

2018 Yashk

Player: Scott David Gray

Fighter 10

Uncommon, Medium, Hobgoblin, Humanoid

Ancestry: Hobgoblin (Warrenbred Hobgoblin)

Background: Ruby Phoenix Enthusiast

Atheist

Speed: 20 ft.

Languages: Common, Dwarven, Goblin, Jotun, Kholo, Tien, Varisian

Hit Points	Hero Points
148	3 1

Str	Dex	Con	Int	Wis	Cha	
+5	+2	+3	+4	+2	+0	+5 Str +2 Dex +3 Con +4 Int +2 Wis +0 Cha

☐ **PERCEPTION** $+18_M^* = +16_{\text{Base}} +2_{\text{Wis}} +0_{\text{Misc}}$

☐ **FORTITUDE** $+20_M^* = +16_{\text{Base}} +3_{\text{Con}} +1_{\text{Misc}}$

☐ **REFLEX** $+17_E^* = +14_{\text{Base}} +2_{\text{Dex}} +1_{\text{Misc}}$

☐ **WILL** $+17_E^* = +14_{\text{Base}} +2_{\text{Wis}} +1_{\text{Misc}}$

☐ **AC** $29_T^* = +22_{\text{Base}} +0_{\text{Dex}} +7_{\text{Misc}}$

Defenses

Resistances: void 1

Perception (Battlefield Surveyor): +2 circumstance bonus for initiative checks

All Saves (Formation Training): +1 circumstance bonus while adjacent to 2+ hobgoblin allies

Fortitude Save (Battle Hardened): Successes are crit successes instead

Reflex Save (Formation Training): +2 circumstance bonus vs. area effects while adjacent to 2+ hobgoblin allies

Reflex Save (Formation Training): +2 circumstance bonus vs. area effects while adjacent to 2+ hobgoblin allies

Will Save (Bravery): Successes vs. fear effects are critical successes instead

All Armor Classes (Formation Training): +1 circumstance bonus while adjacent to 2+ hobgoblin allies

Armor Class (Sturdy shield, moderate): +2 with shield raised

+1 resilient full plate (Trained)

AC: +7, Max Dex: +0, Armor Check: —, Speed: -5

Upgrades: *emergency eye*

Traits: bulwark

Sturdy shield, moderate

AC: +2, Max Dex: —, Armor Check: —, Speed: —

Upgrades: +2 *striking ghost touch shield boss*

+2 striking cold iron light hammer (Expert)

Melee: $+21/+17/+13$ (2d6+7 B, Crit ×2)

Ranged (20 ft.): $+18/+14/+10$ (2d6+7 B, Crit ×2)

Traits: thrown 20 ft., agile

+2 striking ghost touch shield boss (Master)

Melee: $+23/+18/+13$ (2d6+8 B, Crit ×2 + crit spec)

Upgrades: *fortifying pebble*

Traits: attached to shield

Character Number: 14034 - 2018



Skills

☐	+14_T	Acrobatics _{Dex}
☐	+16_T	Arcana _{Int}
☐	+21_M[*]	Athletics _{Str}
☐	+21_M[*]	Crafting _{Int}
☐	+0_U	Deception _{Cha}
☐	+0_U	Diplomacy _{Cha}
☐	+16_T	Gladiatorial Lore _{Int}
☐	+20_M	Hobgoblin Lore _{Int}
☐	+12_T	Intimidation _{Cha}
☐	+14_T	Medicine _{Wis}
☐	+14_T	Nature _{Wis}
☐	+16_T	Occultism _{Int}
☐	+16_T	Pathfinder Society Lore _{Int}
☐	+0_U	Performance _{Cha}
☐	+14_T	Religion _{Wis}
☐	+16_T	Society _{Int}
☐	+2_U	Stealth _{Dex}

Weapon Proficiencies

Trained: All Advanced Weapons

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

Master: Simple and Martial Shields

Armor Proficiencies

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

Skills

☐ **+14_T Survival**_{Wis}
☐ **+2_U Thievery**_{Dex}

Skill Modifiers

Athletics (Assurance): Forgo rolling to receive result of 26
Crafting (Assurance): Forgo rolling to receive result of 26

