

2033 Mad Eye Travis Zee

Player: Scott David Gray

Gunslinger 5

CN, Medium, Human, Humanoid

Ancestry: Human (Versatile Heritage)

Background: Fortune Teller

Alignment: Chaotic Neutral

Deity: **God Calling**

Speed: 30 ft.

Languages: Ancient Osiriani, Common, Osiriani

Hit Points

63

Hero Points

3

1

Str

+2

Dex

+4

Con

+2

Int

+0

Wis

+0

Cha

+4

14 Str
19 Dex
14 Con
10 Int
10 Wis
18 Cha

PERCEPTION

+9_E* = +9 Base +0 Wis +0 Misc

FORTITUDE

+11_E = +9 Base +2 Con +0 Misc

REFLEX

+13_E = +9 Base +4 Dex +0 Misc

WILL

+9_E* = +9 Base +0 Wis +0 Misc

AC

23_T = +17 Base +4 Dex +2 Misc

Defenses

Resistances: negative 1

Perception (Ten Paces): +2 circumstance bonus to initiative

Will Save (Stubborn): On first failed save vs. controlling effect, roll second save at start of next turn

+1 leather armor (Trained)

AC: +2, Max Dex: +4, Armor Check: –, Speed: –

Activated Abilities & Adjustments

Skill Increases (Trained)

+1 striking piercing wind (Master)

Ranged (40 ft.) : **+16/+11/+6** (2d6+1 P, Crit ×2)

Traits: fatal aim (1d10), combination, concussive

+1 striking piercing wind (melee) (Expert)

Melee: **+14/+9/+4** (2d4+2 S / 2d4+4 S / 2d4+6 S, Crit ×2|×2)

Traits: forceful, critical fusion, sweep, finesse, combination

Dagger (Expert)

Melee: **+13/+9/+5** (1d4+2 P, Crit ×2)

Ranged (10 ft.) : **+13/+9/+5** (1d4+2 P, Crit ×2)

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

Special Abilities

Glimpse Vulnerability (1/round)

Creature you can see gains weakness 2 vs. your Strikes.

Gunslinger Weapon Mastery

You can use critical specializations for firearms and crossbows.

Raconteur's Reload

Interact to reload and then attempt a Deception check to Create a Diversion or an Intimidation check to Demoralize.

Character Number: 14034 - 2033



Skills

+13_E* **Acrobatics** _{Dex}

+7_T **Arcana** _{Int}

+4_U* **Athletics** _{Str}

+2_U **Crafting** _{Int}

+11_T* **Deception** _{Cha}

+11_T* **Diplomacy** _{Cha}

+9_E **Fortune-Telling Lore** _{Int}

+7_T **Herbalism Lore** _{Int}

+13_E **Intimidation** _{Cha}

+2_U **Medicine** _{Wis}

+2_U **Nature** _{Wis}

+7_T* **Occultism** _{Int}

+7_T **Pathfinder Society Lore** _{Int}

+6_U **Performance** _{Cha}

+2_U **Religion** _{Wis}

+2_U **Society** _{Int}

+6_U* **Stealth** _{Dex}

+2_U **Survival** _{Wis}

+6_U **Thievery** _{Dex}

Skill Modifiers

Acrobatics (Ten Paces): +2 circumstance bonus to initiative

Acrobatics (Assurance): Forgo rolling to receive total result of 19

Athletics (Ten Paces): +2 circumstance bonus to initiative

Deception (Ten Paces): +2 circumstance bonus to initiative

Diplomacy (Ten Paces): +2 circumstance bonus to initiative

Occultism (Oddity Identification): +2 circumstance bonus to Identify Magic with the mental, possession, prediction, or scrying trait

Stealth (Ten Paces): +2 circumstance bonus to initiative

Weapon Proficiencies

Expert: Advanced Firearms and Crossbows

Master: Simple and Martial Firearms and Crossbows; *Singular Expertise:* All Simple Weapons, All Martial Weapons, All Unarmed Attacks

Armor Proficiencies

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

Special Abilities

- Rugged Mentor
For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to saving throws to 2.
- Rugged Wayfinder (1/adventure)
As an action, you can reduce the severity of your clumsy, enfeebled, or sickened condition, reducing that condition's value by 1.
- Storied Talent
When using Downtime to Earn Income, you can choose to attempt a task of your level.
- Stubborn
On first failed Will save vs. controlling effect, roll second save at start of next turn.
- Ten Paces
Gain +2 circ to initiative, Interact to draw 1H firearm or crossbow. As first action, you can Step up to 10 feet as free act.

