

RAIDERS OF SHRIEKING PEAK RESONANCE TEST

Release Date: 10/15/2018

Welcome to the Raiders of Shrieking Peak Resonance Test! This supplemental release tests a new set of rules that could replace the system for Resonance Points used in the *Pathfinder Playtest Rulebook*. It uses *Pathfinder Society Playtest #2: Raiders of Shrieking Peak*, a great adventure written by Luis Loza for the Pathfinder Society Roleplaying Guild campaign, along with adapted versions of the Pathfinder Society's pregenerated characters, which you can find at the end of this document. Pathfinder Society Roleplaying Guild members can run or play either version of the adventure for credit.

We recommend that the GM read this document first and keep the final piece, "GM Section," secret from the players, since that contains items they might find during the adventure and other spoilers.

As with our other playtest adventure releases, there will be a survey to collect feedback on your experiences with this system. Please make sure you take the survey specific to this Resonance Test, and not just the survey for the standard version of *Raiders of Shrieking Peak*. You can also take that survey to provide your feedback on the adventure itself to our Organized Play team!

The Resonance Point system has consistently been criticized by readers and playtesters for limiting their characters too much. Data from our surveys and comments on social media and forums have also shown this. This test system attempts to let you use items more often and with fewer restrictions, while keeping an echo of the more exciting and interesting themes and particulars, providing you with additional benefits instead of restrictions. Please let us know what you think as you read these rules and play this adventure!

—Pathfinder Playtest Design Team

The following rules replace the basic rules for wearing and activating magic items in the *Pathfinder Playtest Rulebook*. In cases not specifically mentioned here, the GM will decide how to apply the rules, but they should generally default to the printed rules for anything that hasn't been specifically replaced. Because this change is so massive, we're testing it with just a limited selection of pregenerated characters and items. If you want to try this out in your home game, you're welcome to do so, and we'll make sure you can tell us about it in the Resonance Test Survey. But for the remaining chapters of *Pathfinder Playtest Adventure: Doomsday Dawn*, please use the rules printed in the *Playtest Rulebook*.

Before we get into the rules themselves, let's talk about our goals with this reinterpretation of Resonance. If you want to get right to the rules, skip to the Tracking Your Playtest section!

This test system keeps the best-liked part of the system: a limitation on worn items that's more flexible than the item slots used in Pathfinder First Edition. We want to make the number of items you can wear pretty high, so that it prevents abuse cases, but doesn't preclude wearing reasonable numbers of items. This number doesn't increase by level, but you'll see that we've also made it so this resource won't be affected by activated items. We also removed the cost to Activate an Item, so all magic items give you a minimum benefit. Focus Points, a reinvention of spending Resonance Points for activations, now boost item activations or let you activate an item again. The name has changed because we're also experimenting with folding Spell Points into the same pool. Our goal for this combination is to minimize the number of point pools you need to track (since we also intend that you rarely need to track your worn items), to make the tracking you are doing more worthwhile by increasing the strength of powers, and to streamline two rules concepts that have a similar thematic place.

And now, on to the rules.

TRACKING YOUR PLAYTEST

As with the chapters of *Doomsday Dawn*, we'll be asking you to track some information as you play this adventure. Players should note how they spent each of their Focus Points.

ITEM AND FOCUS RULES

These item rules replace all the rules for Investing and Activating Items, primarily those on pages 376–380 of the *Pathfinder Playtest Rulebook*. For anything not covered in this document, the GM should make the call at the table.

The basics of how the rules work, before we get into the exact details, are as follows.

- You have 10 Resonance Points (regardless of your level or Charisma). Each item with the invested trait that you don costs 1 of these Resonance Points at the time you put it on. If you take an item off, you don't get its Resonance Point back. If you put on an item when you're already out of Resonance Points, you don't get any of its magical benefits. Resonance Points are used *only* for worn items.
- Every character has a small pool of Focus Points based on their Charisma. The pregenerated characters already have their Focus Points calculated.
- Activating an Item doesn't cost anything by default. Some items have stronger effects, last longer, or can be activated again by spending a Focus Point. Details are found in the individual items.
- Characters don't have Spell Points. If you have powers, you can spend 1 Focus Point to cast a power. As in the *Playtest Rulebook*, a power is a special spell granted (usually) by your class and it doesn't use a spell slot. You no longer gain extra Focus Points based on the number of powers you have. New versions of the powers the characters have are reproduced below. Don't use the versions in the *Playtest Rulebook*. The full rules appear below.

FOCUS POINTS

Every character has a pool of Focus Points. The number of Focus Points you have is equal to your Charisma modifier plus an amount determined by your ancestry. This is usually 1, though gnomes gain 2 Focus Points from their ancestry. Your Focus Points refresh during your preparations each day. Focus Points can be spent for two purposes: casting powers you have access to from your class and altering the activation of some magic items.

Many magic items have an augmented effect if you supercharge them by spending a Focus Point. For example, many items that have limited activations can be activated again by spending a Focus Point, have a longer duration if you spend a Focus Point, and so on. You must make the choice to spend the Focus Point as soon as you start to Activate the Item.

Design Notes: If you're used to the existing Resonance Point system, here are a couple of clarifications on how this system is different. First, Focus Points and Resonance Points are separate pools and are used for different purposes; you use Resonance Points only to invest worn items. Second, you can't overspend either type of points.

You might be asking what happens to a wizard, who typically doesn't have a high Charisma score, but still might have school powers. Since we don't have a pregenerated wizard in here, we'd like to clarify our intent. Our current thinking is that a wizard might get extra Focus Points by preparing his arcane focus (in addition to the extra spells gained from the arcane focus). In short, classes that have powers will get an ability from the class that allows them to use their powers, but they also still have the option to increase their Charisma so they have an interesting choice in what ability scores they take. For instance, the pregenerated playtest wizard has been increasing his Intelligence and Dexterity pretty consistently, but this change opens up the option to try out a wizard who focuses more on powers than ranged spells; the same applies for other classes with powers. For instance, imagine a monk with high Wisdom and Charisma, creating a wise sensei with deep access to ki powers.

RESONANCE POINTS

Magic items you wear on your body thrum with magical power, and the power that resonates between them limits how many are effective over the course of a day. Your innate ability to wear magic items is represented by a pool of Resonance Points (RP). You have 10 Resonance Points, which refresh during your daily preparations.

As soon as you finish putting on a magic item and attuning it to you, you automatically spend 1 Resonance Point and gain any ongoing magical benefits of the item. This is called Investing the Item, and these items have the invested trait. When your Resonance Points refresh, you reduce the number you regain for the invested items you're wearing, which remain invested.

INVESTING MAGIC ITEMS

Most magic items that are worn must be invested with Resonance Points during the Invest an Item activity in order to gain their benefits. These items have the invested trait. Investing an item costs 1 Resonance Point, which you spend when you complete the Invest an Item activity.

Many invested items have constant abilities that function all the time or that always trigger when you use the item. These fail to function if the item is not invested by you.

INVEST AN ITEM

Concentrate
Manipulate

Cost 1 Resonance Point

You invest your energy in an item with the invested trait as you don it. This process requires multiple Interact actions, with the exact time determined by the GM depending on the item but usually lasting 1 minute. You benefit from the item's constant magical abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until someone else invests the item or until you remove the item. If you remove the item or it otherwise loses its investiture, you don't get your Resonance Point back until your next daily preparations.

If an invested item can be activated, you can't activate it if you haven't Invested the Item.

CONSTANT ABILITIES

Some magic items have abilities that always function. An *everburning torch* always sheds light, and a *flaming weapon* causes fire damage every time it deals damage. Such an item has neither an activation entry nor the invested trait.

ACTIVATING MAGIC ITEMS

Activated magic items produce effects only upon activation. The Activate an Item activity allows you to activate an item you wear or hold that has an Activation entry in its stat block. This activity has components, which indicate exactly what type of effort you put into activating the item and which the traits the activity gains. In some cases, components are basic actions of the game, but the Command and Envision components are specific to magic items. An item with the invested trait can't be activated unless you've invested it.

ACTIVATE AN ITEM

Requirement You can Activate an Item you're wearing only if you have invested it.

You activate an item's magical ability. Activating an Item is an activity that takes a variable number of actions, depending on the item. The actions required to activate an item are listed in the item's stat block. You can spend those actions in any order you wish, provided you do so consecutively on a single turn. As soon as all listed actions are complete, the item's effect occurs. If an item has multiple abilities that can be activated, you must choose which one to use each time you Activate the Item.

Some items allow you to activate them as a reaction or free action. In this case, you Activate the Item as a reaction or free action instead of as an activity. Such cases are noted in the item's stat block—for example, “

◆ **Activate Reaction** (Envision).”

Activation Components Specific components might be required to Activate an Item. Any that apply to a particular item's activation appear in parentheses after that item's Activation entry. When an activation has a component, it adds all of that component's traits to the Activate an Item activity. The three primary types of component are:

- **Command**, adding the auditory and concentrate traits, for items that require you to speak a command word;

- Envision, adding the concentrate trait, for items that require you to think a specific thought; and
- Interact, adding the manipulate trait, for items that require physical manipulation.

The Interact component here is the same as the basic action, and as with that action, you need to be able to physically manipulate the item to activate it. Other actions, activities, reactions, and free actions can similarly appear as components, adding their normal traits to the Activate an Item activity. This most frequently happens with the Strike action and the Cast a Spell activity. Strike is used for items that are activated when you Strike with them, like magical arrows or alchemical bombs. If such an item requires a more involved process that normal to both attack with it and activate it, it might take more than one action and have additional components. For a Cast a Spell activation, you use all the same rules for Casting the Spell normally, including all associated traits and component actions. Activations like this sometimes omit the action symbol if the item can be used to cast multiple different spells.

An item's activated abilities happen instantly unless the item's description indicates a duration. If a magic item's ability lasts until it is deactivated, anyone wielding or wearing the item can deactivate the item by performing its item activation requirements.

Design Note: We've been seeing a fair number of comments that the format and phrasing of magic item activations was unclear or clunky, so this document experiments with different text for the Activate an Item action and a different format for the items. We're hoping the new format is more streamlined and intuitive. The Resonance Test survey will collect your opinions on this alternative.

Limited Activations

Some magic items can be activated only a limited number of times per day (usually once), as described in the item. The limit is inherent to the item, so if an ability that can be used only once per day is used, it doesn't refresh if another creature later invests or tries to Activate the Item. Some such items let you spend a Focus Point to Activate the Item again. When you do this, you spend the Focus Point immediately when you begin taking the first action, reaction, or free action required to Activate the Item.

Disrupting Activations

If you take damage from a reaction triggered when you Activate an Item, the entire activation may be disrupted. If the damage is equal to or greater than your level, you fail to Activate the Item and lose the triggering activity, as normal for the disruption rules (see page 297 of the *Playtest Rulebook*). If you spent any Focus Points, those too are lost. If the item can be activated only a certain number of times per day, the failed activation still counts against that limit. If an item requires you to use subsequent Activate an Item activities to continue its effect and that activation is disrupted, the item's effect is dismissed.

TYPES OF ITEMS

Each of the following types of alchemical and magic items in the Resonance Test is associated with specific rules and requirements.

ALCHEMICAL BOMBS

An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage of a specified type and amount, though some produce more spectacular effects. Bombs always have the bomb trait.

Bombs are martial thrown weapons with a range of 20 feet. When you throw a bomb at a creature, you target its TAC. Strikes made to throw alchemical bombs gain the manipulate trait. Bombs have a Strike as their activation component. Drawing, preparing, and throwing a bomb takes one hand.

Most bombs also have the splash trait. When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If you hit your target, it takes the damage listed in the item including the splash damage (and the amounts are added together if they're the same type). On a critical hit, the splash damage isn't multiplied. If you fail to hit, the target and all creatures within 5 feet of it take the splash damage, but no additional damage. On a critical failure, the item deals no damage at all.

ALCHEMICAL ELIXIRS

Elixirs have the elixir trait. These potent liquids are typically consumed and grant the drinker some alchemical benefits. Their activation is largely the same as potions, except that they are nonmagical and might have an Onset entry, described below. While all elixirs follow the same general rules, mutagens (described below) have additional rules that apply to their use.

Activating Elixirs

You can activate an elixir by drinking it, or you can feed it to another creature so that creature can activate it. Either method usually takes one hand, as indicated in a elixir's stat block. You can feed an elixir to another creature only if that creature is paralyzed, unconscious, or willing. This is one of the few cases in which a creature that can't act might be able to Activate an Item. Only the creature consuming the elixir can spend Focus Points on it, and only if it's able to act. Many elixirs have an Onset entry. This specifies the amount of time that elapses between consuming the elixir and gaining its benefits. If this entry is absent, the elixir's effects take place immediately upon consumption.

Mutagens

These uncommon elixirs, indicated by the mutagen trait, temporary transmogrify the subject's body and alter its mind. Most reasonable creatures avoid mutagens, associating the admixtures with fleshwarping and other terrifying alchemical abominations. Numerous folk stories feature ordinary people transformed into murderous brutes by these concoctions. Typically, only alchemists have the expertise to craft mutagens, and some say they are the only ones reckless enough to use them.

Mutagens differ from other elixirs in that each dose must be attuned to a specific individual to convey its full effects. The creator of the mutagen chooses a creature to attune the mutagen to at the time it is created; this typically involves including some bit of the attuned creature's body (such as hair, nail trimmings, saliva, and the like) as a reagent during the crafting process.

Unlike other elixirs, mutagens convey a pair of effects: a benefit and a drawback. If you consume a mutagen that is not attuned to you, you gain its drawback but not its benefit. If it's attuned to you, you gain both effects. These both occur only after the mutagen's onset time has elapsed.

Mutagens are polymorph effects, meaning you can benefit from only one at a time (see page 418 of the *Playtest Rulebook* for more information about the polymorph trait). Unlike other polymorph effects, however, you can suffer the drawbacks from multiple mutagens at one time. For instance, if you were already under the effect of a bestial mutagen and drink a quicksilver mutagen, after its onset time you would gain the benefit and drawback of the quicksilver mutagen, but you'd lose the benefit of the bestial mutagen while still retaining its drawback.

ALCHEMICAL TOOLS

Alchemical tools have activated effects that affect items or are helpful in some other way. Alchemical tools are consumable items.

AMMUNITION

Some magic items are ammunition for ranged weapons. Their stat blocks include an ammunition entry that lists which type of ammunition it is, or "any" if it's not limited to any particular type. All stat blocks for ammunition omit the Method of Use and Bulk entries; use the standard rules in Chapter 6: Equipment for reloading and Bulk.

