

Dark Pacts & Ancient Secrets



Martin Killmann

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A FANTASY ROLEPLAYING SUPPLEMENT
BY MARTIN KILLMANN

COMPATIBLE WITH THE 13TH AGE ROLEPLAYING GAME

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Compatibility with the 13th Age Roleplaying Game requires the 13th Age Roleplaying Game from Fire Opal Media Inc. and Pelgrane Press Ltd. See 13thAge.com for more information on the 13th Age Roleplaying Game. Fire Opal Media Inc. does not guarantee compatibility, and does not endorse this product.

INTRODUCTION

I loved the 13th Age Roleplaying Game from the moment I opened the playtest files. The book in your hands is the result of four years playing and experimenting with the system. Each of the classes got their start on the Vault of the 13th Age, and I'd like to thank the community for their support and encouragement to playtest and refine them to the stage that you find them in here.

THE ABOMINATION

Characters that turn into a monster are a staple in gothic novels, superhero comics and fighting games, but in fantasy RPGs they've never quite made it from the monster handbook to the player manual. This class allowed me to showcase everything that is great about the 13th Age Roleplaying Game, the class features, talents, and flexible attacks. Each abomination is literally a One Unique Thing, whether it's a living torch, a walking plant thing, or a lightning-charged brawler from the jungle.

THE FATEWEAVER

In a tabletop RPG, your character can try anything, but they are always slave to the luck of the dice. What if you could break that wall and manipulate the dice directly? What if your spells didn't just affect the game world, but the narrative? With the fateweaver, you stay two steps ahead, always in control, moving your allies like pawns on a chessboard. At epic levels, you can rewrite the story as it unfolds. You can see the future, mend the past and even discover a version of yourself that never was.

THE PSION

Ask any old-school gamer, and they will tell you that they either love or hate psionics. It's always been that other, different magic system that is rooted in science fiction and cyberpunk as much as fantasy. The version presented in this book tries to stay close to the roots, with the six classic disciplines and a power point system. It's a complex class that offers a wide variety of ways to build your character. The flexibility also translates into play, with the ability to augment each power as you manifest it.

THE SAVAGE

You love RPGs because you can blow off steam and smash things? With the savage, you get angrier and smash harder. You have some additional tricks like rushing headfirst into battle and shouting at people and shaking off wounds.

The core message is: You carry a big sword. You attack, and when you hit, you roll damage. Then you attack again and when you hit, you roll more damage. Then you level up, and you roll more dice and bigger dice.

THE SWORDMAGE

Swing a sword with one hand, fling spells with the other. The class in this book is a dedicated defender, combining a high armor class with a sigil power that punishes enemies for ignoring you and attacking your squishier allies. Your spells add fire and lightning to your melee attacks, or block incoming strikes.

As a frontline fighter, the swordmage is not quite as tough as the fighter or the paladin, but you'll have many tricks up your sleeve that more than make up for it. Also, you have a flaming sword.

THE WARLOCK

Warlocks gain their power through a pact with a powerful entity, represented in this game through the icons. Your spells come in three flavors: curses that weaken your enemies, blasts that melt their faces, and hexes that protect you.

It's a tremendous power that never runs out, but it comes with the risk that one day, your pact lord will come to collect the debt.

As the old saying goes: The wizard memorizes the textbook, the sorcerer naps in class but still aces the test, and the warlock sleeps with the teacher.

I hope you enjoy playing these classes as much as I enjoyed writing them.

*Good gaming,
Martin*



THE ABOMINATION

Avert your eyes! I am . . . a monster.

Some heroes hide in the dark. Disfigured, feared, shunned by society.

You are no longer like the others of your kin. Perhaps you are a failed experiment of the Archmage; the thing that crept out of a hellhole; or the chosen of an Old God, shaped in the image of a creature that no longer walks these realms.

Your body has been transformed. Your powers are strange, and you don't fully understand them yourself. Yes, people call you an abomination, and even worse things when they think you are out of earshot. But you can, and you will, make a difference.

Against all odds, you care. You know that you have been given a gift, even if it often feels more of a curse. You are strong. You can protect those who are kind to you, those who show compassion — or at least respect.

PLAY STYLE

You are a combat monster. Literally. You claw at your enemies, stomp them into the ground, and rip their throats out. Mechanically, your flexible attacks work similar to the fighter's, but by combat style you are closer to the barbarian — a heavy hitter that rips through the enemy frontline.

ABILITY SCORES

Strength to hit things. Constitution to not die. Dexterity to zip around the battlefield. Charisma...not required.

Abominations gain a +2 bonus to Strength, Dexterity, or Constitution, as long as it is not the same ability score you chose for your racial bonus.

RACES

Half-orcs are already brutal combat machines. Among orcs and other savage races, an abomination will be treated with some respect, at the very least after he or she has ripped a few of the detractors to shreds. Abominations from civilized races will have a much harder time being accepted. They are the typical outcasts that find solace in a ragtag-bunch-of-misfits type of adventuring party.

ABOMINATION STATS

ABILITY BONUS	+2 Strength, Dexterity, or Constitution (different from racial bonus)
INITIATIVE	Dex mod + Level
ARMOR CLASS (NATURAL ARMOR)	13 + middle mod of Con/Dex/Wis + Level
PHYSICAL DEFENSE	11 + middle mod of Str/Con/Dex + Level
MENTAL DEFENSE	10 + middle mod of Int/Wis/Cha + Level
HIT POINTS	(7 + Con mod) x Level modifier (see level progression chart)
RECOVERIES	8
RECOVERY DICE	(1d10 x Level) + Con mod
BACKGROUNDS	8 points, max 5 in any one background
ICON RELATIONSHIPS	3 points (4 at 5th level, 5 at 8th)
TALENTS	3 at level 1, plus 1 champion at 5th level and 1 epic at 8th level
FEATS	1 per Level

BACKGROUNDS

A *failed experiment* is on the run after killing its creator. A *thing that crept out of a hellhole* is holding onto its remaining sanity. The *chosen of an old god* seeks out the lost places of worship of his faith. A *dragonspawn* degenerate ventures out to gain the respect of his people. An *outlaw in the overworld* has been hit by a strange curse after raiding an old wizard's tower. An *escaped slave* found something in an old mine shaft that should have been left untouched.

ÍCONS

Rumor has it that the Orc Lord allied with the Diabolist to breed abominations for his army. The Crusader uses mutated hellhole survivors as expendable shock troops. While the Archmage does not condone experiments on sentient beings, he hasn't outlawed the practice either. The Shadow Prince helps those who need to stay clear of society. The Elf Queen is still trying to hide her involvement in the creation of the previous Orc Lord.

ABOMINATION LEVEL PROGRESSION

ABOMINATION LEVEL	TOTAL HIT POINTS	TOTAL FEATS	MANEUVERS	POOL AVAILABLE	LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
Level 1	(7 + CON mod) x 3	1 adventurer	3*	1st level		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	4*	1st level		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	4*	3rd level		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	5*	3rd level	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	5*	5th level		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	6*	5th level		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	6*	7th level	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	7*	7th level		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	7*	9th level		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	8*	9th level	+1 to 3 abilities	3 x ability modifier

*Plus one limit maneuver as a bonus maneuver.

THE ABOMINATION

GEAR

Your body is your weapon, as you shred your enemies with your bare hands, and rip their throats out with your teeth.

You start with 25 gp on your person. If you're on the run and master of your own luck, roll 1d6 x 10 for gp instead.

ARMOR

Your skin is thick and leathery, patched with horned plates and spikes. The protection it provides is as good as the armors which "mundane" humanoids wear in battle.

You cannot wear normal armor, and it would take a true master smith to customize protective gear that fits your body, and doesn't get ripped to shreds in the first battle.

ABOMINATION ARMOR AND AC

TYPE	BASE AC	ATTACK PENALTY
None (natural armor)	13	—
Light	14	-2
Heavy	15	-5
Shield	+1	-2

WEAPONS

Your body is your weapon, as you shred your enemies with claws, bite, tail, and kick.

You gain the benefit of two-weapon fighting with your natural weapons (reroll natural 2).

You can use manufactured weapons, but they feel clumsy and slow to you. Ranged weapons are especially difficult, as your sharp claws tend to snap bowstrings and dent crossbow mechanisms. For ranged attacks, you instead breathe fire, acid, ice, or poison on your enemies using your spit attack class feature.

ABOMINATION MELEE WEAPONS

SIZE	ONE-HANDED	TWO-HANDED
Small	1d4 knife	1d6 staff
Light or Simple	1d6 short sword, rapier	1d8 spear
Heavy or Martial	1d8 longsword, scimitar	1d10 greatsword (-1 atk)
Natural	1d8 claw, bite, tail, kick	—

ABOMINATION RANGED WEAPONS

SIZE	THROWN	CROSSBOW	BOW
Small	1d4 rocks	1d4 hand crossbow (-2 atk)	—
Light or Simple	1d6 javelin, axe (-1)	1d6 light crossbow (-2 atk)	1d6 shortbow (-2 atk)
Heavy	—	1d8 heavy crossbow (-2 atk)	1d8 longbow (-2 atk)

BASIC ATTACKS

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity damage

Miss: Damage equal to your level

RANGED ATTACK

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

CLASS FEATURES

NATIVE ELEMENT

The origin of your powers shows itself in your native element. If you've crept out of the fires of a hellhole, it is likely to be fire. If you were bathed in the blood of a black dragon, it is acid. If you are possessed by the essence of an ancient storm god, it is lightning or thunder.

Choose between acid, cold, fire, lightning, poison, and thunder. This element is your native element.

You gain *resist native element* 11+. This resistance increases by +1 for each level after the first, up to resist 20+ at level 10 (so you take half damage unless the attack is a natural 20).

Adventurer Feat: You gain a +5 bonus to saves against ongoing damage of your native element.

NATURAL ARMOR

Your leathery skin and ingrown plates give you a base armor value of 13 without wearing manufactured armor. To gain the benefit of armor enchantments, you can have enchanted runes tattooed onto your hardened skin. This way, you can't switch enchantments easily, but you can't lose the enchanted item either.

NATURAL MELEE WEAPONS

Instead of manufactured weapons, you rely on your natural weapons. You can describe them in any form you like, such as a bite, claws, kicks, tail, tentacles, or body spikes.

The standard damage die for your natural weapons is a d8, regardless of which body part you use.

When you attack with your natural weapons, you gain the benefit of two-weapon fighting (reroll a natural 2 on the attack roll).

Like a monk, you can use magical bracers to enhance your natural weapon attack. These bracers fill the weapon chakra for you. You can also enhance your natural weapons with oils and runes.

SPIT ATTACK

You gain a Constitution-based spit attack that is tied to your native element.

SPIT ATTACK

Ranged Attack; At-will

Special: This attack is a basic ranged attack, and it can trigger flexible maneuvers

Target: One nearby enemy

Attack: Constitution + Level vs. PD

Hit: 1d6 per level + Constitution native element damage

Miss: Native element damage equal to your level

INTIMIDATING

Your presence frightens the common folk, and you can use that to your advantage. It won't win you any friends or admirers, but that is not your style anyway.

When you are using the threat of brute force to get your way without unnecessary conversation, you can substitute Strength for Charisma in social skill checks. While this can quickly resolve a situation, the target is likely to hold a grudge and will be less willing to cooperate in the future.

Adventurer Feat: Once per scene, an ally can use your presence as a means of intimidation. The ally adds your Strength modifier to a Charisma-based skill check.

ABOMINATION MANEUVERS

Your maneuvers are flexible attacks and work similarly to the powers of the fighter class.

To use your abomination flexible attack maneuvers, declare your target and make either a melee attack with your natural weapons or a ranged spit attack. First, compare the total attack roll with the enemy's defense to see whether you hit or miss.

Then, look at whether the natural roll (the die roll without any bonuses) was odd or even to see which maneuver you can trigger with the attack. There are also maneuvers which require specific die rolls, such as a natural 20. You can only trigger one flexible attack maneuver per attack.

If you have some attacks that are flexible and some that are not (such as from multi-classing), declare

whether you are making a flexible abomination attack or a different attack before making your roll.

You cannot use flexible attacks when you are granted a basic melee attack, such as from a commander power, or when you make an opportunity attack (unless you take the feat below).

You start with three maneuvers at first level, plus one limit maneuver as a bonus that is chosen depending on your native element.

You can switch maneuvers whenever you gain a level.

Adventurer Feat: Once per battle, you can trigger an abomination maneuver on a melee or ranged attack that wouldn't allow you to do so otherwise (such as when hampered, when granted a basic attack by a commander power, etc.).

ADVENTURER TIER TALENTS

Choose three adventurer-tier talents at first level.

AMPHIBIAN MUTATION

You are at home in the water as well as on land. You can breathe under water normally.

When fighting in water that is at least waist deep, you can roll twice on Dexterity-based skill checks and disengage checks and choose the result you like.

Adventurer Feat: You gain a +1 bonus to attack rolls when fighting in water against foes not used to the element.

Champion Feat: When in or under water, add your level to the hit points healed when taking a recovery.

CARNAGE

You gain a +2 bonus to your critical threat range against mooks.

Adventurer Feat: Once per battle, when you kill at least one mook with an attack, immediately make a melee attack against a different enemy.

Champion Feat: Increase the critical threat range bonus to +3.

Epic Feat: When you kill at least one mook with a hit, kill one additional mook from that group.

DRACONIC BREATH WEAPON

Your spit attack is a proper breath weapon. You don't provoke opportunity attacks with it.

Once per battle, you can target 1d3 nearby enemies with your spit attack. This attack does not trigger maneuvers.

Adventurer Feat: When you roll a natural 16+ with a spit attack, you regain the cone attack ability at the start of your next turn.

Champion Feat: You can attack 1d4 enemies with the cone attack.

Epic Feat: Increase the damage dice of your cone attack to d12s.

ELEMENTAL ERUPTION

Gain a sorcerer spell as a bonus spell. If the spell deals damage, it must be of the same type as your native element. (Work with your GM if you'd like to change an existing spell to a different type of damage.) Use Strength instead of Charisma for the attack and damage of the spell.

You can take feats to improve the spell.

ERRATIC MUTATION

After each full heal-up, you gain a bonus abomination maneuver, which is randomly chosen from all the maneuvers at your level or lower that are not on your list.

Champion Feat: Gain the lowest-tier feat of the maneuver.

FUELED BY PAIN

As pain rushes through your body and activates your survival instincts, it awakens an anger that is hard to restrain. It is up to you whether you embrace or fight it.

While you are staggered, your melee attacks gain a +2 bonus to their critical threat range.

Adventurer Feat: Also gain the bonus with your spit attack.

Champion Feat: While you are staggered, gain a bonus die to your recovery rolls.

GHOULISH HORROR

Your mutation killed you. You got better.

You are Sorta Dead as per the necromancer talent. You can take the feats of that talent. Change your native element to negative energy, and your limit maneuver to Ghoul Touch.

GHOU TOUCH (NEGATIVE ENERGY)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: The target is paralyzed (as stunned: -4 penalty to defenses and can't take any actions) until the end of its next turn.

HARD TO KILL

Add your Constitution modifier to death saves.

Adventurer Feat: When you are at zero hit points and you spend a recovery to heal, roll an extra die (2 dice at 5th level, 3 dice at 8th).

Champion Feat: Increase your base hit points to 8 + Con.

Epic Feat: When you are reduced below zero hit points, you remain conscious and are able to take actions until the end of your next turn.

HARDED PLATING

Increase your natural armor base AC to 14.

Adventurer Feat: Once per battle, when you are hit by an attack against AC, you take half damage.

Champion Feat: You gain a +1 bonus to PD.

Epic Feat: You can use the adventurer feat twice per battle.

HARMLESS TRANSFORMATION

You can temporarily revert the mutations that changed your body and appear as your original humanoid self. Your claws retract back into hands, and your skin becomes soft and fleshy again.

Transforming either way requires a standard action.

In "harmless" form, you can use any weapon, armor, or shield without attack penalty. However, you lose access to all your abomination class features and maneuvers, and your unarmed base AC is reduced to 10. If you wear light or heavy armor, use your standard AC.

You gain a fighter maneuver of up to your level that you can use while in "harmless" form.

Adventurer Feat: You can use the fighter maneuver even in abomination form.

Champion Feat: You can use your elemental resistance and spit attack, plus one abomination maneuver of your choice, while in "harmless" form.

Epic Feat: Gain a second fighter maneuver of up to 5th level.

MAD GENIUS

You once had a brilliant mind. You were a philosopher, an alchemist, a renaissance man, a scientist, or a wizard. You were driven. You knew you had the special spark. You knew you could change the world.

But then, one fateful day, your experiment failed in the most spectacular fashion. The disaster changed you forever. You still have occasional moments of clarity, but on most days, they're buried below the madness and the nightmares.

After each quick rest or full heal-up, roll a d6. If the result is even, add it to your Intelligence score until the next time you roll. If it is odd, subtract it instead.

You gain a 5-point background that represents your genius.

Adventurer Feat: Once per day, when you have an even roll on the d6, you are truly your old self, and you can perform a stunt of true genius. Maybe you solve a difficult puzzle in seconds. Maybe you mix just the right ingredients for the potion you need. Maybe you build a flying machine to escape from the tower you are trapped in.

Champion Feat: Your unstable mind can see and accept truths that are just too bizarre for those who cling to sanity. You can use icon relationships to establish your obscure theories as a fact in the narrative.

MONSTROUS STUNT

Once per battle, you can perform a stunt that makes use of your transformed body, such as running up a wall with your clawed hands and feet, smashing a pillar with your armored fists, or jumping across a chasm with your tongue rolled around a tree stump. These things would be impossible, or at least a ridiculously hard skill check for a puny, un-enhanced human. But a monster like you, you don't even need to roll the dice!

If the stunt is mainly about getting from one corner of the battlefield to another, this is a move action. If you also make an attack as part of it, take a standard action instead.

Adventurer Feat: You gain 3 points towards a background that represents your strange mutation abilities.

Champion Feat: Once per scene, you can roll twice and take the better result for a check using the above background.

Epic Feat: If the escalation die is 3+, you can make two attacks as part of a standard action stunt.

SLITHERING SNAKE

Your lower body resembles a giant serpent. You can snake your way across the battlefield with surprising speed.

Add your Dexterity modifier to disengage checks.

In addition, enemies don't automatically succeed when trying to intercept you when you move. When intercepted, you can immediately make a disengage check as a free action to avoid the intercept.

Adventurer Feat: When you make a successful disengage check, deal damage to the opponent equal to your level.

Champion Feat: Once per battle, you can intercept another enemy while engaged, as per the Skilled Intercept fighter talent.

Epic Feat: Once per battle, when you successfully intercept an enemy or avoid being intercepted, make a melee attack against the target.

TROLL BLOOD

When the escalation die is 1+, you regenerate one hit point per level at the start of your turn.

Choose of the following damage types (that is not your native element): acid, fire, or holy. When you take damage from that element, you don't regenerate temporarily (save ends).

Adventurer Feat: Regenerate 2 hp per level when the escalation die is 2+.

Champion Feat: Regenerate 3 hp per level when the escalation die is 3+.

Epic Feat: When you take damage that prevents you from regenerating, that effect only lasts until the end of your next turn (you don't need to succeed at a save).

CHAMPION TIER TALENTS

At 5th level, choose any of the champion talents below, or an additional adventurer talent.

BESTIAL AGILITY

Increase your Dexterity score by 2.

Epic Feat: Once per battle, when you are hit by an attack against PD, reduce the damage to half.

BRED FOR SURVIVAL

Increase your Constitution score by 2.

Champion Feat: Increase your recovery dice to d12s.

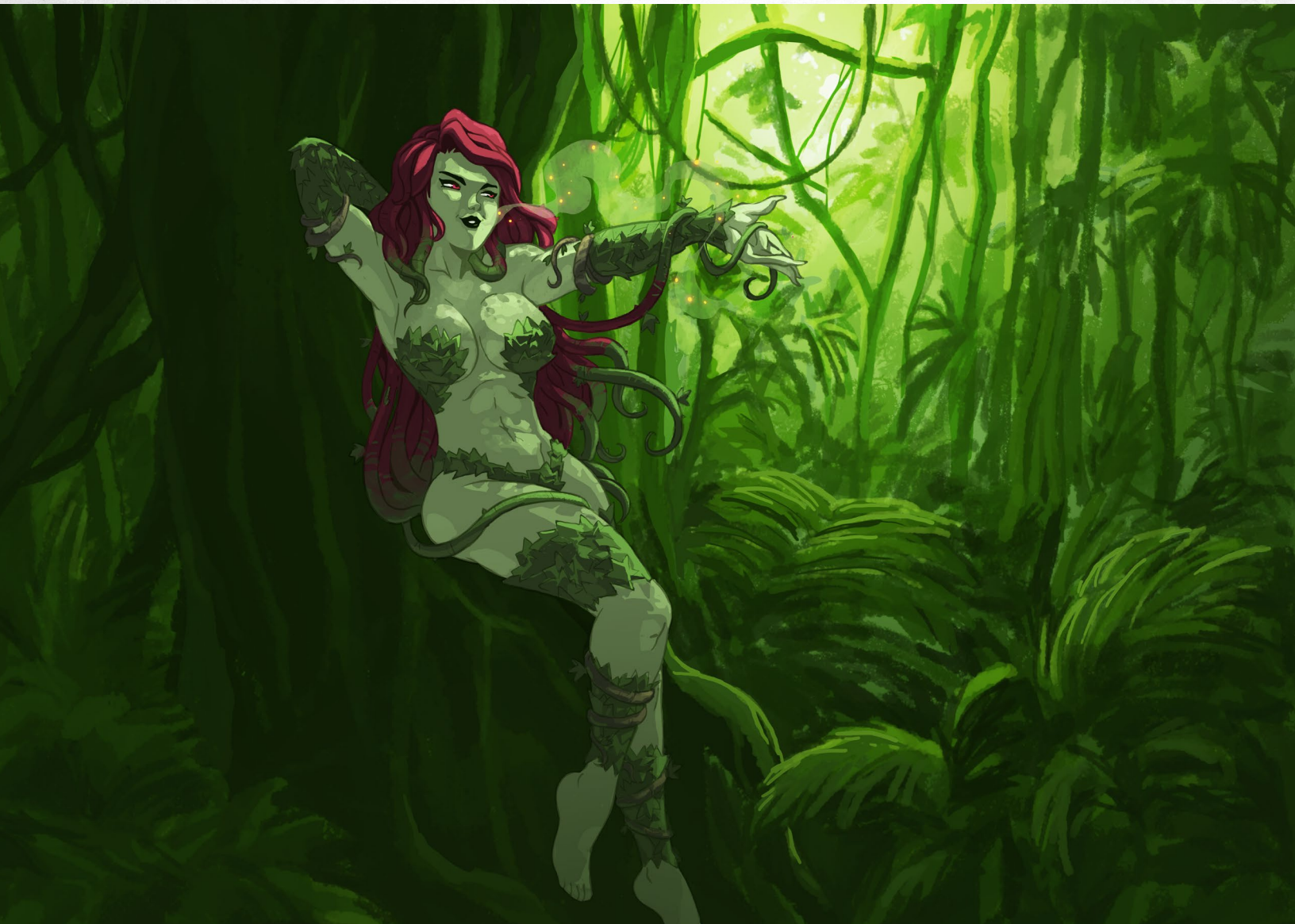
Epic Feat: Gain two bonus recoveries.

RAW MUSCLE

Increase your Strength score by 2.

Champion Feat: When making a skill check that requires raw muscle, such as lifting heavy objects or holding a door, roll twice and take the better result.

Epic Feat: Deal an extra WEAPON damage die with melee attacks.



EPIC TIER TALENTS

At 8th level, choose any of the epic talents below, or an additional adventurer or champion talent.

BLOODIED RAMPAGE

While staggered, you can make a melee attack as a quick action once per round.

Epic Feat: If you attack an enemy you have previously hit in the same turn, you gain a +2 bonus to the attack.

EXTREME REGENERATION

At the start of your turn, roll 1d6. If the result is lower than your number of remaining recoveries, you can spend a recovery to heal as a free action.

Epic Feat: While staggered, reroll any natural 1s on recovery dice.

MONSTROUS WINGS

You grow wings that allow you to fly. While airborne, you are vulnerable to all attacks and take a -2 penalty to attack rolls.

Epic Feat: You no longer take an attack penalty, but you are still vulnerable.

RAZOR CLAWS

Your claws are ridiculously sharp. They cut through everything - flesh, stone, metal . . .

Your natural melee weapons use d12 damage dice.

Epic Feat: Deal triple damage on your first critical hit each battle.

VAPOR CLOUD FORM

You can change your physical form into a gaseous cloud of your native element at will. The transition takes a full turn, in which you are helpless. You only transform your own body, and none of your equipment.

In cloud form, you can hover and fly slowly. You can pass through small cracks and around physical objects. You take half damage from physical attacks such as weapons.

Without a physical body, you lose your claw attack, but you can still use your spit attack. You don't provoke opportunity attacks.

Enemies who start their turn adjacent to you take native element damage equal to your level.

Epic Feat: When making a spit attack in cloud form, attack 1d3 nearby enemies.

ABOMINATION MANEUVERS

LIMIT MANEUVER

At first level, you gain a bonus maneuver based on your choice of native element. You can trigger this maneuver on a natural 20, as it represents you pushing your power to the limit.

Adventurer Feat: You can trigger your limit maneuver on a natural 19+.

Champion Feat: You can trigger your limit maneuver on a natural 18+.

CHAIN LIGHTNING (LIGHTNING)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: Make a spit attack against a second nearby enemy as a free action. This attack does not trigger maneuvers, but on a natural even roll, make another attack against a third enemy.

FIRED UP (FIRE)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: Until the end of the battle, when you hit with a natural weapon or spit attack, deal 1d6 extra fire damage per level.

FREEZE IN PLACE (COLD)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: The target is frozen (like stunned: -4 penalty to defenses and cannot take any actions) until the end of its next turn.

MELTING SKIN (ACID)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: Deal extra acid damage equal to your level. The target takes a -4 penalty to AC until the end of the battle.

SCORPION STINGER (POISON)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: The target takes 3 ongoing poison damage per level.

THUNDER BLAST (THUNDER)

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: Deal 1d6 extra thunder damage per level. The target is dazed until the end of your next turn, and you can pop free.

1ST LEVEL MANEUVERS

ANGRY FLAILING

Flexible melee attack

Triggering Roll: Natural even miss

Effect: Roll two d4s. Add the higher roll to your miss damage, and take damage equal to the lower roll as your enemy takes advantage of your dropped guard.

At 3rd level, roll two d6s; at 5th, two d8s; at 7th, two d12s; at 9th, two d20s.

Adventurer Feat: Add your Strength modifier (x2 at 5th level, x3 at 8th) to the damage you deal.

CONCENTRATED BREATH

Flexible ranged attack

Triggering Roll: Natural even hit

Effect: Increase your damage dice by one step (d6 to d8) and reroll all natural 1s on the damage roll.

Adventurer Feat: If the escalation die is 2+, also reroll natural 2s on damage.

Champion Feat: Deal an extra damage die.

THE ABOMINATION

ELEMENTAL CLAW

Flexible melee attack

Triggering Roll: Natural even hit

Effect: Deal 1d4 per level extra native element damage.

Champion Feat: You can trigger this maneuver on an even miss.

Epic Feat: The next time you hit with a melee attack this battle, deal 3d6 extra native element damage.

ME SMASH!!

Flexible melee attack

Triggering Roll: Natural even miss

Effect: Destroy something in the nearby environment. Depending on what you smash, the effect can be anything from expensive property damage to a chain reaction that causes the building to collapse. The GM can require a separate Strength check to smash particularly large or durable objects.

Adventurer Feat: Gain a +10 bonus to any Strength check required by this maneuver.

RISING URGE TO KILL

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, you gain a +1 bonus to melee attack rolls.

Adventurer Feat: Each time you are attacked until the start of your next turn, increase the bonus by +1.

SPIKE UP

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, when an enemy makes a melee attack against you, deal your level plus Strength modifier (x2 at 5th level, x3 at 8th) to it. Deal double damage to enemies who grab, swallow, or engulf you.

Champion Feat: You gain the effect until the end of the battle. Multiple uses don't stack.

TAIL SLAP

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: Deal your level + Strength modifier (x2 at 5th level, x3 at 8th) damage to a different nearby enemy.

Adventurer Feat: You can pop free from your current target and engage the other enemy.

Champion Feat: Increase to twice your level + Strength modifier damage.

3RD LEVEL MANEUVERS

BESTIAL RESILIENCE

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Immediately make a saving throw. If there is nothing to save against, you gain a +2 bonus to the next saving throw you make this battle.

Adventurer Feat: If the save is against ongoing damage and you fail, reduce the ongoing damage by half.

DOUBLE CLAW

Flexible melee attack

Triggering Roll: Natural even hit

Effect: Make a second melee attack against the same target with a -4 penalty to the attack roll. This attack does not trigger maneuvers.

Adventurer Feat: Reduce the attack penalty to -2.

Champion Feat: If the first attack kills the target, you can make the second attack against a different target. You can move to engage a different nearby enemy to do so.

IRATE OUTBURST

Flexible melee or ranged attack

Triggering Roll: Natural even miss

Effect: Deal your Constitution modifier (x2 at 5th level, x3 at 8th) native element damage to all enemies you are engaged with.

Adventurer Feat: If you are not engaged with an enemy, deal the damage to two random nearby enemies.

NAUSEATING BREATH

Flexible ranged attack

Triggering Roll: Natural odd hit

Effect: The target is dazed until the end of your next turn.

Adventurer Feat: 1d3 nearby enemies must succeed at a save or be dazed until the end of your next turn.

POWER GRAB

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: You grab the target.

Grabbed: The target takes a -5 penalty to disengage unless it hits you on the same turn. It can't make opportunity attacks or ranged attacks. You get a +4 attack bonus against the target, and you can let go as a free action.

SMELL WEAKNESS

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: The target is vulnerable against your attacks until the end of your next turn (but not this attack).

Adventurer Feat: The target is also vulnerable to attacks by your allies.

Champion Feat: If you hit the target on your next turn, extend the effect another turn.

SPLASH DAMAGE

Flexible ranged attack

Triggering Roll: Any natural even roll

Effect: Deal 1d6 native element damage (2d6 at 5th level; 3d6 at 8th) to 1d3 different nearby enemies.

Champion Feat: Deal the damage to 1d4+1 different nearby enemies.

STICKY SPIT

Flexible ranged attack

Triggering Roll: Natural even hit

Effect: Deal ongoing damage equal to your Constitution modifier (x2 at 5th level; x3 at 8th).

Champion Feat: Increase the ongoing damage by 5.

5TH LEVEL MANEUVERS

ANGERED RESURGENCE

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Spend a recovery to heal.

Champion Feat: Remove up to three dice from your recovery roll and add them to damage instead.

HIND KICK

Flexible melee attack

Triggering Roll: Natural even miss

Effect: No damage to the original target. Pop free and make a second melee attack with a -4 penalty against a different nearby enemy. This attack does not trigger maneuvers.

Champion Feat: The second target is vulnerable to your attack.

Epic Feat: Make the second attack at a -2 penalty.

METALLIC SCALES

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Until the end of the battle, you gain a +2 bonus to AC and PD, but also take a -5 penalty to disengage checks.

Special: If you use this maneuver again this battle, your AC, PD, and disengage checks return to normal.

Epic Feat: You also gain *resist physical attacks* 12+.

QUICK SPIT

Flexible melee attack

Triggering Roll: Natural even miss

Effect: Make a spit attack against the same enemy as a quick action. You don't provoke an opportunity attack, but take a -4 penalty to the attack roll.

Champion Feat: You can trigger this maneuver on an even hit.

Epic Feat: Reduce the attack penalty to -2.

THE ABOMINATION

RIP THEIR BOWELS OUT

Flexible melee attack

Triggering Roll: Natural even hit

Effect: Deal 10 ongoing damage. Increase to 15 damage at 7th level and 20 damage at 9th level.

Champion Feat: You can pop free from the opponent.

SUICIDAL RAGE

Flexible melee attack

Triggering Roll: Natural odd miss

Effect: Until the end of your next turn, you gain a +4 bonus to melee attacks, but a -4 penalty to AC.

Champion Feat: Deal your level in native element damage to all enemies you are engaged with.

Epic Feat: Increase the attack bonus to +5.

7TH LEVEL MANEUVERS

CLAWING ALPHA LIONS

Flexible melee attack

Triggering Roll: Natural even hit

Effect: Your enemy can make a melee attack against you as a free action. If the enemy takes the attack, make another melee attack against the enemy. If the enemy's attack was a miss, you gain a +4 bonus to your second attack.

Champion Feat: Take half damage from the enemy's attack.

DISPLACER STRIKE

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: After the attack, teleport to a location you can see.

Champion Feat: Also deal 10 extra native element damage.

HORRID MAIMING

Flexible melee attack

Triggering Roll: Natural even hit

Effect: Make a Strength + Level vs. MD attack against all nearby enemies. Deal 10 (9th level: 20) psychic damage on a hit. If you beat a target's MD by 5 or more points, that enemy is struck by fear (dazed and can't benefit from the escalation die) until the end of your next turn.

Epic Feat: If you trigger this maneuver on a natural 20, gain a +5 bonus on the secondary attack and deal 10 extra damage on a hit.

HYPNOTIZING GAZE

Flexible melee attack

Triggering Roll: Natural odd hit

Special: You can only use this maneuver on normal strength targets and mooks (not double- or triple-strength enemies).

Effect: The attack deals no damage. The target is confused until the end of your next turn.

Epic Feat: Deal 3 times your level psychic damage.

SLEEPING POISON

Flexible ranged attack

Triggering Roll: Natural odd hit

Effect: The target is weakened until the end of your next turn.

Epic Feat: (Native element poison only) If the target is staggered, it falls unconscious (save ends). This effect ends if the target takes damage.

SPIKY PUDDLE

Flexible melee attack

Triggering Roll: Natural even miss

Effect: You cover the floor around you with hot lava, icy spikes, or corrosive acid. Enemies that start their turn engaged with you, or engage you during their turn, take 10 native element damage (9th level: 20 damage). They also take a -5 penalty to disengage from you.

Champion Feat: Increase the damage by 10.

9TH LEVEL MANEUVERS

COUGH UP A SPAWN

Flexible melee or ranged attack

Triggering Roll: Natural even miss

Effect: Spend a recovery without healing to create a Spawn of the Master (10th level mook; Core Book p. 249) under your control.

FRENZIED PHEROMONES

Flexible melee attack

Triggering Roll: Natural odd miss

Effect: Spend a recovery without healing. Increase the escalation die by 1.

HASTENED EVOLUTION

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: If the target has a power that triggers on certain natural attack rolls (such as odd, even, or 16+), you gain that power as an abomination maneuver until the end of battle. If it has several such powers, you gain one at random. If it has no such powers, nothing happens. (Ask your GM before you announce the maneuver whether there is anything to gain.)

You can “evolve” only one power at a time. If you gain a new power, you lose any you have previously gained through this maneuver.

SURPRISE UPPER CUT

Flexible ranged attack

Triggering Roll: Natural even hit

Effect: Teleport to engage the enemy, then resolve the hit as if you had hit with your claws.

Epic Feat: Deal extra damage equal to three times your Dexterity modifier.

YANKING ARMS AND TOSSING GOBLINS

Flexible melee attack

Triggering Roll: Natural even hit

Effect: The target must make a save. If the save fails, it immediately makes an attack against its own ally. Mooks always fail the save. For double- and triple-strength monsters the save is easy (6+).

Epic Feat: Normal strength monsters also fail the save.

ABOMINATION MULTICLASS

As a multiclassed abomination, you have all the standard abomination class features.

As with other classes that use flexible attacks, you have to announce whether you wish to make an abomination flexible attack before making the roll.

One difference between the abomination and other classes is that you're stuck with your natural armor and weapons, unless you have the Harmless Transformation talent. Since you cannot wear armor, you have to use the better of the unarmored AC values of the two classes. When making a weapon attack of your other class, use your natural weapons.

Level Progression: Multiclass abominations start with 3 maneuvers at first level, and lag behind one level in their number of maneuvers and maneuver pool available as they level up.

Weapon Damage Penalty: Abominations count as skilled warriors, and take no weapon damage penalty if the other class is also a skilled warrior class.

Key Ability Modifier: Abominations use the barbarian column in the key ability modifier table. An abomination / barbarian's key ability modifiers are Str/Con.

