

2040 Waaagh

Player: Scott David Gray

Barbarian 4

Medium, Humanoid, Orc

Ancestry: Orc (Hold-Scarred Orc)

Background: Laborer

Deity: Kazutal

Speed: 25 ft.

Languages: Common, Mwangi, Orcish

Hit Points

72

Hero Points

3

1

Str

+4

Dex

+2

Con

+2

Int

+0

Wis

+0

Cha

+1

+4 Str
+2 Dex
+2 Con
+0 Int
+0 Wis
+1 Cha

PERCEPTION

+8_E

= +8 Base +0 Wis +0 Misc

FORTITUDE

+10_E

= +8 Base +2 Con +0 Misc

REFLEX

+8_T

= +6 Base +2 Dex +0 Misc

WILL

+8_E

= +8 Base +0 Wis +0 Misc

AC

21_T

= +16 Base +2 Dex +3 Misc

Defenses

Resistances: void 1

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

Hide armor (Trained)

AC: +3, Max Dex: +2, Armor Check: -, Speed: -

Activated Abilities & Adjustments

Skill Increases (Trained)

Bastard sword (Trained)

Melee: +10/+5/+0 (1d12+4 S, Crit x2)

Traits: two-hand (1d12)

Bastard sword (Rage): +2 dmg when Raging

Dagger (Trained)

Melee: +10/+6/+2 (1d4+4 P, Crit x2)

Ranged (10 ft.): +8/+4/+0 (1d4+4 P, Crit x2)

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

Dagger (Rage): +1 dmg when Raging

Fist (Trained)

Melee: +11/+7/+3 (2d6+4 B, Crit x2)

Traits: nonlethal, agile, finesse, unarmed

Fist (Rage): +1 dmg when Raging

Javelin (Trained)

Ranged (30 ft.): +8/+3/-2 (1d6+4 P, Crit x2)

Traits: thrown 30 ft.

Special Abilities

Bestial Rage (Instinct Ability)

When raging, gain chosen animal's unarmed attack.

Combat Mentor

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

Character Number: 14034 - 2040



Skills

+6_T Accounting Lore_{Int}

+8_T Acrobatics_{Dex}

+0_U Arcana_{Int}

+13_E Athletics_{Str}

+0_U Crafting_{Int}

+1_U Deception_{Cha}

+7_T Diplomacy_{Cha}

+8_T Intimidation_{Cha}

+6_T Labor Lore_{Int}

+0_U Medicine_{Wis}

+0_U Nature_{Wis}

+0_U Occultism_{Int}

+6_T Pathfinder Society Lore_{Int}

+1_U Performance_{Cha}

+0_U Religion_{Wis}

+0_U Society_{Int}

+8_T Stealth_{Dex}

+7_T* Survival_{Wis}

+2_U Thievery_{Dex}

Skill Modifiers

Survival (Coyote cloak): On Substist critical success, can feed twice as many extra people.

Weapon Proficiencies

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

Armor Proficiencies

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

Special Abilities

Darkvision

See in darkness and dim light.

Deny Advantage

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

Expert Hireling (Hireling [+8])

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

Hireling (+8, Society, Cooking Lore)

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

Powerful Fist

Don't take -2 pen when making lethal atks with nonlethal unarmed attacks.

Rage (+6 temp HP, +2 dmg, -1 AC, 10/round)

When raging, gain +6 temp HP, +2 dmg, and -1 AC for 1m.

Wayfinder - Light

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

Feats

Orc Ferocity (1/day) [Ancestry Feats Selection]

When reduced to 0 HP: Avoid being knocked out, remain at 1 HP, and wounded condition increases by 1.

Crushing Grab (4 B) [Basic Kata Feat]

Deal damage equal to Str mod when you successfully Grapple a creature.

Basic Kata [Class Feats Selection]

Gain a 1st- or 2nd-level monk feat.

Monk Dedication [Class Feats Selection]

Trained in unarmed attacks, choice of Acrobatics or Athletics. Gain powerful fist class feature.

Raging Intimidation [Class Feats Selection]

While raging, Demoralize & Scare to Death actions gain the rage trait.

Toughness [General Feats Selection]

Reduce the DC of recovery checks by 1.

Quick Jump [Skill Feats Selection]

High Jump or Long Jump as 1 act, without initial Stride.

Titan Wrestler [Skill Feats Selection]

Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you.

Diehard

Die from dying condition at dying 5.

Hefty Hauler (Athletics)

Maximum and encumbered Bulk limits increase 2.

Intimidating Glare

Demoralize as visual effect, taking no penalty when language isn't understood.