A piece of magic ammunition is activated when you shoot it. As noted in the Activate an Item activity, activating a piece of ammunition might require other activation components in addition to a Strike. These additional components will be indicated in the ammunition's stat block. When using magic ammunition, use your ranged weapon's potency rune (see page 370 of the *Playtest Rulebook*), if any, to determine the bonus to your attack roll and the amount of damage you deal with the magic ammunition. However, don't add your weapon's property runes unless the ammunition states otherwise. The ammunition creates its own effects.

Regardless of whether your attack with magic ammunition hits or misses, launching the ammunition consumes its magic. You can choose not to activate ammunition when you shoot it. If you do so, treat it as mundane ammunition, and the item is destroyed after the attack, consuming its magic.

ARMOR, WEAPONS, AND SHIELDS

These items follow the same rules described in the *Playtest Rulebook* on pages 377–379.

OILS AND POTIONS

Oils and potions are magical gels, liquids, ointments, pastes, or salves that are consumed when applied (in the case of oils), or drunk (in the case of potions). Oils have the oil trait and potions have the potion trait, and specific oils and potions available in the game are described in the Catalog of Items beginning on page 380 of the *Playtest Rulebook*. Activating an oil or potion usually requires an Interact component. Potions can be activated largely the same way as elixirs, but they are magical whereas elixirs are alchemical and nonmagical.

Activating Oils

You can activate an oil by applying it to its target, which is usually an object. This usually takes two hands, as indicated in an oil's stat block: one to hold the jar containing the oil, and another to extract the oil and apply it. An item or creature you apply the oil to must be within your reach. Because the process is so thorough, it is usually impossible to apply an oil to an unwilling target or an item in the possession of an unwilling target unless that target is paralyzed, petrified, or unconscious.

Activating Potions

You can activate a potion by drinking it, or you can feed it to another creature so that creature can activate it. Either method usually takes one hand, as indicated in a potion's stat block. You can feed a potion to another creature only if that creature is paralyzed, unconscious, or willing. This is one of the few cases in which a creature who can't act might be able to Activate an Item. Only the creature consuming the potion can spend Focus Points on it, and then only if it's able to act.

SCROLLS

A scroll contains a single spell, which you can cast without having to expend a spell slot. Scrolls are always consumable magic items with the scroll trait. The spell on a scroll can be cast only once, after which the scroll is destroyed. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a *scroll of magic missile* (level 1) could be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll is for the spell's lowest level.

If you find a scroll, you can spend 1 minute trying to figure out what spell is on the scroll. If the spell is a common spell on your spell list, you automatically learn what the spell is after this time. If not, you must Identify a Magic Item (see pages 154 and 156 of the *Playtest Rulebook*) as normal.

Casting a Spell from a Scroll

Casting a spell from a scroll requires holding the scroll in one hand and activating it with the spell's normal Cast a Spell activity as the activation component. To cast a spell from a scroll, you must have the spell on your spell list and be able to use the spellcasting actions listed in the spell's entry. Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the scroll's level. It also gains the appropriate trait for your tradition (arcane, divine, occult, or primal) and can be affected by any modifications you can make when casting spells.

Any physical material components and cost were already provided when the scroll was crafted, but you must spend a Somatic Casting action in place of each Material Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell from a scroll.

Scroll Statistics

The statistics for each scroll appearing in this test are included in their stat blocks.

STAVES

Each magical staff is infused with a spellcaster's personal spell energy and harnessed to cast a variety of spells. These items all have the staff trait. The spells that can be cast from a staff are listed in bullet points under each version of the staff, with the level of each spell in parentheses. Many staves have more powerful versions that contain more spells and can hold more charges—such a staff always contains the spells of all lower-level versions in addition to the spells in its own entry.

Casting Spells from a Staff

You can Cast a Spell from a staff only if you have that spell on your spell list, are able to use the spellcasting actions listed in the spell's entry, and are able to cast spells of the appropriate level. Casting a spell from a staff requires holding the staff in one or both hands, as indicated in the staff's stat block, and Activating the staff with a Cast a Spell component using the normal spellcasting actions for the chosen spell. While holding a staff, you can use Somatic Casting actions even without a hand free by gesturing with the staff instead of your hand, regardless of whether you're casting spells from the staff or any of your other spells.

When you start Activating the staff, you must either sacrifice one of your spell slots of the same level or a higher level than the spell you're casting or spend 1 Focus Point. You can spend a Focus Point from the staff for this purpose if the staff is charged, as explained under Preparing a Staff.

Because you're the one casting the spell, use your spell roll and spell DC. The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal) and can be affected by any modifications you can make when usually casting spells. You must provide any material components, cost, or focus required by the spell or you fail to cast it.

If a staff contains a cantrip, you can cast that cantrip using the staff without expending a spell slot or a Focus Point. The cantrip's level is heightened to the same level as cantrips you normally cast. You cannot heighten other spells cast from a staff, although some staves contain spells that have already been heightened, which you can cast in the same way as any other spell from the staff.

Preparing a Staff

During your daily preparations, you can prepare one staff. When you do so, that staff becomes charged, generating 1 Focus Point that is stored within the staff. This point can be used only to Activate the staff, and it can be spent by anyone who holds the staff. If this point isn't used within 24 hours, it disappears. Only a character whose spell list contains at least one of the spells in the staff can prepare the staff.

Attacking with a Staff

Staves are also expert-quality staff weapons (see page 190 of the *Playtest Rulebook*), and this is included in their Price. They can be etched with runes as normal.

TRINKETS

An item with the trinket trait is a magical charm, gem, stone,

or other small object affixed to armor, a shield, or a weapon (called the affixed item). Each trinket holds a sliver of combat knowledge or magical energy that can be unleashed for a momentary boost of power or enhanced ability. Many trinkets can be activated as a free action when you use a particular type of action or activity.

You must be wielding or wearing an item to activate a trinket attached to it. Once activated, a trinket burns out permanently, usually crumbling into a fine dust.

Affixing a Trinket

Each trinket's stat block indicates the type of item to which it can be affixed. Affixing and removing a trinket requires taking the Affix a Trinket activity. A single trinket can be affixed to only one item at a time.

AFFIX A TRINKET

Manipulate **Requirements** You must use a repair kit (see page 187 of the *Playtest Rulebook*).

You spend 10 minutes affixing a trinket to an item, placing the item on a stable surface and using both hands for the repair kit. You can also use this activity to remove a trinket. If there's already a trinket affixed to an item, affixing a new trinket burns out the old one, destroying it.

WANDS

Short, slender items typically made of wood, wands let you cast a specific spell. They can be used only a certain number of times before burning out. Each wand holds a specific spell of a certain level, determined when the wand is created. The spell can't be heightened.

Casting Spells from a Wand

You can Cast a Spell from a wand only if you have that spell on your spell list, are able to use the spellcasting actions listed in the spell's entry, and are able to cast spells of the appropriate level. Casting a spell from a wand requires holding the wand in one hand and Activating the wand with a Cast a Spell component using the normal spellcasting actions for the wand's spell. While holding a wand, you can use Somatic Casting actions even without a hand free by gesturing with the wand instead of your hand, regardless of whether you're casting spells from the staff or any of your other spells.

You can Activate a wand once per day by spending one of the wand's charges. If you want to Activate the wand again, you can spend 1 Focus Point in addition to one of the wand's charges to do so. When you do so, you unlock the wand's energies for the remainder of the day and can use the wand's remaining charges freely until your next daily preparations, without spending any further Focus Points.

Because you're the one casting the spell, use your spell roll and spell DC, up to a maximum depending on the wand's level as indicated in its stat block. The spell also gains the appropriate trait for your tradition (arcane, divine, occult, or primal) and can be affected by any modifications you can make when casting spells. Any physical material components and cost were provided when the wand was crafted, but you must spend a Somatic Casting action in place of each Material

Casting action required to cast the spell. If the spell requires a focus, you must still have that focus to cast the spell. In many cases, this focus is built into the wand (increasing the wand's price by the focus's price).

Wand Statistics

The statistics for each wand appearing in this test are included in their stat blocks.

STARTING ITEMS

The items the characters start with appear here. Your characters can't sell, buy, or Craft items, but they're free to trade with each other. If they do, please keep track of that for when you take the Resonance Test survey!

Note that the items the characters have don't precisely follow the treasure allotment rules. We're giving you a few more items to see which ones are most appealing to use, which might make the adventure easier than the standard version. These items don't include Prices, because those are not necessary for the adventure, and their Prices in the new system are TBD. An item that has multiple levels still includes those levels, mostly so you can see how these items would look if this system were adopted for the final book. However, some items omit the higher-level versions if they would take up too much space. Most items have gotten stronger, though a few have had their base ability weakened for balance purposes now that there's no cost for using them.

The following items are unchanged from the printed version.

- *+1 weapons and armor*
- *Bracers of armor* (2nd)

ITEM FORMAT

As noted above, this document uses a different format for item stat blocks. The most significant difference is in how activations are presented for items that have both a constant benefit and an activated one. In these items, the activation entry appears in a later paragraph or paragraphs after the initial description of the item. See *lion's shield*, for example.

MAGIC PERMANENT ITEMS

BAG OF HOLDING ITEM

4+

Conjuration
Extradimensional
Magical

Method of Use held, 2 hands; **Bulk** 1

Though it appears to be a simple cloth sack, often decorated with panels of richly colored silk or stylish embroidery, a *bag of holding* opens into an extradimensional space larger than its outside dimensions. The Bulk held inside the bag doesn't change the Bulk of the *bag of holding* itself. The amount of Bulk the bag's extradimensional space can hold depends on its type. Though the bag can hold a great amount of material, an object still needs to be able to fit through the opening of the sack to be stored inside.

If the bag is overloaded or broken, it ruptures and is ruined, causing the items inside to be lost forever. If it's turned inside out, the items inside spill out unharmed, but the bag must be put right before it can be used again. A living creature placed inside the bag has enough air for 10 minutes before it begins to suffocate, and it can attempt to Escape against a DC of 12. An item inside the bag provides no benefits unless it's retrieved first. An item in the bag can't be detected by magic that

detects only things on the same plane.

Type I; **Level** 4; **Price** 80 gp; **Capacity** 25 Bulk

Type II; **Level** 7; **Price** 300 gp; **Capacity** 50 Bulk

Type III; **Level** 11; **Price** 1,200 gp; **Capacity** 100 Bulk

Type IV; **Level** 13; **Price** 2,400 gp; **Capacity** 150 Bulk

BRACERS OF MISSILE DEFLECTION

ITEM 3

Abjuration
Invested
Magical

Method of Use worn, bracers; **Bulk** L

These bracers are made from plates of durable mithral and gleam like the summer sun.

◆ **Activate** (Interact); **Trigger** A ranged weapon Strike targets you and you aren't flat-footed against that attack; You gain a +2 circumstance bonus to AC against the triggering attack. You can activate the bracers once per day. After you've activated the bracers, you can activate them again in the same day by spending 1 Focus Point each time you do so.

BROOCH OF SHIELDING

ITEM 2

Abjuration
Invested
Magical

Method of Use worn; **Bulk** —

This piece of silver or gold jewelry is adorned with miniature images of kite shields and can be used to fasten a cloak or cape. The brooch automatically absorbs *magic missiles* targeting you. A *brooch of shielding* can absorb 30 individual *magic missiles* before it melts and becomes useless. Sometimes when found, these items have already absorbed a number of *magic missiles*.

CLANDESTINE CLOAK

ITEM 5+

Illusion
Invested
Magical

Method of Use worn, cloak; **Bulk** L

When you pull up the hood of this gray cloak (an Interact action), you become drab and uninteresting, gaining a +2 item bonus to Stealth checks and to Deception checks to Impersonate a forgettable background character such as a servant, but also taking a -2 item penalty to Diplomacy and Intimidation checks.

◆◆ **Activate** (Envision, Interact) Once per day, you can pull the cloak's hood up and gain the benefits of *nondetection* (3rd level) for 10 minutes or until you pull the hood back down, whichever comes first. After you've activated the cloak, you can activate it again in the same day by spending 1 Focus Point each time you do so.

Type standard; **Level** 5

Type greater; **Level** 13

The cloak grants a +4 bonus. *Nondetection* is 7th level and lasts for 1 hour.

DAGGER OF VENOM

ITEM 5

Magical
Necromancy
Poison

Method of Use held, 1 hand; **Bulk** L

The serrated blade of this +1 *dagger* has a greenish tinge, and the pommel is sculpted to look like the head of a serpent about to strike. When you critically succeed at your attack roll with the *dagger of venom*, the target becomes sick 1 unless it succeeds at a DC 19 Fortitude save. This is a poison effect.

◆ **Activate** (Interact) Once per day, after you hit a creature with the *dagger of venom*, you can spend your next action to activate the dagger and poison the creature you hit. After you've activated the dagger, you can activate it again in the same day by spending 1 Focus Point each time you do so.

Dagger Venom (poison) **Saving Throw** Fortitude DC 19; **Maximum Duration** 4 rounds. **Stage** 1 1d4 poison damage and enfeebled 1.

DIVINE PRAYER BEADS

ITEM 5+

Divine
Healing
Necromancy
Positive

Method of Use held, 1 hand; **Bulk** –

This strand of ordinary-looking prayer beads glows with a soft light and becomes warm to the touch the first time you cast a divine spell while holding them. When you do, the prayer beads become attuned to your deity, changing their form and iconography to prominently incorporate your deity's religious symbol.

Whenever you cast a divine spell from your own spell slots (not a cantrip, an innate spell, a power, or any spell cast through other means) and you use the prayer beads as your religious symbol, you recover 1 Hit Point; this is a positive healing effect. If the spell you cast was a healing spell, you can grant this additional healing effect to one of the spell's targets instead of yourself.

Activate (Cast a Spell) You can activate the beads to cast either *bless* or *heal* once per day. After you've activated the beads, you can activate them again in the same day, casting either spell, by spending 1 Focus Point each time you do so.

Type standard; **Level** 5

Type greater; **Level** 11

You recover 1d4 HP instead of 1 HP when casting divine spells. The list of spells you can cast from the beads changes to *bless*, *divine wrath* (matching one component of your deity's alignment), *heal*, *neutralize poison*, and *remove disease*, all as 4th-level spells. As with the standard version, you can cast one of them per day, and you can activate the beads again to cast more spells in the same day by spending 1 Focus Point each time you do so.

Craft Requirements You must be a divine spellcaster.

HAND OF THE MAGE

ITEM 2

Evocation
Invested
Magical

Price 30 gp

Method of Use worn; **Bulk** L

This mummified elf hand hangs on a golden chain, its gnarled fingers locked in a peculiar pattern.

◆◆ **Activate** (Cast a Spell) Cast *mage hand*. If you spend 1 Focus Point when you activate the item, the range increases to 60 feet and you can target an unattended object with a Bulk of 1 or less.

