

2044 Verus Eurythnas

Player: Scott David Gray

Bard 6

Medium, Human, Humanoid

Ancestry: Human (Versatile Human)

Background: Gladiator

Deity: Nocticula

Speed: 30 ft.

Languages: Azlanti, Common, Thassilonian

| Hit Points | Focus Points | Hero Points |
|------------|--------------|-------------|
| 74 | 3 | 3 1 |

| Str | Dex | Con | Int | Wis | Cha | |
|-----|-----|-----|-----|-----|-----|--|
| +4 | +1 | +3 | -1 | +0 | +4 | +4 Str +1 Dex +3 Con -1 Int +0 Wis +4 Cha |

PERCEPTION +10_E* = +10 Base +0 Wis +0 Misc

FORTITUDE +11_T = +8 Base +3 Con +0 Misc

REFLEX +11_E = +10 Base +1 Dex +0 Misc

WILL +10_E = +10 Base +0 Wis +0 Misc

AC 24_T = +18 Base +1 Dex +5 Misc

Defenses

Resistances: void 1

Perception (Incredible Initiative): +2 circumstance bonus to initiative

+1 size-changing breastplate (Trained)

AC: +5, Max Dex: +1, Armor Check: -, Speed: -

+1 striking guisarme (Trained)

Melee: +13/+8/+3 (2d10+4 S, Crit x2)

Traits: reach, trip

Throwing knife (Trained)

Melee: +12/+8/+4 (1d4+4 P, Crit x2)

Ranged (20 ft.): +9/+5/+1 (1d4+4 P, Crit x2)

Traits: thrown 20 ft., agile, finesse

Special Abilities

Magical Mentor

Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare one additional spell of their highest-level spell slot or cast one additional spell of their highest-level spell slot.

Persona Mask - Assume Role

Change mask's appearance into artistic rendition of a dramatic character.

Wayfinder - Light

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

Feats

Clever Improviser [Ancestry Feats Selection]

Attempt skill actions that normally require trained proficiency.

General Training [Ancestry Feats Selection]

Gain a 1st-level general feat.

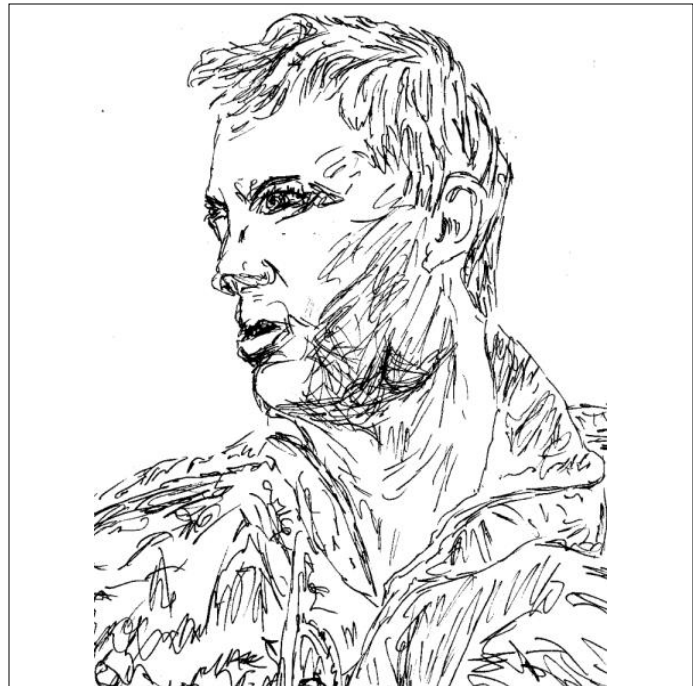
Blessed One Dedication [Class Feats Selection]

Gain the lay on hands focus spell.

Harmonize [Class Feats Selection]

Spellshape (composition): Composition doesn't end when casting another composition.