+2 striking light pick

(Expert)

Melee: **+21/+17/+13** (2d4+7 P, Crit 2d4+7 2d8+7 ×2 +1d8 P)
Traits: fatal d8, agile

+2 striking shortsword

(Expert)

Melee: **+21/+17/+13** (2d6+7 P, Crit ×2)
Traits: versatile S, agile, finesse

+2 striking silver shortsword

(Expert)

Melee: **+21/+17/+13** (2d6+7 P, Crit ×2)
Traits: versatile S, agile, finesse

+2 striking whip

(Expert)

Melee: **+21/+16/+11** (2d4+7 S, Crit ×2)
Traits: disarm, nonlethal, finesse, reach, trip

Special Abilities

Battle Hardened

Successes on Fort are crit successes instead.

Battlefield Surveyor

+2 circ to Perception when rolling initiative.

Bravery

Successes on Will vs. fear are crit successes instead; reduce any frightened gained by 1.

Combat Flexibility

During daily prep, gain one fighter feat up to 8th-lvl until next daily prep.

Crafter's Workshop

When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check but keep this boon slotted until you finish crafting that item.

Darkvision

See in darkness and dim light.

Everyneed Pack, Greater - Draw Gear (1/hour)

Draw up to 5 gp of mundane gear.

Expert Hireling (Hireling [+14])

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

Fighter Weapon Mastery (Shields)

Gain crit specialization for master weapons and unarmed attacks.

Harmonic Wayfinder (1/adventure)

If you roll a success on the check to Aid, you instead get a critical success.

Hireling (+14, Diplomacy, Legal Lore, Alcohol Lore, Glad-

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 [+14, Diplomacy, Legal Lore,

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

Reactive Strike

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

Skillful Mentor

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

Treat Wounds (2d8, DC 15)

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

Warrenbred Hobgoblin

When underground, reduce flat check to target concealed target to 3, 9 for hidden. Success to Squeeze becomes crit success.

Experience & Wealth

Career Experience Points: **112** (4/12 to 11th)

Current Cash: **9 pp, 7 gp, 3 sp**

Special Abilities

Wayfinder - Light

Wayfinder is targeted by 1st-rank *light*.

Winged Sandals - Awaken Wings (1/day)

Gain 30' fly Speed for 10m.

Feats

Formation Training [Ancestry Feats Selection]

While adjacent to 2+ hobgoblin allies, gain +1 circumstance to AC and saves, or +2 on Reflex saves vs. area effects.

Hobgoblin Lore [Ancestry Feats Selection]

Become trained in Athletics and Crafting; Gain Additional Lore for Hobgoblin Lore.

Squad Tactics [Ancestry Feats Selection]

Enemies in reach of you and 2+ allies are off-guard vs. you.

Bastion Dedication [Class Feats Selection]

Gain the Reactive Shield fighter feat.

Disarming Block [Class Feats Selection]

When using Shield Block vs. a melee weapon: Disarm the atker of the weapon.

Double Slice [Class Feats Selection]

Strike with two melee weapons; Second takes -2 pen unless agile; Combine dmg for resistance/weakness.

Nimble Shield Hand [Class Feats Selection]

Hand used to wield a shield counts as free hand for Interact action.

Quick Shield Block [Class Feats Selection]

Gain an additional reaction each turn, usable only for Shield Block.

Tactical Reflexes [Class Feats Selection]

At start of each turn, gain an additional reaction usable for Reactive Strike.

Shield Warden [Combat Flexibility Feat]

Use Shield Block to protect adjacent ally.

Dubious Knowledge [General Feats Selection]

When failing to Recall Knowledge, learn one bit each of true and erroneous knowledge.

Toughness [General Feats Selection]

Reduce the DC of recovery checks by 1.

Assurance (Athletics) [Skill Feats Selection]

Forgo rolling Athletics to instead use a result of 26.

Assurance (Crafting) [Skill Feats Selection]

Forgo rolling Crafting to instead use a result of 26.

Battle Medicine [Skill Feats Selection]

Medicine DC 15: heal 2d8 HP; target is immune to Battle Medicine for 1d.