Feats

- Clever Improviser [Ancestry Feats Selection]
Attempt skill actions that normally require trained proficiency, even if untrained.
- General Training [Ancestry Feats Selection]
Gain a 1st-level general feat. Must meet the prerequisites.
- Scroll Thaumaturgy [Basic Thaumaturgy Feat]
Activate scrolls of any tradition, using class DC for the scroll's DC.
- Basic Thaumaturgy [Class Feats Selection]
Gain a 1st- or 2nd-level thaumaturge feat.
- Blast Lock [Class Feats Selection]
1 act: Shoot firearm at lock within 10 ft, possibly opening it.
- Thaumaturge Dedication [Class Feats Selection]
Gain an implement and the Glimpse Vulnerability action.
- Diehard [General Feats Selection]
Die from the dying condition at dying 5, rather than dying 4.
- Toughness [General Feats Selection]
DC of recovery checks is 9 + dying value.
- Fleet [General Training Feat]
Your Speed increases by 5 feet.
- Assurance (Acrobatics) [School Training Feat]
Forgo rolling a Acrobatics check to instead use a result of 19.
- Additional Lore [Skill Feats Selection]
Become trained in a Lore skill and Expert at 3rd, Master at 7th, and Legendary at 15th.
- Intimidating Glare [Skill Feats Selection]
You can use Demoralize with no penalty when a creature doesn't understand your language.
- Oddity Identification
+2 circumstance bonus to Occultism checks to Identify Magic with the mental, possession, prediction, or scrying traits.
- Untrained Improvisation
Proficiency bonus to untrained skill checks is equal to half your level.

Innate Spells

Light (1st)

Tracked Resources

- Dagger ☐
- Glimpse Vulnerability (1/round) ☐
- Rounds

100
- Rugged Wayfinder (1/adventure) ☐

Gear (Encum: 7 bulk, Over: 12 bulk)

- Total Bulk Carried: 3.7, Unencumbered
- +1 leather armor 1
- +1 striking piercing wind 2
- +1 striking piercing wind (melee) -
- Backpack <Holds: 4 @ 1.3 blk> L

Experience & Wealth

Career Experience Points: 56 (8/12 to 6th)
Current Cash: 17 pp, 2 sp

Gear

- Basic crafter's book <In: Backpack> L
- Clothing, ordinary -
- Dagger L
- Firearm cleaning kit <In: Backpack> L
- Formula book <In: Backpack> L
- Money -
- Repair kit <In: Backpack> 1
- Scroll of darkvision L
- Scroll of glitterdust L
- Scroll of heal L
- Scroll of heal L
- Scroll of heal L
- Scroll of heal L
- Scroll of heal L
- Scroll of heal (2nd level) L
- Scroll of restyle L
- Scroll of sonata span L
- Scroll of speak with animals L
- Scroll of temporary tool L
- Scroll of true strike L
- Scroll of true strike L
- Wayfinder, rugged -

Factions

- Grand Archive
Reputation Ignored (2)
- Horizon Hunters
Reputation Liked (56)

Pathfinder Training

- Spells
You are associated with the Spells school

Boons

- Rugged Mentor ☐
For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to saving throws to 2.
- Rugged Wayfinder (1/adventure) ☐
As an action, you can reduce the severity of your clumsy, enfeebled, or sickened condition, reducing that condition's value by 1.
- Storied Talent ☐
When using Downtime to Earn Income, you can choose to attempt a task of your level.
- Wayfinder ☐
You gain a wayfinder.

Personal Details

Gender: Male; Age: 26; Height: 5' 8"; Weight: 156 lb.;
Eyes: Marble Gray; Hair: Black; Skin: Warm Beige

2033 Mad Eye Travis Zee – Abilities & Gear

Assurance (Acrobatics) (Feat, School Training Feat)

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).

Blast Lock (Class, Class Feats Selection, Feat, Gunslinger)

Traits: Attack, Gunslinger

[1 action]

Requirements You're wielding a loaded firearm

Sometimes taking the shortest distance between two points involves removing an obstacle or two. You shoot your firearm at a lock within 10 feet. Make an attack roll against the DC required to Pick the Lock.

Critical Success You open the lock, or you achieve two successes toward opening a complex lock.

Success You open the lock, or you achieve one success toward opening a complex lock.

Failure You fail to open the lock, and your shot makes it harder to open. Future attempts to Pick the Lock or Blast the Lock take a –2 circumstance penalty.