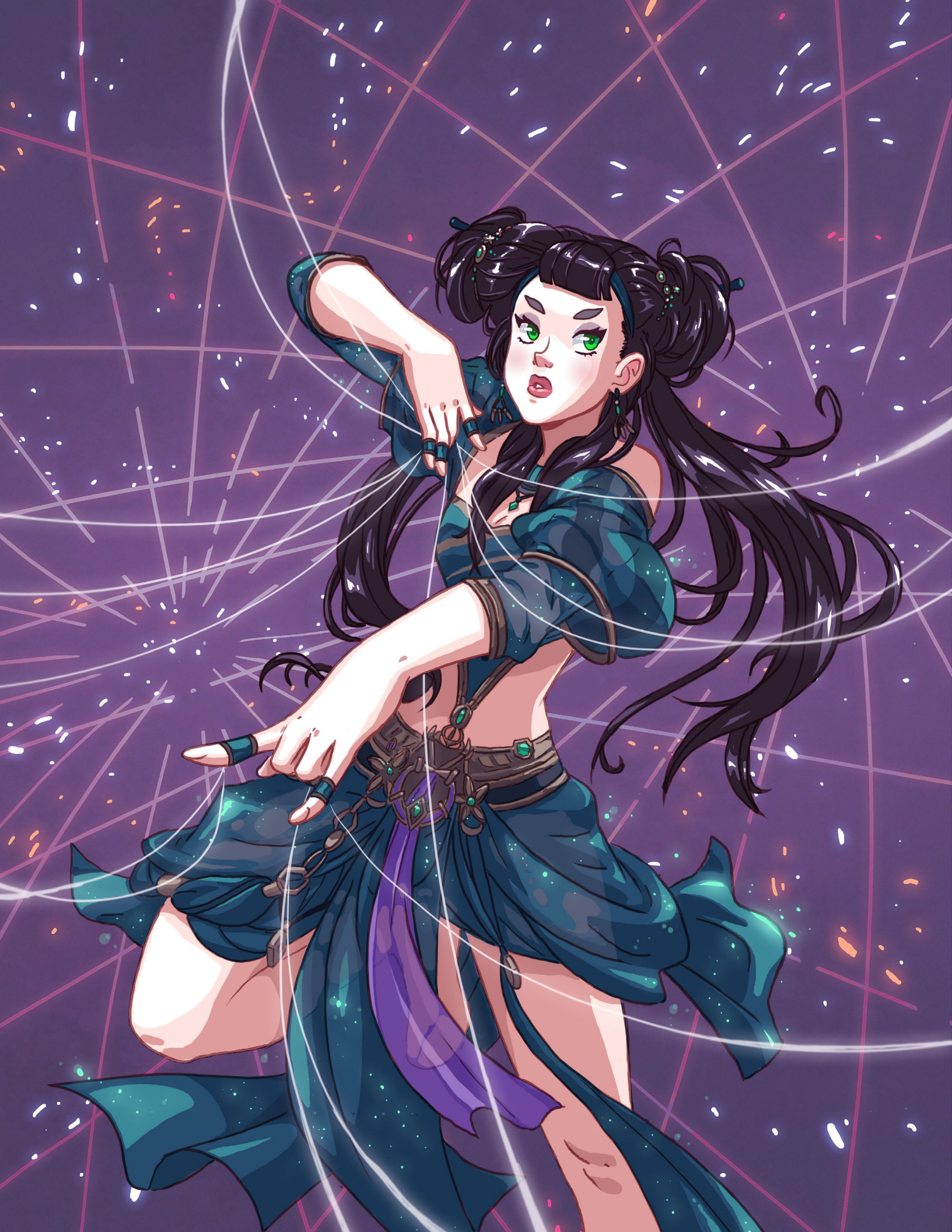
RIFFS AND VARIATIONS

The abomination class presented here covers a wide range of archetypes in fiction. While there are light-hearted examples like the Beast in Beauty and the Beast, most examples are tragic and tortured characters from pulp fiction and gothic horror stories. You'll also find examples for the trope in superhero comics, fighting games, and manga.

The class assumes that your character started as a human, or dwarf, or other humanoid race, but what if your character was born a monster? In that case, you still choose a race based on the racial power that best matches your innate monster nature. You can still take the Harmless Transformation talent, but it's a ruse you created to hide in civilized society.

The class assumes elemental powers for the character, but you can take the Ghoulish Horror talent to make it undead instead. You can home-brew a similar talent to make your PC akin to a strange angelic being. Use holy as the element, and make the limit attack a free heal to an ally. Or if your character is some sort of giant tentacled brain, make the element psychic and re flavor the thunder-based limit attack.





THE FATEWEAVER

Come in . . . don't be shy. Let me read the cards for you.

Fateweavers perceive reality as an interwoven fabric, with each living being moving along a thread that twists and turns as it leads from knot to knot. As an apprentice, their magic is subtle, twisting a thread here, loosening a knot there. By influencing small events here and there, they push fate in a certain direction through fine manipulation. As they grow stronger, they become a force to be reckoned with, possessing the power to rip reality apart at its seams. They move back and forth along the fabric, even reaching into the past to change the present.

Fateweavers practice divine magic. They tap directly into the source, while clerics need gods and druids need nature as intermediaries. It is great power, but it comes with great risk and great responsibility.

PLAY STYLE

Where other classes are slaves of their luck with the dice, you manipulate the dice directly. As a fateweaver, you approach the game like a chess master — your moves are out in the open, but your strategy is ten turns ahead.

Fateweavers shape the narrative of games in ways that no other class can, but they are only strong as part of a group. By themselves, they find it hard to best a single monster in combat, but they excel at making other characters stronger and pushing them to succeed.

The fateweaver is a support class, but one that aims to actively control the game, instead of just waiting for someone to scream for a medic.

ABILITY SCORES

Fateweaver abilities rely on two ability scores — Wisdom for passive, intuitive, perceptive abilities, and Charisma for active, outward, controlling abilities.

Fateweavers gain a +2 bonus to Wisdom or Charisma, as long as it is not the same ability score you chose for your racial bonus.

FATEWEAVER STATS

ABILITY BONUS	+2 Wisdom or Charisma (different from racial bonus)
INITIATIVE	Dex mod + Level
ARMOR CLASS (NO ARMOR)	10 + middle mod of Con/Dex/Wis + Level
PHYSICAL DEFENSE	10 + middle mod of Str/Con/Dex + Level
MENTAL DEFENSE	12 + middle mod of Int/Wis/Cha + Level
HIT POINTS	(5 + Con mod) x Level modifier (see level progression chart)
RECOVERIES	8
RECOVERY DICE	(1d6 x Level) + Con mod
BACKGROUNDS	8 points, max 5 in any one background
ICON RELATIONSHIPS	3 points (4 at 5th level, 5 at 8th)
TALENTS	3
FEATS	1 per Level

RACES

Fateweavers are few in number, and the gift can manifest in any race. The dark elves command the highest respect for them. Among the orcs and other savage folk, a gifted child is sometimes taken in by the shaman of the tribe and taught the ways of bending fate. In human lands, they often choose to join traveling troupes or a carnival, where they are protected from the superstitions of the common folk and earn their coin as card readers or astrologers.

BACKGROUNDS

A *wandering fortune teller* plays into the superstitions of the common folk. A *disgraced court jester* has been exiled after predicting the death of the princess. A *high-ranking courtesan* has been trained by a sisterhood that manipulates the fate of kingdoms with a secret agenda. An *unaware prisoner of the Shadow Prince* is held by unseen chains. A *lucky everyday man* denies that there is anything special about him.

FATEWEAVER LEVEL PROGRESSION

FATEWEAVER LEVEL	TOTAL HIT POINTS	TOTAL FEATS	MEDITATIONS	SPELLS	LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
Level 1	(5 + CON mod) x 3	1 adventurer	2 (adventurer)	3		ability modifier
Level 2	(5 + CON mod) x 4	2 adventurer	2 (adventurer)	4		ability modifier
Level 3	(5 + CON mod) x 5	3 adventurer	2 (adventurer)	5		ability modifier
Level 4	(5 + CON mod) x 6	4 adventurer	2 (adventurer)	6	+1 to 3 abilities	ability modifier
Level 5	(5 + CON mod) x 8	4 adventurer 1 champion	3 (up to champion)	6		2 x ability modifier
Level 6	(5 + CON mod) x 10	4 adventurer 2 champion	3 (up to champion)	7		2 x ability modifier
Level 7	(5 + CON mod) x 12	4 adventurer 3 champion	3 (up to champion)	8	+1 to 3 abilities	2 x ability modifier
Level 8	(5 + CON mod) x 16	4 adventurer 3 champion 1 epic	4 (up to epic)	8		3 x ability modifier
Level 9	(5 + CON mod) x 20	4 adventurer 3 champion 2 epic	4 (up to epic)	9		3 x ability modifier
Level 10	(5 + CON mod) x 24	4 adventurer 3 champion 3 epic	4 (up to epic)	10	+1 to 3 abilities	3 x ability modifier

Icons

As the big movers and shakers of the Dragon Empire, the icons take a special interest when lesser mortals wield the power to shape destinies.

The Shadow Prince sees himself as a master over luck and fortune, and does not appreciate the competition. It's possible that he (or she?) has the powers of fateweaving himself. For the Archmage, weaving is a form of divination that piques his academic curiosity. Fateweavers who received their powers from a deity are connected to the Priestess. The Elf Queen could be a protector of a fateweaver if he or she helps her to keep the peace between the elven races. The High Druid protects the natural cycle of life, and does not like it when fateweavers mess with it. The Lich King might pursue a fateweaver's secrets to restore himself to true life.

Gear

If you were part of a traveling troupe, your clothing will be as garish and outlandish as possible to get everyone's attention. On the other hand, if you are on the run from somewhere or someone, you'll choose the most inconspicuous traveling gear you can find.

In your pockets, you start with 25 gp. You could also roll 1d6 x 10 gp, if you don't quite feel comfortable with the whole "nothing is random, everything happens according to a greater cosmic plan" shtick yet.

Armor

You are either on the road, on the run, or on stage performing tricks, and armor is quite a hindrance in these activities. Your best bet is to stay behind the fighter.

FATEWEAVER ARMOR AND AC

Type	Base AC	Attack Penalty
None	10	—
Light	11	-1
Heavy	12	-2
Shield	+1	-1

Weapons

You might have picked up a bit of stage fighting, and even know a few tricks with a dagger, but in general, you leave the fighting to others.

FATEWEAVER MELEE WEAPONS

Size	One-Handed	Two-Handed
Small	1d4 knife	1d6 staff
Light or Simple	1d6 short sword, rapier	1d8 spear (-2 atk)
Heavy or Martial	1d8 longsword, scimitar (-2 atk)	1d10 greatsword (-5 atk)

FATEWEAVER RANGED WEAPONS

Size	Thrown	Crossbow	Bow
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe (-2 atk)	1d6 light crossbow	1d6 shortbow
Heavy	—	1d8 heavy crossbow (-2 atk)	1d8 longbow (-2 atk)

Basic Attacks

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity damage

Miss: Damage equal to your level

RANGED ATTACK

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

CLASS FEATURES

FATEWEAVER SPELLCASTING

Fateweavers have two types of spells, standard spells and meditations. You choose spells of both types after each full heal-up, like other spellcasters.

You choose a number of standard spells as per the level advancement table, starting with three at first level. You cast all spells at the highest level you can cast.

Except for a small number of at-will spells, standard fateweaver spells are daily spells.

Some of your daily spells have additional uses per day, if you have a high Wisdom or Charisma. These have a “once per day per <ability score> modifier” entry in the text. Note that you can still cast them once per day even if your ability modifier is zero or lower.

MEDITATIONS AND FOCUS

Meditations are a special type of fateweaver class spell. When you cast a meditation spell, you enter a state of mind called focus, to represent how you open your mind to the intricate web of threads that create the fabric of reality.

You can expend this focus as part of the action when you cast a standard fateweaver spell, and gain the bonus effect listed in the spell’s Focus entry.

Meditations are separated by tier, not level, and you choose them separately from your standard spells. At first level, choose two adventurer-tier meditations, plus *Gather Focus* (below) as a bonus. At champion and epic tier, you can choose an additional meditation, and you gain access to the meditations of that tier.

Meditation spells can be used once per battle, except *Gather Focus*, which is at-will.

Note that to gain focus, you have to be in combat — destiny doesn’t bend in your favor if nothing is at stake.

GATHER FOCUS (BONUS MEDITATION)

Close-quarters spell; At-will; Standard action

Always: You gain focus until the end of your next turn.

Effect: You gain +2 to MD until the end of your next turn.

Epic Feat: Once per battle, when the escalation die is 3+, you can cast *Gather Focus* as a quick action.

IMPLEMENTS

Like other divine spellcasters, fateweavers use holy symbols as implements. Their symbols often come in the form of divination tools, such as cards, dice, pendulums, or animal bones.

DIVINATION

The first exercise for apprentice fateweavers is to touch an object and start feeling the strands of fate connected to it. You gain *Follow the Thread* as a bonus spell.

FOLLOW THE THREAD (BONUS SPELL)

Close-quarters spell; Once per day per Wisdom modifier

Target: An object or person you touch

Effect: As you follow the threads of fate that are tied to the target, you gain a quick flash of insight into a potential future. For example, if you touch a cave entrance, you could gain a mental image of a large pile of gold, followed by a giant, fire-breathing maw and a hot burning death. The interpretation of your vision is up to you.

Adventurer Feat: You can follow the thread of the target into the past instead of the future.

RITUAL CASTER

You can cast rituals as described in the Core Book page 192.

CLASS TALENTS

Fateweavers gain 3 talents at first level. They do not gain additional talents as they level up.

ACE UP THE SLEEVE

You've seen it coming, but they won't.

Once per day, as a free action, you can drop a daily spell that you haven't cast yet, and cast a different spell instead that you haven't chosen that day. You can use the replacement spell at its normal frequency (at-will or daily).

Champion Feat: You can use this ability twice per day.

Epic Feat: During a quick rest, you can switch out any spell you haven't used yet that day.

ARROW OF FATE

An arrow always strikes where it was meant to strike.

You can use any ranged weapon without attack penalty. You can use Wisdom instead of Dexterity for attack and damage with ranged weapon attacks.

Adventurer Feat: When you have Focus, roll twice on ranged weapon attack rolls and take the better result.

Champion Feat: Once per day, when you shoot an arrow, don't make an attack roll. The arrow finds its target, no matter the odds.

ASTROLOGER

Like the stars, our fates are bound in an eternal cycle.

You can read the stars to make a prediction about the future.

At the start of each session, make a one-sentence prediction. The sentence should be ambiguous but contain strong symbols such as "the dragon will swallow the eagle's egg."

If the prediction becomes true on its own, choose to (a) regain a recovery, (b) regain a daily spell or (c) increase the escalation die by 1.

You can also use the prediction to shape the narrative in a similar way as you would invoke an icon relationship roll. You can make a suggestion, but ultimately it is the GM's call how a certain prediction proves itself true in the narrative.

Adventurer Feat: When you cast a daily spell under the open night sky, the spell has a small bonus effect that fits the scene and the current constellations. Be creative.

THE BONDS THAT BIND US

Together, our threads form the fabric of our destiny.

You gain five points towards one or more special backgrounds called bonds. Name another party member in the background's text, such as "Gerrit will learn to appreciate my jokes one day" or "Rogar proved that he has my back when we fought those zombies." You can change the bonds at the end of each session, to reflect the growing relationship between you and the other party members.

You can use these bonds like a normal background when making a skill check, to represent knowledge and tricks you learned from your friend.

In addition, you can use each bond once per scene to aid the ally named in it. When the ally rolls a skill check, describe how your shared past gives him or her the perseverance to succeed at the task, and grant them a bonus to the roll equal to the points in your bond.

Adventurer Feat: In addition to skill checks, you can aid the ally with an attack roll, save, or death save.

Champion Feat: You gain an additional point towards your bonds for each even level, up to a total of 10 at level 10.

Epic Feat: When you grant the bond as a bonus to a death save, it doesn't count against the once per scene limit.

CALM ANTICIPATION

You sense conflict in advance, and prepare your mind.

At the start of a battle, you can set the natural roll of your initiative to 2 instead of rolling a die. When you do so, you start the battle with focus. If you are human, set the die to a 4 instead.

Champion Feat: You can roll initiative first and then decide whether to use this talent.

Epic Feat: Once per day, when you use this talent, set the escalation die to 1 instead of gaining focus.

ETHEREAL HARMONY

The strands of fate are swinging to their own melody. All you need to do is listen.

Gain a spell or song from the bard's list as a bonus power.

Adventurer Feat: Starting from 3rd level, you can choose bard spells and songs instead of fateweaver spells for your spells known. You cast these spells at two levels lower than your fateweaver class level. You can take the feats of these spells.

Champion Feat: Once per day, while you have a sustained bard's song, you can cast a fateweaver spell as if you had focus.

FAVORED SOUL

Your powers are tied to a deity. How, depends on your backgrounds and One Unique Thing. You could be the revered oracle of a cult or the recipient of a divine spark. You could even have divine blood.

Choose one of the domains listed in the cleric's class talent list. You gain all the domain's advantages, including the ability to use the domain's invocation once per day. Replace any reference to the cleric class in the domain's description with fateweaver. You can take the domain's feats.

Adventurer Feat: Starting from 3rd level, you can choose cleric spells instead of fateweaver spells for your spells known. You cast these spells at two levels lower than your fateweaver class level. You can take the feats of these spells.

Champion Feat: You can use the Cleric's Heal spell once per battle.

HARLEQUIN

Reality, destiny, fate . . . We mortals like to believe we are special, but at the end, we are just the punch line to an elaborate joke.

If life is a joke, you are determined to have the last laugh. You embrace this philosophy wholeheartedly, and strive to see the humor in everything.

Once per day per Charisma modifier, you can add an extra effect to a spell you cast because it's funnier that way. Be bold — anything goes as long as the group thinks it's funny. Just make sure you choose this talent in a group that shares your sense of humor.

Adventurer Feat: When you use this talent, one nearby ally can heal using a recovery as you brighten their day.

INNER PEACE

You have seen the future. You know what fate has in store for you, and you accept it.

Gain a bonus meditation.

Adventurer Feat: Gain the adventurer feat of all meditations you know.

Champion Feat: Gain the champion feat of all meditations you know.

Epic Feat: Gain the epic feat of all meditations you know.

MASTER WEAVER

Even at your young age, the art of weaving comes naturally to you. Were you born under an auspicious sign?

Once per day, as a free action, regain a daily spell that you have already used that day in a previous battle.

Adventurer Feat: When you cast a spell where the possible targets are limited by their current hit point total, increase that limit by 5 times your level.

Champion Feat: You can use an icon relationship die to get another use of this talent.



MORTAL VESSEL

Your spellcasting is not an innate ability, it is the direct interference of a higher power, be it an icon, a god, or a guardian angel. Your physical presence is merely the vessel that binds it to this reality.

Once per day, while you are unconscious, incapacitated, or even dead, your avatar, the source of your power, can manifest itself as an incorporeal presence, a separate entity outside of your body. In this form, it can cast your spells as you would, but does not interact with reality in any other way.

The avatar vanishes if you reawaken, or if it runs out of spells to cast. Spells it expended remain expended.

Adventurer Feat: You gain a +5 bonus to death saves while your guardian is manifested.

Champion Feat: While your avatar is manifested, your body is held in suspended animation, immune to damage.

OCCULT INFLUENCE

Gain a spell from the occultist's spell list, at your class level. Use your fateweaver Focus class feature as the focus required for casting the spell. You make the Retain Focus roll of your occultist spell as an occultist would.

Adventurer Feat: Starting from 3rd level, you can choose occultist spells instead of fateweaver spells for your spells known. You cast these spells at two levels lower than your fateweaver class level. You can take the feats of these spells.

REACH BEYOND

There's a philosophical split between fateweavers. Some see death as the ultimate end of the thread, a final knot at the end of each individual journey, that is not to be tampered with. For others, it's merely a transition to a different tapestry, of a soul that is eternally bound to the threads of fate.

Among the second school, the most extreme faction sees no moral issues in reaching past the weave of the mortal world, and they manipulate the strands of unlife in the same way they manipulate life.

You can use your Follow the Thread class feature on the remains of a deceased creature or its grave, to receive a short vision of key moments of its life, including the moment of death.

You can use your icon relationships to commune with the dead, similar to the necromancer's Death Priest talent.

Adventurer Feat: Starting from 3rd level, you can choose necromancer spells instead of fateweaver spells for your spells known. You cast these spells at two levels lower than your fateweaver class level. You can take the feats of these spells.

Champion Feat: Once per battle, when an ally makes a death save, you can cast a standard action spell as an interrupt action.

Epic Feat: Gain *Speak with Dead* as a bonus spell.

STAGE PERFORMER

Your travels with bards, acrobats, stage actors, and story tellers have taught you a thing or two about performing in front of an audience.

Once per scene (or battle), you can roll twice on a d20 roll and take the better result as long as you have an audience to witness your performance. The audience must be a group of NPCs who are not involved in the scene, other than as a watchful audience or innocent bystanders.

Adventurer Feat: Once per session, you can use an icon relationship to find a former supporter, or a fellow performer, to use as a valuable contact, without spending a 5 or 6 on an icon relationship die.

Champion Feat: When you cast a daily spell, you can weave an additional performance element into the magic to make the spell more impressive. This can have a small but tangible in-game benefit as determined by the GM.

MEDITATIONS

ADVENTURER TIER

LIFTED BY THE STRINGS OF FATE

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Fly to a nearby location.

Epic Feat: You also grant an ally a move action to fly.

MANTRA OF CLEANSING

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: You

Effect: Make a save against a save-ends effect, with your Wisdom modifier as a bonus.

Adventurer Feat: You can target a nearby ally.

Champion Feat: Also add the escalation die as a bonus.

MEND THE CORPOREAL FABRIC

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: You

Effect: Spend a recovery to heal, and add your Wisdom modifier (2x at 5th level, x3 at 8th) to the amount healed.

Adventurer Feat: You can grant half or the full amount to an ally instead of healing yourself.

Champion Feat: You can use this spell twice per battle.

Epic Feat: The recovery heals the maximum amount.

RELEASE YOUR INNER ANGER

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: A nearby enemy

Effect: Deal psychic damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th). Add 5 damage per tier if you are staggered.

Adventurer Feat: Regain this spell once per battle when you take damage from an enemy attack.

Champion Feat: Target one nearby enemy per point of escalation die.

REVEAL WHAT WAS HIDDEN

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: You notice something nearby. This can be a threat that the party was not aware of, an invisible enemy, or an important detail in the environment that you had not been aware of.

VEIL OF THE VOID

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: You

Effect: You gain *resist negative energy and force* 18+ until the end of your next turn.

Adventurer Feat: At the end of your next turn, gain a weaker version (12+) of the same resistance until the end of battle.

Champion Feat: Choose cold, fire, lightning, or thunder and also gain resistance to that.

Epic Feat: Also grant the resistance to one nearby ally.



CHAMPION TIER MEDITATIONS

FORESEE THE ENEMY'S MOVE

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: A nearby enemy

Effect: Learn what the target enemy plans to do on its next turn. The GM will tell you truthfully, but plans can change if the originally planned move is no longer an option (such as when it can no longer attack its intended target).

MOMENT TO STRIKE

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: A nearby ally

Effect: You grant the ally a melee or ranged basic attack as a free action.

Champion Feat: If the ally's attack is an even miss, you don't expend this power.



NEGATION OF THE SELF

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Teleport to a nearby location you can see.

Champion Feat: You can teleport an ally to the same location.

SHIELD OF CONTEMPLATION

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Until the end of your next turn, you gain a bonus to all defenses equal to your Wisdom modifier.

Champion Feat: After the end of your next turn, you have a +1 bonus to all defenses until the end of battle.

SHOCKING REVELATION

You stream forth your consciousness, which is too much for lesser minds to handle.

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Target: One nearby enemy

Effect: The enemy is dazed until the end of your next turn. A double- or triple-strength enemy can immediately make a save to shake off the effect.

Champion Feat: If the escalation die is 3+, the enemy is weakened instead.

Epic Feat: If the escalation die is 3+, the enemy is shocked (see Bestiary 2, p. 8) instead.

EPIC TIER MEDITATIONS

ESCALATE BEYOND THE LIMIT

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Immediately increase the escalation die to 7. If the current escalation die is lower than your Wisdom OR Charisma modifier, there will be a backlash for doing this — usually all enemies gain the ability to use the escalation die, too, but the GM can be creative here.

At the end of your next turn, the escalation die drops to zero. After that, it increases normally by 1 at the start of each round.

Epic Feat: The escalation die reverts back to 1 instead of zero.

MYSTIC BARRIER

Your destiny will protect you.

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Until the end of your next turn, you are immune to a type of damage that you specify (such as fire or weapons).

Epic Feat: Specify two types of damage.

NEW PATTERN REVEALED

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Swap a daily spell you haven't cast yet that day for a different one.

SHARED PAIN, SHARED HOPE

As you mend the ripples in the tapestry that were caused by conflict, you and your allies regain your spirits.

Close-quarters spell; Once per battle

Always: You gain focus until the end of your next turn.

Effect: Spend a recovery to heal. All nearby allies heal the same amount as your roll without spending a recovery.

Epic Feat: If the escalation die is 4+, your recovery is also free.



FATEWEAVER SPELLS

1ST LEVEL SPELLS

BOON OF DESTINY

Ranged spell; At-will

Target: One nearby ally

Effect: The target can roll twice on its next attack roll, and that attack deals holy damage in addition to any other type.

Focus: Target two allies.

Adventurer Feat: If you expend focus, target three allies.

Champion Feat: If the escalation die is 1+, the target also heals hit points equal to your level.

Epic Feat: If you have focus and the escalation die is 4+, target four allies.

EVEN THE STRONG WILL PERISH

Ranged spell; At-will

Target: A nearby enemy

Effect: Deal holy damage equal to your Charisma modifier plus the escalation die.

3rd level spell: 5 + Charisma + escalation die damage

5th level spell: 5 + 2x (Charisma + escalation die) damage

7th level spell: 15 + 2x (Charisma + escalation die) damage

9th level spell: 25 + 3x (Charisma + escalation die) damage

Focus: Deal double damage.

Adventurer Feat: If you expend focus and the target has full hit points, deal triple damage.

Champion Feat: If you expend focus and the target is dazed, weakened, or stunned, deal triple damage.

GUIDING LIGHT

Close-quarters spell; Daily

Effect: You summon a glowing orb of light. Specify a person, object, or location. The light will hover around you, pointing in the direction of the nearest target that matches the description. The light remains until your next full heal-up.

Adventurer Feat: You and all allies nearby the guiding light gain a +1 bonus to saving throws.

HEART OF THE CARDS

Ranged spell; Once per day per Charisma modifier

Target: A small object like a deck of cards, a die, a coin, etc.

Effect: You determine the outcome of a small random event, like the card drawn from a deck, a die roll, or a flipped coin. The most common use of this spell is to cheat at gambling. If you want to avoid ending up with a slit throat in the gutter of a back alley, make a Charisma-based skill check to hide your spellcasting.

Adventurer Feat: The first time you use this spell each day, roll twice on the skill check to hide your casting.

PREDETERMINATION

Close-quarters spell; Daily; Quick action

Target: A nearby ally

Effect: The next time the target rolls a d20, set the natural roll of the die as 10 + your level instead of rolling it. You can specify the type of roll, such as an attack, a skill check, a save, or a death save, or leave it to any roll.

Adventurer Feat: You can target an enemy with this spell, and set the die roll as 10 - your level instead.

Champion Feat: You can cast the spell once per day per Charisma modifier, but the target must be different each time.

SPARKS OF FATE

Close-quarters spell; Daily

Target: One nearby enemy

Effect: The target must choose. Either it takes ongoing lightning damage equal to 5 times its level, or it must roll twice on attacks and take the lower result (save ends).

Focus: Target two nearby enemies.

Adventurer Feat: When the target fails a save against the spell, deal lightning damage equal to its level to two other nearby enemies.

Champion Feat: When the escalation die is 3+, you can target 3 enemies with focus.

THESE WOUNDS ARE NOT YOUR DESTINY

Ranged spell; Once per day per Wisdom modifier

Target: You or a nearby ally

Effect: The target can spend a recovery to heal. Add your Wisdom modifier (2x at 5th level; x3 at 8th) to the amount healed.

Focus: The recovery heals the maximum possible hit points.

Adventurer Feat: Choose a nearby enemy. That enemy takes damage equal to half the hit points healed by the target.

Champion Feat: When you expend focus, the recovery is free.

Epic Feat: The target heals an extra recovery die per point of escalation die.

UNFORTUNATE MISSTEP

Ranged spell; Once per day per Charisma modifier

Target: A nearby enemy

Effect: The enemy makes a quick, unintended misstep, that provokes an opportunity attack from your ally that is currently engaged with it.

Focus: Target two nearby enemies.

Adventurer Feat: The ally's attack gains a bonus to the attack roll equal to your Charisma modifier.

Champion Feat: If the escalation die is 3+, the ally's attack gains a bonus to its critical threat range equal to your Charisma modifier.

3RD LEVEL SPELLS

BALANCE THE SCALES

Close-quarters spell; Daily; Free action

Trigger: You or an ally makes a skill check against an opponent.

Effect: Instead of the usual way to resolve the check, roll a d20 for each involved participant, without any modifiers. The highest roll wins. Reroll any ties.

BARGAIN WITH DEATH

Close-quarters spell; Daily; Free action

Target: You or a nearby ally

Trigger: The target failed a death save or a last gasp save.

Effect: The failed roll is a success. Hand the original die roll to the GM. Any time in the future, the GM can switch a d20 roll by the target with the natural roll of the failed save.

DANGLING PUPPET

Ranged spell; Daily

Target: One nearby enemy with 35 hp or fewer

Effect: The target is dominated (save ends). While the target is dominated, it is completely under your control, and it is forced to act according to your orders on its turn. However, it can choose to take 10 psychic damage to ignore your orders and act as it pleases for a turn. This does not end the spell — the target must still succeed at a save to shake off the effect completely.

Focus: You can affect an enemy with 70 hp or fewer (double the hp limit at higher levels), and the target takes double damage when it tries to resist.

5th level spell: Target with 55 hp or fewer; 15 damage to resist

7th level spell: Target with 85 hp or fewer; 25 damage to resist

9th level spell: Target with 135 hp or fewer; 50 damage to resist

Adventurer Feat: When the target attempts to resist, deal extra damage equal to your Charisma modifier (2x at 5th level, x3 at 8th).



Champion Feat: You can dominate a group of mooks with total hit points up to the given limit.

Epic Feat: The save is now a hard save (16+).

EVEN THE ODDS

Ranged spell; Once per day per Wisdom modifier; Quick action

Target: A nearby ally

Effect: Once this battle, the target can increase the result of a natural die roll by 1.

Focus: Target two nearby allies.

Adventurer Feat: If you have focus, target 3 allies.

INEVITABLE PAIN

Ranged spell; Once per day per Charisma modifier

Target: One nearby enemy

Effect: Until the end of the battle, whenever one of your allies hits the target, it takes extra damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) (save ends).

Focus: As an additional effect, if an attack against the target is an even roll, that attack is a hit.

Adventurer Feat: Add your level to the bonus damage.

REVERTED KARMA

Ranged spell; Once per day per Charisma modifier

Target: The nearby enemy with the highest hit-point total

Effect: The target is vulnerable to attacks. In addition, the target takes a penalty to all defenses: -1 if the target is normal-strength, -2 if it is double-strength, -3 if it is triple-strength (save ends both).

Focus: Choose two nearby enemies as targets for the spell.

Champion Feat: The save is a hard save (16+).

Epic Feat: When the escalation die is 3+, you can target 3 enemies with focus.

REWEAVE THE FABRIC

Ranged spell; Daily

Target: A nearby object

Effect: Change the material that the object is made of into a different material. For example, you could change water into wine, or spin a pile of straw into gold. You only change the material of the object, not its shape. The transmutation is permanent, but reality has a habit of straightening itself out when stretched too far. Whenever an onlooker doubts the nature of the object, it has a chance to revert to its original material.

SHIELD OF CARDS

Ranged spell; Daily

Target: You or a nearby ally

Effect: You animate three cards (one card per spell level) to shield the target. When the target is hit by an attack against AC with a natural even roll, the attack hits a card instead and destroys it.

Focus: When a card is destroyed, it deals 1d4 per level + Charisma damage to the attacker.

Champion Feat: The cards trigger on attacks against PD.

Epic Feat: You can select a number of targets equal to your Wisdom modifier. You still summon one card per level in total, but they trigger regardless of which protected target is attacked.

WEAKEN THE STRAND

Ranged spell; Daily

Target: One nearby enemy

Effect: The target is weakened and takes a -4 penalty to all saving throws, except against this spell (save ends both).

Focus: Target two enemies OR make the save a hard save (16+).

Champion Feat: Increase the penalty to -5.

Epic Feat: When the escalation die is 3+, you can target 3 enemies with focus.

5TH LEVEL SPELLS

CRUEL COINCIDENCE

Ranged spell; Daily; Interrupt action

Trigger: A nearby enemy rolls a natural 1 to 5 on a d20.

Target: The triggering enemy

Effect: The target is hit by an unfortunate accident, such as a stray arrow, a careless step into a lava pool, or a falling stalactite. Use the environment to narrate the effect. It takes twice your Charisma modifier + 5 damage, plus an additional 5 for each point of the escalation die.

7th level spell: 2x Cha+10 damage, +10x escalation die

9th level spell: 3x Cha+15 damage, +15x escalation die

Focus: Cast the spell as a standard action on any nearby enemy, without a trigger, and deal double damage.

Champion Feat: You can use the spell once per day per Charisma modifier, but for each casting after the first, you give the DM a use of the spell against you or one of your allies.

FATE ARMOR

Ranged spell; Daily; Quick action

Target: You or a nearby ally

Effect: Specify a number. The next time the target takes a single chunk of damage that's equal to the chosen number or more, he or she avoids the damage completely.

The spell also triggers on any damage that would take the target below zero hit points.

Narrate how the target narrowly avoids the blow. Maybe the deadly blade just barely missed his or her head, cutting off a sizable chunk of hair. Maybe it was a last-ditch jump around a corner before the explosion hit.

If the target doesn't trigger the spell until the next full heal-up, the effect fizzles.

Champion Feat: The spell also negates all non-damage effects of the attack.

Epic Feat: If the spell is triggered when the escalation die is 4+, the target can immediately take a standard action.

HAND OF FATE

Close-quarters spell; Daily; Quick action

Effect: Roll two d20. Set the lower roll as the natural roll of the next attack against you, and hand the higher roll to an ally as his or her next attack roll.

Focus: Roll 3d20 and discard the middle result.

Champion Feat: You can cast this spell once per day per Charisma modifier.

OH, THERE YOU ARE

Close-quarters spell; Daily

Target: A number of allies up to your Wisdom modifier that are not present in the current battle

Effect: The split party is reunited as the members who ran off stumble into the scene. How that happens is up to your description. Maybe they just happened to walk down the right alley, or they followed the right track in the cursed faerie forest . . . Whatever happened, now they are here.

Focus: The allies take their turns immediately after your current turn, in order of their initiative bonuses.

Champion Feat: You can use this spell to stumble into an ongoing fight that you were not present in, and bring any nearby party members with you.

SURPRISINGLY ACCURATE PREDICTION

Close-quarters spell; Daily

Effect: To cast this spell, make a prediction about the world around you. For example, you could tell your friend that the barmaid's name is Sandy and she's dreaming about attending wizard college. Or you could tell everyone to just hang in for another sand dune because surely there is an oasis behind this one. As long as you make up something that hasn't been established otherwise in the narrative, this is now a fact. Be careful with making predictions that sound too good to be true, though, because they tend to backfire spectacularly. That vorpal sword you predicted to find behind the door? Turns out its owner, a terrible Death Knight, is quite attached to it and won't give it up without a fight.

Champion Feat: If the GM and every player agree with your prediction, gain a second use of the spell for this day.



THE TRUTH IN THEIR EYES

Strangely enough, magic can change anything about a creature, except its eyes.

Ranged spell; Daily

Target: A creature you have eye contact with

Effect: You learn a single truth about the target. Ask the GM a single question, which he or she will answer truthfully.

The question can be something like:

- * What are you afraid of?
- * What do you desire?
- * What has made you happy (or sad)?
- * What part of yourself do you never show?
- * Who do you really serve?

This communication goes both ways. You also show a piece of your true self to the other, and the target can ask a question of you in the same fashion.

Against guarded or paranoid targets, the GM can require a Wisdom skill check vs. MD. If you would like to bluff your way out of answering the target truthfully, make a Charisma skill check vs. MD.

Champion Feat: If you have at least a minute to look into the target's eyes, or a longer period to watch it from a distance, you can get the answer to two questions (but the target only gets one).

TRAINING MONTAGE

Ranged spell; Daily

Target: A nearby ally

Effect: The target takes its next incremental advance immediately. The effect lasts until the target would normally gain an incremental advance (usually at the end of the session). This spell does not trigger a level-up, even if this takes the target to four incremental advances or more.