Quick Repair [Skill Feats Selection]

Repair an item as 3-act activity.

Underwater Marauder [Skill Feats Selection]

Not off-guard in water; no penalties for using B or S melee weapons in water.

Additional Lore (Hobgoblin Lore, Hobgoblin Lore)

Gain increasing proficiency in a Lore skill.

Combat Climber

Not off-guard while Climbing; Climb with one hand and legs.

Reactive Shield

When hit in melee, Raise your Shield to gain its bonus to AC vs. that Strike.

Shield Block

While shield is raised and you would take physical dmg: Reduce dmg by shield's hardness, you and shield both take remainder.

Tracked Resources

+2 striking cold iron light hammer ☐
Candle of revealing ☐
Everyneed Pack, Greater - Draw Gear (1/hour) ☐
Harmonic Wayfinder (1/adventure) ☐

Tracked Resources

Rations (1 week)	☐
Winged Sandals - Awaken Wings (1/day)	☐

Gear (Encum: 10 bulk, Over: 15 bulk)

Total Bulk Carried: 7.6, Unencumbered

+1 resilient full plate	4
+2 striking cold iron light hammer	L
+2 striking light pick	L
+2 striking shortsword	L
+2 striking silver shortsword	L
+2 striking whip	1
Backpack <Holds: 4 @ 0.4 blk>	L
Basic crafter's book <In: Backpack>	L
Candle of revealing x2	
Clothing, ordinary	
Crafter's eyepiece	
Doubling rings	
Everyneed pack, greater	
Formula book <In: Backpack>	L
Fortifying pebble x5	
Money	0.2
Rations (1 week) x2 <In: Backpack>	1
Repair toolkit	1
Sturdy shield, moderate	1
Wayfinder, harmonic	
Winged sandals	L

Formulas

Candle of revealing	Everyneed pack, greater
Emerald grasshopper, greater	Fear gem
Emergency eye	Fortifying pebble

Factions

Envoys' Alliance
Reputation Admired (94)
Grand Archive
Reputation Liked (24)
Horizon Hunters
Reputation Ignored (4)
Radiant Oath
Reputation Ignored (2)
Verdant Wheel
Reputation Ignored (2)

Boons

Crafter's Workshop	☐
When you Craft during Downtime, you do not need to spend 4 days at work before attempting a Crafting check but keep this boon slotted until you finish crafting that item.	
Expert Hireling (Hireling [+14])	☐
The selected ally's proficiency for their selected skills improves to expert.	
Harmonic Wayfinder (1/adventure)	☐
If you roll a success on the check to Aid, you instead get a critical success.	
Hireling (+14, Diplomacy, Legal Lore, Alcohol Lore, Glad-Hand)	☐
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).	

Boons

Professional Hireling (Hireling [+14, Diplomacy, Legal Lore, Alcohol Lore, Glad-Hand])	☐
The selected ally adds a second Lore skill to the list of skill checks they can attempt.	
Skillful Mentor	☐
For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.	
Wayfinder	☐
You gain a wayfinder.	

Personal Details

Gender: Male; **Age:** 55; **Height:** 5' 2"; **Weight:** 225 lb.; **Eyes:** Yellow; **Hair:** Tuft of gray hair tied back; **Skin:** Eggplant

