNNED

Creature abilities, the *stun* power, electrical hazards, or other shocks to the brain or nervous system make a character essentially helpless until they manage to shake it off.

Restart the process if a Stunned character is Stunned again.

STUNNED CHARACTERS

- Are Distracted (this is removed at the end of a victim's next turn as usual)
- Are Vulnerable (this remains until a victim recovers from being Stunned)
- Fall prone (or to their knees, GM's call)
- Can't move or take any actions
- Don't count toward the Gang Up bonus

Recovery: At the start of a Stunned character's turn, he makes a Vigor roll as a free action. Success means he's no longer Stunned but remains Vulnerable until the end of his *next* turn. With a raise, his Vulnerable state goes away at the end of this turn.

SUPPORT

Sometimes characters may want to cooperate or help an ally with a task. If so, and the GM decides it's possible, supporting characters roll the relevant skill (as an action if the game is in rounds) and declare which of their ally's skills they're attempting to Support.

Success grants the ally +1 to one skill total this round, and a raise adds +2. A Critical Failure on the Support roll subtracts 2 from the lead's total — sometimes extra hands just get in the way!

Remove all Support bonuses at the end of the recipient's turn, whether he used them or not (perhaps by taking an action different than the one he was Supported for).

The maximum bonus from all Support rolls is +4. Strength checks are an exception and have no maximum bonus since more muscle can always manage more mass.

Players and GMs should be creative when making Support rolls. An adventurer with Survival, for example, might make a roll to find useful herbs for an ally attempting a Healing check, or a character with Academics might recall historical information helpful to a wizard doing research on an ancient relic.

General encouragement (a Persuasion roll) such as "You can do it!" or "From the back!" is perfectly acceptable, but at the GM's discretion lose effectiveness if repeated.

Example: *The heroes mount up for a day's ride. Spooked by a pack of wolves, the horses bolt. The cleric, having no Riding skill, finds herself in danger of losing control of the mount. The paladin shouts "Hold the reins loosely!" She rolls Riding and gets a raise. The cleric adds +2 to the unskilled Riding roll to control her horse.*

SUPPORT VS TEST

The Support option can be used against an opponent narratively, but the only effect it can have is as detailed above. If a character wants to "trip up" an ogre to help a friend make a Fighting roll against it, for example, she can add +1 or +2 to his roll, but she doesn't actually trip the ogre. It's not made prone, Distracted, Vulnerable, or Shaken as it might if she had used the **Test** option (page 140).

The advantage for a player in making a Support roll over a Test is to help an ally and avoid a more difficult opposed roll for the Test (even though narratively it might seem like it should be an opposed roll).

SURPRISE

Combat often starts before everyone involved is prepared. An ambush, a sudden double-cross, or a trap might all give one side in a fight an advantage. When this happens, the ambushers are automatically on Hold. Deal them in as usual anyway in case one of them gets a Joker.

The victims of the attack make a Notice roll. Those who make it are dealt in as usual. Those who fail get no Action Card and can't act in the first round of combat.



See the Stealth skill if someone attempts a sneak attack before the round begins.

TEST

The **Support** option (page 138) allows a character to help out his allies. Test is the opposite — it lets him make things more difficult for his foes! Tests include embarrassing an opponent, throwing sand in his eyes, staring him down with a steely gaze, or anything else a clever player can think of to rattle his enemy and put him off-balance.

To perform a Test, the player describes the action and works with the GM to determine the most appropriate skill to roll for it. Tests are resisted instinctively, so the "attacker's" skill roll is opposed by the attribute it's linked to. Tripping someone is an Athletics roll versus Agility since that's what Athletics is linked to. Taunt is linked to Smarts, so verbally humiliating someone is resisted by that attribute. Fighting, when used as a Test instead of an actual attack, isn't compared to Parry — it's opposed by Agility. Whatever skill is used, performing a Test is an action.

If the attacker wins the opposed roll, he can choose to make his foe **Distracted** or **Vulnerable** (see page 131). If he wins with a raise, the target is also Shaken, and there may be other subjective effects as the GM allows, such as a tripped foe being knocked prone.

Modifiers: The GM must determine which modifiers apply to a Test. Shooting, for example, should include Range, Cover, Illumination, etc. A hero with a bonus to his Parry does *not* add it to his Agility when challenged with a Fighting roll, however, because the defender resists with Agility — not his Parry.

Take the details into consideration as well — using a shameful secret to hit a rival's ego where it hurts, for example, might be worth a +2 bonus to the attacker.

Repetition: Using the same or similar action repeatedly quickly grows less effective, so the GM shouldn't allow players to use the same tactics, insults, or threats more than once an encounter.

Additional Dice: If a character has additional dice for a Test, such as when using a weapon with a high Rate of Fire, you may roll all the dice but take only the highest as the Test total. You don't get multiple results and can't spread them out to other targets.

DUNGEONEERING

When heroes delve into dungeons — or ruins or even buildings — combat can get cramped.

In *Pathfinder for Savage Worlds*, creative use of these **Situational Rules** gives the characters options during combat. Instead of just waiting for his turn to get through a door and attack, for example, your hero can attempt other actions to make an impact with teamwork.

- **SUPPORT:** Coordinate your actions and use Support to ensure success. For example, the paladin tries to Push past an ogre blocking the entrance to the villain's chamber, hoping to create space for the fighter. The rogue rolls Support using Taunt ("Is that all you got?") to assist with the paladin's Push attempt.
- **TEST:** Coordinate tactics to make it harder for enemies to fight back. In the Push example above, the sorcerer — who wants to save Power Points for attacks on the villain — can Test the ogre with Taunt. Knowing it speaks Giant, she shouts insults in that tongue. If she succeeds on the opposed roll, she makes the ogre Distracted, which helps the paladin win the opposed Push.

TOUCH ATTACK

A character who simply wants to touch a foe (usually to deliver a magical effect of some kind) may add +2 to his Fighting roll.

TWO WEAPONS

A character armed with two melee weapons adds +1 to his Fighting rolls if his foe has a single weapon or is unarmed, and has no

shield. He adds no bonus against creatures with **Natural Weapons** (page 136).

Wielding two small ranged weapons offers no special advantage other than additional ammunition or narrative embellishments.

Those wanting to specialize further can take the **Two-Weapon Fighting** Edge (page 74).

Unarmed Defender

It's difficult to parry a blade with one's bare hands. An attacker armed with a melee weapon adds +2 to his Fighting attacks if his foe has no weapon or shield. (This doesn't stack with The Drop.)

Unstable Platform

A character attempting to fire or throw a ranged weapon from the back of a horse or other mount, a moving vehicle, or other "unstable platform" subtracts 2 from his Athletics (throwing) or Shooting totals.

Vehicles

Attacking from or on vehicles such as ships, carriages, or airships works as usual — see **Vehicles** on page 115 for more details.

Wild Attack

Sometimes a desperate character may want to throw caution to the wind and attack with everything he's got.

A Wild Attack adds +2 to the character's Fighting or Athletics (throwing) attacks and resulting damage rolls for the turn, but he is Vulnerable until the end of his *next* turn (not this one).

Wild Attacks can be used with multiple attacks, such as from Multi-Actions or the Frenzy and Sweep Edges. It can't be combined with a Desperate Attack.

Withdrawing From Melee

Whenever a character retreats from melee, all adjacent non-Shaken and non-Stunned opponents get an immediate free attack (see **Free Attacks**, page 133).

Example: *Our druid is surrounded by three bandits. She must get to a wounded sorcerer. She takes the Defend option (increasing her Parry by +4) and backs away from the bandits. All three of her opponents get a free attack, at +2 for Ganging Up. Fortunately, the druid's Parry bonus fends them off and she makes her way to her injured friend.*





CHAPTER FOUR

THE ADVENTURE TOOL KIT

The following chapter contains tools the Game Master can use for all the special situations that often come up in a game, such as:

- **ALLIES:** Managing Extras under the players' control.
- **CREATIVE COMBAT:** Additional rules for creating unique combats.
- **DOWNTIME:** A way to determine the benefits of character activity between adventures.
- **DRAMATIC TASKS:** Add tension and drama to situations like crossing a vast chasm.
- **FEAR:** The effects of overwhelming terror.
- **HAZARDS:** The effects of scorching heat, bitter cold, poison, and more.
- **INTERLUDES:** Narrative storytelling for long trips or to reveal bits about the player characters' backstories.
- **MASS BATTLES:** Desperate last stands against incredible odds between armies.
- **NETWORKING:** Gathering information (the nice way or the not-so-nice way).
- **THE PLANES:** Information about other planes of existence.
- **QUICK ENCOUNTERS:** A fast and easy way to resolve fights, heists, or capers when pressed for time.
- **SOCIAL CONFLICT:** Run a court trial, plead for aid, or convince a crowd.
- **TRAVEL:** Figure out how long it takes for the party to cross tracts of Golarion.

ALLIES

Allies play a big part in *Savage Pathfinder* games. They serve as troops under your hero's command in war, loyal retainers serving strongholds, or fellow fighters in glorious rebellions against oppression.

When to Use These Rules: Use these rules to help keep track of the party's followers and give them a little extra personality to play off of as well.

The Basics: Players create, control, and track their own followers and nonplayer character allies.

USING ALLIES

Keeping up with allies in *Savage Pathfinder* is simple. Just download the Ally Sheet from our website and fill in the blanks.

Allied Extras are divided up among all the players to control. This is a very important part of *Savage Pathfinder* because our adventures often feature allied bands of skilled hirelings, fellow grunts, or loyal retainers, and the game is designed to handle them quickly and easily. It's also designed for the players to control them — not the Game Master.

It doesn't matter whether the *characters* control the allies, only that the *players* do. This keeps everyone involved in the action even if

his hero is out of the fight, and makes running large combats much easier and more fun for everyone. Of course the GM can always take charge of Extras when the need arises, but with good roleplayers this is rarely necessary.

Allied Personalities

You can add a little flavor to your allies by rolling on the **Allied Personalities** table. Jot down the keyword on the Ally Sheet so you and your Game Master have a little insight into each particular ally's character.

Consider these general impressions with no particular game effect. They help both the player and GM decide just how an ally might react in a given situation.

If a party of adventurers tasks a retainer with keeping watch, it's helpful to know which ones are Observant and which ones are Lazy!

Allied Personalities

D20	Personality	D20	Personality
1	Treacherous	11	Crude
2	Cruel	12	Agile
3	Old	13	Observant
4	Happy	14	Clueless
5	Experienced	15	Mysterious
6	Gung-Ho	16	Creative
7	Lazy	17	Artistic
8	Sneaky	18	Fearless
9	Bright	19	Cowardly
10	Young	20	Heroic



Allies & Advancement

Allies can improve their abilities as well. See **Advancement** on page 90.

Ammo

Keeping track of ammunition for all your allies can be difficult. Here's an easy and dramatic way to handle this problem.

The ammo level of each group of allied Extras starts at Very High, High (the usual level), Low, or Out, as determined by the GM.

After each fight, the ammo automatically drops a level. This makes for dramatic situations and realistic logistical problems while eliminating the bookkeeping.

The GM can always decide otherwise, of course. Perhaps the troops are told to fight with hand weapons instead of their bows and crossbows, or they don't get to fire off more than a couple of shots before the fight is over.

Typical Allies

Here are a few typical archetypes you might use for your *Savage Pathfinder* game. Fill in any additional skills or Edges as you see fit. A group of rangers, for example, should have the Survival skill, while cavalrymen should have Riding. Add appropriate gear for the situation as well.

Soldier

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Soldier

Experienced Soldier

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 6
Hindrances: —
Edges: Soldier and any two Combat Edges

CREATIVE COMBAT

Creative Combat is an optional rule a Game Master may allow to give Tests more varied results. It's especially useful if a group prefers a slightly more pulpy or swashbuckling feel.

When to Use These Rules: Use these rules when you want Tests to have a little more variety.

The Basics: Roll on the table when a character Tests a foe with a raise.

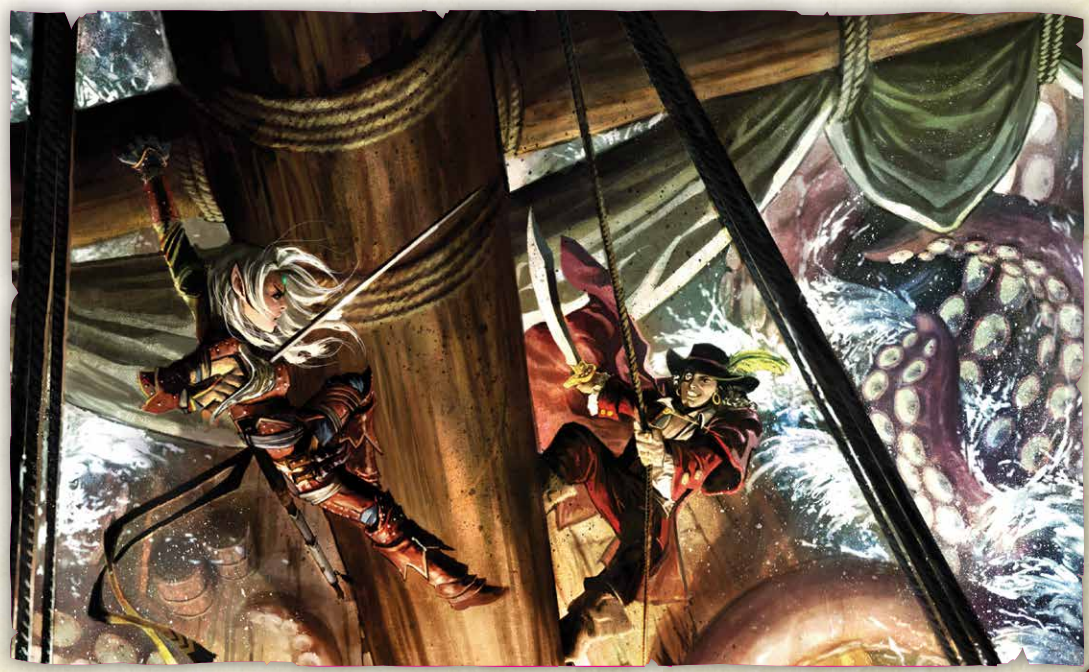
TESTS OF METTLE

Creative Combat occurs only when the game is in rounds. A regular success on a **Test** (see page 140) works as usual. If a character succeeds with a raise, she can decide if she wants to take the Shaken result or roll on the **Creative Combat** table. She can decide if she wants to make her foe Distracted or Vulnerable after she rolls on the table.

Example: *Merisiel battles an ogre on the edge of a cliff. She feints the clumsy brute and gets a raise. The GM rolls on the* **Creative Combat** *table and gets a Setback. She decides the ogre has to make an Agility roll or fall off the cliff. Merisiel makes the creature Distracted so it has a greater chance of failure!*

CREATIVE COMBAT

2D6	RESULT
2	**Second Wind:** The foe hesitates, giving your hero time to catch her breath. She may remove a level of Fatigue or a Wound (her choice). If she has neither, the enemy is Shaken and she receives a Benny.
3	**Inspiration:** Fate favors the bold. The clever hero receives a Benny.
4–5	**Double Whammy:** The target is both Distracted *and* Vulnerable.
6–8	**Shaken:** The foe is Shaken.
9–10	**Setback:** The target suffers a setback of some sort. She might fall off a ledge, lose the confidence of her minions (who then desert her), take a rash but foolish action, or simply lose her next turn as she attempts to recover from whatever situation she finds herself in.
11	**Insight:** The hero gains insight into the target's nature. Once during this encounter, she may add +d6 to any Trait roll made to directly attack, affect, or damage the same foe.
12	**Seize the Moment:** After the hero resolves this turn, she immediately gets an entire additional turn. This includes movement as well! She may use the turn to go on Hold if she wishes.



DOWNTIME

Adventurers often have time between their epic quests. Some might spend it practicing their sword fighting techniques or enchanting magic items. Others may pray to their gods, try to earn a few coins in town, spend time with their friends, or aid locals in need.

When to Use These Rules: When the party has at least a week between adventures.

The Basics: Each player chooses one of the activities below and gains its benefits.

PERSONAL TIME

When the Game Master decides there's Downtime, you can choose one of the following activities. Each provides a benefit of some sort, from financial rewards to limited but valuable skill bonuses. Narrate what your hero is doing then follow the instructions under each activity.

Unless an option says otherwise, its effect may only be gained once regardless of how long the Downtime lasts.

CAROUSE

Carousing characters spend their time socializing with friends, making new ones, or cementing relationships with their contacts. This usually involves considerable cost and time spent at local restaurants and taverns.

During her Downtime, the character spends 50 gp in food, drink, and entertainment. Double that for each Rank thereafter: 100 gp for Seasoned, 200 gp for Veteran, 400 gp for Heroic, and 800 gp if she's Legendary.

In exchange, she gains a local favor she can call in at any time. The greater her Rank and her overall standing in the community (GM's call), the greater the favor.

CENTER

The hero focuses on whatever brings her happiness. That might include quality time with friends, a solitary hunt through a secluded forest, riding a favorite horse, painting, reading, writing, performing, dancing, or courting a romantic interest.

Whatever the activity, the goal is inner peace and happiness. Taking a week to enjoy the fruits of one's labors grants the character Conviction.

EARN

The hero earns currency in some way. Perhaps she takes on odd jobs, kills rats in the local tavern, or even "procures" it from the local thieves' guild!

The hero must make a relevant skill roll to earn her reward — Thievery for scoundrels, Fighting for Mercenaries, Performance for entertainers, etc. Use an appropriate attribute for more mundane jobs.

A Critical Failure means the character doesn't make any money and embarrasses herself somehow. If the job was dangerous, she also takes d4 Wounds. Failure means she doesn't make any money and takes Fatigue from **Bumps & Bruises** (page 151).

Success earns her 100 gp if she's Novice Rank, 200 gp if Seasoned, 300 gp if Veteran, 400 gp for Heroic, and 500 gp if she's Legendary. Double the reward with a raise.

ENCHANT

A character with the Artificer Edge can spend her time at a workshop creating magic items. See page 209 for details.

RESEARCH

A character can spend her Downtime developing or learning new powers. This doesn't permanently give her a power, but allows her to use any spell or miracle from her available powers list and of her Rank or lower for one entire encounter.

The character may also temporarily change the Trapping of a power she already has for one encounter — turning a fireball into an ice blast, for example.

The spell is cast at a −2 penalty, but is otherwise treated just like one of the caster's regular powers. This can be particularly useful if the mage or priest must prepare to face a threat with a particular weakness.



Finally, Research can also be used to reveal deep information about a particular subject. No Trait roll is required. The GM decides just how much the investigator can learn in a week given the topic, the location, and resources at hand.

Rest

Those who have suffered grievous Wounds might need to do so during Downtime to recover their health.

Use the **Natural Healing** rules on page 128 during the week. Any healers in the group can provide Support, as can other allies or hired professionals such as priests at a temple, or physicians in a nobleman's employ.

Characters may choose to Rest even if they have no Wounds. This provides the same benefits as Centering, with the hero doing nothing but resting mind and body to recover from the stress of adventuring.

Train

An adventurer can practice a specific skill or attribute to temporarily increase its effectiveness. A character might train Fighting by sparring with a swordmaster, Persuasion by public speaking, Occult by studying forbidden tomes, Strength or Vigor with vigorous exercise, and so on.

The character must possess at least d4 in any skill chosen for training. Afterward, she gets one free reroll when failing that skill or attribute for one entire encounter. This stacks with any other rerolls she may have from other sources.

The player chooses when to activate her rerolls as a free action.

If she Trains again, the previous focus is lost.

DRAMATIC TASKS

Heroes often find themselves in tense and dangerous situations such as disabling a complex trap, climbing a rock face while under fire from archers, or rescuing people from a burning building or sinking ship with a definite — and sometimes deadly — time limit.

This system simulates these events and helps the Game Master insert some drama into what would otherwise be simple skill rolls.

When to Use These Rules: Dramatic Tasks are great for tense actions that must be performed in a hurry or have disastrous effects if failed.

The Basics: The heroes make skill rolls to accumulate "Task Tokens" and resolve the event before time runs out.

SETUP

The GM starts by figuring out what the task is, how long the party has to complete it, and how many tokens they need for success.

SINGLE-PERSON TASKS

Use these guidelines when only a single character can attempt the task each turn (others can Support):

- **CHALLENGING:** Collect four Task Tokens in three rounds. *Examples:* Disable a trap in the dark, pick a lock before a guard returns, disengage a moving horse-team from its wagon.
- **DIFFICULT:** Collect six Task Tokens in four rounds. *Examples:* Disable a trap in the middle of combat, cast a ritual, sail a craft to shore during a storm.
- **COMPLEX:** Collect eight Task Tokens in five rounds. *Examples:* Disable a particularly complicated and/or dangerous trap, pick a very difficult lock or series of locks before a patrol returns, cast a large and powerful ritual, repair a complicated machine with multiple moving parts.

MULTI-PERSON TASKS

If more than one person can attempt the task at once, such as crewing a ship, the GM must set the number of rounds and tokens required for victory herself. Here are some guidelines.

Assume each player will average one success per turn. Use that as a guideline if you want the task to be "fair," and set the number of rounds from three to five as appropriate. A party of five given three rounds to save a galleon in a storm, for example, needs to accumulate 15 Task Tokens in three rounds. Increase or decrease the number of tokens to make it more or less challenging.

If the number of tokens achieved is a measure of success rather than a straight win/fail condition, such as rescuing victims from a fire or hauling up bags of gold from a collapsing mineshaft, simply set the possible number of tokens that may be gathered in the time allowed. Each token gathered represents a person saved, a bag recovered, etc. It's up to you whether it's possible to save them all (using the guide above) or not.

Let the party choose how many will attempt the task, especially if there's something else going on at the same time. Deciding how many heroes will break into the jail to rescue a friend while the others fight off the corrupt city guard allows *them* to choose their tactics.

PERFORMING THE TASK

Characters are dealt Action Cards as usual during a Dramatic Task. Those attempting the task make relevant skill checks and get a Task Token for each success and raise. Failure means no progress and a Critical Failure reduces progress by one (if any has been made).

The skills that can be used to accumulate tokens depend on the situation. They might be defined, such as Thievery to disable a trap, or they might be open — a heroic paladin might use Athletics to carry people from a burning building while a mage uses *telekinesis* (Spellcasting) to do the same.

Multiple Skills

The GM can break tasks down into steps if she likes, each of which might require different skills. If disabling a difficult trap in the dark, for example, the heroes might first have to get two tokens to get the feel for their surroundings using Notice, then three more tokens using Thievery to cut all three trip wires in the correct order.

Requiring multiple skills throughout the task makes it more difficult since raises from one type of skill check don't carry over to the other. In the trap example above, for example, the first step requires two Notice successes. Additional successes *don't* carry over to the Thievery rolls needed afterward.

Complications

If a character's Action Card is a Club, something has gone wrong. Attempts to resolve the task (or Support it!) are made with an additional −2 penalty.

Worse, if a roll is failed during a Complication, the Dramatic Task fails — the trap springs, the lock jams, a victim cannot be saved, and so on. The character may choose *not* to attempt a roll on a turn he has a Complication — it just costs him precious time.

Support: Characters assisting (via Support) also suffer the Complication penalty, and an additional −2 penalty if *their* Action Card is a Club! Critical Failure on their part just subtracts from the lead's roll as usual, however, it doesn't cause the entire task to fail.

Death Traps

Think carefully before designing Dramatic Tasks that might wipe out the entire party if failed. The threat of catastrophe should be very real but you don't want a couple of bad die rolls to end the entire game.

Instead of total disaster, maybe the party has a moment to dive clear before the trap triggers. They don't perish, but later awake in the care of a local healer or are captured and find themselves about to experience a new type of adventure.

Example: Dragon Fire!

An evil red dragon roams the countryside, burning farms and villages throughout the land. Seelah the paladin and Harsk the ranger watch in horror as the dragon breathes fire down on their favorite tavern. The pair rush to aid the choking and gasping patrons attempting to flee the burning building.

The Game Master decides rescuing the survivors is a three-round, Multi-Person Dramatic Task. There are 10 patrons. Each success saves one of them from the inferno.

On the first round, Seelah and Harsk roll Athletics to run into the tavern and drag someone out. Both get a raise, so that's four citizens saved!

The next round, Harsk gets a Complication. The GM decides he becomes trapped in one of the back rooms and must make a Fighting roll at −2. If he fails, it takes him too long to escape and he won't be able to save any more patrons. Harsk draws his brother's trusty battleaxe and hacks his way free. His player decides to go with it and narrates using his Fighting to hack open a hole in the wall for the survivors. He's successful, and Seelah gets a raise this turn with Persuasion — yelling at the locals to help throw water on the fire. That's seven total patrons saved.

On the third round, Seelah gets a Complication and fails — she's choking on smoke and can't help. Fortunately, after spending a few Bennies, Harsk manages to get two raises and pull the last patrons from the fire.



FEAR

Cold dread seizes the heroine as she enters the lost tomb. A dragon emerges from the cave, belching smoke and fire at the adventurers who threaten its hoard. An investigator stumbles upon a scene of grisly, ritualistic carnage.

These rules reflect the horror of these terrible situations upon your heroes' psyches.

When to Use These Rules: When a creature has the Fear Special Ability, or the Game Master decides a situation is particularly disturbing.

The Basics: Characters make a Spirit roll when confronted by creatures or situations that cause Fear.

FEAR CHECKS

The heroes make a Fear check (a Spirit roll as a free action) when they first spot a creature with the Fear ability.

Success means a character manages to overcome the situation and carry on. A failed Fear check means the unfortunate soul faces the consequences below, depending on whether the source of fear was grotesque or terrifying in nature:

- **NAUSEA:** If the scene was grotesque or horrific, such as a grisly discovery or learning a secret "Man Was Not Meant to Know," the character is Shaken and Fatigued from the mental strain. Critical Failure means the victim must roll on the **Fear Table** as well.
- **TERROR:** A terrifying trigger, such as a monstrous creature or unknowable evil, is much more intense. Extras are typically Panicked. Wild Cards must roll on the **Fear Table** (at +2 with a Critical Failure on the Fear check). Roll a d20 and add the monster's Fear penalty, if any, to the roll (a –2 adds +2 to the roll, for example).

BECOMING JADED

After encountering a particular type of creature, the character doesn't have to make Fear checks every time he sees another in that particular scenario. If the party clears out an asylum full of spectral inmates, for example, they should only have to roll the first time they encounter them — not in every room. The Game Master might require a roll if the heroes encounter such horrors in a particularly different or frightening situation, however.

FEAR TABLE

D20*	EFFECT
1–3	**Adrenaline Surge:** The hero's "fight" response takes over. He acts as if he had a Joker this action!
4–6	**Distracted:** The hero is Distracted until the end of his next turn.
7–9	**Vulnerable:** The target is Vulnerable until the end of his next turn.
10–12	**Shaken:** The character is Shaken.
13	**The Mark of Fear:** The hero is Stunned and suffers some cosmetic physical alteration — a white streak forms in his hair, his eyes twitch constantly, or some other minor physical alteration manifests.
14–15	**Frightened:** The character gains the Hesitant Hindrance for the remainder of the encounter. If he already has it, he's Panicked instead.
16–17	**Panicked:** The character immediately moves his full Pace plus running die away from the danger and is Shaken.
18–19	**Phobia (Minor):** The character gains a Phobia (Minor) Hindrance somehow associated with the trauma.
20–21	**Phobia (Major):** The character gains the Phobia (Major) Hindrance.
22+	**Heart Attack:** The hero is so overwhelmed with fear that his heart stutters. He must make an immediate Vigor roll at –2. If successful, he's Stunned. If he fails, he's Incapacitated and dies in 2d6 rounds. In the latter case, a Healing roll at –4 saves his life, but he remains Incapacitated. He may be treated normally thereafter.

**Add the creature's Fear penalty as a positive number to this roll.*

HAZARDS

Heat, cold, hunger, thirst, lack of sleep, and other hazards can wear down even the hardiest of heroes, sending them into a downward spiral that can lead to death if they can't improve their situation.

When to Use These Rules: When you want to emphasize the dramatic and dangerous nature of extreme environments or lack of resources.

Other hazards listed in this section, such as falling, poison, disease, and the like, generally come up in response to a creature or situation.

The Basics: Each hazard is different, but most are an attribute check made periodically against some dangerous effect. Failure tends to cause **Fatigue** (page 132). Use the standard rules modified by any changes noted in this section.

BUMPS & BRUISES

Stumbling down a slope or running through a cavern in the dark might cause numerous cuts, scrapes, and bumps.

Characters moving through injurious terrain make an Athletics roll. Those who fail gain a level of Fatigue.

Recovery: Fatigue levels from Bumps & Bruises improve one level every 24 hours instead of every hour (see **Fatigue**, page 132).

A character may use the Healing skill to treat the injuries. Success relieves one level of Fatigue from Bumps & Bruises and a raise relieves two. Each healer may attempt this roll only once unless the GM decides a change in circumstances warrants another opportunity (finding medical supplies, for example).

CLIMBING

Climbing uses the Athletics skill, and the basics are covered under **Movement** on page 123. When the game is in rounds, each inch climbed takes 2" of Pace.

No roll is usually needed to ascend ladders or trees with sturdy limbs unless the GM feels there's a good reason (being chased, injured, etc.).

Under stress (such as during combat rounds), the climber must roll Athletics to make progress. Success means he moves normally, failure means he doesn't make any progress that round, and a Critical Failure indicates a fall! If secured by a rope or other restraint, he



falls half the length of the restraint and suffers Fatigue from **Bumps & Bruises** (see above). If unsecured, see the **Falling** rules on page 154.

Modifiers: The GM should assign a bonus (+2) if the surface has numerous hand- and footholds or the climber has good equipment. Assign a penalty (−1 to −4) for smooth surfaces, lack of equipment, bad weather, etc.

Prepared Climbs

Break lengthy ascents like climbing mountain sides into three roughly even sections. Assume any falls occur at the "top" of each section.

The GM might also consider using the **Dramatic Tasks** system (page 148) if the surface must be ascended in a certain amount of time — such as before weather hits, guards return, etc.

Cold

Trudging through deep snow for hours on end, facing biting winds, or falling in ice water can wear down and kill even a hearty warrior.

A character must make a Vigor roll every four hours spent in weather below freezing (32° F); at −2 if the temperature is below 0° F. Failure means the hero incurs a Fatigue level.

Roll only once per day if a character has appropriate cold weather gear (heavy furs and the like), or once every five days if well-provisioned with shelter, food, and other resources.

Death: Incapacitated victims die after 2d6 hours instead of waking Exhausted.

Recovery: Victims can recover Fatigue only after they receive adequate warmth and shelter.

Disease

Diseases cover a wide range of maladies, from long-term debilitating illnesses to those which might cause immediate spasms or death.

Diseases can be contracted through various vectors, such as an airborne source, ingestion, or the touch or bite of a creature that causes a Wound or Shaken result. In any of these situations, the victim must make an immediate Vigor roll to avoid infection.

To handle such a diverse range of diseases, we've broken them down into three major categories. If you're trying to model a specific disease, adjust the rules presented here to better reflect its symptoms.

Recovery: Diseases can be cured by the *healing* power with the Neutralize Poison or Disease modifier, or with specific medications — whether or not those are available depends on the game (GM's call).

The symptoms can often be treated by common medicines, however. With a successful Healing roll, a physician, priest, herbalist, etc., can prescribe or create a treatment. She may attempt to do so once per day.

DISEASE CATEGORIES

TYPE	EFFECT
Chronic	At the start of every game session, the character makes a Vigor roll. Failure means he's Exhausted from spasms, coughing fits, or similar issues for that session. A Critical Failure means he will expire before the end of the session. The GM is encouraged to let heroes go out in a blaze of glory if possible. Success means the victim is Fatigued for the game session, and a raise means he gets a second wind and suffers no ill effects.
Debilitating	Flus, viruses, stomach bugs, and the like have various specific symptoms but generally result in the character being Fatigued for 2d6 days.
Lethal	Fast-acting diseases might be found in the darkest depths of forgotten dungeons or in specific locations on Golarion. Upon contracting the disease, the hero is Fatigued. At the start of each turn thereafter, he must make a Vigor roll or suffer a Wound! (Some diseases may call for a Vigor roll more slowly, such as once per hour or once per day.) A successful Healing roll stops the effects *only* if the proper medicine is on hand to stop the disease.



Each application of the treatment (balms, poultices, elixirs, etc.) reduces Fatigue by one level for four hours.

DROWNING

Swimming is covered under **Movement** on page 123. In still water, each inch of movement on the tabletop takes 2" of Pace. Swimming up- or downstream should modify this as the Game Master sees fit.

Under hazardous conditions, swimmers must roll Athletics to move. Failure means she makes no progress that round, and a Critical Failure causes a level of Fatigue. With success she moves normally.

If it becomes important to know, characters can hold their breath for a number of rounds equal to 2 plus their Vigor die, or half that if they weren't prepared for being submerged and didn't have time to get a good breath.

Add +2 to swimming rolls if a character has something that floats to hold on to.

Armor: Subtract 1 for each point of worn Armor, not counting any magical bonuses. Swimming in chain mail, for example, subtracts 3 from a character's Athletics (swimming) rolls.

