

2001 Brokkr Osvifsson the Unworthy

Player: Scott David Gray

Barbarian 12

NG, Medium, Dwarf, Humanoid

Ancestry: Dwarf (Forge Dwarf)

Background: Artisan

Alignment: Neutral Good

Speed: 25 ft., Climb Speed 0 ft., Swim Speed 0 ft.

Languages: Common, Dwarven, Hallit

Hit Points	Hero Points
226	3 1

Str	Dex	Con	Int	Wis	Cha	
+5	+4	+4	+0	+4	-1	20 Str 18 Dex 18 Con 10 Int 18 Wis 8 Cha

PERCEPTION **+20_E** = +16 Base +4 Wis +0 Misc

FORTITUDE **+23_M*** = +18 Base +4 Con +1 Misc

REFLEX **+20_E** = +16 Base +4 Dex +0 Misc

WILL **+21_E** = +16 Base +4 Wis +1 Misc

AC **30_T** = +24 Base +3 Dex +3 Misc

Defenses

Resistances: fire 6

Fortitude Save (Juggernaut): Successes are crit successes instead.

All Armor Classes (Rage): -1 penalty when Raging

+2 resilient greater invisibility studded leather armor (Trained)

AC: +4, Max Dex: +3, Armor Check: -, Speed: -

Activated Abilities & Adjustments

Clumsy 1
Enfeebled

+2 holy greater striking shifting falchion (Expert)

Melee: **+23/+18/+13** (3d10+7 S +1d6 Good vs. evil targets /
3d10+10 S +1d6 Good vs. evil targets /
3d10+13 S +1d6 Good vs. evil targets,
Crit ×2|×2|×2)

Traits: forceful, sweep

+2 holy greater striking shifting falchion (Rage): +10 dmg when Raging

Clan dagger (Expert)

Melee: **+21/+17/+13** (1d4+7 P, Crit ×2)

Traits: parry, versatile B, agile, dwarf

Clan dagger (Rage): +5 dmg when Raging

Dagger (Expert)

Melee: **+21/+17/+13** (1d4+7 P, Crit ×2)

Ranged (10 ft.) : **+19/+15/+11** (1d4+7 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse

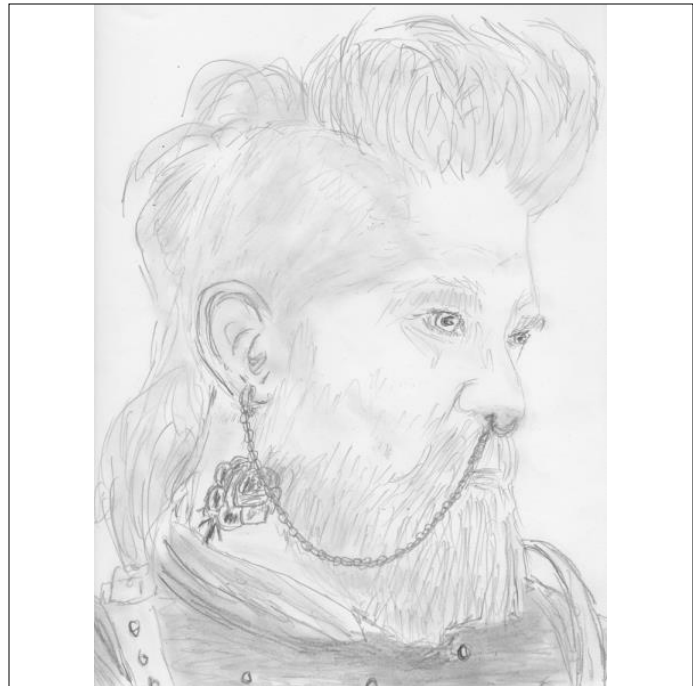
Dagger (Rage): +5 dmg when Raging

Sling (Expert)

Ranged (50 ft.) : **+19/+14/+9** (1d6+4 B, Crit ×2)

Traits: propulsive

Character Number: 14034 - 2001



Skills

+3_U Acrobatics Dex

+0_U Arcana Int

+24_M* Athletics Str

+14_T* Crafting Int

-1_U Deception Cha

-1_U Diplomacy Cha

+14_T Dwarven Lore Int

+14_T Guild Lore Int

+13_T Intimidation Cha

+24_M* Medicine Wis

+4_U Nature Wis

+0_U Occultism Int

-1_U Performance Cha

+18_T Religion Wis

+0_U Society Int

+17_T Stealth Dex

+24_M* Survival Wis

+3_U Thievery Dex

+14_T Warfare Lore Int

Weapon Proficiencies

Expert: All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, Unarmored Defense

Skill Modifiers

Athletics (Assurance): Forgo rolling to receive total result of 28

Athletics (Furious Bully): +2 circumstance bonus when raging and making an attack action.

Crafting (Specialty Crafting): +1 circumstance bonus when crafting Blacksmith items.

Medicine (Assurance): Forgo rolling to receive total result of 28

Survival (Coyote cloak, greater): On Subsist critical success, can feed four times as many extra people.

Special Abilities

Anathema

Failing to face a personal challenge of strength is anathema.

Brutality

Gain critical specialization effects when raging.

Combat Mentor

For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to attack rolls and spell attack rolls to 2.

Darkvision

See in darkness and dim light.

Deny Advantage

Not flat-footed vs. hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack.

Expert Hireling (Hireling [+16, Diplomacy, Legal Lore,

The selected ally's proficiency for their selected skills improves to expert.

Forge Dwarf

Treat environmental heat effects as if they were one step less extreme.

Heroic Defiance

When you spend your Hero Points to avoid death, you can choose to immediately wake up with 1 Hit Point.

Hireling (+16, Diplomacy, Legal Lore, Accounting Lore,

Hireling performs a skill check but you must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).

Juggernaut

Successes on Fort saves are crit successes instead.

Mighty Rage

When you use the Rage action use one of your actions that has the rage trait or increase Rage to 2 actions to use a 2 action rage trait.