HAT OF DISGUISE

ITEM 2+

Illusion
Invested
Magical

Method of Use worn, headwear; **Bulk** –

This ordinary-looking hat allows you to cloak yourself in illusions.

Activate 1 minute (Interact) Once per day, you can activate the hat to cast a 1st-level *illusory disguise* spell on yourself. While setting up the disguise, you can also alter the hat to appear as a comb, ribbon, helm, or other piece of headwear. After you've activated the hat, you can activate it again in the same day by spending 1 Focus Point each time you do so.

Type standard; **Level** 2

Type greater; **Level** 6

You can activate this slightly fancier hat to cast a 1st-level *illusory disguise* any number of times per day without spending Focus Points. You can also activate it once per day for a superior disguise, increasing the effect to a 2nd-level *illusory disguise*. After you've activated the hat for this improved benefit, you can activate it again in the same day for the same benefit by spending 1 Focus Point each time you do so.

LION'S SHIELD

ITEM 6

Conjuration
Magical

Method of Use held, 1 hand; **Bulk** 1

This expert-quality heavy steel shield (Hardness 6) is forged into the shape of a roaring lion's head. The lion's head functions as an expert heavy shield boss, but it can't be removed from the shield. The shield can take one additional dent before becoming broken.

◆ **Activate** (Interact); **Trigger** You Raise this Shield; Once per day when you Raise the Shield, you can activate it to animate the lion's head and immediately make a melee Strike with the shield as part of the Raise a Shield action. When activated in this way, the shield's biting maw becomes a martial melee weapon that deals 2d6 piercing damage and has the deadly 1d6 trait; it can't be enhanced with any runes.

If you spend 1 Focus Point when you activate the shield, the shield remains animated for 1 minute. You can Strike with it as part of any Raise a Shield action you take, or as a Strike action while you have the shield raised.

NECKLACE OF FIREBALLS

ITEM 5+

Evocation
Invested
Magical

Method of Use held; **Bulk** –

This string of beads can be disguised as a necklace or carried in a hand. When tied together as a necklace, it appears to be a hemp string with lustrous red beads of various sizes hanging from it. When held in the hand, it appears in its true form: a golden chain with golden spheres attached by fine threads. You can activate it only if it's held in your hand.

◆ **Activate** (Interact) You detach a sphere from the necklace, causing it to glow with orange light. After you activate a sphere, if you or anyone else hurls it before the start of your next turn, it detonates as a *fireball* (Playtest Rulebook 224) where it lands. Hurling it is an Interact action that gains the ranged trait. Your toss can place the center of the fireball anywhere within 70 feet, though you might need to make an attack roll at the GM's discretion if the throw is unusually challenging. If you spend 1 Focus Point when you detach a sphere, increase the *fireball's* area to a 30-foot burst.

Numerous varieties of the *necklace of fireballs* exist, each with a different Reflex save DC and a combination of spheres that deal different amounts of damage, as listed below. When all the beads are gone, the necklace can no longer be activated.

Type I; **Level** 5

One 6d6, two 4d6 (DC 19)

Type II; **Level** 7

One 8d6, one 6d6, two 4d6 (DC 21)

Type III; **Level** 9

One 10d6, two 8d6, two 6d6 (DC 23)

Type IV; **Level** 11

One 12d6, two 10d6, three 8d6 (DC 26)

Type V; **Level** 13

One 14d6, two 12d6, four 10d6 (DC 30)

Type VI; **Level** 15

One 16d6, three 14d6, four 12d6 (DC 32)

Type VII; **Level** 17

One 18d6, three 16d6, five 14d6 (DC 35)

STAFF OF DIVINATION

ITEM 5+

Enchantment
Magical
Staff

Method of Use held, 1 hand; **Bulk** 1

Numerous semiprecious gemstones emerge, seemingly at random, from the surface of this gnarled wooden staff. Gazing into their interior planes and marveling at

their inspiring inclusions grants you uncanny divinatory insight. You gain a +2 circumstance bonus on checks to identify divination magic.

If you prepare this staff during your daily preparations, it becomes charged with 1 Focus Point that can be used to Cast a Spell from it, as explained in the staff rules.

Activate (Cast a Spell) You cast one of the spells on the staff's list by expending a spell slot or Focus Point from yourself or the staff. See the staff rules for full details.

Type lesser; **Level** 5

- *detect magic* (cantrip)
- *true strike* (level 1)
- *comprehend language* (level 2)
- *darkvision* (level 2)
- *see invisibility* (level 2)

Craft Requirements Supply a casting of all listed spells.

WANDS

ITEM 2+

Magical
Evocation
Wand

Method of Use held, 1 hand; **Bulk** L

This wand has up to 10 charges, which can be spent to cast the spell contained in the wand. Your pregenerated character lists how many charges each of your wands has remaining. This entry combines all the wands to save space. The entries below list the individual spells, the wand's item level, and the spell roll cap.

Activate (Cast a Spell) Once per day, you can activate the wand and spend one of its charges to cast the listed spell at the indicated level. You can spend 1 Focus Point and another charge to cast the spell again that day. Once you do, for the rest of the day, you can continue activating the wand and spending one charge to cast the spell again without spending more Focus Points.

Spell *heal* (2nd); **Level** 4; **Spell Roll Cap** +10

Spell *sanctuary*; **Level** 2; **Spell Roll Cap** +8

Spell *resist energy*; **Level** 4; **Spell Roll Cap** +10

Craft Requirements Supply a casting of the listed spell of the listed level.

WAYFINDER

ITEM 2

Evocation
Magical

Method of Use held, 1 hand; **Bulk** –

This compact compass features ancient technology repurposed to draw fantastic powers from the *aeon stones* the lost Azlanti empire held sacred thousands of years ago. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (Playtest Rulebook 380). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but it protects the stone from being noticed or stolen as easily. You must invest the stone when you place it in the *wayfinder* in order to gain its benefits. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power. If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them.

◆ **Activate** (Command) The *wayfinder* is targeted by a level 1 *light* spell.

ALCHEMICAL CONSUMABLE ITEMS

ACID FLASK

ITEM 1+

Acid
Alchemical
Bomb
Consumable
Splash

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Strike)

Flasks filled with corrosive acid deal the listed amount of persistent acid damage and 1 acid splash damage. If you spend 1 Focus Point when you throw the bomb, a hit with the bomb immediately deals an amount of acid damage equal to the bomb's persistent damage value.

Type minor; **Level** 1; **Damage** 1d6 persistent acid damage

Type lesser; **Level** 4; **Damage** 2d6 persistent acid damage

Type moderate; **Level** 8; **Damage** 3d6 persistent acid damage

Type greater; **Level** 12; **Damage** 4d6 persistent acid damage

Type major; **Level** 16; **Damage** 5d6 persistent acid damage

Type true; **Level** 20; **Damage** 6d6 persistent acid damage

ALCHEMIST'S FIRE

ITEM 1+

Alchemical
Bomb
Consumable
Fire
Splash

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Strike)

Alchemist's fire is a combination of several volatile liquids that ignite when exposed to air, typically stored in a sealed flask. Alchemist's fire deals the listed amounts of fire damage and persistent fire damage, as well as 1 fire splash damage. If a creature attempts to end this persistent damage with an action, the damage automatically ends instead of requiring a flat check.

If you spend 1 Focus Point when you throw the bomb, the splash damage affects all creatures within 10 feet of the target instead of within 5 feet.

Type minor; **Level** 1; **Damage** 1d8 fire damage, 1 persistent fire damage

Type lesser; **Level** 4; **Damage** 2d8 fire damage, 2 persistent fire damage

Type moderate; **Level** 8; **Damage** 3d8 fire damage, 3 persistent fire damage

Type greater; **Level** 12; **Damage** 4d8 fire damage, 4 persistent fire damage

Type major; **Level** 16; **Damage** 5d8 fire damage, 5 persistent fire damage

Type true; **Level** 20; **Damage** 6d8 fire damage, 6 persistent fire damage

ANTIDOTE

ITEM 1+

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

Upon drinking an antidote, you gain a +2 item bonus to Fortitude saving throws against poisons and venoms for 6 hours. If you spend 1 Focus Point when you imbibe the antidote, you can immediately attempt a saving throw against one poison or venom afflicting you that has a level no greater than the antidote's level + 2. If you succeed, the poison or venom is neutralized.

Type standard; **Level** 1

Type greater; **Level** 5

The item bonus is +4.

Type true; **Level** 10

The item bonus is +4. If you spend a Focus Point, you can attempt the new saving throw regardless of the poison or venom's level.

ANTIPLAGUE

ITEM 1+

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

Upon drinking antiplague, you gain a +2 item bonus to Fortitude saving throws against diseases for 24 hours; this applies to

your daily save against a disease's progression. If you spend 1 Focus Point when you imbibe the antiplague, you can immediately attempt a saving throw against one disease afflicting you that has a level no greater than the antidote's level + 2. If you succeed, you are cured of the disease.

Type standard; **Level** 1

Type greater; **Level** 5

The item bonus is +4.

Type true; **Level** 10

The item bonus is +4. If you spend a Focus Point, you can attempt the new saving throw regardless of the disease's level.

BOMBER'S EYE ELIXIR

ITEM 3

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

For the next minute, when you throw alchemical bombs, you ignore the effects of screening (see page 314). If you spend 1 Focus Point when you ingest this elixir, the duration is increased to 10 minutes.

BOTTLED LIGHTNING

ITEM 1+

Alchemical
Bomb
Consumable
Electricity
Splash

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Strike)

Bottled lightning is packed with volatile reagents that create a blast of electricity when they are exposed to air. Bottled lightning deals the listed amount of electricity damage, deals 1 electricity splash damage, and causes the target to be flat-footed to all creatures until the start of your next turn. If you spend 1 Focus Point when you throw the bomb and the bomb hits its target, the lightning lashes out at one other creature that took electricity damage from the splash and is within 5 feet of the target, causing that creature to become flat-footed as well.

Type minor; **Level** 1; **Damage** 1d6

Type lesser; **Level** 4; **Damage** 2d6

Type moderate; **Level** 8; **Damage** 3d6

Type greater; **Level** 12; **Damage** 4d6

Type major; **Level** 16; **Damage** 5d6

Type true; **Level** 20; **Damage** 6d6

BRAVO'S BREW

ITEM 3

Alchemical
Consumable
Elixir
Mental

Method of Use held, 1 hand; **Bulk** L

◆ **Activation** (Interact)

This flask of foaming beer grants courage. For the next 10 minutes after drinking this elixir, you gain a +1 item bonus to Will saves and a +3 item bonus to Will saves against fear. If you spend 1 Focus Point when you ingest this elixir, the duration is increased to 1 hour.

CHEETAH'S ELIXIR

ITEM 1

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

For the next minute, you are accelerated 5. If you spend 1 Focus Point when you drink this elixir, the duration increases to 1 hour.

COMPREHENSION ELIXIR

ITEM 2

Alchemical
Consumable
Elixir
Mental

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

For the next minute after drinking this elixir, you can understand the words that you are reading so long as

they are written in a language of common rarity. If you spend 1 Focus Point when you imbibe this elixir, the duration increases to 1 hour. This elixir doesn't automatically allow you to understand codes or extremely esoteric passages.

DARKVISION ELIXIR

ITEM 1+

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

Upon drinking of this elixir, your sight becomes sharper in darkness. You gain darkvision for 10 minutes. If you spend 1 Focus Point when you imbibe the elixir, the duration increases to 1 hour.

Type standard; **Level** 1

Type greater; **Level** 6

The duration is 1 hour, and spending a Focus Point increases it to 8 hours.

EAGLE-EYE ELIXIR

ITEM 1

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

For the next minute after drinking this elixir, you gain a +1 item bonus to Perception checks. This item bonus increases to +2 for Perception checks to find secret doors and traps. If you spend 1 Focus Point when you imbibe the elixir, the duration increases to 1 hour.

ELIXIR OF LIFE

ITEM 1+

Alchemical
Consumable
Elixir

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

Upon drinking this elixir, you regain the listed number of Hit Points. If you spend 1 Focus Point when you drink it, double the healing.

If you are at maximum Hit Points when you drink this elixir, you instead gain a +1 item bonus to Fortitude saving throws for 1 hour against toxins, including diseases, poisons, and venoms.

Type minor; **Level** 1

The elixir restores 1d6 Hit Points.

Type lesser; **Level** 4

The elixir restores 3d6 Hit Points, and the item bonus is +2.

Type moderate; **Level** 8

The elixir restores 7d6 Hit Points. If you're at maximum HP, the bonus is +2 and you can end one toxin of 8th level or lower affecting you.

Type greater; **Level** 12

The elixir restores 10d6 Hit Points. If you're at maximum HP, the bonus is +2 and you can end one toxin of 12th level or lower affecting you.

Type true; **Level** 16

The elixir restores 14d6 Hit Points. If you're at maximum HP, the bonus is +2 and you can all toxins of 16th level or lower affecting you.

INFILTRATOR'S ELIXIR

ITEM 2

Alchemical
Consumable
Elixir
Polymorph

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact); **Onset** 1 minute

After the onset of this elixir, you take the shape of a humanoid creature of your size (or another creature of your type, if you aren't a humanoid, at the GM's discretion), but different enough so you might be unrecognizable. The creator of the elixir decides the sex, eye color, skin tone, and hair color that you gain when crafting the elixir, but the elixir cannot change your form into a specific person. After the form takes hold, you retain it for the next 10 minutes. If you spend 1 Focus Point when you imbibe this elixir, it has no onset.

Drinking this elixir counts as setting up a disguise for the Impersonate action of Deception. You gain a +4 item bonus to your Deception DC to avoid others seeing through your disguise.

LIQUID ICE

ITEM 1+

Alchemical
Bomb
Cold
Consumable
Splash

Method of Use held, 1 hand; Bulk L

◆ **Activate** (Strike)

The liquid reagents in this vial create a freezing effect when exposed to air. Liquid ice deals the listed amount of cold damage, deals 1 cold splash damage, and causes the target to be hampered 10 until the end of its next turn. If you spend 1 Focus Point when you throw this bomb, each creature that takes splash damage from it is hampered 5 until the end of its next turn.

Type minor; **Level** 1; **Damage** 1d4

Type lesser; **Level** 4; **Damage** 2d4

Type moderate; **Level** 8; **Damage** 3d4

Type greater; **Level** 12; **Damage** 4d4

Type major; **Level** 16; **Damage** 5d4

Type true; **Level** 20; **Damage** 6d4

QUICKSILVER MUTAGEN

ITEM 5

Alchemical
Consumable
Elixir
Mutagen
Polymorph

Method of Use held, 1 hand; Bulk L

◆ **Activate** (Interact); **Onset** end of your next turn

For 1 minute after the onset of this mutagen, your features become thin and angular and you become swifter and nimbler, but your body also becomes fragile.