Critical Failure You fail to open the lock, and your shot makes it much harder to open. Future attempts to Pick the Lock or Blast the Lock take a –4 circumstance penalty.

Appears In: Guns & Gears

Diehard (Feat, General Feats Selection)

Traits: General

It takes more to kill you than most. You die from the dying condition at dying 5, rather than dying 4.

Intimidating Glare (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Intimidation

You can Demoralize with a mere glare. When you do, Demoralize loses the auditory trait and gains the visual trait, and you don't take a penalty if the creature doesn't understand your language.

Oddity Identification (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Occultism

You have a sense for spells that twist minds or reveal secrets. You gain a +2 circumstance bonus to Occultism checks to Identify Magic with the mental, possession, prediction, or scrying traits.

Scroll Thaumaturgy (Basic Thaumaturgy Feat, Feat)

Traits: Thaumaturge

Your multidisciplinary study of magic means you know how to activate the magic in scrolls with ease. You can activate scrolls of any magical tradition, using your thaumaturge class DC for the scroll's DC, rather than a particular spell DC. If a spell is on the spell list for multiple traditions, you choose which tradition to use at the time you activate the scroll. You can draw and activate scrolls with the same hand holding an implement, much like you can for esoterica.

Appears In: Dark Archive

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.

Glimpse Vulnerability (1/round) (Class, Class Feats Selection, Gunslinger)

Traits: Esoterica, Manipulate

[1 action]

Frequency once per round

Requirements You are holding your implement

You glimpse a hidden vulnerability and then strengthen it to aid you. Select a creature you can see. Until you Glimpse Vulnerability again, that target gains weakness 2 against your unarmed and weapon Strikes.

Appears In: Dark Archive

Gunslinger Weapon Mastery (Class, Gunslinger)

You fully understand the best way to utilize your unique weapons. Your proficiency rank increases to master with simple and martial firearms and crossbows. Your proficiency rank for advanced firearms and crossbows, simple weapons, martial weapons, and unarmed attacks increases to expert. You gain access to the critical specialization effects for firearms and crossbows.

Appears In: Guns & Gears

Raconteur's Reload (Gunslinger's Way)

Traits: Gunslinger

[1 action]

Your rapid or forceful words draw the enemy's attention away from your hands long enough to chamber another bullet. Interact to reload and then attempt a Deception check to Create a Diversion or an Intimidation check to Demoralize.

Appears In: Guns & Gears

Resistance to Negative 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.

Rugged Mentor (Boon)

Prerequisites Liked by Horizon Hunters

While working with less experienced Pathfinder allies, you provide important insights that keep your less experienced colleagues safe from harm. For any PCs benefiting from a Level Bump and whose levels are lower than yours, you increase the Level Bump's modifier to saving throws to 2.

Normal A Level Bump increases a PC's saving throw modifiers by 1.

Special A PC can only benefit from two mentor boons.

Appears In: Pathfinder Society

Rugged Wayfinder (1/adventure) (Boon)

Prerequisites Liked by Horizon Hunters

You have modified your wayfinder to absorb a small amount of your exhaustion, allowing you to continue exploring unhindered. When you purchase this boon, you apply its benefits to one wayfinder in your possession, granting you a special ability when the wayfinder is invested and in your possession.

As an action, you can reduce the severity of your clumsy, enfeebled, or sickened condition, reducing that condition's value by 1.

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

Storied Talent (Boon)

Prerequisites Liked by Horizon Hunters

Word of your skill and expertise is spreading, and you find that increasingly prestigious clients are prepared to pay for your services. When using Downtime to Earn Income, you can choose to attempt a task of your level.

Normal When Earning Income, a PC can attempt a task of their level –2 or lower.

Appears In: Pathfinder Society

Stubborn (Class, Gunslinger)

You don't like being told what to do, and you don't give up. Your proficiency rank for Will saves increases to expert. When you fail, but don't critically fail, a Will save against an effect that would give you the controlled condition, you can attempt a second save against the effect at the start of your next turn. On a successful second save, the controlled condition ends, though any other effects remain. As normal, failing this second save doesn't allow you to attempt a third save on the subsequent turn.

Appears In: Guns & Gears

Ten Paces (Gunslinger's Way)

Traits: Gunslinger

[free]

Trigger You roll initiative.