Tracked Resources

Dagger ☐

Javelin ☐☐☐☐☐

Orc Ferocity (1/day) ☐

Rage (+6 temp HP, +2 dmg, -1 AC, 10/round) ☐☐☐☐☐☐☐☐

Gear (Encum: 12 bulk, Over: 17 bulk)

Total Bulk Carried: 3.8, Unencumbered

+1 striking handwraps of mighty blows -

Bastard sword 1

Clothing, ordinary -

Coyote cloak -

Dagger L

Hide armor 2

Javelin x5 0.5

Lifting belt L

Money -

One hundred victories -

Experience & Wealth

Career Experience Points: **44** (8/12 to 5th)

Current Cash: **1 pp, 5 gp, 3 sp, 6 cp**

Gear

Religious symbol (wooden) L

Signal whistle -

Soap -

Wayfinder -

Factions

Envoys' Alliance

Reputation **Ignored (4)**

Horizon Hunters

Reputation **Ignored (2)**

Verdant Wheel

Reputation **Ignored (2)**

Vigilant Seal

Reputation **Liked (44)**

Pathfinder Training

Scrolls

You are associated with the Scrolls school

Boons

Combat Mentor ☐

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

Expert Hireling (Hireling [+8]) ☐

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

Hireling (+8, Society, Cooking Lore) ☐

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

Wayfinder ☐

You gain a wayfinder.

Personal Details

Gender: Male; **Age:** 54; **Height:** 6' 4"; **Weight:** 204 lb.;
Eyes: Yellow; **Hair:** Black with beard, groomed dwarf-style;
Skin: Green

Waaagh received his name in the same manner as most Matanji boys in the Second Wall Katanju; named by his cohort when he was old enough to play with them away from the adults (age 4). Waaagh, who likes to think of himself as a peaceful orc, isn't proud that the name means "war."

Waaagh's little brother, Wuglat, followed hours later in the same litter, and was always much smaller than Waaagh. Wuglat was mother's darling, while Wuglat looks up to Waaagh, which makes for an awkward family dynamic.

As a pre-teen, Waaagh learned that there was work for strong workers in the Terwa hills. Waaagh went to the Dwarven community at Cloudspire, where he worked as a laborer.

After years farming, Waaagh and an Mbe'ke daughter named Puleng fell in love; but it was clear that the in-laws were not pleased. They left to farmstead in Natambu.

Puleng bore Waaagh two Dwork daughters, named Oratile and Zola.

As the daughters grew into their teens, the Mbe'ke in-laws came and harassed the couple to send their daughters to Cloudspire to be "raised right." Waaagh knew that Wuglat had managed to get passage out of Mwangi by signing up with the Pathfinder Society, so following Wuglat's lead Waaagh contracted with the Pathfinders in return for passage to Absalom with his whole family.

Crushing Grab (4 B) (Basic Kata Feat, Feat)

Traits: Monk

Like a powerful constrictor, you crush targets in your unyielding grasp. When you successfully Grapple a creature, you can deal bludgeoning damage to that creature equal to your Strength modifier. You can make this attack nonlethal with no penalty.

Diehard (Ancestry Heritage Selection, Feat)

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 (Barbarian, Class, Class Feats Selection, Feat)

Traits: General, Skill

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.

Orc Ferocity (1/day) (Ancestry Feats Selection, Feat)

Traits: Orc
[reaction]

Fierceness in battle runs through your blood, and you refuse to fall from your injuries no matter how terrible they may be. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

Quick Jump (Feat, Skill Feats Selection)

Traits: General, Skill

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

Raging Intimidation (Barbarian, Class, Feat)

Traits: Barbarian

Your fury fills your foes with fear. While you are raging, your Demoralize and Scare to Death actions (from the Intimidation skill and an Intimidation skill feat, respectively) gain the rage trait, allowing you to use them while raging. As soon as you meet the prerequisites for the skill feats Intimidating Glare and Scare to Death, you gain these feats.

Titan Wrestler (Feat, Skill Feats Selection)

Traits: General, Skill

You can attempt to Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you, or up to three sizes larger than you if you're legendary in Athletics.

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).

Bestial Rage (Instinct Ability) (Instinct)

When you Rage, you gain your chosen animal's unarmed attack (or attacks). The specific attack gained, the damage it deals, and its traits are listed on Table 3–3: Animal Instincts. These attacks are in the brawling group. Your Rage action gains the morph, primal, and transmutation traits.