Death: Incapacitated characters perish in a number of rounds equal to their Vigor die. If someone can get to the victim before then, he can be resuscitated with a Healing roll at −2.

ELECTRICITY

On Golarion, characters may encounter natural or magical sources of electricity. Contact with a high voltage electrical source (GM's call) causes 3d6 damage. Increase the damage by +1d6 if the victim is standing in deep water or driving rain, and +2 if the victim wears mostly metal armor (chain mail, plate mail).

Armor: Armor doesn't protect from electrical damage unless it's specifically designed to do so (e.g., a rubberized suit).

FALLING

Falling damage is 1d6+1 for every full 10 feet (or d6+1 per 2" on the tabletop), to a maximum of 10d6+10.

Snow: Particularly soft ground, such as very deep snow, acts as a cushion. Every foot of soft snow reduces damage 1 point.

Water: A successful Athletics roll halves damage into reasonably deep water at heights of 10" (20 yards) or less. A raise negates the damage entirely. Those who fall into water from heights greater than 20 yards take damage as if they'd hit solid earth.

FIRE

If a flammable target is hit by fire (GM's call), roll 1d6. On a 6, the target catches fire and immediately takes the damage listed below. Very flammable targets catch fire on a 4–6. Volatile targets, such as a person dowsed in pitch, catch fire on a 2–6.

Fire continues to cause damage at the beginning of the victim's turns. Roll a d6 immediately after it does so. On a 6, it grows in intensity to whatever maximum the GM feels is appropriate (usually 3d6 for organic beings). On a 1, the fire drops a level, or burns out if reduced below 1d6 damage.

A character may also make an Athletics roll to put out a fire on himself, others, or a flame the size of a Medium Blast Template. This is an action, plus any modifiers for intensity, tools, the flammability of the target, etc.

FIRE DAMAGE

DAMAGE	DESCRIPTION
1d6	Spot contact, steam
2d6	Bonfire, burning room
3d6	Fireball
5d6	Lava

Armor: Armor protects normally unless the attack or hazard's description says otherwise. A hero hit with a fireball is still better off if he has a breastplate than not, for example.

Flaming Weapons: Flame doesn't cause extra damage but may set the target on fire if the target is flammable or volatile (as above).

SMOKE INHALATION

Fires in confined areas produce deadly smoke. Each person within must make a Vigor roll every round. If the roll is failed, the character gains a level of Fatigue. A wet cloth or similar precaution adds +2 to the roll.

Death: A person Incapacitated from smoke inhalation dies in a number of minutes equal to his Vigor. If someone can get to the victim before then, he can be resuscitated by removing him from the hazard and succeeding on a Healing roll at –2.

HEAT

Heat over 90° Fahrenheit can cause heat exhaustion and heatstroke.

A character must make a Vigor roll every four hours spent in weather above 90° F; at –2 if the temperature is above 110° F. Failure means the hero incurs a Fatigue level.

Roll only once per day if a character has plenty of water, or once every five days if well-provisioned with shelter, food, and other resources.

Heatstroke: A Critical Failure when resisting heat indicates heatstroke! The hero must make a second Vigor roll or perish.

Recovery: A victim must cool down somehow to recover Fatigue. This usually means water, shade, and rest.

HIGH ALTITUDE

Traversing landscapes at high elevations can cause Fatigue — and potentially worse — to those who aren't used to it.

When traveling at altitudes roughly a mile high or higher, a character must make a Vigor roll every four hours. Failure means the hero incurs a Fatigue level. The roll is at –2 for elevation greater than 10,000 feet, and –4 (maximum) for higher than 15,000 feet.

At the GM's discretion, characters who are already acclimated to these elevations don't need to roll.

Death: Incapacitated victims die after 2d6 hours.

Recovery: Victims recover one level of Fatigue per hour after resting for at least two full hours.

HUNGER

Average-size humans need about 1,500 calories of reasonably nutritious food per day to avoid the effects of hunger. If sufficient sustenance isn't available, a character begins to suffer and die.

After 24 hours without enough food, the victim must make a Vigor roll. Failure means he gains a Fatigue level.

See the **Survival** skill, page 38, when a character wants to hunt or scrounge for food from the local environment.

Death: An Incapacitated character dies from hunger 3d6 hours later.

Recovery: The victim must have at least a half-day's food to recover.

POISON

The bane of adventurers across all of Golarion can be delivered by the smallest of foes — poison!

When an adventurer is poisoned, he must make an immediate Vigor roll minus the strength of the poison (if listed). Failure causes the effects listed below:

- **KNOCKOUT:** The victim is knocked out (Incapacitated and unconscious) for 2d6 hours (twice that with a Critical Failure).
- **LETHAL:** The victim is Stunned, takes a Wound (two with a Critical Failure), and perishes in 2d6 rounds.
- **MILD:** The victim suffers Fatigue, or Exhaustion with a Critical Failure. This cannot cause Incapacitation.
- **PARALYZING:** The victim is Stunned and cannot attempt to recover for d4+1 rounds (double that with a Critical Failure).

These are basic and simplified poison effects that can be altered as needed to suit specific creatures or hazards. A particularly deadly venomous snake, for example, might still cause Exhaustion to those who resist its effects, or Fatigue with a raise.

Treatment: A character may make a Healing roll minus the strength of the poison (if any modifier is listed) to stop its effects. If successful, the victim's life is saved and the poison no longer has any ill effects — paralyzed victims can move and those rendered unconscious wake.

Each character may only attempt one Healing roll per incident to cure the poison, but another character with Healing may try as well.

SLEEP

Most people need a minimum of six hours' sleep out of every 24. A character who goes without must make a Vigor roll every 24 hours thereafter or suffer Fatigue. Tea or similar stimulants add +1 to the roll.

THIRST

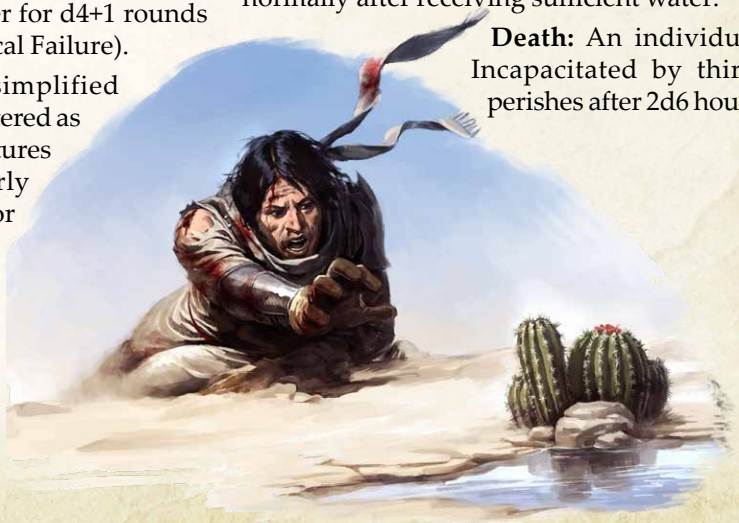
An average-sized human requires two quarts of water a day. This requirement is doubled in very dry conditions (such as the desert) or areas of great heat and high humidity (the jungle) as the character perspires constantly and begins to dehydrate.

If enough water isn't available, the hero begins to suffer from dehydration. A day after he can't get enough water, he must make a Vigor roll every eight hours (every four hours in a very hot or humid environment). Failure incurs a level of Fatigue.

See the **Survival** skill on page 38 when a character wants to search for water from the local environment.

Recovery: Characters recover Fatigue levels normally after receiving sufficient water.

Death: An individual Incapacitated by thirst perishes after 2d6 hours.



TRAPS & HAUNTS

Traps are mechanical or magical in nature, usually constructed to protect treasures or stop intruders. They range from simple camouflaged pits to poisoned darts and triggered magical *burst* effects.

Haunts function like traps, but are specific supernatural phenomena connected to restless shades or other spirits. These areas react violently to the presence of the living, usually triggering some kind of effect when the area is entered or some item of personal import is touched or approached.

Here's how to read each trap or haunt's description:

Type: Mechanical, Magical, Haunt

Notice Check: Yes or No, with any modifier to a Notice roll to detect the presence of a trap. Success allows the heroes to react before the trap or haunt is triggered.

Thievery Check: Yes or No, with any modifiers to the Thievery die roll needed to succeed in disabling a trap.

Effects: How the trap springs or the haunt manifests and their game effects.

Wounds: Haunts can be affected by the *healing* power. When the haunt is *healed* a number of Wounds equal to the number listed here, it's disabled.

Reset: After a certain duration, a haunt (even a disabled one) resets to its original state. The duration is listed in the haunt. This continues until the haunt is destroyed.

Destroying a Haunt: To completely destroy a haunt, its source must be destroyed. This is usually listed before the haunt or in the description. This will often involve destroying something, such as a cursed corpse.

COLLAPSING FLOOR

Type: Mechanical; **Notice Check:** Yes, at –2; **Thievery Check:** Yes, at –2
Trigger: A hinged section of floor is rigged to give way. Any Size 0 or larger creature entering the room triggers a collapse.
Effect: Victims fall 30 feet (3d6+3 damage) unless they make an Evasion roll to dive clear.

VENGEFUL SPIRIT

Type: Haunt (6′ radius); **Notice Check:** No (the spirit appears without warning)
Trigger: Proximity; **Wounds:** 1; **Reset:** 1 day
Effect: The spirit manifests in front of the victim, causing him to make a Fear check when the ghostly image appears.



INTERLUDES

Interludes give players a way to get to know their own characters, reveal their backstories, or even add to the lore of the world you're all building together.

When to Use These Rules: The GM might call for an Interlude when the party gathers around the campfire, travels across Golarion, or socializes at the local tavern.

The Basics: Players tell a story from their character's point of view and are rewarded with a Benny.

RUNNING AN INTERLUDE

When you want to give your players a moment to catch their breath and get into character, allow those who want to take part to draw a card from the Action Deck. The suit of the card gives each player three choices: Downtime, Backstory, or Trek. If a player draws a Joker give *everyone* a Benny and let them choose the suit and category!

- **DOWNTIME:** What the hero does when left alone. A priest might quietly read a holy text while a warrior constantly sharpens his blades.
- **BACKSTORY:** A tale of the character's past, told through her voice and narration.
- **TREK:** The story of an obstacle or challenge the party encountered on the trip.

INTERLUDES
SPADES
Downtime: The character spends time alone in quiet contemplation. What does she do?
Backstory: A great victory or personal triumph.
Trek: A difficult obstacle the group negotiated along the way.
HEARTS
Downtime: The hero practices a skill. What is it?
Backstory: A tale of the hero's greatest love — lost, found, present, or waiting on her back home.
Trek: The party met someone along the way — merchants, fellow travelers, a renowned bard or hero, etc. Who were they and what happened?
DIAMONDS
Downtime: The character studies or works on an object of some sort. What is it?
Backstory: Something your hero wants or already has. It might be a material possession, recognition, a political goal, or even a trip he wishes to take to some amazing destination.
Trek: How the group found something that helped them along the way, such as an oasis, minor treasure, food or water, friendly locals, etc.
CLUBS
Downtime: Your hero broods or is angry about something. What is it, and how does she misbehave?
Backstory: A tale of misfortune from your hero's past, perhaps revealing something of his Hindrances or a dark secret.
Trek: A hardship the party overcame on their trip: the tragic death of a favored Extra, spoiled or lost supplies, a mechanical breakdown, abysmal weather, and so on.



MASS BATTLES

Many adventures feature heroes traveling about the land, gathering allies to thwart some inevitable foe or ravaging horde. They build coalitions, train armies, discover powerful artifacts, and finally stand against the enemy in desperate and glorious battle.

The rules presented here allow the Game Master to handle a small warband holding a fort against an undead horde, a siege against a walled city, or even full divisions of troops fighting across a massive battlefield. The process is abstract, but it provides a narrative base for heroes to plan, get involved, and take part in the carnage!

When to Use These Rules: Use the Mass Battle rules when you need to resolve a large conflict that can go either way, and also allow the player characters to have a role in its outcome. The culmination of these tales is not always a foregone conclusion, and failure can be just as interesting as victory!

The Basics: Each side has a number of "Force Tokens" equal to its relative strength and size. Commanders roll their Battle skill each turn. The winner reduces his rival's force until one side or the other breaks.

SETUP

To start, give the larger or more powerful army 10 Force Tokens. Give the opposing army a proportional number of tokens. If one army has 10,000 warriors, for example, and the other has 7,000, give the smaller army seven tokens. These represent the troops, ships, and other assets in each side's army.

Adjust the ratio as makes sense to account for special or elite troops, better equipment, and so on. If one army is half as powerful as another, for example, give one side 10 Force Tokens and the other five. Get close enough to give a reasonable approximation of relative strength. The dice and the characters' actions will handle the rest.

BATTLE

At the start of each round, the player characters discuss and decide on their plan. Then the attackers make an opposed Battle roll against the defender. Add the modifiers below as appropriate to each roll.

BATTLE MODIFIERS

MODIFIER	CIRCUMSTANCE
+1 per point of advantage	**Force Bonus:** The side with the most Force Tokens adds +1 for each point of difference. If the larger army has 10 tokens and the smaller one has seven, for example, the commander of the more powerful army adds +3.
+1 to +4	**Tactical Advantage:** Grant a +1 to +4 bonus for any special circumstances that might help that army, such as fortifications, weather, terrain, or other conditions not otherwise factored into the army's strength.
+1 to +4	**Battle Plan:** Add +1 to +4 if one side has a particularly effective or clever plan over the other.

RESULTS

The winner of the opposed roll consults the **Battle Results**. Casualties are generally distributed evenly throughout the army or however the GM feels is most appropriate for the narrative.

Time: A standard battle round is two hours of hard fighting. The Game Master should change this as suits her needs or the story. A more reserved fight might have four- or even eight-hour rounds, while a siege might be a battle round per day.

BATTLE RESULTS

ROLL RESULT	BATTLE RESULT
Tie	**Draw:** Both sides lose one Force Token.
Success	**Marginal Victory:** The victor loses one Force Token, the defeated loses two.
Raise	**Victory:** The defeated army loses two Force Tokens.

Morale

After an army loses one or more Force Tokens, its leader makes a Spirit check modified by these circumstances:

Morale Modifiers

Modifier	Circumstance
−1	Each Force Token lost so far.
+2	The army is made up mostly of undead or other fearless troops.
+2	The army is within fortifications or prepared positions.
+2	The army cannot retreat or will be killed if it does.

Success means the leader cajoles the army to fight on. The battle continues another round (or as the attacker sees fit).

Failure means the commander loses control of his force. The army is defeated but conducts an orderly retreat. Critical Failure means they flee the field in a reckless rout. They may be scattered temporarily or permanently, ridden down by the enemy, or captured as the GM decides.

Aftermath

When one side routs, retreats, or runs out of Force Tokens, the battle ends. If it's important to determine the fate of named Extras or other nonplayer characters, use the **Aftermath & Extras** rules on page 128.

Characters in Mass Battles

Player characters can dramatically affect the results of the battle. Before their commander makes a Battle roll, players who want to enter the fray describe what their characters are doing and make a Support roll with whatever skill they feel is most appropriate. (Don't forget that enemy champions can add to the rival commander's Battle roll as well!)

Each hero's success grants the commander +1 to his Battle roll but the warrior takes Fatigue from Bumps & Bruises for the effort. With a raise, the character emerges unharmed and rolls on the **Battle Effects** table; the player may choose to use the result rolled or give the commander the usual +2 bonus instead.

Battle Effects

2d6	Result
2	**Inspire:** The warrior battles valiantly, inspiring the troops and urging them to fight on despite their injuries. Her side immediately recovers one Force Token.
3–4	**Terrorize:** The fighter's fury terrorizes her foes. The enemy commander subtracts 2 from his Spirit roll if forced to test morale this round.
5–9	**Valor:** The warrior's Support adds +2 to the commander's Battle roll as usual.
10–11	**Slaughter:** The foe reels at the champion's onslaught. Subtract 2 from the enemy commander's Battle total.
12	**An Army of One:** Tales will be told and songs sung of the warrior's epic feats this day. The enemy commander loses a Force Token immediately (this doesn't subtract from his Battle roll but does cause a morale check even if he wins).

Failure means the warrior fought bravely. He takes a Wound but doesn't add to the commander's Battle roll. A Critical Failure means the character rolls on the **Battle Effects** table but also suffers d4+1 Wounds!

The Game Master and players should work together to describe each character's glorious scenes of bravery and carnage once the results are determined.

Ammo & Power Points

If it's important to track, each round a hero enters the fray and uses Shooting or an arcane skill the character expends some ammunition or Power Points.

Arcane types and archers use 2d6 Power Points or arrows per round of Mass Battle. The GM should alter these numbers based on the character's chosen tactics, the length of each battle round, weapon types, or how long she thinks the hero has to recover or rearm between rounds.

NETWORKING

Pathfinders often need to find information or ask for favors. You can roleplay these encounters out, or you can allow them to use their skills in a "macro" sense — summing up hours of effort with a single roll.

Persuasion is the nice way of interacting with one's contacts. The flip side of the coin is Intimidation. Either can get the job done but in slightly different ways, as shown below.

When to Use These Rules: When the player characters want to ask around town for favors or information.

The Basics: Characters use Persuasion or Intimidation to gather favors or information.

PERSUASION (THE NICE WAY)

Characters use Persuasion to socialize within their various social circles for information or favors. When used in this way, Persuasion isn't a single exchange but several hours of networking, hobnobbing, carousing, drinks, gifts, bribes, or entertaining. This might represent time roaming a marketplace, a series of meetings with important people, or an evening of food and drink.

Success grants most of what the character wants, though it may take a while, cost some money, or require a favor in return. A raise either gets more of whatever he was looking for, or at a lower cost.

Failure means the hero's efforts are in vain. A Critical Failure means he's cut off from that particular group for a while (up to the GM but typically about a week).

Money Talks: You can catch more flies with honey than vinegar, the saying goes. A character with a little lucre to spread around gets a reroll on her networking attempt, spending money on better bribes, gifts, or wining and dining her contacts.

The amount required is up to the GM, the location, and the nature of the contact(s) she interacts with. As a rule of thumb, use the expenses listed under **Carousing** (page 146) and modify as appropriate from there.

INTIMIDATION (THE NOT-SO-NICE WAY)

Intimidation can also be used to gather information, call in favors, or make demands, but it's a little less savory.

Each attempt to "work the streets" takes several hours of threats and general unpleasantness, rousting the local populace for whatever the hero needs.

Success grants the character most of what she wants, though her victims might decide to get some payback later on. A raise means she gets more info, gets it faster, or her victims are too scared or otherwise preoccupied to plot revenge.

Failure means the bully doesn't get anything useful. A Critical Failure means she ends the evening with a fat lip, black eye, or broken nose (see **Bumps & Bruises**, page 151). She can work her contacts again the next day, but they're more likely to be waiting for her this time!

Busting Heads: The bruiser can improve her odds by getting more violent or extreme than usual. This alienates her contacts for a week but grants her a reroll on the Intimidation check.

This raises the stakes as well. A simple failure means the evening ends with **Bumps & Bruises** (page 151). A Critical Failure bears more serious consequences. The GM might break the action down to an actual encounter (which might be an ambush!). The hero might run afoul of the law, come back with two levels of Fatigue from Bumps & Bruises, or her questions might trigger a deadly reaction from a more powerful enemy!

EXAMPLE: SAVAGE MEASURES

Amiri the barbarian needs to locate a town official held for ransom by nefarious bandits. Her Intimidation is better than her Persuasion, and she has the Menacing Edge, which adds +2 to Intimidation rolls. Time is tight so she decides to bust some heads. That gives her a reroll as well. With the bonus and reroll she gets a success and a raise. The barbarian finds the bandit hideout and learns how many goons guard the official.

THE PLANES

While the world of Golarion exists on the Material Plane, there are many other realms in other dimensions of reality known as the planes of existence. Scholars and sages call these, collectively, the Great Beyond.

When to Use These Rules: Reference these summaries of the five general types of planes when characters travel to other planes or encounter creatures from the Great Beyond.

The Basics: Each plane is effectively its own universe with its own natural laws. Rare linking points allow travel between the planes. Some powers also allow — or prohibit — travel between the planes.

MATERIAL PLANE

The default plane for play in *Pathfinder for Savage Worlds*, the Material Plane operates under the same set of natural laws as our real world. The size and scope of it depend on the GM's campaign, although the world of Golarion remains the focus of *Savage Pathfinder*.

TRANSITIVE PLANES

These planes overlap and interact with other planes, especially the Material. Transitive Planes are accessed by powers and special abilities, allowing for travel to other planes of reality. These are the most common:

ASTRAL PLANE

This silvery void connects the Material and Inner Planes to the Outer Planes. A traveler in the Astral Plane sees it as a vast and empty void dotted with motes of physical reality intersecting with countless overlapping planes.

ETHEREAL PLANE

The Ethereal Plane overlaps with both the Material and the Shadow Plane. A traveler experiences the Material world as if the world were an insubstantial ghost. He can move through solid objects without being seen by creatures in the natural world. Strange creatures dwell here; they can sometimes influence the real world in mysterious and terrifying ways, such as a ghost haunting a graveyard.

SHADOW PLANE

Best described as a warped "reflection" of the Material Plane, the Shadow Plane is a grim, colorless "duplicate" of the real world. It is infused with negative energies and serves as home for creatures such as undead shades. Plane shifters use the Shadow to cross vast distances across the Material.

INNER PLANES

The Inner Planes contain the building blocks of reality. Each Inner Plane is made up of a single type of energy or element, with inhabitants of the same type.

ELEMENTAL PLANES

Air, Earth, Fire, Water — each of these elements commands its own planes, with classic elemental creatures and other strange beings such as genies and mephits.

ENERGY PLANES

The energies of the Positive and Negative Energy Planes infuse reality on the Material world. The former provides the spark of life, while the latter harbors the taint of undeath. In general, all characters who use powers draw energy from these planes as well.

OUTER PLANES

Beyond the mortal world, these planes are the various realms of the gods and the final resting places of the dead from the Material Plane. Characters with arcane powers often contact beings from these planes for advice, guidance, and summoned allies.

DEMIPLANES

These are extra-dimensional spaces that function like planes but have measurable size and limited access. Items such as a bag of holding and portable hole access these strange places.

QUICK ENCOUNTERS

Sometimes the Game Master may want to quickly sum up an encounter rather than track every action round by round. "Quick Encounters" resolve these kinds of situations with good collaborative storytelling, tension, and risk.

When to Use These Rules: Use Quick Encounters when you're pressed for time, the group isn't as interested in tactical fights, or they do something the GM isn't prepared for, like infiltrating an enemy compound she hasn't yet detailed.

The Basics: Players make a skill roll based on the type of encounter and their goal and interpret the results narratively with the Game Master.

ENCOUNTER TYPES

No Action Cards are dealt in a Quick Encounter. Instead, the GM describes the scene, and then the players agree on a general plan and what their characters will do to resolve the situation.

Once all the players state their intent, they pick the skill that best represents their character's actions during the encounter and roll. Here are some common examples:

- **COMBAT:** Fighting, Shooting, arcane skill.
- **CRISIS:** Athletics, Persuasion (to calm bystanders), Repair.
- **HEIST:** Notice, Persuasion, Stealth, Thievery.
- **MISSION:** Battle, Boating, Fighting, Persuasion, Shooting, Stealth.
- **TREK:** Common Knowledge, Notice, Survival.

Modifiers: The GM should assign modifiers based on the situation. If the heroes greatly outnumber their opposition, pursue much slower prey, have prior experience with the obstacles in their path, or special equipment to deal with hazards, the roll might be made at +1 to +4.

Very difficult encounters, such as powerful foes (relative to the party), faster prey, or extreme conditions inflict a −1 to −4 penalty.

TURN ORDER & CRITICAL ACTIONS

Players can go in whatever order they want in a Quick Encounter. This might be important if some of their actions are dependent on someone else's. In a heist, for example, the group might depend on a smooth-talker to gather information about the target's security before the thief attempts to break in. Similarly, a battle commander might need to send a scout across enemy lines before sending in a team to sabotage the enemy's war engine.

Resolve these kinds of actions in the order that makes sense, and allow those who come after to change their own plans as the situation changes.

If a critical task is failed, the GM must decide if it stops the encounter or simply complicates it (perhaps inflicting a penalty to everyone else's roll). In the heist example above, for example, maybe the charmer gets the information but tips off someone who adds extra sentries, inflicting a −2 penalty to Stealth or Thievery rolls. Likewise, the scout might find the war engine's location but the enemy moves the device shortly thereafter, adding the need for additional reconnaissance for the team of saboteurs.

These kinds of complications might also mean resolving the encounter in multiple stages instead of one roll as the heroes must react to the changing circumstances (see **Staged Encounters**, below).

STAGED ENCOUNTERS

Quick Encounters are typically a single die roll followed by some narration between the GM and the players. But some encounters might need additional rounds to better reflect the results or any new information or events that come to light.

If the heist to break into a wizard's tower and steal a powerful occult artifact goes badly, for example, the next stage might become a crisis when the tower suddenly bursts into supernatural flames. That might then lead to a combat encounter as an artifact in the wizard's study breaks and releases an angry djinn!

The beauty of staged encounters is their ability to handle complex problems when the

constraints of time or larger narrative require a speedy resolution.

Encounter Results

Once each player has determined her skill and any modifiers, she rolls the dice and works with the Game Master to narrate the details based on the total, the situation, and the other characters' actions.

Dangerous Encounters

If a character fails his roll in a dangerous situation he takes a Wound (or d4 Wounds with a Critical Failure). If he's the driver of a vehicle, it takes a Wound (or d4 with a Critical Failure). Wounds may be Soaked as usual.

Success means the hero emerges with only **Bumps & Bruises** (see page 151), and a raise means he escapes unscathed.

Nonlethal Encounters

If the encounter isn't physically dangerous, failure means the hero doesn't contribute to the party's overall success somehow. Critical Failure means she suffers social stigma, loses or breaks a piece of vital equipment, is positively identified, or gets the wrong information. This likely means moving on to a second stage of the encounter as she deals with the fallout of her errors.

Success & Failure

In general, narration and individual actions determine the success or failure of an encounter. If the smooth-talker can't learn the habits of the sentries, for example, and the GM decides this fact shuts down the operation rather than complicating it, the encounter fails. In other words, let the story tell the tale.

In a more dynamic situation such as combat, assume the group "wins" if there are at least as many total successes (one for each success and raise) as there are player characters. They get the information, drive off their foes, complete the mission, or avert (or escape) the crisis. Support rolls *don't* count as successes.

If there are fewer successes than player characters, they fail. Specifics are up to the Game Master, but this might mean the party has to fall back or retreat from their foes, their prey escapes, they don't get the object or information they sought, they survive the crisis but can't save most of the bystanders, and so on.

If they can try again, the GM should "reset" the encounter with the new narrative so the group has to come up with a new plan. And of course, their foes are likely on to them now!

Ammo & Power Points

Use the rules for **Ammo & Power Points** under **Mass Battles** (page 158) for combat encounters if desired. Otherwise the player and GM can just decide what resources were consumed in the encounter.

Example: Night on the Prowl

Our heroes must break into a nobleman's library, steal an ancient book, and stop an evil conspiracy that threatens all of Golarion.

The group decides to play out the break-in as a Quick Encounter. The rogue plans to use Thievery to break into the library, take the manuscript, then escape out the back. The bard Supports her with a diversionary recital in the town square.

The GM decides the rogue's Thievery roll is at −2 to get into the library. The bard gets a success with his Performance to Support. He adds +1 to his friend's roll.

The rogue manages a single success, but since there are two player characters and the rules say they need at least as many successes as there are characters, they fail.

The GM says three of the nobleman's guards are alerted by the pair's actions. The heroes can continue if they want, but the encounter is now more difficult (−2). The GM also says it's now a Dangerous Encounter as the guards are armed and nervous.

With the fate of Golarion at stake, the party agrees to press on. The rogue now uses Stealth to avoid the guards. The bard disguises himself and knocks on the door, pretending to be lost! The GM tells the bard to use Performance for this Support roll. He rolls a 21! Both characters are successful, so the ancient manuscript is secured!

SOCIAL CONFLICT

Not every conflict is won by the blade. Successful oratory can topple nations.

When to Use These Rules: Most social exchanges are a simple skill roll resisted by the appropriate Trait, such as Intimidation or Persuasion vs Spirit. For longer interactions, such as the back and forth of a long argument, negotiation, or a legal proceeding, the following system adds some drama and structure to each side's discussion. (The GM might use a Dramatic Task instead if the argument must be won in a hurry!)

The Basics: Characters make arguments back and forth over three rounds, roll their appropriate skills, then consult the **Social Conflict Results** table (below) to see how well they've influenced their audience.

CONFLICT ROUNDS

The conflict is broken down into three rounds of conversation, each focusing on a particular point (or a few highly connected points).

During each round, the player roleplays her character's argument and makes a Persuasion roll opposed by the Spirit of whoever she's trying to convince. If a rival argues against her, the roll is opposed by his Persuasion instead.

Each success and raise by the petitioner grants her an "Influence Token" (rivals don't gain tokens, they just oppose the petitioner and keep her from gaining them).

Modifiers: Persuasion rolls should be modified by the situation as the GM sees fit. A hero trying to convince a wizard of a fact within his field rolls the lowest of his Persuasion or Occult. A particularly brilliant argument or impassioned roleplaying might add +1 to +4. An insult or *faux pas* inflicts a similar penalty.

Hindrances should also be considered. Convincing a jury that an Outsider (Major) is innocent of a crime, for example, might inflict a –2 penalty.

RESULTS

At the end of the third round, the speaker looks up her total Influence Tokens on the **Social Conflict Results** table below.

Trials: Run trials and similar conflicts from the accuser's point of view since they must usually prove the accused's guilt. If the player characters are the defenders, they oppose the prosecution and must keep them from gaining Influence Tokens with the judge (baron, king, warlord, etc.).

Accusers in a trial must get at least three tokens to convict. Lesser results indicate the degree of punishment based on local customs and laws.

EXAMPLE: TO ARMS!

The cleric must convince a baron to send troops to the defense of a neighboring fiefdom. The barony has warred with its neighbor for generations so the GM decides that's a –4 penalty to the Persuasion roll.

Worse, she's opposed by his slimy wizard, who argues against the idea every round (he opposes her Persuasion rolls).

The cleric gets lucky the first round and gets a raise. That's two Influence Tokens. She fails on the second, but gets another raise in the third, for a total of four tokens.

The baron agrees but requires payment in land from his neighbor in return for sending part of his army to his rival's defense.

SOCIAL CONFLICT RESULTS

TOKENS	RESULTS
0	Pleas are denied and negotiations fail. Discussions may reopen if new information is presented or favors are performed. In a trial, the defendant is acquitted.
1–3	The target isn't truly convinced, but provides the minimum amount of support possible. In a trial, the defendant receives the minimum penalty.
4–5	The arbiter is reasonably convinced or willing to help. He grants the aid requested, more or less, but only under certain conditions or in exchange for payment, tasks, favors, etc. The prosecution is successful with typical sentencing in a trial.
6+	The target is eager to help or agree. He gives more than expected in a negotiation or provides more support than requested. A defendant is convicted with the maximum penalty.

TRAVEL

Many epic tales feature trips across great expanses. A party may sail the Inner Sea or ride across the frontier of Varisia or navigate every district in Absalom.

Below are some guidelines to help you figure out how long these journeys take and what dramatic events might happen along the way.

When to Use These Rules: If it doesn't matter how long the trip takes, skip all this. Narrate the journey, maybe do an **Interlude** (page 157), and get to the next scene. If you need to know how long the trip takes, or want to insert an obstacle or encounter of some sort, use the information below as a guideline.

The Basics: The mode of travel determines how many miles the group makes per day.

TRAVEL TIMES

The rates below assume reasonable terrain and weather. Difficult conditions can drastically decrease progress (or increase it in the case of sailing with strong winds).

AVERAGE TRAVEL TIMES

TRANSPORT	MILES/8 HOUR DAY
Foot	24
Horse	30
Cart (one beast)	30
Carriage	40
Wagon (per beast)	30
Rowboat	24
Sailing Ship*	30
Steam Ship*	40
Airship (dirigible)	80
Glider	60

**Sailing ships are greatly affected by currents and winds. Strong winds or currents in the right direction allow them to travel about 60 miles per day. Poor winds or going against the current reduces them to 20 miles per day or less.*

ENCOUNTERS

If an area is dangerous or lawless, draw a card from the Action Deck once per day (or even two or three times a day in particularly dangerous areas). A face card or higher represents an encounter, and the card suit can be used to determine the type.

Draw twice more if the card is a Joker and combine the results — such as Enemies and an Obstacle, or Strangers and Treasure.

Game Masters are highly encouraged to customize encounters based on their setting.

- **SPADES — ENEMIES:** Monsters, enemies, or hostile beasts bar the way. Perhaps they lie in ambush if it's a popular path, waiting for the next band of unwary travelers.
- **HEARTS — STRANGERS:** The group comes upon neutral or friendly nonplayer characters such as merchants, lost travelers, a guide, or even other adventurers.
- **DIAMONDS — TREASURE:** Somewhere along the way is something of value — a caravan eager for trade or a forgotten ruin with treasure — and guardians to protect it!
- **CLUBS — OBSTACLE:** The heroes encounter an obstacle of some kind and must figure out how to circumvent it. Some examples are a flooded river, a decaying rope bridge, a dangerous whirlpool, etc. The obstacle might be defended by creatures or enemies as well.