You react to trouble with lightning speed, positioning yourself just right. You gain a +2 circumstance bonus to your initiative roll, and you can Interact to draw a one-handed firearm or one-handed crossbow. As your first action on your first turn, you can Step up to 10 feet as a free action.

Appears In: Guns & Gears

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

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

Weapons**+1 striking piercing wind**

Traits: Magical

Rarity: Uncommon

Favored by caravan guards who traverse the Mana Wastes, a piercing wind is similar to a jezail, in that you can carry it in one hand as long as the other hand's free, by holding it under one arm. Additionally, it's fitted with an underslung curved blade.

Appears In: Guns & Gears

Dagger

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

Weapons

Rounds

Traits: Alchemical

Rarity: Uncommon

Firearms require ammunition consisting of a projectile and black powder. A round of ammo can vary in its composition but is typically either a prepackaged paper cartridge, including wadding, bullet, and black powder, or loose shot packed in manually. Some weapons, like hand cannons and blunderbusses, can fire other materials, but their ammunition has the same Price due to the cost of the black powder. Because making rounds of firearm ammunition requires creating black powder, you need the Alchemical Crafting skill feat to make them. Firearm rounds are a valid option for magical ammunition, just like arrows or bolts. Crafting magical firearm ammunition requires you to be able to craft both alchemical and magical items.

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.

Combination

Combination weapons combine the functionality of melee weapons and ranged weapons in unique or unusual ways. A combination weapon has a ranged form or usage and a melee weapon form or usage. The combination weapons table lists the ranged weapon statistics first and the melee weapon statistics indented beneath, just above the ammunition. Switching between the melee weapon usage and the ranged weapon usage requires an Interact action. However, if your last action was a successful melee Strike against a foe using a combination weapon, you can make a ranged Strike with the combination weapon against that foe without fully switching to the ranged weapon usage, firing the ranged weapon just as you hit with the melee attack. In this case, the combination weapon returns to its melee usage after the ranged weapon Strike.

Since a combination weapon is one weapon with two usages, both usages share any fundamental runes. You can put a property rune on a combination weapon as long as it's appropriate for either of the two usages, but if only one of the usages meets the property rune's requirements, the effects of the property rune only apply for that usage. For instance, a vorpal axe musket only applies the vorpal property rune when you're using it as an axe. Due to their complexity, combination weapons can't have another weapon, such as a bayonet or reinforced stock, attached to them.

Concussive

These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Weapon Traits

Critical Fusion

Critical fusion is a trait for combination weapons. It grants you two additional options for the critical specialization effect when using the combination weapon's melee version to make a melee attack while the ranged weapon is loaded. If you choose to use one of them, it replaces the melee usage's normal critical specialization effect.

First, if the ranged weapon is a firearm, you can discharge it to create a loud bang and concussion, using the critical specialization effect for firearms instead of the melee weapon group's critical specialization effect. Second, you can choose to discharge the ranged weapon to increase the critical hit's momentum or shoot the foe as you attack in melee, dealing 2 additional damage per weapon damage die. Both of these options discharge the ranged weapon, which typically means you have to reload it before firing it again.

Fatal Aim (1d10)

It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand as long as the other hand isn't holding a weapon, shield, or anything else you would need to move and position, to ensure the weapon doesn't slip out from under your arm. However, if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated than just releasing one hand from the weapon, so to switch between the two grips, you must do so with an Interact action rather than Releasing or as part of reloading.

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.

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.

Weapon Traits

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, pearly white spindle

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*.

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

Scroll of heal

Traits: Consumable, Healing, Magical, Necromancy, Positive, Scroll

A scroll contains a single spell that you can cast without having to expend a spell slot. A scroll can be Crafted to contain nearly any spell, so the types of scrolls available are limited only by the number of spells in the game. The exceptions are cantrips, focus spells, and rituals, none of which can be put on scrolls. The spell on a scroll can be cast only once, and the scroll is destroyed as part of the casting. The spell on the scroll is cast at a particular spell level, as determined by the scroll. For instance, a scroll of *magic missile* (1st level) can be used to cast the 1st-level version of *magic missile*, but not a *magic missile* heightened to 2nd level. If no level is listed, the scroll can be used to cast the spell at its lowest level.

If you find a scroll, you can try to figure out what spell it contains. If the spell is a common spell from your spell list or a spell you know, you can spend a single Recall Knowledge action and automatically succeed at identifying the scroll's spell. If it's not, you must use Identify Magic (page 238) to learn what spell the scroll holds.