Professional Hireling (Hireling [+16, Diplomacy, Legal Lore,

The selected ally adds a second Lore skill to the list of skill checks they can attempt.

Rage (+16 temp HP, +10 dmg, -1 AC, 10/round)

When raging, gain +16 temp HP, +10 dmg, and -1 AC for 1m.

Raging Resistance 7 (Bludgeoning and Cold)

Gain resistance 7 to bludgeoning and cold.

Titan Mauler (Instinct Ability)

Use larger sized weapons and increase your rage damage by 4 but you have the clumsy 1 condition.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Dwarven Lore [Ancestry Feats Selection]

Gain trained proficiency rank in Crafting, Religion and Dwarven Lore.

Mountain's Stoutness [Ancestry Feats Selection]

The DC of your recovery checks when dying is 6 + your dying value.

Unburdened Iron [Ancestry Feats Selection]

Ignore Speed reduction from armor. Other Speed penalties are reduced by 5'.

Attack of Opportunity [Class Feats Selection]

When foe in reach uses manipulate or move act, makes ranged atk, or leaves a square during move act: Strike, disrupting manipulate on crit.

Doctor's Visitation [Class Feats Selection]

Stride then Battle Medicine or Treat Poison, for 2 Actions can Stride then Administer First Aid or Treat a Condition.

Furious Bully [Class Feats Selection]

While raging, you gain a +2 circumstance bonus to Athletics checks for attack actions.

Experience & Wealth

Career Experience Points: **136** (4/12 to 13th)

Current Cash: **115 pp, 6 gp, 3 sp**

Feats

Medic Dedication (1/hour) [Class Feats Selection]

When use Battle Medicine or Treat Wounds, heal more HP based on Medicine result.

No Escape [Class Feats Selection]

Adjacent foe moves away and you Stride in tandem with the foe remaining adjacent.

Raging Athlete [Class Feats Selection]

When raging, gain a climb & swim speed equal to your land speed. The DC for High Jumps/Long Jumps decreases by 10; Leap +15/20 ft horizontally and +5 ft vertically.

Sudden Charge [Class Feats Selection]

Stride up to 2x Speed and make a melee Strike vs. enemy in reach.

Fleet [General Feats Selection]

Your Speed increases by 5 feet.

Toughness [General Feats Selection]

DC of recovery checks is 9 + dying value.

Ward Medic [General Feats Selection]

When you use Treat Disease or Treat Wounds, you can treat up to four targets.

Forager [School Training Feat]

You can always find enough food/water to provide yourself a subsistence living in the wilderness. On a successful Subsist roll you find food/water for 4 additional creatures.

Assurance (Athletics) [Skill Feats Selection]

Forgo rolling a Athletics check to instead use a result of 28.

Assurance (Medicine) [Skill Feats Selection]

Forgo rolling a Medicine check to instead use a result of 28.

Battle Medicine [Skill Feats Selection]

Treat Wounds, DC 15: heal 2d8 HP or DC 20: 2d8+10 HP, or DC 30: 2d8+30. The target is then immune to your Battle Medicine for 1 day.

Continual Recovery [Skill Feats Selection]

When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour.

Quick Jump [Skill Feats Selection]

A single action to use High Jump or Long Jump and do not need an initial Stride.

Wall Jump [Skill Feats Selection]

If you're adjacent to a wall at the end of a jump you can use another action to jump again but only once.

Specialty Crafting (Blacksmith)

+1 circumstance bonus when crafting Blacksmith items.

Innate Spells

Detect Magic (1st)

Invisibility (1/day) (2nd)

Light (6th*)

Mage Hand (1st)

Prestidigitation (1st)

Tracked Resources

Dagger

Healer's gloves, greater (1/day)

Holy (1/day)

Invisibility, greater (3/day)

Medic Dedication (1/hour)

Rage (+16 temp HP, +10 dmg, -1 AC, 10/round)

Ring of the ram (1/minute, DC 22)

Sling bullets

Gear (Encum: 11 bulk, Over: 16 bulk)

Total Bulk Carried: 7.8, Unencumbered

+2 holy greater striking shifting falchion	4
+2 resilient greater invisibility studded leather armor	1
Aeon stone, pearlescent pyramid	-
Backpack <In: Clothing, ordinary> <Holds: 13 @ 2.6 blk>	L
Basic crafter's book <In: Backpack>	L
Bedroll <In: Backpack>	L
Clan dagger	L
Climbing kit <In: Backpack>	1
Clothing, ordinary <Holds: 3 @ 0.9 blk>	-
Coyote cloak, greater	-
Dagger x2	0.2
Flint and steel	-
Healer's gloves, greater (1/day)	L
Healer's tools, expanded	1
Lifting belt	L
Money	L
Rations (1 week) x2 <In: Backpack>	0.2
Religious symbol, wooden <In: Clothing, ordinary>	L
Repair kit <In: Backpack>	1
Ring of minor arcana	-
Ring of the ram (1/minute, DC 22)	-
Sack x5 <In: Backpack>	L
Sling	L
Sling bullets x10	L
Soap <In: Backpack>	-
Tent, pup <In: Backpack>	L
Thieves' tools	L
Vanishing wayfinder	-
Waterskin <In: Clothing, ordinary>	L

Boons

Hireling (+14, Society, Cooking Lore)	<input type="checkbox"/>
Hireling performs a skill check but you must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).	
Hireling (+14, Thievery, Underworld Lore)	<input type="checkbox"/>
Hireling performs a skill check but you must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).	
Hireling (+16, Diplomacy, Legal Lore, Accounting Lore, Group Impression)	<input type="checkbox"/>
Hireling performs a skill check but you must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb).	
Professional Hireling (Hireling [+16, Diplomacy, Legal Lore, Accounting Lore, Group Impression])	<input type="checkbox"/>
The selected ally adds a second Lore skill to the list of skill checks they can attempt.	
Wayfinder	<input type="checkbox"/>
You gain a wayfinder.	