EXAMPLE: CINDERLANDS

Our heroes are traveling across the frontier of Varisia, traversing the burning plains of the Cinderlands.

The GM draws a Jack of Clubs and decides the area is currently in the throes of an emberstorm — a dangerous black blizzard of dust and ash. This slows progress to a crawl for hours and makes the characters roll for Fatigue from heat and the relentless dusty winds (see the **Hazards** section, page 151).

The GM draws again later that day and gets a Queen of Spades. From an unseen burrow under the charred ground, an ankheg surfaces, hungry for fresh prey.



CHAPTER FIVE

POWERS

Magic is everywhere in *Savage Pathfinder*. Whether it's hidden occult lore practiced by dark cultists, the righteous rituals of clerics, or the potent spells of sorcerers and wizards, these rules handle it all in one simple system.

We call all of these effects "powers." They work the same from game to game, but the particular use, modifiers, and Trappings give the same core powers endless variations.

Characters gain access to magical powers by taking an Arcane Background, either Magic or Miracles (page 40) or one of the more specialized Class Edges.

Each type of Arcane Background has the following entries, listed in its description, and may have additional abilities or drawbacks as well.

- **ARCANE SKILL:** This is the skill you roll to activate your heros' powers. Buy it just like any other skill.
- **STARTING POWERS:** This is the number of powers a hero starts with when she takes an Arcane Background. Additional powers may be learned with the **New Powers** Edge (page 77).
- **POWER POINTS:** The number of Power Points the character starts with. A hero increases Power Points by taking the **Power Points** Edge (page 77).
- **AVAILABLE POWERS:** The list of powers characters with that Arcane Background may take.

DETECT MAGIC

In the magically charged world of Golarion, any character with an Arcane Background can sense magical or divine auras within 5" (10 yards), unless they are magically concealed. This is an action.

Detecting magic at a greater range or gaining specific information requires the *detect arcana* power, which can also be used to reveal items or beings protected by *conceal arcana*. See *detect/conceal arcana* on page 181.

Identifying magic items requires a Common Knowledge roll for everyday items like healing potions. More obscure items require an Occult roll.

MULTIPLE ARCANE BACKGROUNDS

If a character takes a new Arcane Background after character creation, she gets a d4 in its arcane skill if she doesn't already have it and any new powers it grants. If she already has an Arcane Background or Mystic Powers, she uses the highest starting Power Point total and all her Arcane Backgrounds and Mystic Powers share this pool. Otherwise, she also gets the Power Points listed for the Edge.

Class Edge abilities apply only to powers provided by that class.

TRAPPINGS

Trappings allow the core powers presented in this chapter to have many different appearances. They don't usually have a game effect of their own, but are important for atmosphere and theme.

One character might fire magical missiles of glowing white energy while another hurls deadly icicles. Both use the *bolt* power and share the same mechanics, but they look and "feel" different.

Trappings *do* matter when an obstacle or opponent has a particular strength or weakness. If an ice troll suffers +4 damage from fire- or heat-based attacks, for example, a *blast* a player describes as a fireball counts as a fire attack and does +4 damage.



Once described, a power's Trappings don't change unless the caster uses an Advance — see below.

A character can alter the power's effects or Trappings temporarily using **Power Modifiers** (see page 170).

SYNERGY

Sometimes logic dictates a power's Trapping should have some additional effect. Zapping someone with a lightning bolt while they're standing in water should cause additional damage, for example.

When this occurs, the GM can decide there's synergy that either increases or decreases the effect or damage (GM's call) by +2 or −2.

Oppositional forces, such as fire and ice or light and darkness, *don't* have synergy against one another (though such effects are sometimes accounted for in some creatures' Special Abilities). If a fire *blast* hits ice armor *(protection)*, for example, there's no additional effect because they cancel each other out.

ADDING & CHANGING TRAPPINGS

A character can learn two new powers when he takes the **New Powers** Edge (page 77). He may instead add Trappings to his powers in place of one or two of the new powers. A hero who takes the New Powers Edge, for example, could choose one new power and add an ice Trapping to her *bolt*. The GM may also allow a character to *change* the Trapping of an existing power when she gains an Advance. This should reflect a major change in the character in some way as determined by the player and GM.

LIMITATIONS

Sometimes a power's Trapping imposes a Limitation on the power. This gives the power focus at the expense of versatility. The Limitation is permanent and always in effect unless changed with an Advance as noted above.

Each Limitation placed upon the power reduces its total Power Point cost by 1 (to a minimum of 1). If this would normally reduce the cost to 0, you gain a +1 bonus (+2 maximum) to the arcane skill total instead.

- **RANGE:** The power's Range is reduced to Touch (if its usual Range is greater).
- **PERSONAL:** The power's Range becomes Self (if its usual Range is Touch or it has the Range Limitation, above). This includes an item if the power is normally cast on an object (such as *smite*).
- **ASPECT:** The character can only access one aspect of a power (that has more than one choice), such as *sloth/speed* or *boost/lower Trait*.

ACTIVATION

A character activates a power by picking a target within Range and making an arcane skill roll. Failure means the power doesn't activate. The caster spends 1 Power Point regardless of any Edges, unless the ability specifically says it reduces the minimum cost to 0.

Success means the power activates and consumes all the Power Points allocated to it, even if it misses the target (such as with *bolt*), or the defender resists. A raise has additional effects noted in the particular power description.

Backlash: A Critical Failure when activating a power is called Backlash. It causes a level of Fatigue and all currently active powers instantly terminate.

CASTING REQUIREMENTS

A character must be able to see his target and cannot be **Bound** (see page 130) or silenced.

MAINTAINING POWERS

When a power ends, the caster can spend 1 Power Point to extend it by its base Duration. If a power's Duration is five rounds, for example, it can be maintained for another five rounds for 1 Power Point.

Maintenance is per target but ignores other Power Modifiers, so renewing *boost Trait* on three allies costs 3 Power Points and extends the effect of each another five rounds.

Unless a power says otherwise, the caster can terminate it as a free action.

STACKING POWERS

Powers don't stack beyond their maximum benefit or drawback. This includes effects from magic items that specifically use those powers. For examples, a ring that simply says it increases Strength a die type does so even if the wearer's Strength is currently increased by *boost Trait* (Strength). If the same ring said it gives minor *boost Trait* (Strength), however, it would only stack with the actual spell or other items up to the power's maximum (two die types).

Powers that target different Traits or abilities, such as *boost/lower Trait*, are considered separate powers in this context. Strength may only be increased up to two die types by *boost Trait*, for example, but Strength and Fighting could both be boosted up to two die types as each one is a separate Trait. Similarly, a sorcerer could cast *deflection* (melee) on an ally who's already benefiting from a robe of scintillating colors.

RECHARGING

A character recovers 5 Power Points per hour spent resting.

What constitutes rest is up to the GM, but generally, it means sitting, eating, tending wounds, sleeping, and avoiding any strenuous activity. Walking or riding a horse isn't usually restful, but riding in a cushioned carriage might be.

A few interruptions don't stop a character from resting — standing watch, planning, sharpening weapons, and so on (GM's call).

An arcane hero can also spend a Benny to regain 5 Power Points. This is a free action.

POWERS AS MULTI-ACTIONS

Each power activated is its own action, and the same or different powers may be cast multiple times as a **Multi-Action** (see page 136). A wizard might start combat by invoking *protection* and *deflection*, for example, or a priest might attempt to *banish* a spirit while invoking *smite* on his mace.

SHORTING

A character may cast a power with *fewer* Power Points than required (whether she has them or not) by increasing the difficulty of her arcane skill roll (if there is no skill roll, as with Mystic Powers, the character cannot short the power).

For every Power Point a character shorts, she suffers a –1 penalty to the roll. Casting a 3-point *healing* with 0 Power Points, for example, inflicts a –3 penalty.

Shorting is risky. If a character fails a shorted arcane skill roll, it's considered a Critical Failure!

POWER MODIFIERS

Power Modifiers allow characters to customize their abilities, adding a special effect that better reflects their power's Trapping.

Power Modifiers are selected when a power is activated and may be freely changed each time. An icy *bolt* might cause Armor Piercing damage in one attack and Lingering Damage in the next.

The common modifiers listed on this page can be used with any power a character is using (unless otherwise prevented from modifying the power). Some powers also list additional specific Power Modifiers that can be used with that power.

Casters must declare which modifiers they're using before rolling their arcane skill. The number in parentheses is the price in additional Power Points it costs to add the effect. A Power Modifier may only be applied once per casting.

Duration: Power Modifiers last for the Duration of the spell, or until the end of the target's next turn in the case of Instant powers.

Epic Powers: Some Power Modifiers are marked with a gold star. These are Epic Powers requiring the Arcane or Divine Mastery Edges (see the individual Class Edges).

ADAPTABLE CASTER (+1)

The caster can spend 1 extra Power Point when activating a power to alter its Trapping. This can have important consequences if a foe has a particular resistance to the spell's usual Trapping or weakness to the new one!

ARMOR PIERCING (+1 TO +3)

The attack is focused to defeat armor or seeks out a foe's exposed areas. Each Power Point spent grants the power AP 2 (see page 103), to a maximum of AP 6.

FATIGUE (+2)

Powers that drain or tax an opponent can cause Fatigue. The modifier may be attached to any power that can cause damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

GLOW/SHROUD (+1)

Glow creates soft light (caster's choice of color) in a Small Blast Template centered on the target. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character.

Shroud dims and slightly obscures the target so that attacks against her suffer a −1 penalty and she adds +1 to her Stealth rolls.

HEAVY WEAPON (+2)

The caster creates a focused blast. The attack counts as a Heavy Weapon.

HINDER/HURRY (+1)

The target is slowed in some way, perhaps due to intense cold, a slippery surface, or even binding matter or energy. His base Pace is reduced by 2.

A caster can Hurry the recipient instead, granting increased energy, sure footing, or more powerful muscles. His Pace is increased by 2.

Effects of either modifier aren't cumulative.

LINGERING DAMAGE (+2)

The target is hit by fire, cold, acid, gnawing insects, or some other Trapping that continues to cause damage after the initial attack. On the victim's next turn, he suffers the power's base damage minus one die type (for one additional turn only). If hit with a 2d6 *bolt*, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it is d4−2 instead.

RANGE (+1/+2)

Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone or Stream Template.

SELECTIVE (+1)

With intense focus, the caster can choose not to affect any or all individual targets within a power's area of effect (picking all enemies instead of allies in a *blast*, for example).

CANTRIPS

A mage sets a broom to sweeping his floor. A priest lights a candle with the grace of her god. A bard tells an animated story in the night air, illuminated with the dancing cinders of a campfire. Such minor orisons (prayers) or lesser magicks are collectively called "cantrips."

In *Pathfinder for Savage Worlds*, any character with an Arcane Background can cast cantrips.

ACTIVATION

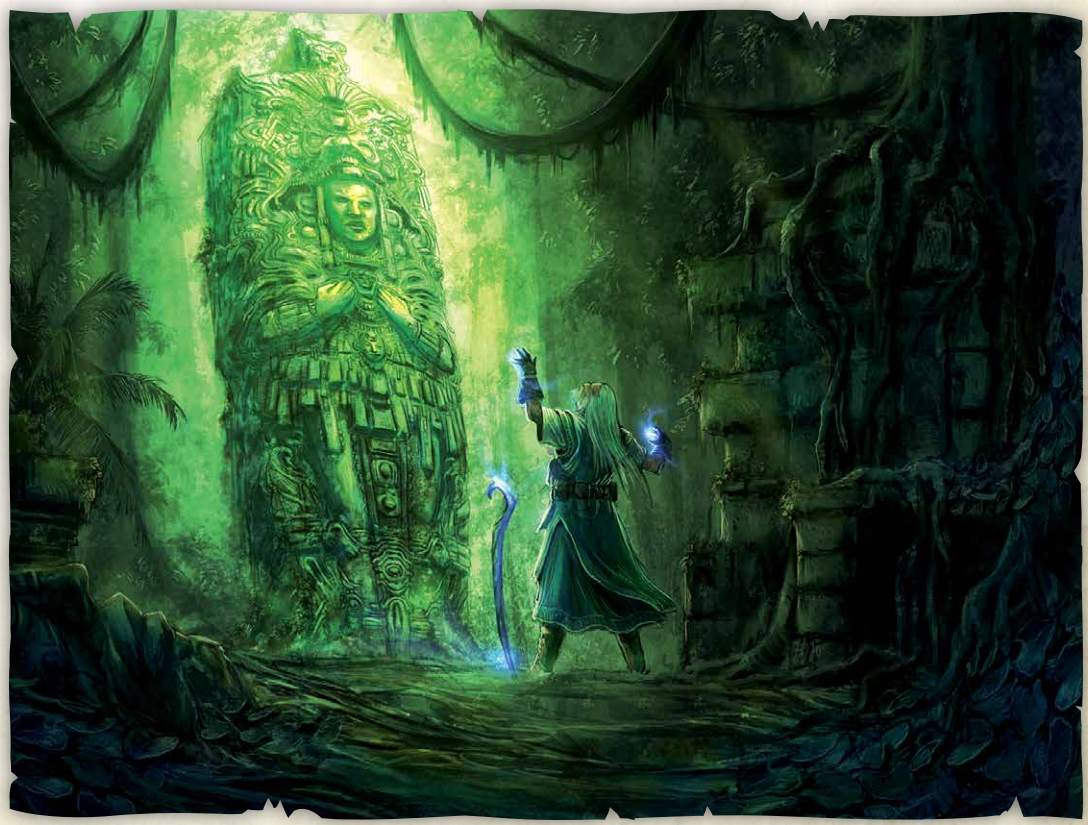
A character may cast a cantrip by making an arcane skill roll. This is an action, and the effect must be based on one of the character's existing powers. A sorcerer could use *bolt* with a fire Trapping to light a campfire, for example. A druid could use *entangle* to make vines dance to entertain a group of children. A wizard could use *sound* to ring a bell calling a servant to his study.

Success means the desired effect occurs. A raise has an additional narrative impact of some kind — the candle glows brightly, the vines dance in perfect synchronicity, or the bell rings loud and pure.

Failure causes the spell to fail without effect. A Critical Failure causes the spell to backfire, which requires the caster to lose 1 Power Point (or suffer Fatigue if the caster has no Power Points). Critical Failure also causes an embarrassment or minor mishap of some sort — an animated broom carelessly knocks a jar of ink onto the floor, a conjured flame lights a book on fire, or the power makes an embarrassing sound or smell.

A successfully cast cantrip's Duration is the same as the power it's based on and may be maintained by spending Power Points as usual.

The GM has the final say on what a cantrip can do, but the effect must not replace a power or cause damage (at least directly). It can be used to Test or Support, or grant a +1 bonus on a subsequent roll in the same encounter. For example, if the bard uses a cantrip to impress the children of Sandpoint, the GM might give him +1 to a Persuasion roll later on if he talks to their parents or someone else who witnessed the kindness.



ARCANE DEVICES

A character with the Artificer Edge can focus powers into devices for herself or others. The advantage is that they can be given to and used by allies. The trade-off is that devices take a little preparation to create and can be lost or destroyed.

In *Pathfinder for Savage Worlds*, arcane devices are usually sacred, enchanted, or otherwise magically powered objects in line with the creator's Arcane Background. For example, a cleric with Artificer may create a silver talisman with the *relief* power, while a druid may make a wooden amulet with the *beast friend* power.

Note: Arcane devices are relatively temporary items crafters can create with their powers and the Artificer Edge. More permanent magic items are created differently, with additional requirements for ample undisturbed time and resources. See Chapter Six for full details.

CREATION

Creating a device takes one hour per power that can be activated through it. The player must list which powers are in the device and then allocate Power Points to it. The device can only use the powers and Power Points allocated to it.

Power Points invested in an arcane device are lost to the inventor until they're used or recovered with **Tinkering**, see below (they don't recharge).

Power Modifiers: A user may spend a device's Power Points as desired, including enabling any applicable Power Modifiers.

Arcane devices may not be **Shorted** (see page 169).

Limitations: Arcane devices may benefit from **Limitations** (see page 168).

Activation: The creator uses his arcane skill as usual. Others use whatever skill is associated with the device's form — bows use Shooting, knives use Athletics (throwing), and so on. If there is no other obvious skill, such as for a potion or worn item, the character rolls the inventor's arcane skill as if it were his own (he does *not* benefit from any of the creator's Edges or other abilities, however).

Failure to activate the device costs 1 of the device's Power Points, and a Critical Failure causes the user Fatigue.

Tinkering: A creator can reassign up to 5 Power Points per action between an arcane device and her own pool. She must be in physical contact with the item to do so. Characters should lend out their devices very carefully!

ARCANE DEVICE EXAMPLES

A powerful vizier makes an *invisibility* cloak and gives it to one of his spies. He has 20 Power Points and puts 5 of them into the cloak, reducing his remaining pool to 15.

When the spy wants to turn *invisible*, she rolls the vizier's Spellcasting skill. This costs 1 less Power Point than usual because of the cloak's Limitation — it must be worn to activate so it has a Range of Touch.

The vizier also gives the spy the *bolt* power in the form of a wand and invests it with 10 Power Points. The spy rolls Shooting to activate the wand.

The spy suffers Fatigue if she rolls a Critical Failure activating either device.

Once the cloak or wand is out of energy, the vizier can recover the Power Points he invested in it normally.

Meanwhile, Ezren the wizard makes an "oil of sharpness" for Valeros the fighter. When rubbed on a sword it activates the *smite* power. Ezren invests 4 Power Points into it. The pair soon find themselves in battle with the undead. Valeros rubs the oil on the blade and rolls Ezren's Spellcasting. The roll fails, which drains the oil of 1 Power Point. Next turn, Valeros tries again, getting a raise and granting the sword +4 damage. *Smite* normally costs 2 Power Points but Ezren's Trapping has the Range Limitation so it only costs 1 point for each application (see **Trappings**, page 168).



SCHOOLS OF MAGIC

On Golarion, spells are categorized based on the effects generated by the power. These specialized groups are called schools. Any power not tied to a school of magic is considered to be a universal spell, such as *wish*. There are eight schools of magic: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

A spell is always considered to be from its school, no matter where it comes from. *Boost Trait*, for example, is a Transmutation power, whether it's cast from Arcane Background (Cleric) or Arcane Background (Sorcerer). The GM may decide, however, that a caster's specific Trappings move the power into a different school for that caster (so a GM might rule that, while a typical *barrier* belongs to the Conjuration school, a purely magical *barrier* might be an Evocation spell instead).



Knowing the schools of magic and their effects can be instrumental in identifying magical traps, weapons, items, or auras surrounding an opponent.

Here are the various schools and the powers that belong to each. Note: these lists do not affect which powers an Arcane Background has access to. These lists simply identify which powers are associated to each particular school and the general focus of the school of magic.

- **ABJURATION:** This is the school of protective magic. It's used to prevent harm and suppress other spells. *Arcane protection, banish, deflection, dispel, environmental protection, protection, sanctuary.*
- **CONJURATION:** This school focuses on altering reality by creating, restoring, or moving objects and creatures. *Barrier, conjure item, damage field, healing, planar binding, plane shift, relief, resurrection, summon ally, teleport.*
- **DIVINATION:** This school focuses on predicting the future and learning the secrets held by others. *Detect arcana, divination, locate, mind link, mind reading, object reading, scrying, speak language.*
- **ENCHANTMENT:** This school affects the minds of others, influencing or controlling their behavior. *Beast friend, confusion, empathy, mind wipe, puppet, slumber.*
- **EVOCATION:** Evocation magic taps into the unseen source of power to produce spectacular effects. *Blast, bolt, burst, havoc, light/darkness, stun.*
- **ILLUSION:** This school deceives the senses or minds of others. These spells often cause people to see things that are not there, or not see things that are. *Conceal arcana, disguise, illusion, invisibility, sound/silence.*
- **NECROMANCY:** This school manipulates the power of death, unlife, and the life force. *Blind, curse, drain Power Points, fear, lower Trait, zombie.*
- **TRANSMUTATION:** Transmutation changes the properties of some creature, thing, or condition. *Baleful polymorph, boost Trait, burrow, darksight, elemental manipulation, entangle, farsight, fly, growth/shrink, intangibility, shape change, sloth/speed, smite, telekinesis, time stop, wall walker, warrior's gift.*

POWERS

On the following pages are a number of powers available in *Savage Pathfinder*. Each power has the following statistics:

Rank: The Rank a character must be to learn the power.

Power Points: The cost to activate the power in Power Points.

Range: The maximum distance between the caster and the power's effect. Range is often expressed as Smarts or some multiple thereof. If so, read Smarts as inches on the tabletop (twice that in yards). A Smarts of d10, for example, means the power can be cast up to 10" (20 yards) away.

Unless the power says otherwise, Range has no effect after the power is activated. An ally who has been granted *invisibility*, for example, may then move beyond the caster's Smarts with no ill effect.

Duration: How long the power lasts in rounds (unless otherwise noted).

Powers expire at the end of the character's turn X rounds later, where X is the Duration listed. Count the round the power activated. If the cleric activates *boost Trait* (Duration 5) on the second round of combat, for example, it remains in place until the end of her turn on the sixth round.

Powers may be maintained for their base Duration for 1 Power Point per individual.

Unless it says otherwise, the caster can terminate a power she's activated as a free action. She must terminate the entire power — she can't leave it on for some and off for others.

School: The **Arcane School** of magic associated with this power (see page 174).

Trappings: These are descriptive ideas and suggestions for how the power might look or manifest for different characters.

Modifiers: The specific **Power Modifiers** (see page 170) a caster can use when activating the power. Those with the "gold star" bullets are Epic Powers. These are unlocked with Arcane and Divine Mastery Class Edges.

ARCANE PROTECTION

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5
School: Abjuration
Trappings: Concentration, a dull glow around the protected character, a fetish.

Success with *arcane protection* means hostile powers suffer a −2 penalty (−4 with a raise) to affect this character. If the power causes harm, damage is also reduced a like amount.

Arcane protection stacks with Arcane Resistance should the recipient have both!

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★ **GREATER ARCANE PROTECTION (+2):** Hostile powers suffer a −4 penalty (−6 with a raise).

NAMING POWERS

Players are encouraged to note their powers' Trappings and what the character might call them. A druid in *Savage Pathfinder* might think of his spells like this:

- *Barrier* (Wall of thorns)
- *Boost/lower Trait* (Blessing/Curse of Gozreh — slight healthy or sickly green glow)
- *Entangle* (Entangle — grasping vines rise from the earth)
- *Protection* (Bark skin — skin turns vaguely bark-like)

A sorcerer might record her spells as:

- *Barrier* (Wall of force)
- *Boost/lower Trait* (Enhance/Diminish — lavender or deep purple glow)
- *Entangle* (Bind — ethereal ropes)
- *Protection* (Mage armor — ethereal energy shield)

BALEFUL POLYMORPH

Rank: Veteran
Power Points: 3+2 per point of Size change
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Cursed artifact, a bolt of energy.

Choose a creature with the Animal Type, from Size −2 to Size 3. *Baleful polymorph* is an opposed roll of the character's arcane skill versus the target's Spirit. With a success, the victim changes into a relatively harmless creature. They gain the Agility, Strength, Vigor, and innate abilities of the animal, but retain their own Smarts and Spirit.

The target must be able to survive in its current environment while in its new form (you cannot turn someone into a fish while on dry land). If the victim Critically Fails the Spirit roll, they gain the Smarts of the animal as well, believing that they *are* an animal until the power ends. At the end of each of the victim's subsequent turns, he can make a Spirit roll at −2 (−4 if the caster got a raise) to return to his normal form.

MODIFIERS

★**DURATION (+2):** The power's Duration is measured in minutes instead of rounds.

BANISH

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: Instant
School: Abjuration
Trappings: Holy items, arcane symbols, handful of salt.

Banish sends entities from other planes back to their native dimensions. This includes ghosts, demons, elementals, and similar beings (at the GM's discretion).

Banishing a being is an opposed roll of the caster's arcane skill versus the target's Spirit. Success means the target is Shaken, and each raise causes a Wound.

If this Incapacitates the target it returns to its native plane of existence. *Banished* entities may return when the Game Master feels it's appropriate, or even a few rounds later if the being has the ability to travel between planes on its own!

MODIFIERS

★**AREA OF EFFECT (+1/+2/+3):** The power affects everything in a Small, Medium, or Large Blast Template.

BARRIER

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 5
School: Conjuration
Trappings: Fire, ice, thorns, bones, energy.

Barrier creates a straight wall 5″ (10 yards) long and 1″ (2 yards) tall, of immobile material that conforms to the surface it's cast upon. Double the length with a raise.

Thickness varies depending on what the wall is made of, but is usually a few inches.

The wall is Hardness 10 (or 12 with a raise), and may be destroyed as any other object (see **Breaking Things** on page 130). Each 4 points above the Hardness destroys a 1" (2 yard) square section of wall (piercing weapons can't damage the *barrier*).

When the spell expires or the wall is broken it crumbles to dust or dissipates. Trappings are never left behind.

MODIFIERS

- **DAMAGE (+0/+1):** The *barrier* causes 2d4 damage to anyone who contacts it. If the *barrier* is immaterial, such as with a wall of fire, this modifier costs +0 instead of +1.
- ★**DEADLY (+2):** The *barrier* causes 2d6 damage.
- **HARDENED (+1):** The wall is Hardness 12 (or 14 with a raise).
- **SHAPED (+1):** The *barrier* forms a circle, square, or rectangle. It can't have a roof or floor, and can't Bind or Entangle anything within (use the *entangle* power for that).
- **SIZE (+1):** The length and height of the *barrier* double.

BEAST FRIEND

Rank: Novice
Power Points: Special
Range: Smarts
Duration: 10 minutes
School: Enchantment
Trappings: The caster concentrates and gestures with his hands.



This spell allows an individual to speak with and guide the actions of nature's beasts. The cost to cast is equal to the sum of their Size (minimum 1 per creature; see the creatures in Chapter Eight for examples). Controlling five wolves (Size –1) costs 5 points, for example. Controlling a rhino (Size 5) also costs 5 points.

Success means the creatures obey simple commands, like a well-trained dog. They attack foes and endanger their lives for their master. A raise on the arcane skill roll means the beasts are more obedient. They won't kill themselves but overcome their natural fears (fire, fearful creatures, etc.) to follow their orders.

Swarms can also be controlled. Small Swarms cost 1 point, Medium Swarms cost 2, and Large Swarms cost 3.

Beast friend works only on natural creatures with animal intelligence, not humanoids, and has no effect on conjured, magical, or otherwise "unnatural" animals.

MODIFIERS

- ★ **BESTIARIUM (+2):** The caster may affect Magical Beasts with animal intelligence.
- ■ **DURATION (+1):** The base Duration increases to 30 minutes.
- ■ **MIND RIDER (+1):** The caster can communicate and sense through any of the beasts he currently has befriended.

BLAST

Rank: Seasoned
Power Points: 3
Range: Smarts ×2
Duration: Instant
School: Evocation
Trappings: Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast launches a ball of explosive energy or matter. The area of effect is a Medium Blast Template. Every target within suffers 2d6 damage, or 3d6 with a raise (see **Area Effect Attacks**, page 129).

MODIFIERS

- ■ **AREA OF EFFECT (+0/+1):** The caster can make the *blast* a Small Blast Template for no extra cost, or a Large Blast Template for +1.
- ■ **DAMAGE (+2):** The *blast* causes 3d6 damage (4d6 with a raise).
- ★ **GREATER BLAST (+4):** The *blast* causes 4d6 damage (5d6 with a raise) and is considered a Heavy Weapon.

BLIND

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Necromancy
Trappings: Bright flash of light, sand in eyes, confusion.

Those affected by this malicious power suffer blurred vision or near-complete *blindness* with a raise.

Success means the victim suffers a –2 penalty to all actions involving sight, or –4 with a raise.

The victim automatically tries to shake off the effect with a Vigor roll as a free action at the end of his following turns. Success removes 2 points of penalties, and a raise removes the effect entirely.

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.
- **STRONG (+1):** The Vigor roll to shake off the effect is made at –2.

BOLT

Rank: Novice
Power Points: 1
Range: Smarts ×2
Duration: Instant
School: Evocation
Trappings: Fire, ice, light, darkness, colored bolts, a stream of insects.

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 of the *bolt* is 2d6, or 3d6 with a raise.

MODIFIERS

- **DAMAGE (+2):** The *bolt* causes 3d6 damage (4d6 with a raise).
- ★ **DISINTEGRATE (+2):** If the *bolt* Incapacitates a creature, it must make a Vigor roll or its body turns to dust. If the target is an object, the caster rolls damage against its Hardness as usual (see **Breaking Things** on page 130). If the *bolt* breaks the object, it disintegrates. Disintegrate allows the caster to roll bonus damage against objects and all damage dice can Ace.

  Enchanted Items: The Hardness of enchanted items is doubled for the purposes of being disintegrated.
- ★ **GREATER BOLT (+4):** The *bolt* causes 4d6 damage (5d6 with a raise) and is considered a Heavy Weapon.
- ★ **RATE OF FIRE (+2):** The *bolt* attack is made at Rate of Fire 2.

BOOST/LOWER TRAIT

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5 (*boost*); Instant (*lower*)
School: Transmutation (*boost*); Necromancy (*lower*)
Trappings: Physical change, glowing aura, potions.

This power allows a character to increase or decrease a target's Trait (attribute or skill).

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise.

Lowering an enemy's Trait has a Duration of Instant and lowers the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect *different* Traits.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.
- ★ **GREATER BOOST/LOWER TRAIT (+2):** With success, the selected Trait also gains a free reroll once per round, or once per action with a raise. For *lower Trait* the target applies a –2 penalty to the affected Trait's rolls.
- **STRONG (+1):** *Lower Trait* only. The Spirit roll to shake off the effect is made at –2.



BURROW

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Dissolving into the earth and appearing elsewhere, a body of sand.

Burrow allows the recipient to meld into raw earth. He can remain underground if he wants or *burrow* through the ground at half his normal Pace (or full Pace with a raise). He may not run.

Burrowing characters may attempt to surprise a foe by making an opposed Stealth versus Notice roll. If the burrower wins, the target is Vulnerable *to him only*. With a raise, the burrower gets The Drop. Targets on Hold may attempt to interrupt the attack before it occurs.

Burrowers can't usually surprise a foe once their presence is known, but can still *burrow* for protection and mobility.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **POWER (+1):** The target can *burrow* through stone, concrete, or similar substances. (Some substances, like glass, solid lead, etc., might be resistant at the GM's discretion.)

BURST

Rank: Novice
Power Points: 2
Range: Cone or Stream Template
Duration: Instant
School: Evocation
Trappings: A shower of flames, light, or other matter or energy.

Burst produces a large fan of energy that bathes its targets in red-hot fire, a cone of cold, or other damaging matter or energy.

Success creates a Cone or Stream Template starting at the caster and extending outward (see **Area Effect Attacks**, page 129). Everything within suffers 2d6 damage (or 3d6 with a raise).

MODIFIERS

- **DAMAGE (+2):** The *burst* causes 3d6 damage, or 4d6 with a raise.
- ★ **GREATER BURST (+4):** The *burst* causes 4d6 damage (5d6 with a raise) and is considered a Heavy Weapon.

CONFUSION

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Enchantment
Trappings: Hypnotic lights, brief illusions, loud noises.

Confusion confounds all targets in a Medium Blast Template, making them either Distracted or Vulnerable, or both with a raise. The same effect applies to all those affected. These states are removed at the end of the victims' next turn as usual.

MODIFIERS

- **AREA OF EFFECT (+0/+1):** The caster can focus the *confusion* to a Small Blast Template for free or a Large Blast Template for +1.
- ★ **GREATER CONFUSION (+2):** With success, targets are Shaken in addition to being Distracted or Vulnerable (or both with a raise). *Confusion* is a nondamaging effect and can't cause a Wound on an already Shaken target.

CONJURE ITEM

Rank: Novice
Power Points: 2 per pound
Range: Smarts
Duration: One hour
School: Conjuration
Trappings: Light that forms the item's silhouette, reaching into a magic bag, shaping dirt or clay into the item, pulling the item from a drawing or painting.

The caster can create an object weighing up to one pound for every 2 Power Points spent. The item must be a simple, mundane object made of a common material (GM's call) such as a 10-foot pole, blanket, shield, etc. A raise on the arcane skill roll produces a more durable version of the *conjured item*.

Conjured items appear in the hands of the caster or on the ground nearby. Once the Duration expires, the item fades from reality. This can cause issues, for example, if the *conjured item* holds a door open or was given as a gift.