Gear

Wayfinder, rugged

Traits: Evocation, Invested, Magical

Rarity: Uncommon

[1 action]

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 604). 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 [1 action] command; **Effect** The *wayfinder* is targeted by a 1st-level *light* spell.

Light	Cantrip 1	Heal	Spell 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 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 (+4): Charisma 18 (+4) •Base Bonus (+7): Character Level (+5), 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 <i>light</i> 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).		Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller. Healing, Necromancy, Positive Traditions Divine, Primal Cast [1 action] to [3 actions] Range varies Targets 1 willing living creature or 1 undead creature In-Play Information Cast [1 action] to [3 actions] Range varies Targets 1 willing living creature or 1 undead creature Healing 1d8+8 Calculation Breakdown: Proficiency Level (Untrained) You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters. [1 action] (somatic) The spell has a range of touch. [2 actions] (verbal, somatic) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8. [3 actions] (material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst. Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.	
	Heal Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller. Healing, Necromancy, Positive Traditions Divine, Primal Cast [1 action] to [3 actions] Range varies Targets 1 willing living creature or 1 undead creature In-Play Information Cast [1 action] to [3 actions] Range varies Targets 1 willing living creature or 1 undead creature Healing 1d8+8 Calculation Breakdown: Proficiency Level (Untrained) You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters. [1 action] (somatic) The spell has a range of touch. [2 actions] (verbal, somatic) The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8. [3 actions] (material, somatic, verbal) You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst. Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.		

2033 Mad Eye Travis Zee – Spells

Heal

Spell 1

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Healing, Necromancy, Positive

Traditions Divine, Primal

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

In-Play Information

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

Healing 1d8+8

Calculation Breakdown:

Proficiency Level (Untrained)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

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Spell 1

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Healing, Necromancy, Positive

Traditions Divine, Primal

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

In-Play Information

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

Healing 1d8+8

Calculation Breakdown:

Proficiency Level (Untrained)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

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[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

2033 Mad Eye Travis Zee – Spells

Heal

Spell 1

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Healing, Necromancy, Positive

Traditions Divine, Primal

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

In-Play Information

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

Healing 1d8+8

Calculation Breakdown:

Proficiency Level (Untrained)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

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Spell 1

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Healing, Necromancy, Positive

Traditions Divine, Primal

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

In-Play Information

Cast [1 action] to [3 actions]

Range varies

Targets 1 willing living creature or 1 undead creature

Healing 1d8+8

Calculation Breakdown:

Proficiency Level (Untrained)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.

[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.

[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.

Heightened (+1) The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.

Restyle	Spell 1	True Strike	Spell 1
Transmutation Traditions Arcane, Divine, Occult, Primal Cast 1 minute (material, somatic, verbal) Range touch Targets 1 piece of clothing currently worn by you or an ally Duration unlimited In-Play Information Cast 1 minute (material, somatic, verbal) Range touch Targets 1 piece of clothing currently worn by you or an ally Duration unlimited Calculation Breakdown: Proficiency Level (Untrained) You permanently change the appearance of one piece of clothing currently worn by you or an ally to better fit your aesthetic sensibilities. You can change its color, texture, pattern, and other minor parts of its design, but the changes can't alter the clothing's overall shape, size, or purpose. The changes can't increase the quality of the craftsmanship or artistry of the piece of clothing, but particularly gauche choices for the new color and pattern might decrease its aesthetic appeal. This spell transforms existing materials into the desired appearance and never alters the material or creates more material than what's originally part of the object. The object's statistics also remain unchanged. Appears in Secrets of Magic		Divination, Fortune Traditions Arcane, Occult Cast [1 action] verbal Duration until the end of your turn In-Play Information Cast [1 action] verbal Duration until the end of your turn Calculation Breakdown: Proficiency Level (Untrained) A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.	
Temporary Tool	Spell 1	True Strike	Spell 1
Arcane, Conjuration Traditions Arcane Cast 1 minute Duration until used or 1 minute; see text In-Play Information Cast 1 minute Duration until used or 1 minute; see text Calculation Breakdown: Proficiency Level (Untrained) You conjure a temporary simple tool, such as a shovel or rope into your hands. It lasts until it is used for a single activity or for 1 minute, whichever comes first, after which it disappears. The tool is obviously temporarily conjured, and thus can't be sold or passed off as a genuine item. Appears in Lost Omens Gods & Magic		Divination, Fortune Traditions Arcane, Occult Cast [1 action] verbal Duration until the end of your turn In-Play Information Cast [1 action] verbal Duration until the end of your turn Calculation Breakdown: Proficiency Level (Untrained) A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.	
		Darkvision	Spell 2
		Divination Traditions Arcane, Divine, Occult, Primal Cast [2 actions] somatic, verbal Duration 1 hour In-Play Information Cast [2 actions] somatic, verbal Duration 1 hour Calculation Breakdown: Proficiency Level (Untrained) You grant yourself supernatural sight in areas of darkness. You gain darkvision. Heightened (3rd) The spell's range is touch and it targets 1 willing creature. Heightened (5th) The spell's range is touch and it targets 1 willing creature. The duration is until the next time you make your daily preparations.	