Factions

Envoys' Alliance
Reputation Ignored (2)
Grand Archive
Reputation Ignored (4)
Horizon Hunters
Reputation Ignored (2)
Radiant Oath
Reputation Ignored (4)
Verdant Wheel
Reputation Ignored (0)
Vigilant Seal
Reputation Revered (137)

Pathfinder Training

Swords

You are associated with the Swords school

Boons

Combat Mentor	<input type="checkbox"/>
For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to attack rolls and spell attack rolls to 2.	
Expert Hireling (Hireling [+16, Diplomacy, Legal Lore, Accounting Lore, Group Impression])	<input type="checkbox"/>
The selected ally's proficiency for their selected skills improves to expert.	
Heroic Defiance	<input type="checkbox"/>
When you spend your Hero Points to avoid death, you can choose to immediately wake up with 1 Hit Point.	

Personal Details

Gender: Male; **Age:** 52; **Height:** 4' 2"; **Weight:** 185 lb.;
Eyes: Black and bloodshot; **Hair:** Multi-colored, spiky, black beard; **Skin:** Tattooed

Brokkr was born on Desna 25, 4669. His family made weapons for Mendev's crusaders, and were known as excellent smiths.

Brokkr's Father Alfgeir managed the forge, engineering improvements, and overseeing manufacture. His mother Freydis handled supply, purchases, and sales. His brother Eitri was the master smith, working the metal.

Brokkr didn't have the artistry of others in his family, but he had the strength. So he worked the bellows. Keeping the bellows to an even powerful rhythm is a vital job. Loving his mother, father, and brother, and working to supply the great and noble warriors in Mendev, Brokkr did it well and faithfully.

Brokkr was proud of his capacity and position, and was honored when his family was chosen to outfit the newest batch of recruits to the Order of the Nail, on their first crusade.

When the terrible news came back, that the new unit had fallen to a unit of Bearded Devils, the family was shocked. When the Lictor Severs DiViri brought the weapons back, it was clear why the unit had fallen. Most of the weapons had been sundered. But the breaks did not show either a narrowing or over-working of the metal, which would have implicated Eitri. And they did not show the pocks of stains that would have indicated a problem with the forge, or with the ingots supplied. Rather, the lack of other signs as to what had made the weapons brittle, demonstrated to Brokkr that the fault had been his, in inconstant temperature in the forge.

Brokkr left that night, leaving his Torag medallion behind. He took the tattoos, and hair dyes, and wild shaven hair of a dwarf sworn to die in battle, to restore the honor he had cost his family. He swore his oath to Reymenda, the Emyreal Lady of childlessness, that he would father no children, that he would personally avenge the mothers whose children he had lost, and he took the mantle of the troll slayer.

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Assurance (Athletics) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Assurance (Medicine) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Attack of Opportunity (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian

[reaction]

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit 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 to this Strike.

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill

[1 action]

Prerequisites trained in Medicine

Requirements You are holding or wearing healer's tools.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Continual Recovery (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites expert in Medicine

You zealously monitor a patient's progress to administer treatment faster. When you Treat Wounds, your patient becomes immune for only 10 minutes instead of 1 hour. This applies only to your Treat Wounds activities, not any other the patient receives.

Doctor's Visitation (Barbarian, Class, Class Feats Selection, Feat)

Traits: Archetype, Flourish

[1 action], [2 actions]

Prerequisites Medic Dedication

You move to provide immediate care to those who need it. Stride, then use one of the following: Battle Medicine or Treat Poison. You can spend a second action to instead Stride and then Administer First Aid or Treat a Condition (if you have it; see below).

Appears In: Advanced Player's Guide

Forager (Feat, School Training Feat)

Traits: General, Skill

Prerequisites trained in Survival

While using Survival to Subsist, if you roll any result worse than a success, you get a success. On a success, you can provide subsistence living for yourself and four additional creatures, and on a critical success, you can take care of twice as many creatures as on a success.

Each time your proficiency rank in Survival increases, double the number of additional creatures you can take care of on a success (to eight if you're an expert, 16 if you're a master, or 32 if you're legendary). You can choose to care for half the number of additional creatures and provide a comfortable living instead of subsistence living.

Multiple smaller creatures or creatures with significantly smaller appetites than a human are counted as a single creature for this feat, and larger creatures or those with significantly greater appetites each count as multiple creatures. The GM determines how much a non-human creature needs to eat.

Furious Bully (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian

Prerequisites master in Athletics

You bully foes across the battlefield. While raging, you gain a +2 circumstance bonus to Athletics checks for attack actions.

Medic Dedication (1/hour) (Barbarian, Class, Class Feats Selection, Feat)

Traits: Archetype, Dedication

Prerequisites trained in Medicine, Battle Medicine

You become an expert in Medicine. When you succeed with Battle Medicine or Treat Wounds, the target regains 5 additional HP at DC 20, 10 HP at DC 30, or 15 HP at DC 40. Once per day, you can use Battle Medicine on a creature that's temporarily immune. If you're a master in Medicine, you can do so once per hour.

Appears In: Advanced Player's Guide

Mountain's Stoutness (Ancestry Feats Selection, Feat)

Traits: Dwarf

Your hardiness lets you withstand more punishment than most before going down. Increase your maximum Hit Points by your level. When you have the dying condition, the DC of your recovery checks is equal to 9 + your dying value (instead of 10 + your dying value).

If you also have the Toughness feat, the Hit Points gained from it and this feat are cumulative, and the DC of your recovery checks is equal to 6 + your dying value.

No Escape (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian, Rage

[reaction]

Trigger A foe within reach attempts to move away from you.

You keep pace with a retreating foe. Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use No Escape to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type.