- Hero Name: Yashk; Player Name: Scott David Gray;
 - Alignment: Lawful-Neutral; Gender: Male; PFS#: 14034-2018; Faction: Envoy's Alliance; Age: 51; Height: 62;
 - Weight: 225; Hair: Tuft of gray hair tied back; Eyes: Yellow; Skin: Eggplant; Pathfinder Training: Scrolls 1, Swords 2
 - Ancestry: Hobgoblin; Ancestry Feat: Hobgoblin Lore;
 - Ancestry Heritage: Warrenbred Hobgoblin
 - Languages: Common, Goblin; Background: Ruby Phoenix Enthusiast [Shuriken]; Background Feat: Combat Climber; Home Region: Oprak.
 - Class: Fighter; Starting Wealth: 15 gold
 - Key Ability Score: Strength; Class Feat: Double Slice
 - Ability Scores: Strength 18 (+2 1st, +2 Ancestry, +2 Background, +2 Class); Dexterity 12 (+2 1st); Constitution 14 (+2 Ancestry, +2 Background); Intelligence 14 (+2 Ancestry, +2 1st); Wisdom 10 (+2 1st, -2 Ancestry); Charisma 10
 - Hobgoblin Lore Trained: Crafting, Hobgoblin Lore, Intimidation; Ruby Phoenix Enthusiast Trained: Athletics, Gladiator Lore; Swords Trained: Warfare Lore; Fighter Trained: Acrobatics, Arcana, Nature, Occultism, Religion, Society
 - Weapons: 3 Shortswords (27), Shield Boss (5), Main-gauche (5), 2 Daggers (4), 100 Shuriken (1)
 - Armor: Steel Shield (20)
 - Gear: Artisan's Tools [Smith's Tools] (40), Backpack (1), Bandoleer (1), Basic Crafter's Book (1), Bedroll (0.1), Belt Pouch (0.4), Chalk (0.1), Climbing Kit (5), Clothing ordinary (1), Flint and Steel (0.5), 2 x Rations (8), 20 x sacks (0.4), Signal Whistle (0.8), Soap (0.2), Pup Tent (8), Repair Kit (20), Waterskin (0.5)
 - More gear to buy: full plate (300, level 2), +1 weapon potency rune on shield boss (350, level 2), doubling rings (500, level 3)

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).

Appears In: Core Rulebook, Player Core

Assurance (Crafting) (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).

Appears In: Core Rulebook, Player Core

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 toolkit.

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 immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Appears In: Core Rulebook, Player Core

Combat Climber (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Athletics

Your techniques allow you to fight as you climb. You're not off-guard while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

Appears In: Core Rulebook, Player Core

Disarming Block (Class, Feat, Fighter)

Traits: Archetype

[free]

Prerequisites Bastion Dedication, trained in Athletics

Trigger You Shield Block a melee Strike made with a held weapon.

With deft and practiced movement, you block at an angle to potentially dislodge the weapon. You attempt to Disarm the creature whose attack you blocked of the weapon they attacked you with. You can do so even if you don't have a hand free.

Appears In: Player Core 2, Advanced Player's Guide

Double Slice (Class, Feat, Fighter)

Traits: Fighter

[2 actions]

Requirements You are wielding two melee weapons, each in a different hand.

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a -2 penalty.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

Appears In: Player Core, Core Rulebook

Dubious Knowledge (Feat, General Feats Selection)

Traits: General, Skill

Prerequisites trained in a skill with the Recall Knowledge action

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn the correct answer and an erroneous answer, but you don't have any way to differentiate which is which. This can occur as knowing something is significant, but not whether it's good or bad.

Appears In: Core Rulebook, Player Core

Formation Training (Ancestry Feats Selection, Feat)

Traits: Hobgoblin

Prerequisites trained in all martial weapons

You know how to fight in formation with your brethren. When you are adjacent to at least two hobgoblin allies, you gain a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 on Reflex saves against area effects.

Appears In: Lost Omens Character Guide

Nimble Shield Hand (Class, Feat, Fighter)

Traits: Archetype

Prerequisites Bastion Dedication

You are so used to wielding a shield that you can do so even while using the hand that's holding it for other tasks that require the dexterity of a hand. The hand you use to wield a shield counts as a free hand for the purposes of the Interact action. You can also hold another object in this hand (but you still can't use it to wield a weapon). This benefit doesn't apply to tower shields, which are still too cumbersome.

Appears In: Player Core 2, Advanced Player's Guide

Quick Repair (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Crafting

For you, the Repair activity loses the exploration trait and takes 1 minute instead of 10 minutes. If you're a master in Crafting, it takes 3 actions. If you're legendary, it takes 1 action.

Appears In: Core Rulebook, Player Core

Quick Shield Block (Class, Feat, Fighter)

Traits: Fighter

Prerequisites Shield Block

You can bring your shield into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

Appears In: Player Core, Core Rulebook

Reactive Shield (Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

[reaction]

Trigger An enemy hits you with a melee Strike.