Character Number: 14034 - 2044



Skills

| | |
|--------------------------|--|
| <input type="checkbox"/> | +9_T* Acrobatics _{Dex} |
| <input type="checkbox"/> | +4_U Arcana _{Int} |
| <input type="checkbox"/> | +12_T* Athletics _{Str} |
| <input type="checkbox"/> | +4_U Crafting _{Int} |
| <input type="checkbox"/> | +12_T* Deception _{Cha} |
| <input type="checkbox"/> | +9_U* Diplomacy _{Cha} |
| <input type="checkbox"/> | +7_T Gladiatorial Lore _{Int} |
| <input type="checkbox"/> | +15_E* Intimidation _{Cha} |
| <input type="checkbox"/> | +5_U Medicine _{Wis} |
| <input type="checkbox"/> | +5_U Nature _{Wis} |
| <input type="checkbox"/> | +7_T Occultism _{Int} |
| <input type="checkbox"/> | +7_T Pathfinder Society Lore _{Int} |
| <input type="checkbox"/> | +14_E* Performance _{Cha} |
| <input type="checkbox"/> | +5_U Religion _{Wis} |
| <input type="checkbox"/> | +4_U Society _{Int} |
| <input type="checkbox"/> | +6_U* Stealth _{Dex} |
| <input type="checkbox"/> | +5_U* Survival _{Wis} |
| <input type="checkbox"/> | +6_U Thievery _{Dex} |

Skill Modifiers

Acrobatics (Incredible Initiative): +2 circumstance bonus to initiative

Weapon Proficiencies

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

Armor Proficiencies

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

Skill Modifiers

Athletics (Incredible Initiative): +2 circumstance bonus to initiative
Deception (Incredible Initiative): +2 circumstance bonus to initiative
Diplomacy (Incredible Initiative): +2 circumstance bonus to initiative
Intimidation (Incredible Initiative): +2 circumstance bonus to initiative
Intimidation (Intimidating Prowess): +1 circumstance when physically menacing the target.
Performance (Virtuosic Performer): +1 circumstance bonus when performing oratory.
Performance (Incredible Initiative): +2 circumstance bonus to initiative
Performance (Persona mask): +1 item bonus when acting, orating, performing comedy, or singing.
Stealth (Incredible Initiative): +2 circumstance bonus to initiative
Survival (Incredible Initiative): +2 circumstance bonus to initiative

Feats

Rallying Anthem [Class Feats Selection]
 You learn the rallying anthem composition cantrip.

Armor Proficiency [General Feats Selection]
 Become trained in light, medium, or heavy armor.

Incredible Initiative [General Feats Selection]
 Gain a +2 circ bonus to initiative.

Fleet [General Training Feat]
 Increase Speed by 5'.

Intimidating Prowess [Skill Feats Selection]
 +1 circ to Intimidation when physically menacing the target.

Titan Wrestler [Skill Feats Selection]
 Disarm, Grapple, Reposition, Shove, or Trip creatures up to two sizes larger than you.

Virtuosic Performer (Oratory) [Skill Feats Selection]
 +1 circ to oratory Performance.

Impressive Performance
 Make an Impression using Performance; If performing for audience, Make an Impression vs. additional targets.

Lingering Composition
 Learn the *lingering composition* focus spell.

Untrained Improvisation
 Proficiency bonus for untrained skills equals your level - 1.

Spells

Bard spells known (DC 22, attack +12)
3rd (3/day)—*cozy cabin*, *haste*^{*}, *time jump*^{SoM}
2nd (3/day)—*darkvision*, *laughing fit*, *sonata span*^{SoM}
1st (3/day)—*agitate*^{*LODM}, *dizzying colors*, *soothe*^{*}, *sure strike*
Cantrip (at will)—*guidance*, *haunting hymn*, *musical accompaniment*^{*LOFB}, *needle darts*^{RE}, *shield*

Focus Spells

Counter Performance (3rd*)
 Courageous Anthem (3rd*)
 Lay on Hands (3rd*)
 Lingering Composition (3rd*)
 Rallying Anthem (3rd*)