MODIFIERS

- **COMPLETE (+1):** The object is a complete set, such as a chess set or a quiver of arrows. The set must fit under the weight limit.
- **CREATE FOOD AND WATER (Special):** Instead of an object, every 1 Power Point creates enough food and water to sustain a Size 0 humanoid for one day. The nourishing food is permanent (doesn't disappear after eaten), though it decays and is inedible after 24 hours if not consumed. The water is just like clean rainwater and does not spoil.
- **DURABLE (+1 per Pound):** The object's Duration becomes "permanent" until *dispelled*. The Power Points are "invested" and unavailable until it's destroyed, *dispelled*, or dismissed by the caster. The conjurer may dismiss the object at any time, regardless of sight, distance, or other factors. His Power Points then begin recharging normally.

CURSE

Rank: Seasoned
Power Points: 5
Range: Touch
Duration: Instant
School: Necromancy
Trappings: Effigy, ritualistic words, touch.

Some practitioners of the arcane arts heal their allies. Others inflict sickness upon their enemies. To use this particularly nasty spell, the caster makes an arcane skill roll opposed by the victim's Spirit roll. Failure means the victim suffers a level of Fatigue immediately and at sunset each day thereafter (further castings of *curse* have no additional effect).

Once the accursed becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Breaking the Curse: The *curse* can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also removes a *curse* (at −2), though each individual may only try once — if failed it's beyond her abilities.

MODIFIERS

★ **TURN TO STONE (+5):** The accursed must make a Spirit roll every round or take a level of Fatigue. When Incapacitated, the victim turns to stone (his Toughness becomes Hardness). The *curse* must be broken to stop the effect (see above).

DAMAGE FIELD

Rank: Seasoned
Power Points: 4
Range: Smarts
Duration: 5
School: Conjuration
Trappings: Fiery aura, spikes, electrical field.

Damage field creates a dangerous aura around the recipient that harms foes foolish enough to get too close.

At the end of the affected character's turn, all adjacent beings (including allies!) automatically take 2d4 damage.

MODIFIERS

- **AREA OF EFFECT (+2):** The caster may extend the *damage field* into a Medium Blast Template centered on the recipient; the caster is immune to her own *damage field*.
- **DAMAGE (+2):** The *damage field* causes 2d6 damage.
- ★ **GREATER DAMAGE FIELD (+4):** The *damage field* causes 3d6 damage and is considered a Heavy Weapon.
- **MOBILE (+2):** Mobile works only with the Area of Effect modifier. It allows the caster to detach the *damage field* from the recipient and move it up to his Smarts die type each round as a limited free action.

DARKSIGHT

Rank: Novice
Power Points: 1
Range: Smarts
Duration: One hour
School: Transmutation
Trappings: Glowing eyes, dilated pupils, sonic sight.

Darksight allows a hero to see in the dark. With success, he ignores up to 4 points of Illumination penalties. With a raise, he ignores up to 6 points and can see in Pitch Darkness.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★ **GREATER DARKSIGHT (+2):** The recipient's senses extend so far into the infrared and ultraviolet spectrums that he ignores all Illumination penalties and 4 points of penalties from *invisible* creatures.

DEFLECTION

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5
School: Abjuration
Trappings: Mystical shield, gust of wind, phantom servant that intercepts missiles.

Deflection powers work in a variety of ways. Some manifestations actually *deflect* incoming attacks, others blur the target's form or produce illusionary effects. The end result is always the same, however — to misdirect incoming melee or missile attacks from the recipient of the power.

With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both.

An attacker who uses a ranged weapon in melee against the recipient suffers the penalty either way.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

DETECT/CONCEAL ARCANA

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5 (*detect*); one hour (*conceal*)
School: Divination (*detect*); Illusion (*conceal*)
Trappings: Waving hands, whispered words.

Detect arcana allows the recipient of the power to see and detect all supernatural persons, objects, or effects in sight for five rounds. This includes *invisible* foes, enchantments on people or items, and so on. With a raise, the caster knows the type of enchantment as well.

When used on a supernatural creature, the caster learns its active powers and arcane abilities. With a raise, he knows Weaknesses common to that creature type. This doesn't reveal Weaknesses of unique individuals, if any. Those must usually be discovered through research or trial and error.

Invisible Creatures: *Detect arcana* also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, invisibility, or similar abilities (or all penalties with a raise).

Conceal arcana obscures one being or item of Normal Scale or smaller from the detect magic ability for one hour (see **Detect Magic** on page 167 and the **Size Table** on page 245). For larger creatures, increase the cost by the Scale modifier (+2 PPs for Large, +4 PPs for Huge, or +6 PPs for Gargantuan).

With a success, attempts to *detect arcana* on the being or item suffer a −2 penalty or −4 with a raise. If *detect arcana* fails, the character cannot see through the ruse with this casting and is not aware it is concealed unless presented with obvious evidence of such (for example, the attack of an invisible foe).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one viewer for *detect*, or item for *conceal*, for 1 additional Power Point each.
- **ALIGNMENT SENSE (+1):** The caster can sense the presence and exact location of supernatural Good or Evil within Range. *Detect arcana* activated with Alignment Sense no longer requires line of sight to locate creatures.
- **AREA OF EFFECT (+1/+2):** *Conceal* only. The power affects everything in a sphere the size of a Medium Blast Template for +1 point, or a Large Blast Template for +2.
- **IDENTIFY (+1):** The caster can identify a magic item's powers and how they work.
- **STRONG (+1):** *Conceal* only. Detection rolls to see through the concealment are made at −2. This stacks with the additional penalty for casting with a raise.

DISGUISE

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 10 minutes
School: Illusion
Trappings: Malleable features, illusionary appearance, hair of new form.

Disguise allows the target to assume the appearance of another person of the same Size and shape, including clothing. It does not confer any abilities, however.

Those who have reason to question the imposter's identity make a Notice roll at −2 to see through the *disguise* (−4 with a raise on the casting roll). This is a free action.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **SIZE (+1):** The recipient may assume the shape of someone up to two Sizes larger or smaller than themselves.

DISPEL

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Instant
School: Abjuration
Trappings: Waving hands, whispered words.

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or natural abilities such as a dragon's breath or a banshee's scream. *Dispel* affects arcane devices normally (see **Arcane Devices**, page 172).

Dispel can target a character with a power already in effect or a caster activating a power. The latter counters the power but requires the countering mage to be on Hold and interrupt his foe's action.

In either case, *dispelling* an opponent's power is an opposed roll of arcane skills. A target using the Mystic Powers Edge or Innate Powers (see page 242) uses Spirit as its arcane skill.

If the *dispelling* character wins, the targeted power ends immediately (or fails if it was countered with the usual results of failure). With a raise, the recipient of the *dispelled* power is also Distracted.

MODIFIERS

★ **ANTI-MAGIC FIELD (+8):** Instead of affecting a power at range, this modifier creates a Medium Blast Template centered on the recipient with a Duration of 5. Magic items, effects, and powers have no effect within the field. Summoned creatures in the field must make a Spirit roll each round or take a Wound. Magically created objects are unaffected. Anti-Magic Field has no effect on deities or artifacts, and can't be combined with any other modifiers.

■ **AREA OF EFFECT (+1/+2/+3):** The effect covers an area: +1 Power Point uses a Small Blast Template, +2 points use Medium, or +3 use Large. The caster makes one arcane skill roll, then each affected target makes an arcane skill roll to oppose it. This affects a single power within the area but affects all spells of that name unless the caster also uses the Selective Power Modifier.

★ **DISENCHANT (+1):** The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty for powerful items or artifacts). If successful, all the item's magical abilities are negated for one round, or two with a raise.

■ **MULTIPLE POWERS (+3):** If successful, the caster *dispels* all the target's currently activated powers.

DIVINATION

Rank: Seasoned
Power Points: 5
Range: Self
Duration: A brief conversation of about five minutes.
School: Divination
Trappings: Seances, demonic interrogation.

Divination allows the caster to contact otherworldly beings to gain information.

Preparing the spell takes one uninterrupted minute of prayer, coaxing or otherwise communing with a spirit or deity. Once that's done, the caster makes her arcane skill roll. Success means the entity answers the character's questions to the best of its ability. A raise means the spirit is more helpful, knowledgeable, or direct than usual (whether it wants to be or not).

Answers are typically vague or symbolic rather than direct — they provide clues and guidance rather than spoilers that ruin a mystery or adventure.

The type of entity contacted determines how it communicates. Spirits in the netherworld tend to know only those things pertinent to their life and death — and they may not even know the identity of their killer if the person was masked or unseen.

Likewise, nature spirits know only about their local environs, demons know only about the affairs they're directly involved in, and so on. The Game Master must decide what the entity knows based on its background, origin, and personality.

Once a spirit has been conversed with it may not be contacted again for 24 hours. The Game Master may extend this to a community of spirits in a single place, such as water spirits in a babbling brook or nameless spirits in a mass grave.

Sacred Ground: Contacting a spirit on ground sacred to it (a deep forest for fey creatures, a temple for deities, a volcano for fire elementals or infernals, etc.) adds +2 to the roll.

MODIFIERS

★ **POWER (+3):** This modifier works only on ground sacred to the entity the caster is attempting to contact — a deep forest for fey creatures, a temple for deities, a volcano for fire elementals or infernals, etc. The being may even manifest or appear in some form with a raise.

The entity not only answers the petitioner's questions but also offers unsolicited advice. Exactly what and how it's delivered depends on the entity. Woodland creatures may warn the caster about a dangerous area of the forest. A demon might gloat about a greater threat ahead, accidentally tipping some other entity's hand in a later encounter.

DRAIN POWER POINTS

Rank: Veteran
Power Points: 2
Range: Smarts
Duration: Instant
School: Necromancy
Trappings: Prayer, whispers, gestures.

Powerful mages, priests, and other arcanists can use this ability to drain magical energy from their foes. With a raise they can even leech the stolen energy for themselves.

The power is opposed by the target's Spirit, and the caster suffers a −2 penalty to her roll if the target has a different Arcane Background than her own.

Success drains 1d6 of the rival's Power Points (if any, and the die doesn't Ace). With a raise, the caster adds the points to her own. This *may* take her above her usual maximum! They last until used, and must be the first spent when casting.

Drain Power Points can also be used on an arcane device (the creator still resists with her arcane skill whether she wields it or not). The device can't lose more Power Points than it has.

MODIFIERS

- **POWER (+2):** The caster drains 2d6 Power Points with success.

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 is 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 with 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.

EMPATHY

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5
School: Enchantment
Trappings: Concentration, a sympathetic smile, exchanging a pleasantry.

A successful arcane skill vs Spirit roll gives the caster insight into a target's basic emotions. This grants him a +1 bonus (+2 with a raise) to

all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the Duration of the power. The bonus does not apply to skill rolls made to activate powers.

Empathy works on animals, adding +1 (+2 with a raise) to Riding or other rolls to interact with the creature.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **CHARM (+2):** If the target is Uncooperative or Neutral, a successful casting makes him Cooperative, or Friendly with a raise. The spell is instantly broken if the caster or his allies attack the victim or his allies.
- **DURATION (+1):** Duration is measured in minutes instead of rounds. If the character Critically Fails any of the affected skill rolls against the target, the effect terminates immediately.
- ★**TRUTH (+2):** The caster knows if the target believes he's telling the truth or not.

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 (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 to 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

Rank: Novice
Power Points: 2
Range: Smarts
Duration: One hour
School: Abjuration
Trappings: A mark on the forehead, potions, gills.

Adventurers sometimes travel beneath the waves, through planes of fire, or other hazardous environments. This power protects them from crushing depths, scathing heat, intense cold, and even radiation.

Environmental protection allows the target to breathe, speak, and move at his normal Pace in an otherwise fatal environment. It protects him from intense heat, cold, radiation, pressure, and lack of oxygen.

A raise increases the Duration to eight hours.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **ENVIRONMENTAL RESISTANCE (+1):** The power now offers environmental resistance, reducing damage from one energy source (fire, cold, electricity, etc.) by 4 (6 with a raise).
- **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.

FARSIGHT

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Invisibly marked targets, guiding winds, eagle eyes.

Farsight allows the recipient to see in detail over great distances. She can read lips or fine print up to a mile distant.

With a raise, she also halves Range penalties for Shooting, Athletics (throwing), or other abilities affected by Range.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★**GREATER FARSIGHT (+2):** Allows the recipient to ignore all Range penalties, and a raise doubles sight range.

FEAR

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Necromancy
Trappings: Eldritch energy, cold chills.

This power causes overwhelming dread and horror. The target makes a Fear check. Extras who fail are Panicked and Wild Cards roll on the **Fear Table**. If the power is cast with a raise, the Fear roll is at −2 and Wild Cards add +2 to **Fear Table** results.

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Small or Medium Blast Template (caster's choice). For +3 points the area of effect is increased to a Large Blast Template.
- ★**GREATER FEAR (+2):** Fear rolls are made at−2, or −4 if cast with a raise.

FLY

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Gusty winds, wings, broomsticks.

Fly allows a character to soar at Pace 12, or twice that with a raise (he may not run).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.
- **SWIFT FLIGHT (+5):** The base flying Pace increases to 24, or 48 with a raise.

GROWTH/SHRINK

Rank: Seasoned
Power Points: 2 per point of Size change
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Gestures, words of power, potions.

Growth increases the recipient's Size by 1 for every 2 Power Points spent. Each increase in Size grants the target a one-step increase to Strength and 1 point of Toughness (see page 138 for more on **Size and Scale**). This doesn't increase Wounds regardless of change to Scale.

Shrink reduces the Size of the subject one step for every 2 Power Points spent to a maximum of Size −2 (approximately the size of a cat). Each step reduced decreases Strength one die type (minimum of d4) and Toughness by 1 (minimum of 2).

For unwilling targets, the caster's arcane skill roll is opposed by Spirit.

MODIFIERS

- ★**DURATION (+2):** The power's Duration is measured in minutes instead of rounds.
- ★**POWER (+2):** The target of *shrink* may retain her normal Strength and Toughness while small.

HAVOC

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Evocation
Trappings: Whirlwind, chaotic poltergeists, repulsion field.

This ability creates chaos and mischief for all those within its area of effect, hurling debris and rivals in all directions.

With success, the caster places a Medium Blast Template anywhere within Range, or a Cone Template emanating from the caster (see **Area Effect Attacks**, page 129).

Anyone touched by the template is Distracted and must *then* make a Strength roll (at −2 if the caster got a raise). Those who fail are hurled 2d6" — directly away from the caster if using the Cone Template or directly away from the center if using a blast template (the caster chooses for those in the dead center).

Victims who strike a hard object (such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard).

Airborne Targets: Flying or airborne targets suffer an additional −2 to their Strength rolls as they have no ground to brace themselves on.

MODIFIERS

- **AREA OF EFFECT (+1):** *Havoc* affects a Large Blast Template.
- ★**GREATER HAVOC (+2):** Targets are knocked back a total of 3d6" and take 2d6 damage if they strike a hard object.

HEALING

Rank: Novice
Power Points: 3
Range: Touch
Duration: Instant
School: Conjuration
Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove additional Wounds within that hour and as long as the healer has enough Power Points.

For Extras, the GM must first determine if the ally is still alive (see **Aftermath**, page 128). If so, a successful arcane skill roll returns the ally to action (Shaken if it matters).

MODIFIERS

- **CRIPPLING INJURIES (+15):** The power can heal Permanent Injuries (see **Incapacitation**, page 126). This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot *heal* that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.
- **GREATER HEALING (+10):** This modifier can restore any Wound, including those more than an hour old.
- ★**MASS HEALING (+2/+3):** For +2 Power Points, *healing* affects all allies within a Medium Blast Template centered on the caster (or a Large Blast Template for +3).
- **NEUTRALIZE POISON OR DISEASE (+1):** A successful *healing* roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

ILLUSION

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 5
School: Illusion
Trappings: Magical spells, "ethereal materializers."

One of the greatest powers is the ability to create something from nothing — even if it's not real!

Illusion can be used to create a visual scene or replica of most anything the caster can imagine, but it is silent, intangible, and incapable of affecting the real world. For example, illusionary weapons pass through foes, one cannot sit in an illusionary chair, and an illusionary dog has no audible bark.

Those who contact an *illusion* or doubt it's real make a Smarts roll as a free action (at −2 if the power was activated with a raise). If successful, that individual is no longer subject to this casting.

The GM should make group rolls for Extras as they point out the *illusion's* inconsistencies to each other.

The volume of the *illusion* must fit within a sphere the size of a Medium Blast Template (4" or eight yards in diameter).

MODIFIERS

- **AREA OF EFFECT (+1):** The *illusion's* area of effect is increased to the size of a Large Blast Template.
- ★**DEADLY ILLUSION (+3):** The *illusion* may attack or otherwise cause harm. The caster may use her actions to make the *illusion* "attack" an individual. This is an opposed roll of the caster's arcane skill versus the

target's Smarts (at −2 if the power was activated with a raise).

If the caster wins, the target is Shaken (this cannot cause Incapacitation). With a raise, the target suffers a Wound (this can cause Incapacitation). The caster may attack additional foes as Multi-Actions. She may not use other combat maneuvers, such as Called Shots or Wild Attacks (though it may look that way!).

★ **DURATION (+2):** The Duration is measured in minutes.

- **MOBILITY (+1/+2):** For +1 Power Point, the *illusion* can move (and fly) at a Pace of 12, or 24 for +2 Power Points. This is a limited free action.
- **SOUND (+1):** The power generates sound appropriate to the *illusion*. Illusionary allies may talk, illusionary crows caw, and so on. It may not mask or mute existing sound, however.
- **STRONG (+2):** Smarts rolls to disbelieve the *illusion* are made at −2.

INTANGIBILITY

Rank: Veteran
Power Points: 5
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Ghost form, body of shadow, gaseous transformation.

With a successful arcane skill roll, whoever receives this power becomes incorporeal. He is unable to affect the physical world, and it cannot affect him. He can travel through walls, and nonmagical weapons pass straight through him. Any items carried at the time of casting are also incorporeal.

While incorporeal, the character may affect other incorporeal beings (including himself), and he is still susceptible to supernatural attacks, including powers and enchanted items. With a raise on the activation roll, reduce the damage from supernatural attacks by 4.

The being becomes corporeal when the power ends, but if within someone or something he's shunted to the nearest open space and Stunned.

If cast on an unwilling target, the victim resists with Spirit. If affected, he shakes off the effect with a Spirit roll as a free action at the end of his following turns.

MODIFIERS

★ **ADDITIONAL RECIPIENTS (+3):** The power may affect more than one target for 3 additional Power Points each.

★ **DURATION (+3):** Duration is measured in minutes instead of rounds.

INVISIBILITY

Rank: Seasoned
Power Points: 5
Range: Smarts
Duration: 5
School: Illusion
Trappings: Powder, potion, iridescent lights.

With a success, the character and his personal items are transparent except for a vague blur or outline. Any action taken against him that requires sight is made at −4, or −6 with a raise. The same penalty applies to Notice rolls to detect the unseen presence.

Reduce the penalty by 2 if the invisible character's position is given away, such as when moving in water, hit with mud or another substance that reveals his form, outside in the rain, etc.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+3):** The power may affect more than one target for 3 additional Power Points each.

★ **DURATION (+2):** Duration is measured in minutes instead of rounds. If the character attempts a damage-causing attack or targets an unwilling character with a power, the effect terminates immediately.

LIGHT/DARKNESS

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 10 minutes
School: Evocation
Trappings: Illusionary torch, sunlight, darkness, thick fogs.

Light creates bright illumination in a Large Blast Template. With a raise, the light can be focused into a 5" (10 yard) beam as well.

Darkness blocks illumination in an area the size of a Large Blast Template, making the area Dark, or Pitch Darkness with a raise (see **Illumination** on page 134).

If *light* and *darkness* overlap, they create a patch of Dim light (–2).

MODIFIERS

★ **AREA OF EFFECT (+2):** *Light* only. The light expands to the caster's Smarts in radius, with a Range of Smarts ×2. The light acts as natural sunlight.

■ **MOBILE (+1):** The caster can move the template at a Pace equal to his arcane skill die type as a limited free action each round. He can also attach it to an inanimate object when first cast if desired. It cannot be cast on a living being.

★ **TRUE DARKNESS (+2):** The *darkness* blocks Infravision, Low Light Vision, and Darkvision. It has no effect on magical sight such as *detect arcana.*

LOCATE

Rank: Novice
Power Points: 3
Range: Self
Duration: 10 minutes
School: Divination
Trappings: A floating crystal over a map, message in the clouds, a ray of light.

Sometimes it's literally impossible to find something via mundane means. *Locate* allows the caster to find these hidden things.

When casters use this power, they choose an object, creature, or location. If the caster has never seen the target, the roll is at –2. A success gives a sense of the general direction and distance of the target. A raise also gives an impression of the target (e.g., the creature is asleep, the object is in a strongbox, the secret door is behind a bookshelf).

Running Water: On Golarion, running water blocks *locate* if it's in the path between the caster and the target.

MODIFIERS

■ **FIND THE PATH (+1):** In addition to the direction and distance to a person, place, or thing, the caster also has a supernatural sense of the best or fastest way to navigate to the target's general area.

MIND LINK

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 30 minutes
School: Divination
Trappings: Headpieces, talismans to deities.

Mind link creates a telepathic connection between two individuals (which does not necessarily have to include the caster). The link accommodates only willing subjects and communication — thoughts that aren't consciously transmitted aren't relayed.

Once activated, the range between all linked minds is one mile, or five with a raise.

If any of the linked characters suffer a Wound, all others must make a Smarts roll or be Shaken (this cannot cause a Wound).

The speed of communication is that of normal speech, but with a raise members may communicate up to 30 seconds or so of speech on a single combat turn.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect additional individuals for 1 additional Power Point each.

★ **BROADCAST (+2):** The caster can broadcast a short telepathic message to every sentient mind within Smarts ×4 radius (Smarts ×8 with a raise). The caster can only broadcast, she doesn't receive their responses.

★ **LONG DISTANCE LINK (+3):** Casters can connect with any mind they're familiar with on the same plane of existence, regardless of distance.

MIND READING

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Divination
Trappings: Psionic invasion, soulsight.

Mind reading is an opposed roll versus the target's Smarts. Success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion unless the mind reader gets a raise. The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

MODIFIERS

★**MIND WALK (+2):** The caster has greater access to the target's mind and memories, unlocking an entire scene or chain of related memories (GM's call).

MIND WIPE

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: Instant
School: Enchantment
Trappings: A noxious drink, parasites, touching the target's temples.

Mind wipe removes a target's memories, a terrible violation in most civilized societies. The power is opposed by a victim's Smarts and requires a full minute of mental struggle. The victim must be conscious during this time, so if not restrained he can simply move out of Range.

If successful, the victim forgets a single event (up to about 30 minutes of time). A raise removes a complex memory of several hours.

If the defender wins, the caster cannot affect him with *mind wipe* for 24 hours. (Others may reattempt the power, however.)

The memory remains missing, but strong evidence that challenges its "logic" allows a Smarts roll at −2 to remember fragments determined by the GM.

MODIFIERS

- **EDIT (+1):** Instead of wiping the memory, the caster edits it as she sees fit.
- **FAST CAST (+2):** The caster can wipe a memory as an action.

★**GREATER MIND WIPE (+2):** The effect completely removes a single event, person, place, thing, etc., from the victim's memory.

OBJECT READING

Rank: Seasoned
Power Points: 2
Range: Touch
Duration: Special
School: Divination
Trappings: Touching the object, glowing hands.

Object reading is the ability to get visions of the past from an object. With a successful casting, the caster gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information.

If the caster uses *object reading* on a bloody knife to investigate a murder, for example, success might tell her the wielder was a human and that the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

MODIFIERS

★**PROJECTION (+2):** The caster may broadcast the vision, projecting it out into a space the size of a small room. Anyone present may see and hear the events and examine the projection from all angles.

PLANAR BINDING

Rank: Veteran
Power Points: 8
Range: Smarts
Duration: Instant
School: Conjuration
Trappings: A summoning circle, an enchanted iron casket, magical chains.

The caster summons a creature from another plane, trapping it in some sort of prison, such as a binding circle. The trap is created with chalk, salt, glyphs and wards, or other materials prior to the power's activation, and takes ten minutes to prepare.

Once the trap is prepared, the caster selects an Outsider to summon. She must know about the creature somehow, perhaps by previous encounter, access to books and scrolls, or an Occult roll with a modifier set by the Game Master. The caster can summon a specific entity if she knows its proper name.

Casting is an opposed roll between the caster's arcane skill and the entity's Spirit. If the spell fails the entity knows who attempted to bind it. If the caster rolls a Critical Failure, the creature may appear if it chooses to and is unbound — it may do as it wishes and its abilities allow.

If the caster wins, the creature is summoned into the trap and magically bound there until it agrees to perform a service for the caster or breaks free (see below). The Power Points used to bind the target are invested and

unavailable until the creature breaks free or completes its task.

Bargaining: Casters summon creatures to task them with a "service" of some sort, such as taking part in a difficult battle, acting as a bodyguard, or some difficult or unpleasant task. The negotiation can usually be handled through roleplaying (and perhaps a Persuasion or Intimidation roll).

Cunning creatures require more incentive. An Evil being might ask for time to wander the earth and wreak havoc, a sacrifice, or some other "devil's bargain" proportional to the service required. A good or noble creature might aid the summoner without reward if the cause is just, or might require she perform some task for her followers or sphere of influence. Entities never agree to impossible or unreasonable demands.

Once the creature agrees to the terms, it must carry them out to the best of its ability. The caster does not have to live up to any promises she set—though entities might seek revenge if deceived or their kind are summoned too often. Casters must be wary of this, especially if the beings have a way back to the prime Material Plane!

Breaking Free: If no agreement is made after 24 hours, the caster must renew the mystic bonds by making another opposed roll of her arcane skill versus the creature's Spirit. This continues every 24 hours until an agreement is reached or the creature breaks free. The entity can't use any other power or ability to escape.



PLANE SHIFT

Rank: Veteran
Power Points: 4
Range: Smarts
Duration: Instant
School: Conjuration
Trappings: Cosmic hole in space, circle of magic runes.

Plane shift allows the caster to move directly to another plane of existence (see page 161). If *plane shifting* to a known location, a success indicates the target appears within 10d10 miles of the intended location. With a raise, the mage appears half that distance away.

If the caster doesn't know exactly where he wants to go, he can research locations within that plane to target a specific city, geographic location, etc. Failure means he arrives at a completely random location on that plane. Success puts him in the general vicinity, and a raise puts him closer to the desired locale. This is in addition to the accuracy of the arcane skill roll.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **EXTRA-DIMENSIONAL SPACE (+1):** Instead of traveling to a known plane, the recipient travels to a pocket dimension where he's conjured a magical shelter or similar structure with basic necessities, food, and water for up to five people. The structure remains afterward, so the mage and his companions may return to this space or to a new one, as desired.

★ **TRANSPORT FOE (+2):** The caster sends an unwilling target to another plane or extra-dimensional space. The being resists the casting with a Spirit roll. If failed, he's transported to another plane of the caster's choice for three rounds (five rounds with a raise) before returning (or as close as possible if the space is occupied).

PROTECTION

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 5
School: Abjuration
Trappings: A mystical glow, bark skin, mage armor, ethereal armor.

Protection creates a field of energy or armor around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead (and therefore immune to Armor Piercing modifiers).

Whether the *protection* is visible or not depends on the Trapping — this is entirely up to the caster.

Protection stacks with all other armor, natural or worn.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect additional targets at a cost of 1 Power Point each.
- **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.

PUPPET

Rank: Veteran
Power Points: 3
Range: Smarts
Duration: 5
School: Enchantment
Trappings: Glowing eyes, trance-like state, a swinging charm, cursed dolls.

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. With success, the victim obeys commands that don't directly harm himself or those he cares about. This includes inaction, as well, so a controlled character won't just stand idly by or leave the area if he knows his friends are in danger.

With a raise, the target will harm himself or others (including by inaction), but gets a Spirit roll as a free action. If successful, he doesn't carry out that particular command but remains a *puppet*. With a raise, he breaks the controller's hold and the power ends.

Commands are general, such as "attack that person" or "open that door." The controller doesn't get to dictate how many actions the victim uses in a turn, whether or not he uses his Sweep Edge, etc.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The caster may affect others at the cost of 2 Power Points each.
- **STRONG (+2):** Spirit rolls to resist commands are made at −2. If the caster also uses *mind link* on the target, she may extend her control of him to any distance, even out of her sight.

RELIEF

Rank: Novice
Power Points: 1
Range: Smarts
Duration: Instant/one hour
School: Conjuration
Trappings: Prayer, glowing hands, sparkling spirals of magic, a cool breeze.

Relief allows the caster to recover from a negative condition or the effects of Fatigue.

Recover: The caster removes one of the following negative conditions: Shaken, Distracted, or Vulnerable. A raise on the arcane skill roll removes two conditions. If affecting more than one target (via the Additional Recipients modifier), the caster may choose which condition(s) to remove for each ally.

Relief can't remove negative conditions caused by ongoing effects (Bound or Entangled, Stunned, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient's total penalties from Wounds and Fatigue by 1 with success, or 2 with a raise. An Exhausted (−2) hero with three Wounds (−3), for example, reduces her total −5 penalty to −4 with success, and −3 with a raise.

This effect lasts one hour. It doesn't actually remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she's still Incapacitated as usual.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **RESTORATION (+3):** The caster can restore one die type from an energy draining effect with a success, two with a raise. See **Energy Drain** on page 240.
- **STUNNED (+1):** If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

RESURRECTION

Rank: Heroic
Power Points: 20
Range: Touch
Duration: Instant
School: Conjuration
Trappings: Elaborate ceremonies, magical amulets, divine intervention.

Perhaps the greatest power of all is the ability to bring someone back from the dead. It can restore lost loves, bring solace to the grieving, and topple kingdoms.

Returning the dead to life requires a reasonably complete corpse no more than a year old. The caster then prays, meditates, chants, or otherwise concentrates on mending the body and pulling the spirit back to it for four hours.

Once done, the healer makes a casting roll at −4. If successful, the victim returns to life with three Wounds and is Exhausted. With a raise, she returns merely Exhausted.

MODIFIERS

- ★**GREATER RESURRECTION (+10):** The boundaries of life and death no longer matter. A caster can restore the dead to life regardless of how long the target was dead and even without a corpse. To resurrect the dead in this fashion requires a twelve-hour ritual and leaves the caster Exhausted.
- **POWER (+5):** The hero can raise a spirit dead up to a decade for +5 Power Points.

SANCTUARY

Rank: Novice
Power Points: 2
Range: Touch
Duration: 5
School: Abjuration
Trappings: Words of power, holy symbol, glowing light.

Any Evil creature attempting a damaging attack that targets or affects the recipient must make a Spirit roll (at −2 if cast with a raise). If the roll fails, the creature loses that action.

If anyone under the effects of *sanctuary* attempts to harm another creature (Evil or otherwise), he loses the benefit of *sanctuary* instantly.

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects all allies within a Medium Blast Template centered on the recipient. For +3 points the area of effect is increased to a Large Blast Template.
- ★**STRONG (+1):** Spirit rolls by the creature are made at −2 (−4 with a raise).

SCRYING

Rank: Seasoned
Power Points: 3
Range: Self
Duration: 5
School: Divination
Trappings: Images on a reflective surface, glowing eyes, a crystal ball.

Scrying allows the caster to spy on a distant target. Preparing the spell takes one uninterrupted minute while the caster focuses on a target item, creature, or location. This makes her Vulnerable and unable to take any other actions. If she's Shaken or Stunned during this time, the spell fails.

If the caster has never seen the target herself, she makes her arcane skill roll at −2. *Scrying* on a target in a different plane of existence also imposes a −2 penalty.

Scrying is opposed by the subject's Spirit. If the target wins, he knows he's being spied on. If the caster wins, she can see and hear the target and the area around it but cannot move her perspective. With a raise, she can shift perspective and follow the target at a Pace 24.

A *scrying* "eye" may be seen with *detect arcana* (but not detect magic). It may also be *dispelled* (at –2 if suspected but not revealed).

MODIFIERS

- **GROUP SIGHT (+1):** The caster may share her perception with allies within a Range of Smarts for the power's Duration.

SHAPE CHANGE

Rank: Novice
Power Points: Special
Range: Self
Duration: 5
School: Transmutation
Trappings: "Morphing," talismans, tattoos.

This power allows the caster to take the form of one of the following creature Types: Animal, Outsider (elemental only), Humanoid, Plant. The caster can only turn into the base form of the creature, not elite or alternative versions (so a troll is allowed, but a troll brute is not). With a raise, the caster can increase the creature's Strength and Vigor by one die type each.

The Size of the new form is limited by the caster's Rank:

SHAPE CHANGE

COST	RANK	SIZE
3	Novice	Size –4 to Size –1
5	Seasoned	Size 0
8	Veteran	Size 1 to 2
11	Heroic	Size 3 to 4
15	Legendary	Size 5 to 10

Held and worn items are assumed into the new form and reappear when the power ends.

While transformed, the character retains his Edges and Hindrances, and his Smarts, Spirit, and their linked skills (though he may not be able to use some or all of them depending on the form — GM's call). He gains the animal's Agility, Strength, Vigor, and linked skills. His ability to use devices and communicate is limited to that of his new form. He can maintain powers and even cast new powers if the form permits (GM's call). Casting a power in the new form incurs a –2 penalty to the roll, modified by the difference in Rank between the spellcaster and the Rank required for his new form (see the **Shape Change** table). If the caster is one Rank higher the penalty is –1, or 0 if two or more Ranks higher.