Benefit You gain a +2 item bonus to Acrobatics checks, Stealth checks, Thievery checks, Reflex saves, and ranged attack rolls, and you become accelerated 10.

Drawback You take a -1 item penalty to Fortitude saves and take 10 damage. You can't recover Hit Points lost in this way by any means while the mutagen lasts.

Type lesser; **Level** 5

Type moderate; **Level** 9

The onset changes to 1 minute and the duration to 10 minutes. The benefit gives a +3 item bonus and makes you accelerated 15. The drawback changes to a -2 item penalty and 20 damage.

Type greater; **Level** 13

The onset changes to 1 minute and the duration to 1 hour. The benefit gives a +4 item bonus and makes you accelerated 20. The drawback changes to a -2 item penalty and 40 damage.

Type true; **Level** 17

The duration changes to 1 hour. The benefit gives a +5 item bonus and makes you accelerated 25. The drawback changes to a -3 item penalty and 50 damage.

MISTFORM ELIXIR

ITEM 3

Magical
Necromancy
Poison

Method of Use held, 1 hand; Bulk L

◆ **Activate** (Interact)

Upon drinking this elixir, your form appears blurry, making you concealed (*Playtest Rulebook* 320) for 1 round. If you spend 1 Focus Point when you imbibe this item, the duration is 1 minute.

SMOKESTICK

ITEM 1

Alchemical
Consumable

Method of Use held, 2 hands; Bulk L

◆ **Activate** (Interact)

With a sharp twist of this item, you instantly create a screen of thick,

opaque smoke in a 5-foot-radius burst centered on one corner of your space. All creatures within that area are concealed (*Playtest Rulebook* 320). The smoke lasts for 1 minute or until dispersed by a strong wind.

THUNDERSTONE

ITEM 1+

Alchemical
Bomb
Consumable
Sonic
Splash

Method of Use held, 1 hand; Bulk L

◆ **Activate** (Strike)

When this stone hits a hard surface or creature, it explodes with a deafening bang. A thunderstone deals the listed amount of sonic damage and 1 sonic splash damage, and each creature within 10 feet of the space in which the stone exploded must succeed at a Fortitude saving throw with the listed DC or be deafened until the end of its next turn. If you spend 1 Focus Point when you throw the bomb, the target is deafened for 1 round even on a successful save (but not a critical success), and on a failed save, the deafness lasts for 1 minute.

Type minor; **Level** 1; **Damage** 1d4; **DC** 15

Type lesser; **Level** 4; **Damage** 2d4; **DC** 18

Type moderate; **Level** 8; **Damage** 3d4; **DC** 22

Type greater; **Level** 12; **Damage** 4d4; **DC** 28

Type major; **Level** 16; **Damage** 5d4; **DC** 35

Type true; **Level** 20; **Damage** 6d4; **DC** 41

MAGIC CONSUMABLE ITEMS

BARKSKIN POTION

ITEM 3

Consumable
Potion
Primal
Transmutation

Method of Use held, 1 hand; Bulk L

◆ **Activation** (Interact)

After you drink this bitter draft, your skin takes on the consistency of tree bark. You gain the benefits of a 2nd-level *barkskin* spell for 1 minute. If you spend 1 Focus Point when you drink the potion, the duration extends to 10 minutes.

BLOODSEEKER BEAK

ITEM 2

Consumable
Magical
Necromancy
Trinket

Method of Use affixed, weapon; Bulk –

◆ **Activate** (Envision); **Trigger** You hit a flat-footed creature with the affixed weapon.

Requirements You are trained with the weapon the beak is affixed to.

This enchanted, long, hollow proboscis is harvested from the notorious bloodseeker and drips a trickle of blood. You can activate the beak to add 1d4 precision damage to your damage roll. If you deal sneak attack damage to the creature, you also add 1d4 persistent bleed damage as an enhancement to the attack.

FEAR GEM

ITEM 4

Consumable
Enchantment
Fear
Magical
Mental
Trinket

Method of Use affixed, weapon; Bulk –

◆ **Activate** (Intimidating Strike)

Requirements You are trained with the weapon the gem is affixed to.

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, you can make an Intimidating Strike, as the fighter feat (*Playtest Rulebook* 90).

If you have the Intimidating Strike feat, the duration lasts until the end of your next turn, and target is frightened 2 instead of frightened 1. In addition, if you have the feat and your attack roll is a critical success, the target is also flat-footed against your attacks for 1 minute.

HEALING POTION

ITEM 1+

Consumable
Healing
Magical
Necromancy
Potion

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

When you drink a *healing potion*, you regain the listed number of Hit Points. If you spend 1 Focus Point when you drink it, double the healing.

Type minor; **Level** 1

The potion restores 1d8 Hit Points.

Type lesser; **Level** 3

The potion restores 2d8+4 Hit Points.

Type moderate; **Level** 5

The potion restores 3d8+8 Hit Points.

Type greater; **Level** 8

The potion restores 5d8+12 Hit Points.

Type major; **Level** 12

The potion restores 7d8+20 Hit Points.

Type true; **Level** 16

The potion restores 9d8+30 Hit Points.

HOLY WATER

ITEM 1

Consumable
Divine
Good
Splash

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Strike)

This vial contains water blessed by a good deity. You can activate a vial of holy water by throwing it as a Strike with a range increment of 20 feet; a character uses their proficiency in simple weapons for attack rolls with holy water. Holy water deals 1d6 good damage and 1 good splash damage. Holy water damages only creatures that have a weakness to good damage, as well as all fiends and undead. If you spend 1 Focus Point when you activate the holy water, increase the range of the splash damage to 10 feet.

INVISIBILITY POTION

ITEM 3

Consumable
Illusion
Magical
Potion

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Interact)

Upon drinking this potion, you're affected by a 2nd-level *invisibility* spell with a duration of 1d4 rounds or until dismissed. If you spend 1 Focus Point when you drink the potion, the duration extends to 10 minutes or until dismissed.

MONKEY PIN

ITEM 3

Consumable
Transmutation
Magical
Trinket

Method of Use affixed, armor; **Bulk** –

◆ **Activate** (Envision); **Trigger** You attempt an Athletics check to Climb, but you haven't rolled yet.

Requirements You are an expert in Athletics and trained with the armor the pin is affixed to.

This small brass pin is in the shape of a monkey climbing a tree. When you activate this trinket, treat a success on the triggering Athletics check as a critical success and a critical failure as a failure. If you critically succeed at the Athletics check, you can move your full Speed during that Climb action. If you spend 1 Focus Point when you activate the pin, you gain this benefit on all your Athletics checks to Climb for the next minute.

OIL OF MENDING

ITEM 3

Consumable
Magical
Oil
Transmutation

Method of Use held, 2 hands; **Bulk** L

◆ **Activation** (Interact)

Applying this oil to an item casts a 2nd-level *mending* spell that repairs the item. This restoration doesn't

restore lost pieces. For instance, if used on a text with missing pages, it wouldn't recreate the lost pages. If you spend 1 Focus Point when you apply the oil, you can target a nonmagical object with a Bulk of 2 or less, or a magical object of 1 Bulk or less.

ONYX PANTHER

ITEM 5

Consumable
Magical
Transmutation
Trinket

Method of Use affixed, armor; **Bulk** –

◆ **Activation** (Envision); **Trigger** You attempt to Sneak, but you haven't rolled yet.

Requirements You are an expert in Stealth and trained with the armor the pin is affixed to.

This small stone is in the stylized shape of a stalking panther. When you activate the panther, you can move your full Speed instead of half your Speed on the triggering action. If you spend 1 Focus Point when you activate the panther, this benefit applies to all your Sneak actions for 1 minute.

SALVE OF ANTIPARALYSIS

ITEM 5+

Consumable
Healing
Magical
Necromancy
Oil

Method of Use held, 2 hands; **Bulk** L

◆ **Activation** (Interact)

Applying this filmy salve to a creature helps it overcome magical paralysis and possibly petrification.

Type standard; **Level** 5; **Price** 15 gp

The creature recovers as if it were the target of a 3rd-level *remove paralysis* spell. If you spend 1 Focus Point when you apply the oil, you can add a +5 item bonus to the counteract check.

Type greater; **Level** 11; **Price** 150 gp

The creature recovers as if it were the target of a 6th-level *remove paralysis* spell and a *stone to flesh* spell. If you spend 1 Focus Point when you apply the oil, you can add a +5 item bonus to the counteract checks.

SCROLLS

ITEM 3+

Consumable
Magical
Scroll

Method of Use held, 1 hand; **Bulk** L

◆ **Activate** (Cast a Spell)

This scroll can be used to cast a spell. This entry combines all the scrolls to save space. The entries below list the individual spells, the scroll's item level, and its spell roll cap.

Spell *heroism*; **Level** 5; **Spell Roll Cap** +12

Spell *mirror image*; **Level** 3; **Spell Roll Cap** +10

Spell *restoration*; **Level** 3; **Spell Roll Cap** +10

Spell *see invisibility*; **Level** 3; **Spell Roll Cap** +10

Spell *slow*; **Level** 5; **Spell Roll Cap** +12

Craft Requirements Supply a casting of the listed spell of the listed level.

VIPER ARROW

ITEM 4

Conjuration
Consumable
Magical

Ammunition arrow

◆ **Activate** (Command, Strike)

The shaft of this arrow is covered in fine green scales, and its iron head comes to a pair of points almost like fangs. When an activated *viper arrow* hits a creature, the arrow transforms into a viper (*Playtest Bestiary* 107). The arrow deals its normal damage, and the target is affected by the viper's poison as if it had been bitten. The viper then lands in an open space adjacent to the target.

The viper has the summoned trait and acts at the end of your turn, even though you didn't use the Concentrate on a Spell action. It is under the GM's control, but it generally attacks the creature the arrow struck. The viper vanishes after 1 minute or when slain.

If you spend 1 Focus Point when activating the arrow, the arrow

turns into a giant viper instead, for both the poison and the summoned creature. When you summon a giant viper in this way, you must use the Concentrate on a Spell action on each subsequent turn or it vanishes.

Craft Requirements Supply a casting of *summon monster* (3rd level).

POWERS

Kyra and Seoni have powers, which they can cast by spending Focus Points. The full versions of those powers appear here. The power's Focus Point cost is included in the stat block for ease of reference.

ANCESTRAL SURGE

POWER 1

Enchantment Casting ♦ Verbal Casting

Cost 1 Focus Point

Duration concentration, up to 1 minute

You gain a +1 conditional bonus to spell rolls, spell DCs, and attack rolls for spells.

FIRE RAY

POWER 1

Necromancy Casting ♦ Somatic Casting, [[A]] Verbal Casting

Cost 1 Focus Point

Range 60 feet; **Targets** one creature or object

Attempt a ranged touch Strike against the target. If you succeed at the attack, you deal fire damage to the target equal to 1d6 plus your spellcasting ability modifier. On a critical success, the target takes double damage and also takes 1d6 persistent fire damage.

Heightened (+1) The ray's damage increases by 2d6, and the persistent fire damage on a critical hit increases by 1d6.

HEALER'S BLESSING

POWER 1

Necromancy Casting ♦ Somatic Casting

Cost 1 Focus Point

Range 30 feet; **Targets** you or one ally

Duration until the end of your next turn

The next time the target casts a healing spell during this spell's duration, increase the amount of healing by 4 if the spell has one target, or by 2 if the spell has multiple targets, and *healer's blessing* ends. If the target is both healing living creatures and damaging undead with the healing spell, the healing increases but the damage does not.

Heightened (+1) The amount of additional healing increases by 4 for one target or 2 for multiple targets.

PREGENERATED CHARACTERS

The next several pages contain the pregenerated characters specific to this Resonance Test. Those are followed by a GM Section that is meant to be read by the Game Master only, since it contains the items you can gain in the adventure itself.

There are a few rules changes to the pregenerated characters from the standard versions of the classes. The most obvious of these is that Kyra and Seoni use Focus Points to cast their domain powers and bloodline powers, respectively. The following class features change for Fumbus or are added to him. The alchemist in this test doesn't need Resonance Points to create items.

INFUSED TRAIT

The infused trait has a different definition in this test, since Resonance Points aren't used to activate items.

Infused An alchemical item with the infused trait is potent for 24 hours, after which it becomes inert. Some abilities make an infused item that's potent for a shorter time. The item also becomes inert when its crafter makes their daily preparations.

INFUSED REAGENTS

You infuse reagents with your own alchemical essence, allowing you to create alchemical items for free. Each day during your preparations, you gain a number of batches of infused reagents equal to your level + your Intelligence modifier. You can use these reagents for either Advanced Alchemy or Quick Alchemy. If you have 1–10 batches of reagents, they total up to light Bulk, 11–20 are two light Bulk loads, and so on.

As soon as you prepare again, your infused reagents from the previous preparation are instantly destroyed. While infused reagents are physical objects, they can't be duplicated, preserved, or created in any way other than your daily preparations. Any such artificial reagents would lack the infusion and be useless for Advanced Alchemy or Quick Alchemy.

ADVANCED ALCHEMY

You gain the Alchemical Crafting feat (see page 162 of the *Playtest Rulebook*), even if you don't meet that feat's prerequisites, and you gain the four common 1st-level alchemical formulas that feat grants. The list of alchemical items begins on page 360 of the *Playtest Rulebook*. You can use this feat to create alchemical items as long as you have their formulas in your formula book. Fumbus's formulas are already included in the pregenerated character.

During your daily preparation, after producing a new batch of infused reagents, you can spend batches of infused reagents to create infused alchemical items. You don't need to attempt a Crafting check to do this, and you ignore the number of days typically required to create the items and any requirements of alchemical reagents. For each batch of infused reagents you spend in this way, choose an alchemical item of your level or lower that's in your formula book, and make a batch of two of that item. These items have the infused trait, remaining potent for only 24 hours or until your next daily preparations.

QUICK ALCHEMY

During the day, if you need a specific item on the fly, you can use your infused reagents to create an item very quickly with the Quick Alchemy action, described below.

♦ QUICK ALCHEMY

Cost 1 batch of infused reagents

Requirements You must have alchemist's tools (see page 184 of the *Playtest Rulebook*), the formula of the alchemical item you're creating, and a free hand.

You create a single alchemical item of your level or lower that's in your formula book without having to spend the normal monetary cost in alchemical reagents or needing to attempt a Crafting check. This item has the infused trait, but it remains potent only until the start of your next turn.