Tracked Resources

Candle □□□□ □□□□
 Rations (1 week) □
 Size-changing (1/day) □
 Throwing knife □

Gear

+1 size-changing breastplate 2
 +1 striking guisarme 2

Experience & Wealth

Career Experience Points: **64** (4/12 to 7th)
 Current Cash: **11 pp, 8 gp, 4 sp**

Gear (Encum: 9 bulk, Over: 14 bulk)

Total Bulk Carried: 4.32, Unencumbered

Backpack <Holds: 38 @ 1.38 blk> -
 Bedroll <In: Backpack> L
 Candle x10 <In: Backpack> -
 Chalk x10 <In: Backpack> -
 Climbing kit <In: Backpack> 1
 Clothing, fine -
 Clothing, ordinary <In: Backpack> -
 Flint and steel -
 Manacles, poor <In: Backpack> -
 Mirror <In: Backpack> -
 Money -
 Mug x2 <In: Backpack> -
 One hundred victories -
 Persona mask -
 Rations (1 week) <In: Backpack> L
 Religious symbol (wooden) L
 Sack x9 <In: Backpack> 0.18
 Sack 0.02
 Soap <In: Backpack> -
 Throwing knife L
 Waterskin L
 Wayfinder -

Factions

Envoys' Alliance
 Reputation Ignored (0)
 Grand Archive
 Reputation Admired (66)
 Horizon Hunters
 Reputation Ignored (2)
 Radiant Oath
 Reputation Ignored (2)
 Verdant Wheel
 Reputation Ignored (2)
 Vigilant Seal
 Reputation Ignored (0)

Boons

Magical Mentor □
 Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare one additional spell of their highest-level spell slot or cast one additional spell of their highest-level spell slot.

Wayfinder □
 You gain a wayfinder.

Personal Details

Gender: Male; **Age:** 55; **Height:** 5' 9"; **Weight:** 152 lb.;
Eyes: Blue-Gray; **Hair:** Gray; **Skin:** Golden

Harmonize (Bard, Class, Feat)

Traits: Bard, Concentrate, Manipulate, Spellshape
[1 action]
Prerequisites maestro muse

You can perform multiple compositions simultaneously, typically by performing in multiple ways at the same time, using special vocal techniques to double your voice, or creating occult magic that replicates your song or speech. If your next action is to cast a composition, it becomes a harmonized composition. Unlike a normal composition, a harmonized composition doesn't end if you cast another composition, and you can cast another composition on the same turn as a harmonized one. Casting another harmonized composition ends any harmonized composition you already have in effect.

Appears In: Player Core, Core Rulebook

Impressive Performance (Background Selection, Feat)

Traits: General, Skill
Prerequisites trained in Performance

Your performances inspire admiration and win you fans. You can Make an Impression using Performance instead of Diplomacy. If you spend at least 10 minutes performing in front of an audience, you can Make an Impression targeting up to 10 members of the audience who were there for the whole performance, without taking the normal penalty. The number of targets increases to 20 for a 1-hour performance and 50 for a 2-hour performance.

Appears In: Player Core, Core Rulebook

Incredible Initiative (Feat, General Feats Selection)

Traits: General

You react more quickly than others can. You gain a +2 circumstance bonus to initiative rolls.

Appears In: Player Core, Core Rulebook

Intimidating Prowess (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites Strength +3, expert in Intimidation

In situations where you can physically menace the target when you Coerce or Demoralize, you gain a +1 circumstance bonus to your Intimidation check and you ignore the penalty for not sharing a language. If your Strength modifier is +5 or higher and you are a master in Intimidation, this bonus increases to +2.

Appears In: Player Core, Core Rulebook

Titan Wrestler (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Athletics

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.