Champion Feat: The target can choose a +1 bonus to AC, PD, or MD (which is not normally an option with an incremental advance).

WARD AGAINST BAD LUCK

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, whenever you or a nearby ally rolls a natural 1 on d20, they can reduce the escalation die by 1 and reroll the die.

7TH LEVEL SPELLS

ALTERNATE REALITY SELF

Close-quarters spell; Daily

Target: You

Effect: You follow the thread of your own life back into the past and channel a version of yourself that once branched off from your current reality in a life-changing event. What if you had passed the wizard school entrance exam? What if you had escaped from the orphanage and learned to survive on the streets?

When you learn the spell (between sessions), create an alternative character sheet for your character. Except for your race and level, almost anything on the sheet can be different, as long as you can explain those changes with one single event and its consequences. The spell only changes your body and mind, and does not affect equipment.

Casting the spell channels that other version of yourself, causing you to temporarily swap character sheets.

You can keep the spell active until the next full heal-up, or end it any time as a standard action. When you end it, make a save against a DC equal to the number of hours that you spent as your alternate self. If the save fails, that alternate self remains a part of your personality. If you fail repeatedly, it will eventually become stronger and dominate. It could even manifest itself as its own real person, like an evil twin.

Champion Feat: You can cast the spell on a willing ally, provided the other player prepared an alternative character sheet before the session.

CIRCLE OF FRIENDSHIP

Close-quarters spell; Daily; Quick action

Effect: You and all nearby allies can spend a recovery to heal.

Focus: For all staggered targets the recovery heals the maximum amount.

Champion Feat: The ally with the lowest hit point total can spend a free recovery as a bonus.

Epic Feat: If the escalation die is 3+, all targets heal 30 additional hit points.

LIFE SWITCH

Ranged spell; Daily

Target: Two nearby creatures

Effect: Switch the current hit point totals between the two targets. If you target a non-staggered enemy, it can immediately make a save to negate the effect.

Focus: The save to negate is a hard save (16+).

MEDDLING FROM THE SIDELINES

There's always someone unexpected, pulling strings.

Close-quarters spell; Daily

Target: One ally who failed all icon relationship rolls for the session, that is, none of their icon relationship rolls came up as a 5 or 6.

Effect: Grant that ally a 5 with an icon of your choice that he or she does *not* have an icon relationship with.

Champion Feat: You can grant that ally a 6, if you are willing to change an unused 6 of your own rolls into a 5.

ONE IN A MILLION CHANCE

Close-quarters spell; Daily

Effect: You cause something extremely unlikely to happen. An arrow that splits another arrow in mid-air. The first book you open in the Ancient Library of Khazum contains the clue you were looking for. A stranger in the corner of the tavern turns out to be a long-lost sibling.

For the spell to work, the event has to be possible, just extremely unlikely. A dwarf's long-lost brother still has to be a dwarf, not a minotaur. As with all powerful magic, be careful what you wish for. For example, just because someone is family, doesn't mean you will be happy to meet them . . .

TIME-SHIFTED RESTORATION

Ranged spell; Daily

Target: A nearby creature

Effect: You restore the target to the state of health it had after the last full heal-up. It regains all hit points and recoveries. This spell can even resurrect the recently deceased, as long as the target was still alive this morning and you have a body to cast it on.

This sort of chronomancy is not without risks. The target must succeed at a normal save. If the save fails, the target loses all memories of what happened this day, and it is stunned (save ends).

Regardless of whether the save fails or succeeds, the target does not gain an incremental advance for the session.

Focus: The target also regains any powers it used that day, including magic item powers.

Epic Feat: You can make the save to retain memories a hard save (16+) or an easy save (6+).

WAVE OF DISASTER

Close-quarters spell; Daily

Target: All nearby enemies (against mooks, choose one to target from a group)

Effect: You cause all hell to break loose on your enemies. Deal 1d4 x 10 damage to each of them from accidental steps into lava, falling chandeliers or even cuts from their own weapons.

9th level spell: 1d6 x 10 damage

Focus: Deal 2d4 x 10 damage (9th level: 2d6 x 10).

Epic Feat: Until the end of the battle, deal the damage again against enemies who roll a natural 1 on an attack.

WEAVER'S DANCE

Close-quarters spell; Daily; Quick action

Target: You

Effect: Until the end of the battle, you have a +2 bonus to AC and PD. When an attack against you is a natural even miss, you can force the attacker to reroll the attack against a target chosen by you.

Epic Feat: You can levitate and hover during your turn, but you must have solid ground under your feet by the end of it.



9TH LEVEL SPELLS

CUT AWAY THE PAST

Close-quarters spell; Daily

Effect: You go back on the current thread of time for up to an hour. Choose one event, cut it out of the fabric, and stitch everything back together. You still end up at the same point in space and time where you were before casting the spell, but the past event never happened.

For example, the dragon never attacked your group, or the rock that triggered the avalanche never started rolling.

This can undo a fight. Slain enemies and allies will be reverted to life, and the party can regain powers and other resources spent in that fight (as long as there is a record of what happened. If it's unclear whether a certain resource was spent in that fight, it remains expended).

Tampering with the past like that has consequences. The party suffers a campaign loss. Maybe that dragon you never fought went on to torch the village you wanted to rescue.

ELIMINATE FROM EXISTENCE

Ranged spell; Daily

Target: One creature with up to 250 hp

Effect: You sever the strands that weave the target's existence within the current reality. The target suffers no immediate effect, but it starts making hard saves (16+).

With each failed save, another effect is placed on the target. If the target succeeds at one save, the spell ends.

After the first failed save, all attacks against the target take a -4 penalty, but it also takes a -4 to all attack rolls.

After the second failed save, the first effect persists, and in addition, the creature gains *resist all* 18+, but all damage it inflicts is also halved.

After the third failed save, the creature is immune to attacks but it is also stunned.

After the fourth failed save, the creature is written out of existence. All memory of it slowly fades, and after a while, nothing is left that can prove it was ever part of this reality.

Focus: You can target a creature with more than 500 hit points, but the save is an easy save (6+). At over 250 hp, it's a normal save (11+). At 250 hp or below, the save is a hard save (16+).

Epic Feat: You can use this spell to send an ally to a safe, alternate reality temporarily. The ally is held in suspended animation after the third save. The ally can decide how long he or she wants to remain in that state, and end it any time.

GATE TO A PARALLEL REALITY

Close-quarters spell; Daily

Effect: You open a portal to an existing, established, parallel reality of the world you are currently in. You can't just connect to any parallel reality you like, you need an anchor to do so. The most common anchor is an item or even a person that has been brought over from that reality. There are also certain places in the Empire where such portals can be opened.

The portal itself requires strenuous concentration to keep open, something most fateweavers can only do for a few minutes at best. The portal is big enough for a humanoid or even a horse to pass.

Once on the other side, you can reopen the portal with a password, but only once. Those who crossed with you will have to be present to travel back, or they will be trapped until they find a different gateway.

SERENDIPITOUS DELAY

Ranged spell; Daily

Target: One nearby creature (dead or alive)

Effect: You remove the target's thread from the fabric of the current reality and reconnect it to the immediate future. The target disappears from the battlefield.

At the start of its next turn, the target rolls a d6. If the roll is higher than the escalation die, the target remains removed from the battlefield and rolls again at the start of the next turn.

If the d6 result is equal to the escalation die or lower (or the battle has ended), the target reappears as if it had just arrived late to the fight — at full health, and with all resources it spent in the current battle returned.

If you target a dead creature with the spell, it is resurrected, but permanently loses a recovery.

TRAVEL TO THE LOOM OF FATE

Ranged spell; Daily

Target: You

Effect: You teleport to a place that exists beyond the physical realm. This location, at the end or the beginning of time, is where fateweavers gather to analyze reality and guard it against malicious attempts to manipulate it. This location also offers portals to different places, some of them even in other time periods or on other planes. When you learn this spell, work with your DM to flesh out the details of this place.

Focus: Travel together with up to 5 nearby allies.

FATEWEAVER MULTICLASS

Weaving fates is a calling that can fall upon people in all walks of life. It is therefore not unusual to have someone who has, for example, trained as a warrior earlier in life.

Multiclass fateweavers gain all fateweaver class features.

Level Progression: You start with 1 meditation and 2 spells, and progress in spells and meditations at one level lower. The highest level of spells you can cast is also one lower.

Weapon Damage Penalty: Fateweavers do not count as skilled warriors, so you suffer a weapon damage penalty.

Key Ability Modifier: Fateweavers use the cleric column in the key ability modifier table, with the following exceptions. If you multiclass with cleric, the key ability modifiers are Wis / Cha; with necromancer, Int / Cha; with rogue Dex / Cha.

Fateweaver / sorcerers can take the feat below.

Fate Sorcery (adventurer feat): You can expend focus to deal double damage with a sorcerer spell as if you had gathered power. You can expend your gathered power to gain the focus effect of a fateweaver spell.

If you are an occultist and also a fateweaver, be careful because both classes have a similar but distinct class feature called "Focus." If you don't want to spend an entire campaign confusing yourself and the GM with occultist-focus vs. fateweaver-focus, take the feat below.

Unified Focus (adventurer feat): Your fateweaver Focus and your occultist Focus are considered the same thing. If you gain focus from a fateweaver class feature or spell, you can expend it on an occultist spell, and vice versa.

RIFFS AND VARIATIONS

For character inspiration, have a look at the old LucasArts game *Loom*, the movie *Dark City*, and the anime *Kimi no na wa* (Your Name).

The fateweaver class is considered a divine spellcasting class in this writeup, but it could just as well be flavored as an arcane class or even psionic. This mostly affects what implements the class can use (symbols vs. wands vs. crystals). For fateweavers, that's less relevant since their spells don't require attack rolls. They benefit from the damage boost, but then most of their spells don't do damage either.

If the GM wishes, it could have a higher impact in the setting, by, for example, adding a religious organization that hunts down arcane spellcasters, or zones of chaos magic that only affect arcane spells, not divine.



THE PSION

Each one of us is a universe in our own mind.

Psions wield supernatural powers that bend and shape reality, entirely with the power of their own mind.

These powers are separated into six disciplines: Clairsentience is the ability to perceive things, transcending both space and time. Metacreation is the power to create physical objects out of ectoplasm. Energenesis allows you to create and control forces, energies, and elements. With the psychometabolism discipline, you can change your own body. Psychoportation is the ability to move things. Telepathy is control over the weaker minds around you.

PLAY STYLE

The psion is a flexible, but also complex class, aimed at players who enjoy really digging into the available options and coming up with something unique. Depending on how you choose your talents and powers, your role can vary between ranged artillery, support, control, and even frontline melee.

Each of your powers has a baseline cost, but you can invest more to augment the effect in different ways. This requires some strategic thinking. Do you go all out and blow up the zombies at the crypt entrance in one massive hit? Or do you let the fighters handle that and keep your reserves for whatever is lurking below?

If you are unsure how to approach building your psion, choose one or two of the talents that specialize in a discipline (Blaster, Egoist, Nomad, Seer, Shaper, Telepath). Look through the powers available for these disciplines, then choose other talents that match your intended style.

ABILITY SCORES

Psionics are driven by your innate mental capability, which is represented by Intelligence. In addition, each discipline is linked to one of your ability scores: Energenesis to Strength, Psychoportation

to Dexterity, Psychometabolism to Constitution, Metacreation to Intelligence, Clairsentience to Wisdom, and Telepathy to Charisma. Match your ability scores to the disciplines you plan to focus on.

Psions gain a +2 bonus to any ability score, as long as it is not the same as your racial bonus.

Psion Stats

ABILITY BONUS	+2 to any ability score (different from racial bonus)
INITIATIVE	Dex mod + Level
ARMOR CLASS (NO ARMOR)	10 + middle mod of Con/Dex/Wis + Level
PHYSICAL DEFENSE	10 + middle mod of Str/Con/Dex + Level
MENTAL DEFENSE	12 + middle mod of Int/Wis/Cha + Level
HIT POINTS	(6 + Con mod) x Level modifier (see level progression chart)
RECOVERIES	8
RECOVERY DICE	(1d6 x Level) + Con mod
BACKGROUNDS	8 points, max 5 in any one background
ICON RELATIONSHIPS	3 points (4 at 5th level, 5 at 8th)
TALENTS	3
FEATS	1 per Level





SETTING CONSIDERATIONS

Some fantasy settings have an established place for psionics. However, that is not the case in the setting of the 13th Age Roleplaying Game, which gives the GM and the psion player broad creative license to fill in the blanks, especially when it comes to races and icons.

Psionics always had a more pulp or science fiction flavor to them, unlike the “native to fantasy” divine and arcane powers. If you include psionics in your campaign, ask yourself whether you want to play up or tone down this theme.

To underline strangeness, keep psionics at the fringes, with aberrations and mysterious visitors from other planes. Or decide that the psion PC is a unique occurrence in his or her age, similar to the occultist class. You could add a cataclysmic event that awakened his or her latent powers, which leaves it open as to whether others were affected, too.

In a more kitchen sink setting, psionics could be out in the open, seen as an eccentric flavor of sorcery. There could even be psionic guild halls that offer their services.

PSION LEVEL PROGRESSION

PSION LEVEL	TOTAL HIT POINTS	TOTAL FEATS	POWER POINTS	POWERS KNOWN	LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
Level 1	(6 + CON mod) x 3	1 adventurer	5	5		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	6	6		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	7	7		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	8	8	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	10	9		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	12	10		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	14	10	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	16	11		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	18	11		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	20	12	+1 to 3 abilities	3 x ability modifier



RACES

In most settings, psionics are rare but can manifest in any race. However, feel free to play with that assumption in your campaign. What if psionics were almost exclusively dwarven, practiced by an ostracized sect in a secluded monastery to counterbalance the arcane might of the elves?

Different races could focus on different disciplines, with half-orcs as masters of psychometabolism, the art that originally created them. Halflings are widely mistrusted as masters of telepathy.

You could also work a little homebrew magic to bring in one of the psionic races that is found in other fantasy RPG publications.



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BACKGROUNDS

A *slave in shattered chains* has discovered his psionic powers in dire circumstances; a *carnie trickster* uses them for entertainment; an *enlightened princess* comes from a royal line that is bred for psionic power; an *ascetic hermit* has chosen a path of physical deprivation to strengthen his mental powers.

ICONS

While the Core Book has icons connected to divine and arcane powers, there are none for psionics. To connect a psion PC to the greater political machinations of your game world, you can either add a new icon as a patron of psionic powers, or change an existing one.

The patron icon doesn't have to be a replacement for one of the 13, it can be a past icon keen on a comeback, like this:

According to legend, the Pharaoh, the ruler of a great kingdom to the south of the Red Wastes in the 11th Age, forged a bond with a planar entity that granted him mental powers that rivaled any wizard or cleric. He taught these secrets to a hidden cabal, that stretched its influence toward the north. His mummified body is entombed in a great pyramid, ready to rise again.

In this setting, the Emperor would be quite suspicious of psions as he fears the comeback of an old rival.

If you decide to adapt an existing icon instead, the Shadow Prince is a prime candidate, especially if psionic powers are a well-kept secret.

If you like the flavor of psionic gem dragons, you can change The Three to The Ruby, The Sapphire and The Onyx (while the Emerald is imprisoned by the elves and the Quartz was killed by the Lich King). Or do you prefer the Great Gold Wyrms as The Amber?

What if the Emperor was a potent psion? Is he the leader, or the tool, of a secretive cabal who control the minds of the citizens with telepathy, and extend their lives with psychometabolism? Is that how they keep the Lich King locked up in Necropolis?

How would a psionic Dwarf King, Elf Queen, or Orc Lord reshape the culture of their race?

GEAR

Psionic powers don't require much equipment. If psions are well-known and respected, they will dress in flamboyant gear adorned with crystals, pyramids, and eye symbols, and even wear elaborate headpieces like tiaras and turbans.

If, on the other hand, psions are secretive and persecuted, they will dress in simple, every day clothes to pass off as a commoner, a priest, or a mage.

In your pockets, you start with 25 gp, or 1d6 x 10 gp if you're not the steady, calculating type.

ARMOR

While psionic powers aren't hindered by armor directly, carrying heavy loads all day tires the body, which also tires the mind. Therefore, psions usually rely on their powers to protect themselves from harm instead.

PSION ARMOR AND AC

TYPE	BASE AC	ATTACK PENALTY
None	10	—
Light	10	—
Heavy	11	-2
Shield	+1	—

IMPLEMENTS

Psions can use crystals as implements when manifesting powers, which are introduced in the items chapter.

WEAPONS

With the power to kill things with their brain, few psions see the need to train with weapons. At best, they are able to hold enemies at bay with a knife or a staff.

Those who prefer to be prepared for melee combat often learn the Psionic Weapon and Psionic Armor powers.

PSION MELEE WEAPONS

SIZE	ONE-HANDED	TWO-HANDED
Small	1d4 knife	1d6 staff
Light or Simple	1d6 short sword, rapier	1d8 spear (-2 atk)
Heavy or Martial	1d8 longsword, scimitar (-2 atk)	1d10 greatsword (-3 atk)

PSION RANGED WEAPONS

SIZE	THROWN	CROSSBOW	BOW
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe (-1 atk)	1d6 light crossbow	1d6 shortbow
Heavy	—	1d8 heavy crossbow (-2)	1d8 longbow (-3)

BASIC ATTACKS

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

RANGED ATTACK

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —



CLASS FEATURES

PSIONIC POWERS

Psions start with six minor powers, one for each discipline, and five 1st-level powers of their choice. As you level, you learn more powers as indicated by the level progression table. Since psionic powers are powers, not spells, you can only switch them out when you gain a level.

You can manifest your psionic powers at-will. However, manifesting a power is mentally taxing, which is represented by a limited resource called psionic power points (PP). You start with five power points and gain more as per the level progression table.

You regain all power points on a full heal-up. With the Psionic Meditation class feature, you also regain a power point (per tier) when taking a quick rest.

MANIFESTING POWERS AND PP COST

- * Each power has a fixed base power point cost that you pay for manifesting it.
- * You can take a talent to reduce the base cost of powers of a specific discipline by 1. This can reduce the base cost of a power to zero, which effectively makes it the equivalent of an at-will spell in classes like the wizard.
- * Most powers also have Augmentation effects. You can add these effects to the power by spending additional PP when you manifest it. Some augmentations allow you to choose how many PP you want to spend on them, for a weaker or stronger effect.
- * You can use multiple augmentations at the same time, as long as you have enough PP to pay for them.
- * When an augmentation is a sub-entry under a hit, you can decide whether to augment the power after you know whether it was a hit or miss.
- * Some augmentations are unlocked by taking a feat.

MULTI-DISCIPLINE POWERS

Some powers are multi-discipline. When you manifest these powers, choose one discipline — the power counts as a power of that discipline. Some of these have a variable effect based on the power you choose.

SPENDING PP TO BOOST A ROLL

Some talents and feats unlock ways to spend PP when making a die roll, such as a skill check or a save, usually to gain a 1d6 bonus to the roll. Doing so is a free action that does not count as manifesting a power. You can decide whether you want to spend the PP after making the roll.

PSIONIC MEDITATION

During a quick rest, you can meditate to regain 1 psychic power point (2 at 5th level; 3 at 8th).



CLASS TALENTS

Psions gain 3 talents at first level. You do not gain additional talents as you level up.

ALTRUIST

It is your calling to use your gifts to the benefit of others.

When you augment a power to target an ally instead of yourself, or in addition to yourself, reduce the cost of the augmentation by 1 PP (usually from 1 to 0).

Adventurer Feat: If the escalation die is 2+, you can add a small additional effect to the power, such as healing 1 hp per level or giving a +1 bonus to the next saving throw.

Champion Feat: Instead of reducing the augmentation cost, you can pay it and target both yourself and the ally with the power as a benefit.

Epic Feat: When a nearby ally makes a skill check, you can expend 1 PP to grant them a 1d6 bonus to the roll.

BLASTER

You specialize in the energenesis discipline. These powers manipulate and transform raw elemental energy to blast your enemies with devastating attacks.

Reduce the base cost of manifesting energenesis powers by one PP.

When you make a Strength-based skill check, you can expend a power point to add 1d6 to the roll.

Adventurer Feat: When you hit with a weapon or an unarmed attack, you can spend 1 PP to deal 1d6 extra fire, lightning, or force damage (2d6 at 5th level; 3d6 at 8th).

Champion Feat: Reroll any natural 1s on the damage dice of energenesis powers.

Epic Feat: Once per battle, you can spend 2 PP to deal maximum damage when you hit with an energenesis power.

EGOIST

You specialize in the psychometabolism discipline. Your powers alter your own body, or that of creatures near you. You can both heal and transform yourself into a fearsome fighter.

Reduce the base cost of manifesting psychometabolism powers by one PP.

When you make a Constitution-based skill check, you can expend a power point to add 1d6 to the roll.

Adventurer Feat: When you spend a recovery to heal, you can expend 1 PP to heal 1d6 extra hp (2d6 at 5th level; 3d6 at 8th level).

Champion Feat: When you make a save against the hampered, stuck, vulnerable, or weakened conditions, or against ongoing damage, you can expend a power point to add 1d6 to the roll.

Epic Feat: When you make a death save, you can spend 1 PP to gain a 1d6 bonus to the roll.

LURKER

In a world that does not appreciate your gift, you learned to stay hidden and strike from the shadows.

You can take a standard action to expend 1 PP and make yourself invisible. You can do this in or out of combat. The invisibility fools lesser minds, but enemies with an MD of 10 + your level or higher can save against the effect. Enemies get a save each time they have a reason to suspect something, such as when you make noise or move items.

The invisibility ends when you make an attack, manifest a power, or do something else that is ridiculously flashy.

When the escalation die is 1+ and you attack an enemy from the cover of invisibility, you deal double damage.

Adventurer Feat: Enemies must have an MD of 12 + your level to be able to save against your invisibility.

Champion Feat: You can cover allies in your invisibility by expending 2 PP per ally. They don't get the double damage.



MARTIAL MIND

Your psionic gift enhanced your movements and hand-eye coordination.

Increase your light armored base AC, as well as your base PD, to 11. You can use any melee or ranged weapon without attack penalty.

Adventurer Feat: When you roll initiative, you can spend 1 PP to gain a 1d6 bonus to the roll.

Champion Feat: Once per round, you can spend 1 PP to add 1d6 to AC or PD against an enemy attack.

Epic Feat: Increase your light armored base AC to 12.

MENTAL MARKSMAN

You target your powers with the precision of a sharpshooter.

As a quick action, you can spend 1 PP to aim at an enemy. If the enemy is nearby, you get a +2 bonus to your next attack against the enemy that turn. If the enemy is far away, you can use a ranged power against it that only targets nearby enemies.

Adventurer Feat: You gain a +2 bonus to your critical threat range with the aimed attack.

Champion Feat: Once per battle, you can use the aim to make a stunt shot with a psionic power without an attack penalty. For example, you could rip a ring off an enemy's finger with psychoportation.

Epic Feat: You can spend 2 PP instead for a +3 to attack and +3 to critical threat range.

POMAD

You focus on psychoportation powers, which can propel or displace objects in space and time.

Reduce the base cost of manifesting psychoportation powers by one PP.

When you make a Dexterity-based skill check, you can expend a power point to add 1d6 to the roll.

Adventurer Feat: When you make a disengage check, you can expend a power point to add 1d6 to the roll.

Champion Feat: When a psychoportation power allows you to move (fly, teleport . . .) to a nearby location, you can expend 1 PP to move to a far away location instead.

Epic Feat: When you manifest a psychoportation power, you can spend 1 PP to add another target.

SEER

You specialize in the clairsentience discipline to gather power through knowledge and glimpses of the future.

Reduce the base cost of manifesting clairsentience powers by one PP.

When you make a Wisdom-based skill check, you can expend a power point to add 1d6 to the roll.

Adventurer Feat: When you expend 1 PP to gain a bonus to a Wisdom check, you retain that bonus until the end of the scene.

Champion Feat: You can always act during surprise rounds.

Epic Feat: Once per battle, you can expend 1 PP to manifest a clairsentience power as a quick action.



SELF-CANNIBALIZATION

You sacrifice your physical health to regain mental strength.

When you meditate during a quick rest, you can spend a recovery without healing to regain an additional 1d4 PP. At 5th level, roll 1d6; at 8th level, roll 1d8.

Adventurer Feat: If you have zero PP left, roll two dice.

Champion Feat: You can use this talent during combat when you rally. Spend a recovery, but instead of regaining hit points, regain power points.

Epic Feat: When you spend a recovery to heal, you regain one power point.

SHAPER

You specialize in the metacreation discipline to shape the world according to your imagination. You create objects from raw ectoplasm, and you can even make armor, weapons, and animated constructs to do battle at your command.

Reduce the base cost of manifesting metacreation powers by one PP.

When you make an Intelligence-based skill check, you can expend a power point to add 1d6 to the roll.

Adventurer Feat: When something you create with a metacreation power takes damage, reduce that damage by your level.

Champion Feat: Whenever you deal damage with a metacreation power, including a summoned creation, reroll any natural 1s on the damage dice.

Epic Feat: When something you create with a metacreation power makes an attack, you can spend 1 PP to add 1d6 to the roll.

TELEPATH

Your discipline of choice is telepathy, to allow mental contact and control of other sentient creatures. You are the master of powers that deceive or destroy the minds of your enemies.

Reduce the base cost of manifesting telepathy powers by one PP.

When you make a Charisma-based skill check, you can expend a power point to add 1d6 to the roll.

Adventurer Feat: When an enemy makes a save against your telepathy powers, you can expend 1 PP to give the enemy a 1d6 penalty to the roll.

Champion Feat: When you save against the dazed, stunned, or confused conditions, or ongoing psychic damage, you can expend a power point to add 1d6 to the roll.

Epic Feat: When you make an attack against the PD or AC of an enemy, you can expend 1 PP to attack MD instead.

WILDER

You tap into your emotions to unlock and unleash your innate psionic power. While you set free your hidden reserves, you also create unforeseen effects, as emotions are unstable and unpredictable.

Once per battle, you can use a standard action to gain temporary power points equal to the escalation die. You can use these power points like normal power points, but any unused points go away at the end of your next turn.

When you use this talent, roll on the High Weirdness table, like a chaos mage (*13 True Ways* p.18).

Adventurer Feat: Roll twice on the High Weirdness table and choose the result you like.

Champion Feat: Gain power points equal to the escalation die +1.

Epic Feat: Gain power points equal to the escalation die plus 1d4.



Psionic Powers

Minor Powers

All psions can use the following minor powers. They do not count against your number of powers known.

Body Modification (Psychometabolism)

Close-quarters power; At-will; Quick action

Base cost: 1 PP

Target: You

Effect: You change one minor detail about your body, such as your hair length, the hue of your skin, or the color of your eyes. You can create slightly unnatural effects, such as blue hair or tattoos. The effect is permanent. You can remove scars and heal minor injuries that did not cause you to lose more than 1 hit point at once.

Augmentation: (1 PP) You can affect a willing creature you touch.

Adventurer Feat: Augmentation (2 PP) You can change your entire physical appearance, even race and gender, as long as weight and body shape stay roughly the same.

Locate Presence (Clairsentience)

Close-quarters power; At-will; Quick action

Base cost: 1 PP

Effect: Specify an object, a substance, or creature, such as gold coins, water, or orcs. If what you are looking for is somewhere in the immediate surroundings, roughly as far as you can shoot an arrow, you sense the general direction where you can find it.

Augmentation: (1 PP) You can also specify a person or object that you are familiar with, such as the rogue you are traveling with, or your purse.

Adventurer Feat: You gain a rough sense of the strength of the presence, say whether it's just one orc, or an army.

Mind Link (Telepathy)

Ranged power; At-will; Quick action

Base cost: 1 PP

Target: One nearby willing creature you can see

Effect: You establish a telepathic communication link with the target that conveys the meaning of each other's words and gestures, even if you don't understand each other's language.

Augmentation: (1 PP) The mind link persists for up to 1d6 x 10 minutes after you break eye contact, up to about a mile distance.

Adventurer Feat: Augmentation (2 PP) You can reestablish the mind link with someone you had a link to in the past, as long as the target is roughly within a mile distance.

Minor Creation (Metacreation)

Ranged power; At-will; Quick action

Base cost: 1 PP

Effect: You create a small physical item. The object has to be from a single material. It is clearly unnatural, and loses its shape to become a small puddle of ectoplasm after 1d6 x 10 minutes.

Augmentation: (1 PP) Create a larger object, such as a sword or a robe.

Adventurer Feat: The item appears natural to the untrained eye.

Minor Manifestation (Energenesis)

Ranged power; At-will; Quick action

Base cost: 1 PP

Effect: You can manifest small amounts of energy at will, to create a flash of colors, light a fire, or deliver a small shock.

Augmentation: (1 PP) You can create a persistent light source for up to 1d6 x 10 minutes.

(2 PP) Create a camp fire that lasts an entire night.

Adventurer Feat: You can create one manifestation per Intelligence modifier at once.



MINOR TELEKINESIS (PSYCHOPORTATION)

Ranged power; At-will; Quick action

Base cost: 1 PP

Effect: You move an object while you concentrate on it, with about as much strength as your own hand. If you attempt to perform fine manipulation, such as moving the bolts in a lock, make a Dexterity skill check to see how precise you are.

This power is not strong enough to yank away objects that are nailed down or held by other people.

Augmentation: (1 PP) You can move objects of roughly your own size or weight, albeit slowly.

Adventurer Feat: Augmentation (1 PP) Move a number of items equal to your Dexterity modifier at once.

1ST LEVEL POWERS

ACCELERATED HEALING (PSYCHOMETABOLISM)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: You

Effect: You heal using a recovery.

Augmentation: (1 PP) Target a nearby ally instead.
(1–5 PP) Heal an additional recovery die per PP.

Champion Feat: Heal with 2 additional recovery dice per PP when augmenting.

Epic Feat: Heal with 3 additional recovery dice per PP when augmenting.

ANIMATED HELPER (METACREATION)

Ranged power; At-will

Base cost: 2 PP

Effect: You create a small construct that can help you with your daily chores. It won't be much help in combat, but it can fetch and carry items. It understands your commands, but it can't speak.

The construct stays animated for 1d6 hours. You can extend the duration for another 1d6 hours by spending 1 PP.

Adventurer Feat: Give your construct one bonus ability, such as speaking or flying. Refer to the Wizard's Familiar talent for a list of examples.

CRACKLING DISCHARGE (ENERGENESIS)

Ranged power; At-will

Base cost: 1 PP

Target: One nearby enemy

Special: If the target is wearing metal armor, it is vulnerable to the attack.

Attack: Strength OR Intelligence + Level vs. PD

Hit: 2d4 + Strength + Intelligence lightning damage.

Natural even hit: You can augment the power for 1 PP to make a second attack against a different nearby enemy. If that attack is also a natural even hit, you can augment again.

Miss: Damage equal to your level

3rd level power: 4d4 damage

5th level power: 5d4 damage

7th level power: 1d4 x 10 damage

9th level power: 1d4 x 15 damage

Adventurer Feat: You can target far away enemies at a -2 penalty to hit.

Champion Feat: Augmentation (2 PP) Deal double damage (half lightning, half thunder).

Epic Feat: You can augment the power for a second attack on a natural even miss too.

CRYSTAL SHARDS (METACREATION)

Ranged power; At-will

Base cost: 1 PP

Target: Up to two nearby enemies in a group

Augmentation: (1–5 PP) Target one additional enemy per PP.

Attack: Intelligence + Level vs. PD

Hit: 1d6 + Intelligence damage

Miss: —

3rd level power: 1d8 damage

5th level power: 2d8 damage

7th level power: 3d8 damage

9th level power: 5d8 damage

Adventurer feat: You don't provoke opportunity attacks with this power.

Champion Feat: On a natural even hit, increase the damage dice to d10.

Epic Feat: Deal half damage to one enemy you missed.



EMPTY MIND (TELEPATHY)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: You

Effect: Until the end of the battle, you gain a +2 bonus to MD.

Augmentation: (1 PP) Target a nearby ally instead.

(2 PP) Increase the MD bonus to +4.

Adventurer Feat: You can manifest this power as an interrupt action when you are targeted by an attack against MD.

Champion Feat: If you are attacked against MD, immediately save against any “save ends” effects of that attack.

ENERGY ADAPTATION (ENERGENESIS)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: You or one nearby ally

Effect: Choose cold, fire, lightning, or thunder. Gain *resist chosen element* 12+ until the end of the battle. When you successfully resist damage, deal force damage equal to your level to all enemies you are engaged with.

3rd level power: resist 14+

5th level power: resist 16+

7th level power: resist 18+

Augmentation:

(1–5 PP) Add one target per PP.

(1–5 PP) Gain resistance to one additional energy type per PP.

Champion Feat: You can use this power as an interrupt action when you are targeted by an attack that deals elemental damage.

Epic Feat: Deal additional force damage equal to your Constitution modifier (x3) when you resist damage.

FLYING DEBRIS (PSYCHOPORTATION)

You grab whatever is within reach and hurl it at the target.

Ranged power; At-will

Base cost: 1 PP

Target: One nearby enemy

Attack: Dexterity OR Intelligence + Level vs. AC

Hit: If you hurl random sharp or heavy things, deal 2d10 damage (no ability score bonus). If you throw special objects such as vials of poison or globs of lava, the GM will adjust the effect.

Miss: Damage equal to your level

3rd level power: 4d10 damage

5th level power: 6d10 damage

7th level power: 9d10 damage

9th level power: 15d10 damage

Augmentation: (1 PP) Roll twice to attack and take the better result.

Adventurer Feat: Reroll any natural 1s on the damage dice.

Champion Feat: If the escalation die is 2+, increase the damage dice to d12s.

FORCE PUNCH (ENERGENESIS)

Ranged power; At-will

Base cost: 1 PP

Target: One nearby enemy

Attack: Strength OR Intelligence + Level vs. PD

Hit: 1d8 + Strength + Intelligence force damage

Augmentation: (1–5 PP) Add 1d8 damage per PP spent.

Miss: Force damage equal to your level

3rd level power: 2d8 damage; +2d8 per PP

5th level power: 3d8 damage; +3d8 per PP

7th level power: 5d8 damage; +4d8 per PP

9th level power: 8d8 damage; +5d8 per PP

Adventurer Feat: You don't provoke opportunity attacks with this power.

Champion Feat: Deal half damage on a miss.

Epic Feat: Add 20 extra damage per augmentation PP.



MIND THRUST (TELEPATHY)

Close-quarters power; At-will

Base cost: 1 PP

Target: One nearby enemy

Attack: Intelligence OR Charisma + Level vs. MD

Hit: 1d6 + Intelligence + Charisma psychic damage

Augmentation: (1 PP) The target takes a -4 penalty to MD until the end of your next turn.

(1 PP) The target is dazed until the end of your next turn.

(1 PP) Increase the damage dice to d10s.

Miss: Psychic damage equal to your level

3rd level power: 3d6 damage

5th level power: 4d6 damage

7th level power: 6d6 damage

9th level power: 10d6 damage

Champion Feat: If the target is staggered, choose a 1 PP augmentation for free.

MISSIVE (TELEPATHY)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: One creature within range

Effect: You send a telepathic message of up to ten words to any living creature you know within range, which is roughly a large building or a city block. The target can make a save to block out the message and not hear it.

Missive is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject can still gather rough concepts and emotions, but there is the danger of misunderstanding.

3rd level power: Across an entire city

5th level power: Between cities near to each other

7th level power: From any city to any other city, or across a sea

9th level power: Across worlds and planes

Augmentation: (1–5 PP) Send the missive to one extra target per PP.

Adventurer Feat: You create a link that allows the target to give an answer.

Champion Feat: Add 2 extra targets per PP when augmenting.

PRECOGNITION (CLAIRSENTIENCE)

Your mind glimpses fragments of potential future events — what you see will probably happen if no one takes action to change it.

Close-quarters power; At-will; Quick action

Base cost: 3 PP

Target: You

Effect: Once before the end of the battle or scene, you can reroll a d20 roll after you learn the result. You must take the second result.

Augmentation: (1 PP) Target a nearby ally instead.

(1–5 PP) Gain a +2 bonus to the reroll per PP spent.

Adventurer Feat: You can use this power as a free action after you make a d20 roll to reroll the die.

Champion Feat: You gain a +2 bonus to melee and ranged attack rolls until the end of your next turn.

PRESCIENT SHOT (CLAIRSENTIENCE)

Ranged power; At-will

Special: You must wield a ranged weapon to use this power. You can use the weapon without the attack penalty from your class.

Base cost: 1 PP

Target: One nearby enemy (or a far away enemy at a -2 penalty to attack)

Attack: Intelligence OR Wisdom + Level vs. AC

Hit: WEAPON + Intelligence + Wisdom damage

Augmentation: (2 PP) Add 1d8 psychic damage per level.