AMIRI

ANCESTRY VERSATILE HUMAN (KELLID) BACKGROUND HUNTER

CLASS BARBARIAN 5 PERCEPTION  +8 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL

LANGUAGES COMMON, HALLIT

STRENGTH **STR** 18 MODIFIER (+4) DEXTERITY **DEX** 16 MODIFIER (+3) CONSTITUTION **CON** 16 MODIFIER (+3)

INTELLIGENCE **INT** 10 MODIFIER (+0) WISDOM **WIS** 14 MODIFIER (+2) CHARISMA **CHA** 12 MODIFIER (+1)

ACTIONS

SPEED: 30 FEET



















+1 *Large bastard sword* +9 (2d8+4 slashing); sluggish 1, two-hand 2d12+4

MELEE: expert hatchet +10 (1d6+4 slashing); agile, sweep, thrown 10 feet

RANGED: expert hatchet +9 (1d6+4 slashing); agile, sweep, thrown 10 feet

RANGED: javelin +9 (1d6+4 piercing); thrown 30 feet

SKILLS

ACROBATICS  +2	ARCANA  +1	ATHLETICS  +8 (+10) E
CRAFTING  +1	DECEPTION  +2	DIPLOMACY  +2
INTIMIDATION  +7 E	LORE (HUNTING)  +5 T	LORE (OTHER)  +1
MEDICINE  +3	NATURE  +7 T	OCCULTISM  +1
PERFORMANCE  +2	RELIGION  +3	SOCIETY  +1
STEALTH  +6 T	SURVIVAL  +7 T	THIEVERY  +2

*Use the bonus in parentheses for Athletics checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip.

FEATS AND ABILITIES

ANCESTRY FEATS: General Training*, Haughty Obstinacy

CLASS FEATS: Raging Athlete, Raging Courage, Sudden Charge

GENERAL FEATS: Fast Recovery, Fleet*, Toughness*

SKILL FEATS: One-Handed Climber, Quick Jump, Survey Wildlife

CLASS ABILITIES: Critical brutality, deny advantage, rage, totem (giant)

*Abilities marked with an asterisk are already reflected in other statistics.

PATHFINDER

PLAYTEST

DEFENSES

HIT POINTS 88 ARMOR CLASS 22 TOUCH AC 19
FORTITUDE  +10 REFLEX  +9 WILL  +9

FOCUS AND RESONANCE

FOCUS 2 RESONANCE 8



WHAT IS A BARBARIAN?

You are a powerful warrior and survivalist, capable of tapping into your inner rage and guiding totem to unlock devastating abilities.

CLASS BARBARIAN 5

EQUIPMENT

BULK 6, 9L

WORN backpack, *bracers of missile deflection**, *+1 hide armor**

WEAPONS *+1 Large bastard sword*, expert hatchet, javelins (3)

barkskin potion, bedroll, climbing kit (expert; hemp rope [50 feet], 3 pulleys, 12 pitons, hammer, grapple hook, crampons), *fear gem*, flint and steel, *lesser healing potions* (2), *moderate healing potion*, *necklace of fireballs* type I, rations (3 days), sheath, torches (5), waterskin

STOWED

WEALTH 1 gold, 8 silver, 2 copper

The following rules apply to Amiri's equipment.

Amiri is assumed to have invested resonance in equipment marked with an asterisk (*) above.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Climbing Kit (Expert): This kit contains numerous climbing tools that provide a +1 item bonus to Athletics checks to Climb. The tools also let you attach yourself to the wall you're climbing (moving half as quickly as normal, minimum 5 feet), letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. Only one climber can gain these benefits at a time.

Sweep (trait): This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Two-hand (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage to the indicated value.

FEATS AND ABILITIES

Amiri's feats and abilities are described below. Her Fleet, General Training, and Toughness feats are already applied in her character statistics.

Anathema: Due to your connection to the giant totem, it is anathema for you to refuse a personal challenge of your strength. Should you refuse such a challenge, you lose your Titan Mauler feat until you spend 1 day recentering yourself.

Critical Brutality: While you are Raging, you gain the following critical specialization effects with melee weapons. Other such effects are found on page 183 of the *Pathfinder Playtest Rulebook*.

Bastard Sword: The target becomes flat-footed for 1 round.

Handaxe: Choose one creature adjacent to the target and within reach. If your attack roll would also hit that creature, you deal 1d6 damage to that creature.

Deny Advantage: You are not considered flat-footed by creatures of 5th level or lower who are flanking you. You are not considered flat-footed against attacks from sensed or unseen creatures of 5th level or lower.

Fast Recovery: You recover twice as many Hit Points from resting.

Each time you succeed at a Fortitude save against an ongoing toxin, you reduce its stage by 2, or by 1 against a virulent toxin. Each critical success you achieve against an ongoing toxin reduces its stage by 3, or by 2 against a virulent toxin. In addition, you reduce the severity of your drained condition by 2 when you rest for a night instead of by 1. You reduce your enervated condition by 2 when you succeed at your Fortitude save or spend a day of downtime training, and by 3 when you critically succeed at your Fortitude save.

Haughty Obstinacy: Your powerful ego makes it harder for others to order you around. If you succeed at a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature fails to Coerce you using the Intimidation skill, it treats the result as a critical failure instead (so it can't try to Coerce you again for 1 week).

One-Handed Climber: You can climb even if one of your hands is occupied. You must still have one hand and two legs available for climbing.

Quick Jump: You can use High Jump and Long Jump as a single action instead of as 2 actions. If you do, you don't perform the initial Stride, and you don't need to have moved 10 feet.

◆ **Rage**: You gain 8 temporary Hit Points and enter a state of pure rage that lasts for 3 rounds. You cannot perform this action if you are fatigued, raging, or wearing heavy armor. While you Rage, you are affected you in three ways:

- Gain a +3 conditional bonus to damage rolls with melee weapons or unarmed strikes. The bonus is only +1 if your weapon or unarmed attack is agile. The bonus is +6 if your weapon is Large.
- Take a -1 penalty to AC.
- You can't use actions that have the concentrate trait unless they have the rage trait. The Seek basic action gains the rage trait while you're raging.

After you have stopped Raging, you lose any remaining temporary Hit Points you got from taking the Rage action, you can't Rage again for 1 round, and you are fatigued for 1 round. You can't voluntarily stop Raging. If you stop Raging before its usual duration expires, you are fatigued and can't Rage again until after the end of your next turn.

Fatigued (Condition): You're hampered 5. You take a -1 conditional penalty to AC and saving throws; each action you take during an encounter increases the penalty by 1 until the start of your next turn. The penalty increases after each action you take.

Raging Athlete: When you Rage, you gain a climb Speed of 30 feet and a swim Speed of 30 feet.

Raging Courage: When you Rage, reduce your frightened condition by 1.

◆ **Sudden Charge**: With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike against an enemy. You can Burrow, Climb, Fly, or Swim instead of Striding if you have the corresponding Speed.

Survey Wildlife: You can spend 10 minutes assessing the area around you to find out what animals are nearby, based on nests, scat, and marks on vegetation. Attempt a Survival check against a DC determined by the GM. If successful, you identify 1-2 types of animals that live in the environment, and you find tracks you can follow if you want to seek one out. On a critical success, you identify 3-4 types of animals and their tracks.

Titan Mauler: You can use a weapon built for a Large creature (both when Raging and normally). When you are wielding such a weapon in combat, double your conditional bonus to damage rolls, but you have the sluggish 1 condition (see below) because of the weapon's unwieldy size. You can't remove this sluggish condition or ignore its penalties by any means while you're wielding the weapon.

Sluggish 1 (condition): You take a -1 conditional penalty to AC, attack rolls, Dexterity-based checks, and Reflex saves. The attack roll penalty is already included in the accuracy of her bastard sword.

FUMBUS

ANCESTRY INFLAMMABLE GOBLIN BACKGROUND PATHFINDER HOPEFUL

CLASS ALCHEMIST 5 PERCEPTION  +7 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL SENSES DARKVISION

LANGUAGES COMMON, DRACONIC, GOBLIN

STRENGTH DEXTERITY CONSTITUTION
STR 12 MODIFIER (+1) **DEX** 18 MODIFIER (+4) **CON** 14 MODIFIER (+2)

INTELLIGENCE WISDOM CHARISMA
INT 18 MODIFIER (+4) **WIS** 12 MODIFIER (+1) **CHA** 12 MODIFIER (+1)

ACTIONS




















SPEED: 25 FEET

MELEE: +1 *dogslicer* +10 (2d6+1 slashing); agile, backstabber, finesse, goblin

RANGED: bomb +9 touch (varies); thrown 30 feet

RANGED: dart +9 (1d4 piercing); agile, thrown 20 feet

SKILLS

ACROBATICS  +9 T	ARCANA  +9 T	ATHLETICS  +2
CRAFTING  +10 E	DECEPTION  +6 T	DIPLOMACY  +2
INTIMIDATION  +2	LORE (PATHFINDER SOCIETY)  +10 E	LORE (UNDERWORLD)  +10 E
LORE (OTHER)  +5	MEDICINE  +2	NATURE  +6 T
OCCULTISM  +5	PERFORMANCE  +2	RELIGION  +2
SOCIETY  +9 T	STEALTH  +10 E	SURVIVAL  +6 T
THIEVERY  +9 T		

FEATS AND ABILITIES

ANCESTRY FEATS: Goblin Weapon Familiarity, Goblin Weapon Frenzy

CLASS FEATS: Calculated Splash, Far Lobber*, Quick Bomber

GENERAL FEATS: Alertness*

SKILL FEATS: Additional Lore*, Alchemical Crafting, Quick Identification, Terrain Stalker (Underbrush)

CLASS ABILITIES: Advanced alchemy, empower bombs, formula book, mutagen crafting, studied resonance*

*Abilities marked with an asterisk are already reflected in other statistics.

PATHFINDER

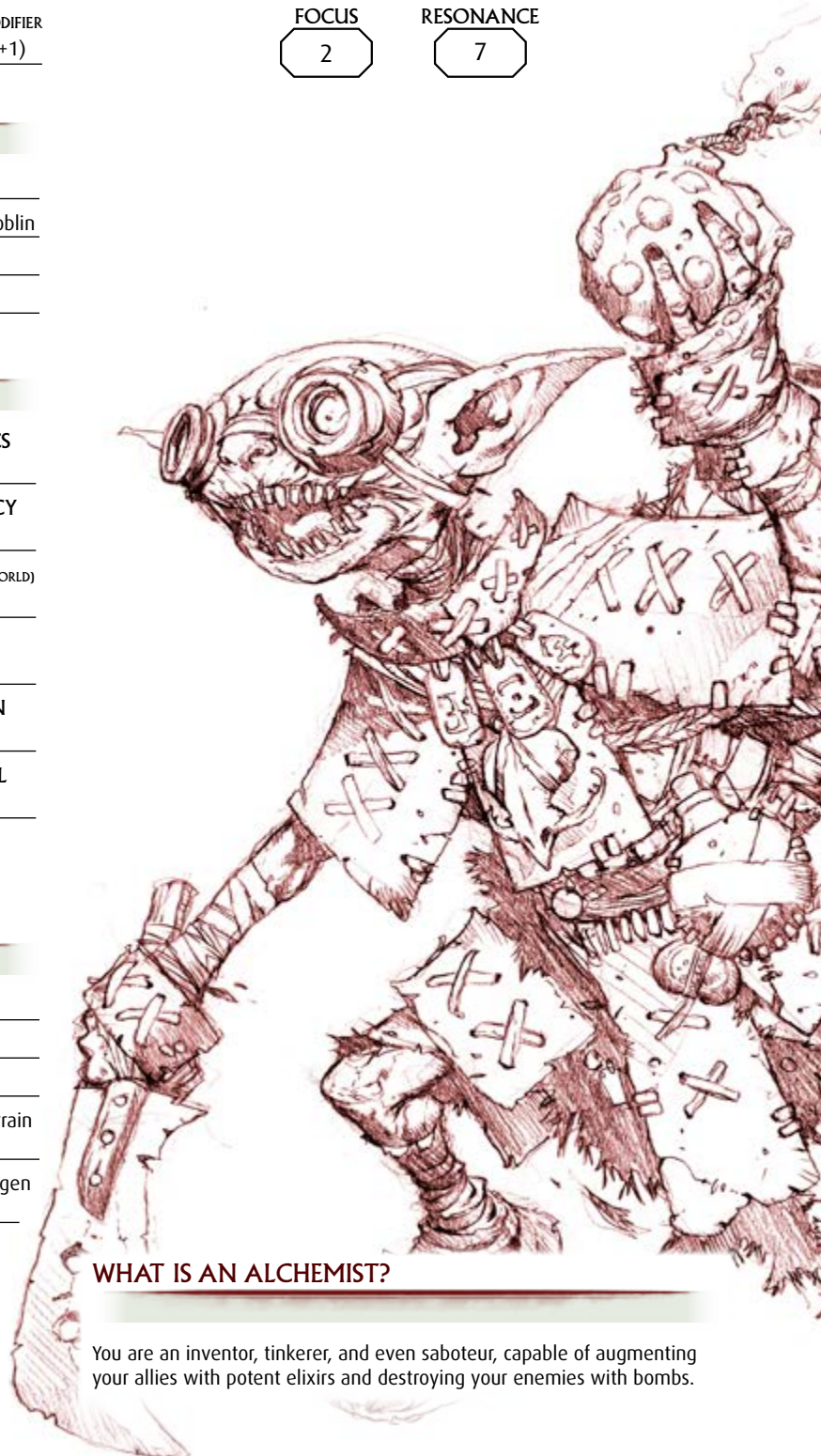
PLAYTEST

DEFENSES

HIT POINTS 56
FORTITUDE  +9
ARMOR CLASS 22
REFLEX  +11
TOUCH AC 21
WILL  +7

FOCUS AND RESONANCE

FOCUS 2
RESONANCE 7



WHAT IS AN ALCHEMIST?

You are an inventor, tinkerer, and even saboteur, capable of augmenting your allies with potent elixirs and destroying your enemies with bombs.

CLASS ALCHEMIST 5

EQUIPMENT

BULK 2, 1L

backpack, *clandestine cloak*^{*}, *hand of the mage*^{*}, +1 studded leather armor^{*}, ordinary clothing

WORN

+1 dogslicer, darts (10), lesser alchemist's fire^A (4), lesser bottled lightning^A (2)

WEAPONS

alchemist's tools (expert), *bag of holding*, bedroll, bomber's eye elixir (2), caltrops, crowbar (expert), flint and steel, formula book, greater darkvision elixir^A (2), lesser elixirs of life^A (2), lesser quicksilver mutagen^A (2), *onyx panther*, rations (3), *salve of antiparalysis*, sheath, smokestick, thieves' tools (expert) and replacement picks (1), torches (10), waterskin, *wayfinder*

STOWED

WEALTH 4 gold, 1 silver, 7 copper

The following rules apply to Fumbus's equipment. Fumbus is assumed to have spent resonance on equipment marked with an asterisk (*) above. Any item with a superscript A (^A) after its name was created using advanced alchemy, as explained in Fumbus's Feats and Abilities section.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backstabber (trait): When you hit a flat-footed creature, this weapon deals 1 additional precision damage.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. You still use Strength on damage rolls.