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Quick Jump (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

Raging Athlete (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian

Prerequisites expert in Athletics

Physical obstacles can't hold back your fury. While you are raging, you gain a climb Speed and swim Speed equal to your land Speed and the DC of High Jumps and Long Jumps decreases by 10. Your distance for a vertical Leap increases to 5 feet vertically, and your distance for a horizontal Leap increases to 15 feet if your Speed is at least 15 feet and to 20 feet if your Speed is at least 30 feet.

Specialty Crafting (Blacksmith) (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Crafting

Your training focused on Crafting one particular kind of item. Select one of the specialties listed on page 267; you gain a +1 circumstance bonus to Crafting checks to Craft items of that type. If you are a master in Crafting, this bonus increases to +2. If it's unclear whether the specialty applies, the GM decides. Some specialties might apply only partially. For example, if you were making a morningstar and had specialty in woodworking, the GM might give you half your bonus because the item requires both blacksmithing and woodworking.

Alchemy* - Alchemical items such as elixirs

Artistry - Fine art, including jewelry

Blacksmithing - Durable metal goods, including metal armor

Bookmaking - Books and paper

Glassmaking - Glass, including glassware and windows

Leatherworking - Leather goods, including leather armor

Pottery - Ceramic goods

Shipbuilding - Ships and boats

Stonemasonry - Stone goods and structures

Tailoring - Clothing

Weaving - Textiles, baskets, and rugs

Woodworking - Wooden goods and structures

* You must have the Alchemical Crafting skill feat to Craft alchemical items.

Sudden Charge (Barbarian, Class, Class Feats Selection, Feat)

Traits: Barbarian, Flourish, Open

[2 actions]

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Toughness (Feat, General Feats Selection)

Traits: General

You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value.

Wall Jump (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites master in Athletics

You can use your momentum from a jump to propel yourself off a wall. If you're adjacent to a wall at the end of a jump (whether performing a High Jump, Long Jump, or Leap), you don't fall as long as your next action is another jump. Furthermore, since your previous jump gives you momentum, you can use High Jump or Long Jump as a single action, but you don't get to Stride as part of the activity.

You can use Wall Jump only once in a turn, unless you're legendary in Athletics, in which case you can use Wall Jump as many times as you can use consecutive jump actions in that turn.

Ward Medic (Feat, General Feats Selection)

Traits: General, Skill

Prerequisites expert in Medicine

You've studied in large medical wards, treating several patients at once and tending to all their needs. When you use Treat Disease or Treat Wounds, you can treat up to two targets. If you're a master in Medicine, you can treat up to four targets, and if you're legendary, you can treat up to eight targets.

Anathema (Instinct)

Each instinct lists acts that are anathema to it. Whenever you perform such acts, you lose the instinct's abilities and any instinct feats until you spend 1 day of downtime re-centering yourself, though you keep all of your other barbarian abilities.

Giant Instinct: Failing to face a personal challenge of strength is anathema.

Brutality (Barbarian, Class)

Your fury makes your weapons lethal. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to expert. While raging, you gain access to the critical specialization effects for melee weapons and unarmed attacks.

Combat Mentor (Boon)

Prerequisites Vigilant Seal Tier 1

While working with less experienced Pathfinder allies, you provide pointers and lead drills that ensure your newer colleagues' attacks strike true. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to attack rolls and spell attack rolls to 2.

Normal A Level Bump increases a PC's attack roll and spell attack roll modifiers by 1.

Special A PC can only benefit from two mentor boons.

Appears In: Pathfinder Society

Darkvision (Dwarf, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Deny Advantage (Barbarian, Class)

Your foes struggle to pass your defenses. You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

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Expert Hireling (Hireling [+16, Diplomacy, Legal Lore, Accou] (Boon)

Prerequisites All Factions Tier 2, Hireling

When you gain this boon, select one Hireling boon you possess. The selected ally's proficiency for their selected skills improves to expert, and their modifier to skill checks increases to 4 + your level.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Appears In: Pathfinder Society

Forge Dwarf (Ancestry Heritage Selection)

Traits: Dwarf

You have a remarkable adaptation to hot environments from ancestors who inhabited blazing deserts or volcanic chambers beneath the earth. This grants you fire resistance equal to half your level (minimum 1), and you treat environmental heat effects as if they were one step less extreme (incredible heat becomes extreme, extreme heat becomes severe, and so on).

Heroic Defiance (Boon)

Prerequisites Vigilant Seal Tier 3

When you spend your Hero Points to avoid death, you can choose to immediately wake up with 1 Hit Point.

Normal When you spend your Hero Points to avoid death, you stabilize with 0 Hit Points, but you do not wake up until your Hit Points rise above 0.

Appears In: Pathfinder Society

Hireling (+16, Diplomacy, Legal Lore, Accounting Lore, Grou] (Boon)

Prerequisites All Factions Tier 0

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb). The hireling's result cannot be modified by class abilities or spells, but it can be improved by a successful Aid check. The hireling does not participate directly in combat, cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times. Each time you purchase this boon, you can choose a different set of skills.

Appears In: Pathfinder Society

Juggernaut (Barbarian, Class)

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Mighty Rage (Barbarian, Class)

Traits: Barbarian
[free]

Your rage intensifies and lets you burst into action. Your proficiency rank for your barbarian class DC increases to expert. You gain the Mighty Rage free action.

Mighty Rage [free]

Barbarian

Trigger You use the Rage action on your turn.

Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait.

Professional Hireling (Hireling [+16, Diplomacy, Legal Lore,] (Boon)

Prerequisites All Factions Tier 3, Expert Hireling

When you gain this boon, select one Hireling boon you possess. The selected ally adds a second Lore skill to the list of skill checks they can attempt. In addition, select one skill feat whose prerequisite is being trained in one of the hireling's selected skills. The hireling gains the benefits of that skill feat when attempting skill checks.