Table 3-3: Animal Instincts

Animal	Attack	Damage	Traits
Ape	Fist	1d10 B	Grapple, un
Bear	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarm
Bull	Horn	1d10 P	Shove, unarm
Cat	Jaws	1d10 P	Unarmed
	Claw	1d6 S	Agile, unarm
Deer	Antler	1d10 P	Grapple, un
Frog	Jaws	1d10 B	Unarmed
	Tongue	1d4 B	Agile, unarm
Shark	Jaws	1d10 P	Grapple, un
Snake	Fangs	1d10 P	Grapple, un
Wolf	Jaws	1d10 P	Trip, unarm

Combat Mentor (Boon)

Prerequisites Liked by Vigilant Seal

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

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

Special A PC can only benefit from two mentor boons.

Appears In: Pathfinder Society

Darkvision (Orc, 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.

Deny Advantage (Barbarian, Class)

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

Expert Hireling (Hireling [+8]) (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

Hireling (+8, Society, Cooking Lore) (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

Powerful Fist (Barbarian, Class, Class Feats Selection)

You know how to wield your fists as deadly weapons. The damage die for your fist increases to 1d6 instead of 1d4. Most people take a –2 circumstance penalty when making a lethal attack with nonlethal unarmed attacks, because they find it hard to use their fists with deadly force. You don't take this penalty when making a lethal attack with your fist or any other unarmed attacks.

Rage (+6 temp HP, +2 dmg, -1 AC, 10/round) (Barbarian, Class)

Traits: Barbarian, Concentrate, Emotion, Mental, Morph, Primal, Transmutation
[1 action]

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

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

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

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.

Wayfinder - Light

Traits: Concentrate
[1 action]

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

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

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

Verdant Wheel (Faction)

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

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

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

Motto: Truth Sprouts from the Ashes

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

Appears In: Pathfinder Society

Vigilant Seal (Faction)

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

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

Motto: Protect, Contain, Destroy

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

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

Appears In: Pathfinder Society

Weapons

Dagger

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

Javelin

This thin spear is well balanced for throwing but is not designed for melee use.

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.

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.

Thrown 30 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.

Two-Hand (1d12)

This weapon can be wielded with two hands to change its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

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.

Gear

+1 striking handwraps of mighty blows

Traits: Invested, Magical

As you invest these embroidered strips of cloth, you must meditate and slowly wrap them around your hands. These handwraps have weapon runes etched into them to give your unarmed attacks the benefits of those runes, making your unarmed attacks work like magic weapons. For example, *+1 striking handwraps of mighty blows* would give you a +1 item bonus to attack rolls with your unarmed attacks and increase the damage of your unarmed attacks from one weapon die to two (normally 2d4 instead of 1d4, but if your fists have a different weapon damage die or you have other unarmed attacks, use two of that die size instead).

You can upgrade, add, and transfer runes to and from the handwraps just as you would for a weapon, and you can attach talismans to the handwraps. Treat the handwraps as melee weapons of the brawling group with light Bulk for these purposes. Property runes apply only when they would be applicable to the unarmed attack you're using. For example, a property that must be applied to a slashing weapon wouldn't function when you attacked with a fist, but you would gain its benefits if you attacked with a claw or some other slashing unarmed attack.

The entries below list the most typical combinations of fundamental runes.

Type +1 *striking handwraps of mighty blows*; **Level** 2; **Price** 35 gp

Type +1 *striking handwraps of mighty blows*; **Level** 4; **Price** 100 gp

Type +2 *striking handwraps of mighty blows*; **Level** 10; **Price** 1,000 gp

Type +2 *greater striking handwraps of mighty blows*; **Level** 12; **Price** 2,000 gp

Type +3 *greater striking handwraps of mighty blows*; **Level** 16; **Price** 10,000 gp

Type +3 *major striking handwraps of mighty blows*; **Level** 19; **Price** 40,000 gp

Aeon stone, pearly white spindle

Traits: Invested, Magical

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

Coyote cloak

Traits: Invested, Magical

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

Type *coyote cloak*; **Level** 3; **Price** 60 gp

Type *greater coyote cloak*; **Level** 9; **Price** 650 gp

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

Gear

Lifting belt

Traits: Invested, Magical
[2 actions]

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

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

One hundred victories

Traits: Invested, Magical, Tattoo

One hundred cuts, healed into diamond-shaped scars, represent the ability to withstand the attacks of your enemies. Orc warriors covet these scar patterns and cluster them around what they consider to be their strongest assets—a pattern around the heart signifies a warrior with great endurance, while one along the arms indicates great upper body strength.

You gain a +1 item bonus to Intimidation checks. If you have Ferocity (such as from the Orc Ferocity feat or a similar ability), the first time each day you use it, instead of remaining at 1 Hit Point, your Hit Points are set to an amount equal to your ancestry Hit Points, even if this amount is more than you had before using Ferocity.

Appears In: Treasure Vault

Wayfinder

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.