Requirements You are wielding a shield.

You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

Appears In: Player Core, Core Rulebook

Shield Block (Class, Feat, Fighter)

Traits: General

[reaction]

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Appears In: Core Rulebook, Player Core

Shield Warden (Combat Flexibility Feat, Feat)

Traits: Fighter

Prerequisites Shield Block

When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

Appears In: Player Core, Core Rulebook

Squad Tactics (Ancestry Feats Selection, Feat)

Traits: Hobgoblin

You are adept at working with your allies to surround an enemy. If an enemy is within reach of you and at least two of your allies, that enemy is off-guard to you.

Appears In: Player Core 2, Lost Omens Ancestry Guide

Tactical Reflexes (Class, Feat, Fighter)

Traits: Fighter

You are particularly swift at punishing foes who leave you openings. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make a Reactive Strike.

Appears In: Player Core

Toughness (Feat, General Feats Selection)

Traits: General

Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1 (page 411).

Appears In: Core Rulebook, Player Core

Underwater Marauder (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

You've learned to fight underwater. You are not off-guard while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

Appears In: Player Core, Core Rulebook

Battle Hardened (Class, Fighter)

Your experience in battle helps protect you against magic and toxins alike. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Battlefield Surveyor (Class, Fighter)

Whether taking stock of an enemy army or simply standing guard, you excel at observing your foes. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

Appears In: Player Core, Core Rulebook

Bravery (Class, Fighter)

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

Appears In: Player Core, Core Rulebook

Combat Flexibility (Class, Fighter)

You can prepare your tactics to suit different situations. When you make your daily preparations, you gain one fighter feat of 8th level or lower that you meet the prerequisites for and don't already have. You can use that feat until your next daily preparations.

Appears In: Player Core, Core Rulebook

Crafter's Workshop (Boon)

Prerequisites Liked by Envoy's Alliance

Your friends in the Envoy's Alliance share crafting materials and collaborate to create new items more efficiently. You only need to spend 1 day of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Normal: You must spend 4 days of downtime before attempting your skill check and subsequently beginning to reduce the item's effective cost.

Appears In: Pathfinder Society

Darkvision (Hobgoblin, Race)

A monster 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-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Everyneed Pack, Greater - Draw Gear (1/hour)

Traits: Manipulate

Frequency once per hour

You draw any number of pieces of mundane gear from the pack with a combined value of 5 gp or less.

Appears In: Treasure Vault, Lost Omens Pathfinder Society Guide

Expert Hireling (Hireling [+14]) (Boon)

Prerequisites Liked by any Faction

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 to the same character. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Appears In: Pathfinder Society

Fighter Weapon Mastery (Shields) (Class, Fighter)

Hours spent training with your preferred weapons, learning and developing new combat techniques, have made you particularly effective with your weapons of choice. Choose one weapon group. Your proficiency rank increases to master with the simple weapons, martial weapons, and unarmed attacks in that group, and to expert with the advanced weapons in that group. You gain access to the critical specialization effects (page 283) of all weapons and unarmed attacks for which you have master proficiency.

Appears In: Player Core, Core Rulebook

Harmonic Wayfinder (1/adventure) (Boon)

Prerequisites Liked by Envoy's Alliance

You have modified your wayfinder to resonate with your allies' actions, allowing you to better help them in times of need. When you purchase this boon, you apply its benefits to one wayfinder in your possession, granting you a special free action ability when the wayfinder is invested and in your possession.

You can activate this ability as a free action before you Aid an ally. If you roll a success on the check to Aid, you instead get a critical success.

You can safely use this benefit once per adventure. You can attempt to use it a second time, overcharging the wayfinder at the risk of destroying it. When you do so, roll a DC 10 flat check. On a success, the wayfinder is broken. On a failure, the wayfinder is destroyed. If anyone tries to overcharge a wayfinder that's already been overcharged, the item is automatically destroyed (even if it has been repaired) and does not provide the activated benefit.

Special: You can apply multiple upgrades to a single wayfinder. Each upgrade only affects one wayfinder in your possession, chosen when the boon is purchased. If a wayfinder has multiple upgrades on it, you can only safely use each ability once per scenario.