Miss: Damage equal to your level

Augmentation: (1 PP) Target MD instead of AC.

Adventurer Feat: You don't take a penalty to attack with ranged weapons, even when not manifesting this power.

Champion Feat: On a natural even hit, gain 1 PP to augment this power for free.



PSIONIC ARMOR (MULTIDISCIPLINE)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: You

Effect: Until the end of the battle, you gain a +2 bonus to AC, and a bonus effect based on your chosen discipline.

(Clairsentience) Evasive Precognition: If an attack against you is an odd miss, you can pop free from the attacker.

(Metacreation) Ecto Shell: You gain resist acid 12+.

(Energenesis) Force Shield: If an attack by an enemy you are engaged with is an even miss, deal force damage equal to your level.

(Psychoportation) Inertia Field: Also gain the bonus to PD.

(Psychometabolism) Hardened Skin: Treat a critical hit against your AC as a normal hit.

(Telepathy) Non-threatening aura: If you have not shown any aggressive behavior in this scene, enemies who fail a save will mistake you for an innocent bystander.

Augmentation: (1 PP) Target a nearby ally instead.

(2 PP) Increase the AC bonus to +4.

Champion Feat: Gain the bonus effect of a second discipline.

Epic Feat: Increase the AC bonus to +3 (+5 augmented).

PSIONIC WEAPON (MULTIDISCIPLINE)

Close-quarters power; At-will; Quick action

Base cost: 1 PP

Effect: You create a one-handed melee weapon from in any shape you prefer, such as a sword, hammer, or axe. The weapon has a d6 damage die, and you can wield it using your Intelligence modifier for attack and damage.

When you manifest this power, choose a discipline that determines both the nature of your weapon and its bonus ability from the list below. Shapers create physical weapons from ectoplasm; egoists reshape their own hands into metal weapons; blasters create force blades,

while telepaths create weapons of pure thought.

(Clairsentience) Cognitive link: You gain a +2 bonus to opportunity attacks.

(Metacreation) Ectoplasmic weapon: On a critical hit, deal 1d10 extra acid damage (2d10 at 5th level, 4d10 at 8th).

(Energenesis) Force blade: The weapon deals force damage. Reroll all natural 1s on the damage dice.

(Psychometabolism) Body blade: Add your Constitution modifier to damage on a natural even miss (x2 at 5th level, x3 at 8th).

(Psychoportation) Displacer blade: You can use the blade as a thrown weapon.

(Telepathy) Mind blade: The weapon deals psychic damage. Reduce the damage die by one step (to d4) but attack MD instead of AC.

Augmentation:

(1 PP) Increase the weapon's damage dice by one step (usually d8).

(1 PP) Choose one: Create a second weapon in your off hand (reroll natural 2 on attack), or a shield (+1 AC).

Adventurer Feat: If you wield a psi crystal with an enchantment bonus, your created weapon gains the attack and damage bonus granted by that crystal.

Champion Feat: Gain the bonus effect of a second discipline.

Epic Feat: Augmentation (2 PP) Increase the weapon's damage dice by two steps (usually to d10).

REPAIR (METACREATION)

Ranged power; At-will; Quick action

Base cost: 1 PP

Target: One damaged or broken item up to the size of a cup

Effect: You glue the item back together, recreating inorganic material where it is missing.

Augmentation: (1 PP) You can target items as large as a humanoid. When you use this power on a construct, such as a forgeborn, the target can use a recovery to heal. If the target doesn't have recoveries, you can spend a recovery and let the target heal using your recovery roll.



Adventurer Feat: Add your Intelligence modifier (x2 at 5th level; x3 at 8th) to hit points regained with this power.

SIXTH SENSE (CLAIRSENTIENCE)

Close-quarters power; At-will; Quick action

Base cost: 1 PP

Target: You

Effect: You perceive a quick vision of the greatest nearby danger. Make a Wisdom check. On a low result, the vision is merely a feeling of unease from a certain direction, where as a really high roll can provide a specific image, such as the location of a trap or the face of a person following you.

If you use the power again while near the same danger, don't roll again. You just receive the same vision as before.

Augmentation: (1 PP) Create an ongoing effect for 1d6 x 10 minutes that warns you of any new danger (2 PP: 1d6 hours).

Adventurer Feat: You can concentrate on a specific type of danger, such as traps or monsters.

SPEED BURST (PSYCHOPORTATION)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: You

Effect: Pop free from all enemies OR move to a nearby location.

Augmentation: (1 PP) Target a nearby ally instead.

Epic feat: You can manifest this power as a free action on your turn or an ally's turn.

STRETCHABLE FORM (PSYCHOMETABOLISM)

Close-quarters power; At-will

Base cost: 2 PP

Target: You

Effect: Your body becomes highly flexible. While your overall body mass stays the same, you can stretch to several times your height or squeeze through narrow passages. Sharp objects like daggers and swords hurt you normally, but you

have *resist blunt impact* 16+ against attacks like golem fists and war hammers.

Augmentation: (1 PP) Target a nearby ally instead.

Champion Feat: You can manifest this power as a quick action.

TRANSLOCATION (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby object

Effect: You teleport the object either into your hand or from your hand to a nearby location. If you attempt to teleport an object from another person, for example to disarm them, you must succeed at an attack against Dexterity OR Intelligence + Level vs. PD.

Adventurer Feat: You can use this power as a quick action.

WITHERING LIMBS (PSYCHOMETABOLISM)

Melee power; At-will

Base cost: 1 PP

Target: One enemy

Attack: Constitution OR Intelligence + Level vs. PD

Hit: 1d8 + Constitution + Intelligence damage

Augmentation: (2 PP) The target is weakened until the end of your next turn.

(4 PP) The target is weakened (save ends).

Miss: Half damage

3rd level power: 2d8 damage

5th level power: 3d8 damage

7th level power: 5d8 damage

9th level power: 8d8 damage

Champion Feat: On a natural even hit, reduce the augmentation cost to weaken until the end of your next turn to zero.



3RD LEVEL POWERS

ATTRACTION (TELEPATHY)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby creature

Attack: Intelligence OR Charisma + Level vs. MD

Hit: You plant a compelling attraction in the mind of the subject (save ends). The attraction can be toward a particular person or an object. The subject will take reasonable, but not dangerous or suicidal steps to get close to or find the object of its attraction. “Reasonable” means that, while attracted, the subject doesn’t suffer from blind obsession. If you make the subject attracted to you, you can roll twice on Charisma-based skill checks against it.

Miss: —

Adventurer Feat: You can also create the opposite effect and make a person or object completely repugnant to the target.

Champion Feat: Augmentation (1–3 PP) The target takes a -2 penalty to its save per PP.

BETRAYAL (TELEPATHY)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby creature

Attack: Intelligence OR Charisma + Level vs. MD

Hit: The target makes an attack against its own ally, chosen by you, as a free action, using whichever attack it has available.

Augmentation: (1–3 PP) Give the target a +2 bonus to attack per PP.

Miss: Psychic damage equal to your level

Adventurer Feat: The target adds the escalation die to hit.

Champion Feat: On a critical hit, the effect persists a second turn.

BURNING PERIMETER (ENERGENESIS)

Close-quarters power; At-will

Base cost: 2 PP

Effect: Until the end of your next turn, any enemy that ends their turn engaged with you takes 2d8 fire damage.

At the end of your next turn, and each following turn, you can spend 1 PP to extend the effect for another turn.

5th level power: 3d8 damage

7th level power: 4d8 damage

9th level power: 8d8 damage

Adventurer Feat: Increase the damage dice to d10s.

DECELERATION (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby enemy

Attack: Dexterity OR Intelligence + Level vs. PD

Hit: The target is slowed (save ends). A slowed target takes a -5 penalty to disengage checks, it cannot make more than one attack per turn, and it cannot use interrupt or reaction actions. If the target is a large or huge creature, the save is an easy save (6+).

Miss: —

Augmentation: (2–6 PP) Target one additional enemy per 2 PP.

Adventurer Feat: On a miss, the target takes a -5 penalty to disengage checks until the end of its next turn.

Champion Feat: When you target a group of mooks, multiply the number of affected targets by 3.



DEFENSIVE CLARITY (CLAIRSENTIENCE)

Close-quarters power; At-will; Interrupt action

Base cost: 2 PP

Trigger: You are hit by an attack.

Augmentation: (1 PP) You can manifest this power when a nearby ally is attacked.

Effect: Roll a d20. If your roll is equal to or higher than the natural attack roll, the attack is a miss.

Augmentation: (1 PP) Add your Wisdom modifier to your d20 roll.

Adventurer Feat: Deal your level in psychic damage to the attacker.

Champion Feat: Augmentation (1 PP) Gain a +2 bonus to AC until the end of your next turn.

DEFER FATALITY (PSYCHOMETABOLISM)

Close-quarters power; At-will; Interrupt action

Base cost: 2 PP

Trigger: You suffer damage that takes you below zero hp.

Target: You

Effect: You are unconscious, but stabilized. You do not need to roll death saves. Until you are woken up or healed, you are in a state of suspended animation. You do not age, breathe, grow hungry, sleep, or regain power points.

Augmentation: (1 PP) Target a nearby ally instead.

Champion Feat: You are immune to damage while in suspended animation.

DIMENSIONAL RIFT (PSYCHOPORTATION)

Close-quarters power; At-will; Move action

Base cost: 2 PP

Target: You

Effect: Teleport to a nearby location you can see.

Augmentation: (1 PP) Target a nearby ally instead.

ECTOPLASMIC TURRET (METACREATION)

Ranged power; At-will

Base cost: 2 PP

Effect: You create a contraption next to where you stand that can shoot lumps of acidic goo at your

enemies. Once per round, as a quick action, you can spend 1–5 PP to make the following attack:

Target: One nearby enemy per PP spent

Attack: Intelligence + Level vs. PD

Hit: 3d10 acid damage

Enemies can attack the turret to destroy it; they always hit. The turret has 40 hit points.

5th level power: 5d10 damage / 60 hp

7th level power: 7d10 damage / 90 hp

9th level power: 10d10 damage / 150 hp

Champion Feat: You can change the turret's damage to fire.

Epic Feat: The turret has a +2 bonus to hit against mooks.

ENTANGLING ECTOPLASM (METACREATION)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: Damage equal to your level, and the target is stuck (save ends). If the target is large or huge, the save is an easy save (6+).

Augmentation: (2 PP) The target is also hampered (save ends both).

(2 PP) Increase the save difficulty by 5.

Miss: Damage equal to your level

Adventurer Feat: Deal damage equal to twice your level.

Champion Feat: Augmentation (2–6 PP) Target an additional enemy per 2 PP.

EYES OF THE EXPLORER (CLAIRSENTIENCE)

Close-quarters power; At-will

Base cost: 2 PP

Target: You

Effect: Gain the rogue's Trapsense ability until the next quick rest. If you already have that ability, gain a +2 bonus to all trap-related skill checks and defenses against traps.

Augmentation: (1 PP) Target a nearby ally instead.

Champion Feat: Augmentation (1 PP) The effect lasts until the next full heal-up.



FREEZE RAY (ENERGENESIS)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby enemy

Attack: Strength OR Intelligence + Level vs. PD

Hit: 3d10 + Strength + Intelligence cold damage

Augmentation: (2 PP) The target is frozen (like stunned: -4 penalty to defenses and can't take any actions) until the end of its next turn.

(5 PP) As above, but (save ends).

Miss: Damage equal to your level

5th level power: 5d10 damage

7th level power: 7d10 damage

9th level power: 12d10 damage

Champion Feat: On a natural even hit, reduce the augmentation cost by 1 PP.

Epic Feat: On a natural even miss, make a second attack roll against a different nearby enemy.

MENTAL CLEANSING (TELEPATHY)

Ranged power; At-will

Base cost: 2 PP

Target: You

Effect: Make a save. If the save is against the dazed condition or ongoing psychic damage, add 1d6 to the roll.

Augmentation: (1 PP) You can target a nearby ally.

MIND CRACK (TELEPATHY)

Ranged power; At-Will

Base cost: 2 PP

Target: One nearby enemy

Attack: Intelligence OR Charisma + Level vs. MD

Hit: 5d6 + Intelligence + Charisma psychic damage, and the target is vulnerable to psychic damage (save ends).

Miss: 1d4 psychic damage per level

5th level power: 7d6 damage

7th level power: 1d6 x 10 damage

9th level power: 2d6 x 10 damage

Augmentation: (2 PP) The target is stunned until the end of your next turn.

(3 PP) The target is confused until the end of its next turn.

Champion Feat: The save against the vulnerability is a hard save (16+).

OBJECT READING (CLAIRSENTIENCE)

Close-quarters power; At-will

Base cost: 2 PP

Target: One object you touch

Effect: You read the “memory” of the object, accumulated psychic impressions left by their previous owners or by events around it. Each minute that you study the object, you gain a piece of information, which can be an image, a sound, a short scene, or a name. You can gain a number of pieces equal to your level, or more with an appropriate skill check.

Augmentation: (1 PP) You can use the power on a nearby object, without touching it.

Adventurer Feat: When manifesting the power, you gain 1d4 pieces of information immediately.

PYROKINETIC IMMOLATION (ENERGENESIS)

Ranged power; At-will

Base cost: 2 PP

Target: One nearby enemy

Attack: Strength OR Intelligence + Level vs. PD

Hit: 15 ongoing fire damage

Augmentation: (1–5 PP) plus 5 ongoing damage per PP

Miss: Backlash — you take fire damage equal to your level.

5th level power: 20 ongoing; plus 7 per PP

7th level power: 30 ongoing; plus 10 per PP

9th level power: 50 ongoing; plus 15 per PP

Adventurer Feat: On a miss, you can spend 1 PP to avoid the backlash damage.

Champion Feat: On a natural 16+ attack roll, gain 1 PP to augment the power for free.

Epic Feat: Augment for 20 ongoing damage per PP.



SAPPED STRENGTH (PSYCHOMETABOLISM)

Melee power; At-will

Base cost: 2 PP

Attack: Constitution OR Intelligence + Level vs. PD

Hit: Hit: 2d10 + Constitution + Intelligence damage, and the target's attacks deal half damage (save ends).

Miss: Half damage

5th level power: 4d10 damage

7th level power: 7d10 damage

9th level power: 10d10 damage

Augmentation: (1–3 PP) Gain a +1 bonus to hit with this power per PP spent.

Champion Feat: On a natural even hit, deal 1d10 extra damage (8th level: 2d10).

SHARPEN (METACREATION)

Close-quarters power; At-will; Quick action

Base cost: 2 PP

Target: A nearby melee or ranged weapon

Effect: Until the end of the battle, the weapon grants its wielder a +2 bonus to its critical threat range.

Augmentation: (2 PP) Increase the bonus to +4.

Champion Feat: Augmentation (2–6 PP) Target one additional weapon per 2 PP.

SHATTERING TOUCH (PSYCHOPORTATION)

Melee power; At-will

Base cost: 2 PP

Target: One enemy

Special: If the target is a construct, it is vulnerable to this power.

Attack: Dexterity OR Intelligence + Level vs. PD

Hit: 5d6 + Dexterity + Intelligence damage, and the target pops free from you.

Augmentation: (2 PP) The target is hampered until the end of your next turn.

Miss: Damage equal to your level

5th level power: 7d6 damage

7th level power: 12d6 damage

9th level power: 2d6 x 10 damage

Adventurer Feat: On a critical hit, the hampered effect is (save ends).

5TH LEVEL POWERS

AIR WALK (PSYCHOPORTATION)

Close-quarters power; At-will

Base cost: 3 PP

Target: You

Effect: Until the end of the battle or scene, you can hover and levitate in any direction at walking speed. When you don't have solid ground under your feet, you take a -2 penalty to attacks, and you are vulnerable to attacks.

Augmentation: (1 PP) Target a nearby ally.

(2 PP) Manifest this power as a quick action.

Champion Feat: You no longer take a penalty to attacks, but you are still vulnerable while levitating.

CLAIRVOYANCE (CLAIRSENTIENCE)

Ranged power; At-will

Base cost: 3 PP

Target: You

Effect: Choose a point at a nearby location. You don't need to be able to see the location, it can be behind a wall. Your field of vision changes as if your eyes were present at the chosen location. You can move the angle of your vision in any direction, but you can't move from the spot. You can't manifest other powers while using this one. Creatures at the target location can make a hard save (16+) to notice your scrying.

Augmentation: (1 PP) Choose a far away location.

(1–3 PP) Add another sense to the experience, such as sound or smell.

Champion Feat: You can choose to only project one eye. The split vision can be quite confusing, but at least you are not oblivious to dangers that are right in front of you.



CALL GROUND SUPPORT (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 3 PP

Target: A nearby ally

Effect: Teleport the ally to engage a nearby enemy, then grant the ally a standard action.

Augmentation: (1 PP) Grant the ally a +2 bonus to attack.

Champion Feat: Augmentation (3 PP) You can manifest this power as a quick action.

COMBAT SENSE (CLAIRSENTIENCE)

Close-quarters power; At-will

Base cost: 3 PP

Target: A nearby enemy

Attack: Intelligence OR Wisdom + Level vs. MD

Hit: Ask the GM one question about the target's combat capabilities per point of Wisdom modifier. The GM will answer in in-game terms, not game mechanics. For example, you could learn that the creature has a deadly poison stinger in its tail, but not how much damage it deals exactly.

For one attack this battle, you can use your knowledge to gain a bonus to an attack against the target equal to your Wisdom modifier.

Augmentation: (1–3 PP) Ask an additional question per PP.

ENERGY FISTS (ENERGENESIS)

Close-quarters power; At-will; Quick action

Base cost: 3 PP

Target: You

Effect: You summon fire, force, or lightning energy into your fists. Until the end of the battle, you can make unarmed attacks without penalty using Strength or Intelligence. On a hit, deal 1d10 per level + Strength + Intelligence damage.

Augmentation: (1–3 PP) Your fists deal an extra damage die per PP.

Champion Feat: Deal 1d10 (8th level: 2d10) extra energy damage on a miss.

FORCE BARRIER (ENERGENESIS)

Close-quarters power; At-will; Interrupt action

Trigger: You are targeted by an attack against AC or PD.

Base cost: 3 PP

Target: The attacker

Attack: Strength OR Intelligence + Level vs. PD

Hit: You take half damage from the attack.

Miss: You take full damage.

Augmentation: (2 PP) Take no damage (or half damage on a miss).

Champion Feat: On a hit, deal twice your level in force damage to the attacker.

I WAS NEVER HERE (TELEPATHY)

Ranged power; At-will

Base cost: 3 PP

Target: One nearby creature

Attack: Intelligence OR Charisma + Level vs. MD

Hit: You remove all memory of yourself from the target's mind. If you've met before, you only erase the most recent encounter. You also cloud the target's mind for a moment to make your escape.

Miss: The target notices your attempt to mess with its brain.

Champion Feat: The target only notices you using psionics on a natural 1 on the attack roll.

IRON BODY (PSYCHOMETABOLISM)

Close-quarters power; At-will; Quick action

Base cost: 3 PP

Target: You

Effect: Until the end of the battle, you gain a +2 bonus to AC and *resist lightning, poison, and weapon damage* 16+. Your hands and feet become d10 melee weapons that you can wield without penalty.

Augmentation: (2 PP) Gain *resist all damage* 16+ instead.

(1 PP) Target a nearby ally instead.

Champion Feat: You are immune to critical hits.

Epic Feat: Your unarmed attacks gain a +2 bonus to their critical threat range.



MAJOR CREATION (METACREATION)

Ranged power; At-will

Base cost: 3 PP

Effect: You create a physical item of up to humanoid size, for example a statue. The item can be of up to three materials, for example glass, wood, and steel, or multiple parts, such as a set of clothing. It lasts for up to 1d6 days, at which point it will dissolve into a puddle of ectoplasm.

The GM can require a skill check and additional concentration time to create complex items such as a mechanical clock.

You can create valuable materials such as diamonds or gold, just don't expect a merchant to fall for that trick and buy the item from you.

Augmentation: (1 PP) Create an object up to the size of a carriage or a shed.

(1–5 PP) Increase the duration by 1 day per PP.

MIND PROBE (TELEPATHY)

Melee attack; At-will

Base cost: 3 PP

Attack: Intelligence OR Charisma + Level vs. MD

Hit: Twice your level in psychic damage, and you dig into the memories inside the target's mind. If you are looking for a specific piece of information, you must succeed at an Intelligence-based skill check. Otherwise, you stumble upon a random memory from the target's past.

Miss: You read the target's surface thoughts.

Augmentation: If you can tie the target down to ensure ongoing contact, you can extend the spell for 1 round per PP to probe for an additional piece of memory per turn. The target can save against the spell at the end of each turn.

Epic Feat: You can use the spell as a close-quarters spell against a nearby target.

NIGHT WATCH (CLAIRSENTIENCE)

Close-quarters power; At-will

Base cost: 3 PP

Target: You

Effect: You create the hovering image of an eye, which persists until the next morning. If the eye

perceives any impending danger, you will receive a vision of what it sees. You receive these visions even while asleep, and you can distinguish them from dreams.

Augmentation: (1 PP) Target a nearby ally instead.

Champion Feat: The eye also perceives sound and smell.

Epic Feat: You can designate one ally per Intelligence modifier to receive the visions.

NULL LANCE (ENERGENESIS)

Ranged power; At-will

Base cost: 3 PP

Target: One nearby enemy

Attack: Strength OR Intelligence + Level vs. PD

Hit: 2d12 + Strength + Intelligence force damage

Natural even hit: 1d3 nearby enemies take 4d6 lightning damage.

Natural odd hit: The target can choose to either take 4d6 psychic damage or be stunned until the end of its next turn.

7th level power: 3d12 damage / 6d6 damage

9th level power: 6d12 damage / 12d6 damage

Miss: Half damage

Augmentation: (1–4 PP) +1 to the attack roll per PP

Champion Feat: Attack the lower of the target's PD or MD.

POLYMORPH SELF (PSYCHOMETABOLISM)

Close-quarters power; At-will

Base cost: 3 PP

Target: You

Effect: You change your body into the shape of a different creature. This is a strenuous process, which requires you to spend a recovery without healing in addition to the PP cost.

The power doesn't just change your outside appearance, you also gain new abilities. Choose the monster writeup of any normal-strength humanoid, beast or giant, of up to your level. You gain its attacks, abilities, defenses, and hit points (but no nastier specials).



The effect lasts until the next full heal-up, or until the hit points of your new form are reduced to zero. When you change back to your original form, you return to the hit points you had when you manifested the power, and take any excess damage from the last hit in your polymorphed form.

While polymorphed, you cannot use your race and class features, or your psionic powers. Your equipment does not change with you, and whether you can use it depends on your chosen form. For example, you would need hands to wield a weapon.

You must succeed at a Charisma-based skill check to mimic the appearance of a specific individual.

Augmentation: (1 PP) Target a nearby ally. The ally pays the recovery.

(2 PP) Polymorph into a large / double-strength humanoid, beast or giant. This costs a second recovery.

(3 PP) Polymorph into a huge / triple-strength humanoid, beast or giant. This costs a total of 3 recoveries.

Champion Feat: Augmentation (2 PP) Polymorph into a creature of any type.

PSIONIC PANIC (TELEPATHY)

Ranged power; At-will

Base cost: 3 PP

Target: One nearby enemy with 120 hit points or fewer

Attack: Intelligence OR Charisma + Level vs. MD

Hit: Psychic damage equal to your level and the target is panicked (save ends). While the target is panicked, roll a d6 at the start of its turn to determine its actions.

1. Attacks someone who attacked it, at a -4 penalty.
2. Acts with extreme caution (no attack, +4 to defenses).
3. Babbles incoherently.
4. Darts around the battlefield with zero regard for safety (-4 to all defenses).
5. Flees from the battle as fast as possible.
6. Attacks its own ally.

Miss: As the target builds up resolve to fight down the panic, it takes a -4 to all defenses, but gains the ability to use the escalation die until the end of your next turn.

7th level power: Target with 200 hp or fewer

9th level power: Target with 400 hp or fewer

Augmentation: (1–5 PP) Target an enemy with 40 points higher hp total per PP spent (7th level: 60; 9th level: 100).

Champion Feat: You can target two enemies or a group of mooks with total hit points up to the limit.

Epic Feat: Reduce the manifesting cost by 1 for each panicked enemy on the battlefield.

REGENERATION (PSYCHOMETABOLISM)

Close-quarters power; At-will; Quick action

Base cost: 3 PP

Target: You

Effect: Heal using a recovery. Until the end of the battle, heal twice your level in hit points at the start of your turn.

Augmentation: (1 PP) Target a nearby ally instead.

(1 PP) Spend an additional recovery to heal. Heal four times your level at the start of your turn.

Champion Feat: You can use this power to slowly grow back lost limbs (curse you, owlbears!) or heal similar permanent damage. The healing process requires weeks and several uses of the power.

WALL OF GOO (METACREATION)

Ranged power; At-will

Base cost: 3 PP

Effect: You create a wall of greenish dripping ectoplasm across the battlefield. The wall can be crossed as a move action, but any enemy who attempts to do so must succeed at a hard save (16+) or be stuck. The GM can make the save easier for very large or fast monsters.

Augmentation: (1–3 PP) Enemies attempting to cross the wall, and those who are stuck in it at the start of their turn, take acid damage equal to your level per PP spent.

Champion Feat: You can concentrate on the wall as a quick action and move it slowly, dragging any stuck enemies with it.



7TH LEVEL POWERS

BALEFUL POLYMORPH (PSYCHOMETABOLISM)

Ranged power; At-will

Base cost: 4 PP

Target: One nearby enemy with 300 hp or fewer

Attack: Constitution OR Intelligence + Level vs. PD

Hit: You temporarily transform the target into a small, harmless animal, like a bunny or a sheep (save ends). The creature is unable to attack in the new form, although it sometimes retains some abilities. For example, if you target a displacer beast, you could end up with a teleporting bunny. If the creature takes any damage, the power's effect ends.

Miss: —

9th level power: Target 600 hp or fewer

Augmentation: (1–5 PP) Increase the hp limit by 50 per PP spent.

Champion Feat: If the target fails three saves in a row, it is stuck in that form for a full day.

BOUNDLESS BODY (PSYCHOMETABOLISM)

You push your body to the limits of its capabilities.

Close-quarters power; At-will

Base cost: 4 PP

Target: You

Effect: Until the end of battle, you can roll twice on Strength-, Dexterity-, or Constitution-based d20 rolls and take the better result. This includes attack rolls. However, if either of these d20 rolls is a natural 1, you take damage equal to the other d20 roll, you keep the 1 as the result, and this power's effect ends.

Augmentation: (1 PP) Target a nearby ally instead.

Epic Feat: An enemy targeting your PD must roll twice and take the lower result.

BOUNDLESS MIND (CLAIRSENTIENCE)

You push your mind to the limits of its capabilities.

Close-quarters power; At-will

Base cost: 4 PP

Target: You

Effect: Until the end of battle, you can roll twice on Intelligence-, Wisdom-, or Charisma-based d20 rolls and take the better result. This includes attack rolls. However, if either of these d20 rolls is a natural 1, you take psychic damage equal to the other d20 roll, you keep the 1 as the result, and this power's effect ends.

Augmentation: (1 PP) Target a nearby ally instead.

Epic Feat: An enemy targeting your MD must roll twice and take the lower result.

CRYSTAL COCOON (METACREATION)

Ranged power; At-will

Base cost: 4 PP

Target: One nearby creature

Attack: Intelligence + Level vs. PD (against a willing target, you always hit)

Hit: The target is encased in crystal. It is stuck, and cannot make attacks unless those attacks target MD (hard save 16+ ends both). Attacks against the AC or PD of the target gain a +4 bonus, but any damage is dealt to the cocoon until it is destroyed. The cocoon has 100 hit points.

Miss: —

Natural even miss: The target is hampered until the end of its next turn.

9th level power: The cocoon has 180 hit points.

Augmentation: (1–5 PP) Increase the cocoon's hp by 50 per PP spent.



DIMENSIONAL SCRAMBLE (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 4 PP

Target: One enemy

Attack: Dexterity OR Intelligence + Level vs. PD

Hit: 10d12 + Dexterity + Intelligence damage, and you teleport the target to a nearby location.

Augmentation: (2 PP) Teleport a second target to where the first target was (if the target is unwilling, this requires a second attack roll).

Miss: Half damage

9th level power: 15d12 damage

Epic Feat: Augmentation (2 PP) You can throw the target into a time vortex that removes it from the battlefield temporarily (save ends).

ECTOPLASMIC GOLEM (METACREATION)

Ranged power; At-will

Base cost: 4 PP

Effect: You create an ectoplasmic golem, as per the summoning rules (13 True Ways, page 11). The golem fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

Augmentation: (1-5 PP) Your golem has 15 (9th level: 25) additional hit points per PP spent.

ECTOPLASMIC GOLEM

Large Construct; 7th level; Blocker

Initiative: +11

Fist-like blob: +12 vs. AC—25 acid damage and the target has a -5 penalty to disengage from the golem until the end of its next turn.

Resist weapon damage 12+

Champion Feat: When your golem drops to 0 hp, it explodes and deals 20 (9th level: 40) acid damage to all enemies it was engaged with.

ENERGY LEECH (ENERGENESIS)

Ranged power; At-will

Base cost: 4 PP

Target: 1d3 nearby enemies

Special: If the target has an elemental attack (acid, cold, fire, lightning, thunder), you gain a +2 bonus to hit against it.

Attack: Strength OR Intelligence + Level vs. PD

Hit: 6d8 + Strength + Intelligence negative energy damage, and the target is weakened (save ends). Until the end of the battle, you gain a +1 bonus to your critical threat range with energgenesis powers. Multiple uses stack.

Miss: Half damage

9th level power: 10d8 damage

Augmentation: (1 PP) Increase the damage dice to d10.

(2–6 PP) Target an additional enemy per 2 PP.

Champion Feat: On a natural even hit, you can spend a recovery to heal.

ETHEREAL FORM (PSYCHOPORTATION)

Close-quarters power; At-will

Base cost: 4 PP

Target: You

Effect: Until the end of the battle or scene, you can fly and pass through physical objects at will. You gain *resist all damage* 12+. While ethereal, you take a -2 penalty to attacks.

Augmentation: (1 PP) Target a nearby ally instead.

(1–3 PP) Increase the resistance by 2 per PP.

ECTOPLASMIC GOLEM LEVEL PROGRESSION

LEVEL	INIT	ATTACK	DAMAGE	AC	PD	MD	HP
7	+11	+12	25	24	21	17	60
9	+13	+14	50	26	23	19	100



THE PSION

FLIGHT OF GEESE (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 4 PP

Target: You and four nearby allies

Effect: All targets gain the ability to fly at the speed of a bird as long as they stay nearby you. You can keep the power's effect up as long as you concentrate on it. While concentrating, you cannot manifest other powers. If you take damage while concentrating, you must succeed at a save to retain concentration. When the power's effect ends, all targets slowly fall to the ground like a feather.

Augmentation: (1–5 PP) Add one target per PP.

FORM OF DOOM (PSYCHOMETABOLISM)

You wrench from your subconscious a terrifying visage of deadly hunger and become one with it. You are transformed into a nightmarish version of yourself, complete with an ooze-sleek skin coating, lashing tentacles, and a fright-inducing countenance.

Close-quarters power; At-will

Base cost: 4 PP

Target: You

Effect: Until the end of the battle, your unarmored base AC increases to 14. You have a fear aura as a monster of your level. The tentacles on your back count as a d6 weapon and allow you to make a basic melee attack as a quick action once per turn.

Augmentation: (1 PP) Target a nearby ally instead.



GIANT CRUSHING BOULDER OF DEATH (METACREATION)

Ranged power; At-will

Base cost: 4 PP

Target: 1d3 nearby enemies

Attack: Intelligence + Level vs. PD

Hit: 1d12 x 10 damage

Miss: Half damage

9th level power: 1d20 x 10 damage

Augmentation: (2 PP) You keep control of the boulder and prevent it from rolling where the pull of gravity would normally take it. You can repeat the attack at the start of your next turn as a quick action. You can keep controlling the boulder as long as you pay 2 PP at the end of your turn.

Champion Feat: If the dice you roll for this power are at least twice as big as the normal dice on the table, you gain a +2 bonus to your critical threat range.

PSIONIC TRUE SEEING (CLAIRSENTIENCE)

Close-quarters power; At-will

Base cost: 4 PP

Target: You

Effect: Until the end of the scene (or 1d6 x 10 minutes), you gain the ability to see all things as they actually are. You see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under blur or displacement effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things. True seeing does not penetrate solid objects.

Augmentation: (1 PP) Target a nearby ally instead.

Champion Feat: Increase the duration to 1d6 hours.

PYROKINETIC VENGEANCE (ENERGENESIS)

Close-quarters power; At-will

Base cost: 4 PP

Special: You can manifest this power as an interrupt action when an enemy attack brings you below zero hit points.

Target: 1d3 random nearby enemies

Attack: Strength OR Intelligence + Level vs. PD

Hit: 2d6 x 10 fire damage

9th level power: 3d6 x 10 fire damage

Miss: Repeat the attack once against another random nearby enemy.

Augmentation: (2–6 PP) Target an additional random enemy per 2 PP spent.

Champion Feat: When using this power as an interrupt, roll d8 for damage.

Epic Feat: If you have no PP left, you can spend a recovery to pay the base cost of this power.

RAGE CONTROL (TELEPATHY)

Ranged power; At-will

Base cost: 4 PP

Target: Choose a nearby ally or a nearby enemy

When targeting an ally . . .

Effect: The target treats the escalation die as 6 on its next turn.

When targeting an enemy . . .

Attack: Intelligence OR Charisma + Level vs. MD

Hit: The target cannot benefit from the escalation die (hard save 16+ ends).

Augmentation: (1–3 PP) Add an additional target per PP. You can mix enemies and allies.

RECALL DEATH (CLAIRSENTIENCE)

Your will forces the fabric of time to part, revealing wounds your foe has received in the past.

Ranged power; At-will

Base cost: 4 PP

Target: One nearby enemy

Attack: Intelligence OR Wisdom + Level vs. MD

Hit: 40 ongoing psychic damage. If the target fails the third save against this power, it dies.

Augmentation: (1–5 PP) Increase the ongoing damage by 10 per PP.

Miss: 20 psychic damage

9th level power: 60 ongoing; augmentation +20 per PP

Augmentation: (1 PP) The save is a hard save (16+).

Epic Feat: The target is also dazed (save ends both).



ULTRABLAST (TELEPATHY)

Ranged power; At-will

Base cost: 4 PP

Target: 1d3 nearby enemies in a group

Attack: Intelligence OR Charisma + Level vs. MD

Hit: 10d8 + Intelligence + Charisma psychic damage.

Natural even hit: The target is dazed until the end of your next turn.

Miss: Half damage

9th level power: 2d8 x 10 damage

Augmentation: (2–6 PP) Target one additional enemy per 2 PP spent.

Champion Feat: Gain a +2 bonus to your critical threat range with this power. Shouting “OVER 9000!!!” is optional. Please check whether there is a baby sleeping in the next room first.

9TH LEVEL POWERS

AVATAR OF THUNDER (ENERGENESIS)

Close-quarters power; At-will

Base cost: 5 PP

Target: You

Effect: Until the end of the battle, you can fly and hover. Once per round, you can expend 1 PP to make the following attack:

Close-quarters attack; Quick action

Attack: Strength OR Intelligence + level vs. PD

Hit: 1d6 x 10 lightning and 1d4 x 10 thunder damage, and the target pops free from you.

Miss: 10 lightning and 10 thunder damage

BANISHMENT (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 5 PP

Target: One nearby enemy

Attack: Dexterity OR Intelligence + Level vs. PD

Hit: If the target is from another plane, like a demon, it is sent back to that plane. Other creatures are sent back to the place they have the strongest connection to. For example a dragon is

sent back to its hoard. If the creature is already at that place, the power has no effect.

Miss: The target has *resist all* 16+ until the end of your next turn while it temporarily shifts in and out of this plane.

ECTOPLASMIC SUIT (METACREATION)

Close-quarters power; At-will

Base cost: 5 PP

Target: You

Effect: You create a giant suit of armor that increases your size to large. The suit grants base AC 15 and 100 temporary hit points, and has a Strength of 24. You can kick and smash for a d12 melee attack without penalty. You can pop free from normal-size and smaller enemies when you take a move action.

When you are staggered or dropped to zero hp by an attack, the suit is destroyed, otherwise it lasts until the end of the battle.

Augmentation: (1 PP) Target a nearby ally instead.

Epic Feat: Augmentation (2 PP) Increase the suit's stats and bonuses to 17 base AC, 250 temporary hit points and Strength 26.