A creature's natural abilities are conferred, but Innate Powers and Arcane Backgrounds aren't. A caster in the form of a storm giant could swim fast and use its rock throwing, but not use its Innate Powers.

Wound Effects: The caster cannot benefit from a creature's additional Wounds or Wound reduction abilities like Resilient, Very Resilient, or Unstoppable, or extra Wounds from Large or Huge Scale creatures.

MODIFIERS

- **DURATION (+1):** The power's Duration is measured in minutes instead of rounds.
- ★**TRANSFORM (+2/+3):** The power may affect a willing target at a Range of Touch for +2 or Smarts for +3 (the Range modifier may increase this further).

SLOTH/SPEED

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: Instant (*sloth*); 5 (*speed*)
School: Transmutation
Trappings: Slowing time, blurred motion.

Sloth halves the target's total movement (round up). With a raise, movement is also an action. The target automatically attempts to shake off the effects of *sloth* at the end of each of his next turns by making a Spirit roll.

Speed doubles the target's movement (basic Pace and running). With a raise the character also ignores the –2 running penalty.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** *Speed* only. The power may affect more than one target for 1 additional Power Point each.
- **AREA OF EFFECT (+2/+3):** *Sloth* only. 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.
- **DASH (+2):** *Speed* only. The recipient's running die isn't rolled — she gains the maximum result possible.
- **QUICKNESS (+2):** *Speed* only. The character's total Multi-Action penalty each



turn is reduced by 2 (she can do two actions at no penalty or three at −2 each).

- **STRONG (+1):** *Sloth* only. The Spirit roll to shake off *sloth's* effects is made at −2.

SLUMBER

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: One hour
School: Enchantment
Trappings: A lullaby, blowing powder or sand at targets.

Those who favor stealth or want to avoid harming their foes are drawn to this spell, which puts its victims into a deep and restful sleep.

Anyone affected by *slumber* must make a Spirit roll (at −2 if the caster got a raise on her arcane skill roll). Those who fail fall asleep for the Duration of the spell. Very loud noises or attempts to physically wake a sleeper (by shaking him, for example), grant another Spirit roll.

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.

SMITE

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5
School: Transmutation
Trappings: A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire quiver, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM determines the exact quantity for unusual weapons). While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

Limitations: In the case of *smite* with a **Personal Limitation** (see page 168), "Self" refers to the specific weapon instead.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★ **GREATER SMITE (+2):** The weapon's damage is increased by +4, or +6 damage with a raise and is considered a Heavy Weapon.
- **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

Rank: Novice
Power Points: 1
Range: Smarts ×5 (*sound*); Smarts (*silence*)
Duration: Instant (*sound*); 5 (*silence*)
School: Illusion
Trappings: Magical effects, a brief ripple in the air, a bell or chime that starts or stops ringing.

Sound mimics any known sound or voice, emanating from a point of origin within Range at a volume up to the sound of a loud shout. If used as a Test, the defender opposes the casting roll with Smarts.

Silence does the opposite, muting all sound up to a loud shout within a Large Blast Template. This subtracts 4 from Notice rolls made by those inside the area of effect, as well as anyone trying to hear sounds made from within. A raise completely mutes all sound inside the template (note that sound is usually required to cast spells).

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 1 Power Point to ward an object and 2 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).

- ★ **GREATER SOUND/SILENCE (+1):** The Smarts roll made to resist a Test (or Targeted modifier) is made at −2.

- **MOBILE (+1):** The caster can move the area of effect up to his arcane skill die type each round.

- **TARGETED (+0):** Instead of casting *silence* in an area of effect, the caster may instead target individuals in Range for 1 Power Point each. Unwilling targets resist with Spirit (at −2 if the caster gets a raise).

SPEAK LANGUAGE

Rank: Novice
Power Points: 1
Range: Smarts
Duration: 10 minutes
School: Divination
Trappings: Words, pictures, hand motions.

This power allows a character to speak, read, and write a sapient language other than his own. A raise on the arcane skill roll allows the user to appropriately use and understand slang and dialect as well.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

- ★ **GREATER SPEAK LANGUAGE (+2):** The recipient can speak, read, and write all sapient languages at once.

- ★ **MASS UNDERSTANDING (+5):** The recipient causes characters within Smarts ×2 of him to understand one another, regardless of language.

STUN

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Evocation
Trappings: Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks a target with concussive force, sound, light, magical energy, or the like.

A successful casting means the victim must make a Vigor roll (at −2 with a raise on the arcane skill roll) or be **Stunned** (see 138).

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.

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.

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

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 1 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.

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.

MIRROR SELF

This is a clone of the caster except: it's an Extra; it has the same Power Points as the caster *after* casting this power; it *can't* use the *summon ally* power; its skills (not attributes) are one die type less (minimum d4) than the original; it has identical mundane equipment (no magical qualities, disappears when the power expires); has the Construct and Fearless abilities.

SENTINEL

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10
Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8
Pace: 6; **Parry:** 7; **Toughness:** 13 (4)
Edges: Arcane Resistance, Sweep (Imp)
Gear: Melee attack (Str+d8).
Special Abilities:
- **Armor +4:** Stone skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to Fear and Intimidation.
- **Size 2:** Sentinels are 8′ tall and very dense.

TELEKINESIS

Rank: Seasoned
Power Points: 5
Range: Smarts ×2
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.

Unwilling opponents resist the caster's arcane skill with an opposed Spirit roll when targeted and at the start of each of their turns afterward until they're released. They can be moved up to the caster's Smarts per turn in any direction, and can be bashed into walls, ceilings, or other obstacles for Str+d6 damage.

Dropped creatures suffer falling damage as usual.

Telekinetic Tools: A caster can wield tools (including weapons) with *telekinesis* as an action. Use the caster's relevant skill when attacking in this way (not his arcane skill).

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.

TELEPORT

Rank: Seasoned
Power Points: 2
Range: Smarts
Duration: Instant
School: Conjuration
Trappings: A cloud of smoke, "phasing" out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 12″ (24 yards) distant, or double that with a raise.

Opponents adjacent to a character who teleports away don't get a free attack (see **Withdrawing from Melee**, page 141).

If casting *teleport* on willing subjects, the caster decides where they move to, not the targets.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **GATE (+5):** Instead of teleporting, the caster opens a temporary portal connecting her current location and the destination. Creatures and objects can travel through this gate from either side for five rounds.

★ **GREATER TELEPORT (+5):** The character can *teleport* much farther. The caster must concentrate on her destination for at least one round, taking no other actions. This makes her Vulnerable; if Shaken or Stunned, the spell fails.

For one round of concentration, the character can *teleport* up to 100 miles. For two rounds, she can travel 1000 miles, and with three rounds, she can go anywhere on Golarion.

If the character has physically been there, there is no modifier to your roll. With success she arrives within 2d6 × 10 feet of the target, or on target with a raise.

If she has a detailed map or has seen it through a power or device, you suffer a −2 penalty to the roll. With success she arrives within 2d6 × 100 feet, or on target with a raise.

If she has a crude map or a general notion of the place on a regional or world map, you suffer a −4 penalty. She arrives within 2d10 miles with success, or within 2d6 × 100 feet with a raise.

In the absence of such information, *teleporting* is not possible.

A Critical Failure transports the recipient to a random location (GM's call) on the same plane of existence.

- **TELEPORT FOE (+2):** Foes may be targeted by a **Touch** Attack (page 140). This is an action, which must be the second part of a Multi-Action if the attack is successful. The foe resists the casting with an opposed Spirit roll against the arcane skill total and is sent up to 12″ away with success and 24″ with a raise. Foes may not be teleported into solid objects.

TIME STOP

Rank: Heroic
Power Points: 8
Range: Self
Duration: Instant
School: Transmutation
Trappings: A glowing hourglass, floating ice particles, blurring.

Time is a constant for most, but not this spellcaster. The spell slows time for all but the caster, granting her a new turn immediately after she finishes this one. With a raise, she gets up to four actions on the turn instead of three and can ignore up to 2 points of Multi-Action penalties. *Time stop* can only be cast once per round.

WALL WALKER

Rank: Novice
Power Points: 2
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Spider-like visage, prickly hairs on hands and feet.

Wall walker allows the recipient to walk on vertical or horizontal surfaces. With success, she moves at half her normal Pace. With a raise, she may move at full Pace and even run.

If forced to make an Athletics roll to climb or hang on to a surface, she adds +4 to the total.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The caster may affect others at the cost of 1 Power Point each.



WARRIOR'S GIFT

Rank: Seasoned
Power Points: 4
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Gestures, prayer, whispered words, concentration.

With a successful arcane skill roll, the recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (not the recipient) must have the same Rank or higher as the Edge's Requirements. With a raise, the recipient gains the improved version of the Edge (if there is one, and even if the Rank Requirement is not met).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★**POWER (+4):** The recipient gains two Combat Edges at once.

WISH

Rank: Legendary
Power Points: 20
Range: Smarts
Duration: Instant
School: Universal
Trappings: A jinn from a bottle, clicked heels, an incantation, a monkey's paw.

Wish allows a character to bend reality to his will. It is taxing to alter reality, however, so the caster must permanently sacrifice 3 of his own Power Points (after the spell is cast). A raise on the arcane skill roll eliminates this cost.

A caster may wish for any one of the following effects per casting, chosen before the roll is made:

- **ACTIVATE A POWER:** *Wish* casts any other available power, including modifiers, available in the campaign with a raise. If the spell is resisted, the target rolls with a −2 penalty on top of any other modifiers. If the Power Points required to activate

the power and modifiers are greater than the cost of *wish*, the caster must pay the difference.

- **INTERCESSION:** The caster wishes for some form of aid, which typically appears after a short period of time. A party trapped in a collapsed dungeon might wish for escape only to be rescued by a party of dwarven miners. A spellcaster could wish to know the true name of a powerful demon and be contacted the next day by a traitorous subordinate of the creature.
- **GAIN AN EDGE:** The caster can gain (or grant another) a permanent Edge. The recipient must meet the Edge's Requirements and can never gain more than one Edge from a *wish*.
- **WEALTH:** The spellcaster wishes for up to 10,000 gp worth of goods, including anything from transportation to supplies to magic items. Such goods generally sell for a quarter of their value. The wealth doesn't appear from nothing but rather comes to the caster via events contrived by the GM.
- **TRAVEL BACK THROUGH TIME:** The caster travels back in time for a short period: one minute outside of combat or back to the start of the current round in combat. Everything that happened in that period is reversed except for the caster's Power Points, Bennies, and Wounds.

  The GM should do her best to remember all other actors' state of things from the start of the round, but warping time is imperfect so don't worry about getting everything exactly right.

  Once reversed, only the caster remembers the alternate sequence of events, and that period of time cannot be altered again.
- **SEE THE FUTURE:** The caster peers into the near or far future. A look into the near future grants her three Conviction Tokens that must be used by the caster or anyone she's currently in contact with (mental, verbal, in sight, etc.) within the next five rounds. At the end of the fifth round, any remaining tokens are discarded. A look into the far future allows the caster to ask the Game Master one question about the future and receive as accurate an answer as possible. Actions by the spellcaster can change the future, however, so this may only be the most likely path or a warning of future dangers.
- **RAISE A TRAIT:** *Wish* can permanently increase a Trait one die type. This increases the Trait's limit by one die type as well. A recipient may never have more than one Trait raised by a *wish*.
- **RESTORE FATE:** The hero and all Wild Cards in Range may refill their Bennies to their usual starting maximum.
- **SPECIAL:** The character may change relatively minor aspects of herself, others, or the world around her (if the subject of the



wish doesn't want to be affected, it's resisted with a Spirit roll at –2). This shouldn't cause any far-reaching changes to the world or history, shouldn't be covered by one of the abilities above, and is completely at the whim of the Game Master. A caster can change her gender, ancestry, languages, etc., but these changes do not alter time and are thus not retroactive.

Wish can improve someone's mood (and their attitude on the **Reaction Table**, if appropriate), but it can't permanently affect free will. It can't force a change of heart or make someone harm themselves.

ZOMBIE

Rank: Veteran
Power Points: 3 (see sidebar for large creatures)
Range: Smarts
Duration: One hour
School: Necromancy
Trappings: Carving symbols on corpses, throwing bones, graveyards.

Zombie grants animation and basic intelligence to the remains of a once-living being. The summoned horror is obedient but literal-minded in its duties. It isn't telepathic, and must be controlled by voice.

The being has the physical skills it had in life, but its Smarts, Spirit, and related skills are reset to d4. A raise on the casting roll increases any one of its Traits one die type (caster's choice).

See page 250 for the standard profile of a human zombie. Corpses aren't summoned by this ability, so there must actually be a supply of bodies in Range (GM's call).

An undead Incapacitated by damage can't be raised with this power again.

MODIFIERS

- **ADDITIONAL ZOMBIES (+1):** A larger horde can be raised in a single casting by paying an additional 1 Power Point for each extra zombie raised.
- **ARMED (+1 per Zombie):** The dead rise with a weapon common to their background or environment. Choose one:
  - **Hand Weapon:** Str+d6.
  - **Ranged Weapon:** Range 12/24/48, Damage 2d6.
- **ARMOR (+1 per Zombie):** The horrors crawl from their grave wearing 2 points of Armor. This might be old chain mail, rusting plate, rotting leather, etc.
- **MIND RIDER (+1/+3):** The caster can communicate and sense through one of the undead he's conjured. If it's destroyed, he may jump to any of the others currently under his control. For 3 points, Mind Rider affects all the zombies created in this summoning.
- **PERMANENT (0):** The zombie is given unlife until Incapacitated by Wounds. The Power Points used to raise it are "invested" and unavailable until it's destroyed. The necromancer may terminate his creations' unlife at any time, regardless of sight, distance, or other factors. His Power Points then begin recharging normally.

  Permanent zombies remain animated even if their creator is slain!
- **SKELETAL (+1 per Zombie):** The corpse sloughs off the anchor of dead flesh and rises as a skeleton. This increases its Agility, Athletics, Fighting, and Shooting dice by one die type each.

ZOMBIE CREATURES

Animals and other creatures can also be raised with this foul ability! The cost is 2 for a creature of Size –1 or –2, 3 for Size 0, and 1 for a Small Swarm, 2 for a Medium Swarm, or 3 for a Large.

Larger creatures cost 3 + Size in Power Points. For example, an undead grizzly (Size 2) costs 5 Power Points to raise.

Magical or supernatural Special Abilities aren't conferred to the undead form, but those inherent to the creature are, such as Improved Frenzy, Reach, a swarm's attack, etc.

Additional zombie creatures cost half their base cost if raised at once, instead of the +1 listed for Additional Zombies (round up, minimum of 1).

POWER SUMMARIES

POWERS

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Arcane Protection	N	1	Sm	5	Enemy casters subtract 2 (4 with a raise) when targeting this character; reduces damage a like amount.
Baleful Polymorph	V	S	Sm	5	Animal from Size –2 to Size 3 is transformed into a relatively harmless creature.
Banish	V	3	Sm	I	Opposed roll vs Spirit to *banish* entities.
Barrier	S	2	Sm	5	Creates 5″ (10 yards) long, 1″ (2 yards) tall, Hardness 10 barrier (12 with a raise).
Beast Friend	N	S	Sm	10m	Controls animals.
Blast	S	3	Sm×2	I	2d6 damage in Medium Blast Template.
Blind	N	2	Sm	I	Inflicts –2/–4 penalty to victims.
Bolt	N	1	Sm×2	I	2d6 ranged attack.
Boost/Lower Trait	N	3	Sm	5/I	Increases or decreases a skill or attribute.
Burrow	N	2	Sm	5	Target tunnels through the earth.
Burst	N	2	Cone	I	Cone-shaped attack for 2d6 damage.
Confusion	N	2	Sm	I	Makes target Distracted and Vulnerable.
Conjure Item	N	S	Sm	1h	Conjures object, one lb per 2 Power Points.
Curse	S	5	T	I	Inflict a curse on opponent.
Damage Field	S	4	Sm	5	Creates aura that causes 2d4 damage.
Darksight	N	1	Sm	1h	Ignore up to 4 points of Illumination penalties, or 6 with a raise.
Deflection	N	2	Sm	5	–2/–4 to attack recipient.
Detect/Conceal Arcana	N	2	Sm	5/1 hr	Detects magic for Duration 5 or conceals it for one hour.
Disguise	S	2	Sm	10m	Target looks like someone else.
Dispel	N	1	Sm	I	Negates magical effects.
Divination	S	5	Self	5m	Caster asks questions of entities.
Drain Power Points	V	2	Sm	I	Drains d6 Power Points from enemy with successful opposed roll of Spirit.
Elemental Manipulation	N	1	Sm	5	Allows minor manipulation of basic elements.
Empathy	N	1	Sm	5	Opposed roll vs Spirit to add +1/+2 to social attacks for the Duration of the power.
Entangle	N	2	Sm	I	Bind or Entangle foes.
Environmental Protection	N	2	Sm	1h	Protect target from hazardous environments.
Farsight	S	2	Sm	5	See detail at great distance; halve Range penalties with a raise.
Fear	N	2	Sm	I	Causes Fear check.
Fly	V	3	Sm	5	Target flies at Pace 12.
Growth/Shrink	S	S	Sm	5	Increases or decreases Size.

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Havoc	N	2	Sm	I	Targets in MBT or Cone are Distracted and may be hurled.
Healing	N	3	T	I	Restores Wounds less than an hour old.
Illusion	N	3	Sm	5	Create a visual scene or replica of most anything the caster can imagine.
Intangibility	V	5	Sm	5	Target becomes incorporeal.
Invisibility	S	5	Sm	5	Target is invisible (–4/–6 to affect).
Light/Darkness	N	2	Sm	10m	Creates or dispels illumination.
Locate	N	3	Self	10m	Finds an object.
Mind Link	N	1	Sm	30m	Mental link within one mile (five with raise).
Mind Reading	N	2	Sm	I	Opposed roll vs Smarts to read mind.
Mind Wipe	V	3	Sm	I	Removes and alters memories.
Object Reading	S	2	T	S	Reveals vague impression of an object's history (more detail with a raise).
Planar Binding	V	8	Sm	I	Summon and bind a creature from another plane.
Plane Shift	V	4	Sm	I	Allows travel to other planes of existence.
Protection	N	1	Sm	5	Grants +2 Armor on success, +2 Toughness with a raise.
Puppet	V	3	Sm	5	Opposed roll vs Spirit to control target.
Relief	N	1	Sm	I/1h	Removes Shaken, Distracted, or Vulnerable states (two with raise), or ignores 1 point of Wound and Fatigue penalties (2 with a raise).
Resurrection	H	20	T	I	Brings the dead back to life.
Sanctuary	N	2	T	5	Foes must make a Spirit roll to attack.
Scrying	S	3	Self	5	Caster can see and hear a target and surrounding area remotely.
Shape Change	N	S	Self	5	Caster takes on the form of various beings.
Sloth/Speed	S	2	Sm	I/5	Increases or decreases movement.
Slumber	S	2	Sm	1h	Puts victims to sleep.
Smite	N	2	Sm	5	Increase a weapon's damage by +2/+4.
Sound/Silence	N	1	Sm×5/ Sm	I/5	Create or mute sound.
Speak Language	N	1	Sm	10m	Caster can speak and understand languages.
Stun	N	2	Sm	I	Target is Stunned.
Summon Ally	N	S	Sm	5	Conjures an ally of various sorts.
Telekinesis	S	5	Sm×2	5	Moves items with Strength of d10 (d12 with a raise).
Teleport	S	2	Sm	I	Character teleports up to 12″ distant.
Time Stop	H	8	Self	I	Caster takes an additional turn (of four actions with a raise).
Wall Walker	N	2	Sm	5	Character can walk on walls at half Pace (full Pace with raise).
Warrior's Gift	S	4	Sm	5	Grant target a Combat Edge.
Wish	L	20	Sm	I	Choose one of several reality-altering events.
Zombie	V	3	Sm	1h	Raises and controls the undead.



CHAPTER SIX

MAGIC ITEMS

This chapter 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

Each type of item on the following pages tells you how it's used, but there are a few common rules between them:

- **ACTIVE POWERS ARE ACTIONS:** It is an action to activate an item that requires a Trait roll unless otherwise stated. Critical Failure means the user takes Fatigue (and loses a charge if the item has them).
- **EDGES AND ABILITIES:** If an item grants an Edge or Special Ability and the wielder already has that Edge, it grants the improved version (if there is one).
- **MINOR & MAJOR POWERS:** Some items grant minor or major powers using the powers listed in Chapter Five. A minor power automatically activates with the effect of a standard success, and a major power activates with the effect of a raise (no Trait roll is made). Unless the item says otherwise, this is an action and the effect lasts for the power's full Duration and cannot be maintained.
- **STACKING:** If two sources would increase a Trait, use only the highest modifier (effects don't stack). Increases to a Trait from a magic item's effects don't count for determining Trait Advancements. They do affect secondary statistics like Parry or Toughness, however.
- **MULTIPLE ITEMS:** A character can only wear one magic item in each location (head, eyes, shoulders, neck, chest, belt, wrists, hands, feet). Putting on a second necklace or a second belt, for example, has no effect. The exception to this rule is rings. A character can wear two rings and benefit from both magical effects.

ENEMIES WITH MAGIC ITEMS

Enemy characters and monsters equipped with enchanted and magical items have the bonuses conferred by those items built into their profiles.

An evil knight wearing plate armor enchanted with the Aegis enchantment, for example, might have a Toughness of 12 (5), where the plate armor's bonus of +4 has already been increased by the Aegis enchantment's +1.

PURCHASING MAGIC ITEMS

Most towns have an apothecary shop with a few potions for sale, a few local merchants reselling magical items, or even individuals looking to sell off devices they no longer need.

When the adventurers want to buy magic items, roll on the table below to see what's available that week (or month if it's a particularly isolated or low-magic area).

The table has three entries:

Potions & Scrolls: Half the items are potions and half are scrolls, rounding in favor of potions. Roll from the tables on the following pages.

Healing Potions: This tells you how many potions of minor *healing*, ubiquitous across Golarion, are available from various vendors for 150 gp each. This is in addition to any healing offered by local clerics or healers (prices for a cleric's services are equivalent to potions of *healing*).

Other Items: This tells you how many other magical treasures may be found or purchased in the settlement. If the result is positive, roll on the **Other Item Categories** table to determine the category, then roll on the appropriate subtable. If the category is a wondrous item, the GM chooses which item is available.

MAGIC ITEMS AVAILABILITY

TYPE	POTIONS & SCROLLS*	HEALING POTIONS	OTHER ITEMS*
Village	d6–2	1d4	d4–2
Town	d6–1	1d4+1	d6–2
City	d6	1d6	d6–1
Large City	d6+1	1d6+1	d6

OTHER ITEM CATEGORIES

D20	TYPE
1–11	Armor & Weapons
12–13	Rings
14–16	Rods & Staves
17–18	Wands
19–20	Wondrous Items

PURCHASING ITEMS

Exactly where the items are available is up to the Game Master. Common or relatively inexpensive items might be for sale at a shop or merchant's stall. Rare or expensive items might require finding an elusive seller or completing some task in addition to the cost in gold.

EXOTIC ITEMS

A hero might seek out a specific magic item rather than waiting for it to appear at random. In that case, the character can either commission the item with a down payment (usually half its total cost in gold pieces), or perform a task or quest of some sort.

At the Game Master's discretion, finding someone to make or sell such items might be an adventure on its own, or a Networking roll with a penalty determined by the item and the size of the settlement.

EXAMPLE: SHOPPING IN SANDPOINT

The party is about to set off on a quest to defeat an orc warlord. They decide to stock up on potions and other magical items before entering the warlord's domain.

The adventurers are in a town, so the GM rolls on the Potions & Scrolls column and determines there are three potions and two scrolls. She rolls on the potions and scrolls tables to see which specific brews are available.

Next, she rolls for Healing Potions and gets a total of 3. The party scoops up all of them.

Then she rolls on the Other Items column and gets a 2. She rolls a d20 twice and gets a ring and a rod.

The ring table gives her a ring of minor *protection*. She decides it's for sale at a second-hand merchant shop in town.

The rod table results in a rod of negation. That's a fairly rare item, so the GM tells the group it's owned by a retired mage who will only sell it for a favor. They travel to the mage, who agrees to sell the rod at half value if the party will chase away a dangerous group of bugbears that have moved into her favorite herb-gathering spot.

AVAILABLE ARMOR & WEAPONS

D12	ITEM
1	Weapon with a (1) enchantment
2	Armor with a (1) enchantment
3	Shield with a (1) enchantment
4	Weapon with a (2) enchantment
5	Armor with a (2) enchantment
6	Shield with a (2) enchantment
7	Weapon with a total of (3) enchantments
8	Armor with a total of (3) enchantments
9	Shield with a total of (3) enchantments
10	Unique armor or shield
11	Unique weapon
12	Roll again, the item is made of a special material

AVAILABLE POTIONS

D20	PRICE	POWER
1	300 gp	Major *healing*
2	150 gp	Minor *boost Trait* (specify Trait)
3	50 gp	Minor *protection*
4	200 gp	Minor *speed*
5	400 gp	Major *relief* with Restoration
6	50 gp	Minor *arcane protection*
7	50 gp	Minor *empathy*
8	400 gp	Minor *growth* (Size +2 steps)
9	200 gp	Minor *relief* with Restoration
10	750 gp	Minor *intangibility*
11	400 gp	Minor *speed* with Quickness
12	600 gp	Minor *damage field* with Damage
13	200 gp	Major *wall walker*
14	100 gp	Major *protection*
15	450 gp	Minor *fly*
16	50 gp	Minor *darksight*
17	650 gp	Minor *healing* with Greater Healing
18	100 gp	Minor *environmental protection*
19	200 gp	Minor *healing* with Neutralize Poison or Disease
20	300 gp	Major *healing* or GM's choice

AVAILABLE SCROLLS

D20	PRICE	POWER
1	50 gp	*Bolt*
2	150 gp	*Lower Trait* (specify Trait)
3	300 gp	*Blast*
4	100 gp	*Smite*
5	200 gp	*Sloth*
6	100 gp	*Deflection*
7	500 gp	*Invisibility*
8	250 gp	*Fear* (Large Blast Template)
9	400 gp	*Growth* (Size +2 steps)
10	200 gp	*Illusion* with Sound
11	50 gp	*Dispel*
12	200 gp	*Teleport*
13	100 gp	*Bolt* with AP 2
14	100 gp	*Detect arcana*
15	150 gp	*Healing*
16	100 gp	*Blind*
17	200 gp	*Stun* (Medium Blast Template)
18	450 gp	*Zombie*
19	300 gp	*Sloth* with Strong
20	200 gp	*Slumber*



AVAILABLE RINGS

D10	PRICE	ITEM
1	4,000 gp	Ring of minor protection
2	2,500 gp	Ring of sustenance
3	2,200 gp	Ring of feather falling
4	8,600 gp	Ring of the ram
5	15,000 gp	Ring of water walking
6	10,000 gp	Ring of the skillful
7	10,000 gp	Ring of major protection
8	18,000 gp	Ring of spell storing
9	6,000 gp	Ring of energy resistance
10	20,000 gp	Ring of invisibility

AVAILABLE RODS & STAVES

D8	PRICE	ITEM
1	5,000 gp	Immovable rod
2	13,000 gp	Rod of the python
3	12,000 gp	Rod of wonder
4	17,600 gp	Staff of charming
5	29,600 gp	Staff of healing
6	9,000 gp	Rod of minor metamagic
7	37,000 gp	Rod of negation
8	82,000 gp	Staff of abjuration, evocation, or necromancy

AVAILABLE WANDS

D20	PRICE PER CHARGE	POWER
1	150 gp	*Healing*
2	150 gp	*Boost Trait* (specify Trait)
3	200 gp	*Disguise*
4	200 gp	*Slumber*
5	50 gp	*Speak language*
6	100 gp	*Detect arcana*
7	200 gp	*Entangle* (MBT)
8	200 gp	*Shrink* (Size –1 step)
9	500 gp	*Invisibility*
10	100 gp	*Bolt* with AP 2
11	400 gp	*Speed* with Quickness
12	100 gp	*Deflection*
13	100 gp	*Wall walker*
14	50 gp	*Protection*
15	450 gp	*Fly*
16	450 gp	*Banish*
17	50 gp	*Dispel*
18	200 gp	*Lower Trait* (specify Trait) with Strong
19	500 gp	*Blast* with Damage
20	100 gp	*Havoc*



Crafting Magic Items

Characters with the Artificer Edge can imbue their powers into arcane devices for later use or give them to their allies (see **Arcane Devices,** page 172). This ties up their own Power Points, however, and such creations are temporary.

With enough time and resources, however, an artificer can create more permanent items of wonder, and best of all he doesn't have to tie up his own Power Points in the process!

The Crafting Process

After each week spent Enchanting, the artificer makes an Occult roll for each item he's working on. A success makes 500 gp worth of progress toward its completion, and a raise makes 1,000 gp progress.

If the roll is failed, no progress is made on that item but the crafter may try again the following week. With a Critical Failure, a mishap loses the creator 500 gp worth of progress!

Ammunition: Arrows, sling stones, bolts, or other types of ammunition are enchanted in batches of 12 at a time. If it can be recovered, each projectile has a 50% chance of remaining intact once fired.

Requirements

A character can create any of the items listed in this book if she has the **Artificer Edge (page 76), Downtime** (page 146), the item to be enchanted, access to a workshop, and any spells and materials listed in the item's craft entry.

The Item: Only items of quality craftsmanship are typically given permanent enchantments. Armor, shields, weapons, and other permanent items must be of masterwork quality (page 106).

Potions, scrolls, and wands have no additional cost, but other permanent items should be exceptional examples of their type, and cost 50% more than usual.

Requirements: The artificer must have any powers and materials listed in the item's craft entry. Materials are precious gems, metals, powders, oils, or other rare components represented by the listed gold value (typically half the item's value if purchased from others).

Workshop: A workshop's availability, the cost per week to use it, and the number of items that can be crafted each week are listed on the chart below.

Workshop	No. of Items	Cost per Week	Settlement Size
Simple	1	25 gp	Village or Town
Standard	2	50 gp	Town or City
Grand	3	100 gp	Large City

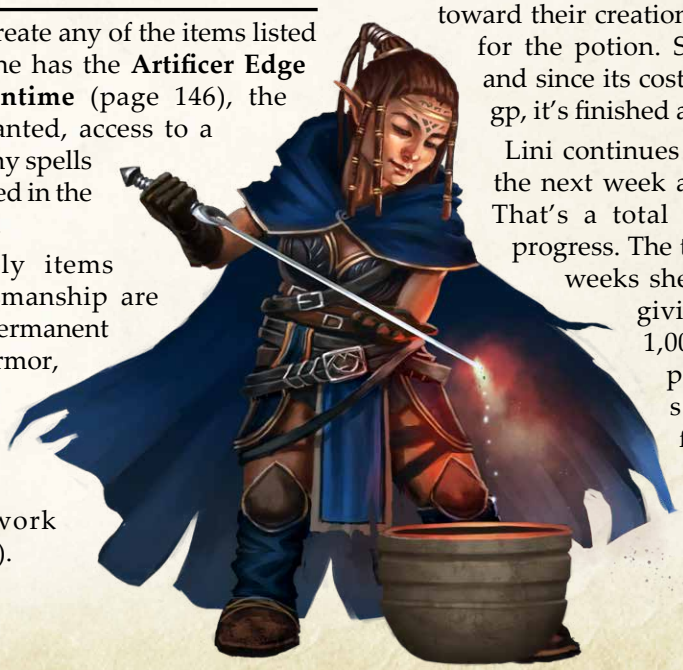
Example: Lini's Gift

Lini wants to craft slippers of spider climbing for Merisiel. She has access to a standard workshop so she decides to make a potion of major *healing* at the same time.

The slippers have a craft cost of 2,400 gp. The potion's crafting cost is 150 gp. Lini has *wall walker* (a requirement for the slippers) and gathers 2,550 gp worth of other materials.

After a week's work, she rolls and gets a success. That's 500 gp worth of progress toward their creation. Now she rolls for the potion. She's successful, and since its cost is less than 500 gp, it's finished and ready to use.

Lini continues on the slippers the next week and gets a raise. That's a total of 1,500 gp of progress. The third and fourth weeks she gets successes, giving her another 1,000 gp worth of progress. The slippers are finished and she gifts them to her friend.



ENCHANTMENTS

Masterwork armor, shields, and weapons can be enchanted with the qualities listed below. Each item can hold 5 points' worth of enchantments. 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. Similarly, if a character is using two items with the same enchantment, the effects do not stack.

Named Items: The named magic items in the rest of this chapter can't have additional enchantments.

ARMOR & SHIELD QUALITIES

AEGIS (1): Armor only. Increases the protective bonus of the armor by +1.

Price: 3,000 gp; **Craft:** *Protection;* 1,500 gp.

ANIMATED (3): Shield only. Once per encounter, an animated shield can be loosed to defend its wielder for three rounds. It hovers near its owner, following if he moves, and granting its Parry and Cover bonus as usual. Its type still applies for purposes of Armor Interference or Restriction.

Price: 10,000 gp; **Craft:** *Fly;* 5,000 gp.