Special You can purchase this boon multiple times. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Appears In: Pathfinder Society

Rage (+16 temp HP, +10 dmg, -1 AC, 10/round] (Barbarian, Class)

Traits: Barbarian, Concentrate, Emotion, Mental
[1 action]

Requirements You aren't fatigued or raging

You tap into your inner fury and begin raging. You gain a number of temporary Hit Points equal to your level plus your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- You deal 2 additional damage with melee weapons and unarmed attacks. This additional damage is halved if your weapon or unarmed attack is agile.
- You take a -1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Raging Resistance 7 (Bludgeoning and Cold) (Instinct)

You resist bludgeoning damage and your choice of cold, electricity, or fire, chosen when you gain raging resistance.

Resistance to Fire 6 (Ancestry Heritage Selection)

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

Titan Mauler (Instinct Ability) (Instinct)

You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You gain access to this larger weapon, of any weapon type otherwise available at character creation. It has the normal Price and Bulk for a weapon of its size. When wielding such a weapon in combat, increase your additional damage from Rage from 2 to 6, but you have the clumsy 1 condition because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate
Requirements You're wearing or holding healer's tools

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.
Success The target regains 2d8 Hit Points, and its wounded condition is removed.
Critical Failure The target takes 1d8 damage.

Hireling (+14, Society, Cooking Lore) (Boon)

Notes: Celestial, Ignan, Terran

Prerequisites All Factions Tier 0

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb). The hireling's result cannot be modified by class abilities or spells, but it can be improved by a successful Aid check. The hireling does not participate directly in combat, cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times. Each time you purchase this boon, you can choose a different set of skills.

Appears In: Pathfinder Society

Hireling (+14, Thievery, Underworld Lore) (Boon)

Prerequisites All Factions Tier 0

You have recruited a non-combat hireling who can assist you with a certain set of skill checks. This ally performs the selected skills with a total modifier equal to 2 + your level, and they are considered trained in the skills. You must expend any actions and be in range to perform the action yourself, and any consequences of these actions affect you (such as falling when using Athletics to Climb). The hireling's result cannot be modified by class abilities or spells, but it can be improved by a successful Aid check. The hireling does not participate directly in combat, cannot be harmed unless willfully endangered, and has no effect other than performing the selected skill checks.

When you purchase this boon, you select one skill as well as one Lore skill. The hireling can perform only these skills checks.

Special You can purchase this boon multiple times. Each time you purchase this boon, you can choose a different set of skills.

Appears In: Pathfinder Society

Wayfinder (Boon)

Prerequisites All Factions Tier 0

To guide your path, your faction has secured a wayfinder (Pathfinder Core Rulebook 617) for you to carry on your journeys and serve as a badge of office in the Pathfinder Society. This wayfinder has an effective sale price of 0 gp.

Appears In: Pathfinder Society

2001 Brokkr Osvifsson the Unworthy – Abilities & Gear

Envoys' Alliance

(Faction)

Being a Pathfinder's dangerous work. Travel comes with its own dangers, traps seem to be everywhere, and just about everything seems ready to eat aspiring agents. What's more, the Pathfinder Society has spent the last decade increasingly engaged in major conflicts, each of which saw extraordinary rewards yet also loss of life. After virtually nonstop campaigns, the Society's ranks are sorely depleted. The Envoys' Alliance aims to change that, making the Society every stronger, better trained, and better supported.

Faction Leader: Fola Barun (N female half-elf negotiator) first encounter the Pathfinder Society in her role as the envoy of an Ekujae elven community in the Mwangi Expanse, and later joined the Society through a field commission. She quickly established herself as an attentive leader whose even-keeled, professional approach not only expanded the Society's understanding of the mighty Vanji River, but also helped devastate the Aspis Consortium's predatory operations along that route. Having never trained at the Grand Lodge or absorbed the conventional Society wisdom imparted to initiates, she was appalled upon first reaching Absalom and learning of the many counts of negligence of the past century. She's brought a fresh approach to recruitment and supporting agents in the field, which often sees her collaborating (and occasionally clashing) with the deans of the Pathfinder Society's three schools.

Motto: Strength in Community

Objectives: The Envoys' Alliance is dedicated to recruiting new agents, rescuing Pathfinders in distress, and rebuilding the Society in a way that supports and values operatives' lives and wellbeing—at least as much as one can in the adventuring world. Through collaboration, the Society can accomplish ever-greater feats—particularly with a powerful faction to advocate for the Pathfinders themselves when they're tasked with the Grand Lodge's latest projects.

Year 1 Goal: In addition to devastating several nations, the Whispering Tyrant's rise resulted in hundreds of Pathfinder casualties. The aftermath is a serious wake-up call for the Society, and the Envoys' Alliance in particular seeks not only to rescue those agents stranded by the recent chaos, but also to provide assistance to other distant operations that have suffered from insufficient support.

Appears In: Pathfinder Society

Grand Archive

(Faction)

Archaeology is a destructive science, and adventurers tend to be more destructive than most. If the Society is to uphold its mandate to study and preserve the past, then documentation and academic rigor are key. Members of the Grand Archive do not limit themselves to Absalom's libraries, however; these bold explorers' voyage to the most exciting sites to chronicle the past in person and share those tales with the world.

Faction Leader: Although third in line for the Sky Citadel Kraggodan's throne, Gorm Greathammer (LN male dwarf raconteur) has always been drawn to the adventuring lifestyle, and his passion drew him to the Pathfinder Society decades ago. He has since distinguished himself as an explorer and chronicler with numerous publications to his name and countless stories to retell. Even so, he has regularly returned home to help administrate the sky citadel. After withstanding the exhausting Ironfang Invasion and directing peace negotiations with Molthune, he returned to the Grand Lodge on an extended leave of absence from Kraggodan. He now oversees the Grand Archive, promoting scholarship and uncovering centuries-old mysteries to solve at long last. Yet those who would expect the Grand Archive's leader to be a shy, spectacled sage are in for a surprise; Gorm is daring, boisterous, and ready to get his hands dirty alongside his allies.