ENSLAVE (TELEPATHY)

Ranged power; At-will

Base cost: 5 PP

Target: One nearby enemy with up to 500 hp

Attack: Intelligence OR Charisma + Level vs. MD

Hit: You dominate the target (save ends). While the target is dominated, you can give it commands to control its actions during its turn.

Miss: No effect. You don't need to expend any PP.

Augmentation: (1–5 PP) Increase the hp range by 100 per PP.

Epic Feat: You can target a group of mooks with a combined hp total equal to the limit or lower.



FALSE MEMORY (TELEPATHY)

Ranged power; At-will

Base cost: 5 PP

Target: One nearby creature

Attack: Intelligence OR Charisma + Level vs. MD

Hit: You implant a false memory in the target's brain. The more time you take to describe the scene, the more vivid and detailed it will be in the target's memory.

Miss: The target notices your intrusion into its mind. It won't like it.

Augmentation: (1–5 PP) Add an additional memory per PP.

Epic Feat: On a miss, the target must succeed on a save to notice the intrusion.

INVULNERABILITY (PSYCHOMETABOLISM)

Close-quarters power; At-will; Quick action

Base cost: 5 PP

Target: You

Effect: Until the end of your next turn, you are invulnerable to all attacks and powers that target AC or PD. You ignore damage and any harmful (or helpful) effects.

Augmentation: (1 PP) Target a nearby ally instead.

Epic Feat: You can manifest this power as an interrupt action when you are attacked.

OMNISCIENCE (CLAIRSENTIENCE)

You tap into the global consciousness.

Close-quarters power; At-will

Base cost: 5 PP

Target: You

Effect: Gain a 6-point background of your choice until the next full heal-up.

Augmentation: (1 PP) You can target a nearby ally.

Epic Feat: Gain an 8-point background instead.

RAIN OF DESTRUCTION (ENERGENESIS)

Ranged power; At-will

Base cost: 5 PP

Target: A far away area, like a block of houses

Effect: You unleash a primordial chaos of elemental forces, enough to level a small village. Thunderstorms blast across from the sides, while acid rains down from above, and bursts of lava spew up from below. Anyone caught in the area takes 3d6 x 10 damage, unless they succeed at a save to take half damage.

Augmentation: Increase the target area, from a castle (1 PP) to a small town (3 PP), all the way up to a large city (10 PP).

REALITY RECONFIGURATION (METACREATION)

Ranged power; At-will

Base cost: 5 PP

Effect: You twist, mold, and reshape the nearby physical environment in any way you like. You can create bridges, warp tunnels, raise walls, and shoot up pillars. When you manifest this power in combat, the changes are forceful but rough. More finely crafted rearrangements require longer concentration.

While this power is not a direct attack, it can be used to put enemies into danger, such as by dropping the bridge they are standing on into the lava beneath. In that case, targets can avoid the danger with a successful save.

The effect is not permanent. Reality slowly untwists itself over the next 1d6 days.

Augmentation: (1–5 PP) Enemies take a penalty to their save equal to the PP spent.



SYSTEM SHOCK (PSYCHOMETABOLISM)

Ranged power; At-will

Base cost: 5 PP

Target: One nearby enemy

Attack: Constitution OR Intelligence + Level vs. PD

Hit: If the target has 240 hp or fewer, it drops to 0 hp and dies. If it has more than 240 hp, it is weakened and takes 80 ongoing damage (save ends both).

Augmentation: (1–5 PP) Increase the hp range of the kill effect by 60 per PP, and the ongoing damage by 20 per PP.

Miss: 40 damage

Epic Feat: Double the effect of each PP spent to augment this power.

TELEPORT (PSYCHOPORTATION)

Ranged power; At-will

Base cost: 5 PP

Target: You and four nearby allies

Augmentation: (1–5 PP) Add one target per PP.

Effect: You teleport the targets to any location in the world that you have previously visited.

When you teleport, roll a d20. If you roll a 1, you miss your desired location and arrive somewhere else altogether. Otherwise, you and your allies arrive at the desired location at the start of your next turn. Any effects of spells, powers, or items cast before teleporting are dispelled and no longer function on arrival.

Augmentation: (1 PP) You can teleport to the overworld, underworld, or any other plane you have previously visited.

Epic Feat: You can teleport to a location known to one of the targets.

Psion MULTICLASS

As a multiclassed psion, you gain both class features, Psionic Powers and Psionic Meditation.

Level progression: You are one level behind on power points and powers known. At first level, you start with 4 power points and 4 powers known.

Weapon Damage Penalty: Psions do not count as skilled warriors, so you suffer a weapon damage penalty.

Key Ability Modifier: Psions use the wizard column in the key ability modifier table. A psion / wizard's key ability modifiers are Int/Con.

RIFTS AND VARIATIONS

If you like the general mechanics but not the flavor of fantasy psionics, you can use the psion class as the base for a more traditional wizard or sorcerer with a spell point or mana system. You could even mix in some more traditional wizard talents, like a familiar.

Most disciplines map to one of the traditional wizard schools. Clairvoyance is divination, energenesis is evocation, psychometabolism is transmutation, metacreation is conjuration, telepathy is enchantment. Only psychoportation doesn't have a direct equivalent, but you could make up a new school with a fancy name like translocation.





THE SAVAGE

The big city? All I see is a cage that smells of manure.

At its height, the Dragon Empire was able to drive back the nomads and savage tribes at its borders, but its defenses have weakened. The Orc Lord raids the northern reaches every summer, the High Druid keeps attacking settlements near her forests, and the Three have established a permanent stronghold of the savage races in Drakkenhall.

These tribes are your people. You were born with them, you fight with them, and one day they will scatter your ashes in the wind. Your people are free. The city dwellers are nothing but caged animals, toothless and weak.

Your blood still boils. When the swords start clashing, feel the rush of battle in your veins. With every strike you sink into the heart of your enemy, you grow stronger, more ferocious, more deadly.

PLAY STYLE

Your place in battle is the front line. You get into your enemy's face and then proceed to smash it.

If you like to charge in and bash skulls, this is your class. You don't just dish out damage in large heaps, you'll also be able to take quite a bit. However, don't underestimate how quickly your enemies can cut you down if they gang up on you.

With your Frenzy Dice class feature, your damage increases with every hit. During battle, there are two things to keep track of: the number of dice in your frenzy pool and which frenzy powers you have already used this battle.

Out of combat, a background in scouting or wilderness survival can make you an asset to the party.

You can also make yourself useful in social situations. While you won't impress anyone with table manners or polite conversation, your free spirit can cut through the complications and get to the core of matters quickly. If diplomacy fails, the threat of ripping someone's arm out is quite credible if it comes from you.

ABILITY SCORES

You gain a +2 bonus to Strength or Constitution, as long as it is not the same as your racial bonus. Those two abilities are your mainstays. A good Wisdom or Dexterity is important for your armor class.

RACES

Members of any race can pick up a big stick and bash their opponents to a bloody pulp. Half-Orc is a top pick. Dwarf, dragonspawn, dark elf, wood elf, or dwarf-forged are also great choices.

SAVAGE STATS

ABILITY BONUS	+2 Strength or Constitution (different from racial bonus)
INITIATIVE	Dex mod + Level
ARMOR CLASS (LIGHT ARMOR)	12 + middle mod of Con/Dex/Wis + Level
PHYSICAL DEFENSE	11 + middle mod of Str/Con/Dex + Level
MENTAL DEFENSE	10 + middle mod of Int/Wis/Cha + Level
HIT POINTS	(8 + Con mod) x Level modifier (see level progression chart)
RECOVERIES	8
RECOVERY DICE	(1d10 x Level) + Con mod
BACKGROUNDS	8 points, max 5 in any one background
ICON RELATIONSHIPS	3 points (4 at 5th level, 5 at 8th)
TALENTS	3
FEATS	1 per Level

BACKGROUNDS

The *disgraced daughter of the tribal shaman* channels the power of the spirits in a vengeful fury. The *bloodthirsty mercenary* wants to make a fortune before he returns to the north to his loving wife. The *freed gladiator* has sworn to travel every known land. The *hell-hole scavenger* feels an inner anger that is not all natural. The *fallen paladin* is on a quest to atone, but instead of peace, he has found new strength in channeling his inner anger. The *gruff bounty hunter* was once a celebrated painter, before the dragons came and it all went to hell.

ÍCONS

For humans, elves, and dwarves, the savage life means they have left their civilized home behind, and the relationship to their emperor, king, or queen will be distant at best.

Hailing from outside the civilized areas of the Empire, your main allegiances are the outsider icons; in particular, The High Druid for humans and elves, the Orc Lord for half-orcs, and The Three for dragonspawn.

Your close relationship to nature makes the Diabolist or the Lich King, the despoilers of life and nature, natural enemies.

SAVAGE LEVEL PROGRESSION

SAVAGE LEVEL	TOTAL HIT POINTS	TOTAL FEATS	FRENZY POWERS	POOL AVAIL.	FRENZY DICE ON HIT	MAXIMUM FRENZY POOL	LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
Level 1	(8 + CON mod) x 3	1 adventurer	3	1st level	1d4	3d4		ability modifier
Level 2	(8 + CON mod) x 4	2 adventurer	4	1st level	1d6	3d6		ability modifier
Level 3	(8 + CON mod) x 5	3 adventurer	4	3rd level	1d8	3d8		ability modifier
Level 4	(8 + CON mod) x 6	4 adventurer	5	3rd level	1d10	3d10	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x 8	4 adventurer 1 champion	5	5th level	2d6	6d6		2 x ability modifier
Level 6	(8 + CON mod) x 10	4 adventurer 2 champion	5	5th level	2d8	6d8		2 x ability modifier
Level 7	(8 + CON mod) x 12	4 adventurer 3 champion	6	7th level	2d10	6d10	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x 16	4 adventurer 3 champion 1 epic	6	7th level	4d6	12d6		3 x ability modifier
Level 9	(8 + CON mod) x 20	4 adventurer 3 champion 2 epic	6	9th level	4d8	12d8		3 x ability modifier
Level 10	(8 + CON mod) x 24	4 adventurer 3 champion 3 epic	7	9th level	4d10	12d10	+1 to 3 abilities	3 x ability modifier

GEAR

Most savages hail from tribal societies, and carry with them what they need to survive in the wild. The clothes they wear are simple and sturdy, often made from the tanned furs and hides of animals they hunted. Many decorate their skin with paints, tattoos, or ritual scars to appear more fearsome to their enemies. Mercenary types will wear the civilized military clothing of their region, with light armor such as a chain shirt or breast plate, and the usual traveling gear.

You can choose to start with either 25 gp, or 1d6 x 10 gp. If you don't hail from civilization, this is most likely furs, gems, or small pieces of art like carved animal teeth that your people use for trading.

ARMOR

Savages usually wear light armor in battle. They find heavy armor too restrictive for their fierce, untamed fighting style.

SAVAGE ARMOR AND AC

TYPE	BASE AC	ATTACK PENALTY
None (natural armor)	10	—
Light	12	—
Heavy	13	-2
Shield	+1	—

WEAPONS

Savages favor melee weapons. The most common style is a single heavy weapon, but there are a variety of styles that depend on your choice of talents.

SAVAGE MELEE WEAPONS

SIZE	ONE-HANDED	TWO-HANDED
Small	1d4 knife	1d6 staff
Light or Simple	1d6 short sword, rapier	1d8 spear
Heavy or Martial	1d8 longsword, scimitar	1d10 greatsword

SAVAGE RANGED WEAPONS

SIZE	THROWN	CROSSBOW	BOW
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy	—	1d8 heavy crossbow	1d8 longbow

BASIC ATTACKS

MELEE BASIC ATTACK

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Miss: Damage equal to your level

RANGED BASIC ATTACK (THROWN WEAPON)

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity + FRENZY damage

Miss: Damage equal to your level

RANGED BASIC ATTACK (BOW / CROSSBOW)

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

CLASS FEATURES

FRENZY DICE

With each hit you score in a battle, you build up a pool of frenzy dice. You add these dice to damage, but you can also expend them to fuel your powers or heal yourself.

You start each battle with zero frenzy dice. Whenever you hit with a melee attack or a thrown weapon ranged attack, you gain frenzy dice *at the end of that turn*. Only the first hit counts, multiple hits in one turn still only grant you frenzy dice once.

At first level, you gain a single d4. The die increases by one step each level, as per the level progression table. At 5th level, you gain two dice, and at 8th level, four.

The frenzy dice you gain are added to your frenzy pool. You can keep adding frenzy dice until you reach the maximum, which is three times the dice you gain per hit.

When an attack or power uses your current frenzy dice, the pool is referred to as FRENZY (similar to WEAPON for your weapon damage dice). Most importantly, you add FRENZY to damage when you hit with a basic melee attack. Using FRENZY does not expend the dice; they remain in your pool.

However, there are two uses that expend your frenzy dice. One is to pay the cost of your frenzy powers, the other is your frenzied healing class feature below.

FRENZY POWERS

Your frenzy powers are stronger melee attacks and furious battlecries. They can be used once per battle. You start with three at first level, and you can switch them out when you gain a level.

Many of your powers come with a cost entry. *After* you use the power, remove frenzy dice equal to the cost from your frenzy pool. That way, dice expended to pay for the cost are still counted for its FRENZY effect.

FRENZIED HEALING

At the end of your turn, you can expend frenzy dice to heal yourself. Roll the dice you discard to determine how many hit points you heal.

If you have to discard frenzy dice because you have reached your maximum frenzy, or the battle has ended, you can use them to heal with this ability.

Champion Feat: When an attack reduces you below zero hit points, you can use Frenzied Healing as an interrupt action to heal back up from zero hit points. You have to expend your entire frenzy pool if you do so.

CLASS TALENTS

BORN IN THE SADDLE

Whenever you roll a natural even failure on a skill check related to animals, you can reroll the check once. This includes combat control checks. See the mounted combat rules in 13th Age Monthly #20 for details.

When you succeed at a mounted combat control check, don't increase the DC of the next check by 5.

You are not limited to two mounted combat actions per battle.

Adventurer Feat: Add the escalation die to mounted combat control checks.

Champion Feat: When your mount hits with an attack, add your FRENZY to the damage.

Epic Feat: When a save by your mount is an even failure, you can reroll the check once.

CRITICAL FRENZY

When you score a critical hit with a melee attack or thrown weapon ranged attack during your turn, gain double frenzy dice at the end of your turn.

Champion Feat: When your frenzy dice pool is at maximum, gain a +2 bonus to your critical threat range with melee attacks.

Epic Feat: Increase the critical threat range bonus to +3.

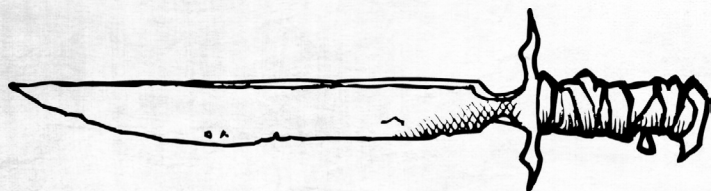
FLYING AXES

You can use a one-handed heavy melee weapon as a thrown weapon (d8 damage dice).

Adventurer Feat: You can use your melee attack frenzy powers as thrown weapon ranged attacks instead.

Champion Feat: Once per battle, when an enemy successfully disengages from you, make a thrown weapon attack against that enemy as an interrupt action.

Epic Feat: Reroll natural 2s on the attack roll with thrown weapons.



FRENZIED VITALITY

When you use the Frenzied Healing class feature while staggered, gain extra hit points equal to your Constitution modifier. Double this bonus at 5th level, triple it at 8th.

Adventurer Feat: Gain a bonus recovery.

Champion Feat: Add your Constitution modifier even when not staggered.

Epic Feat: You can heal above your maximum hit points with Frenzied Healing. Any excess hit points vanish at the end of the battle.

FULL METAL BERSERK

Warriors of your tribe use leather and hides for protection in battle, but you earned a set of heavy armor in your spoils of war and you've been wearing it proudly ever since.

You don't take an attack penalty while wearing heavy armor.

Adventurer Feat: Gain a +1 bonus to PD in heavy armor.

Champion Feat: Gain a +1 bonus to saving throws in heavy armor.

Epic Feat: Gain a +1 bonus to AC while wearing heavy armor.

GIGANTIC WEAPON

For a hulking brute like you, a normal sword is a better toothpick. You'd rather wield a sword that's taller than most of your enemies, or an axe with a blade that's twice the size of their heads.

Increase the damage die of heavy two-handed melee weapons to d12.

Adventurer Feat: When wielding a two-handed melee weapon, gain a +1 bonus to hit against large and huge monsters.

Champion Feat: When wielding a two-handed melee weapon, gain a +2 bonus to your critical threat range against large and huge monsters.

Epic Feat: When wielding a two-handed melee weapon, deal triple damage on a critical hit against large and huge monsters.

RALLYING CRY

When you rally, you regain an expended frenzy power.

Adventurer Feat: When you rally, gain frenzy dice as if you had hit with a melee attack this turn.

Champion Feat: When you rally, a nearby ally can also use a recovery to heal.

Epic Feat: When you rally, gain a +2 bonus to attacks and defenses until the end of your next turn.

RED CURTAIN

Once you feel the rush of battle, nothing can stop you from taking down your prey.

Whenever you take an attack penalty from a condition, halve that penalty. For example, if you are dazed, reduce the attack penalty from -4 to -2.

Adventurer Feat: You gain a +1 bonus to saves against conditions.

Champion Feat: Once per battle, when you are unable to take actions during your turn (such as when stunned or unconscious), you can take a standard action.

Epic Feat: While staggered, you can choose to ignore the effects of any other condition. Note that when your hp drop to zero, you are no longer staggered, so the effect ends and you fall unconscious.

SPIRITUAL GUIDANCE

The spirits of your ancestral lands, and heroes of past ages, whose deeds are passed on in legends, watch over you. In the rush of battle, you can feel them guide your blade.

You gain a bonus frenzy power. You can choose a power that is two levels higher than your current level. Note that there are no powers higher than 9th level.

Adventurer Feat: Once per scene, you can turn to your ancestors for guidance when making a skill check. Roll a d6. If the result is even, add it to your roll.

Champion Feat: Once per battle, the spirits can guide your blade when making an attack. Roll a d6. If the result is even, add it to the roll.

Epic Feat: Whenever you make a death save, roll a d6. If it is even, add it to the roll.

TOTEM WARRIOR

When members of your tribe reach maturity, they perform a vision quest to discover their totem animal. You have successfully completed this quest, and were accepted as an adult. You can call upon the strength of your totem spirit in battle.

You gain a beast aspect from the druid's Shifter talent as a daily power. As a quick action, you can gain the initiate effect of the aspect until the end of the battle. You can take the feats of that aspect. Ignore other rules of the Shifter talent.

Adventurer Feat: Gain the adept effect of the aspect.

Champion Feat: The aspect is now Recharge 16+.

Epic Feat: You gain the Shake It Off power from the Shifter talent.

TWIN BLADES OF FURY

When waves of enemies crash against you, you are the rock that splits the tide, with a weapon in each hand for double the slashing.

When you wield a melee weapon in each hand, add FRENZY to miss damage with melee attacks.

Adventurer Feat: When wielding two melee weapons, gain a +1 bonus to hit against mooks.

Champion Feat: When wielding two melee weapons, gain a +2 bonus to your critical threat range against mooks.

Epic Feat: When wielding two melee weapons, deal triple damage with critical hits against mooks.

UNSTOPPABLE DETERMINATION

If your enemies think that just because you are a hulking mass of muscle, your mind is weak and can be easily swayed, they are in for a nasty surprise.

You gain a +2 bonus to MD.

If you are hit by an attack against MD with an effect other than damage, immediately make a saving throw against that effect. If the save succeeds, ignore the effect.

Adventurer Feat: Once per battle, if an attack against MD misses you, gain a frenzy die (2 at 5th level; 4 at 8th).

Champion Feat: Increase the MD bonus to +3.

Epic Feat: You are immune to fear.

FRENZY POWERS

1st LEVEL POWERS

CRY FOR BLOOD

Close-quarters power; Once per battle

Cost: 1 frenzy die

Target: 1d4+1 nearby enemies

Attack: Constitution + Level vs. the highest MD of all targets

Hit: Psychic damage equal to your Constitution + FRENZY. Gain frenzy dice as if you had hit with a melee attack at the end of your turn.

Miss: Half damage.

Champion Feat: You can spend a frenzy die to give all nearby allies a +2 bonus to their next melee attack.

FRENZIED LEAP

Close-quarters power; Once per battle; Quick Action

Cost: 1 frenzy die

Effect: Pop free from all enemies and jump to a nearby location. For a long or risky jump, the GM can require a Strength-based skill check.

Adventurer Feat: Add your FRENZY to the skill check.

HEEDLESS RUSH

Melee attack; Once per battle

Cost: —

Always: Engage a nearby enemy as part of the attack. You take a -4 penalty to AC until the start of your next turn.

Attack: Strength + Level + 4 vs. AC

Hit: WEAPON + Strength + FRENZY damage

Miss: Damage equal to your level

Adventurer Feat: You can pop free from all enemies as part of the attack.

Champion Feat: You can engage a far away enemy.

IRON DETERMINATION

Close-quarters power; Once per battle; No action

Cost: 1 frenzy die

Trigger: You fail a save or a death save.

Effect: Reroll the save. Add +1 per die in your frenzy pool to the reroll.

Adventurer Feat: If the reroll fails, you do not expend this power.

Champion Feat: The power cost is zero.

SAVAGE BASH

Melee Attack; Once per battle

Cost: —

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage. Your allies can pop free from the target.

Miss: Half damage

Adventurer Feat: Until the start of your next turn, you gain a +4 bonus to opportunity attacks against the target.

SCREAM OF VICTORY

Close-quarters power; Once per battle; Free action

Cost: 1 frenzy die

Trigger: You kill a non-mook enemy.

Effect: Spend a recovery to heal.

Adventurer Feat: Add FRENZY to the amount healed.

Champion Feat: If you spend 2 extra dice, the recovery is free.

ULTRA-FRENZIED STRIKE

Melee attack; Once per battle

Cost: 1 frenzy die

Attack: Strength + Level vs. AC

Hit: WEAPON+Strength+twice FRENZY damage

Miss: Damage equal to your level

Adventurer Feat: You can spend an extra frenzy die to gain a +2 bonus to the attack.

Champion Feat: Deal half damage on a miss.

Epic Feat: Add triple FRENZY instead.

3RD LEVEL POWERS

FEED ON PAIN

Close-quarters power; Once per battle; Interrupt action

Cost: —

Trigger: You take damage from an attack.

Effect: Immediately gain a frenzy die (5th level: 2 dice; 8th level: 4 dice).

Champion Feat: Heal FRENZY hit points.

HOWL OF THE ALPHA WOLF

Close-quarters power; Once per battle; Quick action

Cost: 1 to 3 frenzy die

Target: 1 nearby enemy per frenzy die spent

Attack: Constitution + Level vs. MD

Hit: Constitution + FRENZY psychic damage

Natural even hit: The target is hampered (can only make basic attacks) until the start of your next turn.

Miss: Psychic damage equal to your level

Adventurer Feat: If the attack misses all targets, you don't expend this power.

Champion Feat: The hamper effect is "save ends".

Epic Feat: On a critical hit, the target is stunned until the start of your next turn.

INVIGORATING STRIKE

Melee attack; Once per battle

Cost: 1 frenzy die

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage. Spend a recovery to heal and add FRENZY to the amount of hp you heal.

Miss: Damage equal to your level

Adventurer Feat: You can spend a recovery to heal on a miss.

Champion Feat: You can spend up to three frenzy dice on this power to use one recovery per die spent.

Epic Feat: While staggered, gain a +1 bonus to hit with this power per frenzy die spent.

RAGING VENGEANCE

Melee attack; Once per battle; Interrupt action

Cost: —

Trigger: A nearby ally has been reduced to zero hit points.

Always: Pop free from all enemies, engage the opponent that attacked your ally.

Target: Your ally's attacker

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Miss: Half damage.

Adventurer Feat: Spend a frenzy die to gain a +2 bonus to the attack.

Champion Feat: On a hit, grant your ally a death save with the escalation die as a bonus.

Epic Feat: If your ally succeeds at the death save, increase the escalation die by 1.

SWIFT PUNISHMENT

Melee attack; Once per battle; Interrupt action

Cost: 1 frenzy die

Trigger: An enemy misses you with melee attack that is a natural 1–5 on the attack roll.

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Miss: Damage equal to your level

Champion Feat: If you miss, you don't expend the power.

THROAT RIPPER

Melee attack; Once per battle

Cost: —

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage, plus FRENZY ongoing damage

Miss: Damage equal to your level

Champion Feat: The save against the ongoing damage is a hard save (16+).

THE SAVAGE

5TH LEVEL POWERS

BLOOD FRENZY

Melee attack; Once per battle

Cost: 2 frenzy dice

Target: Two enemies you are engaged with

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Miss: —

Both attacks miss: Take FRENZY psychic damage

Epic Feat: Deal half damage on a miss.

CULL THE WEAK

Melee attack; Once per battle; Quick action

Cost: 2 frenzy dice

Target: One nearby staggered enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Champion Feat: If this attack kills the target, immediately make another melee attack against a nearby enemy.



FURIOUS OUTBURST

Close-quarters power; Once per battle; Free action

Cost: 2 frenzy dice

Trigger: You miss with a melee attack.

Effect: Reroll the attack.

Champion Feat: If the second roll hits, reroll any damage dice of that attack that are natural 1s.

Epic Feat: No frenzy die cost.

PUNY FLESH WOUND

Close-quarters power; Once per battle; Interrupt action

Cost: 2 frenzy dice

Trigger: You take damage.

Effect: Roll FRENZY and reduce the damage you take by that amount.

Champion Feat: Reduce the damage by an additional 25 points.

STEEPED IN FIRE

Close-quarters power; Once per battle; Interrupt action

Cost: 2 frenzy dice

Trigger: You take damage from an attack.

Effect: You take half damage from the attack. If the attack had a type of energy associated to it, such as fire, you gain *resist that type* 16+ until the end of the battle.

Champion Feat: No frenzy die cost.

Epic Feat: You take no damage from the initial attack.

7TH LEVEL POWERS

HARBINGER OF DEATH

Melee attack; Once per battle

Cost: —

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Natural even hit: Spend 1 frenzy die and make another melee attack. Keep attacking until you roll odd or run out of frenzy dice. You can pop free and engage other nearby enemies between attacks.

Miss: Damage equal to your level

Epic Feat: The first roll triggers a follow-up attack, even if it is not an even hit.

RAISED FIST OF DEFIANCE

Close-quarters power; Once per battle; Quick action

Cost: 3 frenzy dice

Effect: You shout out a challenge to an icon. You gain a negative relationship and a 5 with that icon until the next full heal-up.

Champion Feat: Increase the escalation die by 1.

Epic Feat: You can also roll a save.

SLAYING FRENZY

Close-quarters power; Once per battle; Quick action

Cost: 3 frenzy dice

Effect: Increase your critical threat range by 2 until you roll a critical hit, or until the end of battle.

Epic Feat: You can expend 4 frenzy dice to increase the crit range by 4 instead.

SPINE-CHILLING ROAR

Close-quarters power; Once per battle

Cost: 3 frenzy dice

Target: 1d4+1 nearby enemies OR all nearby mooks

Attack: Constitution + Level vs. the highest MD of all targets

Effect: The targets are dazed until the start of your next turn, and will flee if able to.

Epic Feat: You can use this power as a free action, at no frenzy die cost, after killing a non-mook enemy.

WHIRLING EVASION

Close-quarters power; Once per battle; Interrupt action

Cost: 3 frenzy dice

Trigger: You are hit by an attack from an enemy you are engaged with.

Effect: Take half damage from the attack. Make a basic melee attack against the attacker.

Champion Feat: You can use this power against a nearby enemy you are not engaged with. Make a basic ranged attack with a thrown weapon instead.

Epic Feat: Take no damage from the attack.

9TH LEVEL POWERS

FURY OF THE NORTH WIND

Close-quarters power; Once per battle; Quick action

Cost: 4 frenzy dice

Special: You must be staggered.

Effect: Until the start of your next turn, you are immune to all attacks except melee attacks.

Epic Feat: You can use this power as a free action after you are staggered by an attack.

KILLING BLOW

Close-quarters power; Once per battle; Free action

Cost: 4 frenzy dice

Trigger: You score a critical hit against a staggered enemy.

Attack: Constitution + Level vs. PD

Hit: You kill the enemy.

Miss: The enemy is weakened until the end of your next turn.

Epic Feat: Deal 25 ongoing damage on a miss.

TSUNAMI OF BLOOD

Melee attack; Once per battle

Cost: 4 frenzy dice

Special: You can use this power as a free action when you miss with a basic melee attack.

Target: 1d3 nearby enemies

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength + FRENZY damage

Miss: Damage equal to your level

Epic Feat: Target an additional enemy.

UNDYING RAGE

Close-quarters power; Once per battle; Free action

Cost: 4 frenzy dice

Trigger: You are reduced below zero hit points by an attack.

Effect: Heal using a recovery and add your FRENZY. Then take a standard action.

Epic Feat: You can spend two recoveries.

SAVAGE MULTICLASS

As a multiclassed savage, you have all standard savage class features.

You only gain frenzy dice for hits with savage basic melee attacks and melee attack frenzy powers. You would not, for example, gain frenzy dice for a hit with the paladin's Smite Evil. In the same way, you only add your frenzy pool to damage with savage melee attacks and frenzy powers.

Level Progression: You are one level behind with your number of frenzy powers, pool available, frenzy dice per hit, and maximum frenzy. At 1st level, you know 2 frenzy powers, and your frenzy die on hit is 1d3. Your maximum frenzy is 3d3.

Weapon Damage Penalty: Savages count as "skillful warriors" and do not suffer from a weapon damage penalty if the other class is also from that list.

Key Ability Modifier: Use the barbarian entry for key ability modifiers. A savage / barbarian has Str / Con as key abilities.

Frenzied Multiclass (Adventurer Feat): The first time you hit with a melee attack that is not a savage class attack in a battle, you gain frenzy dice as if the attack was a savage class attack.

Frenzied Multiclass (Champion Feat): Once per battle, add your FRENZY to damage when you hit with an attack from your other class.

RIFFS AND VARIATIONS

By concept and flavor, the savage class is quite similar to the barbarian in the Core Book and the berserker in *13th Age for Glorantha*. Be careful about mixing the rules material though, since each class follows quite different mechanics. The barbarian is balanced around the Rage class feature and 3 talents (later 5) talents, whereas the savage has very strong class features plus talents and powers on top. Therefore, barbarian talents are meant to be quite a bit stronger than savage talents, and could break the latter. The other direction is less problematic, so feel free to experiment with savage talents in the barbarian (if they make sense).

If you'd like to build a werewolf-like character, try the savage as the base and add natural weapons, natural armor, and the Harmless Transformation talent from the abomination class.

THE SWORDMAGE

My mind is as sharp as my blade. Which one shall defeat you?

Swordmages combine arcane magic and swordplay to make their presence felt on the battlefield. Although they are not as physically strong as other melee combatants, they make up for it with powerful spells that protect themselves and their allies.

Their combat role is defender. With their Sigil power, they can lock down a powerful enemy on the battlefield and give them a strategic choice. Either target the well-protected swordmage, or face the consequences for attacking his allies. At the same time, swordmages are mobile and zip back and forth across the battlefield to be where they are needed.

PLAY STYLE

Even when swordmages are in the thick of things, they perceive battle through the lens of their sharpened intellect. They are always looking out to give their side a tactical edge through the well-timed use of a spell. Out of battle many prefer the role of an adviser, as they are well-educated but more rooted in reality than their ivory tower wizard brethren.

ABILITY SCORES

Intelligence is the main ability score for swordmages. A good Constitution is important when you are expected to take the brunt of enemy attacks, even if you have tricks to avoid damage at your disposal. Some of your talents and spells also benefit from Strength.

RACES

Elves, especially high elves are renowned for combining swordplay and magic, although the githyanki also have a claim to be the origin of this fighting style. Human and tiefling swordmages are also common in the realms. Dwarf-forged who learned to harness and channel arcane reserves from their initial enchantment are formidable foes. Dwarf swordmages are much rarer, as they are suspicious of the arcane and prefer hammers and axes over swords.

BACKGROUNDS

A *cursed sword master* has a dark past; a *magic smith* has mastered crafting swords as well as using them; *Horizon guards* are an elite troop of the Archmage; a *runaway apprentice* has picked up a sword to defend himself against the lackeys of his abusive master; a *demon hunter* is determined to fight back against what's coming from the hell holes.

SWORDMAGE STATS

ABILITY BONUS	+2 Intelligence or Constitution (different from racial bonus)
INITIATIVE	Dex mod + Level
ARMOR CLASS (NO ARMOR)	15 + middle mod of Con/Dex/Wis + Level (with free off-hand: 16+)
PHYSICAL DEFENSE	10 + middle mod of Str/Con/Dex + Level
MENTAL DEFENSE	12 + middle mod of Int/Wis/Cha + Level
HIT POINTS	(7 + Con mod) x Level modifier (see level progression chart)
RECOVERIES	(probably) 8
RECOVERY DICE	(1d8 x Level) + Con mod
BACKGROUNDS	8 points, max 5 in any one background
ICON RELATIONSHIPS	3 points (4 at 5th level, 5 at 8th)
TALENTS	3
FEATS	1 per Level



THE SWORDMAGE

Icons

Depending on whether your swordmage's style is closer to a wizard or a sorcerer, he or she might feel closer to the Archmage, patron of the arcane arts, or the Three, source of innate arcane magic. Swordmages from a military background have often served the Emperor or the Crusader. The Priestess is closer to paladins, but you could be the guardian of a deity of magic. In areas where magic

is forbidden, the Shadow Prince is an ally that helps with guarding your identity.

The dual mastery of swordplay and magic is traditionally associated with elves, and a swordmage who has trained under elves is likely to have a relationship with the Elf Queen, even if they are of a different race.

SWORDMAGE LEVEL PROGRESSION

SWORDMAGE LEVEL	TOTAL HIT POINTS	TOTAL FEATS	SIGILS	SPELLS BY LEVEL					LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
				1	3	5	7	9		
Level 1	(7 + CON mod) x 3	1 adventurer	1	4	-	-	-	-		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	1	5	-	-	-	-		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	1	2	3	-	-	-		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	1	-	6	-	-	-	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	2	-	3	3	-	-		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	2	-	1	6	-	-		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	2	-	-	4	3	-	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	3	-	-	2	6	-		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	3	-	-	-	5	3		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	3	-	-	-	3	6	+1 to 3 abilities	3 x ability modifier

GEAR

Similar to wizards, swordmages prefer fine clothing adorned with arcane symbols to mark their status and education. However, a swordmage's clothing also has to allow the quick execution of combat maneuvers, so tight-fitting pants and vests are much more common than flowing robes. Their most prized possession is their sword, often a slender elven blade with intricate decorations and enchantments.

In your pockets, you start with 25 gp. You could also roll 1d6 x 10 gp, if you're a sell-sword to unreliable clients.

ARMOR

Swordmages protect themselves via magic, represented through their Mage Armor class feature. They can still wear armor, and many swear that a suit of finely crafted elven chain has saved their lives multiple times, but even heavy metal plates don't protect them better than their magic does. It's purely a style choice.

Through your Mage Armor class feature, you gain a +1 bonus to AC when your off-hand is empty, that is when not wielding a shield, a two-handed weapon, or two weapons.

SWORDMAGE ARMOR AND AC

TYPE	BASE AC	ATTACK PENALTY
None	15	—
Light	15	—
Heavy	16	-2
Shield	+1	—
Empty off-hand	+1	—

WEAPONS

As the class name suggests, the signature weapon of a swordmage is a one-handed blade weapon, such as a longsword or scimitar. Rules-wise, nothing prevents you from using an axe or a flail instead.

SWORDMAGE MELEE WEAPONS

SIZE	ONE-HANDED	TWO-HANDED
Small	1d4 knife	1d6 staff
Light or Simple	1d6 short sword, rapier	1d8 spear
Heavy or Martial	1d8 longsword, scimitar	1d10 greatsword

SWORDMAGE RANGED WEAPONS

SIZE	THROWN	CROSSBOW	BOW
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy	—	1d8 heavy crossbow	1d8 longbow

BASIC ATTACKS

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength OR Intelligence + Level vs. AC

Hit: WEAPON + Strength OR Intelligence damage

Miss: Damage equal to your level

RANGED ATTACK

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

CLASS FEATURES

SIGILS

Your sigils are your main defensive tool. You place them on an enemy with the Mark with Sigil spell. This does not require an attack roll.

Once your mark is placed on an enemy, that enemy has to focus its attacks on you or suffer the consequences. If the target attacks an ally, you can trigger a sigil effect as an interrupt action. Each sigil effect is different — one reduces the damage, one has a chance of preventing a hit, one punishes the target for attacking, and the last one allows you to hit back.