ARROW DEFLECTION (1): Shield only. Ranged attacks against the bearer suffer an additional –1 penalty, regardless of the attacker's position (front, rear, etc.).

Price: 3,000 gp; **Craft:** *Deflection;* 1,500 gp.

DEFLECTING (1): Shield only. Increase the shield's Parry bonus by +1.

Price: 4,000 gp; **Craft:** *Deflection;* 2,000 gp.

ENERGY RESISTANCE (1): Armor or shield. Grants Environmental Resistance against a single energy type, chosen at creation, to a piece of armor or a shield. Damage from that source is reduced by 4 when the armor is worn, and the hero adds +4 when resisting any effect tied to that element.

A leather jerkin of energy resistance (cold), for example, helps its wearer avoid Fatigue from exposure (see **Hazards** on page 151) and damage from any attack with a Trapping of cold, ice, frost, etc.

Price: 2,000 gp; **Craft:** *Environmental protection;* 1,000 gp.

ETHEREALNESS (2): Armor only. On command, the wearer of this armor becomes ethereal, gaining minor *intangibility*. The character can remain ethereal for as long as desired, but once he returns to normal, he cannot use this ability again for 24 hours.

Price: 49,000 gp; **Craft:** *Intangibility;* 24,500 gp.

FORTIFICATION (2): Armor only. Fortified armor is more likely to turn away a lethal blow. The wearer gains a free reroll on Soak rolls.

Price: 5,000 gp; **Craft:** *Boost Trait;* 2,500 gp.

GLAMERED (0): Armor only. Upon command, as a free action, a piece of glamered armor changes shape and appearance to assume the form of a normal piece of clothing. The armor retains all of its properties when it is so disguised.

Price: 900 gp; **Craft:** *Illusion;* 450 gp.

REFLECTING (4): Shield only. The shield's surface is completely reflective. Once per day, the wielder can reflect any power that affects her by making a Spirit roll (at –2 if the casting roll got a raise). If successful the caster suffers the full effects of the power as if he had been the original target.

Price: 16,000 gp; **Craft:** *Dispel;* 8,000 gp.

SPELL RESISTANCE (4): Armor only. The wearer gains the benefits of minor *arcane protection*.

Price: 16,000 gp; **Craft:** *Arcane protection;* 8,000 gp.

WEAPON QUALITIES

ACCURATE (1): The weapon grants the user +1 in the skill required to use it (Fighting, Shooting, or Athletics).

Price: 4,000 gp; **Craft:** *Boost Trait*; 2,000 gp.

BANE (1): When used against a specific type of creature (dwarf, goblin, elemental, etc.), a bane weapon has +2 AP and its damage die increases one type.

Price: 3,000 gp; **Craft**: *Smite*; 1,500 gp.

BRUTAL (2): The weapon is considered a Heavy Weapon.

Price: 5,000 gp; **Craft**: *Smite*; 2,500 gp.

DAMAGING (1): The weapon's damage increases by +1.

Price: 3,000 gp; **Craft**: *Smite*; 1,500 gp.

DANCING (4): Melee weapon only. The wielder can command the weapon to dance once per encounter as a limited free action. It animates immediately, attacking as a character for up to five rounds. It uses its master's Action Card and attack skill, and gets two of its normal damage dice. The weapon can fly at Pace 10 and counts as an ally for the Gang Up bonus.

Price: 20,000 gp; **Craft**: *Fly*; 10,000 gp.

DISTANCE (1): Ranged weapon only. Decrease any Range penalties by 1 when using this weapon.

Price: 2,000 gp; **Craft**: *Farsight*; 1,000 gp.

ELEMENTAL (1): The weapon causes damage with an energy Trapping—acid, cold, electricity, fire, or sonic (chosen by creator).

Price: 2,000 gp; **Craft**: Damaging power with the appropriate energy Trapping; 1,000 gp.

KEEN (1): The weapon is exceptionally sharp, giving it +2 Armor Piercing.

Price: 3,000 gp; **Craft**: *Bolt*; 1,500 gp.

LIGHT (1): The weapon casts light in a Medium Blast Template. The user activates the illumination with her will as a free action.

Price: 2,000 gp; **Craft**: *Light*; 1,000 gp.

MIGHTY CLEAVING (2): Two-handed melee weapon only. The user gains the Sweep Edge.

Price: 10,000 gp; **Craft**: *Warrior's gift*; 5,000 gp.

RETURNING (1): Thrown weapon only. The weapon returns to its user's hand at the end of her turn.

Price: 3,000 gp; **Craft**: *Conjure item*; 1,500 gp.

SPEED (3): If a melee weapon, the user gains the Frenzy Edge. For a ranged weapon, the user gains the Rapid Shot Edge. If the weapon can be used either way, the choice must be made as the weapon is enchanted.

Price: 16,000 gp; **Craft**: *Speed*; 8,000 gp.

THROWING (1): Melee weapon only. The weapon can be thrown using Athletics (throwing). Its Range is 4/8/16.

Price: 3,000 gp; **Craft**: *Boost Trait*; 1,500 gp.

VICIOUS (2): Melee weapon only. If the wielder hits with a raise his damage increases by +4 (in addition to any bonus damage), but he must make a Vigor roll or be Shaken.

Price: 5,000 gp; **Craft**: *Smite*; 2,500 gp.

VORPAL (5): Blade only. A vorpal weapon ignores penalties for Called Shots to the head. Anyone Incapacitated by a vorpal blade is decapitated!

Price: 50,000 gp; **Craft**: *Smite*; 25,000 gp.



MAGIC ITEMS

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. The cost of the enhancement determines the amount of Downtime required to create (see Crafting Magic Items on page 209).

ARMOR, SHIELDS, & WEAPONS

Among the most prized magic items are magical armor, shields, and weapons.

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.

BANDED MAIL OF LUCK

Ten 100-gp gems adorn this banded plate mail corselet (Aegis). Once per encounter, the wearer may force a foe to reroll a successful attack roll made against him. The wearer chooses which result is kept. The attacker may still benefit from any additional rerolls.

Price: 18,900 gp; **Weight:** 35 lbs.
Craft: Good aligned; 9,650 gp.

CELESTIAL ARMOR

This bright silver or gold chain mail (Aegis) is finely crafted and lightweight. It can be worn under normal clothing. Once per day its wearer gains the benefits of the minor *fly* power with a Duration of five minutes.

Price: 22,400 gp; **Weight:** 20 lbs.
Craft: *Fly*; Good aligned; 11,350 gp.

HELM OF COMPREHEND LANGUAGES

This helmet grants its wearer the ability to understand the spoken words of any creature, read text in any language, and comprehend any magical writing.

Price: 5,200 gp; **Weight:** 3 lbs.
Craft: *Speak language*; 2,600 gp.

HELM OF TELEPORTATION

As a limited action, a character wearing this helm may *teleport* (major) with the Greater Teleport Power Modifier three times per day.

Price: 73,500 gp; **Weight:** 3 lbs.
Craft: *Teleport*; 36,750 gp.

LION SHIELD

The face of this heavy steel shield (Deflecting) is fashioned as a roaring lion's head. Three times per day as a limited free action, the lion's head can be commanded to bite. It attacks with the wielder's Fighting and causes 2d8, AP 2 damage.

Price: 9,170 gp; **Weight:** 15 lbs.
Craft: *Summon ally*; 4,670 gp.

RHINO HIDE

This enchanted (Aegis) thick leather jacket is made of rhino hide. In addition to its enhanced armor, the wearer adds +4 damage to one successful Fighting attack in a turn in which he runs at least 5" (10 yards).

Price: 5,165 gp; **Weight:** 25 lbs.
Craft: *Boost Trait*; 2,600 gp.

WEAPONS

Weapons must be carried (either in a scabbard or in the hand) to grant their benefits.

Masterworks: All magical weapons are masterwork items, increasing their AP by 1.

ASSASSIN'S DAGGER

The wielder adds +2 to damage rolls when successfully attacking a Vulnerable opponent or one he's gotten The Drop on.

Price: 10,302 gp; **Weight:** 1 lb.
Craft: *Darkness*; 5,302 gp.

Flame Tongue

The wielder of this longsword can cause it to burst into flame as a free action. When it does so, it causes +1 damage and can cast a flaming *bolt*, AP 2, as an action once per day (using Shooting for the casting roll).

Price: 20,715 gp; **Weight:** 4 lbs.
Craft: *Bolt;* 10,515 gp.

Holy Avenger

This iron longsword (Str+d10, AP 2) adds +1 to its user's Fighting rolls (+2 if wielded by a paladin). A paladin also gains the Arcane Resistance Edge, and may cast *dispel* using Spirit as an action three times per encounter.

Price: 120,630 gp; **Weight:** 4 lbs.
Craft: Good aligned; 60,630 gp.

Javelin of Lightning

When thrown, the javelin becomes a streak of lightning. The user places a Stream Template in front of himself. The attack does 4d6 electricity damage to anyone who fails to Evade. The javelin is consumed in the attack.

Price: 1,500 gp; **Weight:** 2 lbs.
Craft: *Bolt;* 750 gp.

Luck Blade

This plain-looking short sword grants the wielder the Luck Edge. Some luck blades may contain d4−1 wishes! (GM's call.) The user should never know how many are left, and once used, the wishes are gone forever. (See *wish* on page 199.)

Price: 22,060 gp (0 wishes), 62,360 gp (1 wish), 102,660 gp (2 wishes), 142,960 gp (3 wishes); **Weight:** 2 lbs.
Craft: *Wish;* 11,185 gp (0 wishes), 43,835 gp (1 wish), 76,485 gp (2 wishes), 109,135 gp (3 wishes).

Oathbow

This elvencraft composite longbow (+1 Shooting) whispers "Swift defeat to my enemies" in Elven when pulled. Once per day, the archer can swear aloud to slay a specific target (in Elven). The bow responds "Death to those who have wronged me!" Attacking that target with the bow causes +d6 damage and the user gets a free reroll on his Shooting roll.

The oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until the target is slain or seven days have passed.

Price: 25,600 gp; **Weight:** 3 lbs.
Craft: Elf; 13,100 gp.

Sleep Arrow

This enchanted arrow (Damaging) is painted white with white fletching. It deals nonlethal damage and anyone hit with it must resist the effects of *slumber*, using the attack roll as the casting roll.

Price: 132 gp; **Weight:** 1/10 lb.
Craft: *Slumber;* 70 gp.

Sword of the Planes

The sword's magical qualities change depending on its current plane of existence, or if used against a creature from that plane. Use whichever bonus is greater if two conditions apply.

- **OUTER:** Against an Outsider, the bearer also gets a free reroll on damage.
- **MATERIAL:** +1 Fighting, Str+d8, AP 1.
- **ELEMENTAL:** +2 Fighting, Str+d8, AP 1.
- **ASTRAL/ETHEREAL/OTHERS:** +2 Fighting, Str+d10, AP 2.

Price: 22,315 gp; **Weight:** 4 lbs.
Craft: *Plane shift;* 11,315 gp.

Potions

Potions are alchemical concoctions enchanted with arcane energies. Drinking the potion (an action) activates the power contained within immediately. Each potion can only contain one power, and each potion contains only one dose.

An individual can only benefit from one potion per round. If given more than one, roll randomly to see which one takes effect — all others are wasted.

A potion can be administered to an Incapacitated or unconscious person (as an action).

Craft: The crafting cost of a minor potion is equal to its power's Rank × the number of Power Points it uses; then multiply that

total by 25 gp. A major potion doubles the final result (for example, a potion of minor *healing* without any modifiers is 1 (Novice) × 3 (Power Points) × 25 gp=75 gp). A potion's market price is double their cost to craft.

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 number of charges. If the latter, the details are described in their individual entries.

Putting a ring on a finger or taking it off is a limited free action if it's handy (GM's call).

A character can only wear two magic rings at once — donning a third has no effect.

RING OF COUNTERSPELLS

An empty ring of counterspells can have a single power (including modifiers) cast on it. If anyone casts this power on the wearer, the casting fails and the ring is once again empty.

Price: 4,000 gp; **Weight:** —.
Craft: *Dispel;* 2,000 gp.

RING OF ENERGY RESISTANCE

This mithral band grants environmental resistance against a single energy type, determined at creation (GM's call if found).

Price: 6,000 gp; **Weight:** —.
Craft: *Environmental protection*; 3,000 gp.

RING OF EVASION

This ring grants the wearer a free reroll on Evasion rolls.

Price: 25,000 gp; **Weight:** —.
Craft: 12,500 gp.



RING OF FEATHER FALLING

The wearer treats any fall as if it were no more than two yards in height.

Price: 2,200 gp; **Weight:** —.
Craft: 1,100 gp.

RING OF INVISIBILITY

The wearer gains major *invisibility* with the Duration modifier. The wearer can take the ring off and put it back on to reactivate the power.

Price: 20,000 gp; **Weight:** —.
Craft: *Invisibility;* 10,000 gp.

RING OF PROTECTION

This ring offers continual magical defense in the form of minor or major *protection*. Note that this doesn't stack with the *protection* spell.

Price: 4,000 gp (minor), 10,000 gp (major); **Weight:** —.
Craft: *Protection;* 2,000 gp (minor), 5,000 gp (major).

RING OF THE RAM

As a limited action, the wearer can command the ring to manifest a barely discernible ram-like force to batter foes. The force strikes a single target, dealing 1d6 damage per charge, up to a maximum of three charges per use. This has a Range of 10" (20 yards). Anyone struck by the ram is knocked back 2d6" (creatures of Size 3 or more are immune to the latter effect).

A newly created ring has 25 charges. When all the charges are expended, the ring becomes a nonmagical item.

Price: 8,600 gp; **Weight:** —.
Craft: *Bolt, boost Trait*; 4,300 gp.

RING OF REGENERATION

When worn, the wearer may attempt a natural healing roll once per day. This can even regrow limbs or organs if they've been severed or lost.

The ring has no effect on Wounds taken before it was worn.

Price: 90,000 gp; **Weight:** —.
Craft: 45,000 gp.

Ring of the Skillful

The ring grants a +1 bonus to a single skill, chosen at creation. The bonus does not affect attack rolls or rolls to activate powers.

Price: 10,000 gp; **Weight:** —.
Craft: 5,000 gp.

Ring of Spell Storing

This ring can have a single power cast upon it at a time. As an action, the wearer can invoke the spell held within, allowing one chance to cast it with an arcane skill of d12 (as if cast by a Wild Card). The spell's Duration cannot be extended or maintained.

Price: 18,000 gp; **Weight:** —.
Craft: 9,000 gp.

Ring of Sustenance

After a full week of being worn, this ring provides its wearer with life-sustaining nourishment. It also refreshes the body and mind, so its wearer need only sleep two hours per day to gain the benefit of eight hours.

If the ring is removed, the owner must wear it for another week to re-attune it to himself.

Price: 2,500 gp; **Weight:** —.
Craft: 1,250 gp.

Ring of Telekinesis

This ring grants the wearer minor *telekinesis*.

Price: 75,000 gp; **Weight:** —.
Craft: *Telekinesis;* 37,500 gp.

Ring of Three Wishes

This ring is set with three rubies. Each ruby stores a *wish*. When a *wish* is used, that ruby crumbles to dust. When all *wishes* are used, the ring is no longer magical.

Price: 120,000 gp; **Weight:** —.
Craft: *Wish;* 97,500 gp.

Ring of Water Walking

Often made of coral or bluish metal decorated with wave motifs, this ring allows the wearer to walk across any liquid as if it were firm ground.

Price: 15,000 gp; **Weight:** —.
Craft: 7,500 gp.

Rods & Staves

Often the mark of a great wizard, a rod or staff is an item of great magical power.

Rods

Rods are around three-foot-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.

Immovable Rod

This rod looks like a flat iron bar with a small button on one end. When the button is pushed (a free action), the rod does not move from where it is, even if staying in place defies gravity. The owner can lift or place the rod wherever he wishes, push the button, and let go.

An immovable rod can support up to 8,000 pounds before falling to the ground. If a creature pushes against an immovable rod, it must make a Strength check at −4 to move the rod up to 2" (4 yards) in a single round.

Price: 5,000 gp; **Weight:** 5 lbs.
Craft: 2,500 gp.

Rod of Absorption

This rod absorbs spells or spell-like abilities into itself. The magic absorbed must be a single-target spell directed at either the character holding the rod or her gear. The rod then nullifies the spell's effect and stores however many Power Points were actually used to cast it (so absorbing a power shorted for all its Power Points has no benefit).

Absorption requires no action on the part of the user, and she can use stored Power Points as she wishes thereafter.

A rod of absorption absorbs a maximum of 50 Power Points. The rod cannot be recharged by other means.

The wielder always knows the rod's remaining absorbing potential and current amount of stored energy.

Price: 50,000 gp; **Weight:** 5 lbs.
Craft: *Dispel;* 25,000 gp.

ROD OF METAMAGIC

The wielder of this rod can reduce the cost of Power Modifiers on a spell he casts by 1. This can be done once per day with a minor enchantment or three times per day if major.

Price: 9,000 gp (minor), 32,000 gp (major); **Weight:** 5 lbs.
Craft: 4,500 gp (minor), 16,000 gp (major).

ROD OF NEGATION

A rod of negation prevents most magic items from functioning for five rounds. The ray is cast with a Shooting roll or arcane skill roll (user's choice). The roll ignores all external penalties (the item's Size, Cover, Range, Illumination, etc.) but the target device must be visible.

The rod can also negate an enemy item's instantaneous effects. To do so, the rod wielder must be on Hold and successfully interrupt the foe. If so, the rival power is automatically negated.

The rod can function three times per day.

Price: 37,000 gp; **Weight:** 5 lbs.
Craft: *Dispel;* 18,500 gp.

ROD OF THE PYTHON

One end of this rod curls and twists back on itself like a crook, and is often tipped with a snake or serpentine head. The rod is four feet long and causes Str+d6+1damage in combat.

If the user throws the rod to the ground (as an action), it transforms into a constrictor snake and may act immediately. The python obeys all commands of the owner, and returns to rod form whenever the wielder desires, or whenever it moves further than 20" (40 yards) from the owner.

If the "snake" is slain, it returns to rod form and cannot be activated again for three days. A rod of the python only functions if the possessor is Good.

Price: 13,000 gp; **Weight:** 10 lbs.
Craft: *Baleful polymorph;* 6,500 gp.

ROD OF RULERSHIP

Usually crafted as a royal scepter of great material worth and fine craftsmanship, this rod grants the user the ability to command and coordinate up to 100 creatures within a 200-yard radius. When held, the user gains +4 to all Intimidation and Persuasion rolls, as well as the Command and Natural Leader Edges (each with a 200 yard Command Range).

The user can activate the rod at will, but it functions for a total of only 500 minutes of usage before it crumbles to dust.

Price: 60,000 gp; **Weight:** 8 lbs.
Craft: *Puppet;* 32,500 gp.

ROD OF WONDER

A rod of wonder is a strange and unpredictable device that randomly generates any number of weird effects each time it is used. Typical powers of the rod are listed on the **Rod of Wonder Activation Table** below. Unless noted otherwise, the Duration for any of the effects is 5.

Use this device only in the most dire circumstances — it's as likely to empower a foe as to vanquish him!

Price: 12,000 gp; **Weight:** 5 lbs.
Craft: *Confusion;* 6,000 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 can cast any of its listed spells as an action. The skill or attribute needed to activate the staff is listed in parentheses after its description (user's choice). Failure to cast the power uses a single charge. A Critical Failure also causes Fatigue to the wielder.

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 ABJURATION

These staves are usually carved from the heartwood of an ancient oak or other large tree. (Smarts or Spellcasting)

- *Dispel* (1 charge)
- *Banish* (2 charges)
- *Arcane protection* (1 charge)
- *Damage field* (2 charges)

Price: 82,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 41,000 gp.

Staff of Charming

The ornate staves are made of twisting wood ornately shaped and carved. (Smarts or Spellcasting)

- *Empathy* (1 charge)
- *Puppet* (3 charges)

Price: 17,600 gp; **Weight:** 5 lbs.
Craft: All listed powers; 8,800 gp.

Staff of Defense

The staff of defense is a simple-looking polished wooden staff that throbs with power when held in a defensive stance. (Smarts or Faith)

- *Environmental protection* (2 charges)
- *Deflection* (3 charges)
- Major *protection* (2 charges)
- *Protection* (1 charge)

Price: 62,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 31,000 gp.

Staff of Evocation

Typically made of smooth hickory or yew. (Smarts or Spellcasting)

- *Bolt* with AP 2 (magic missile; 1 charge)
- *Blast* with LBT (fireball; 2 charges)
- *Barrier* (wall of force; 2 charges)
- *Bolt* with two additional targets (chain lightning; 5 charges)

Price: 82,000 gp; **Weight:** 5 lbs.

Rod of Wonder Activation Table

D20	Wondrous Effect
1	Minor *slow* on target.
2	*Growth* on target (Size +2).
3	600 butterflies pour forth and flutter around for two rounds, blinding everyone within 5" (10 yards).
4	The rod deludes the wielder for one round into believing it functions as indicated by a second die roll.
5	The wielder's Size is reduced by 2 for one day.
6	Heavy rain falls for one round in a 10" (20 yard) radius, centered on the wielder.
7	The wielder gains major *invisibility*. The effect vanishes if he takes an action that causes damage to others.
8	Leaves grow from the target's limbs, lasting 24 hours.
9	The wielder or a random target turns blue, green, or purple. Permanently.
10	A magical explosion detonates in a Small Blast Template for 3d6 damage, centered on whatever the user targeted.
11	Grass grows in a 160-square-ft area centered on the target of the rod. Foliage that already existed in the area grows to 10 times normal size.
12	A patch of *darkness* in a Large Blast Template appears over the target.
13	The wielder learns the target's surface thoughts (as with *mind reading*) for 1d4 rounds. This can't be resisted.
14	Dancing lights surround the target, negating any Illumination penalties.
15	The target becomes **Ethereal** for five rounds (see page 241).
16	A 3d6 lightning *bolt* strikes the target!
17	The rod summons forth a wild animal. Roll 1d6: 1–2 bear, 3–4 lion, 5–6 cat (or any other animal of the GM's choice, including those in the *Savage Pathfinder Bestiary*).
18	Shimmering colors dance and play over a 40-ft square area directly in front of the rod. Any creature within is blinded. Those affected get a free action to shake off the effects with a Vigor roll at –2 at the start of their turn.
19	1d4x10 gems (1 gp each) shoot forward in a stream. Half hit the target, Distracting him.
20	The target turns to stone (or flesh if stone already), unless it makes a Vigor roll at –2.

Craft: All listed powers; 41,000 gp

STAFF OF HEALING

A white ash staff decorated with inlaid silver runes. (Spirit or Faith)

- *Healing* (1 charge)
- *Relief* (2 charges)
- *Relief* with Restoration (3 charges)
- *Healing* with Neutralize Poison or Disease (1 charge)

Price: 29,600 gp; **Weight:** 5 lbs.
Craft: All listed powers; 14,800 gp.

STAFF OF LIFE

A staff of life is made of thick polished oak shod in gold and decorated with sinuous runes. (Spirit or Faith)

- *Healing*, with Greater Healing (2 charges)
- *Resurrection* (5 charges)

Price: 109,400 gp; **Weight:** 5 lbs.
Craft: All listed powers; 79,700 gp.

STAFF OF NECROMANCY

This staff is made from ebony or other dark wood and carved with images of bones and skulls mingled with strange spidery runes. (Smarts or Spellcasting)

- *Fear* (1 charge)
- *Drain Power Points* (2 charges)
- *Lower Strength* (2 charges)
- *Zombie* with Permanent (3 charges)

Price: 82,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 41,000 gp.

STAFF OF POWER

The staff of power is a very potent magic item with offensive and defensive abilities. (Smarts or Spellcasting)

- *Light* (continual flame; 1 charge)
- *Blast* (fireball; 1 charge)
- Minor *fly* (levitate up and down only) for one minute (1 charge)
- *Bolt* with Damage (lightning bolt; 3 charges)
- *Bolt* (magic missile; 1 charge)
- *Lower Strength* (2 charges)
- *Burst* (cone of cold; 2 charges)
- *Arcane protection* (1 charge)
- *Barrier* (12-ft-diameter spherical wall of force around the caster only; 2 charges)

Additional Abilities: A staff of power is +1 Fighting and causes Str+d6+1. If a charge is expended after a successful hit, the user adds +d6 to his damage.

Retributive Strike: A staff of power can be broken as an intentional and retributive strike. This takes a limited action but no roll is necessary. All charges currently in the staff are instantly released in a 6" (12 yard) spread.

Every being in a Large Blast Template takes Xd6 damage, where X is the number of charges left in the staff. This can be Evaded, but those who evade still take half damage.

When a character breaks the staff roll a d6. On a 4+, the character is safely shunted to another plane of existence (and must then find his own way back). On a 1–3, the staff's incredible energy disintegrates him.

Price: 235,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 117,500 gp.

SCROLLS

Scrolls contain magical words, runes, and glyphs a user can activate by reading them aloud.

Each scroll has one power inscribed onto it, including possible Power Modifiers if listed in its description. A character must have the scroll in hand and may not read more than one scroll per turn.

Reading a scroll is an action and requires a Smarts roll or arcane skill roll (caster's choice). If the roll is successful, the power activates and the scroll fades. A reader may try again if the roll fails, but a Critical Failure means the scroll crumbles to dust without activating the power.

Craft: The cost of a scroll is equal to its power's Rank × the number of Power Points it uses; then multiply that total by 25 gp. A scroll of *bolt* with AP 2, for example, is 1 (Novice) × 2 (Power Points) × 25 gp= 50 gp. A scroll's market price is double its cost to craft.

WANDS

A wand is a thin baton that casts a single power, including any Power Modifiers, each time it's activated. To activate a wand, a character must point it in the direction of the target or area, and make a Smarts or arcane skill roll (her choice) as an action. A failure still uses a single charge. A Critical Failure also causes Fatigue to the wielder.

Wands are small and may be used in melee, while grappling, or other tight circumstances.

Charges: A wand has 25 charges when created, and cannot recharge. Each use consumes a charge.

Craft: The cost of a wand is equal to the cost per charge (using the same formula as for Scrolls on page 218) multiplied by the number of charges. A fully charged wand of *dispel*, for example, costs (1 × 1 × 25 × 25) 625 gp. A wand's market price is double its cost to craft.

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.

AMULET OF NATURAL ARMOR

This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh. The wearer gains a bonus to Soak rolls. The bonus is +1 (minor) or +2 (major).

Price: 18,000 gp (minor), 32,000 gp (major); **Weight:** —.
Craft: *Boost Trait;* 9,000 gp (minor), 18,000 gp (major).

AMULET OF THE PLANES

Anyone looking closely at this black circular amulet sees a dark, moving, swirl of colors. The wearer can use the amulet to cast major *plane shift* once per day, but it is a difficult item to master.

The user makes a Smarts −2 roll to make the amulet take her to the plane (and the specific location on that plane) she wants. If she fails, roll a die. Odd, the amulet transports her and all those who have linked hands with her to a random location on that plane. Even, it takes her to a random plane (see page 161).

Price: 120,000 gp; **Weight:** —.
Craft: *Plane shift;* 60,000 gp.

BAG OF HOLDING

This common-looking cloth sack is about 2' by 4' in size, but inside it opens into a vast nondimensional space. Whatever is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

If overloaded, the bag of holding and all of its contents are destroyed and lost, forever. Likewise, if the bag is ruptured, it and all its contents are destroyed. The bag's owner can sense the volume used, making it possible to manage the space without accidentally destroying it or its contents.

Storing or retrieving an item from the bag requires an action. Lifeforms put into the bag can live for 10 minutes before being **Incapacitated** (see page 126).

BAG	WEIGHT	MAX WEIGHT	MAX VOLUME
Minor	25 lbs	500 lbs	70 cubic ft
Major	50 lbs	1,500 lbs	250 cubic ft

Price: 5,000 gp (minor), 10,000 gp (major); **Weight:** Special.
Craft: 2,500 gp (minor), 5,000 gp (major).

BAG OF TRICKS

This small sack appears empty, but anyone reaching into it feels a small fuzzy ball. When removed and thrown, the ball turns into an animal that serves the user for 10 minutes, or until it's slain, or *dispelled*.

ROLL D6	GRAY BAG	TAN BAG
1	Bat	Dog/Wolf
2	Rat	Horse
3	Bird of prey	Cat, large
4	Cat, small	Auroch
5	Snake, constrictor	Bear
6	Dog/Wolf	Rhinoceros

The bag can be used once per day, and the chosen animal is random. See the *Bestiary* for available statistics.

Price: 3,400 gp (gray), 16,000 gp (tan); **Weight:** —.
Craft: *Beast Friend;* 1,700 gp (gray), 8,000 gp (tan).

BELT OF DWARVENKIND

This belt gives the wearer +2 to Persuasion and Intimidation checks when dealing with dwarves, +1 with gnomes and halflings, and –1 with anyone else.

The wearer can also understand, speak, and read Dwarven. If the wearer is not a dwarf, he gains Darkvision 10" (20 yards).

Price: 14,900 gp; **Weight:** 1 lb.
Craft: Dwarf, *speak language;* 7,450 gp.

BELT OF PHYSICAL MIGHT

The golden buckle of this belt depicts a fearsome animal. The wearer's Agility, Strength, or Vigor is increased one die type (minor) or two die types (major), as long as it's worn. The attribute is chosen at creation or rolled randomly if found.

EXTRA-DIMENSIONAL SPACES

Some powers and magic items use extra-dimensional spaces. The bag of holding, the handy haversack, and the portable hole are the most notable.

These items create a space that doesn't exist in any dimension, and so they don't function inside another extra-dimensional space. For example, the contents of a bag of holding taken into an extra-dimensional space with *plane shift* become inaccessible until the bag leaves the space.

The bag of holding and the portable hole have special considerations.

If a bag of holding is put into a portable hole, a rift to the Astral Plane opens: both items and their contents are sucked into the void and lost forever.

If a portable hole is placed into a bag of holding, a gate to the Astral Plane opens. Both items are destroyed, while all creatures in a four-yard radius are drawn to the plane.

Price: 16,000 gp (minor) or 36,000 gp (major); **Weight:** 1 lb.
Craft: *Boost Trait;* 8,000 gp (minor), 18,000 gp (major).

BELT OF PHYSICAL PERFECTION

This golden buckle depicts a fearsome animal. Two of the following attributes are increased one die type (minor) or two (major): Agility, Strength, or Vigor, as long as it's worn. These attributes are chosen at creation or rolled randomly if found.

Price: 40,000 gp (minor) or 90,000 gp (major); **Weight:** 1 lb.
Craft: *Boost Trait;* 20,000 gp (minor), 45,000 gp (major).

BOOTS OF ELVENKIND

These soft boots grant the wearer a free reroll on all Stealth checks.

Price: 2,500 gp; **Weight:** 1 lb.
Craft: Elf, *invisibility*; 1,250 gp.

BOOTS OF LEVITATION

These soft leather boots are incredibly light and comfortable, with thin soles reinforced by strips of tough hide that provide an unexpected amount of support and protection. On command, they grant the wearer minor *fly*, but only move up or down!

Price: 7,500 gp; **Weight:** 1 lb.
Craft: *Fly;* 3,750 gp.

BOOTS OF SPEED

Three times per day the wearer can click her heels together (a limited free action) to gain the benefits of minor *speed* with the Quickness modifier.

Price: 12,000 gp; **Weight:** 1 lb.
Craft: *Speed;* 6,000 gp.

BOOTS OF STRIDING AND SPRINGING

These boots increase the wearer's Pace by 2, and add +2 to Athletics (jumping) rolls.

Price: 5,500 gp; **Weight:** 1 lb.
Craft: *Speed;* 2,750 gp.

BOOTS, WINGED

On command, these ordinary-looking boots sprout wings from the heels to grant the

wearer the minor *fly* power. He can fly three times per day for up to five minutes per flight.

Price: 16,000 gp; **Weight:** 1 lb.
Craft: *Fly;* 8,000 gp.

BOTTLE OF AIR

When taken to any airless environment, this corked glass bottle retains air within. Anyone who holds it can breathe from it as an action.

Price: 7,250 gp; **Weight:** 2 lbs.
Craft: *Environmental protection;* 3,625 gp.

BRACELET OF FRIENDS

This silver bracelet has four charms. The owner may designate one person known to him to be keyed to each charm. When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot along with his gear (this fails if the target is on a different plane).

The target knows who is calling, and the bracelet of friends only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless.

Price: 19,000 gp; **Weight:** —.
Craft: *Teleport;* 9,500 gp.

BRACERS OF ARMOR

These wrist or arm guards surround the wearer with an invisible but tangible field of force. They grant an Armor bonus of +2 (minor) or +4 (major), which does not stack with worn Armor (use the highest value). The bracers can be freely used regardless of Armor Interference or Armor Restriction.

Price: 16,000 gp (minor), 36,000 gp (major); **Weight:** 1 lb.
Craft: *Protection;* 8,000 gp (minor), 18,000 gp (major).

CANDLE OF TRUTH

This white tallow candle burns for no more than one hour. When alight, it creates a zone of truth in a Medium Blast Template. Anyone within must tell the truth unless they pass a Spirit check at −4. If the candle is snuffed before the hour ends, the effect is canceled and the candle ruined.