Motto: Chronicling the Past

Objectives: The Grand Archive promotes the ongoing education of Pathfinder agents, the recovery of ancient knowledge, and the mastery of esoteric lore. Thanks to Gorm Greathammer's leadership, the faction also encourages travel, so that agents can experience history directly, draw their own conclusions, and ensure that all relics receive the care and curation they deserve—especially where a berserker's boots might otherwise shatter a priceless statue. After years of neglect and several noteworthy attacks, the Grand Lodge's written records are a tattered shadow of what they once were, and the Grand Archive is dedicated to restoring the Society's libraries by seeking replacement texts and long-lost documents the world over.

Year 1 Goal: Although the Pathfinder Society now keeps track of its myriad, far-flung lodges, the first few centuries involved venture-captains founding, operating, and ultimately abandoning numerous lodges across Avistan and Garund. Not only are these lost lodges an important part of Society history, but many also house libraries with unique, now-forgotten manuscripts. As the Society explores its earliest agents' exploits, the Grand Archive seeks to track down the lost lodges through historical clues, hoping to recover and preserve the lore sequestered within each one.

Appears In: Pathfinder Society

Horizon Hunters (Faction)

Since the Pathfinder Society's first day, when adventurers gathered in Absalom to share drinks and swap stories, the Society has been an organization of explorers. The Horizon Hunters is home to those who carry on the proud tradition of ascending the highest peaks, plumbing the darkest depths, and seeing what lies over the next hill. And as sweet as it is to discover a lost ruin or unknown vista, it's all the better to tell wild tales about the experience and revel in the admiration of peers—particularly if an agent's deeds might be immortalized in the Pathfinder Chronicles, a widely distributed record of the greatest Pathfinders' achievements and discoveries.

Faction Leader: Hailing from the Sodden Lands, Calisro Benarry (N female half-orc corsair) is a pirate-turned-Pathfinder who made her name as venture-captain of the Arcadian Mariner's Lodge, a ship-borne Pathfinder lodge aboard the Grinning Pixie, whose command passed between venture-captains every few years. Bucking tradition, Benarry commanded the wheel for a decade, oversaw exploration of the dreaded Gloomspires, and traveled widely before recently being ordered to surrender the ship. She considers that no excuse to settle down, though, and has poured her energy into inspiring curiosity, tenacity, and wanderlust in the Society as a whole, spearheading the Horizon Hunters faction.

Motto: Glory Lies Over the Horizon

Objectives: The more untouched, unfamiliar, or unknown a site or treasure, the more exhilarating it is to reach it. The Horizon Hunters encourage exploration for its own sake, yet it's also dedicated to enhancing the reputation of its members—anything from publication in the Pathfinder Chronicles to being the subject of the latest tall tale to circulate the taverns. Iconic objectives include uncovering mythical lost cities, blazing the trail through uncharted territory, and reaching foreboding realms. And if the Pathfinders can look good while doing so, that's all the better.

Year 1 Goal: Calisro Benarry longs to rekindle the public's wonder and admiration of the Society through daring and inspiring adventures, focusing on two goals. First, she encourages Pathfinders to seek out and overcome public challenges, from beating previous records to blazing trails at the behest of influential patrons. Second, because she believes the Society has stuck to the Inner Sea for too long, she is pushing for a major mission to document a distant land—an endeavor that the people of Absalom will be talking about for years to come.

Appears In: Pathfinder Society

Radiant Oath (Faction)

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Faction Leader: No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

Motto: A Light in the Shadows

Objectives: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Appears In: Pathfinder Society

Verdant Wheel (Faction)

No matter how many verdant jungles, grassy plains, and untamed hills agents scout, the Pathfinder Society is not strictly a nature-oriented organization. Even so, nature enthusiasts of all stripes—from grizzled trackers to bright-eyed ecologists to tenacious druids—gravitate to the Society for opportunities to witness natural wonders, catalog new species, and better protect the world’s pristine realms. The call for a united voice representing those interests has only grown over the years, and the evolution of the Pathfinder Society provides a perfect opportunity to name this organization: the Verdant Wheel. This faction has a particular fondness for sensing patterns and cycles, such as that of creation and destruction, as exemplified by new growth sprouting from a fire-ravaged field, but those intent on preserving that which exists also find a welcome home here.

Faction Leader: Nobody entirely agrees on where Urwal (NG male lizardfolk astrologer) came from, though one Pathfinder admits to having encountered him in Varisia several years ago and being accosted about a copy of the Pathfinder Chronicles containing misleading information. Flustered, the Pathfinder told Urwal that if he were so upset, he could visit the Grand Lodge and file a complaint. In 4718 AR, Master of Scrolls Kreighton Shaine entered his locked office to find Urwal waiting there with five heavily edited volumes of the Pathfinder Chronicles, a stack of supporting documentation, and a disappointed glower. “These are full of errors. I question that your agents even traveled to these places. I will bring more; the stars foresee it,” declared the lizardfolk before clambering up a wall and out the window.

After finding Urwal reorganizing neglected entomology collections, correcting placards on a collection of Mwangi artifacts, and painting astrological charts on a Grand Lodge walkway—all helpful yet cryptically explained—the deans of the three Pathfinder Society schools decided it more prudent to recognize Urwal’s esoteric knowledge and benign infiltration by granting him a field commission (which the lizardfolk has never formally accepted). That he has since organized a cohort of nature enthusiasts as the Verdant Wheel befuddles the Society’s leadership, especially since nobody has yet figured out where he came from (including the Verdant Wheel’s agents, who maintain ongoing bets about his origins). For all his eccentricities, he is a compassionate mentor who encourages his colleagues to seek out nature’s greatest wonders and most humble treasures, understand them, and protect them in the way each agent deems best.

Motto: Truth Sprouts from the Ashes

Objectives: The Verdant Wheel has no single vision of what it means to preserve nature, leaving it to an individual’s interpretation and each region’s unique circumstances to determine the best course of action. Agents travel far and wide to study the strange and pristine, and their journeys often bring them into conflict with undead, fiends, and aberrations. Most of all, the faction is a home for those who revel in the glories of nature in its many forms—even the occasional alien landscape beyond Golarion itself.