You start with one sigil effect at first level, and learn more later in your career.

Remember that you are limited to one interrupt action between each of your turns, so you can only trigger your sigil once.



MARK WITH SIGIL

Close-quarters spell; At-will; Quick action

Special: When you cast this spell, you end any other sigils you previously cast this battle.

Target: One nearby enemy

Effect: You mark the target with one sigil you know, until the end of combat. Triggering the sigil does not end it; your target remains marked.

Champion Feat: When you target a mook, the entire group is considered to be marked by your sigil.

Epic Feat: When the escalation die is 2+, you can target two non-mook enemies with this spell. You are still limited to one interrupt action between turns.

SIGIL EFFECTS

Choose one of these sigils at first level to use with your Mark with Sigil spell.

BLURRING SIGIL

Interrupt action; At-will

Trigger: The marked enemy makes an attack against an ally, and that attack does not also target you.

Effect: The sigil target must roll twice on the attack and take the lower result.

Adventurer Feat: If either attack roll is a natural 1, you can force the target to attack its own ally with the higher roll.

Champion Feat: If the attack had more than one target or attack roll, the attacker must roll twice and take the lower result on all of them.

Epic Feat: While marked with this sigil, the target can't make opportunity attacks against your allies.

SIGIL OF BLOOD

Interrupt action; At-will

Trigger: The marked enemy makes an attack against an ally, and that attack does not also target you.

Effect: Deal negative energy damage equal to your Constitution modifier (x2 at 5th level; x3 at 8th) + Level to the attacker, and heal hit points equal to that amount.

Adventurer Feat: If you are at full hit points, you can grant the healing to any nearby ally.

Champion Feat: If the attacker is staggered, deal double damage.

Epic Feat: Once per battle, when this sigil is triggered, you can spend a recovery to heal.

SIGIL OF SHIELDING

Interrupt action; At-will

Trigger: The marked enemy makes an attack against an ally, and that attack does not also target you.

Effect: Your ally takes half damage from the attack.

Adventurer Feat: The ally takes half damage from all attacks during the enemy's turn.

Champion Feat: You negate any non-damage effect from the attack.

Epic Feat: If the attack roll was a natural 10 or lower, you negate all damage from the attack.

SIGIL OF VENGEANCE

Interrupt action; At-will

Trigger: The marked enemy makes an attack against an ally, and that attack does not also target you.

Effect: Teleport to engage the sigil target and make a basic melee attack against it.

Adventurer Feat: If the attack is a miss, deal additional fire damage equal to your Intelligence modifier (x2 at 5th level; x3 at 8th).

Champion Feat: You can choose to teleport the target to you instead, after its attack is resolved.

Epic Feat: You can use any single-target melee attack blade magic spell instead of a basic melee attack.

BLADE MAGIC

Swordmages use arcane magic, similar to wizards and sorcerers. However, their magic is fused with their fighting style.

- * All swordmage spells are arcane spells. A wizard or a blue dragon can counter them with their Counter-magic ability.
- * You use melee weapons as arcane implements, which means you gain the attack and damage bonus of a true magic item weapon with your spells.
- * Spells tagged as "melee attack" work like a melee attack. By default, the target is one enemy you are engaged with. The spell does not provoke opportunity attacks.
- * For spell damage, the number of WEAPON damage dice you roll is always your swordmage level, regardless of the spell level. Some spells add additional damage that depends on the spell level.
- * You can switch your known spells after each full heal-up, when you prepare your spells for the day. If you like, you can have your character carry a spellbook, but that's up to you and how swordmage magic is flavored in your campaign.

MAGE ARMOR

You gain a +5 bonus to your unarmored base armor class, for a total of 15. This is already reflected in the swordmage stats tables.

When your off-hand is empty (i.e. when you are not using a shield, an off-hand weapon or a two-handed weapon) you gain a +1 bonus to AC by directing the magic of your mage armor like an invisible shield.

ACCESS TO WIZARDRY

Starting at 3rd level, you can take a wizard spell in place of a swordmage spell. The wizard spell must be two levels lower than the spell it replaces.

CLASS TALENTS

Swordmages gain 3 talents at first level. They do not gain additional talents as they level up.

ACADEMY TRAINING

You learned your magic at a genuine college of the arcane arts, in casting practice and matrix drills under the supervision of strict but competent teachers. You carry a proper spellbook, and use it to prepare your spells in the morning.

You gain 3 points toward a background that represents this training.

You gain the wizard's Cantrips class feature. You can use any cantrip in the Core Book on the fly. Like a wizard, you can cast a number of cantrips equal to your Intelligence modifier each battle.

Adventurer Feat: You can swap one swordmage spell for a wizard spell through the Access to Wizardry class feature without the 2-level penalty.

Champion Feat: You gain a bonus spell slot, which works like the wizard's Utility Spell class feature.

Epic Feat: You have the Overworld Advantage as per the wizard class feature.

DRACONIC GIFT

Your arcane powers are a birthright given by the dragons, and you feel a kinship with sorcerers.

Use Charisma instead of Intelligence to determine the attack and damage of your melee attacks and swordmage spells.

Choose sorcerer instead of wizard spells with your Access to Wizardry class feature.

Once per battle, you can Gather Power like a sorcerer. You gain the chaotic benefit like a sorcerer, and you can boost a swordmage spell with the gathered power to deal double damage.

Adventurer Feat: You can choose one sorcerer spell through your Access to Wizardry class feature without the 2-level penalty.

Champion Feat: When you Gather Power while staggered, you can also spend a recovery to heal.

ENHANCED REFLEXES

The permanent infusion of arcane magic into your body gives you lightning fast movement. When you are not surprised, you can take a quick action at the start of battle, before initiative is resolved.

Adventurer Feat: Once per battle, you can take an additional interrupt action, above the limit of one between your turns.

Champion Feat: You gain a +1 bonus to PD.

Epic Feat: Roll twice on checks to disengage and take the better result.

IMPROVED MAGE ARMOR

Increase the AC bonus when your off-hand is empty from +1 to +2.

Adventurer Feat: Also gain a +1 bonus to PD.

Champion Feat: Once per battle, when you would take damage from a missed attack against AC or PD, take no damage instead.

Epic Feat: Once per battle, turn a critical hit against your AC or PD into a normal hit.

INFUSED BODY

Your body has been destroyed and rebuilt by magic in the past. You can still appear natural, if you wish, but you have at least one unnatural feature, like crystalline eyes or sparkling hair.

Whenever you cast a spell that is not an at-will spell, you heal hit points equal to your Constitution modifier (x2 at 5th level, x3 at 8th). You gain any hit points above your maximum as temporary hit points that stack.

Adventurer Feat: Heal extra hit points equal to the spell level.

Champion Feat: You can rally as a quick action after casting a daily spell.

Epic Feat: You can expend a daily spell to reroll a death save with a bonus equal to your Constitution modifier.

SIGIL MASTERY

You learn one additional sigil (see class features), for a total of two at adventurer tier, three at champion tier and four at epic tier.

Adventurer Feat: Gain the adventurer feat benefit of any sigil you cast.

Champion Feat: Gain the champion feat benefit of any sigil you cast.

Epic Feat: Gain the epic feat benefit of any sigil you cast.

SKULL BLADE

The first time you see the shock in the eyes of your foe as your blade cuts the life from their body is an experience you never forget. For some, it leads to a vow to use their powers to protect the weak and save lives. For you, it started an unhealthy fascination with death and what lies beyond.

You learn necromancer instead of wizard spells with your Wizard Training talent. Starting at first level, you can choose one necromancer spell at your level, without the 2-level penalty.

Adventurer Feat: You can use the necromancer's Deathknell talent once per battle.

Champion Feat: You gain a skeletal minion as per the necromancer talent, but at two levels lower than your current level.

SPELL RECALL

You fight with your spellbook ready, always prepared to open the right page and rain destruction.

The first time you rally in a battle, regain one expended once per battle spell OR make a recharge roll for a spell.

Adventurer Feat: You gain a +2 bonus to the attack roll of the first spell you cast after rallying.

Champion Feat: When you rally, gain a +2 bonus to all defenses until the end of your next turn.

Epic Feat: Once per day, you can regain a daily spell instead.

TWIN BLADE STYLE

When you wield two weapons, you gain the two-weapon fighting benefit (reroll natural 2) with swordmage spells that deal WEAPON damage.

Adventurer Feat: When wielding two weapons, and you roll a natural 2 on a spell attack, deal damage equal to your level to all enemies you are engaged with.

Champion Feat: Once per battle, when you are attacked in melee, you can use an interrupt action to make a melee basic attack against the attacker.

Epic Feat: You can use any single-target melee attack spell with the above interrupt.

WANDERING SWORDMAGE

You have been traveling the land, lending your sword to those in need for a bowl of soup and a place to rest.

You gain a 3-point background to represent your knowledge of the land and you have the Linguist feat for free.

Once per day, when fighting a named enemy, you can make an Intelligence-based skill check to recall legends and stories about the creature against a DC of 15 + its level. If you succeed, increase the escalation die by 1.

Adventurer Feat: When making a skill check to identify a magic item, roll twice and take the better result.

Champion Feat: Reduce the enemy lore DC to 10 + level.

ZWEIHANDER WIZARD

Your raw physical strength allows you to wield a big, two-handed blade effectively — much more intimidating than the toothpicks of your colleagues.

When wielding a two-handed weapon, add both your Strength and Intelligence modifier to damage with basic melee attacks and melee attack spells.

Champion Feat: When wielding a two-handed weapon, reroll all natural 1s on WEAPON damage dice.



SWORDMAGE SPELLS

1ST LEVEL SPELLS

BARRIER STRIKE

Melee attack; Once per battle

Attack: Intelligence + Level vs AC

Hit: WEAPON + Intelligence damage. Until the end of your next turn, reduce all damage you take by your Constitution modifier.

Miss: Damage equal to your level

3rd level spell: Reduce damage by 4 + Con

5th level spell: Reduce damage by 6 + 2x Con

7th level spell: Reduce damage by 10 + 2x Con

9th level spell: Reduce damage by 20 + 3x Con

Adventurer Feat: You also gain the damage reduction effect on an even miss.

Champion Feat: You can grant the damage reduction to a nearby ally instead of yourself.

Epic Feat: Increase the damage reduction by 10.

ELEMENTAL WARDING

Close-quarters spell; Once per battle; Interrupt action

Trigger: You take elemental damage (acid, cold, electricity, fire, lightning, poison, or thunder).

Effect: Reduce the damage by 5 times the spell's level. Until the end of battle, gain resistance against that damage type equal to 10 + the spell level.

Champion Feat: You can use this spell twice per battle, against different types of elemental damage.

ENCHANT ITEM

Close-quarters spell; Recharge 11+ after battle; Quick action

Target: One nearby item

Effect: The item is considered an adventurer-level true magic item until the end of the battle. It grants the default bonus for an item of its chakra, such as +1 to attack and damage for a weapon.

5th level spell: Enchant as champion-level item

9th level spell: Enchant as epic-level item

Adventurer Feat: Prepare a list of item enchantments from the Core Book, the item chapter in this book, or another source, approved by the GM. Choose one per spell level. You can place one of these enchantments in addition to the default bonus with this spell.

Champion Feat: The spell is now Recharge 6+.

FLYING BLADE

Ranged Attack; Once per battle

Special: Use your melee weapon for this spell.

Target: One nearby enemy, or a far away enemy at a -2 attack penalty

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage

Natural even hit: Deal 1d6 extra thunder damage.

Miss: —

3rd level spell: 2d6 extra damage

5th level spell: 3d6 extra damage

7th level spell: 5d6 extra damage

9th level spell: 8d6 extra damage

Champion Feat: On a miss, make a second attack against a different nearby enemy (once).

KEEN BLADE

Melee attack; Once per battle

Special: If the target has a swordmage sigil placed on it, roll twice to attack and choose the roll you prefer.

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage

Natural even hit: Deal extra force damage equal to twice the spell level.

Miss: Damage equal to your level

Adventurer Feat: You can use this spell as a basic melee attack (but still only once per battle).

Champion Feat: You gain a +2 bonus to your critical threat range with the attack.

THUNDER BLADE

Melee attack; Once per battle

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage. If the target attempts to disengage, pop free, or teleport away from you before the end of your next turn, it takes 1d8 + Constitution modifier (x2 at 5th level, x3 at 8th) thunder damage.

Miss: Damage equal to your level

3rd level spell: 2d8 thunder damage

5th level spell: 3d8 thunder damage

7th level spell: 4d8 thunder damage

9th level spell: 6d8 thunder damage

Adventurer Feat: If the target has your sigil placed on it, increase the thunder damage die to d12.

Champion Feat: If the thunder damage is not triggered by the start of your next turn, you regain this power.

Epic Feat: If the target triggers the thunder damage, it is also dazed until the end of its next turn.

WHITE FLAME BLADE

Melee attack; Once per battle

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence fire damage, and 1d6 fire damage to all enemies you are engaged with.

Miss: Your level + 1d6 fire damage

3rd level spell: 2d6 fire damage (hit and miss)

5th level spell: 3d6 fire damage (hit and miss)

7th level spell: 5d6 fire damage (hit and miss)

9th level spell: 8d6 fire damage (hit and miss)

Adventurer Feat: Increase the fire damage by your Strength modifier (2x at 5th level, x3 at 8th).

Champion Feat: Increase the fire damage dice to d8s.

Epic Feat: If the escalation die is 5+, you regain this spell at the start of your turn.

3RD LEVEL SPELLS

BURNING LEASH

Close-quarters spell; Once per battle

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 3d6 + Intelligence fire damage, and you engage the target. The target takes a -5 penalty to disengage from you, and it can't pop free or teleport. When the target attempts to disengage, it takes 2d6 fire damage.

Miss: Damage equal to your level

5th level spell: 5d6 damage, and 3d6 on disengage

7th level spell: 7d6 damage, and 5d6 on disengage

9th level spell: 10d6 damage, and 7d6 on disengage

Champion Feat: If the target has your sigil placed on it, roll twice on the attack and take the better result.

Epic Feat: You can cast this spell as a quick action.

CLOUDED STEP

Close-quarters spell; Once per battle; Move Action

Effect: Teleport to a nearby location you can see. You can engage an enemy as part of the teleport. Until the end of your next turn, ranged attacks against you with a natural odd roll are an automatic miss.

Champion Feat: You can teleport to a far away location.

FREEZING STRIKE

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence + 3d6 cold damage, and the target is stuck (save ends).

Miss: Half damage, and the target is stuck until the end of your next turn

5th level spell: 5d6 cold damage

7th level spell: 8d6 cold damage

9th level spell: 1d6 x 15 cold damage

Adventurer Feat: On a natural even hit, increase the cold damage dice to d10s.

Champion Feat: The target is also hampered until the end of its next turn.

GHOST STRIKE

Melee attack; Once per battle

Target: One nearby enemy; you can pop free to engage the enemy as part of the attack. You can pass through solid objects while moving.

Attack: Intelligence + Level vs. PD

Hit: WEAPON + Intelligence force damage

Natural even hit: Until the end of your next turn, you become insubstantial and gain *resist physical damage* equal to 10 + the spell level.

Miss: Damage equal to your level

Adventurer Feat: Deal half damage on a miss.

Champion Feat: When you hit with the attack, the target cannot reduce the damage (such as through resistance).

LINGERING SHIELD

Close-quarters spell; Recharge 16+ after battle; Interrupt action

Trigger: You are hit by a melee attack.

Effect: Take half damage from the attack. Until the end of battle, you convert critical hits against you into normal hits.

Adventurer Feat: You can trigger the spell even if you already used your interrupt action for a sigil.

Champion Feat: The spell is Recharge 11+.

VAMPIRIC BLADE

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage. Spend a recovery to heal and deal extra negative energy damage equal to the healed amount.

Miss: Half damage

7th level spell: On a natural 16+, the recovery is free.

Adventurer Feat: On a miss, you don't expend the spell.

VIPER BITE

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage. The target is weakened and takes 10 ongoing poison damage (save ends both).

Miss: Damage equal to your level, and the spell is not expended

5th level spell: 15 ongoing damage

7th level spell: 25 ongoing damage

9th level spell: 40 ongoing damage

Adventurer Feat: If the target is engaged with an ally, you can roll twice on the attack and take the better result.

Champion Feat: On a natural 16+ attack roll, the save is a hard save (16+).

5TH LEVEL SPELLS

BLADE GUARDIAN

Close-quarters spell; Daily

Target: One weapon

Effect: You enchant the weapon to stand guard until the next dusk or dawn. When the condition set by you is met, for example when a creature other than you or an ally steps within a marked area, the weapon will sound an alarm and rush to attack.

It has an initiative bonus equal to the spell level, an attack bonus vs. AC equal to the spell level + 5, and deals 5 times the spell level damage on a hit.

If it rolls a natural 1–5 on attack, the spell ends.

Champion Feat: The spell ends on a natural 1–3 attack roll.

BURNING SIGIL

Melee attack; Once per battle

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage. You mark the target with a sigil, without ending any active sigils on other enemies. The target is also vulnerable to fire while the sigil is active (no save).

Miss: Fire damage equal to your level

Champion Feat: While under the sigil effect, the target cannot use teleport or invisibility effects.

THE SWORDMAGE

CORROSIVE BLADE

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence + 2d8 acid damage

Miss: Half damage

Effect: Until the end of the battle, when you hit or miss with a melee attack, deal 1d8 extra acid damage.

7th level spell: 3d12 acid damage; 1d12 until end of battle

9th level spell: 8d10 acid damage; 2d10 until end of battle

Champion Feat: Targets made of metal, or wearing metal armor, are vulnerable to this attack.

COUNTER-FORCE SHIELD

Close-quarters spell; Once per battle; Interrupt action

Trigger: An enemy attacks you with a melee attack.

Effect: Roll a d20 and add your Constitution modifier. If your roll equals or beats the natural attack roll, the attack is now a miss, and you make a melee basic attack against the attacker as a free action. Don't roll another die, use the number you just rolled.

Epic Feat: Roll two d20 and use the result you like.

RAW ENERGY

Melee attack; Once per battle

Attack: Intelligence + Level - 4 vs. AC

Hit: WEAPON + Intelligence + 5d10 lightning damage

Miss: 1d6 per level lightning damage

Effect: All nearby creatures take 2d8 thunder damage.

7th level spell: 8d10 lightning damage on hit

9th level spell: 12d10 lightning damage on hit

Champion Feat: Attack the lower of the target's AC and PD.

Epic Feat: Increase miss damage to 1d10 per level.

SHIMMERING WARD

Close-quarters spell; Daily; Quick action

Target: You or a nearby ally

Effect: Until the end of the battle, the target gains a 1d4 bonus to each defense (rolled separately for AC, PD, and MD).

Champion Feat: The spell is Recharge 16+.

Epic Feat: You can grant a 1d4 bonus to one defense of your choice to three targets instead. For each 1 you roll, add an additional target.

SPINNING CUT

Melee attack; Once per battle

Target: All enemies you are engaged with

Attack: Intelligence + Level vs. PD

Hit: WEAPON + Intelligence force damage

Miss: Force damage equal to your level

Champion Feat: On a natural even hit, you can force the target to pop free from you.

Epic Feat: Deal half damage on a miss.

7TH LEVEL SPELLS

ABJURANT REFLECTION

Close-quarters spell; Daily; Interrupt action

Trigger: An enemy attacks you with a ranged or close-quarters attack.

Effect: Roll a d20 and add your Constitution modifier. If your roll equals or beats the natural attack roll, you negate the attack and the attacker is hit with the full effect instead.

Epic Feat: If the attack had multiple targets, your successful roll negates the attack against all targets (the attacker only suffers the effect once).

BLACK JELLY STRIKE

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence damage and 50 acid damage

Miss: Summon a small black ooze that attacks a different nearby enemy with spell level + 5 vs. PD and then vanishes. It does 50 acid damage on a hit.

9th level spell: 80 acid damage (hit and ooze)

Epic Feat: Enemies hit by the attack or the ooze are hampered until the end of their next turn.

CHAIN BREAKER

You wreath yourself in magic and unleash a burst of energy that lets you overcome even the most paralyzing afflictions.

Close-quarters spell; Daily; No action (you can use this spell even if stunned or otherwise unable to take actions)

Effect: End any effects on you that impose the following conditions: grabbed, stuck, stunned, or petrified. Until the end of the battle you gain a +5 bonus to saving throws against any effects that include those conditions.

Champion Feat: The spell ends all conditions imposed by enemy attacks.

DEATH'S SEAL

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: The target loses any temporary hit points, and then takes WEAPON + Intelligence damage and 25 ongoing negative energy damage. While the target is taking ongoing damage, it cannot be healed, regain hit points, or gain temporary hit points.

Miss: 15 ongoing negative energy damage

9th level spell: 40 ongoing negative energy damage (25 on miss)

Champion Feat: Gain a +2 bonus to hit against staggered enemies.

HASTENED LIGHTNING STRIKE

Melee attack; Daily

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence lightning damage

Miss: Your level in lightning damage

Effect: Teleport to engage a nearby enemy, and make a second attack.

Epic Feat: You can teleport to a far away enemy.

ICE CROWN

Close-quarters spell; Daily; Quick action

Target: You or a nearby ally

Effect: Enemies engaged with the target at the start of the target's turn take 10 cold damage.

9th level spell: 20 cold damage

Epic Feat: Also deal the damage against enemies who make a melee attack against the target.

PLANAR VORTEX

Close-quarters spell; Daily; Interrupt action

Trigger: An enemy attacks a nearby ally with a melee attack.

Target: The attacker

Attack: Intelligence + Level vs. MD

Hit: You teleport the attacker to a nearby location and specify a new target for the attack.

Miss: Force damage equal to your level

Champion Feat: On an even miss, teleport the target adjacent to you. You are the new target of the attack.

Epic Feat: On an odd miss, regain the spell at the end of the battle.

9TH LEVEL SPELLS

ANIMATED CLONE

Close-quarters spell; Daily

Effect: You create a clone of yourself. Spend a recovery without healing, and make a recovery roll to determine your clone's hit point total. All other stats of the clone are the same as yours. Your clone acts after you on the same initiative. Both of you have a separate set of actions. However, the clone and you share the same power pool; if your clone uses a once per battle or daily power, that power is expended for you, too, and vice versa. If either you or the clone are reduced to zero hit points, the spell ends and the surviving body is the new you. The other body vanishes.

Epic Feat: Double the initial hit point total of your clone.

BRAIN SLICER

Close-quarters spell; Once per battle

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: WEAPON + Intelligence damage, and the target is dazed until the end of your next turn. If the target is already dazed, it is stunned instead.

Any natural even roll: Repeat the attack once against the same target.

Miss: Psychic damage equal to your level

Epic Feat: Deal half damage on a miss.

PRISMATIC BLADE

You raise your sword into the air, and a glow in all the colors of the rainbow engulfs it from tip to hilt.

Close-quarters spell; Daily; Quick action

Target: One melee weapon you are holding

Effect: Until the end of the battle, whenever you hit with a basic melee attack, roll a d8 on the table below for an additional effect.

1. Red. The target takes 1d6 x 5 fire damage
2. Orange. The target takes 1d4 x 10 acid damage.
3. Yellow. The target takes 1d6 x 10 lightning damage.
4. Green. The target takes 15 ongoing poison damage.
5. Blue. The target takes 15 ongoing cold damage and it is stuck (save ends both).
6. Indigo. The target is weakened and starts making last gap saves (16+). On the fourth failed save, it is turned to stone.
7. Violet. At the end of its next turn, the target must succeed at a saving throw, or it is sent to another plane. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. Ultraviolet. The target is confused and takes 10 ongoing psychic damage (save ends both). On its fourth failed save, it is rendered permanently insane.

Epic Feat: The weapon deals 1d4 fire, 1d6 acid, and 1d8 lightning extra damage on a miss.

RISING PHOENIX

Close-quarters spell; Daily

Special: When you make a death save and the roll is a natural even, you can cast this spell as a free action.

Effect: Spend a recovery to heal and add one recovery die per point of escalation die. Until the end of the battle, you can fly with giant, fiery wings. Enemies who start their turn engaged with you take 20 fire damage.

SWORD STORM

Your sword splits into multiple copies that whirl across the battlefield, slashing everything in their wake.

Close-quarters spell; Daily

Target: 2d4 nearby enemies OR 3 attacks against one enemy

Attack: Intelligence + level vs. AC

Hit: WEAPON damage.

Miss: Half damage.

Epic Feat: Roll twice to attack against enemies marked by your Sigil.

ULTIMATE BLOCK

Close-quarters spell; Daily; Interrupt action

Trigger: An enemy attacks you with a melee attack.

Effect: Roll a d20 and add your Constitution modifier. If your roll equals or beats the natural attack roll, you negate the attack and the target is stunned until the end of its next turn.

Epic Feat: If the d20 roll fails, you don't expend this power.

SWORDMAGE MULTICLASS

Swordmages already combine sword fighting and spell slinging in one package. Multiclassing is an option to either strengthen the spellcaster or melee combatant side, or create a truly versatile character by adding a class that adds a third dimension.

Level Progression: Multiclass swordmages are one level behind in the spellcasting and sigil columns of the level table. They start with two swordmage spells and one sigil at first level.

Weapon Damage Penalty: Swordmages count as skilled warriors, so you do not suffer a weapon damage penalty if your other class is also a skilled warrior class.

Key Ability Modifier: Swordmages use the wizard column in the key ability modifier table. A swordmage / wizard's key ability modifiers are Int/Con.

RIFFS AND VARIATIONS

The combination of spellcasting and swordplay has a long tradition in fantasy RPGs, starting with the elf racial class in the earliest games. In its footsteps followed the fighter / wizard, the bladesinger, the gish, the eldritch knight, the hexblade, the duskblade, the swordmage, and the magus in various editions and derivations.

The swordmage in this book has a 4th edition style marking class feature that defines its defender role. If you like the style of this class but you'd rather play it as a striker than a defender, you can remove the sigils, tone down the AC and amp up the damage output a bit.

You could even create an arcane trickster, with a weaker variant of sneak attack.



THE WARLOCK

The stench of burned flesh reminds me of my hometown.

Powerful ancient beings exist on the fringes of the Dragon Empire. Fey nobles live beyond portals to the twilight realms. Demon lords stretch their hands through hell holes. The souls of dark martyrs are still bound in relics in forgotten temples. Power-hungry or desperate souls who seal pacts with these entities in exchange for arcane power are known as warlocks.

Unlike sorcerers, warlocks have only weak innate magic ability, or none at all. They do not have the smarts or the patience to unlock arcane secrets through diligent studies like wizards either. You have sealed a contract with a powerful entity to gain your power. Warlocks choose the shortcut, but it comes at a price.

Whether your warlock has sealed the pact willingly or because there was no other choice left is up to you. There have been cases where an infant was given pact powers by overzealous parents or guardians. Some pacts are hereditary, and have been handed down in families over generations. In either case, never forget that there is also your side of the bargain, and your master will collect it one day.

PLAY STYLE

Warlocks are a tactical spellcaster class. They learn three types of spells: blasts are straightforward damage spells; curses put a variety of harmful effects on your enemies; and hexes provide a bag of tricks that are useful in and out of combat. Each round, you face the decision whether to weaken an enemy to give your side an edge, or blast at full force to reduce the enemy numbers. Your combat role can switch between spoiler and wrecker.

Unlike most other spellcasters, all your spells are at-will, which means you do not need to worry about managing resources between battles. As long as you do not lose the support of your pact entity, you can blast and curse freely all day long.

ABILITY SCORES

Charisma is a warlock's key ability score, as attack and damage of your spells depend on it. As a secondary, Constitution and Intelligence are equally important. A high Constitution will increase your damage with blast spells, while a high Intelligence makes it harder for enemies to shake off your curses. You can focus on either or keep a decent score in both.

WARLOCK STATS

ABILITY BONUS	+2 Constitution, Intelligence or Charisma (different from racial bonus)
INITIATIVE	Dex mod + Level
ARMOR CLASS (LIGHT ARMOR)	11 + middle mod of Con/Dex/Wis + Level
PHYSICAL DEFENSE	11 + middle mod of Str/Con/Dex + Level
MENTAL DEFENSE	11 + middle mod of Int/Wis/Cha + Level
HIT POINTS	(6 + Con mod) x Level modifier (see level progression chart)
RECOVERIES	8
RECOVERY DICE	(1d6 x Level) + Con mod
BACKGROUNDS	8 points, max 5 in any one background
ICON RELATIONSHIPS	3 points (4 at 5th level, 5 at 8th)
TALENTS	3
FEATS	1 per Level



THE WARLOCK

Warlocks gain a +2 bonus to Charisma, Constitution, or Intelligence, as long as it isn't the same ability score you chose for your racial bonus.

RACES

Warlocks can be of any race, but they are often shunned as outcasts, even where other spellcasters are treated with respect. A warlock's social standing also depends on the higher power he or she has sealed a pact with. Warlocks with a fey pact are often welcome among elves, while those with an infernal pact are respected by tieflings. Savage warlocks have some status among the humanoid races of the uncivilized north.

BACKGROUNDS

An *exiled court jester* has failed his master in an attempt to overthrow the king. A *stage charlatan* is hiding greater powers behind petty illusions. An *escaped slave of the orc mines* has traded his soul for freedom. A *baby-faced farm boy* is out to avenge the death of his parents. A *corrupted wizard apprentice* could not resist the book his master tried to hide. A sunburnt *hermit of the Red Wastes* found an old staff in a tomb. The *elf prince* touched by the fey can steal your heart with a wink. The *gladiator with a dark past* has a scar to remind him of his bargain. The *street urchin* who talks to rats has no idea who he is really talking to.

WARLOCK LEVEL PROGRESSION

WARLOCK LEVEL	TOTAL HIT POINTS	TOTAL FEATS	SPELLS	LEVEL-UP ABILITY BONUSES	DAMAGE BONUS FROM ABILITY SCORE
Level 1	(6 + CON mod) x 3	1 adventurer	4		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	6		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	7	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	8		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	9		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	10	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	11		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	12		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	13	+1 to 3 abilities	3 x ability modifier

Icons

Warlocks are closely connected to an icon through their pact. Some receive their powers directly from the icon, others struck a bargain with an older, darker entity that is a servant, ally, rival, or even an enemy of that icon.

When the first Emperor slew the Witch King, the most powerful warlock to ever walk on the physical realm, he ended the Golden Age of Witchcraft and initiated a hunt for all arcane spellcasters that erased most of the first traditions.

Only when the surviving colleges elected the first Archmage, made an uneasy truce, and promised to serve the Empire did the Emperor relent. Still, warlocks have not forgotten. There is no such thing as an Imperial Pact, and the Emperor will always view warlocks with suspicion.

The Diabolist is always ready to strike a bargain for your soul.

Warlocks who serve noble fey lords from the summer courts are usually allied with the Elf Queen, while the winter court is connected to the High Druid.

Ancient dark gods grant their power to servants of the Priestess and the Crusader.

The Archmage claims sovereignty over all arcane magic, and is the patron of warlocks who sign pacts with genies and lords of the elements.

Even the Shadow Prince initiates warlocks, but it's certain that the powers he channels have been taken from someone who did not guard them closely enough.

Warlocks who gain their power from powerful undead like vampires or banshees will need to deal with the Lich King, whether they want to or not.

The draconic icons, the Gold Wyrms and the Three, do not lend their magic to arcane casters via contract. Those who share it in their blood become sorcerers instead.

The Dwarf King is opposed to everything that warlocks represent; he will sign a contract over mining rights, but not arcane magic.

Gear

Most warlocks carry a simple melee weapon just in case. If you take the Hexblade talent, that weapon is more than just a backup.

Warlocks can use wands and staves as implements for their spells.

For clothing, some prefer mundane clothing to draw as little attention as possible, while others dress flashy, even gaudy to blind and awe the common people. Others prefer dark robes and menacing symbols to show that they are not to be messed with.

In your pockets, you start with 25 gp, or 1d6 x 10 gp if you're the gambling type.

Armor

Warlocks can wear light armor for better protection. They lack the training to wear heavy armor effectively.

WARLOCK ARMOR AND AC

Type	Base AC	Attack Penalty
None	10	—
Light	11	—
Heavy	12	-2
Shield	+1	-2

Weapons

Warlocks mostly rely on their spells in combat, so their choice of weapon is mainly based on the image they want to project. If you play the role of a lost prince, a slender, richly decorated blade will serve you well. If you want to appear as a poor beggar, a gnarly old staff will do.

WARLOCK MELEE WEAPONS

SIZE	ONE-HANDED	TWO-HANDED
Small	1d4 knife	1d6 staff
Light or Simple	1d6 short sword, rapier	1d8 spear
Heavy or Martial	1d8 longsword, scimitar (-2 atk)	1d10 greatsword (-2 atk)

WARLOCK RANGED WEAPONS

SIZE	THROWN	CROSSBOW	BOW
Small	1d4 dagger	1d4 hand crossbow	—
Light or Simple	1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy	—	1d8 heavy crossbow	1d8 longbow (-2 atk)

BASIC ATTACKS

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength OR Dexterity + Level vs. AC

Hit: WEAPON + Strength OR Dexterity damage

Miss: Damage equal to your level

RANGED ATTACK

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

CLASS FEATURES

WARLOCK SPELLS

The spells granted by your pact lord belong to one of three types: blasts, curses, and hexes.

Blasts throw raw energy at your foes to deal as much damage as possible and paint the room with the entrails of your enemies. Some blasts have limited out of combat use such as starting a campfire or dissolving a lock with acid.

Curses put conditions on your enemies to give them a disadvantage in battle, to weaken and hinder them, and make it easier to defeat them. However, they deal less damage than blast spells.

Hexes target yourself or the environment. They are what wizards fancifully call “utility spells.” Many of them have good uses in and out of combat.

The following rules apply to any warlock spell:

- * You choose your spells during a full heal-up. You can mix blasts, curses, and hexes as you wish.
- * All warlock spells are at-will.
- * You use your Charisma for attack rolls and damage.
- * Unlike other spellcasters, you cast all your spells at your class level. When a spell has a “level” entry, use your warlock class level.

BLAST SPELLS

- * Blast spells are ranged spells, and therefore draw opportunity attacks.
- * Blasts target a nearby enemy.
- * In addition to Charisma, blasts add your Constitution modifier to damage (x2 at 5th level, x3 at 8th).
- * Blasts only require somatic components (gestures). However, some warlocks like to shout out fancy names when casting blasts anyway. At the GM’s discretion, you have an attack penalty with blasts if your hands are bound.

CURSES

- * Curse spells are close-quarters spells. They do not draw opportunity attacks.
- * Curses target a nearby enemy.
- * Curse spells do not deal miss damage (and omit that entry).
- * Most curses are “save ends” effects. The save DC against these curses is 10 + your Intelligence modifier.
- * No matter how many bonuses you stack to increase the save DC, if an enemy rolls a natural 18+, the save succeeds.
- * Some curses are “Trigger once”: These curses have no saving throw. The target is under the curse until you trigger a specific effect as per the description, then the spell ends.
- * “Cursed enemy” is a shorthand for enemies that are currently under the effect of a warlock curse.
- * Cursed enemies are vulnerable to your attacks, thanks to your Malediction class feature (below).
- * Curses cannot be stacked; if you hit a cursed enemy with another curse, you remove the first curse.
- * Curses only require verbal components. At the GM’s discretion, effects that prevent you from speaking give you a penalty on the attack roll with curses.

HEX SPELLS

- * Hex spells are close-quarters spells.
- * Hex spells are ongoing effects. They last until you end the effect (as a free action), get knocked unconscious, or die.
- * There are three types of hexes: mantle hexes affect your own body, weapon hexes affect the weapon you are wielding, and general hexes affect the environment.
- * You can only have one hex of each type active at a time. When you cast a second hex spell of the same type, the first ends.
- * Weapon hex spells only affect weapons you are wielding. If you no longer hold the weapon, the spell ends.

MALEDICTION

Cursed enemies are vulnerable to your attacks (+2 to your critical threat range).

WARLOCK PACT

Choose one of the nine pacts below and gain a pact power associated with the icon of your choice. You can use this power once per battle.

Whichever icon you choose, remember that your pact is a two-way deal. Your powers come at a price. There are no game rules to set the price you paid when you sealed your pact, but expect the entity that granted your powers to make demands as your story unfolds, at the threat of leaving you powerless.

DIVINE PACT

The Priestess is a more forgiving mistress than the other pact lords, but that does not mean that her warlocks are shining servants of the light. They have dealings with the darker gods that are worshipped in the shady catacombs under the Cathedral, or long forgotten entities whose temples are sunken ruins in remote jungles and forbidding deserts.

Special: When learning a spell that deals negative energy damage, you can choose to change it to holy.

BENEVOLENCE

Once per battle, when the escalation die is 3+, you can cast a hex spell on yourself and grant the same effect to a nearby ally.