Goblin (trait): People of the goblin ancestry craft and use these weapons.

Infused (trait): An alchemical item with this trait is potent for a limited time—24 hours if made with advanced alchemy or until the start of your next turn if made with Quick Alchemy.

Thrown (trait): You can throw this weapon as a ranged attack. The number of feet indicates the range increment. Any attack beyond that range takes a -2 penalty, attacks beyond double that take a -4, and so on.

FEATS AND ABILITIES

Fumbus's feats and abilities are described below. He gains infused reagents, which are special alchemical ingredients that fuel his advanced alchemy and Quick Alchemy abilities to make more alchemical items. These items have the infused trait, meaning they last a limited time. Fumbus's Additional Lore, Alertness, and Far Lobber feats and Studied Resonance ability are already applied in his character statistics.

Advanced Alchemy: You can create alchemical items at the start of the day by spending 1 batch of infused reagents (see below) to create 2 of any one of the items in your formula book, ignoring the Crafting check and normal crafting time. These items have the infused trait, meaning they last only 24 hours before becoming inert. The items listed with a superscript A (^A) in your weapons and stowed equipment are your default daily creations, but you can select a different set of items from your formula book. You have spent a total of 6 batches of infused reagents on the default preparations.

Calculated Splash: Whenever you throw one of your bombs that deals splash damage, you can choose to increase the amount of splash damage to 4.

Darkvision: You can see in darkness and dim light as well as you can see

in bright light, though your vision is in black and white.

Formula Book: You have a book of alchemical formulas for 15 different alchemical items. These are 5th—Lesser elixir of life, lesser juggernaut mutagen, lesser quicksilver mutagen; 4th—Lesser alchemist's fire, lesser bottled lightning; 3rd—Greater darkvision elixir, mistform elixir; 2nd—Comprehension elixir, infiltrator's elixir; 1st—Antidote, antiplague, cheetah's elixir, eagle-eye elixir, minor acid flask, minor liquid ice, minor thunderstone, smokestick

Goblin Weapon Familiarity: You are trained with the dogslicer and horsechopper and have access to these weapons.

Goblin Weapon Frenzy: When you critically hit with your dogslicer, the target is flat-footed for 1 round.

Inflammable Goblin: You have 2 resistance to fire and you reduce the flat check to remove persistent fire damage from yourself to 15 without spending an action to help put out the fire.

Infused Reagents: Each day, you create 9 batches of special reagents you can use for advanced alchemy and Quick Alchemy. With Fumbus's standard selection of items made using advanced alchemy, you have 3 batches left.

Mutagen Crafting: You can learn the formulas to craft mutagens.

◆ **Quick Alchemy:** You can create any one of the alchemical items in your formula book by spending 1 batch of infused reagents. You don't need to spend the normal cost, nor do you need to attempt a Crafting check. This item has the infused trait, and remains potent only until the end of your next turn. You need to have alchemist's tools with you and a free hand to take this action.

Quick Bomber: When you draw an alchemical item with the bomb trait with the Interact action, you can draw two bombs instead. When using the Quick Alchemy action to create a bomb, you can draw one bomb as part of the Quick Alchemy action.

Quick Identification: You take only 10 minutes to use Identify Magic to determine the properties of an magical item, ongoing effect, or location.

Terrain Stalker (Underbrush): While unseen by all non-allies in underbrush, you can Sneak without the need to roll a Stealth check as long as you move only 5 feet and remain at least 10 feet away from all enemies.

KYRA

ANCESTRY VERSATILE HUMAN (KELESHITE) BACKGROUND ACOLYTE
CLASS CLERIC 5 PERCEPTION  +10 (EXPERT)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, KELISH

STRENGTH DEXTERITY CONSTITUTION
STR 16 MODIFIER (+3) **DEX** 14 MODIFIER (+2) **CON** 12 MODIFIER (+1)

INTELLIGENCE WISDOM CHARISMA
INT 10 MODIFIER (+0) **WIS** 18 MODIFIER (+4) **CHA** 16 MODIFIER (+3)

ACTIONS



















SPEED: 20 feet

MELEE: +1 scimitar +9 (2d6+3 slashing); forceful, sweep

RANGED: expert sling +8 (1d6+1 bludgeoning)

RANGED: fire ray +7 (3d6+4 fire)

SKILLS

ACROBATICS  +1	ARCANA  +5 T	ATHLETICS  +2 (+4)
CRAFTING  +1	DECEPTION  +4	DIPLOMACY  +9 E
INTIMIDATION  +4	LORE (SARENRAE)  +5 T	LORE (OTHER)  +1
MEDICINE  +10 E	NATURE  +9 T	OCCULTISM  +1
PERFORMANCE  +8 T	RELIGION  +9 T	SOCIETY  +5 T
STEALTH  +1	SURVIVAL  +5	THIEVERY  +1

*Use the bonus in parentheses for Athletics checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip.

FEATS AND ABILITIES

ANCESTRY FEATS: Natural Ambition, Skilled

CLASS FEATS: Expanded Domain, Healing Hands, Selective Energy

GENERAL FEATS: Alertness*, Toughness*

SKILL FEATS: Battle Medic, Group Impression, Student of the Canon

CLASS ABILITIES: Channel energy (positive, heal 6/day), domains (fire, healing)

PATHFINDER PLAYTEST

DEFENSES

HIT POINTS 58
ARMOR CLASS 22
TOUCH AC 19
FORTITUDE  +8
REFLEX  +8
WILL  +11

FOCUS AND RESONANCE

FOCUS 4
RESONANCE 9



WHAT IS A CLERIC?

You are the stalwart mortal servant of a deity. Blessed with divine magic, you can protect and heal your allies and lay waste to your foes.

*Abilities marked with an asterisk are already reflected in other statistics.

KYRA

CLASS CLERIC 5

EQUIPMENT

BULK 5, 7L

WORN backpack, +1 chain mail*, silver religious symbol

WEAPONS +1 scimitar, expert sling with 10 bullets

bedroll, candles (10), divine prayer beads, flint and steel, healer's tools (expert), holy water (3), rations (3 days), religious text, scroll of heroism, scroll of restoration (2nd), scroll of see invisibility, sheath, wand of heal (2nd, DC 20, 4 charges), wand of sanctuary (DC 18, 6 charges), waterskin

STOWED

WEALTH 2 gold, 1 silver, 6 copper

The following rules apply to Kyra's equipment.

Kyra is assumed to have invested resonance in equipment marked with an asterisk (*) above.

Forceful (trait): When you attack with this weapon more than once on your turn, the second attack adds a +2 circumstance bonus to damage, and each attack after that adds a +4 circumstance bonus to damage.

Sweep (trait): When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Healer's Tools (Expert): This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat a Disease, or Treat a Poison.

FEATS AND ABILITIES

Kyra's feats and abilities are described below. Her Expanded Domain, Human Ambition, Skilled, and Toughness feats are already applied to her character statistics.

Anathema: Actions fundamentally opposed to your deity's alignment or ideals are anathema to your faith. Committing acts that are anathema to your deity or their tenets take you out of their good graces. If you perform enough of these actions, you can lose the magical abilities that come from your deity, such as channel energy, domains, and spellcasting.

The following are anathema to Sarenrae: creating undead, failing to strike down evil, lying, and succumbing to darkness.

◆ **Battle Medic:** You may attempt a DC 20 Medicine check to attempt to heal yourself or an adjacent ally. On a success, the target regains 1d10+4 Hit Points, on a critical success the target regains 2d10+4 Hit Points, and on a critical failure the target takes 1d10 points of damage. Regardless of the result, the target is bolstered to your use of this ability after the attempt.

Channel Energy: You gain a pool of positive energy that lets you cast the heal spell 6 times per day (see the spells below).

Deity and Domains: You revere the deity Sarenrae above all others. Your devotion to her grants you numerous benefits that include gaining training in the Medicine skill and scimitars, as well as access to several spells that do not normally appear on the divine spellcasting list. You also gain a domain, granting you a special power that you can cast using your pool of Spell Points (5/day).

Group Impression: When you Make an Impression, you can compare your Diplomacy check to the Will DCs of up to four targets instead of one.



◆ **Healing Hands:** You can add a Verbal Casting action when you start to cast *heal* to heal a living creature in order to increase the number of Hit Points the target regains by 1d8.

Powers: You can spend Focus Points to cast your domain spells: *fire ray* and *healer's blessing*. Each casting costs 1 Focus Point.

Selective Energy: When you use the 3-action version of *harm* or *heal*, you can designate 3 creatures to exclude from being targeted by the spell.

Student of the Canon: When attempting a Religion check to Read Scripture or to Recall Knowledge about the tenets of faiths, you treat a critical failure as a failure instead.

SPELLS

SPELL ROLL +9 DC 19

CANTRIPS (AT WILL): *forbidding ward, light, shield, stabilize*

1ST LEVEL: *bless, mending, ray of enfeeblement*

2ND LEVEL: *resist energy, sound burst, spiritual weapon*

3RD LEVEL: *dispel magic, fireball*

POWERS (1 FOCUS POINT): *fire ray, healer's blessing*

Kyra can cast the following spells.

Bless (◆ Somatic, ◆ Verbal): You grant yourself and your allies within 30 feet additional power. They gain a +1 conditional bonus to attack rolls for up to 1 minute, but you must spend 1 action per round to concentrate and maintain the spell. *Bless* can dispel *bane*.

Dispel Magic (◆ Somatic, ◆ Verbal): You attempt to dispel one spell effect or unattended magic item within 120 feet. If the effect's counteract level is less than three, this automatically succeeds and the spell is dispelled or the magic item becomes a mundane item of its type for 10 minutes; otherwise, make a counteract check (*Pathfinder Playtest* p 319) against the effect using your spell roll.

Fire Ray (1 Focus Point, ◆ Somatic, ◆ Verbal): You attempt a ranged touch Strike against one creature within 60 feet. If you hit, you deal 5d6+4 fire damage to the target plus 3d6 persistent fire damage. Full rules for this power are in the Resonance Test rules.

Fireball (◆ Somatic, ◆ Verbal): At a range of 500 feet, a fireball explodes in a 20-foot burst, dealing 6d6 fire damage. Creatures in the area must attempt a Reflex save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

Forbidding Ward (cantrip, ◆ Somatic, ◆ Verbal): You ward one ally within 30 feet against the attacks and hostile spells of one enemy within 30 feet. The ally gains a +1 conditional bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects for up to 1 minute, but you must spend one action each round to concentrate to maintain the spell.

Heal (channel energy or wand): You channel positive energy to heal the living or damage the undead. There are three ways to cast this spell depending on the number of actions you spend casting it.

◆ Somatic: The spell has a range of touch. When using channel energy, you restore 5d8+4 Hit Points to a willing living target, or deal that amount of positive damage to an undead target if you succeed at a melee touch attack. Creatures in the area must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage

on a critical failure. The *wand of heal* heals living creatures or harms undead for 1d8+4 Hit Points, and its saving throw is 18.

◆ Somatic, ◆ Verbal: The spell has a range of 30 feet and doesn't require a touch attack when targeting an undead creature. An undead target must attempt a Fortitude save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

◆ Material, ◆ Somatic, ◆ Verbal: You disperse positive energy in a 30-foot aura. This functions as the 2-action version of the spell, but targets all living and undead creatures in the burst and reduces the amount of healing or damage to 2d8+4 (or 4 when using the wand).

Healer's Blessing (1 Focus Point, ◆ Somatic): Target yourself or an ally within 30 feet. The next time the target casts a healing spell before the end of your next turn, increase the healing by 12 if it targets one creature, or 6 if it targets multiple creatures. Full rules for this power are in the Resonance Test rules.

Heroism (scroll only, ◆ Somatic, ◆ Verbal) Touch one humanoid creature. For 10 minutes, it gets a +1 conditional bonus to attack rolls, Perception checks, saving throws, and skill checks.

Light (cantrip, ◆ Somatic, ◆ Verbal): An object (Bulk 1 or less) you touch begins to glow with pure light, casting bright light in a 20-foot radius like a torch for 1 day. If you cast this spell again, the light on the last object you cast it on is dismissed.

Protection (◆ Somatic, ◆ Verbal): Choose chaotic, evil, or lawful. A touched ally gains protection against creatures of the chosen alignment, gaining a +1 conditional bonus to their Armor Class against their attacks and a +1 conditional bonus to saving throws against effects they create. This bonus increases to +3 against effects that would directly control the target and against attacks made by summoned creatures.

Ray of Enfeeblement (◆ Somatic, ◆ Verbal): Fire a ray as a ranged touch attack at a target within 30 feet to enfeeble it. If the ray hits, the creature attempts a Fortitude save. If your attack roll critically succeeds, treat the target's roll as if the result of its Fortitude save were one category worse. *Critical Failure*: enfeebled 3, *Failure*: enfeebled 2, *Success*: enfeebled 1, *Critical Success*: unaffected.

Resist Energy (◆ Somatic, ◆ Verbal): Choose acid, cold, electricity, fire, or sonic damage. The target and its gear gain resistance 5 against the type of damage you choose.

Restoration (scroll only, ◆ Somatic, ◆ Verbal): You touch a creature to treat its ailments. You can reduce the stage of one toxin the target

suffers by one stage (this cannot cure a toxin or reduce its stage below 1). Alternatively, you can reduce the value of the target's enfeebled, sluggish, or stupefied condition by 2, or reduce the value of two of these conditions by 1.

Sanctuary (wand only, ◆ Somatic, ◆ Verbal): You protect a touched target from harm for one minute. On a failed DC 18 Will save, creatures who try to attack the target waste their attack action and cannot attack the target further for the rest of the turn (or for the duration of the spell on a critical failure). A creature who succeeds can attack normally, and a creature who critically succeeds also ends the *sanctuary*.

See Invisibility (scroll only, ◆ Somatic, ◆ Verbal) You can see the translucent shapes of invisible creatures and objects for 10 minutes. Treat them as if they were concealed.

Shield (cantrip, ◆ Verbal): You raise a magical shield of force to protect yourself. This counts as using the Raise a Shield action to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use. While the spell is in effect, you can use the Shield Block reaction to reduce one attack's damage to you. The shield has Hardness 10. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can also use the spell's reaction against the *magic missile* spell.