Appears In: Pathfinder Society

Vigilant Seal (Faction)

Rune-sealed doors, buried temples, warded vaults, and ancient keeps...these are among the most tantalizing sites for explorers to delve, yet all too often these ruins were abandoned for a good reason: their contents were too dangerous to leave unfettered yet too enduring to destroy outright. The Pathfinder Society has a long track record of unleashing forgotten horrors while in the pursuit of glory and lore. Yet for every imprisoned fiend accidentally released while Pathfinders explore overgrown shrines, the explorers have also uncovered and defeated slumbering evils that would have otherwise emerged to plague the world unforeseen and uncontested. As far as the Vigilant Seal’s concerned, this tradition of cavalier recklessness must change.

Faction Leader: Among the most famous Pathfinders of the previous decade, Eando Kline (CG male human explorer) famously explored Varisia, infiltrated the Hold of Belkzen, and plumbed the Darklands’ depths to uncover a lost serpentfolk city. Knowing that further publicity would encourage exploration and goad the serpentine villains to attack the surface, Kline returned to the Grand Lodge ahead of his rival Arnois Belzig, urging the Decemvirate not to publish either of their findings about the site. The Decemvirate dismissed his concerns, and in disgust, Eando Kline resigned from the Society. For the past decade he’s led his own expeditions, always endeavoring to explore more responsibly than the organization he left behind. Yet with news of a change in the Decemvirate and respected colleagues rising to positions of power, Eando Kline has returned to the Society at last, accepting his old wayfinder so long as he can lead in the organization’s reform.

Motto: Protect, Contain, Destroy

Objectives: Just as the Pathfinder Society decrees that its agents must “Explore, report, and cooperate,” the Vigilant Seal expects its agents to “Protect, contain, and destroy.” Dangerous artifacts are often best kept deep within the Grand Lodge or other secure sites, rather than left where they might cause harm. Where slumbering evils lie chained, agents are expected to ensure every link remains strong. And where those goals are impossible, those agents must be ready to neutralize the threat. The Vigilant Seal encourages its agents to be educated enough to identify and understand hazards, and Eando Kline believes that individual Pathfinders must exercise their own discretion in assessing the danger and knowing when to intervene.

Year 1 Goal: The Pathfinder Society’s past is replete with buried dangers, both in sites of expeditions that were never completed and in the vaults below the Grand Lodge. Now that the Society’s leadership has become enamored with unearthing the exploits of the earliest Pathfinders, it’s only a matter of time before agents inadvertently unleash a devastating curse or threat that the likes of Pathfinder Society cofounders Durvin Gest or Selmius Foster thought it wiser not to disturb—Vigilant Seal members must be ready to avert such dangers whenever possible, and to quickly neutralize them if not.

Appears In: Pathfinder Society

Weapons

Dagger

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Sling bullets

These are small metal balls, typically either iron or lead, designed to be used as ammunition in slings.

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Dwarf

Dwarves craft and use these weapons.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Forceful

This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Parry

This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Propulsive

You add half your Strength modifier (if positive) to damage rolls with a propulsive ranged weapon. If you have a negative Strength modifier, you add your full Strength modifier instead.

Sweep

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 to your attack roll if you already attempted to attack a different target this turn using this weapon.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Aeon stone, pearlescent pyramid

Traits: Invested, Magical, Transmutation
Rarity: Uncommon

Aeon Stone

Aeon stones are magic stones that orbit your head when invested and grant a resonant power when slotted in a *wayfinder*. See page 604 of the *Core Rulebook* for basic information on aeon stones.

Pearlescent Pyramid

While invested, this *aeon stone* grants the benefit of the *ghost touch* property rune to your weapons and unarmed attacks. The resonant power grants a special activation.

Activate [1 action] envision; **Frequency** once per minute; **Effect** You gain the effects of see invisibility for 1 round.

Appears In: Lost Omens Pathfinder Society Guide

Climbing kit

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. A single kit has only enough materials for one climber; each climber needs their own kit.

Coyote cloak, greater

Traits: Divination, Invested, Magical

This dusty coat is made of mangy brown-and-gray coyote fur. You gain a +1 item bonus to Survival checks. If you critically succeed at your Survival check to Subsist, you can feed twice as many additional creatures.

Greater

The cloak grants a +2 item bonus, and if you critically succeed at a Survival check to Subsist, you can feed four times as many additional creatures.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Healer's gloves, greater (1/day)

Traits: Invested, Magical, Necromancy
[1 action]

These clean, white gloves never show signs of blood, even when used to stitch up wounds or treat other ailments. They give you a +2 item bonus to Medicine checks.

Activate [1 action] Interact; **Frequency** once per day; **Effect** You can soothe the wounds of a willing, living, adjacent creature, restoring 4d6+15 Hit Points to that creature. This is a positive healing effect. You can't harm undead with this healing.

Healer's tools, expanded

This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. Expanded healer's tools provide a +1 item bonus to such checks. If you wear your healer's tools, you can draw and replace them as part of the action that uses them.

Gear

Holy (1/day)

Traits: Evocation, Good, Magical
[reaction]

Holy weapons command powerful celestial energy. A weapon with this rune deals an extra 1d6 good damage against evil targets. If you are evil, you are enfeebled 2 while carrying or wielding this weapon.

Activate [reaction] command; **Frequency** once per day; **Trigger** You critically succeed at an attack roll against an evil creature with the weapon; **Effect** You regain HP equal to double the evil creature's level. This is a good, positive, healing affect.

Craft Requirements You are good.

Invisibility, greater (3/day)

Traits: Illusion, Magical
[1 action]

Light seems to partially penetrate this armor.

Activate [1 action] command; **Frequency** three times per day; **Effect** Whispering the command word, you become invisible for 1 minute, gaining the effects of a 2nd-level *invisibility* spell.