Appears In: Player Core, Core Rulebook

Virtuosic Performer (Oratory) (Feat, Skill Feats Selection)

Traits: General, Skill
Prerequisites trained in Performance

You have exceptional talent with one type of performance. You gain a +1 circumstance bonus when making a certain type of performance. If you are a master in Performance, this bonus increases to +2. Select one of the following specialties and apply the bonus when attempting Performance checks of that type. If it's unclear whether the specialty applies, the GM decides.

| Specialty | Examples |
|------------|-------------------------------------|
| Acting | Drama, pantomime, puppetry |
| Comedy | Buffoonery, joke telling, limericks |
| Dance | Ballet, huara, jig, macru |
| Keyboards | Harpsichord, organ, piano |
| Oratory | Epic, ode, poetry, storytelling |
| Percussion | Chimes, drum, gong, xylophone |
| Singing | Ballad, chant, melody, rhyming |
| Strings | Fiddle, harp, lute, viol |
| Winds | Bagpipe, flute, recorder, trumpet |
| | |

Appears In: Player Core, Core Rulebook

Magical Mentor (Boon)

Prerequisites Liked by Grand Archive

While working with less experienced Pathfinder allies, you provide key spellcasting insights that augment your colleagues' magic. Any PCs benefiting from a Level Bump and whose levels are lower than yours can prepare one additional spell of their highest-level spell slot or cast one additional spell of their highest-level spell slot. When casting spells of a magical tradition that is the same as the tradition you use for spellcasting, the affected PC also increases the Level Bump's modifier to spell DCs to 2.

Normal A Level Bump increases a PC's spell DCs by 1, and it does not grant any additional spells prepared or spell slots.

Special A PC can only benefit from two mentor boons.

Appears In: Pathfinder Society

Persona Mask - Assume Role

Traits: Concentrate
[1 action]

You change the mask's appearance into an artistic rendition of a dramatic character of your choice.

Appears In: Core Rulebook

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.

Appears In: 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

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**Throwing knife**

This light knife is optimally balanced to be thrown accurately at a greater distance than a common dagger. While this comes at the cost of a significant cutting edge, the difference is worth it for throwing specialists.

Appears In: Lost Omens Grand Bazaar, Extinction Curse

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.

Appears In: Core Rulebook

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.

Appears In: Core Rulebook

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.

Appears In: Core Rulebook

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.

Appears In: Core Rulebook

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.

Appears In: Core Rulebook

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.

Appears In: Core Rulebook

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.

Appears In: 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

A lit candle sheds dim light in a 10-foot radius for 8 hours.

Appears In: Core Rulebook

Climbing kit

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

Appears In: Core Rulebook

Flint and steel

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

Appears In: Core Rulebook

Manacles, poor

You can manacle someone who is willing or otherwise at your mercy as an exploration activity taking 10–30 seconds depending on the creature's size and how many manacles you apply. A two-legged creature with its legs bound takes a –15-foot circumstance penalty to its Speeds, and a two-handed creature with its wrists bound has to succeed at a DC 5 flat check any time it uses a manipulate action or else that action fails. This DC may be higher depending on how tightly the manacles constrain the hands. A creature bound to a stationary object is immobilized. For creatures with more or fewer limbs, the GM determines what effect manacles have, if any. Freeing a creature from poor manacles requires two successful DC 17 Thievery checks.

Appears In: Core Rulebook

Gear

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

Persona mask

Traits: Fortune, Invested, Magical

Despite covering the entire face, this alabaster mask does not hinder vision or other senses. Wearing the mask grants a +1 item bonus to Performance checks while acting, orating, performing comedy, or singing.

Activate—Assume Role [1 action] (concentrate) **Effect** You change the mask's appearance into an artistic rendition of a dramatic character of your choice.

Appears In: Core Rulebook

Rations (1 week)

Appears In: Core Rulebook

Size-changing (1/day)

Traits: Magical
[1 action]

This armor can make itself and its wearer quickly change size.

Activate—Change Size [1 action] (concentrate) **Frequency** once per day; **Effect** The armor casts your choice of *enlarge* or *shrink* on you.

Appears In: GM Core

Gear

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.