Champion Feat: You can use this ability when the escalation die is 1+.

Epic Feat: If the escalation die is 3+, you can grant the hex effect to two allies.

FEY PACT

Fey warlocks gain their power from the lords and ladies of the fey realms, and their power is connected to the Elf Queen. They are kids who have been stolen from the crib by the fey, or even willingly traded by desperate parents.

BLINK

Once per battle, as a free action when attacked by an enemy, roll a d20. If your roll is equal to the natural attack roll or higher, teleport to a nearby location and the attack has no effect on you.

Adventurer Feat: Add the escalation die to your d20 roll.

Champion Feat: If the d20 roll fails, you can use this power a second time this battle.

Epic Feat: After a successful teleport, if you can see the attacking enemy, you can use a curse or blast spell against it as a free action.

INFERNAL PACT

There are many demon princes who are willing to offer a share of their power to gain a foothold in the mortal realms, and their channel to mortals is controlled by the Diabolist. Warlocks with this pact guard their secret well to avoid persecution, but all too often they have easily visible features such as gnarled horns, glowing red eyes, or purple, leathery claws that give them away.

ABYSSAL FLAMES

Once per battle, when the escalation die is 3+, treat an odd hit with a spell as a critical hit.

Champion Feat: This spell ignores any resistances.

Epic Feat: Make another attack roll for the spell against another nearby target. An odd hit is also a critical hit.

KNIGHTLY PACT

It's an open secret that the Crusader has channeled some of the infernal power from the hellholes he conquered. His loyal warlocks are led into battle by champions called Megatherions.

CRUSADER'S SHIELD

Once per battle, when an enemy hits you with an attack, reduce the damage to half as a free action. Apply the reduction after other effects.

Adventurer Feat: When using this power, you also gain a bonus to AC equal to the escalation die until the end of your next turn.

Champion Feat: You also gain the bonus to your PD.

Epic Feat: You gain the bonus to all defenses.

OVERWORLD PACT

Ancient djinnis and elementals have pledged allegiance to the Archmage, and they offer pacts to mortals in exchange for their servitude.

SPELL PRODIGY

Once per battle, you can choose to reroll an attack with a spell after you know whether it was a hit or miss. Take the second result.

Adventurer Feat: Add your Intelligence modifier to the reroll.

Champion Feat: The additional arcane power you channel into the spell creates a bonus effect appropriate to the spell and the situation. For example, Hungry Shadows could extinguish nearby torches and allow the party to hide in the darkness.

Epic Feat: If the reroll is a miss, you do not expend this power.

SAVAGE PACT

You are imbued with the savage ferocity of the orcs and other savage humanoid races of the north. Your pact connects you to the shamanic traditions that lend their power to the Orc Lord. The progenitors who created these races still influence the fate of this world, and they share powers with those willing to dedicate their soul.

SAVAGE SPELL

Once per battle, after you hit an opponent in melee combat, make a spell attack against the same target as a free action. The spell does not draw opportunity attacks.

Adventurer Feat: On a hit, the spell deals an extra die of damage per tier.

Champion Feat: The spell also deals an extra die of damage per tier on a miss.

Epic Feat: You gain a +2 bonus to hit with the spell.



SHADOW PACT

Shadow warlocks prefer to stay within the cover of darkness. It is rumored that their master, the Shadow Prince, does not possess the ability to grant magic on his own. Most likely, the gift you received was not the Shadow Prince's to give, and he acquired it from a very sinister place through theft or bargain.

CLUTCH OF SHADOWS

Once per battle, force an enemy to reroll a saving throw against any of your curse spells.

Adventurer Feat: If the enemy fails the reroll, you heal hit points equal to twice your level.

Champion Feat: If the enemy fails the reroll, you gain a +2 bonus to your next attack roll against the target.

Epic Feat: If the enemy fails the reroll, you can use this ability a second time in this battle.

UNDERWORLD PACT

They say that before he was slain by the Emperor, the Witch King was the most powerful warlock that ever walked. He was the founder and first ruler of an empire that spread even beyond the borders that the incumbent claims but cannot hope to reach with his rule.

Servants of the Lich King, as he is now known, dress in black robes and fashionably adorn themselves with skulls and other symbols of death. Many also dabble in the necromantic arts. The ultimate price for a pact is eternal servitude — beyond the shedding of your mortal coil. Many hope to join the elite ranks of court liches in Necropolis, to replace their master one day, but many end as lowly wraiths, spectres, or even skeletons.

FEED

Once per battle, as a quick action, you can spend a recovery to heal. Deal damage equal to the recovery roll to a nearby cursed enemy. You cannot use the power if there are no cursed enemies nearby.

Adventurer Feat: If the damage kills the target, the recovery is free.

Champion Feat: You can use the power as an interrupt when you are reduced to zero hit points by an attack (as long as there is a cursed enemy nearby).

Epic Feat: Other nearby cursed enemies take half damage.

WILD PACT

You have forged a pact with powerful spirits of the forest that serve the High Druid. These spirits watch over you, guide you in their path, and strike back with furious anger at those who harm you.

WILD VENGEANCE

Once per battle, when an enemy deals damage to you, you deal 1d6 poison damage per level to it as an interrupt action.

Adventurer Feat: If you are staggered, deal 1d10 damage.

Champion Feat: If the attack reduced you to below zero hit points, deal double damage.

Epic Feat: In addition to the attacker, deal half damage to all cursed enemies.

RITUAL CASTER

Warlocks can cast rituals in the same way as wizards and clerics do. Some have gained a reputation for collecting items with a connection to their enemies, such as drops of blood or bones of their ancestors. They use these to create fetishes that allow the warlock to curse their enemies without coming near them. Even though your spells are at-will, using a spell to power a ritual expends the spell, and you cannot cast it until the next full heal-up.

Adventurer Feat: You can choose to expend a recovery without healing instead of a spell to cast a ritual. If you do, add your Constitution modifier to the ritual casting check.

CLASS TALENTS

Warlocks gain 3 talents at first level. They do not gain additional talents as they level up.

BLOOD PROPHEȚ

You can sacrifice your vitality to cast more powerful spells. At the start of each battle, roll a d6. Once during the battle, when the escalation die is equal to the number you rolled or higher, announce that you will pay in blood before casting a spell.

When paying in blood, spend a recovery without regaining hit points. Double all damage you deal with the spell. In the case of a critical hit, deal triple damage.

Adventurer Feat: When you pay in blood, reroll the attack roll once if it was an odd miss.

Champion Feat: For each relationship point you have with your pact icon, reduce the d6 result that determines when you can use this talent by one.

Epic Feat: When paying in blood, roll an extra damage die for each that came up as the highest number.

BRUTAL BLASTER

You prey on the weak with the dark forces you command. As an opponent's life forces are dwindling, you get ready to quench them like a candle on its last flicker.

Your critical hits with warlock spells deal triple damage.

Champion Feat: You treat staggered enemies as cursed. This allows you to use your Malediction class feature, and gain the bonus effects of spells and powers versus cursed enemies against them.

Epic Feat: Once per battle, when you roll a natural 20 on a warlock spell attack, increase the escalation die by 1.

CHILD OF DOOM

When you were born, the sun went dark, crops withered in the fields, and dead birds fell from the sky. Everyone thinks it would have been better if you were never born, and in your darkest hours, you agree with them.

When you cast a curse spell, increase the difficulty of the save by 2 (usually to 12+Int).

Adventurer Feat: Your curse spells deal miss damage equal to your Intelligence modifier (x2 at 5th level, x3 at 8th).

Champion Feat: Once per battle, after you reduce a non-mook enemy to zero hp with a curse, you can attack a different nearby enemy with the same curse as a free action.

CORRUPTED WIZARD

You have studied magic properly, in the scholarly fashion of the wizard traditions. As a mark of your status, you carry a real spellbook, although you can cast your spells without it. If you sealed your pact willingly, it was by conducting a dark ritual in a forbidden book as a shortcut to gain power. If not, it was a side effect from an incantation you did not fully understand until it was too late.

You gain a 5-point wizard training background to represent your studies. You also gain three cantrips of your choice from the wizard list. You can cast them like a wizard, but without the benefit of Cantrip Mastery.

Adventurer Feat: Starting at 3rd level, you can take a wizard spell in place of a warlock spell. The wizard spell must be two levels lower than your class level. If you have the Underworld Pact, choose your spell from the necromancer list instead.

Champion Feat: If you target a cursed enemy with your wizard spells, gain a +1 bonus to the attack roll.

Epic Feat: Choose one of your wizard spells; you cast this spell at full class level.

DOUBLE-CROSS

Choose two instead of one pact overlord. You gain the pact abilities of both, and can use each once per battle. You must have at least one icon relationship die with both icons. Depending on how the two icons stand to each other, you are either a truly chosen one, a joker in a puzzle you do not quite understand yet, or a scheming traitor who will soon get what he deserves. At the very least, make sure you are not mistaken about which one you are.

Adventurer Feat: When you roll icon relations at the start of a session, you can swap the result of the rolls between your two pact icons.

Champion Feat: Once per full heal-up, reroll an icon relationship roll with either icon.

FAVORED PAWN

You gained the favor, or at least the special attention, of your overlord. It could be that you are the key to an ancient prophecy, as a great hero, or the right sacrifice at the right time. Maybe you were just too smart or too naive and got more with your pact than you bargained for.

You can use your pact power twice per battle.

If you also have the Double-cross talent, you can choose each battle which power to use twice. You also take a -1 penalty to MD from over-stretching your mind with a game that you are not ready for yet.

Adventurer Feat: You gain an additional icon relationship point with your pact lord, up to a maximum of three points.

Champion Feat: When you roll a 6 on an icon relationship roll with your pact icon, you gain a mook follower that is connected to your icon. The mook is single strength and of your level or lower.

Epic Feat: When you use your pact power, you can also spend a recovery to heal.

HEXBLADE

Besides the formidable arcane might gained through your pact, you are also a worthy combatant in the thick of melee. Your fighting style relies on flashy maneuvers, aided by small magic tricks to confuse your enemies.

You use Charisma instead of Dexterity or Strength with your basic melee attacks. When you attack a cursed enemy, increase your melee weapon damage dice to d10s. Increase your base armor class in light armor to 12.

Adventurer Feat: You can use a melee weapon instead of a staff or wand as an implement for your warlock spells.

Champion Feat: Increase your recovery dice to d8s.

Epic Feat: Against cursed enemies, increase the melee weapon damage dice to d12s.

QUICK CURSE

With your quick wits, you can throw a curse at your enemies and swiftly follow up with a strike of the blade or a blast of raw arcane might.

Once per battle, when the escalation die is 3+, you can cast a curse spell as a quick action.

Champion Feat: You gain a +2 bonus to your attack roll with the quickened spell.

Epic Feat: You can use Quick Curse any time during the battle, regardless of the escalation die.

SPELL MASTERY

Through diligent study, obedient service, or an obscure stellar constellation at birth, your warlock magic is especially strong.

Choose blast, curse, or hex spells. You don't need to spend feats on adventurer feats of that type of spell. You gain the benefit for free.

Champion Feat: Gain the champion feat effect of ALL spells of the chosen type.

Epic Feat: Gain the epic feat effect of ALL spells of the chosen type.

WARLOCK'S FAMILIAR

Your pact lord has gifted you with a little helper to support and guide you, and keep a watchful eye on your misdeeds.

You can choose the type of creature freely, guided by your pact. Infernal warlocks are usually accompanied by imps or other small demons, while underworld warlocks have ghostly, skeletal, or zombified animals as familiars. Savage warlocks are often seen with snakes or hyenas. Initiates of the Shadow Pact prefer black cats or shadows. Divine warlocks tend to adopt an animal that represents their dark deity, often snakes, rats, or ravens.

Your familiar is quite intelligent and talkative, and typically has a nasty temper. It will consider itself intellectually superior to any peasant or commoner, and frankly, that includes you. Warlock familiars are a lot more independent than typical wizard familiars, and they are willing and able go separate ways and scout around. More than one warlock has had the sneaking suspicion that the true role of their companion is that of a spy and chaperone for their pact lord.

If your familiar dies, it can come back to you the next time you get a full heal-up, in an even worse mood than usual. The method or story used is between you and the GM.

During combat, your familiar will hide in a pocket (or a pocket dimension) and support you passively, unless it has an ability to actively participate in combat. They aren't damaged by enemy attacks and spells unless the story calls for it.



FAMILIAR ABILITIES

Your familiar has the Scout and Talkative abilities from the Core Book (p.150), plus one ability that can either come from the wizard talent or the list below.

Arcane Conduit: While your familiar is close to you, you add the escalation die to damage with your blast spells.

Breath Weapon: Once per battle, as a free action, your familiar can make a breath weapon attack against an enemy. This is a close-quarters Charisma + Level vs. PD attack that deals 1d8 per level damage on a hit. Choose the damage type to match your pact.

Borrow Senses: While your familiar is scouting, you can see through its eyes. You can give it mental commands, but it can disobey if it wants.

Evil Eye: While your familiar is close to you, add +1 to the difficulty for enemies to save against your curses.

Flight: Your familiar can fly, usually because it has wings to do so.

Iconic Sight and Tongue: Your familiar can sense the presence of any creature related to your pact icon (for example, undead in case of the Lich King) and it is able to communicate with them. It doesn't necessarily share its conversation with you if you are unable to understand it yourself though.

Life-bound: While your familiar is close, you gain a +1 bonus to death saves.

Pesky Thief: Your familiar can steal small items for you. For skill checks, treat this as a 5-point background based on your Charisma.

Shadow Stalker: Your familiar can assume the form of a ghost or shadow while scouting. This allows it to enter areas a physical form couldn't enter, and it is harder to detect with mundane senses (hard difficulty skill check or hard save 16+).

Adventurer Feat: Your familiar gains a second ability.

Champion Feat: Your familiar gains a third ability.

Epic Feat: Your familiar gains fourth ability.

WITCHBOW

You were trained in archery from a young age.

You do not suffer an attack penalty with heavy ranged weapons.

You also learned to use magic with precision rather than brute force. You can use Dexterity instead of Constitution for the damage bonus of blast spells.

You can use a ranged weapon as an implement for warlock spells instead of a staff or a wand.

Adventurer Feat: Against cursed enemies, increase your ranged weapon damage dice to d10s.

Champion Feat: You deal negative energy damage equal to your level against enemies that make an opportunity attack against you.

Epic Feat: When using a bow as an implement, you can attack far away targets with blast spells at a -2 attack penalty.



WARLOCK SPELLS

1ST LEVEL BLASTS

CLAWS OF FIRE (BLAST)

Searing flames shoot from your outstretched hands to form claws that grasp at your target.

Melee Attack; At-will

Special: You can cast this spell as a melee basic attack or an opportunity attack.

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution fire damage. If the enemy is cursed, reroll all 1s on the damage dice.

Miss: Damage equal to your level

Champion Feat: Reroll all 2s on damage dice against cursed enemies.

Epic Feat: If you hit, you can pop free from the opponent.

HUNGRY SHADOWS (BLAST)

Shadows dance around the target, slowly sucking out its will to live.

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution negative energy damage. Against a cursed target, increase the damage dice to d12s.

Miss: Negative energy damage equal to your level

Adventurer Feat: On a miss, deal extra damage equal to your Constitution modifier (x2 at 5th level, x3 at 8th).

Champion Feat: If you reduce an opponent below zero hit points, deal twice your level in damage to all nearby enemies.

Epic Feat: You gain a +1 bonus to hit against cursed enemies.

NEGATIVE FEEDBACK (BLAST)

Lightning crashes down on the target and lingers, to cause painful feedback should it come too close.

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution lightning damage. If the target ends its next turn engaged with you, it takes 5 points of lightning damage per level.

Miss: Lightning damage equal to your level

Adventurer Feat: You also cause the feedback effect on an even miss.

Champion Feat: Increase the damage dice to d10s.

VITRIOLIC BLAST

Raw power drips from your hands and forms green drops of acid as you hurl them towards the target.

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution acid damage

Miss: Acid damage equal to your level

Natural even miss: Deal 3 acid damage per level as splash damage to a different nearby enemy.

Adventurer Feat: If the target is cursed, deal splash damage on any hit or miss.

Champion Feat: Splash damage hits 1d3 nearby enemies.

1ST LEVEL CURSES

BURNING RETRIBUTION (CURSE)

A dancing flame before the target's eyes warns it to stay away from you.

Close-quarters spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma fire damage, and you put burning retribution on the target (trigger once — the target is cursed until you trigger the effect).

Burning retribution: The next time the target deals damage to you, deal fire damage equal to half of the hit points you lost. Do not count temporary hit points.

Adventurer Feat: Once per battle, cast this spell as an interrupt when you are attacked by an enemy. The spell resolves before the enemy attack.

Champion Feat: Name one ally. When the target attacks that ally, you can also trigger the curse.

Epic Feat: Deal full instead of half damage with the triggered effect.

FRAIL BODY (CURSE)

You conjure a dagger of black energy and hurl it at the target's heart.

Close-quarters spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma negative energy damage. The target takes a -2 penalty to AC and PD (save 10+Int+ ends).

Adventurer Feat: Increase the AC and PD penalty to -4.

Champion Feat: Gain a +2 bonus to hit if the target is staggered.

SCREAMING CURSE

You speak dark, booming words in the forbidden language to rend the target's mind apart.

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d4 per level + Charisma thunder damage and the target is dazed (save 10+Int+ ends).

Miss: Deal thunder damage equal to your level to any ally engaged with the target.

Adventurer Feat: No miss effect.

Champion Feat: Gain a +2 bonus to hit if the target is not engaged with an ally.

Epic Feat: Add three times your Constitution modifier to the damage if the target is not engaged with an ally.



1ST LEVEL HEXES

DEMON TONGUE (MANTLE HEX)

Your voice is ambrosia.

Close-quarters spell; At-will

Effect: When making a Charisma check or Charisma-based skill check, roll twice and take the better result.

Adventurer Feat: Whenever you succeed at a Charisma-based skill check, gain a +1 bonus to such checks until the end of the scene.

Champion Feat: Roll twice on saves against fear and take the better result.

EYES OF THE FEY (MANTLE HEX)

Beware. What you see behind the Veil cannot be unseen.

Close-quarters spell; At-will

Effect: When making a Wisdom check or Wisdom-based skill check, roll twice and take the better result. You can see in the dark as if it was broad daylight.

Champion Feat: You can see invisible creatures and objects, arcane enchantments, magic traps, and lingering spells as glowing auras.

Epic Feat: You gain a +1 bonus to ranged weapon attacks.

HELL TORCH (WEAPON HEX)

Admit it. Flaming swords are just badass.

Close-quarters spell; At-will; Quick action

Effect: On a hit, your weapon does extra fire damage equal to twice your level.

Champion Feat: You deal the extra damage on a hit or miss.

Epic Feat: You can place a second weapon hex on your blade when you have Hell Torch active.

IMMORTAL HEART (MANTLE HEX)

The pact with your master has not only opened your mind, it has strengthened your body to endure what few mortals can.

Close-quarters spell; At-will

Effect: Roll twice on Constitution checks, Constitution-based skill check and death saves and take the better result.

Adventurer Feat: Roll twice for recoveries and take the better result.

Champion Feat: Roll twice for saving throws against ongoing damage.

Epic Feat: Add your Constitution modifier to death saves.

SHROUD OF THE PACT (MANTLE HEX)

The closest thing you'll ever have to life insurance.

Close-quarters spell; At-will; Quick action

Effect: When you are hit by an attack from a non-mook enemy, reduce the damage you take by your class level.

Champion Feat: Reduce the damage from critical hits by twice your level.

Epic Feat: You also reduce ongoing damage.

SPIDER SKIN (MANTLE HEX)

Close-quarters spell; At-will

Effect: You can climb any surface with ease, including walls and ceilings. Your unarmed melee attacks do not suffer an attack penalty, deal poison damage, and the damage die is increased to d6.

Adventurer Feat: You gain *resist poison* 12+.

Champion Feat: As a standard action, you can create a rope of strong spider silk. You can use this rope to create a net, but this requires practice, time, and patience.

Epic Feat: Increase the resistance to 16+.



WARLOCK'S HAND (HEX)

Close-quarters spell; At-will; Quick action

Effect: Move a small object via telekinesis. Heavier objects, or objects that are fastened or tied down, may require a Strength check to move. Difficult manipulations, such as moving mechanics inside a lock, require Dexterity checks.

Champion Feat: Gain a +5 bonus to Strength checks required for this spell.

Epic Feat: You can manipulate one object per level simultaneously. This allows complicated manipulations, such as opening a lock.

3RD LEVEL BLASTS

EYEBITE (BLAST)

Now you see me. Now you don't.

Ranged spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d8 per level + Charisma + Constitution psychic damage. If the target is cursed, it cannot see you (and therefore not attack you) until the end of its next turn.

Miss: Psychic damage equal to your level

Adventurer Feat: On a natural 16+, you can pop free from the target.

Champion Feat: Increase the damage dice to d10s against cursed enemies.

FIRE AND ICE (BLAST)

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d12 per level + Charisma + Constitution fire damage.

Natural Odd Hit: 1d6 per level + Charisma + Constitution cold damage and the target is stuck until the end of its next turn.

Miss: Cold damage equal to your level

VENOMOUS SPIT (BLAST)

You spit poisoned needles at the target. The needles vanish without a trace, making this spell an assassin favorite.

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution poison damage

Beast, Giant, or Humanoid target: The target takes half damage again at the end of its next turn, unless it spends a standard action to withstand the poison.

Miss: Poison damage equal to your level

Adventurer Feat: You do not provoke attacks of opportunity with this spell.

Champion Feat: Add your Intelligence modifier to the attack roll if the target is engaged to an ally.

Epic Feat: Deal the extra damage to any target, not only specific types.

POSSESSED WEAPON (BLAST)

You animate your weapon to zigzag across the battlefield, striking the first target that doesn't duck in time.

Ranged spell; At-will

Special: You must wield a melee weapon to cast this spell.

Target: A nearby cursed enemy

Attack: Charisma + Level vs. AC

Hit: WEAPON + Charisma + Constitution damage

Natural even hit: 1d4 per level extra negative energy damage

Miss: Damage equal to your level

Champion Feat: Add your Intelligence modifier to the attack roll if the target is engaged to an ally.

Epic Feat: On an even miss, make a second attack roll against a different target.

3RD LEVEL CURSES

BROKEN WILL (CURSE)

Snap.

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d6 per level + Charisma psychic damage. The target takes a -4 penalty to MD (save 10+Int+ ends).

Adventurer Feat: On a natural 20, the target is stunned (save 10+Int+ ends).

Champion Feat: On a miss, the target is cursed and takes a -2 penalty to MD until the end of your next turn.

Epic Feat: On a hit, the target is also vulnerable to attacks against MD.

CURSE OF CLUMSINESS

You cannot fault the dark gods for a lack of humor.

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d6 per level + Charisma psychic damage and the target is clumsy (trigger once — the target is cursed until you trigger the effect).

Clumsy: When the target rolls a natural 5 or lower on its attack roll, it hits a random ally instead.

Adventurer Feat: When cast against a mook, clumsy affects all mooks in the group. You can still only trigger the effect once per group.

Champion Feat: You can trigger clumsy on any miss.

Epic Feat: On an odd hit, attack a second target. A second odd hit does not trigger more attacks.

MISDIRECTED HATRED (CURSE)

Did you hear what he said about your mother?

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d6 per level + Charisma psychic damage and the target is taunted (save 10+Int+ ends).

Taunted: Choose one of your allies engaged with the target. The target of the spell focuses all of its attention on your ally. Any attack against a different creature is an automatic miss, and the target can't disengage. If the target is unable to see or attack your ally, say because of an invisibility spell, the curse ends.

Adventurer Feat: While the target is taunted, it takes a -2 penalty to defenses against all enemies except the creature it focuses on.

Champion Feat: You can misdirect the target against its own ally instead. This makes the effect easier to resist though, with a save DC of 5+Int.

Epic Feat: Once per battle, after an ally hits an enemy with a melee attack, you can cast Misdirected Hatred on the enemy as an interrupt action to make it attack that ally.

3RD LEVEL HEXES

ASHEN MANTLE (MANTLE HEX)

You cloak yourself in a mantle of grey mist.

Close-quarters spell; At-will; Quick action

Effect: You gain a +2 bonus to AC and PD. If you are in a dimly-lit area, roll twice on skill checks to hide and take the better result.

Adventurer Feat: You take no damage from missed enemy attacks.

Champion Feat: Your spells do not draw opportunity attacks.

Epic Feat: The mantle allows you to levitate a short distance above the ground and hover, but not fly.



BORROWED APPEARANCE (MANTLE HEX)

Don't hurt me! I'm just a poor mad beggar!

Close-quarters spell; At-will

Effect: You gain the outer appearance of a creature you touch, including the face, skin, clothes, and any carried objects. The spell cannot change your size by more than a tenth. In combat, touching a creature may require an attack roll against PD. This is an illusion effect; creatures with True Sight are immune to it.

Adventurer Feat: You also mimic the target's voice with the help of the spell, and gain the ability to communicate in any language it speaks.

Champion Feat: You can switch in and out of the appearance of a creature you touched until the next sunrise.

Epic Feat: While touching the target, you get a quick reading of its mind. Usually, that's enough to gather its name and some surface thoughts.

SHADOW SERVANT (HEX)

Close-quarters spell; At-will

Effect: You animate your own shadow into a three-dimensional being. The shadow can perform manual tasks, but it's roughly as strong as an old man. It can't enter areas of bright light, but it can hide in darkness and move very quickly through dimly lit areas. It understands your commands, but it can't speak.

In combat, the shadow has the same defenses as you, but it only has one hit point and dissolves if hit.

Adventurer Feat: As a quick action, your shadow can touch a target. If you succeed at a Charisma attack versus PD, the target counts as cursed for the purpose of your spells and powers until the end of your next turn.

Champion Feat: If the shadow is hit, it can make a normal saving throw to take no damage.

THIRSTY STEEL (WEAPON HEX)

Please tell your sword to stop making those slurping noises.

Close-quarters spell; At-will; Quick action

Effect: When you hit a target with the weapon, heal one hit point per level.

Adventurer Feat: Add your Constitution modifier to damage and hit points healed. Double at 5th level, triple at 8th.

WARLOCK'S STEED (HEX)

Why walk when you wield the power of ancient gods?

Close-quarters spell; At-will

Effect: You summon a mount to carry you. The mount has the same speed and endurance as a trained horse, but you can customize its appearance to match your pact. The steed does not fight on its own and does not have separate combat stats. It shares your actions, melee attack and defenses values as well as hit points. The steed stays until you are reduced below zero hit points or until you dismiss it.

Epic Feat: The steed can fly.

WHISPERING WISPS (HEX)

Let the voices speak to me.

Close-quarters spell; At-will

Effect: You summon a swarm of small wisps that you can direct. The wisps give out a dim light that can provide illumination in the darkness. You can direct the wisps to surround a nearby enemy. Surrounded enemies lose the benefit of stealth, blur, and invisibility effects, and their save difficulty against your curses increases by 1.

Epic Feat: Increase the save difficulty bonus to +2.

5TH LEVEL BLASTS

DRAINING FANGS (BLAST)

Ethereal Teeth snap at the target to suck out its life.

Melee attack; At-will

Special: You can cast this spell as a melee basic attack or an opportunity attack.

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution negative energy damage. You heal one hit point per level.

Natural 16+: You can heal using a recovery.

Miss: Negative energy damage equal to your level

Champion Feat: Heal 1 hit point per level on a miss.

Epic Feat: On a natural 16+, if you kill the target with this spell, the recovery is free.

MENTAL MELTDOWN (BLAST)

A variant of this spell, Metal Meltdown, has the same effect but involves satanic music.

Ranged spell; At-will

Attack: Charisma + Level vs. MD; against cursed enemies, roll twice and take the better result.

Hit: 1d8 per level + Charisma + Constitution psychic damage

Miss: Psychic damage equal to your level

Epic Feat: If either attack roll is a natural 20, the target is stunned until the end of its next turn.

WARLOCK'S LIGHTNING (BLAST)

An arc of lightning sparks between your hands and shoots out to its intended target.

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma + Constitution lightning damage

Natural even hit: Make a second attack roll against a different nearby enemy. This attack does not trigger further extra attacks.

Miss: Lightning damage equal to your level

Champion Feat: You gain the second attack on an even miss too.

Epic Feat: If the escalation die is 3+, increase the damage dice to d10s.

5TH LEVEL CURSES

CONTAGIOUS HERESY (CURSE)

This curse takes on a life of its own, slowly creeping from target to target.

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d4 per level + Charisma psychic damage, and the target is infected (save 10+Int+ ends).

Infected: At the start of your turn, if at least one infected opponent is nearby, use Contagious Heresy against one non-infected enemy as a free action.

Champion Feat: Infected targets are vulnerable to psychic damage.

Epic Feat: When you hit with Contagious Heresy, deal 20 psychic damage to all targets that were already infected.

DECREPITUDE (CURSE)

Years, decades, centuries weigh on the target, until it can barely keep itself upright.

Close-quarters spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma negative energy damage, and the target is decrepit (save 10+Int+ ends).

Decrepit: Attacks by the target deal half damage.

Champion Feat: You gain a +2 bonus to all defenses against the target while it is decrepit.

Epic Feat: You gain a +2 bonus to all attacks against the target while it is decrepit.

JINX (CURSE)

This spell manipulates reality. The crosshairs on the target's head are just for show.

Close-quarters spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma negative energy damage, and the target is jinxed (save 10+Int+ends).

Jinxed: Attacks against the target automatically hit if the natural attack roll is odd.

Champion Feat: Any attack roll that is a natural 1 also hits the target if it is within range, even if it was not the initial target.

Epic Feat: When the Jinx curse turns a miss into a hit, the target takes 20 additional psychic damage.

MIRRORED VULNERABILITY (CURSE)

The target's skin and armor glow purple in their vulnerable spots, but so do yours.

Close-quarters spell; At-will

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma negative energy damage and you curse the enemy with mirrored vulnerability (save 10+Int+ends).

Mirrored Vulnerability: Both you and the target are vulnerable to all attacks. Your own vulnerability ends when all affected targets have made their save.

Champion Feat: This spell targets the lower of MD or PD.

Epic Feat: The target also cannot benefit from resistances.

5TH LEVEL HEXES

CHILLY FOG (HEX)

The cold never bothered me anyway.

Ranged spell; At-will

Target: Up to 1d6 creatures and everyone engaged with them

Effect: You create a fog cloud that engulfs the targets (no attack roll required). After you have created the fog, you can move it as a quick action. The fog blocks normal sight for everyone, including you, which makes ranged attacks impossible. At the start of their turn, creatures in the fog take cold damage equal to your level + Constitution modifier. Creatures must succeed at a disengage check to move out of the fog.

Champion Feat: Target up to 2d6 creatures.

Epic Feat: The disengage check is a hard save (16+).



DISSOLVE INTO CREEPY CRAWLIES (MANTLE HEX)

It is astounding how many problems can be solved by turning into a swarm of cockroaches.

Close-quarters spell; At-will

Effect: You change your body into a swarm of crawling insects. This allows you to crawl through tiny spaces and up and down walls. You cannot use weapons or cast spells in insect form. Attacks against AC deal half damage to you.

Epic Feat: You can fly in creepy crawly form.

GHOSTBOW (WEAPON HEX)

You enchant your weapon with a swirling darkness that strikes at your enemy's life force, ignoring any metal in the way.

Close-quarters spell; At-will; Quick action

Effect: Your weapon attacks target PD instead of AC. Targets you hit are considered cursed until the end of your next turn.

Champion Feat: The weapon ignores the *resist weapon* ability of monsters such as skeletons and wraiths.

LEAKING SOUL (MANTLE HEX)

The blackness of your soul can no longer be contained by your physical shell.

Close-quarters spell; At-will; Quick action

Effect: At the start of your turn, all enemies engaged with you take your level in negative energy damage. Increase to twice your level if the escalation die is 2+. You gain *resist negative energy* 10+your level+.

Epic Feat: Deal twice your level in damage, or three times if the escalation die is 3+.

MAKE IT SPEAK (HEX)

As you will soon find out, not everything that can talk is worth listening to.

Close-quarters spell; At-will

Target: Any nearby creature or object

Effect: You gain the ability to communicate with the creature or object. Its words are audible to everyone nearby. When cast on an object or creature that can already speak, the hex translates its words into a language of your choice. If the target does not wish to make its words understandable, it can make a saving throw to end the effect.

Note that non-intelligent creatures and objects can only relate what is within their ability to perceive and understand. A mountain might tell you that there is something or someone cutting a hole deep within, but it may not know the difference between dwarves and goblins.

SUMMON MESSENGER (HEX)

It would be nice if you'd write your mother once in a while.

Close-quarters spell; At-will

Effect: You call upon a small creature that is tied to your pact lord to deliver a message for you. For the Diabolist, that would be a small imp, while the High Druid might send an owl and the Shadow Prince a small, animated cloud of darkness. The messenger can deliver a spoken message or carry small light items like a letter or a ring. It travels with the speed of a pigeon. The target of the message has be known to you or your pact lord, but you do not need to know the target's current location. The messenger can deliver an answer back.

Once you cast the spell, you have to wait for the messenger to return to cast the spell again.

Epic Feat: You can use this spell across planes.



7TH LEVEL BLASTS

BLINKING BLAST

Ranged spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma + Constitution force damage

Miss: Force damage equal to your level

Natural Even Roll: Teleport to a location you can see.

Natural 1: You and the target swap places.

Champion Feat: You can choose to attack MD and deal psychic damage with this spell.

SHRIEK (BLAST)

It also shatters glass in a 15-foot radius.

Ranged spell; At-will

Target: 1d3 nearby enemies in a group.

Attack: Charisma + Level vs. MD

Hit: 1d4 per level + Charisma + Constitution psychic damage.

Miss: Psychic damage equal to your level to the target and any allies engaged with it.

Champion Feat: You no longer damage allies with this spell.

Epic Feat: Increase the damage dice to d6s.

UNLEASH THE BEES (BLAST)

Not the Beeeees!

Ranged spell; At-will

Target: All nearby cursed enemies

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma + Constitution poison damage

Miss: Poison damage equal to your level

Epic Feat: On a natural even hit, deal 10 ongoing poison damage.

7TH LEVEL CURSES

FEEDING CURSE

The mob that came to kill you just made you stronger.

Close-quarters spell; At-will

Target: 1d4 nearby enemies

Attack: Charisma + Level vs. PD

Hit: The target is under a feeding curse (save 10+Int+ ends).

Feeding curse: At the start of your turn, deal your level + Charisma + Intelligence negative energy damage to the target and heal half that amount.

Epic Feat: Heal the full amount.

NIGHTMARE FUEL (CURSE)

Foolish mortals! If you fear what you don't understand, RUN!

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d4 per level + Charisma psychic damage, and the target is affected by nightmarish fear (save 10+Int+ ends).

Nightmarish Fear: The target is dazed (-4 to attacks) and can't use the escalation die. It also can't move to engage you, and it will try to disengage and run away if it is able to.

Special: Creatures that have a fear-based attack or effect are immune to this spell.

Champion Feat: If you hit one mook in a group with this spell, the fear affects all of them.

SPELL EATER (CURSE)

The inquisition did not expect that.

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: 1d4 per level + Charisma psychic damage, and the target is under a spell eater effect (trigger once — the target is cursed until you trigger the effect).

Spell eater: When the target makes a non-basic attack and the natural roll is odd, you negate the effect.

Champion Feat: When you trigger the effect, you heal hit points equal to your level.

WEB OF THE SPIDER QUEEN (CURSE)

Look what I caught for dinner.

Close-quarters spell; At-will

Attack: Charisma + Level vs. PD. Against large and huge creatures, you take a -4 penalty to attack. Against spiders, the attack is always a miss.

Hit: The target is hampered and takes 3 times your level ongoing poison damage (save 10+Int+ends both).

Epic Feat: You no longer have an attack penalty against large and huge creatures.

7TH LEVEL HEXES

DUPLICITY (HEX)

As if one of you was not terrible enough.

Close-quarters spell; At-will

Special: This spell requires a few drops of blood to cast. You take damage equal to your level.

Target: You

Effect: Teleport to a location you can see. You leave a mirror image of yourself behind. The mirror image is an illusion effect. It mimics all of your movements and gestures. If it takes damage, it disappears.

Champion Feat: When your Mirror Image takes damage, roll a hard save (16+). If you succeed, the image persists.

EDGE OF DESPAIR (WEAPON HEX)

You cut right into their will to live.

Close-quarters spell; At-will; Quick action

Effect: If you hit a target with your weapon, it rolls twice on saving throws and takes the lower result until the end of its next turn.

Epic Feat: The effect lasts past the end of its next turn, until the target has to make its next saving throw.