Glitterdust**Spell 2****Evocation****Traditions** Arcane, Primal**Cast** [2 actions] somatic, verbal**Range** 120 feet**Area** 10-foot burst**Saving Throw** Reflex**In-Play Information****Cast** [2 actions] somatic, verbal**Range** 120 feet**Area** 10-foot burst**Saving Throw** DC 10 Reflex**Critical Success** The target is unaffected.**Success** The target's invisibility is negated for 2 rounds.**Failure** The target is dazzled for 1 minute and its invisibility is negated for 1 minute.**Critical Failure** The target is blinded for 1 round and dazzled for 10 minutes. Its invisibility is negated for 10 minutes.

Calculation Breakdown:

Proficiency Level (Untrained)

Creatures in the area are outlined by glittering dust. Each creature must attempt a Reflex save. If a creature has its invisibility negated by this spell, it is concealed instead of invisible. This applies both if the creature was already invisible and if it benefits from new invisibility effects before the end of the invisibility negation effect from this spell.

Critical Success The target is unaffected.**Success** The target's invisibility is negated for 2 rounds.**Failure** The target is dazzled for 1 minute and its invisibility is negated for 1 minute.**Critical Failure** The target is blinded for 1 round and dazzled for 10 minutes. Its invisibility is negated for 10 minutes.**Heal****Spell 2**

Heal's listed healing/damage is based of a default of using 2 actions to cast it. To view the 1 action version, the actions used will need to be decreased in the die roller.

Healing, Necromancy, Positive**Traditions** Divine, Primal**Cast** [1 action] to [3 actions]**Range** varies**Targets** 1 willing living creature or 1 undead creature**In-Play Information****Heightened to 2nd Level****Cast** [1 action] to [3 actions]**Range** varies**Targets** 1 willing living creature or 1 undead creature**Healing** 2d8+16

Calculation Breakdown:

Proficiency Level (Untrained)

You channel positive energy to heal the living or damage the undead. If the target is a willing living creature, you restore 1d8 Hit Points. If the target is undead, you deal that amount of positive damage to it, and it gets a basic Fortitude save. The number of actions you spend when Casting this Spell determines its targets, range, area, and other parameters.

[1 action] **(somatic)** The spell has a range of touch.[2 actions] **(verbal, somatic)** The spell has a range of 30 feet. If you're healing a living creature, increase the Hit Points restored by 8.[3 actions] **(material, somatic, verbal)** You disperse positive energy in a 30-foot emanation. This targets all living and undead creatures in the burst.**Heightened (+1)** The amount of healing or damage increases by 1d8, and the extra healing for the 2-action version increases by 8.**Sonata Span****Spell 2****Auditory, Conjuration, Occult, Sonic****Traditions** Occult**Cast** [2 actions] somatic, verbal**Area** 30-foot line**Duration** sustained**In-Play Information****Cast** [2 actions] somatic, verbal**Area** 30-foot line**Duration** sustained

Calculation Breakdown:

Proficiency Level (Untrained)

By playing a brief tune on an instrument or in song, you cause the notes of the melody to physically manifest into a shimmering, translucent path. This path doesn't need to be over solid ground and can tilt up or down diagonally up to 45 degrees, but it must be a straight, 5-foot-wide line. It can support as many creatures as can physically fit on the bridge.

Appears in Secrets of Magic

Speak with Animals

Spell 2

Divination, Primal

Traditions Primal

Cast [2 actions] somatic, verbal

Duration 10 minutes

In-Play Information

Cast [2 actions] somatic, verbal

Duration 10 minutes

Calculation Breakdown:

Proficiency Level (Untrained)

You can ask questions of, receive answers from, and use the Diplomacy skill with animals. The spell doesn't make them more friendly than normal. Cunning animals are likely to be terse and evasive, while less intelligent ones often make inane comments.