Appears In: Core Rulebook

| | | | |
|--------------------------|------------------|---------------------|----------------|
| Courageous Anthem | Cantrip 1 | Lay on Hands | Focus 1 |
|--------------------------|------------------|---------------------|----------------|

Cantrip 1
Action [1]
Uncommon, Bard, Cantrip, Composition, Concentrate, Emotion, Mental, Occult
Traditions occult
Area 60-foot emanation
Duration 1 round

Heightened to 3rd Rank
 You inspire yourself and your allies with words or tunes of encouragement. You and all allies in the area gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects.

Appears in Player Core

| | |
|------------------------|------------------|
| Rallying Anthem | Cantrip 2 |
|------------------------|------------------|

Cantrip 2
Uncommon, Bard, Cantrip, Composition, Concentrate, Emotion, Mental, Occult
Traditions occult
Area 60-foot emanation
Duration 1 round

Heightened to 3rd Rank
 Your song moves allies to protect themselves more effectively. You and all allies in the area gain a +1 status bonus to AC and saving throws, as well as resistance equal to half the spell's rank to physical damage.

Appears in Player Core

| | |
|----------------------------|----------------|
| Counter Performance | Focus 1 |
|----------------------------|----------------|

Focus 1
Action [R]
Uncommon, Bard, Composition, Concentrate, Focus, Fortune, Mental, Occult
Traditions occult
Trigger You or an ally within 60 feet rolls a saving throw against an auditory or visual effect.
Area 60-foot emanation

Heightened to 3rd Rank
 Your performance protects you and your allies. Roll a Performance check for a type you know—it must be an auditory performance if the trigger was auditory or a visual one for a visual trigger, and this action gains the traits for the type of performance. You and allies in the area can use the better result between your Performance check and the saving throw.

Appears in Core Rulebook, Player Core

Focus 1
Action [1]
Uncommon, Champion, Divine, Focus, Healing, Manipulate, Vitality Traditions divine
Range touch
Targets 1 willing living creature or 1 undead creature

Heightened to 3rd Rank
Healing 18
 Your hands become infused with powerful vitality, capable of healing a living creature or damaging an undead creature with a touch.
 • **Willing Living Creature** The target regains 6 Hit Points. If the target is someone other than yourself, it also gains a +2 status bonus to AC for 1 round.
 • **Undead Creature** The target takes 1d6 vitality damage with a basic Fortitude save; on a failure, the target also takes a –2 status penalty to AC for 1 round.

Heightened (+1) The amount of healing increases by 6, and the damage to an undead target increases by 1d6.

Appears in Core Rulebook, Player Core 2

| | |
|------------------------------|----------------|
| Lingering Composition | Focus 1 |
|------------------------------|----------------|

Focus 1
Action [F]
Uncommon, Bard, Concentrate, Focus, Occult, Spellshape
Traditions occult

Heightened to 3rd Rank
 You add a flourish to your composition to extend its benefits. If your next action is to cast a cantrip composition with a duration of 1 round, attempt a Performance check. The DC is usually a standard-difficulty DC of a level equal to the highest-level target of your composition, but the GM can assign a different DC based on the circumstances. The effect depends on the result of your check.
Critical Success The composition lasts 4 rounds.
Success The composition lasts 3 rounds.
Failure The composition lasts 1 round, but you don't spend the Focus Point for casting this spell.

Appears in Core Rulebook, Player Core

| | |
|-----------------|------------------|
| Guidance | Cantrip 1 |
|-----------------|------------------|

Cantrip 1
Action [1]
Cantrip, Concentrate, Occult
Traditions occult
Range 30 feet
Targets 1 creature
Duration until the start of your next turn

Heightened to 3rd Rank
 You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Appears in Core Rulebook, Player Core, Starfinder 2E Playtest

Haunting Hymn**Cantrip 1****Cantrip 1****Action** [2]**Auditory, Cantrip, Concentrate, Manipulate, Occult, Sonic****Traditions** occult**Area** 15-foot cone**Defense** basic Fortitude**Heightened to 3rd Rank****Damage** 2d8 So

You echo a jarring hymn that only creatures in the area can hear. The hymn deals 1d8 sonic damage, with a basic Fortitude save. If a target critically fails the save, it's also deafened for 1 minute.