SHADOW BODY (MANTLE HEX)

Very slim, very shady.

Close-quarters power; At-will

Effect: Your body is subsumed into your shadow. As a living shadow, you can blend into other shadows and vanish in darkness. You appear as an unattached shadow in areas of full light. You can move along any surface, including walls, ceilings, and even liquids. Roll twice on skill checks to remain unnoticed and take the better result.

You cannot make physical attacks or manipulate objects, and you cannot use your spells. Any physical attack against you has no effect if the natural attack roll is odd.

Champion Feat: You can cast spells while in shadow form (but using a different mantle hex still ends the effect).

Epic Feat: As a shadow, you gain a Constitution-based melee attack with a d6 damage die that does negative energy damage and weakens the target (save ends) on a hit.

WHIRLING ENTROPY (MANTLE HEX)

Close-quarters spell; At-will; Quick action

Effect: When an enemy's ranged attack against you is a natural even miss, that attack hits a random nearby enemy instead.

Epic Feat: The hex also affects close-quarters attacks.



9TH LEVEL BLASTS

BLOOD AND GORE (BLAST)

Ranged spell; At-will

Attack: Charisma + Level - 4 vs. PD

Hit: 2d6 per level + Charisma + Constitution damage. Deal extra damage equal to all ongoing damage effects currently on the target.

Miss: Damage equal to your level

Epic Feat: Against cursed enemies, ignore the attack penalty.

KISS OF THE WITCH QUEEN (BLAST)

Who would refuse a kiss from you?

Melee attack; At-will

Special: If the target willingly accepts a kiss from you, you hit without an attack roll.

Attack: Charisma + Level vs. PD or MD

Hit: 1d10 per level + Charisma + Constitution damage. If you chose to attack PD, deal poison damage. If you chose to attack MD, deal psychic damage.

Natural odd hit: Until the end of its next turn, the target is unable to attack you.

Natural 20: Until the end of its next turn, the target is dominated.

Epic Feat: You dominate the target on a natural 18+.

9TH LEVEL CURSES

CURSE OF THE TRAITOR

With enemies like you, nobody has friends.

Close-quarters spell; At-will

Attack: Charisma + Level vs. MD

Hit: The target is confused (save 10 + Int+ ends). The target can choose to take 50 psychic damage to ignore the confusion effect for the duration of its turn. Even if it does so, it is still considered cursed and still needs to save against the effect.

Epic Feat: If the confused target makes an attack, the target is not determined randomly, you designate it.

KILLING CURSE

I am become death, destroyer of worlds.

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: You put a killing curse (save 10+Int+ ends) on the target.

Killing curse: The target takes 30 ongoing negative energy damage. When the target rolls a save against the effect, and the natural roll is equal to the escalation die or lower, the target dies. (If the target has 600 or more hit points, it doesn't die and merely takes 300 damage.)

Epic Feat: Increase the ongoing damage to 50.

PRISONER OF THE VOID (CURSE)

If it wasn't for the scintillating walls and occasional guttural screams in the distance, the cell wouldn't be too bad.

Close-quarters spell; At-will

Attack: Charisma + Level vs. PD

Hit: 1d6 per level + Charisma psychic damage. The target is removed from the map and teleported into a prison dimension (save 10+Int+ ends).

Epic Feat: While in the prison dimension, the target takes 20 points of ongoing psychic damage (save 10+Int+ ends both).

9TH LEVEL HEXES

DARK PORTAL (HEX)

Close-quarters spell; At-will

Effect: You open a portal to a realm that is connected to your pact lord. A servant of the Diabolist or the Crusader would open a portal to a hell hole. For the Archmage, the portal would be to a flying realm of the overworld. For the Shadow Prince, the the portal would lead to a back alley behind a gambling den. Note that the strongholds of the icons usually have wards against teleportation, and it's better to open the portal outside of the gates.

Channeling such magic without a proper ritual is very strenuous, and costs you one recovery. You can keep the portal open by concentrating on it, but doing so requires a standard action every turn.

Epic Feat: You can open portals to realms of other icons, as long as you have a relationship with them.

IRON MAIDEN (MANTLE HEX)

Close-quarters spell; At-will; Quick action

Effect: When an enemy deals damage to you with a melee attack, deal damage to it equal to half of the hit points you lost.

Epic Feat: Once per battle, you can cast this spell as an interrupt when you are attacked.

VEXING WEAPON (WEAPON HEX)

Close-quarters spell; At-will; Quick action

Effect: Your weapon grows glaring eyes and silently screaming mouths. This is disconcerting enough that your attacks target MD instead of AC.

Epic Feat: Increase your critical threat range with the weapon by 2.

WARLOCK WINGS (MANTLE HEX)

Not a food item.

Close-quarters spell; At-will

Effect: You grow wings, which allow you to fly with the same speed and maneuverability as a large vulture. You cannot hover, and require Strength checks to stay aloft over long periods. While flying, you take a -2 penalty to your attacks and you are vulnerable to attacks.

WARLOCK MULTICLASS

It's not unusual for a warlock to seal his or her pact late in life, when they have already built a personality and gained training and experience. For such a warlock, a good way to express this in rules is a multiclass.

Multiclass warlocks gain all warlock class features: spells, Pact, and Ritual Casting.

Level Progression: As a multiclass warlock, you start with 3 warlock spells at first level. You are one level behind in access to new spell levels, so you can start choosing 3rd level spells at 4th level. Your spell damage, however, uses your normal level.

Weapon Damage Penalty: Warlocks do not count as skilled warriors, so you suffer a weapon damage penalty unless you have the Hexblade talent.

Key Ability Modifier: Warlocks use the sorcerer column in the key ability modifier table. A warlock / sorcerer's key ability modifiers are Cha/Con.

RIFTS AND VARIATIONS

Because warlocks gain their powers directly from the icons, their flavor is closely tied to the setting.

However, warlocks can choose their talents and spells freely, regardless of their pact lord, only the pact power is decided by it. When you bring a warlock to a setting with a different icon set, pick one of the icons as your pact lord, then work out between the GM and the player which of the existing pact powers in this book fits best.

As a GM, you don't really need to worry about mapping every icon in the setting to a pact power — it only becomes relevant when a player builds a warlock.

The warlock covers a broad range of occultist spellcasters, between darker shades of sorcerer, cleric, and druid and the unapologetic evil of the necromancer and demonologist. The class is not so much inspired by real-world paganism, witchcraft, and voodoo, but rather the superstitious imagery that surrounds them. When you create a warlock, don't be afraid of folklore, myth and, superstition, revel in them and use them for inspiration. For all you've heard about witches and warlocks, it's probably true.

TALENTS FOR EXISTING CLASSES

The talents in this section provide options to use the material in this book with characters of classes from the *13th Age Roleplaying Game Core Book* or *13 True Ways*.

BARBARIAN

LYCANTHROPE

You transform into a fearsome monster when you rage.

When you enter a barbarian rage, you grow natural weapons and armor as per the abomination class features. You also gain one abomination maneuver of up to your level that you can trigger when making a melee attack with your natural weapons.

Adventurer Feat: Choose Carnage, Fueled by Pain, Hardened Plating, Hard to Kill, Monstrous Stunt, Slithering Snake, or Troll Blood. You gain the benefits of this abomination talent while raging.

Champion Feat: Gain a second abomination maneuver.

Epic Feat: Gain a third abomination maneuver.

CHAOS MAGE

WHIMS OF WITCHCRAFT

After each full heal-up, randomly select a warlock spell. You can cast that spell at will, at your level for the day, when the corresponding spell type comes up — attack for a blast or curse, and defense for a hex.

Select randomly between all spells up to your chaos mage class level. You can skip weapon hex spells.

Adventurer Feat: You can decide which type of warlock spell to randomly roll for (blast, curse, or hex).

Champion Feat: After a full heal-up, gain the pact power of a random icon as a daily power. You can use the d12 icon table in *13 True Ways* page 16. Just reroll 4, 6, and 12 as they have no pact associated to them.

Epic Feat: Gain two warlock spells randomly. They must be of different types.

CLERIC

ORACLE

You can use the Follow the Thread fateweaver class feature once per day. Starting at 3rd level, you can take a fateweaver spell in place of cleric spells. The fateweaver spell must be two levels lower than the cleric spell.

Adventurer feat: Gain a fateweaver adventurer-tier meditation as a bonus power. You can expend focus to deal maximum damage with a Cleric spell, or to allow an ally to heal the maximum amount when you grant them the use of a recovery.

COMMANDER

HORDE LEADER

Gain a frenzy power from the savage list as a bonus power. If the power has a cost, pay command points for it instead of Frenzy dice.

If the power has a FRENZY entry, roll 1d4 per command point you spend on the power.

Adventurer Feat: You can grant the effect of the power to an ally. If the power is an attack, your ally can perform that attack as a free action, while you pay the action cost (usually a standard action).

Champion Feat: Roll 1d6 for FRENZY dice.

Epic Feat: Roll 1d10 for FRENZY dice.

FIGHTER

ABOMINABLE MUTATION

A powerful force is slumbering within your body, waiting to break free.

Choose one of the native elements of the abomination class. You gain *resist that element* 12+.

Starting from 3rd level, you can switch a fighter maneuver for an abomination maneuver 2 levels lower.

Adventurer Feat: Gain the abomination limit maneuver related to the chosen element as a bonus maneuver.

Champion Feat: Increase your resistance to 16+.

Epic Feat: Gain an abomination maneuver of up to 3rd level as a bonus maneuver.

ELDRITCH KNIGHT

You gain the swordmage's Mark with Sigil as a daily power. Choose one sigil to use with the spell.

Starting from 3rd level, you can switch out a fighter maneuver for a swordmage or wizard spell two levels lower.

Champion Feat: Gain one wizard utility spell as a bonus power.

Epic Feat: You can use Mark with Sigil once per battle.

MONK

CLARITY OF MIND

You gain an adventurer tier meditation spell from the fateweaver list as a bonus power. The meditation is considered an opening attack for your monk forms.

Champion Feat: When you have focus, roll twice on attack rolls and take the preferred result.

Epic Feat: Gain a champion-tier meditation.

PALADIN

FALLEN SOUL

Choose one warlock spell of your level or lower. That spell is now part of your powers. You can change the spell at each full heal-up.

Adventurer Feat: Choose a pact. You can use the pact power once per day.

Champion Feat: Choose a second warlock spell.

Epic Feat: Choose a third warlock spell.

RANGER

PSYCHIC RANGER

You have the innate gift of psionic powers, but you never received the full training to develop it.

You have three psionic power points and gain an additional one every even level, for a total of 8 at 10th level. You regain your power points on a full heal-up.

You learn the Psionic Weapon power plus one power of your choice.

Adventurer Feat: Gain three minor psionic powers.

Champion Feat: Gain a second psionic power, at two levels below your class level.

Epic Feat: Gain a third psionic power, at four levels below your class level, and two bonus power points.

ROGUE

ARCANIC TRICKSTER

You gain a swordmage spell as a bonus power. If it's a melee attack spell, you can sneak attack with it.

Starting from 3rd level, you can replace a rogue maneuver with a swordmage spell two levels lower.

Adventurer Feat: You can use a melee weapon as an arcane implement for the spell.

SOULBOUND ASSASSIN

You made a pact with a dark entity that you probably should have stayed away from, but a lust for power, or a thirst for vengeance blinded you.

You gain a warlock spell as a bonus power.

Adventurer Feat: You gain a warlock pact power as a daily power.

Champion Feat: Against cursed enemies, you always gain your sneak attack.

Epic Feat: Gain a second warlock spell, at two levels below your class level.

SORCERER

ELEMENTAL MUTATION

Your innate talent has transformed your body. You have a Native Element and Natural Melee Weapons as per the abomination class feature. Your claws have a d6 damage die.

In addition, you gain one abomination maneuver. Starting at 3rd level, you can switch sorcerer spells for abomination maneuvers with a -2 level penalty.

Adventurer Feat: Also gain the abomination spit attack.

Champion Feat: Gain a +1 bonus to your critical threat range with spells that deal damage of your native element.

Epic Feat: Increase your claw damage dice to d8s.

WIZARD

BATTLE MAGE

You've trained your arcane skills at an academy that puts emphasis on military training.

You can use light and heavy one-handed melee weapons without attack penalty, and your base AC in light armor is increased to 12.

Starting from 3rd level, you can replace a wizard spell with a swordmage spell two levels lower.

Adventurer Feat: Increase your recovery dice to d8.

Champion Feat: When you wield a sword (or other one-handed melee weapon) in one hand and a wand in the other, you gain the benefit of two-weapon fighting. Reroll any natural 2s on the attack roll with both melee attacks and spells.

Epic Feat: After casting a Wizard spell, your next melee attack (hit or miss) deals extra damage equal to the spell's level, of an element related to the spell.

MAGIC ITEMS

This chapter contains new magic items, many of which are geared towards the classes introduced in this book: abomination, fateweaver, psion, savage, swordmage, and warlock.

You will notice two new chakras: crystals and grafts.

Crystals provide an attack and damage bonus to psionic powers; they are the implements of psionic classes.

Grafts are severed body pieces that abominations can merge into their own bodies.

Tattoos are armor enchantments that are permanently etched into the skin. They grant their bonus even when unarmored, but can't be switched out easily.

USEFUL MAGIC ITEMS BY CLASS

CLASS	MAGIC ITEMS OF PARTICULAR USE
Abomination	bracers, graft, tattoo (armor)
Fateweaver	symbol/staff, shirt (armor)
Psion	crystal, shirt (armor)
Savage	martial weapon, thrown weapon, light armor
Swordmage	one-handed martial weapon, light armor
Warlock	wand/staff, light armor

A number of talents allow characters to make use of weapons and armor that are not listed above.

DEFAULT BONUSES BY CHAKRA (ITEM TYPE)

CHAKRA	MAGIC ITEMS OF PARTICULAR USE
Armor	+1 AC per tier
Ammunition	none
Belt	+1 recovery / day / tier
Book	none
Boots	+1 disengage checks / tier
Cloak	+1 PD / tier
Glove	none
Helmet	none
Necklace	+1 to saves if below 10/25/50 hp
Ring	none
Shield	+4/10/25 hit points
Staff	counts as wand and symbol
Symbol	+1 attack and damage with divine spells / tier
Wand	+1 attack and damage with arcane spells / tier
Weapon, melee	+1 attack and damage / tier
Weapon, ranged	+1 attack and damage / tier
Wondrous Item	none

ARMOR, ROBE, SHIRT, TUNIC

ADVENTURER

Reinforced Plates: (Recharge 11+) When you take force damage, reduce the damage by 15 (champion: 30, epic: 60). Quirk: Bumps their chest for emphasis.

Spellweave Tunic: (Recharge 16+) Increase the level of an arcane spell you cast by two. Quirk: Uses extraordinarily flamboyant gestures when spellcasting.

CHAMPION

Crystal Armor: A set of medium or heavy armor that allows manifesting psionic powers without an attack penalty. Quirk: Can't stop pointing out flaws in other people's logic.

Rage Demon Hide: Whether this armor was really made from the flayed red skin of a rage demon is better left to the imagination. It grants a free frenzy die the first time you are staggered in battle. Quirk: Really, really irritable.

EPIC

Psi-Weave: Your essence shifts to a different plane when you manifest psionic powers. Gain *resist all* 10+, plus 1 for each power point you expended from your reserve that round. Quirk: Tends to be not there when called.

ARROW, CROSSBOW BOLT, SLINGSTONE

ADVENTURER

Blackfeathered Arrows: Deal 1d6 extra damage per tier when you hit a target under a warlock's curse. Quirk: Uses extra emphasis when speaking the word "death."

Crystal Sling Stone: If you hit a target with these one-use pieces of ammunition you gain a +2 attack bonus with the next psionic power you use against the target. Quirk: Likes to flip marbles between their fingers.

CHAMPION

Psi-slayer arrows: Creatures with psionic powers (or an attack against MD) are vulnerable to attacks from these arrows. Quirk: Won't shut up about the Axis elder brain conspiracy.

EPIC

Luckblessed Arrow: Instead of rolling an attack with this arrow, choose heads or tails and flip a coin. If you guess right, the attack is a natural 20. Quirk: Always flips a coin to decide things.

BELT, SWORDBELT, KILT, GIRDLE

ADVENTURER

Belt of the Shaper: This belt provides 1 psionic power point per tier, per day that you can use to augment psychometabolism powers that you use on yourself. Quirk: Tries new self-tattoos in idle moments.

CHAMPION

Artificer's Scabbard: You can place a spell that targets a weapon on the scabbard instead. The spell is placed on the weapon the next time you draw it. Quirk: Makes a big show about drawing their weapon.

Belt of Natural Armor: You gain a +1 bonus to your unarmored AC, in addition to bonuses from the armor chakra. Quirk: Constantly readjusts imagined armor plates.

EPIC

Whipping Belt: This belt acts as a constant reminder of who your true master is. It adds two to your critical threat range with warlock spells, but it changes all icon relations to your pact lord while you wear it. Quirk: Extremely worried about angering authority figures.

BOOK, SCROLL, MANUAL, GRIMOIRE

ADVENTURER

Book of Fates: (Recharge 6+) When you grant an ally a die roll with a pre-determined result, increase that die by 1 per tier. Quirk: Pretends to read people's futures from their palms.

Prophecy of the Icons: (Recharge 6+) When you read this scroll, gain a random iconic at-will spell from the chaos mage list that you can use once in the next battle. You can expend a spell slot from your class to gain a once-per-battle or daily spell instead. Quirk: Believes to play an important part in the prophecy.

CHAMPION

Ruby Sutra: (Recharge 11+) Reciting the text in this book while you take a quick rest opens your mind to deeper insights. Choose a psionic power. The next time you manifest this power, reduce the cost of an augmentation of your choice by 2. Quirk: Closes the eyes and mumbles frequently.

EPIC

Book of True Names: (Recharge 18+) When you study this book, make a Charisma skill check to learn the true name of one individual. The more powerful the target, the harder the check. Each true name has a different power, but usually it allows you to give the target commands that it cannot resist. Quirk: Stares at people as if able to read their souls.

BOOTS, SANDALS, SLIPPERS, SHOES

ADVENTURER

Boots of the Frenzied Leap: If you are a savage, gain Frenzied Leap as a bonus power. Quirk: Pretends the floor is lava.

Boots of Grounding: (Recharge 6+) Take 15 less damage from a lightning attack (champion: 30; epic: 60). Quirk: Plays outside in thunderstorms.

Silver Boots: (Recharge 16+) When you tap these boots three times, they give you dancer-like agility. Out of combat, you can roll twice on skill checks of dance performances and take the better result. In combat, they allow you to stay in lockstep with an opponent, and force them to roll twice to disengage and take the lower result. The effect lasts for 5 minutes or until the end of battle. Quirk: Really can't remain sitting when the music starts playing.

CHAMPION

Bejeweled Sandals: Gain Speed Burst as a bonus psionic power. Quirk: Always in a rush.

Someone Else's Shoes: (Recharge 16+) If you focus on a person you know while taking a few steps in these shoes, you learn to understand their motives and desires. Quirk: Totally doesn't mind listening to people complaining on and on.

EPIC

Boots of Time Stride: (Recharge 16+) Take a standard action. You can activate this power any time as a free action. Quirk: Fondly remembers the old days with rose-tinted eyes.

BRACERS

Bracers were introduced in *13 True Ways*. Items of this chakra provide an attack and damage bonus to melee attacks in the same way magic weapons do, but for characters who use fists and kicks. Abominations can use bracers in the same way monks do.

ADVENTURER

Firebrand Bracers: (Recharge 11+) When you deal fire damage with a melee attack, also deal 5 ongoing fire damage to the target. Quirk: Likes fiddling with candles.

CHAMPION

Bracers of the Icy Grasp: (Recharge 11+) When an opponent fails a disengage check against you, deal 2d6 cold damage (epic: 5d6) and they are stuck until the end of their next turn. Quirk: Enjoys a cold drink, which is a nice side effect of holding a mug with these.

EPIC

Bracelets of Raw Power: (Recharge 11+) When the escalation die is 3+, use your abomination Limit Maneuver on any hit, regardless of the natural roll. Quirk: Announces every attack with a loud voice.

CLOAK, MANTLE, CAPE

ADVENTURER

Cloak of the Reflecting Sigil: (Recharge 11+) When an enemy under your sigil deals damage to you, deal half of the damage you took to the enemy. Quirk: Never misses an opportunity to check their reflection.

Fireproof Cloak: (Recharge 6+) Reduce fire damage you take by 15 points (champion: 30, epic: 60). Quirk: Plays with fire. Preferably really big ones.

CHAMPION

Fateweave Cloak: After a full heal-up, roll a d20 and “store” it in the cloak. Once during the day, you can replace either your own d20 roll or the natural roll of an attack against you by that die. Quirk: Shrouds themselves in the cloak dramatically.

EPIC

Cloak of the Icy North: (Recharge 11+) Cloak yourself in an icy storm. Deal 4d6 cold damage to all enemies you are engaged with, pop free and fly to a nearby location. If you have a frenzy pool, you can roll FRENZY for damage instead. Quirk: Complains about sweating all the time.

CRYSTAL, GEM, JEWEL, ORB

Crystals are psionic focus items. They work in the same way as implements for arcane spellcasters and give a +1 bonus to attack and damage per tier.

Psi crystals retain mental fragments and memories of their original creator. Champion-tier crystals also contain memories and pieces of the consciousness of their former owners. Epic-tier crystals are intelligent in their own right, and they are able to fly on their own, communicate telepathically, and choose their own masters.

They range in size from thumb-sized gems to hand-size crystals, and usually adorn a ring, amulet, circlet, scepter, or staff. However, no matter how they are worn, they always fill the crystal chakra.

ADVENTURER TIER

All-seeing Eye: You can concentrate on this crystal and see through it as if it was your own eyes at-will. Quirk: Blatantly ogles or spies on other people.

Crystal of Clarity: (Recharge 11+) When you are hit with a daze effect, immediately make a save against it. If you succeed, the attacker is dazed until the end of your next turn. Quirk: Stops in the middle of a sentence to stare meaningfully into the distance.

Cutting Gem: The crystal's sharp edges cut through almost anything. It's too unwieldy to be used as a weapon though. Quirk: Takes up woodcarving as a new hobby.

Glowing Orb: Can emit colorful light at-will, as bright as several torches. Quirk: Meditates while bathing in shining colors.

Jewel of Storing: Gain a bonus power point per tier. Quirk: Stares at the crystal while it rotates around their head.

Orb of Compassion: When you use a psionic power on an ally, that ally also gains a +1 bonus (per tier) to their next save. Quirk: Gets deeply concerned when other people get injured.

Reflecting Bead: (Recharge 16+) When you are hit with an attack that deals elemental damage, it deals 1d4 damage per level of the same element as the attack (no attack roll) to a random enemy. Quirk: Can't let an insult slide, always has to retort.

CHAMPION

Crystal of Community: You can telepathically communicate with all other owners of such a crystal. Quirk: Always chatting with someone, even people you've never met, even during other important activities like killing dragons.

Diamond of Mental Magnification: (Recharge 6+) You can use a telepathy or clairsentience power on a far away target. Quirk: Constantly eavesdropping on conversations on the other side of the room.

Gem of Ectoplasmic Sourcing: (Recharge 16+)

Augment a metacreation power with up to 3 PP for free. Quirk: Enhanced production of body fluids.

Lost Marble: When your attack with a psionic power is a natural 20, your target is also confused until the end of its next turn. Quirk: Early onset dementia.

Pyrokinetic Shard: Whenever you deal fire damage with a psionic power, increase the damage dice by one step. Quirk: Constantly adds fuel whenever there is a fire.

Sapphire Shard: Whenever you deal lightning damage on an odd hit with a psionic power, deal half damage to a random nearby enemy. Quirk: Zaps insects when they come too close.

EPIC

Crystal of Mental Preservation: When you die, you can transfer your consciousness into the crystal. There is a ritual to transfer your mind back into a body, but without help, it will be difficult to set up while trapped in the gem. Quirk: Absentmindedly converses with other minds in the crystal, unaware of surroundings.

GLOVE, GAUNTLET, MITT

ADVENTURER

Gauntlets of Savage Punching: You can make an unarmed melee attack without the usual -2 attack penalty. The glove has a d4 damage die and gives a +1 bonus to attack and damage per tier. You can add FRENZY to damage. When you hit with it, you send normal-sized enemies flying across the battlefield (in game terms, they pop free). Quirk: Likes to make raised fist victory gestures.

CHAMPION

Gloves of Telekinetic Manipulation: (Recharge 11+) Roll a d6 and add it to an attack roll or a Dexterity skill check when using a power of the psychoportation discipline. Quirk: Always has to fiddle with something.

EPIC

Gloves of Electrocution: (Recharge 16+) Deliver a deadly shock with a touch or a hit with a metal melee weapon. The target takes 4d10 lightning damage and must immediately make a save or be stunned until the end of its next turn. You can expend up to 3 psionic power points to increase the damage by 1d10 per point. If you have the Blaster talent, deal an additional d10. Quirk: Always finds an excuse to menacingly raise their fist to the sky.

GRAFT, SEVERED BODY PART, PULSATING ORGAN

Grafts are severed body pieces that abominations can merge into their own bodies. These items can't be used by other classes. The fun thing about grafts is that they are like wondrous items; you are not limited to one. As with all items, their bonuses don't stack. If, for example, you have a bonus to PD from a graft and a different item, only the higher bonus counts.

ADVENTURER

Poison Gland: If poison is your native element, you gain a +1 bonus to the critical threat range of your attack. Quirk: Likes to show off by eating gross things.

Slappy Tail: You gain the Tail Slap maneuver. Quirk: Likes to trip people, especially unsuspecting barmaids.

Troll Heart: When you heal using a recovery, roll an extra die. Quirk: Gets a kick out of riling people up with insults.

CHAMPION

Displacer Pad: (Recharge 16+) When hit by a melee attack, avoid the attack and teleport to a nearby location as an interrupt. Quirk: Never able to find the damn keys.

Grasping Tentacles: (Recharge 6+) When you hit with a melee attack, grab the enemy. When the enemy fails a disengage check, deal poison damage equal to your level. Quirk: Can't keep his tentacles to himself.

Scorpion Tail: Whenever you deal ongoing poison damage, the save against the damage is a hard save (16+). Quirk: Keeps telling people to get over here.

Strand of Succubus Hair: You can shape change into the form of an attractive female humanoid. If you have the Harmless Transformation talent, you gain a +5 bonus to Charisma-related skill checks (if you don't use Intimidating). Quirk: Always lascivious, even in monster form.

EPIC

Dragon Fangs: Your spit attack deals d12 damage dice. Quirk: Speaks in a low, raspy voice.

HELMET, CIRCLET, CROWN, CAP

ADVENTURER

Berserker's Bandana: Increase your maximum FRENZY by one die (champion: 2; epic: 4). Quirk: Always rushes head-first into combat.

Circlet of Battle Awareness: Enemies engaged with you have a -2 penalty per tier to checks to disengage from you. Quirk: Always rushes in to open a door for a lady.

Circlet of Psionic Focus: At the start of battle, increase your critical threat range with ranged psionic powers by 1 per tier until you score a critical hit. Quirk: Loses sense of humor.

Crown of Alacrity: Gain a +1 bonus to opportunity attacks per tier. Quirk: Cheerful. Annoyingly cheerful.

CHAMPION

Helmet of Head Butting: This helmet gives a bonus to attack and damage with head butt attacks as if it were a magical weapon. The first time in a battle when you head butt an opponent with a lower MD, that opponent is dazed until the end of its next turn. Quirk: Considers head butting a proper greeting in polite company.

Weaver's Headband: (Recharge 16+) Cast an adventurer-level meditation spell as a quick action. Quirk: Golden glow in the eyes.

EPIC

Helm of the Mental Fortress: (Recharge 16+) When an attack against your Mental Defense hits, change that hit into a miss instead. Quirk: Can't ever be convinced of anything.

PECKLACE, PENDANT

ADVENTURER

Amulet of the Artificer: Gain a +1 bonus to magic item recharge rolls per tier. Quirk: Can't resist the urge to start tinkering.

Pendant of the Savage Heart: When rolling FRENZY dice, reroll any that come up as natural ones, once. Quirk: Prefers meat raw.

Spitfire Necklace: Gain a +1 bonus to attack and damage to an abomination's Spit Attack (per tier). Quirk: Terribly bad breath.

CHAMPION

Amulet of Resonance: (Recharge 16+) Choose an enemy. Until the end of the battle, when that enemy rolls a d20, you can "copy" that roll into the amulet. You can use the copied die roll instead of rolling a d20, but you have to announce that you do so before making the roll. Once the die is used, the amulet is empty again and you can copy another roll. You can't copy a roll while the amulet is "full." Quirk: Mockingly mimics the body movements of other people.

Imp Heart Necklace: After each full heal-up, your familiar gains a random ability. Quirk: Giggles involuntarily.

Necklace of Childhood Memories: (Recharge 16+) Roll a d20. On an even roll, regain an expended spell or power. On an odd roll, regain a daily attack power. Quirk: Can't let go of the past.

EPIC

Troll Blood Pendant: If you have a regeneration ability that gives you a number of hit points per turn, double the number of hit points gained. Quirk: Your skin turns green and rubbery.

RING

ADVENTURER

Sigil Ring: You can trigger your swordmage sigil once per round as a free action (i.e. without using up your interrupt action for the round). Quirk: Terribly increased sense of self-importance.

CHAMPION

Pact Seal: As a Warlock, gain an additional use of your pact power per day, plus one for each icon relationship point you have with your pact lord. Quirk: Starts defending the choice of serving their icon, even if unprovoked.

EPIC

Ring of the Inescapable Strings: (Recharge 16+) When an opponent tries to flee from battle, it must make a hard save (16+). On a failure, the escape attempt fails, and it takes 5d10 psychic damage. Quirk: Sighs about the inevitability of it all.

SHIELD

ADVENTURER

Defender's Tome: (Recharge 16+) This book can be held by arcane casters in the off-hand like a shield, without the usual attack penalty. It grants an AC bonus and bonus hit points like one. The wielder can activate it to use Counter-spell as per the wizard's High Arcana talent. Quirk: Berates people for unsafe use of arcane powers.

CHAMPION

Shield of Tribal Pride: Gain a +1 bonus to all defenses when your frenzy dice are at maximum. Quirk: Performs an impressive war dance at the start of battle.

EPIC

Psychic Matrix: As a psion, you can wield this shield without attack penalty. Whenever you spend a psychic power point from your reserve, charge the shield with 1d6. The next time you take damage from an attack, roll these d6 and reduce the damage you take by the result. The dice are expended. The

dice are also gone at the end of a battle. Quirk: Performs a statistical threat analysis in every new location.

STAFF (IMPLEMENT)

ADVENTURER

Snake Staff: This staff can be turned into a snake. While the snake isn't much use in a fight except against rodents, the wielder can see through its eyes and use it for spying. Quirk: Ssslight lissp.

Trickster's Staff: This item counts as an arcane and divine implement as well as a simple (d6) two-handed weapon. The wielder can use Intelligence for attack and damage with basic melee attacks, and target MD instead of AC. Quirk: Constant eye twitch.

CHAMPION

Barrier Staff: (Recharge 6+) You take no miss damage from an enemy attack. Quirk: Unwilling to talk to strangers.

EPIC

Scepter of the Pharaoh: The staff provides power over the sun itself. It can force it to come up at night or go down during the day. In addition to arcane and divine spells, this staff is also an implement for psionic powers. Quirk: Believes himself to be a god.

Staff of Inevitable Return: You can mark a location by tapping the floor three times with this staff. If you die, you awaken after 1d6 days at the designated location with a single hit point, staff in hand. Quirk: Prone to taking completely unreasonable risks.

SYMBOL, HOLY RELIC, SACRED SICKLE (IMPLEMENT)

Fateweaver implements are sorted into the holy symbol chakra. They come in all shapes and sizes, but usually have a connection to traditional divination methods, like dice, cards, or animal bones. Others resemble tools for knitting and weaving, such as needles or spindles.

ADVENTURER

Corrupted Symbol: When you attune this holy symbol, switch a divine spell you know for a warlock spell of the same level. Quirk: Starts seeing corruption in your own church, even in small and innocent things.

Pendulum of Fate: Treat all odd rolls as even rolls and vice versa. The number itself doesn't change, just anything that triggers off odd/even rolls. Quirk: Sees any bad event as a good omen and vice versa.

Weaver's Needle: Gain an additional daily use of your Follow the Thread class feature. Quirk: Spends downtime knitting socks for everyone.

CHAMPION

Fortune Teller's Deck: When you cast a spell to predict or alter the future, you can lay the cards from this deck to help in your prediction. If it's a daily spell, you can recharge it with a 16+ on d20 at the end of the scene. Quirk: Tendency to make card-related puns.

Symbol of Ruin: (Recharge 16+) When you target an enemy with a divine spell, deal 10 (epic: 20) ongoing negative energy damage. Quirk: Ventures out to explore abandoned places.

WAND (IMPLEMENT)

ADVENTURER

Cursed Fetish Wand: Increase the save DC against your warlock curse spells by 1 per tier. Quirk: Stares at people while licking the wand.

CHAMPION

Wand of Merciless Blasting: (Recharge when you kill an enemy with a spell) Deal half damage on a miss. Quirk: Shoots magic at innocent little insects and animals.

EPIC

Kiss of the Diabolist: When you score a critical hit with a spell, a gaping maw opens under the target and demonic fangs attempt to drag it into the abyss. The target starts making last gasp saves (16+). On the third failed save, it's gone. Quirk: Has extremely lewd, lucid dreams.

WEAPON, MELEE

ADVENTURER

Axe of Savage Anger: When your attack is an even miss, gain frenzy dice at the end of the turn as if you had hit with it. Quirk: Takes meditative pleasure in splitting wood.

Blessed Janbiya: This dagger is considered a fateweaver implement, and you can use your Wisdom for attack and damage with it. (Recharge 11+) Activate the blade's power as a free action before making an attack roll. Roll twice and choose one die for the attack. If you hit, you can set the other die as the target's next attack roll. Quirk: Becomes extremely self-confident and decisive.

Crystal Blade: This blade acts as an implement for psionic powers. Once per day, when using a psionic power that is a melee attack, you gain 1 bonus power point (champion: 2; epic: 3) to augment it. Quirk: Likes to throw fruit in the air and cut them.

Pact Blade: Your first attack with the blade after using your pact power deals an extra 2d6 damage per tier, hit or miss. Quirk: Hears voices. More than usual.

Sigil Blade: (Recharge 16+) Mark a target you hit with a swordmage sigil (chosen by the creator of the sword). Quirk: Really likes etching his name into things.

CHAMPION

Eldritch Blade: When you cast a daily spell that is a melee attack, the spell is Recharge 18+. Quirk: Speaks even mundane sentences as if revealing a dark, forgotten secret.

EPIC

Predictable Weapon: When there is no escalation die, and you attack with this weapon, don't roll. The attack roll is always a natural 10. Quirk: Loses all spontaneity.

WEAPON, RANGED

ADVENTURER

Crystal Bow: This bow also counts as a psionic implement and grants its attack and damage bonus to psionic powers. Quirk: Likes shooting invisible arrows while making pew-pew noises.

Falling Star: (Recharge 11+) When you throw this dagger, choose head or tails and flip a coin. If you win, the attack is a natural 20. If not, a natural 1. Quirk: Makes important decisions via coin flip.

CHAMPION

Blood and Filth: This pair of throwing axes gives you the benefits of two-weapon fighting (reroll natural 2s) even when using thrown weapons. On a critical hit, you deal 10 ongoing damage and heal a hit point for each point of ongoing damage dealt. Quirk: Licks the blood from weapons.

EPIC

Self-hurling Javelin: (Recharge 6+) When you throw this javelin, you and the item trade places right before it hits the target. Resolve the attack as a melee attack with your bare hands (or claws). Quirk: Loves making a dramatic entrance.

WONDROUS ITEM

ADVENTURER

Psionic Hookah: When spending your quick rest smoking the fumes from this water pipe, you regain an extra psionic power point (champion: 2; epic: 3). Quirk: Sudden hunger attacks.

CHAMPION

Horse Shoes of Hell: These irons transform an ordinary horse into a nightmarish creature. Its coat turns black, its mane a fiery red, and its mouth starts spitting fire. When your mount hits with an attack, it deals 1d6 extra fire damage. Quirk: The horse just doesn't look like a creature from hell, it also acts like one.

EPIC

Loom of Fate: The threads that are woven on this loom don't create ordinary cloth, they create reality itself. There isn't just one such loom. There might be hundreds—some are small ones, just spinning a minor tale, while the largest ones can tell the story of entire kingdoms, races, or even worlds. The craft of weaving these looms, and even their existence, is a closely guarded secret, as just one carelessly ripped thread can spell doom for an innocent person.



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