If the wayfinder with this upgrade is destroyed, you can apply the upgrade to another wayfinder during Downtime for no additional cost beyond that of the wayfinder itself.

Appears In: Pathfinder Society

Hireling (+14, Diplomacy, Legal Lore, Alcohol Lore, Glad-Har) (Boon)

Prerequisites none

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 doesn't have or use its own ability modifiers and can never benefit from item bonuses, status bonuses, or fortune effects. Abilities that grant you a circumstance bonus do not grant that circumstance bonus to your hireling even though you are using your action to attempt the check. You cannot aid your own hireling.

You cannot use the hirelings skills except recall knowledge in combat, and the hireling cannot be affected by, or affect combat, and 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, but may only benefit from one hireling boon on any given adventure.

Appears In: Pathfinder Society

Professional Hireling (Hireling [+14, Diplomacy, Legal Lore,] (Boon)

Prerequisites Admired by any Faction

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 apply this boon multiple times to the same character. Each time you purchase this boon, you must apply its benefits to a different Hireling boon.

Appears In: Pathfinder Society

Reactive Strike (Class, Fighter)

[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 lash out at 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.

Appears In: Player Core

Resistance to Void 1

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.

Skillful Mentor (Boon)

Prerequisites Liked by Envoy's Alliance

While working with less experienced Pathfinder allies, you provide vital advice to sharpen your newer colleagues' skills. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to skill checks to 2.

Normal A Level Bump increases a PC's skill check modifiers by 1.

Special A PC can only benefit from two mentor boons.

Appears In: Pathfinder Society

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding a healer's toolkit (page 288).

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 it for a total of 1 hour, double the Hit Points it regains 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 loses the wounded condition.

Success The target regains 2d8 Hit Points, and loses the wounded condition.

Critical Failure The target takes 1d8 damage.

Warrenbred Hobgoblin (Ancestry Heritage Selection)

Traits: Hobgoblin

Your ancestors lived underground. Your ears are larger than those of other hobgoblins and sensitive to echoes. While you're underground, when you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one. In addition, if you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

Appears In: Player Core 2, Lost Omens Character Guide

Wayfinder - Light

Traits: Concentrate

[1 action]

The *wayfinder* is targeted by a 1st-rank *light* spell.

Appears In: GM Core, Core Rulebook

Winged Sandals - Awaken Wings (1/day)

Traits: Air, Concentrate

[2 actions]

Frequency once per day

The wings grow in size and propel you through the air, granting you a fly Speed of 30 feet for 10 minutes.

Appears In: GM Core, Core Rulebook

Wayfinder (Boon)

Prerequisites Character must have played 1 session to obtain.

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

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

Weapons**+2 striking cold iron light hammer**

Traits: Magical

This smaller version of the warhammer has a wooden or metal shaft ending in a metal head. Unlike its heavier cousin, it is light enough to throw.

Appears In: Core Rulebook, Player Core

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.

Attached to shield

An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Appears In: Fantasy Theme, SettingCombo

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Fatal d8

The fatal trait includes a die size. On a critical hit, the weapon's damage die increases to that die size instead of the normal die size, and the weapon adds one additional damage die of the listed size.

Finesse

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

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.

Reach

This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies. For creatures with reach, the weapon increases their reach by 5 feet.

Thrown 20 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.

Trip

You can use this weapon to Trip with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Trip using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Weapon Traits

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. 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 its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

Armor

Sturdy shield, moderate

Traits: Magical

With a superior design and excellent craftsmanship, this steel shield has higher Hardness than its non-magical counterparts, making it harder to break and destroy. The shield has Hardness 13, HP 104, and BT 52.

Appears In: GM Core, Core Rulebook

Gear

Aeon stone, pearly white spindle

Traits: Invested, Magical

Rarity: Uncommon

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.

Pearly White Spindle

When you invest this aeon stone, it slowly starts healing your wounds, restoring 1 HP every minute.

The resonant power grants you resistance 1 to negative damage.