Craft Requirements Supply one casting of *invisibility*.

Lifting belt

Traits: Invested, Magical, Transmutation
[2 actions]

This wide leather belt grants you a +1 item bonus to Athletics checks and increases the amount you can easily carry. You can carry Bulk equal to 6 + your Strength modifier before becoming encumbered, and you can hold and carry a total Bulk up to 11 + your Strength modifier.

Activate [2 actions] Interact; **Effect** You lift an object of up to 8 Bulk as though it were weightless. This requires two hands, and if the object is locked or otherwise held in place, you can attempt to Force it Open using Athletics as part of this activation. The object still has its full weight and Bulk for all other purposes—you just ignore that weight. The effect lasts until the end of your next turn.

Ring of minor arcana

Traits: Arcane, Evocation, Invested
Rarity: Uncommon

This rose-gold ring is adorned in the center by a somewhat ominous-looking horned skull. This ring gives you the power to cast the following innate arcane cantrips any number of times each day: *detect magic*, *mage hand*, and *prestidigitation*. Each is cast as a 1st-level spell. If you are an arcane spellcaster, these can instead be heightened to the level of your cantrips.

Appears In: The Fall of Plaguestone

Gear

Ring of the ram (1/minute, DC 22)

Traits: Evocation, Force, Invested, Magical
[1 action]

This heavy iron ring is shaped to look like the head of a ram, with curling horns.

Activate [1 action] or more (Interact); **Frequency** once per minute; **Effect** A ram-shaped blast of force slams into one foe that you can see within 60 feet. The number of actions you spend to Activate this Item (from 1 to 3) determines the intensity of the force. The blow deals 2d6 force damage per action spent and pushes the target 5 feet per action spent. The target must attempt a DC 22 Fortitude save.

Critical Success The target is unaffected.

Success The target takes half damage and is pushed half the distance.

Failure The target takes full damage and is pushed the full distance.

Critical Failure The target takes double damage and is pushed twice the distance.

Shifting

Traits: Magical, Transmutation
[1 action]

Note: The effects of this rune have not been implemented yet. This will be added in a future update.

With a moment of manipulation, you can shift this weapon into a different weapon with a similar form.

Activate [1 action] Interact **Effect** The weapon takes the shape of another melee weapon that requires the same number of hands to wield. The weapon's runes and any precious material it's made of apply to the weapon's new shape. Any property runes that can't apply to the new form are suppressed until the item takes a shape to which they can apply.

Vanishing wayfinder

Traits: Evocation, Illusion, Invested, Magical
Rarity: Uncommon
[2 actions]

A *vanishing wayfinder* is crafted of ivory chased with gold and silver. It has the usual functions of a *wayfinder* and the following additional activation.

Activate [2 actions] command, Interact; **Frequency** once per day; **Effect** You turn the *wayfinder* in a circle while invoking its command word, gaining the effects of a 2nd-level *invisibility* spell for 5 minutes.

Appears In: Lost Omens Character Guide

Detect Magic**Cantrip 1****Cantrip, Detection, Divination****Traditions** Arcane**Cast** [2 actions] somatic, verbal**Area** 30-foot emanation**In-Play Information****Cast** [2 actions] somatic, verbal**Area** 30-foot emanation

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (-1): Charisma 8 (-1)•**Base Bonus** (+14): Character Level (+12), Trained Proficiency Modifier (+2)

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's 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 are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Light**Cantrip 1****Cantrip, Evocation, Light****Traditions** Arcane, Divine, Occult, Primal**Cast** [2 actions] somatic, verbal**Range** touch**Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally**Duration** until the next time you make your daily preparations**In-Play Information****Heightened to 6th Level****Cast** [2 actions] somatic, verbal**Range** touch**Targets** 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally**Duration** until the next time you make your daily preparations

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (-1): Charisma 8 (-1)•**Base Bonus** (+14): Character Level (+12), Trained Proficiency Modifier (+2)

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).

Mage Hand**Cantrip 1****Cantrip, Evocation****Traditions** Arcane**Cast** [2 actions] somatic, verbal**Range** 30 feet**Targets** 1 unattended object of light Bulk or less**Duration** sustained**In-Play Information****Cast** [2 actions] somatic, verbal**Range** 30 feet**Targets** 1 unattended object of light Bulk or less**Duration** sustained

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (-1): Charisma 8 (-1)•**Base Bonus** (+14): Character Level (+12), Trained Proficiency Modifier (+2)

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.

Heightened (5th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.

Heightened (7th) The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

Prestidigitation**Cantrip 1****Cantrip, Evocation****Traditions** Arcane**Cast** [2 actions] somatic, verbal**Range** 10 feet**Targets** 1 object (cook, lift, or tidy only)**Duration** sustained**In-Play Information****Cast** [2 actions] somatic, verbal**Range** 10 feet**Targets** 1 object (cook, lift, or tidy only)**Duration** sustained

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (-1): Charisma 8 (-1)•**Base Bonus** (+14): Character Level (+12), Trained Proficiency

Modifier (+2)

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions.

Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

Invisibility (1/day)**Spell 2****Illusion****Traditions** Arcane, Occult**Cast** [2 actions] material, somatic**Range** touch**Targets** one creature**Duration** 10 minute**In-Play Information****Cast** [2 actions] material, somatic**Range** touch**Targets** one creature**Duration** 10 minute

Calculation Breakdown:

Proficiency Level (Trained)•**Ability Bonus** (-1): Charisma 8 (-1)•**Base Bonus** (+14): Character Level (+12), Trained Proficiency

Modifier (+2)

Cloaked in illusion, the target becomes invisible. This makes it undetected to all creatures, though the creatures can attempt to find the target, making it hidden to them instead (page 466). If the target uses a hostile action, the spell ends after that hostile action is completed.

Heightened (4th) The spell lasts 1 minute, but it doesn't end if the target uses a hostile action.