Heightened (+2) The damage increases by 1d8.**Critical Success** The creature takes no damage.**Success** The creature takes half damage.**Failure** The creature takes full damage.**Critical Failure** The creature takes double damage.**Appears in** Player Core 2, Secrets of Magic**Musical Accompaniment****Cantrip 1****Cantrip 1****Action** [2]**Auditory, Cantrip, Illusion, Occult****Traditions** occult**Cast** [2 actions] somatic, verbal**Duration** 1 minute**Heightened to 3rd Rank**

You're surrounded by orchestral music that shifts and changes to match your behavior. This music provides a +1 status bonus to Performance checks. At the GM's discretion, it provides this bonus to Deception, Diplomacy, and Intimidation checks as the music changes to support you in social situations, though some creatures are unaffected by such obvious attempts to use music to illicit specific emotions. This music moves with you and has a maximum volume equal to four humans shouting. You take a –4 penalty to Stealth checks while the music is playing. You can't control the exact music this spell creates. The music doesn't create intelligible words or singing. You can Dismiss this spell.

Heightened (2nd) The duration increases to 10 minutes.**Appears in** Lost Omens Firebrands**Needle Darts****Cantrip 1****Cantrip 1****Action** [2]**Attack, Cantrip, Concentrate, Manipulate, Metal, Occult****Traditions** occult**Range** 60 feet**Targets** 1 creature**Defense** AC**Heightened to 3rd Rank****Ranged Strikes** +12 / +7 / +2**Ranged Damage** 5d4 P**Ranged Crit Damage** ×2 +3 pers bleed

You shape three needles out of a piece of metal in your possession and send them flying in a tight group toward one target. Make a spell attack roll against your target's AC. The needles deal 3d4 piercing damage and might cause bleeding.

The needles impart any special properties of the metal that forms them; for instance, cold iron needles deal additional damage to creatures with weakness to cold iron. All the needles are made of the same metal, and the metal returns to you after the attack.

Heightened (+1) You send one additional needle, increasing the regular damage by 1d4 and increasing the persistent bleed damage on a critical hit by 1.**Critical Success** The target takes double damage and 1 persistent bleed damage.**Success** The target takes full damage.**Appears in** Rage of Elements**Shield****Cantrip 1****Cantrip 1****Action** [1]**Cantrip, Concentrate, Force, Occult****Traditions** occult**Duration** until the start of your next turn**Heightened to 3rd Rank**

You raise a magical shield of force. This counts as using the Raise a Shield action (page 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

Heightened (+2) The shield's Hardness increases by 5.**Appears in** Core Rulebook, Player Core, Starfinder 2E Playtest

Agitate **Spell 1**

Spell 1
Action [2]
Concentrate, Manipulate, Mental, Nonlethal, Occult
Traditions occult
Range 30 feet
Targets 1 creature
Duration varies
Defense Will

Signature Spell

Damage 2d8 Ment
You send the target's mind and body into overdrive, forcing it to become restless and hyperactive. During the duration, the target must Stride, Fly, or Swim at least once each turn or take 2d8 mental damage at the end of its turn. The GM might decide to add additional move actions to the list for creatures that possess only a more unusual form of movement. The duration of this effect depends on the target's Will save.

Heightened (+1) The damage increases by 2d8.

Critical Success The spell has no effect.

Success The duration is 1 round.

Failure The duration is 2 rounds.

Critical Failure The duration is 4 rounds.

Appears in Lost Omens Divine Mysteries, Lost Omens Gods & Magic

Dizzying Colors **Spell 1**

Spell 1
Action [2]
Concentrate, Illusion, Incapacitation, Manipulate, Occult, Visual
Traditions occult
Area 15-foot cone
Duration 1 or more rounds (see below)
Defense Will

You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

Appears in Player Core, Starfinder 2E Playtest

Soothe **Spell 1**

Spell 1
Action [2]
Concentrate, Emotion, Healing, Manipulate, Mental, Occult
Traditions occult
Range 30 feet
Targets 1 willing creature
Duration 1 minute

Signature Spell

Healing 1d10+4
You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

Heightened (+1) The amount of healing increases by 1d10+4.