Sound Burst (◆ Somatic, ◆ Verbal): At a range of 30 feet, you deal 2d8 sonic damage to all creatures in a 10-foot area who fail a Fortitude save. Affected creatures take half damage on a success or no damage on a critical success. Creatures who fail take full damage and are deafened for 1 round, or double damage and deafened for 1 minute on a critical failure. If you prepare *sound burst* in a 3rd-level spell slot, it deals 3d8 sonic damage.

Spiritual Weapon (◆ Somatic, ◆ Verbal): A scimitar made of force appears next to a foe within 120 feet and makes a Strike against it (+9 to hit for 1d8+4 damage). This weapon can deal slashing damage instead of force, but has no other attributes of a scimitar. For the next minute, you can spend at least 1 Concentrate action each round to maintain the spell. Whenever you spend a concentrate action, you can move the weapon and make another Strike with it. The spiritual weapon uses and contributes to your multiple attack penalty.

Stabilize (cantrip, ◆ Somatic, ◆ Verbal): You cause one dying creature within 30 feet to lose the dying condition. It remains unconscious at 0 Hit Points.

MERISIEL

ANCESTRY KEEN-EARED ELF BACKGROUND STREET URCHIN

CLASS ROGUE 5 PERCEPTION  +8 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL SENSES LOW-LIGHT VISION

LANGUAGES COMMON, ELVEN

STRENGTH DEXTERITY CONSTITUTION

STR 12 MODIFIER (+1) **DEX** 18 MODIFIER (+4) **CON** 16 MODIFIER (+3)

INTELLIGENCE WISDOM CHARISMA

INT 12 MODIFIER (+1) **WIS** 14 MODIFIER (+2) **CHA** 14 MODIFIER (+2)

ACTIONS

SPEED: 40 feet

MELEE: +1 rapier +10 (2d6+4 piercing); deadly 1d8, disarm, finesse



















dagger of venom +10 (2d4+4 piercing); agile, finesse, thrown 10 feet, versatile S

MELEE: versatile S

RANGED: dagger +9 (1d4+2 piercing); agile, finesse, thrown 10 feet, versatile S

RANGED: expert shortbow +10 (1d6 piercing); deadly 1d10

SKILLS

ACROBATICS  +10 E	ARCANA  +2	ATHLETICS  +6 T
CRAFTING  +6 T	DECEPTION  +7 T	DIPLOMACY  +7 T
INTIMIDATION  +7 T	LORE (UNDERWORLD)  +6 T	LORE (OTHER)  +2
MEDICINE  +7 T	NATURE  +3	OCCULTISM  +2
PERFORMANCE  +7 T	RELIGION  +3	SOCIETY  +6 T
STEALTH  +10 E	SURVIVAL  +7 T	THIEVERY  +10 E

FEATS AND ABILITIES

ANCESTRY FEATS: Forlorn, Nimble

CLASS FEATS: Footpad's Focus, Trap Finder, Quick Draw

GENERAL FEATS: Fleet

Battle Medic, Cat Fall, Charming Liar, Pickpocket, Quick Jump,

SKILL FEATS: Quiet Allies

Deny advantage, rogue's technique (finesse striker), sneak attack +2d6, surprise attack

CLASS ABILITIES:

PATHFINDER

PLAYTEST

DEFENSES

HIT POINTS 61

ARMOR CLASS 22

TOUCH AC 20

FORTITUDE  +9

REFLEX  +11

WILL  +9

FOCUS AND RESONANCE

FOCUS 3

RESONANCE 8



WHAT IS A ROGUE?

You are a skilled and opportunistic adventurer, adept at sneaking, fast-talking, vaulting over obstacles, disabling traps, and striking unaware enemies.

*Abilities marked with an asterisk are already reflected in other statistics.

MERISIEL



CLASS ROGUE 5

EQUIPMENT

BULK 5, 9L

WORN backpack, clothing, *hat of disguise**, +1 studded leather armor*

WEAPONS +1 rapier, dagger of venom, daggers (3), expert shortbow with 10 arrows

bedroll, bloodseeker beak (2), crowbar (expert), disguise kit, flint and steel, grappling hook, hammer, healer's tools, *invisibility potion*, moderate healing potion, onyx panther, pitons (5), rations (2 days), rope (silk, 50 feet), sheaths (5), smokestick, thieves' tools (expert) and replacement picks, torches (2), waterskin

STOWED

WEALTH 2 gold, 7 silver, 4 copper

The following rules apply to Merisiel's equipment.

Merisiel is assumed to have invested resonance in equipment marked with an asterisk (*) above.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size.

Disarm (trait): You can use this weapon to attempt disarm checks with a +1 item bonus. If you critically fail the Athletics check, you can drop the weapon to treat it as a normal failure.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. You still use Strength on damage rolls.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Merisiel's feats and abilities are described below. Her Finesse Striker feat is already applied in her character statistics.

◆ **Battle Medic**: You may attempt a DC 20 Medicine check to attempt to heal yourself or an adjacent ally. On a success, the target regains 1d10+2 Hit Points, on a critical success the target regains 2d10+2 Hit Points, and on a critical failure the target takes 1d10 points of damage. Regardless of the result, the target is bolstered to your use of this ability after the attempt.

Cat Fall: You treat all falls as through you had fallen 25 fewer feet.

Charming Liar: When you get a critical success with the Lie action, the target's attitude towards you improves by 1 step as though you'd succeeded at a Diplomacy check. This works only once per conversation, and the lie must seem to impart important information (trivial or irrelevant lies have no effect.)

Deny Advantage: You aren't flat-footed to sensed, unseen, or flanking creatures of your level or lower; they can still provide allies a flank.

Finesse Striker: When you attack with a one-handed melee weapon that has the agile or finesse trait, you can add your Dexterity modifier to the damage instead of your Strength modifier.

Footpad's Focus: When you critically succeed at an attack roll against a flat-footed creature with an agile or light simple weapon or a hand crossbow, rapier, sap, shortbow, or shortsword, you apply the critical specialization effect for the weapon you're wielding.

Forlorn: Watching your friends age and die fills you with moroseness that girds you against harmful emotions. You gain a +1 circumstance bonus to saves against emotion effects. If you succeed at a saving throw against an emotion effect, treat it as a critical success instead.

Keen-Eared Elf: Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense unseen creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to sense unseen creatures within 30 feet that you can hear with a Seek action.

Nimble: Your Speed increases by 5 feet (already reflected in your statistics), and when you Stride you can ignore 1 square of difficult terrain during that Stride.

Pickpocket: You can Palm or Steal Objects that are closely guarded, such as an object in a creature's pocket or a loose ring. You still can't steal objects that are actively wielded or that would be extremely noticeable or time-consuming to remove (like worn shoes or armor).

◆ **Quick Draw**: You draw a weapon with the Interact action, then Strike with the weapon you just drew.

◆ **Quick Jump**: You perform a High Jump or Long Jump; you don't perform the initial Stride and don't need to have moved 10 feet.

Quiet Allies: Allies within 30 feet of you reduce their check penalty to Stealth checks from armor by 2.

Sneak Attack: You can deal additional damage to flat-footed creature. If you Strike and hit a flat-footed creature with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged attack, you deal 2d6 extra precision damage. For a ranged attack with a thrown weapon, the thrown weapon must also have the agile or finesse trait for sneak attack to apply.

Surprise Attack: On the first round of combat, any creatures that haven't acted yet are flat-footed to you.

Trap Finder: You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't searching, you still get a check to find traps with trained or higher Stealth. You can disable traps as though you had master rank in Thievery.

SEONI

ANCESTRY VERSATILE HUMAN (VARISIAN) BACKGROUND NOMAD

CLASS SORCERER 5 PERCEPTION  +7 (TRAINED)

ALIGNMENT LAWFUL NEUTRAL

LANGUAGES COMMON, VARISIAN

STRENGTH **STR** 10 MODIFIER (+0) DEXTERITY **DEX** 16 MODIFIER (+3) CONSTITUTION **CON** 14 MODIFIER (+2)

INTELLIGENCE **INT** 14 MODIFIER (+2) WISDOM **WIS** 14 MODIFIER (+2) CHARISMA **CHA** 18 MODIFIER (+4)

ACTIONS



















SPEED: 25 feet

MELEE: *lesser staff of divination* +6 (1d4 bludgeoning); two-hand 1d8

RANGED: expert crossbow +9 (1d8 piercing); reload 1

RANGED: *ray of frost* +8 (1d8+4 cold)

SKILLS

ACROBATICS  +4	ARCANA  +8 E	ATHLETICS  +1
CRAFTING  +7 T	DECEPTION  +5	DIPLOMACY  +10 E
INTIMIDATION  +9 T	LORE (HILLS)  +7 T	LORE (OTHER)  +2
MEDICINE  +3	NATURE  +7 T	OCCULTISM  +7 T
PERFORMANCE  +5	RELIGION  +7 T	SOCIETY  +7 T
STEALTH  +4	SURVIVAL  +7 T	THIEVERY  +4

FEATS AND ABILITIES

ANCESTRY FEATS: Haughty Obstinacy, Skilled

CLASS FEATS: Cantrip Expansion, Reach Spell

GENERAL FEATS: Incredible Initiative, Toughness*

SKILL FEATS: Assurance (Survival), Group Impression, Quick Identification

CLASS ABILITIES: Ancestral Surge, Bloodline (Imperial), Spontaneous Heightening

PATHFINDER PLAYTEST

DEFENSES

HIT POINTS 53 ARMOR CLASS 20 TOUCH AC 20
FORTITUDE  +8 REFLEX  +9 WILL  +9

FOCUS AND RESONANCE

FOCUS 5 RESONANCE 8



WHAT IS A SORCERER?

You are a powerful spellcaster whose power comes not from intense study but rather from channeling the magic that innately flows through your body.

SEONI

CLASS SORCERER 5

EQUIPMENT

BULK 3, 2L

WORN backpack, bracers of armor (2nd)*, brooch of shielding*, clothing

WEAPONS lesser staff of divination, expert crossbow with 10 bolts

STOWED bedroll, candles (10), comprehension elixir, flint and steel, lesser healing potion, rations (3), scroll case, scroll of acid arrow, scroll of mirror image (2), scroll of slow, spyglass, wand of resist energy (2nd, 7 charges), waterskin, writing set

WEALTH 2 gold, 3 silver, 3 copper

The following rules apply to Seoni's equipment.

Seoni is assumed to have invested resonance in equipment marked with an asterisk (*) above.

Reload 1 (trait): This weapon takes 1 Interact action to reload before it can be fired again.

Two-Hand (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

FEATS AND ABILITIES

Seoni's feats and abilities are described below. Her Skilled and Toughness feats are already applied to her character statistics.

Assurance: Even in the worst circumstances, you can perform basic tasks with the Survival skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 10 (do not apply any modifiers to this result).

Bloodline: Your bloodline defines the source of your magical power; for you this is your connection to ancient spellcasters who had mastered magic, and their power manifests in you.

Cantrip Expansion: Seoni learns two additional cantrips (*daze* and *tanglefoot*).

Haughty Obstinacy: Your powerful ego makes it harder for others to order you around. If you succeed at a saving throw against a mental effect that attempts to directly control your actions, you critically succeed instead. If a creature fails to Coerce you using the Intimidation skill, it treats the result as a critical failure instead (so it can't try to Coerce you again for 1 week).

Group Impression: When you Make an Impression, you may apply the result of your Diplomacy check to four targets instead of one.

Incredible Initiative: You get a +1 circumstance bonus to all initiative rolls.

Quick Identification: You take only 1 minute when using Identify Magic to determine the properties of an item, effect, or location rather than 10 minutes.

Powers: You can spend Focus Points to cast your bloodline spell: *ancestral surge*. Each use of this spell costs 1 Focus Point.

Spontaneous Heightening: Each day, you can select two spells that you know. You can cast these spells using higher-level spell slots (this is called heightening). If you do, you gain the benefits listed in the Heightened section of the spell's description. Heightened entries with a specific spell level, such as Heightened (3rd), grant the listed benefits if you cast the spell using a spell slot of that level. Heightened entries with a (+1) grant those additional benefits for every level you heighten the spell above its normal level. By default, Seoni uses spontaneous heightening on *shocking grasp* and *flaming sphere*.



SPELLS

SPELL ROLL +9 **DC** 19

daze, detect magic, electric arc, light, message, ray of frost, shield, tanglefoot

CANTRIPS (AT WILL): *command, fear, magic missile, shocking grasp*

flaming sphere, glitterdust, invisibility, telekinetic maneuver

2ND LEVEL (4/DAY): *dispel magic, haste, lightning bolt*

3RD LEVEL (3/DAY): *ancestral surge*

Seoni can cast the following spells. She can cast a 1st-level spell four times per day, a 2nd-level spell four times per day, and a 3rd-level spell three times per day. She can cast any combination of her spells at each level. Some of her spells listed below include entries for a heightened version of the spell, which she can cast using her spontaneous heightening ability.

Acid Arrow (scroll only, Somatic, Verbal): You attempt a ranged touch attack against one creature or object within 120 feet. On a hit, you deal 1d8+4 plus 1d6 persistent acid damage to the target. Double the damage (but not the persistent damage) on a critical hit.

Ancestral Surge (1 Focus Point, Verbal): You gain a +1 conditional bonus to spell rolls and spell DCs for 1 round. You can spend 1 Focus Point and Concentrate on this Spell to extend its duration by 1 round.

Command (Somatic, Verbal): You command one creature within 30 feet to approach you, run away (as the fleeing condition), drop what it's holding, drop prone, or stand in place. It must attempt a Will save. On a success the creature is unaffected, on a failure the creature spends its first action doing as you commanded, and on a critical failure the creature spends as many actions as possible doing what you commanded and nothing else until the end of its next turn.

Comprehend Language (staff only, Somatic, Verbal): One creature within 30 feet gains the ability to understand the meaning of a single language it is hearing or reading when you cast the spell. This doesn't let it understand codes, language couched in metaphor, and the like. The spell lasts 1 hour.

Darkvision (staff only, Somatic, Verbal): You gain darkvision for 1 hour.

Daze (cantrip, Somatic, Verbal): You cloud the mind of a target within 60 feet. It must attempt a Will save. On a success the target is unaffected, on a failure the target is flat-footed, and on a critical failure the target is flat-footed and slowed 1.

Detect Magic (cantrip, staff only, Somatic, Verbal): You send out a magical pulse that registers the presence of magic within 30 feet. You learn whether or not magic is present and know the school of magic for the highest-level spell in the area. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if its effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically get detected normally.