Appears In: Lost Omens Pathfinder Society Guide

Candle of revealing

Traits: Consumable, Magical

[1 action]

When lit, this black candle's eerie blue flame reveals the presence of invisible creatures. Within a 10-foot radius of the lit candle, creatures don't benefit from the invisible condition. Their bodies are outlined, not fully visible, so they're concealed. Once lit, the candle burns for 1 minute, after which the effect ends. If extinguished, it can't be relit.

Appears In: Player Core 2, Advanced Player's Guide

Gear

Crafter's eyepiece

Traits: Invested, Magical

This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. You gain a +1 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored to 10 + 10 per proficiency rank on a success or 15 + 15 per proficiency rank on a critical success.

Appears In: GM Core, Core Rulebook

Doubling rings

Traits: Invested, Magical

This item consists of two magically linked rings: an intricate, gleaming golden ring with a square-cut ruby, and a thick, plain iron ring. When you wield a melee weapon in the hand wearing the golden ring, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the iron ring. (The fundamental runes are *weapon potency* and *striking*, which add an item bonus to attack rolls and extra weapon damage dice, respectively.) Any fundamental runes on the weapon in the hand wearing the iron ring are suppressed.

The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding in one hand a weapon that requires two hands to wield).

Appears In: GM Core

Emergency eye

Traits: Consumable, Magical, Talisman

[free]

Trigger You become blinded, or an effect otherwise impedes your vision

Requirements You are an expert in Perception.

This eye, harvested from a monster, looks like it's peacefully sleeping but gives you a backup when you can't use your eyes. When the eye is activated, the eyelid pops open, and the eye stares frantically about. You see through the eye with normal vision until the end of your next turn, when the eye withers and flakes away.

Appears In: Treasure Vault

Everyneed pack, greater

Traits: Invested, Magical

Rarity: Uncommon

Constructed of green material and decorated with a white Glyph of the Open Road, an *everyneed pack* has a dozen or more small pockets lining the inside. The pack is enchanted so that each pocket contains common, mundane gear, each item worth no more than 5 gp, such as chalk, flint and steel, and string. It doesn't contain any armor, shields, weapons, or items made of precious material. Keep track of the exact value of the gear you retrieve from the pack. The pack becomes a mundane backpack after items of your choice with a combined value of 45 gp have been removed from it.

Activate 1 minute (manipulate) **Frequency** once per hour; **Effect** You draw any number of pieces of mundane gear from the pack with a combined value of 5 gp or less.

Appears In: Treasure Vault, Lost Omens Pathfinder Society Guide

Gear

Fortifying pebble

Traits: Consumable, Magical, Talisman

Rarity: Uncommon

[free]

Trigger The affixed object would take damage

This small pebble is strangely dense and surprisingly durable, affixed to an object by a sturdy steel chain. When you activate the pebble, the affixed object takes 10 less damage.

Appears In: Lost Omens Character Guide

Ghost touch

Traits: Magical

A weapon etched with this rune can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

Appears In: GM Core, Core Rulebook

Rations (1 week)

Appears In: Player Core, Core Rulebook

Wayfinder, harmonic

Traits: Invested, Magical

Rarity: Uncommon

Access member of the Pathfinder Society

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called *aeon stones*. 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* (page 284). 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 invest a *wayfinder* and the *aeon stone* within it simultaneously, and they count as only one item toward your investiture limit. 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. You can still benefit from additional *aeon stones* orbiting your head, just not in *wayfinders*.

Activate—Light [1 action] (concentrate) **Effect** The *wayfinder* is targeted by a 1st-rank *light* spell.

Appears In: GM Core, Core Rulebook

Winged sandals

Traits: Invested, Magical

Made from soft leather, with delicate white wings attached near the ankles, these sandals are ensorcelled with powerful air magic.

Whenever you fall while wearing these sandals, they automatically cast *gentle landing* on you. This benefit can't trigger again for 10 minutes.

Activate—Awaken Wings [2 actions] (air, concentrate) **Frequency** once per day; **Effect** The wings grow in size and propel you through the air, granting you a fly Speed of 30 feet for 10 minutes.

Appears In: GM Core, Core Rulebook

Nothing to print!