Appears in Core Rulebook, Player Core, Starfinder 2E Playtest

Sure Strike **Spell 1**

Spell 1
Action [1]
Concentrate, Fortune, Occult
Traditions occult
Duration until the end of your turn

The next time you make an attack roll before the end of your turn, roll it 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. You are then temporarily immune to sure strike for 10 minutes.

Appears in Player Core, Starfinder 2E Playtest

Darkvision **Spell 2**

Spell 2
Action [2]
Concentrate, Manipulate, Occult
Traditions occult
Duration 1 hour

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 your next daily preparations.

Appears in Core Rulebook, Player Core, Starfinder 2E Playtest

Laughing Fit **Spell 2**

Spell 2
Action [2]
Concentrate, Emotion, Manipulate, Mental, Occult
Traditions occult
Range 30 feet
Targets 1 living creature
Duration sustained
Defense Will

The target is overtaken with uncontrollable laughter. It must attempt a Will save.

Critical Success The target is unaffected.

Success The target is plagued with uncontrollable laughter. It can't use reactions.

Failure The target is slowed 1 and can't use reactions.

Critical Failure The target falls prone and can't use actions or reactions for 1 round. It then suffers the failure effects.

Appears in Player Core, Starfinder 2E Playtest

Sonata Span **Spell 2**

Spell 2
Action [2]
Auditory, Occult, Sonic
Traditions occult
Cast [2 actions] somatic, verbal
Area 30-foot line
Duration sustained

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

Cozy Cabin**Spell 3****Spell 3****Concentrate, Manipulate, Occult, Wood****Traditions** occult**Cast** 1 minute**Range** 30 feet**Duration** 12 hours

You shape a cabin 20 feet on each side and 10 feet high. This cabin has the structure trait and the same restrictions as magic items that create structures. The walls of the hut are simple and wooden, with small, square glass windows, and it has one wooden door. It doesn't include its own lock, but it has a fastener to which a lock can be applied.

The interior contains three cots, one chamber pot, and a small fireplace holding a magical fire. The interior is lit with a small magical light that you can light or extinguish at will using a Sustain action. The climate inside the hut is comfortable and allows creatures inside it to withstand most hostile weather conditions, but incredible heat or cold, powerful storms, and winds of hurricane force or greater destroy the hut. Other creatures can freely enter and exit the hut without damaging it, but if you exit the hut, the spell ends. You can Dismiss the spell.

Appears in Advanced Player's Guide, Player Core, Starfinder 2E Playtest

Haste**Spell 3****Spell 3****Action** [2]**Concentrate, Manipulate, Occult****Traditions** occult**Range** 30 feet**Targets** 1 creature**Duration** 1 minute**Signature Spell**

Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

Heightened (7th) You can target up to 6 creatures.

Appears in Core Rulebook, Player Core, Starfinder 2E Playtest

Time Jump**Spell 3****Spell 3****Action** [1]**Occult****Traditions** occult**Cast** [1 action] verbal

You leap forward a few seconds in time, appearing across the battlefield in the blink of an eye. You gain 2 actions, each of which must be used to Leap, Stand, Step, or Stride. If you have an appropriate Speed, you can add Burrow, Climb, Fly, or Swim to this list.

While you take these actions, time pauses. All other creatures are completely unaware of your actions, can't speak, and can't use any actions that would be triggered by your movement. While you're taking these actions, you can't take any other actions, including any that would be triggered by the move actions. Once the actions are complete, time starts again, and to onlookers, you seem to have suddenly teleported across the distance you traveled. Leaping forward through time is disorienting, so if you use *time jump* again within 1 minute of using the spell, you become stupefied 4 for 1 minute.

Appears in Secrets of Magic