Price: 2,500 gp; **Weight:** 1/2 lb.
Craft: 1,250 gp.

CAPE OF THE MOUNTEBANK

On command, as a limited action, this bright red and gold cape allows the wearer to use minor *teleport* once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Price: 10,800 gp; **Weight:** 1 lb.
Craft: *Teleport;* 5,400 gp.

CARPET OF FLYING

This beautiful and intricate rug is able to fly through the air as if affected by a *fly* spell of unlimited Duration. The size, carrying capacity, and speed of the different carpets are shown on the table below.

Each carpet has its own command word that activates it. If the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions and the Piloting skill.

A flying carpet can carry up to double its capacity, but doing so reduces it to Pace 6.

SIZE	DIMENSIONS	CAPACITY	PACE
Small	5 ft by 5 ft	200 lbs	Pace 7
Large	10 ft by 10 ft	800 lbs	Pace 7

Price: 20,000 gp (small), 60,000 gp (large); **Weight:** 8 lbs (small) or 15 lbs (large).
Craft: *Fly;* 10,000 gp (small), 30,000 gp (large).

CHIME OF OPENING

A chime of opening is a foot-long hollow mithral tube. It can be pointed at a container, door, or gate and struck, sending forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on, but only opens one form of lock at a time.

A chime of opening also automatically *dispels* powers locking these portals. A chime can be used a total of 10 times before it cracks and becomes useless.

Price: 6,000 gp; **Weight:** 1 lb.
Craft: 3,000 gp.

CLOAK OF DISPLACEMENT

A cloak of displacement appears as a normal cloak, but when worn, its magical properties distort and warp light waves. This grants the wearer major *deflection.*

Price: 50,000 gp; **Weight:** 1 lb.
Craft: *Deflection;* 25,000 gp.

CLOAK OF ELVENKIND

This dark green cloak grants the wearer a free reroll on all Stealth checks when the hood is drawn over the user's head.

Price: 2,500 gp; **Weight:** 1 lb.
Craft: Elf, *invisibility;* 1,250 gp.

CLOAK OF ETHEREALNESS

This silvery gray cloak absorbs light. On command, the cloak makes the wearer ethereal (per the *intangibility* power). The effect may be dismissed as a limited free action. It works for no more than 10 minutes per day, and the Duration must be expended in one-minute increments.

Price: 55,000 gp; **Weight:** 1 lb.
Craft: *Intangibility;* 27,500 gp.



DECANTER OF ENDLESS WATER

Remove the stopper from this ordinary-looking flask and speak a command word to generate fresh or saltwater. Separate command words determine the type of water as well as the volume and velocity.

- "Stream" pours out one gallon per round.
- "Fountain" produces a five-foot-long stream at five gallons per round.
- "Geyser" produces a 20-foot-long, one-foot-wide stream at 30 gallons per round.

The geyser effect can be used to Push a foe of Size 2 or less. This requires no attack roll, but both the wielder of the decanter and the target must make a Strength roll at −2 or be knocked prone and pushed back 1d6". (This has no effect on creatures of Size 4 or larger.)

The command must be spoken to stop it.

Price: 9,000 gp; **Weight:** 2 lbs.
Craft: 4,500 gp.

DIMENSIONAL SHACKLES

These shackles have golden runes traced across their cold-iron links. Any creature bound within the shackles cannot use *plane shift* or any ability that allows them to leave their current plane of existence. The shackles fit any Small to Large creature.

Price: 28,000 gp; **Weight:** 5 lbs.
Craft: 14,000 gp.

DUST OF APPEARANCE

This fine metallic powder is stored in small silk packets or stoppered ceramic tubes. When the user scatters the dust into the air, it coats everything in a Medium Blast Template. Invisible creatures become visible, stealth checks made by affected creatures are made at −4, and all illusions within are dispelled.

A packet or tube of dust provides one use.

Price: 1,800 gp; **Weight:** —.
Craft: *Detect arcana;* 900 gp.

DUST OF DISAPPEARANCE

This dust looks like dust of appearance and is typically stored in the same manner.

Sprinkling it on a creature or object causes it to become invisible, even to those with magical detection abilities such as *detect arcana.* Only dust of appearance counters dust of disappearance.

Dust of disappearance lasts 2d6 rounds, rolled by the Game Master — the user never knows when the Duration will expire!

Price: 3,500 gp; **Weight:** —.
Craft: *Invisibility;* 1,750 gp.

EFFICIENT QUIVER

This quiver has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to 60 arrow-sized objects.

The second, slightly longer compartment holds up to 18 javelin-sized objects. The third

and longest portion of the case contains as many as six bow-sized objects (spears, staves, or the like).

The quiver can quickly produce any stored item the wearer desires as a free action.

Price: 1,800 gp; **Weight:** 2 lbs.
Craft: *Shrink;* 900 gp.

Elixir of Fire Breath

This strange bubbling elixir bestows the ability to spit gouts of flame. The user can breathe fire as a limited action up to three times after drinking the elixir, dealing 3d6 fire damage in a Cone Template. This can be Evaded.

Unused blasts dissipate one hour after the liquid is consumed.

Price: 1,100 gp; **Weight:** —.
Craft: *Burst;* 550 gp.

Eyes of the Eagle

These spectacles are made of special crystal lenses and fit over the wearer's eyes. They grant a free reroll on Notice checks based on sight.

Both lenses must be worn for the magic item to take effect.

Price: 2,500 gp; **Weight:** —.
Craft: *Farsight*; 1,250 gp.

Feather Token

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below, and each one is usable only once.

A feather token has no specific features to identify it unless its magic aura is viewed — even tokens with identical powers can vary wildly in appearance.

Anchor: Creates an anchor that moors a craft in water, even a rushing river, so as to render it immobile for up to one day.

Bird: Creates a bird that can deliver a small written message unerringly to a designated target. The token lasts as long as it takes to carry the message.

Fan: Forms a huge flapping fan, causing a breeze of sufficient strength to propel a ship (about 25 MPH). The wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to eight hours. It does not function on land.

Swan Boat: Forms a swan-like boat capable of moving on water at Pace 12. It can carry eight horses and gear, 32 human-sized characters, or any equivalent combination. The boat lasts for one day.

Tree: Causes a great oak to spring into being (five-foot-diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: Transforms into a huge leather whip! It wields itself and attacks just like a dancing weapon (see page 211). It has Fighting d8 and causes 2d4 nonlethal damage. The whip lasts no longer than one hour.

Price: 50 gp (anchor), 300 gp (bird), 200 gp (fan), 450 gp (swan boat), 400 gp (tree), 500 gp (whip); **Weight:** —.
Craft: *Conjure item;* 25 gp (anchor), 150 gp (bird), 100 gp (fan), 225 gp (swan boat), 200 gp (tree), 250 gp (whip).

Figurine of Wondrous Power

Each of the several kinds of figurines of wondrous power is a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature. The creature obeys and serves its owner, and unless otherwise stated, understands Common but does not speak.

If a figurine is broken or destroyed in its statuette form, it is forever ruined. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Below are the most common figurines:

Bronze Griffon: A bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to six hours per use. When that time has passed, or when the command word is spoken, the griffon once again becomes a tiny statuette.

Ebony Fly: An ebony fly is the size of a pony (use Light Horse on page 248), with

Flight Pace 12 and no Fighting skill or natural weapons. It can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, it again becomes a tiny statuette.

Golden Lions: These figurines come in pairs and become normal adult male lions (or revert to statuettes) when the command word is spoken. They can be used once per day for up to one hour. If slain, the lions cannot be brought back for one full week.

Ivory Goats: These figurines come in threes. Each goat looks slightly different from the others, and each has a different function:

- **THE GOAT OF TRAVELING:** A speedy and enduring mount equal to a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week — continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for no less than one day before it can again be used.
- **THE GOAT OF TRAVAIL:** This statuette becomes an enormous creature with the statistics of a nightmare (see the *Bestiary*, or use the profile for the Heavy Horse in this book if it isn't available), with the addition of a pair of large, wicked horns (Str+d6). It can be called to life only once per month for up to 12 hours at a time.
- **THE GOAT OF TERROR:** The proper command word causes this statuette to become a destrier-like mount with the statistics of a horned horse (Str+d8+2, may gore) and the Fear −2 Special Ability. It can be used once every two weeks for up to three hours per use.

Marble Elephant: This is the largest of the figurines, about the size of a human hand. Upon utterance of the command word, it grows to the size and specifications of a true elephant. The statuette can be used four times per month for up to 24 hours at a time.

Obsidian Steed: Only careful inspection reveals this small, black, lump of stone vaguely resembles some form of quadruped. On command, it becomes a fantastic mount. Treat it as a heavy horse with the following Innate Powers, usable once per round at will: *fly*, *plane shift*, and *intangibility*. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an obsidian steed becomes ethereal or *plane shifts*, its rider and his gear follow suit.

Onyx Dog: This statuette changes into a creature with the same properties as a dog endowed with Smarts d6. It can communicate in Common and has exceptional olfactory and visual abilities that grant it +1 to Notice checks, Darkvision 10" (20 yards), and the ability to see invisible creatures. An onyx dog can be used once per week for up to six hours. It obeys only its owner.

Serpentine Owl: This figurine becomes a normal-sized horned owl. The transformation can take place once per day, with a maximum duration of eight continuous hours. The owl communicates with its owner by telepathic means, informing her of all it sees and hears.

Silver Raven: This silver figurine turns into a raven on command (but retains its metallic consistency). It obeys the commands of its owner, including delivering written messages, but it has no ability to speak or communicate telepathically. It can maintain its nonfigurine status for only 24 hours per week, but the duration need not be continuous.

Price: 10,000 gp (bronze griffon), 10,000 gp (ebony fly), 16,500 gp (golden lions), 21,000 gp (ivory goats), 17,000 gp (marble elephant), 28,500 gp (obsidian steed), 15,500 gp (onyx dog), 9,100 gp (serpentine owl), 3,800 gp (silver raven); **Weight:** 1 lb.
Craft: 5,000 gp (bronze griffon), 5,000 gp (ebony fly), 8,250 gp (golden lions), 10,500 gp (ivory goats), 8,500 gp (marble elephant), 14,250 gp (obsidian steed), 7,750 gp (onyx dog), 4,550 gp (serpentine owl), 1,900 gp (silver raven).

GAUNTLET OF RUST

This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can cause a nonmagical object (or a three-foot radius of the object) made of iron or iron alloy to crumble into rust.

It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Price: 11,500 gp; **Weight:** 2 lbs.
Craft: *Bolt;* 5,750 gp.

Gloves of Storing

On command, one item held in a hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight.

With a snap of the gloved fingers, the item reappears. A glove can only store one item at a time, and storing or retrieving it is a free action.

Price: 10,000 gp (one glove); **Weight:** —.
Craft: *Shrink*; 5,000 gp.

Gloves of Swimming and Climbing

These supple leather gloves grant +2 to all Athletics (climbing, swimming) checks.

Price: 6,250 gp; **Weight:** 1 lb.
Craft: *Boost Trait;* 3,125 gp.

Goggles of Night

The lenses of these goggles are made of dark, opaque, crystal. The wearer can see through them regardless and gains Darkvision up to 10″ (20 yards).

Price: 12,000 gp; **Weight:** —.
Craft: *Darksight*; 6,000 gp.

Hand of Glory

This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from it as if wearing it herself, and it does not count against her two-ring limit.

The hand can wear only one ring at a time. Even without a ring, the hand allows its wearer to use minor *light* and minor *detect arcana* each once per day.

Price: 8,000 gp; **Weight:** 2 lbs.
Craft: *Detect arcana*, *light*, *zombie*; 4,000 gp.

Hand of the Mage

This mummified elf hand hangs by a golden chain around the character's neck (taking up space as a magic necklace). It allows the wearer to manipulate objects of up to 5 lbs within 5″ (10 yards).

Price: 900 gp; **Weight:** 2 lbs.
Craft: 450 gp.

Handy Haversack

This backpack is constructed of finely tanned, worn leather with brass hardware and buckles. It has one main compartment and two side pouches. Similar to a bag of holding, all three pouches access an extra-dimensional space.

The main compartment holds up to eight cubic feet in volume or 80 pounds of material. The side pouches hold two cubic feet or 20 pounds of weight. Regardless of how much is carried in the haversack, it always weighs five pounds.

The bearer can reach into the compartments or pouches for a specific item and find it on top and available as a limited free action.

Price: 2,000 gp; **Weight:** 5 lbs.
Craft: *Growth/shrink;* 1,000 gp.



Harp of Charming

Every 10 minutes played, the player of this beautiful and ornate harp may make a Performance roll to cast the minor *puppet* power.

If any Performance roll fails, no one in the audience can be affected by the harp for 24 hours.

Price: 7,500 gp; **Weight:** 5 lbs.
Craft: *Puppet;* 3,750 gp.

Hat of Disguise

This normal-looking felt hat grants the wearer minor *disguise* three times per day.

Price: 1,800 gp; **Weight:** —.
Craft: *Disguise;* 900 gp.

Headband of Mental Prowess

A yellow gem is set in the center of this simple copper headband, much like a third eye. It increases the wearer's Smarts or Spirit one die type (minor) or two die types (major), chosen at creation, or rolled randomly if found.

Price: 16,000 gp (minor) or 36,000 gp (major); **Weight:** 1 lb.
Craft: *Boost Trait;* 8,000 gp (minor), 18,000 gp (major).

HEADBAND OF MENTAL SUPERIORITY

Numerous small white gemstones decorate this ornate headband. It increases the wearer's Smarts and Spirit one die type (minor) or two die types (major).

Price: 40,000 gp (minor), 90,000 gp (major); **Weight:** 1 lb.
Craft: *Boost Trait;* 20,000 gp (minor) or 45,000 gp (major).

HORSESHOES OF SPEED

When affixed to an animal's hooves, these horseshoes increase the animal's base Pace by 6. All four shoes must be worn by the same animal to be effective.

Price: 3,000 gp; **Weight:** 12 lbs.
Craft: *Speed;* 1,500 gp.

IOUN STONES

These crystalline stones float in the air within three feet of their owner when activated. The powers of each stone vary depending on its color and shape (see the table below).

A stone's effect is permanent while it's active. If grasped or netted to separate it from its owner, its power is negated until restored.

Price: Varies; **Weight:** —.
Craft: Half market price.

LANTERN OF REVEALING

This hooded lantern reveals all invisible creatures and objects within 5" (10 yards) when lit.

Price: 30,000 gp; **Weight:** 2 lbs.
Craft: *Detect arcana;* 15,000 gp.

MANUAL OF ATTRIBUTE INCREASE

Reading this arcane treatise permanently increases an attribute (chosen at creation) one die type. It takes a full week of Downtime to read the manual and reap its rewards. Once read, the book's magical writing fades.

A single character may only ever increase one attribute via a manual of attribute increase.

Price: 82,000 gp; **Weight:** 5 lbs.
Craft: *Wish;* 41,000 gp.

NECKLACE OF FIREBALLS

This item appears to be a string of beads, usually tied together like a necklace. The wearer understands its true form, however, a gold chain with a number of gold spheres of

IOUN STONES

COLOR	SHAPE	EFFECTS	MARKET PRICE
Clear	Spindle	Sustains creature without food or water.	4,000 gp
Deep red	Sphere	Increases Agility one die type.	20,000 gp
Incandescent blue	Sphere	Increases Spirit one die type.	20,000 gp
Pale blue	Rhomboid	Increases Strength one die type.	20,000 gp
Pink	Rhomboid	Increases Vigor one die type.	20,000 gp
Scarlet and blue	Sphere	Increases Smarts one die type.	20,000 gp
Dark blue	Rhomboid	Alertness (per the Edge).	12,000 gp
Iridescent	Spindle	Sustains creature without air.	18,000 gp
Pale lavender	Ellipsoid	Absorbs 15 Power Points of spells (as a **Rod of Absorption**, see page 215).	30,000 gp
Pearly white	Spindle	Allows a natural healing roll once per day.	80,000 gp
Pale green	Prism	+1 to skill rolls.	120,000 gp
Vibrant purple	Prism	Contains 10 Power Points; recharges 1 per hour.	36,000 gp
Lavender and green	Ellipsoid	Absorbs 30 Power Points of spells (as a **Rod of Absorption**, see page 215).	60,000 gp

two different sizes. The necklace holds three of each size sphere when created.

As a limited action, the wearer can detach and throw a sphere, placing a blast template up to 10" (20 yards) away. The small spheres explode with *blast* in a Small Blast Template. The large spheres explode with *blast* in a Large Blast Template. The blasts can be Evaded. The sphere is consumed when used.

The sphere's power is determined at creation (minor or major *blast*).

The necklace is Hardness 10. If it's ever shattered by a magical fire attack, all remaining beads detonate at once! Resolve each *blast* separately.

Price: 2,700 gp (minor), 5,400 gp (major); **Weight:** 1 lb.
Craft: *Blast;* 1,350 gp (minor), 2,700 gp (major).

Pearl of Power

Average in size and luster, this pearl allows the bearer to recast any one power they've already cast that day (including any Power Modifiers). The user must still make a skill roll to cast the power, but pays no Power Points.

The pearl only allows powers of the determined Rank or lower to be recast.

Price: 16,000 gp (Novice), 36,000 gp (Seasoned), or 64,000 gp (Veteran); **Weight:** —.
Craft: Creator must be able to cast a spell of that Rank; 8,000 gp (Novice), 18,000 gp (Seasoned), or 32,000 gp (Veteran).

Pearl of the Sirens

The beautiful pearl (value of at least 1,000 gp) enables its possessor to breathe in water as if she were in clean, fresh air. Her swim Pace is 9 and she can cast spells and act underwater without hindrance.

Price: 15,300 gp; **Weight:** —.
Craft: *Environmental protection;* 8,150 gp.

Periapt of Health

The wearer of this necklace, a blue gem on a silver chain, is immune to disease, including supernatural diseases.

Price: 7,500 gp; **Weight:** —.
Craft: *Healing;* 3,750 gp.

Periapt of Proof Against Poison

This necklace features a brilliant-cut black gem on a silver chain. The wearer is immune to poison, though poisons active when the periapt is first donned still run their course.

Price: 27,000 gp; **Weight:** —.
Craft: *Healing;*13,500 gp.

Portable Hole

A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight, resulting in a portable, extra-dimensional space.

The portable hole is two yards in diameter when unfolded, but the user can fold it to become as small as a pocket handkerchief. When fully opened, it accesses an extra-dimensional hole four yards deep. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains, traveling with the item.

It contains enough air for one Size 0 creature for 10 minutes.

Price: 20,000 gp; **Weight:** —.
Craft: *Plane shift*; 10,000 gp.

Robe of Blending

Once per day, this simple wool robe grants its wearer major *disguise* with the Size modifier. The user also gains the ability to speak and understand the basic languages of the chosen form.

Price: 8,400 gp; **Weight:** 1 lb.
Craft: *Disguise, speak language*; 4,200 gp.

Robe of Bone

When worn by a character who can cast the *zombie* power, she sees small, undead figures embroidered in this robe's otherwise unremarkable fabric. The wearer can detach one figure per round, tossing it to the ground so that it rises into an actual undead creature. The robe doesn't grant control of the being,

but the wearer may spend 1 Power Point per creature to do so (no roll is required). The Power Points cannot be recovered until the creature is destroyed.

A newly created robe of bones has two embroidered figures of each of the following undead:

- Human skeleton
- Wolf skeleton
- Heavy horse skeleton
- Goblin zombie
- Human zombie
- Ogre zombie

Price: 2,400 gp; **Weight:** 1 lb.
Craft: *Zombie;* 1,200 gp.

ROBE OF SCINTILLATING COLORS

On command, this colorful robe illuminates a 5" (10 yard) radius centered on the wearer. Up to ten times per day, the user can speak the command word to cast a minor *stun* on a single target up to 10" (20 yards) distant. The wearer of this robe benefits from minor *deflection* (ranged).

Price: 27,000 gp; **Weight:** 1 lb.
Craft: *Deflection, stun;* 13,500 gp.

ROBE OF USEFUL ITEMS

A character who dons this simple robe notes it's adorned with small cloth patches of various shapes. Only the wearer can see these patches, recognize them for what items they become, and detach them.

One patch can be detached each round as a limited free action. Doing so causes it to become an actual item as indicated below.

A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (full and lit)
- Mirror (a polished 2-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll 1d12 for each on the table below to determine its nature.

USEFUL ITEMS

D12	RESULT
1	Bag of 100 gold pieces
2	Door, iron (up to 10 feet wide and 10 ft high and barred on one side—must be placed upright, attaches and hinges itself)
3	Gems, 10 (100 gp value each)
4	Ladder, wooden (24 ft long)
5	Mule (with saddlebags)
6	Pit, open (12 ft by 12 ft by 12 ft)
7	Potion of major *healing*
8	Rowboat (12 ft long)
9	Scroll of one randomly determined spell
10	War dogs, pair (treat as dogs)
11	Window (2 ft by 4 ft, up to 2 ft deep)
12	Portable ram

Price: 7,000 gp; **Weight:** 1 lb.
Craft: *Conjure item;* 3,500 gp.

ROPE OF CLIMBING

This strange, magical 20-yard rope is no thicker than a wand but strong enough to support 3,000 lbs. When held and commanded, it snakes its way forward, fastening itself securely wherever the user wants at Pace 3. It can unfasten and return upon command as well.

The rope may also negate situational penalties to Athletics (climbing) rolls where its magical properties can benefit the user (GM's call).

Price: 3,000 gp; **Weight:** 3 lbs.
Craft: 1,500 gp.

ROPE OF ENTANGLEMENT

This 10-yard-long coil of rope looks completely ordinary. On command, however, it lashes out to half its length to entangle a victim.

The rope grants its user the *entangle* power, and is cast with Athletics (throwing).

The rope is destroyed if severed.

Price: 21,000 gp; **Weight:** 5 lbs.
Craft: *Entangle;* 10,500 gp.

Scarab, Golembane

This beetle-shaped pin enables its wearer to detect any golem within 10" (20 yards), although he must concentrate in order for the detection to take place (as an action).

It enables its possessor to ignore up to 4 points of any golem's Armor when attacking with weapons, unarmed attacks, or natural weapons.

Price: 2,500 gp; **Weight:** —.
Craft: *Detect arcana;* 1,250 gp.

Scarab of Protection

This device is a silver medallion in the shape of a beetle. If it is held for one round, an inscription appears on its surface letting the holder know it's a protective device.

When worn, it can absorb up to 12 **Energy Drain** attacks (page 240). After that it turns to powder and is destroyed.

Price: 38,000 gp; **Weight:** —.
Craft: *Arcane protection*; 19,000 gp.

Slippers of Spider Climbing

While worn, a pair of these slippers grants the wearer the minor *wall walker* power. Severely slippery surfaces — icy, oiled, or greased surfaces — make these slippers useless.

Price: 4,800 gp; **Weight:** 1/2 lbs.
Craft: *Wall walker;* 2,400 gp.

Sovereign Glue

This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with a special salve.

When found, a flask holds anywhere from one to seven ounces of the stuff (1d8−1, minimum 1).

One ounce covers one square foot of surface, bonding virtually any two substances together in a permanent union. It takes one round to set. If the objects are pulled apart (as a free action) before that time has elapsed, that application of the glue loses its stickiness and is worthless.

If the glue is allowed to set, attempting to separate the two bonded objects has no effect, except when Universal Solvent (see below) is applied to the bond. Sovereign glue is dissolved by universal solvent.

Price: 2,400 gp; **Weight:** —.
Craft: 1,200 gp.

Stone of Good Luck (Luckstone)

The owner of a luckstone gains the Luck Edge while it's in their possession.

Price: 20,000 gp; **Weight:** —.
Craft: 10,000 gp.

Sustaining Spoon

If this unremarkable utensil is placed in an empty container, the vessel fills with thick, pasty gruel. Although the gruel tastes like warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Price: 5,400 gp; **Weight:** —.
Craft: *Conjure item*; 2,700 gp.

Universal Solvent

This substance dissolves sovereign glue, tanglefoot bags, and any other adhesive. Applying the solvent is an action.

Price: 50 gp; **Weight:** —.
Craft: 25 gp.

Wings of Flying

A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth; or they could be as elegant as a long cape of blue feathers. On command, the cloak turns into a pair of bat or bird wings, allowing the wearer to fly at Pace 12. The wings also grant +2 to Athletics rolls while flying.

Price: 54,000 gp; **Weight:** 2 lbs.
Craft: *Fly*; 27,000 gp.



CHAPTER SEVEN

GAME MASTERING

A group of heroes embarks upon an epic quest. Terrible monsters and bitter rivals oppose them. The elements are against them. Mysteries must be solved, artifacts found, innocents saved.

It's your privilege as Game Master to bring all these fantastic elements to life, challenging your players with adventure beyond their wildest imaginations and providing a framework to find out if they succeed or fail in their ultimate goal.

This is the fun of being a Game Master — creating, managing, and presenting an entire world of excitement and adventure to your friends and peers. It can be one of the most satisfying entertainment experiences in existence and *Pathfinder for Savage Worlds* is designed to help you ruthlessly wring every tension-filled moment and gut-busting laugh from it.

So now you've read the *Pathfinder for Savage Worlds* rules and probably have more ideas than you know what to do with. But before you dive in, let's take a moment to talk about the art of being a good Game Master, leading your group, creating worlds, and putting together memorable and exciting adventures.

LEARNING THE RULES

Don't be intimidated by all the rules of the game. They're meant to handle most everything under Golarion's brilliant sun, but all you need to start is how to resolve Trait rolls and basic combat.

Everything else in this book, from all the combat options to Interludes and Special Abilities can be ignored until you need them.

A great way to familiarize yourself with the basics is to run a simple fight on your own first. Put a fighter and three goblins on the table in front of you and have at it. Your only goal is to get a feel for rolling the dice, figuring totals from Aces and modifiers, rolling and applying damage, and Soaking Wounds.

Once you've got the hang of that, you're ready to run your first game. Don't worry if you and your friends have to look a lot of things up the first few times. And don't be afraid *not* to look things up and just wing it if you're in the middle of a good story and want to move on. The vast majority of the experience is just you and your friends talking and making some skill rolls. All those extra bits are there when you want or need them to help make a decision.

GATHERING THE PARTY

Once you've found a group of friends to play with and settled on a game night, it's time to figure out why their *characters* get together. There are two common ways to handle this.

THE MISSION

Most adventures start with a mysterious character offering a reward for adventurers to complete some quest. Perhaps they're hired in a smoky tavern, summoned by a minor noble, or called on by the Pathfinder Society. Thrown together by fate or circumstance, the heroes must then learn to work as a team.

There's a problem that sometimes arises from this approach. Say you're running your own campaign on Golarion and the mission is to deliver a message to a distant city. But one of the characters in your group is a witch hunter. His player is all excited about making such a unique character, but you need him (and the others) to be a courier for now and accept the assignment to kick off your campaign.

Fortunately, there's an easy fix: let the *player* figure it out. Be honest and tell him this is what you need to get things started. Maybe the witch hunter is simply between leads, has joined the party because he suspects some greater evil is behind their quest, or simply needs to earn gold to buy better arms and equipment for a coming confrontation. Or maybe he just can't refuse to help those in need.

This approach not only helps get things moving but empowers the player and might give your campaign a new and interesting subplot!

FORMER ACQUAINTANCES

You can also start a campaign with all the characters already knowing each other. This works great for getting the game moving, and is very appropriate for *Savage Pathfinder* where the player characters are members of the Pathfinder Society. They know what their friends can do and their basic Edges and Hindrances.

This is also a great way to kick off a convention game where your group only has a few hours to play.



Campaign Types

Different groups like different types of games. Some like lots of combat, others want to explore the world, and some are into deep roleplaying and storytelling. Most people like a good mix. Here are some pointers on each.

Hack and Slash

A hack-and-slash game features lots of combat. With *Savage Pathfinder*, you can throw a *whole horde* at your heroes and give them a few staunch allies or henchmen to help as well!

The best part is that players who just want to delve into dungeons to slay the forces of evil and gather loot can do that. More tactically-minded players can load up on Leadership Edges and direct the actions of hirelings and allies.

Players who like to think on their feet can use the Support and Test rules to defeat foes without ever making a single attack.

Some disparage hack-and-slash campaigns these days, but there's nothing wrong with enjoying a good tactical combat either — and there can be epic roleplaying even in the middle of massive fights.

Exploration

Wandering through lost cities, finding forgotten treasures, or reclaiming fallen civilizations is exciting for explorer-types. The Great Unknown lurks behind every pile of toppled columns on Golarion, and incredible treasures await those brave enough to take them from their mysterious guardians.

The trouble with exploration games is that they're often difficult for you, the Game Master, to create. All those incredible surprises, fearsome beasts, and awesome treasures have to be created, of course. Fortunately, *Savage Pathfinder* makes it easy to quickly create just about any creature, magic item, or other surprise you can dream up.

One important tip here. The players don't have access to your creatures' statistics unless you show them. If you describe mysterious creatures of different shapes and sizes, they won't know they're all basically the same stats with just cosmetic or descriptive differences.

It's hard to describe wonders in a game and keep them exciting. Ancient vases, strange pictograms, and archaeological sites set a great tone for exploration-style games but unless they convey meaning or occasionally provide some sort of game effect players can get bored quickly. It's hard for most to stay excited about detailed descriptions of Thassilonian urns. Give them an occasional urn with a hidden bag of gold coins, or better yet an ancient wine that miraculously relieves Fatigue, and they'll be much more interested in sifting through the wreckage of some fallen empire.

Roleplaying

Perhaps the trickiest type of campaign to run is one that involves deep roleplaying. It's easy to handle rules-wise — there likely won't be much die rolling. The tricky part is knowing when to push the team into a new situation or event and when to just let them talk to each other or your nonplayer characters.

Being able to create characters and creatures on the fly helps tremendously here. You can jot down a few notes about a character's most important Edges, Hindrances, or skills and move on. That way you can concentrate on giving your Extras more personality and worry less about calculating their Parry or Toughness — at least until they get into a fight!

Giving everyone time to get into character and express themselves is a massive part of the roleplaying game experience — just make sure there's some sort of quest or overarching goal to drive them.

Mysteries

The rich lore and detailed backstories of Pathfinder's Adventure Paths provide many opportunities to solve mysteries. These are rich in roleplaying and puzzle-solving and can be the most rewarding for players. Just make sure all the clues are available one way or another, and break up the investigations and research with an occasional event or action that lets everyone shine. Sifting through ancient books for information isn't usually the forte of barbarians and fighters, after all.

ENEMIES & ENCOUNTERS

Creating exciting encounters is the heart of most adventures in *Savage Pathfinder*! Our heroes must explore deep caverns, delve into tombs infested with blasphemous undead, battle bandits in dark forests, and more.

Designing fast, furious, fun encounters is more art than science, but this section offers some advice you can use to get started.

DESIGNING ENEMIES

The rules for character creation and Advancement are there to provide balance for *player characters.* They *aren't* designed for nonplayer characters and monsters.

We recommend the latter abide by their Edges' Requirements in general, but otherwise they should have whatever Traits and abilities the GM feels are appropriate. Spend your time and energy on the plot of the game or how best to entertain your group rather than adding up character points.

DESIGNING ENCOUNTERS

Savage Worlds doesn't use challenge ratings for combat encounters. Terrain, Acing damage, and the infinite number of interactions of Edges, weapons, armor, and powers are just too variable for a concrete formula.

We know this makes it difficult for new Game Masters to know how many villains or monsters are a good challenge for the party, so here's some general advice.

Start by comparing the enemy's skills, damage output, and special abilities to the player characters, then look at the table below to get an idea how many enemies should make a decent encounter for your heroes:

IF THE ENEMY IS...	THE PARTY FACES...
Weaker	Wild Card leader plus three to four Extras per hero.
About the Same	Wild Card leader plus two Extras per player character.
Slightly Stronger	Wild Card leader, one Extra per hero plus an additional one for every two heroes.
Stronger	Wild Card leader plus one Extra per player character.
Much Stronger	Three to five Extras or one or two powerful Wild Cards.

- Assume a Wild Card enemy is worth about three Extras of the same type.
- Think about a creature's strengths and weaknesses, and vice-versa. Flying foes with ranged attacks will make short work of a party overly focused on melee. A coven of evil mages won't have much luck against



heavily magic-resistant heroes. Let the party's advantages shine sometimes — they built for that. If they attack the same type creatures again, though, they're likely to have learned from others' mistakes!

- If a creature's Toughness is higher than the maximum damage (ignoring raises and Aces) of more than half the party, and assuming its damage is significant, it's likely to be a dangerous threat. You might want to make sure there's a "trick" to the encounter: the monster has a weakness to certain types of attacks, can be defeated by the environment somehow, or can be distracted long enough to achieve the party's goals.
- Even relatively weaker creatures such as zombies or goblins can be terrifying in Savage Pathfinder when attacking in a horde given the Gang Up bonus and Acing dice!

Failure

Most encounters in *Pathfinder for Savage Worlds* should be reasonably balanced for the expected power level of the group, but this isn't always the case. Sometimes it's just as interesting for the players to evaluate a situation and realize they probably can't win — at least not by charging in, swords drawn. This is desirable on occasion as it encourages the group to think, plan, and come up with clever solutions to challenging situations.