Dispel Magic (Somatic, Verbal): You attempt to dispel one spell effect or unattended magic item within 120 feet. If the effect's counteract level is less than three, this automatically succeeds and the spell is dispelled or the magic item becomes a mundane item of its type for 10 minutes; otherwise,

make a counteract check (*Pathfinder Playtest* p 319) against the effect using your spell roll.

Electric Arc (cantrip, ◆ Somatic, ◆ Verbal): You deal 1d6+4 electricity damage to one or two targets within 30 feet. Each creature attempts a Reflex save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

Fear (◆ Somatic, ◆ Verbal): You plant fear in one target within 30 feet. It must attempt a Will save. It is frightened 1 on a success, frightened 2 on a failure, frightened 3 and fleeing for 1 round on a critical failure, and unaffected on a critical success.

Flaming Sphere (◆ Somatic, ◆ Verbal): You create a sphere of flame in one square within 30 feet that lasts for as long as you spend an action to concentrate on it or until dismissed. Each round that you concentrate to maintain the sphere you may move it to another location within 30 feet. Each creature in the sphere's square (not including during the sphere's movement) must attempt a Reflex save. On a success the creature is unaffected, on a failure the creature takes 3d6 damage, and on a critical failure the creature takes 6d6 damage.

Heightened (3rd)—The damage increases to 4d6 (8d6 on a critical failure).

Glitterdust (◆ Somatic, ◆ Verbal): You unleash a cloud of glittering dust in a 10-foot burst within 120 feet. Each creature in the area must attempt a Reflex save. On a success the creature's invisibility (if any) is negated for 1 round and they are instead concealed, on a critical success the creature is unaffected, on a failure the creature is dazzled and its invisibility is negated and it is instead concealed for 1 minute. A critical failure acts as a failure but the target is also blinded for 1 minute.

Haste (◆ Somatic, ◆ Verbal): You give the quick condition to one creature within 30 feet for one minute. This gives the target one extra action each turn, which they can use only to Strike or Stride.

Invisibility (◆ Material, ◆ Somatic): You turn one creature you touch invisible for one minute or until the spell is dismissed. If the target acts in a hostile manner, the invisibility is dismissed after that action, reaction, free action, or activity is completed.

Light (cantrip, ◆ Somatic, ◆ Verbal): An object (Bulk 1 or less) you touch begins to glow with pure light, casting bright light in a 20-foot radius like a torch for 1 day. If you cast this spell again, the light on the last object you cast it on is dismissed.

Lightning Bolt (◆ Somatic, ◆ Verbal): All creatures in a 60-foot line must attempt a Reflex save to avoid taking 4d12 electricity damage. On a success the creature takes half damage, on a critical success the creature takes no damage, on a failure the creature takes full damage, and on a critical failure the creature takes double damage.

Longstrider (wand only, ◆ Somatic, ◆ Verbal): Your speed is accelerated 10 feet for one hour.

Magic Missile (◆ Verbal or more): You send a dart of force streaking toward a creature that you can see within 120 feet. It automatically hits and deals 1d4+1 force damage. When Casting this Spell, you can increase the casting by a Material Casting action, a Somatic Casting action, or both. For each component you add, increase the number of missiles you shoot by one. You choose the target for each missile individually.

Message (◆ Verbal): You mouth words to a target within 500 feet, who can hear them as if you were whispering in their ear. The target can give a brief response as a reaction, or as a free action on their next turn, as long as they can see you and remain within 500 feet.

Mirror Image (scroll only, ◆ Somatic, ◆ Verbal): For 1 minute (or until all images are destroyed) you are surrounded by three illusory images of yourself. When all three images are up, any attack that would hit you has a 1 in 4 chance (1 on 1d4) of hitting you, when two images are up attacks have a 1 in 3 chance of hitting you (1–2 on 1d6) and when only one image is up, attacks have a 1 in 2 chance of hitting you (1–3 on 1d6). An attack that does not hit you due to this spell instead destroys one of the images; if an attack against you is a critical success, it becomes a success against you and one of the images is also destroyed.

Ray of Frost (cantrip, ◆ Somatic, ◆ Verbal): You attempt a ranged touch attack against one creature within 60 feet. If you hit, you deal 1d8+4 cold damage to the target. Double the cold damage on a critical hit.

See Invisibility (staff only, ◆ Somatic, ◆ Verbal): You can see invisible things for 10 minutes. They appear as translucent shapes, so you treat them as concealed.

Shield (cantrip, ◆ Verbal): You raise a magical shield of force to protect yourself. This counts as using the Raise a Shield action to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use. While the spell is in effect, you can use the Shield Block reaction to reduce one attack's damage to you. The shield has Hardness 10. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can also use the spell's reaction against the *magic missile* spell.

Shocking Grasp (◆ Somatic, ◆ Verbal): You attempt a melee touch attack against one creature. On a hit, the target takes 1d12+4 electricity damage; if the target is wearing or made of metal you gain a +1 circumstance bonus to your attack roll and the target takes 1d4 persistent electricity damage on a hit. On a critical hit, double the damage, but not the persistent damage.

Heightened (+1): The damage increases by 1d12 and the persistent electricity damage increases by 1.


Tanglefoot (◆ Somatic, ◆ Verbal): You conjure a sticky vine and attempt a ranged touch attack with it against a target within 30 feet. On a success the target is entangled for 2 rounds and must attempt an Acrobatics or Athletics check to remove the condition. On a critical success, the target is immobile as long as it is entangled. This spell has no effect if the ranged attack roll results in a failure or critical failure.

Telekinetic Maneuver (◆ Somatic, ◆ Verbal): You telekinetically attempt a Disarm, Shove, or Trip against a target within 30 feet, making a spell roll instead of an Athletics check.

True Strike (staff only, ◆ Verbal): The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any miss chance due to the target being concealed or sensed.

VALEROS

ANCESTRY VERSATILE HUMAN (TALDAN) BACKGROUND FARMHAND

CLASS FIGHTER 5 PERCEPTION  +7 (EXPERT)

ALIGNMENT NEUTRAL GOOD

LANGUAGES COMMON, GOBLIN

STRENGTH **STR** 18 MODIFIER (+4) DEXTERITY **DEX** 16 MODIFIER (+3) CONSTITUTION **CON** 14 MODIFIER (+2)

INTELLIGENCE **INT** 12 MODIFIER (+1) WISDOM **WIS** 12 MODIFIER (+1) CHARISMA **CHA** 14 MODIFIER (+2)

ACTIONS

SPEED: 25 feet

MELEE: +1 *longsword* +12 (2d8+4 slashing); versatile P

MELEE: expert heavy shield boss +11 (1d6+4 bludgeoning)

MELEE: *lion shield* +11 (2d6+4 Piercing); deadly 1d6

RANGED: composite shortbow +9 (1d6+2 piercing); deadly 1d10, propulsive

RANGED: javelin +9 (1d6+4 piercing); thrown 30 feet

SKILLS

ACROBATICS  +5 T

CRAFTING  +7 E

INTIMIDATION  +4

MEDICINE  +3

PERFORMANCE  +4

STEALTH  +5 T


ARCANA  +3


DECEPTION  +4

LORE (FARMING)  +6 T


NATURE  +3

RELIGION  +3

SURVIVAL  +6 T

ATHLETICS  +7 (+10) E

DIPLOMACY  +7 T

LORE (OTHER)  +3

OCCULTISM  +3

SOCIETY  +3

THIEVERY  +2

*Use the bonus in parentheses for Athletics checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip

FEATS AND ABILITIES

ANCESTRY FEATS: Clever Improviser, Natural Ambition

CLASS FEATS: Aggressive Shield, Quick Reversal, Reactive Shield, Sudden Charge

GENERAL FEATS: Fleet, Toughness

SKILL FEATS: Assurance (Athletics), One-Handed Climber, Quick Repair

CLASS ABILITIES: Attack of Opportunity, bravery, weapon mastery*

*Abilities marked with an asterisk are already reflected in other statistics.

PATHFINDER

PLAYTEST

DEFENSES

HIT POINTS 73 ARMOR CLASS 23 TOUCH AC 21
FORTITUDE  +9 REFLEX  +10 WILL  +7

FOCUS AND RESONANCE

FOCUS 3 RESONANCE 9



WHAT IS A FIGHTER?

You are an undisputed master of weaponry and martial techniques, capable of deflecting attacks, striking down foes, and controlling the flow of combat.

VALEROS



CLASS FIGHTER 5

EQUIPMENT

BULK 8, 3 L

WORN +1 *breastplate**, backpack, clothing, mug, *wayfinder*

+1 *longsword*, heavy steel shield (expert), composite shortbow with 20 arrows, daggers (2), javelins (5)

bedroll, bravo's brew (2), climbing kit (hemp rope [50 feet], 3 pulleys, 12 pitons, hammer, grappling hook, crampons), flint and steel, *lesser healing potion*, *moderate healing potion*, *monkey pin*, *oil of mending*, rations (3 days), repair kit (expert), sheath, torches (10), *viper arrow*, waterskin

STOWED
WEALTH 7 gold, 1 silver, 6 copper

The following rules apply to Valeros's equipment. Valeros is assumed to have invested resonance in equipment marked with an asterisk (*) above.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Deadly (trait): On a critical hit, the weapon adds a weapon damage die of the listed size.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. You still use Strength on damage rolls.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Valeros's feats and abilities are described below. His *Clever Improviser*, *Fleet*, and *Natural Ambition* feats are already applied in his character statistics. You can only use an action with the open trait if you haven't used an action with the attack or open trait yet. You can only use an action with the press trait if you are currently affected by a multiple attack penalty.

◆ **Aggressive Shield**: When you use the Shield Block reaction and the foe who triggered the reaction is adjacent to you and your size or smaller, you push the creature, either automatically Shoving it 5 feet or making it flat-footed until the start of your next turn. The target chooses whether to be moved or made flat-footed, but you control the direction of its movement.

Assurance: You can easily perform basic tasks with the Athletics skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 15 (do not apply any modifiers to this result).

◆ **Attack of Opportunity**: When a creature within your reach takes a manipulate action, takes a move action, makes a ranged attack, or leaves a square during a move action it's taking, you can make a melee Strike against the triggering creature at a -2 penalty. If the attack hits and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply.

Bravery: When you succeed at a Will save against a fear effect, treat it as a

critical success instead. If you critically succeed at a save against a fear effect, you gain a +2 circumstance bonus to saves against fear effects for 1 minute. When you would gain the frightened condition, reduce it by 1.

One-Handed Climber: You can Climb even if one of your hands is occupied.

Quick Repair: You take only 5 minutes to repair an item, rather than 1 hour.

◆ **Quick Reversal** (Press): When you are flanked by at least two enemies you may make a melee weapon Strike against one of them; if this attack is a failure, you may make a second attack against a different enemy flanking you at the same penalty as the first attack. This additional attack doesn't count toward your multiple attack penalty.

◆ **Reactive Shield**: You can use this ability when a creature strikes you with a melee strike. You use the Raise a Shield action and gain your shield's bonuses to AC immediately. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

◆ **Sudden Charge** (Open): With a quick sprint, you dash up to your foe and swing. Stride up to double your Speed. If you end the move within melee reach of at least one enemy, you can make a melee Strike.

SHIELD ACTIONS

While you have your shield equipped, you can take the following actions.

◆ **Raise Shield**: While wielding a shield, you position it to protect yourself until the beginning of your next turn. This grants you a +2 circumstance bonus to AC and TAC, and you can use the Shield Block reaction.

◆ **Shield Block**: You can use this ability when you take damage from a physical attack. You intercept the attack with your shield, preventing damage equal to the shield's Hardness (5). The shield takes this damage instead, and if the damage equals or exceeds the shield's hardness, the shield takes a Dent. If the shield already has 1 Dent, it becomes broken, though it can still be repaired. If the shield is broken and would receive another Dent, it is destroyed. Valeros can also use his Aggressive Shield ability when using this reaction to block an attack from an adjacent opponent.

GM SECTION

Look out! Spoilers ahead! This section is for the GM only.

“Raiders of Shrieking Peak” requires a story change. Rather than Ryllle’s resonance interacting strangely with the *lesser staff of enchantment*, he attempted to prepare the staff and ended up with the same effect. He still can’t use the spells, but it does have 1 Focus Point within it (which he’s also unable to use, but that might benefit a PC who steals the staff). The enchanted guards on page 18 who has the *bloodletting kukri* has 1 Focus Point, which he can use for that weapon.

What follows are any items the characters can find over the course of the adventure that aren’t already listed in the items they started with.

BLOODLETTING KUKRI

ITEM 6

Magical
Necromancy

Price 250 gp

Method of Use held, 1 hand; Bulk L

This +1 kukri has a crimson blade that shimmers eerily in bright light, almost as if it wept blood. On a critical hit, the kukri deals 1d4 persistent bleed damage. If the target didn’t already have persistent bleed damage and takes persistent bleed damage from your critical hit, you also gain 1d4 temporary Hit Points.

If you spend 1 Focus Point when you deal a critical hit with the kukri, each time the creature takes persistent bleed damage, you gain an equal amount of temporary HP. This lasts until the bleeding ends or the creature is reduced to 0 HP.

SCROLL OF PARALYZE

ITEM 5

Consumable
Enchantment
Magical
Mental
Scroll

Method of Use held, 1 hand; Bulk L

◆◆ Activate Cast a Spell (Somatic, Verbal)

This scroll can be used to cast *paralyze* as a 3rd-level spell (spell roll cap +12).

Craft Requirements Supply a casting of *paralyze*.

STAFF OF ENCHANTMENT

ITEM 5+

Enchantment
Magical
Staff

Method of Use held, 1 hand; Bulk 1

A mesmerizing transparent gemstone caps the head of this handsomely crafted wooden staff. You gain a +2 circumstance bonus to checks to identify enchantment magic. If you prepare this staff during your daily preparations, it becomes charged with 1 Focus Point that can be used to Cast a Spell from it, as explained in the staff rules.

Activate (Cast a Spell) You cast one of the spells on the staff’s list by expending a spell slot or Focus Point from yourself or the staff. See the staff rules for full details.

Type lesser; **Level** 5

- *daze* (cantrip)
- *charm* (level 1)
- *command* (level 1)
- *hideous laughter* (level 2)
- *touch of idiocy* (level 2)

Craft Requirements Supply a casting of all listed spells.

TANGLEFOOT BAG

ITEM 1

Alchemical
Bomb
Consumable

Method of Use held, 1 hand; Bulk L

◆◆ Activate (Strike)

A tanglefoot bag is filled with sticky substances. When

you hit a creature with a tanglefoot bag, that creature becomes entangled for 1 minute. Tanglefoot bags are not effective when used on a creature that is in water. The target or a creature adjacent to the target can end the entangled condition by spending 3 Interact actions. These actions need not be consecutive.

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