Game Masters should never be afraid to let the opposition flex their muscles. These are *savage* worlds, after all, and triumphing against these foes should be a major accomplishment — not a given.

If a fight is going poorly, look for ways to reward the heroes with Bennies. That will help them get better Action Cards, make vital Trait or damage rolls, and Soak Wounds.

If the party still fails, **don't be afraid to let them!** Failure doesn't have to mean death. They might need to retreat and regroup, or they might be captured and healed (even the "dead" heroes). Maybe the captives must now escape a horrible dungeon, battle in an arena for their captors' amusement, or perform some other task to earn their freedom. Remember that the greatest heroes of film and fiction often experience terrible setbacks. How they pick themselves up and carry on after is what truly defines them.

Running the Game

Pathfinder for Savage Worlds was designed from the ground up to make the job of the Game Master as easy as possible. The designers want to let you put your efforts into making incredible and exciting memories with your friends.

That means you can concentrate on creating intricate plots, tricky puzzles, and interesting characters. You might have to track a few Wild Card villains' Wounds, but other than that there are just a few core statuses to keep up with.

Take advantage of these things to give yourself a break and run a game like you never have before. If you *want* to spend a lot of time on your campaign, make some cool props, work on your plots and subplots, and give your monsters a few memorable Special Abilities (and maybe even playtest them by yourself to make sure they work how you want).

Awarding Bennies

Bennies are the true economy of *Pathfinder for Savage Worlds*. They allow you to reward creative players for their actions, entertaining the group, and playing in character.

New *Pathfinder for Savage Worlds* Game Masters often forget to award them or are afraid Bennies will make things too easy for the party. They won't. When players have lots of Bennies, they tend to spend them on what's important to their character rather than just hoarding them to stay alive. If Bennies are scarce, they'll definitely do the latter.

Too, the game's balance is built around their constant flow. Remember that rerolls guarantee *nothing*. A player might spend five Bennies on a simple Notice roll and *still* fail. It's not likely, but it's definitely possible.

So, when do you award them? Anytime a player does something clever, finds an important clue, or roleplays his Hindrances or background.

If a Loyal character jeopardizes his life (or the quest!) to save his comrade, he definitely deserves a Benny for his efforts. If a Slow hero



tells the others to go on while he stays back to fight the pack of wolves at their heels because he knows he's slowing down the rest of the group, reward him for it!

It also never hurts to reward a player for a great line or side-splitting in-game joke; or even better when she pulls off a serious and dramatic moment.

Once a player has been rewarded, you can stop or slow down rewarding the same behavior. A running joke shouldn't grant a Benny every time it's mentioned, for example. Risking real danger for the Heroic Hindrance in different encounters or events, however, should result in multiple rewards.

Players who are low on Bennies should also remember to try something different or clever rather than just making their usual attacks. Ham it up for the group and help tell a memorable story and the GM should reward them.

Bennies usually flow at the start of the adventure as players roleplay and get used to the game. They slow down later once those traits have been rewarded a few times already. By the climax, Bennies might be fairly scarce, both in the players' stacks and as rewards. Then they have to rely on Jokers or those really big moments for rewards — jumping on the dragon's back, leaping through a stained glass window, a particularly good Taunt against the villain, and so on.

IMMERSION

Let's talk about how to run an engaging and immersive game.

Start with the novelist's trick — show don't tell. If the people in a town are friendly, have a smiling merchant offer a small piece of fruit to the newcomers, welcoming them to his village. If the town is plagued by insidious terrors, depict its citizens as standoffish, unfriendly, and suspicious.

Don't talk in terms of numbers and rules when describing enemies and monsters, especially at the beginning of an encounter. A "large, lanky, green-skinned creature with drool dripping from its fangs and beady black eyes" is much more frightening than "a troll."

That's not to say you should never tell the players what Edges your villains have.

Players might also get tense knowing the master swordsman has Improved Frenzy and Improved Block, or the horror lurking in the fetid green pool gets four tentacle actions.

Interpret the Die Rolls

Savage Pathfinder frequently features wild and unpredictable die rolls. When this happens, go with it! If a hero has to jump from a runaway wagon as it careens out of control and makes an amazing Athletics roll, describe how he leaps into the air, tucks and rolls on the ground, and comes up on his feet with perfect balance. Similarly, don't be afraid to throw some bad luck at him when he gets a really poor roll. Maybe a character sleds down a mountain to escape a rampaging yeti and rolls snake eyes! Describe how he tumbles, rolling and tumbling through the cold, wet snow as the beast bounds after its fallen prey.

Your players will love the extra embellishment. They'll feel powerful and cool when the dice are nice, and danger and excitement when the dice betray them, especially if you take a moment to make the setback interesting. That's what makes a Critical Failure on a Fighting attack, for example, go from feeling like a lost turn to a memorable part of the story.

Pacing

A good Game Master must pay attention to the pace of the game. Sometimes your friends will want to take their time roleplaying their characters, interacting with the world, or even just joking out of character and enjoying the social aspect of the game. If this goes on too long, however, they may need a little prodding.

This can be especially true in open adventures such as a murder mystery that require the players to figure out where their characters go and what they should do.

If most or all of the group is roleplaying, smiling, and having a good time—leave them alone. Let them set the tempo. If you notice some of your players are left out or looking a little bored, prod the group to see what they want to do next. If they seem lost, ask someone to recount the clues or situation as they understand it and help them fill in the gaps. This is often enough to spark an idea or lead they want to follow up on.

Finally, don't be afraid to contrive an encounter that gives the group a new path to follow. Maybe the team is attacked by their rivals and in the aftermath are able to gather a new clue from the survivors.

Combat Pacing

Just as important as keeping the plot moving forward is making sure combats are fast and furious. As you count down the Action Cards, make each player tell you what his character is doing fairly quickly. If he needs a moment, put his character on Hold and move on to the next player.

If you feel the scene should be particularly dramatic and a player doesn't announce his character's intentions quickly enough, start counting down… "What do you do? 5, 4, 3…!" That will get all the players' blood pumping and reinforce the notion that their characters are in a dangerous situation that requires quick decisions and big heroics. Most of the time, rush things along. Make them feel the urgency of combat. Make them a little nervous. Make them realize things are desperate and that the next die roll better be a good one.

That's not to say there aren't times when you want to give a player a moment to think—particularly if they have a big plan or need to look up something really important, like the details of a power or a special rule.

You might also occasionally give the entire group a moment. If a terrible foe shows up after a few rounds of combat, a quick bathroom break gives everyone a moment to soak in the fact that things just got more challenging.

"Read the room," and play up the drama befitting your scenario, the environment, and the party's mood, and let them plan and strategize a bit if it makes sense or will benefit the game.



CHAPTER EIGHT

BESTIARY

This selection of creatures and monsters details the special abilities possessed by the monsters your heroes must fight. Also included are some commonly occurring beasts of Golarion. You'll find dozens more exotic and dangerous fearsome foes in the *Pathfinder for Savage Worlds Bestiary*.

SPECIAL ABILITIES

ALL-AROUND VISION

A few creatures possess the remarkable ability to see in all directions, usually because of unique physical features. Creatures with All-Around Vision ignore 1 point of Gang Up bonuses, add +2 to Notice rolls made to resist attacks from Stealth, and cannot be the target of a Sneak Attack.

ANCESTRY

Many humanoids have universal features common to their ancestry. These include Special Abilities, Edges, and Hindrances. Goblins have Darkvision, Size –1, and Greedy (Major), for example. Some non-humanoids and other creature types may also have a universal set of features — such as archons, demons, and devils — when there are different versions within a creature category.

Instead of listing each of these features separately, they are listed together in one bullet in the creature's stat block, such as "Ancestry (Goblin)" or "Archons."

AQUATIC

The creature is native to the water. It is 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. Creatures like a stegosaurus generally have 4 or more points of protection. Supernatural creatures may have much higher Armor values. A living statue, for example, might have 8 points of Armor or more.

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

See **Natural Weapons,** page 242.

BLINDSENSE

A creature with this ability can perceive its environment using nonvisual senses. This includes a keen sense of smell, echolocation, or sensing vibrations in the ground or even in the air. These creatures 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** on page 129). A few specific creatures, such as blue and black dragons, use the Stream Template.

All breath attacks may be Evaded (see **Evasion** on page 132).

Unless the creature's description says otherwise, breath attacks 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 as an action, and may erupt from the ground at any point within its burrowing Pace in the same turn. It cannot be attacked while beneath the earth unless the attacker has some special means of detecting it and penetrating the intervening dirt.

Burrowing creatures erupt from beneath their opponents 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. If the burrower wins, the target is Vulnerable *to it only*. With a raise, the burrower gets The Drop. Targets on Hold may attempt to interrupt the attack before it occurs.

Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

Class Abilities

When a creature has a Class Edge, the specific features of the Edge are listed in a single bullet. A goblin warchanter, for example, has the Bard Class Edge, with all its features listed in a single bullet labeled "**Class Abilities (Bard)**."

Claws

See **Natural Weapons,** page 242.

Construct

Golems and other animated objects are collectively called "constructs." Some are sentient beings while others are mere automatons following the will of their masters.

Whatever their origin or material, constructs have several inherent advantages over creatures of flesh and blood.

Constructs add +2 when attempting to recover from being Shaken, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, and Wounds are removed with Repair instead of Healing with no "Golden Hour."

Darkvision

Some creatures on Golarion possess the extraordinary ability to see without a light source. Creatures with this ability ignore penalties for Illumination up to 10" (20 yards).

Elemental

Air, earth, fire, and water form the basis of the elemental realms, wherein dwell strange, unfathomable creatures.

Elementals have bodies of pure earth, water, air, or fire and are immune to damage, effects, or Trappings that match their native element. They also ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat, are immune to disease and poison, and can only be healed via magic or natural healing.

Energy Drain

With a successful touch or attack, a victim must make a resistance roll (usually with Vigor) or lose a die type in the targeted attribute.

If the attack would reduce an attribute below d4, the victim is Incapacitated until healed or he recovers a lost die type (see below). If the targeted attribute was Vigor, he must make a Vigor roll at the end of his next turn or perish.

Recovery: Unless slain, a victim recovers one die type every 24 hours, or if given respite with the Restoration modifier of *relief*.

Environmental Resistance

The creature is resistant (but not immune) to a particular type of energy or matter such as cold, heat, electricity, cold iron, etc.

Damage from that source is reduced by 4, and the being adds +4 to resist matching hazards and powers with a similar Trapping.

Environmental Weakness

The creature is susceptible to a particular type of energy or matter, such as cold, heat, electricity, cold iron, etc.

The creature takes +4 damage from that source, and subtracts 4 when resisting hazards or powers with a similar Trapping.

Ethereal

Ghosts, shadows, will-o'-wisps, and similar intangible creatures have no form in the physical world (or can turn it on and off at will). They can pass through physical objects, cannot be harmed by nonmagical attacks, and cannot even be seen unless they desire to be. Ethereal creatures are affected by magical items, weapons, and supernatural powers.

Unless their description says otherwise, ethereal creatures can throw objects, wield weapons, or even push terrified heroes down long, dark stairs.

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 on page 150 for effects.

Fearless

Mindless creatures, such as some undead, constructs, and the like, don't suffer from the weaknesses of the mortal mind. Fearless creatures are immune to Fear effects and Intimidation. They may still be Taunted, however (usually because it draws their attention rather than causing emotional distress).

Flight

The creature can fly at the listed Pace. It uses its Athletics to maneuver in chases or other situations.

If a creature's Pace is at least 24 and it's flying, attackers subtract 1 when making attacks against it. If its Pace is 48 or higher, attackers subtract 2.

Gargantuan

Gargantuan creatures are those that are at least Size 12 or higher. They have Heavy Armor (not to be confused with the heavy category of personal armor), can take three additional Wounds, and their attacks count as Heavy Weapons.

Stomp: A Gargantuan creature may stomp by using an area effect template (the size of the template is determined by the GM based on the monster's "footprint"). The attack ignores Scale modifiers and is an opposed Athletics vs Agility roll (defenders roll individually). Those who can't get out of the way are stomped for damage equal to the monster's Strength damage.

Hardy

Very tough or determined creatures do not fall from lesser injuries, no matter how many they suffer. A decisive blow is needed to put one of these tenacious creatures down.

If the beast is Shaken, another Shaken result doesn't cause a Wound.

Horns

See **Natural Weapons,** page 242.

Immunity

Creatures born in fire aren't affected by heat, and a horror made of pure lightning won't suffer from a *bolt* attack with an electrical Trapping. Immunities are to specific types of attacks, such as fire, cold, electricity, and so on. Such creatures don't have **Invulnerability** (see below), they just ignore damage and Stun results from the specific attack types named.

Infection

A vampire's bite, a horrid spider-like creature that injects eggs into its victim's skin, or the

scratches of certain vermin might all cause Infection.

A character Shaken or Wounded by a creature with Infection must make a Vigor roll. Modifiers to the roll are listed in the creature's description, as are the effects of failure.

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.

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).

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). A Critical Failure still 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.

INVULNERABILITY

Invulnerable creatures ignore damage as listed in their description. Unless otherwise specified, they can be Shaken or Stunned but not Wounded by other forms of damage. An ancient dark god, for example, might only be vulnerable to relics of a rival deity.

LOW LIGHT VISION

Low Light Vision ignores penalties for Dim and Dark Illumination (but not Pitch Darkness).

MINDLESS

This creature is immune to *puppet*, Intimidation, Taunt, and any attempts to manipulate it with any abilities that Test its Smarts.

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. Here are additional notes for each type of attack:

- **BITE:** The creature may bite a target it has grappled (most attackers can only crush their prey, see **Grappling**, page 133).
- **CLAWS:** +2 to Athletics (climbing) rolls on any rough or soft surface (not sheer steel, glass, etc.).
- **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.

NIGHT VISION

Some creatures thrive in the deepest darkness. Creatures with Night Vision ignore all Illumination penalties.

PACK TACTICS

This creature also applies its Gang Up bonus to damage rolls.

PARALYSIS

Paralyzing poisons are covered under Poison, below. Other creatures might paralyze their victims with magic, electricity, or other sources. Victims Shaken or Wounded by a paralyzing effect are Stunned but can't attempt to recover for d4+1 rounds (or longer if otherwise specified).

POISON

Snakes, spiders, and other creatures inject poisonous venom via bite or scratch. To do so, the thing 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 in the **Hazards** section (page 151).

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.

Regeneration

Hydras, trolls, vampires, and other legendary creatures can Regenerate their injuries.

Regeneration comes in two types: Fast and Slow.

- **FAST:** Wounded creatures make a Vigor roll every round — even after they've been Incapacitated. Success heals one Wound (or removes Incapacitated status), and a raise heals an additional Wound. Wounds caused by some types of damage, listed in the creature's description, do not regenerate but may still heal naturally. Trolls cannot regenerate Wounds caused by flame, for example.
- **SLOW:** The creature makes a natural healing roll once per day.

Rending Attack

Some creatures have especially vicious claws or weapons. 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.

Resilient/Very Resilient

Some creatures, such as ogres or dire versions of common animals on Golarion, are tough to put down.

Resilient Extras can take one Wound before they're Incapacitated; Very Resilient Extras can take two. Wild Cards can't be Resilient or Very Resilient. The abilities exist to bring select Extras a little closer to the heroes and villains who lead them.

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.

Scale modifiers are explained under **Size & Scale** on page 138.

Additional Wounds: Large creatures can take an additional Wound, Huge can take two, and Gargantuan three. The maximum Wound penalty is always 3. This stacks with **Resilient/Very Resilient** (see above).

Such creatures typically have Reach equal to the additional Wounds granted by Size.

Stun

A creature with this ability often has an electrical attack, mild toxin, mind lash, or similar trapping. When it successfully hits a character (even if it causes no damage), she must make a Vigor roll minus any listed penalties or be **Stunned** (page 138).

Swallow Whole

Certain massive creatures with gigantic maws can swallow their prey whole. This usually requires a successful bite attack. See the creature's description for details and how prey might escape this dire fate!

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 two or four) 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, roll 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 when moving at least 5" (10 yards) in a straight line. This usually applies only when the opponents are at least two Sizes smaller. See the creature's description for any special conditions or effects.

Anyone in the creature's path must Evade or take the listed damage. Those it tramples may make an attack on it after it passes, if possible (see **Withdrawing from Melee** on page 141), unless it has Extraction or a similar ability.

Undead

Zombies, skeletons, and similar physical horrors are particularly difficult to destroy. In most cases, undead creatures are Evil, but there are exceptions. Below are the benefits of being such an abomination.

Add +2 to Toughness and Spirit rolls to recover from being Shaken, ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, ignore penalties for Illumination up to 10" (20 yards), and can only be healed with magical *healing*.

Unstoppable

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made). Certain Weaknesses or magic items ignore this ability, as does an attacker acting on a Joker.

Wall Walker

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.

Weakness

Some creatures can only be hurt by certain substances, are debilitated by sunlight or holy symbols, or might perish immediately if affected by some holy relic, rare object, or magical item. A Weakness not covered by **Environmental Weakness** (page 241) is listed here along with the specific rules and conditions required to trigger it.

Types

This bestiary categorizes creatures within thirteen distinct Types. These categories are referenced in other *Savage Pathfinder* rules.

- **Aberration:** Rare creatures with bizarre anatomy, strange abilities, or other alien characteristics.
- **Animal:** Any living vertebrate creature with no magical abilities and no innate language or culture. Smarts is relative to the animal world, as indicated by the (A) as a reminder of "animal intelligence."
- **Construct:** An artificially created object or creature.
- **Dragon:** The family of legendary magical reptilian creatures, usually winged.
- **Fey:** Supernatural creatures, usually humanoid in appearance, with connections to nature or some other fantastical realm.
- **Humanoid:** Biped creatures, with a human-like head, torso, and limbs. Humanoids usually possess language and form cultures.
- **Magical Beast:** Similar to Animals, creatures of this Type possess some kind of magical or supernatural ability.
- **Monstrous Humanoid:** Similar to Humanoids, these creatures have some

SIZE TABLE

Use the examples below to estimate the Size of creatures and vehicles not included in the *Bestiary*. Mass is usually enough to determine its Size and Toughness bonus, but account for overall dimensions as makes sense.

Tiny creatures have a Strength score of 1. They can't make a Strength roll (and therefore can't Ace or get bonus damage). They can damage creatures with a Toughness of 1, but can only harm Small or larger beings if they swarm together (see **Swarms** in the *Bestiary*).

SIZE / TOUGHNESS BONUS	TYPICAL STRENGTH RANGE	SCALE MODIFIER	TYPICAL HEIGHT / LENGTH UP TO...	MASS UP TO...	EXAMPLE CREATURES
TINY					
–4	1	–6	6″	<4 lbs	Crow, mouse
VERY SMALL					
–3	d4–3	–4	18″	16 lbs	House cat, quasit
SMALL					
–2	d4–1	–2	3′	32 lbs	Cockatrice, bobcat, mephit
NORMAL					
–1	d4 to d6	—	4′	125 lbs	Child, wolf, halfling, goblin
0	d6 to d12	—	6′	250 lbs	Human, dire wolf
1	d8 to d12+1	—	8′	500 lbs	Large human, gorilla, lion, orc
2	d10 to d12+2	—	9′	1000 lbs	Bear, hill giant, horse, ogre, yeti
3	d12 to d12+3	—	12′	2000 lbs	Stone giant, war horse, wyvern
LARGE (+1 WOUND)					
4	d12+1 to d12+4	+2	15′	2 tons	Frost giant, hydra, ogre spider
5	d12+2 to d12+5	+2	18′	4 tons	Fire giant, mammoth, giant slug
6	d12+3 to d12+6	+2	24′	8 tons	Drake, storm giant
7	d12+4 to d12+7	+2	30′	16 tons	Adult dragon, shoggoth
HUGE (+2 WOUNDS)					
8	d12+5 to d12+8	+4	36′	32 tons	Roc, elder air elemental
9	d12+6 to d12+9	+4	50′	64 tons	Purple worm, phoenix
10	d12+7 to d12+10	+4	63′	125 tons	Tarn linnorm
11	d12+8 to d12+11	+4	75′	250 tons	Goliath spider
GARGANTUAN (+3 WOUNDS)					
12	d12+9 to d12+12	+6	100′	500 tons	Tarrasque
13	d12+10 to d12+13	+6	125′	1K tons	
14	d12+11 to d12+14	+6	150′	2K tons	
15	d12+12 to d12+15	+6	200′	4K tons	
16	d12+13 to d12+16	+6	250′	8K tons	
17	d12+14 to d12+17	+6	300′	16K tons	
18	d12+15 to d12+18	+6	400′	32K tons	
19	d12+16 to d12+19	+6	500′	64K tons	
20	d12+17 to d12+20	+6	600′	125K tons	

monstrous features or characteristics, as well as magical or beastly abilities.

- **OOZE:** Mindless amorphous creatures, Oozes often consume resources and pose environmental hazards to other creature Types.
- **OUTSIDER:** Although these creatures resemble other Types, their origin, or perhaps their composition, comes from beyond the Material Plane.
- **PLANT:** Creatures composed of vegetation, different than regular plant life, which are considered objects.
- **UNDEAD:** A once-living creature reanimated by magical or supernatural force.
- **VERMIN:** Living invertebrate creatures, from insects, to arachnids, and arthropods.

ALIGNMENT

Like characters, creatures have an alignment of either Evil, Good, or Neutral. Each creature's alignment is listed in parentheses after the Type.

In general, most Animals, Constructs, and Vermin are Neutral, while most Aberrations, Outsiders, and Undead are Evil. The alignments of Magical Beasts and Humanoids vary widely.

BESTIARY

The following creatures are common throughout Golarion. See the *Pathfinder for Savage Worlds Bestiary* for additional fearsome foes and monsters.

ALLIGATOR/CROCODILE

Alligators and crocodiles lurk in the wetlands of Golarion, usually freshwater but sometimes in brackish or saltwater. The statistics here represent an average specimen of either species. Much larger versions are often found in more remote areas.

Type: Animal (Neutral)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8, Stealth d8
Pace: 5; **Parry:** 5; **Toughness:** 10 (2)
Special Abilities:
- **Aquatic:** Pace 6.
- **Armor +2:** Thick skin.
- **Bite:** Str+d6.
- **Low Light Vision:** Gators and crocs ignore penalties for Dim and Dark Illumination.
- **Rollover:** Gators and crocs grasp prey in their vice-like jaws and roll with them. If one of these large reptiles hits with a raise, its bonus damage is a d10 instead of a d6.
- **Size 2:** Common gators are about 10′ long, thick, heavy, and weigh just under 750 lbs.

BEAR

This entry covers the larger ursines, such as grizzlies, black bears, and polar bears. A favored tactic of all these bears is to grapple and bite with their fierce fangs.

Type: Animal (Neutral)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d8, Stealth d6
Pace: 7; **Parry:** 6; **Toughness:** 11 (2)
Edges: Brute
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Bears ignore penalties for Dim and Dark Illumination.
- **Size 2:** These creatures can stand up to 8′ tall and weigh over 1,000 pounds.

BIRD OF PREY

This profile covers eagles, hawks, and similar large birds of prey, collectively termed "raptors." Their talons and hooked beaks can rip through flesh with ease.

These nocturnal or diurnal hunters sometimes serve humanoid masters on Golarion. They prefer to seize and carry off smaller quarry, although some are known to attack livestock.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8
Pace: 3; **Parry:** 5; **Toughness:** 3
Special Abilities:
- **Bite/Claws:** Str+d4.

- **Flight:** Raptors fly at a Pace of 24.
- **Low Light Vision:** Birds of prey ignore penalties for Dim and Dark Illumination.
- **Size –2 (Small):** Falcons, eagles, and owls stand about 3′ tall with wingspans of 5′ or more.

BOAR

This entry covers a variety of wild pigs. Typically, these creatures pose a danger only during their rutting season, or when defending themselves. Humanoids sometimes keep these omnivores as guards, warbeasts, or garbage disposals.

Type: Animal (Neutral)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Athletics d6, Fighting d6, Notice d6
Pace: 7; **Parry:** 5; **Toughness:** 7 (1)
Special Abilities:
- **Armor +1:** Thick hide.
- **Hardy:** A second Shaken result doesn't cause a Wound to a wild boar.
- **Low Light Vision:** Boars ignore penalties for Dim and Dark Illumination.
- **Tusks:** Str+d4 (counts as horns).

CAT, LARGE

This profile covers a variety of big cats, from mountain lions, to leopards, and cheetahs.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8
Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Survival d6
Pace: 8; **Parry:** 5; **Toughness:** 6
Edges: Frenzy
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** A large cat ignores penalties for Dim and Dark Illumination.
- **Pounce:** A large cat pounces on its prey to best bring its mass and claws to bear. If it makes a Wild Attack, it adds +4 to its damage instead of +2.

CAT, SMALL

This is an ordinary house cat, the sort that might be a familiar for a spellcaster, a Beast Master's animal friend, or an alternate form for the *shape change* power.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d4–3, Vigor d6
Skills: Athletics d8, Notice d6, Stealth d8
Pace: 6; **Parry:** 2; **Toughness:** 2
Edges: Acrobat
Special Abilities:
- **Bite/Claws:** Str.
- **Low Light Vision:** Cats ignore penalties for Dim and Dark Illumination.
- **Size –3 (Very Small):** Cats are typically less than a foot high.

DOG/WOLF

The stats below are for large attack dogs, as well as wolves, hyenas, and the like.



Type: Animal (Neutral)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8
Pace: 8; **Parry:** 5; **Toughness:** 4
Edges: Alertness
Special Abilities:
- **Bite:** Str+d4.
- **Low Light Vision:** Canines ignore penalties for Dim and Dark Illumination.
- **Size –1:** The heads of these canines come to an average human's waist, and they weigh about 60 pounds.
- **Speed:** d10 running die.

HORSE, LIGHT

Riding horses compromise speed with carrying capacity. The smaller "pony" version is Size 1 and Strength d10.

If trained for combat, increase Fighting to d6.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d4, Notice d6
Pace: 12; **Parry:** 4; **Toughness:** 8
Edges: Fleet-Footed
Special Abilities:
- **Kick:** Str+d4, to the front or rear as desired.
- **Size 2:** Typical quarter horse of about 1,000 lbs.



HORSE, HEAVY

These beasts are meant for labor or carrying heavy riders. The smaller "pony" version is Size 2, Strength d10, and Vigor d8.

If trained for combat, increase Fighting to d6.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d8, Fighting d4, Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 10
Special Abilities:
- **Kick:** Str+d4, to the front or rear as desired.
- **Size 3:** A draft horse of about 1,000 to 1,500 lbs.

LION

The kings of the jungle are fierce predators, particularly in open grassland where their prey cannot seek refuge. The females in a group are the primary hunters, and they typically hunt together. That said, they will hunt alone, and a solitary lion is a dangerous foe.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8
Skills: Athletics d10, Fighting d8, Intimidation d6, Notice d8, Stealth d10
Pace: 8; **Parry:** 6; **Toughness:** 7
Edges: Frenzy (Imp)
Special Abilities:
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Lions ignore penalties for Dim and Dark Illumination.
- **Pounce:** Lions pounce on their prey to best bring their mass and claws to bear. If a lion makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 1:** Typical males are about 400 pounds.

MULE

Mules are a cross between a donkey and a horse, and are usually used to haul heavy goods or pull wagons.

Like any good pet, the GM should give the mule a little personality. The expression "stubborn as a mule" certainly comes to mind.

Type: Animal (Neutral)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8
Skills: Athletics d4, Notice d4
Pace: 6; **Parry:** 2; **Toughness:** 8
Special Abilities:
- **Kick:** Str.
- **Ornery:** Mules are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Size 2:** Mules are stocky creatures usually weighing under 1000 pounds.

SHARK

These statistics cover the likes of bull sharks and white tips. These dangerous predators swim throughout the seas of Golarion.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8 (d10 for bull shark), Vigor d8
Skills: Athletics d8, Fighting d8, Notice d12, Stealth d8
Pace: —; **Parry:** 6; **Toughness:** 8 (1)
Special Abilities:
- **Aquatic:** Pace 10.
- **Armor +1:** Rubbery hide.
- **Bite:** Str+d6, AP 2.
- **Size 1:** Sharks weigh up to 500 pounds.

SKELETON, HUMAN

Type: Undead (Evil)
Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 6; **Parry:** 5; **Toughness:** 7
Gear: Varies.
Special Abilities:
- **Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

SNAKE, CONSTRICTOR

Pythons, boa constrictors, and other snakes over 15' long are rarely deadly to man in the real world because they aren't particularly aggressive. On Golarion, however, such snakes might be guardians, familiars, or just plain carnivorous hunters.

Type: Animal (Neutral)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d10, Stealth d6
Pace: 4; **Parry:** 5; **Toughness:** 5
Special Abilities:
- **Bite:** Str.
- **Constrict:** +2 to Athletics and Strength rolls made to grapple.

SNAKE, VENOMOUS

These stats cover a variety of medium-sized snakes with extremely deadly poison. Such venomous snakes usually live solitary lives, although it's possible to stumble into a nest of poisonous vipers.

Type: Animal (Neutral)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d6, Fighting d8, Notice d12, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 2
Edges: Quick
Special Abilities:
- **Bite:** Str+2.
- **Poison:** The GM chooses what kind of poison the viper injects (see **Poison**, page 155).
- **Size –3 (Very Small):** Most venomous snakes are 4–6' in length, but only a few inches thick.

SWARM

A swarm is typically a mass of tiny creatures — from biting ants to stinging wasps to filthy rats. They cover an area equal to a Large, Medium, or Small Blast Template and attack everyone

within it every round. When a swarm is Incapacitated it's effectively dispersed.

Swarms aren't intelligent enough to do anything but move and bite and shouldn't take Multi-Actions, make Tests, etc.

Type: Animal (Neutral)
Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10
Skills: Notice d6
Pace: 10; **Parry:** 4; **Toughness:** 7
Special Abilities:
- **Bite or Sting:** Swarms inflict hundreds of tiny bites or stings every round, hitting automatically (unless Shaken) and causing 2d4 damage to everyone in the template at the end of their turn. Damage is applied to the least armored location.
- **Split:** Some swarms split into two smaller swarms when Wounded (GM's call). Reduce the blast template one size after a Wound; Small swarms are destroyed.
- **Swarm:** +2 to recover from being Shaken, Parry +2. Swarms are composed of many small creatures, so cutting and piercing weapons do no real damage. Area effect attacks work normally, and a character can stomp to inflict his Strength in damage each round. Some swarms (bees, hornets, birds) may be foiled by total immersion in water.

TOWN/CITY GUARD

Individuals charged with maintaining law and order, or keeping the peace, are covered by this profile.

Their attributes and skills may vary depending on the locality they serve. Their gear represents likely weapons and armor—which also varies depending on the climate, size of the settlement, and other circumstances.

Type: Humanoid (Any)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d4, Notice d6, Persuasion d6, Shooting d4, Stealth d4
Pace: 6; **Parry:** 5 or 7 (shield); **Toughness:** 7 (2)
Hindrances: —
Edges: Soldier
Gear: Short sword (Str+d6), light crossbow (Range 10/20/40, Damage 2d6, AP 2), leather armor (+2), medium shield (Parry +2, Cover –2).

TOWNSFOLK

This profile covers everything from farmers, to merchants, and artisans. They are everyday folks, not soldiers or town guards.

Their attributes and skills vary as needed. For example, artisans probably have Repair d6, while a stable boy probably has Riding d4. Their gear represents only what might be in hand whenever any unplanned combat takes place. Townsfolk rarely wear armor.

Type: Humanoid (Any)
Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Stealth d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Gear: Knife (Str+d4), club (Str+d4), or improvised weapons (Str+d4).

ZOMBIE, HUMAN

This profile covers most any man-sized humanoid zombie.

Type: Undead (Evil)
Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Athletics d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6
Pace: 4; **Parry:** 5; **Toughness:** 7
Special Abilities:
- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

Pathfinder for Savage Worlds Roleplaying Game Adventure Edition

Attributes

- ___ Agility
- ___ Smarts
- ___ Spirit
- ___ Strength
- ___ Vigor

Name:

Ancestry:	HT:
Class:	WT:
Bennies:	Conviction:

Pace	Parry	Toughness

Hindrances

Ancestry Abilities

Skills

Gear

Edges and Advances

N	Novice +1
N	Novice +2
N	Novice +3
S	Seasoned
S	Seasoned +1
S	Seasoned +2
S	Seasoned +3
V	Veteran
V	Veteran +1
V	Veteran +2
V	Veteran +3
H	Heroic
H	Heroic +1
H	Heroic +2
H	Heroic +3
L	Legendary
L	Legendary +1
L	Legendary +2
L	Legendary +3

Power Points

Wounds
−1
−2
−3

Inc
−2
−1

Fatigue

Power

Power	PP	Range	Dur.	Effect

Weapon

Weapon	Range	Damage	AP	RoF	Wt	Notes

5 10 15 20 25 30

STREAM


LARGE
BLAST
TEMPLATE
SMALL
BLAST
TEMPLATE
SMALL
BLAST
TEMPLATE

TEMPLATE



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