

2050 Asterion Steele

Player: Scott David Gray

Animist 2

Uncommon, Large, Beast, Holy, Humanoid, Minotaur

Ancestry: Minotaur (Ghost Bull Minotaur)

Background: Deputy

Deity: Dammerich

Speed: 25 ft.

Languages: Common, Jotun, Osiriani

Hit Points	Focus Points	Hero Points
28	3	3
		1

Str	Dex	Con	Int	Wis	Cha	
+3	+0	+1	+0	+3	+2	+3 Str +0 Dex +1 Con +0 Int +3 Wis +2 Cha

☐ PERCEPTION **+7_T** = +4 Base +3 Wis +0 Misc

☐ FORTITUDE **+5_T** = +4 Base +1 Con +0 Misc

☐ REFLEX **+4_T** = +4 Base +0 Dex +0 Misc

☐ WILL **+9_E** = +6 Base +3 Wis +0 Misc

☐ AC **18_T** = +14 Base +0 Dex +4 Misc

Defenses

All Saves (Ghost Bull Minotaur): +1 circumstance bonus vs. confusion effects

Breastplate (Trained)

AC: +4, Max Dex: +1, Armor Check: –, Speed: –

Activated Abilities & Adjustments

Steward of Stone and Fire

Unrestricted Ancestry Languages

+1 greataxe (Trained)

Melee: **+8/+3/-2** (1d12+3 S, Crit ×2)

Traits: sweep

Horns (Trained)

Melee: **+7/+2/-3** (1d8+3 P, Crit ×2)

Traits: unarmed

Special Abilities

Champion's Aura (15 feet)

Aura provides range for champion's reaction and other effects.

Custodian of Groves and Gardens

Custodians of groves and gardens frequent tended greenery and farmlands cared for by loving stewards.

Darkvision

See in darkness and dim light.

Ghost Bull Minotaur

+1 circ bonus vs. spells or effects that cause confusion condition.

Steward of Stone and Fire

Stewards of stone and fire linger near places where the barrier between fire and earth is thin or nonexistent.

Character Number: 14034 - 2050



Skills

☐	+0_U	Acrobatics _{Dex}
☐	+0_U	Arcana _{Int}
☐	+7_T	Athletics _{Str}
☐	+0_U	Crafting _{Int}
☐	+2_U	Deception _{Cha}
☐	+6_T	Diplomacy _{Cha}
☐	+4_U	Farming Lore _{Int}
☐	+4_U	Herbalism Lore _{Int}
☐	+4_T	Hunting Lore _{Int}
☐	+6_T	Intimidation _{Cha}
☐	+3_U	Medicine _{Wis}
☐	+4_U	Mountain Lore _{Int}
☐	+7_T	Nature _{Wis}
☐	+0_U	Occultism _{Int}
☐	+4_T	Pathfinder Society Lore _{Int}
☐	+2_U	Performance _{Cha}
☐	+7_T	Religion _{Wis}
☐	+0_U	Society _{Int}
☐	+4_T	Stealth _{Dex}

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies

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

Skills

	+7 _T Survival _{Wis}
	+0 _U Thievery _{Dex}
	+4 _U Volcano Lore _{Int}

Experience & Wealth

Career Experience Points: **18** (6/12 to 3rd)

Current Cash: **2 pp, 7 gp, 9 sp, 2 cp**

Feats

Minotaur Weapon Familiarity [Ancestry Feats Selection]

Treat martial ancestry weapons as simple.

Champion Dedication [Class Feats Selection]

Gain a champion cause.

Titan Wrestler [Skill Feats Selection]

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

Circle of Spirits (1/round)

Choose an attuned apparition to become your primary apparition.

Experienced Tracker

Track while moving at full Speed at -5 penalty.

Spells

Animist spells prepared (DC 17, attack +7)

1st—*bless, command*

Cantrip (at will)—*guidance, needle darts*^{RE}

Apparition spells known (DC 17, attack +7)

1st (1/day)—*interposing earth*^{RE}, *protector tree**

Cantrip (at will)—*ignition, tangle vine*

Focus Spells

Earth's Bile (1st)

Innate Spells

Know the Way (1st)

Tracked Resources

Circle of Spirits (1/round) ☐

Rations (1 week) ☐

Gear (Encum: 16 bulk, Over: 26 bulk)

Total Bulk Carried: 10.2, Unencumbered

+1 greataxe	4
Breastplate	4
Climbing kit	2
Clothing, fine	L
Money	-
Rations (1 week)	1
Religious symbol (silver)	1
Signal whistle	L
Soap	L

Factions

Envoys' Alliance

Reputation **Ignored** (2)

Vigilant Seal

Reputation **Ignored** (16)

Personal Details

Gender: Male; **Age:** 56; **Height:** 9' 4"; **Weight:** 390 lb.;

Eyes: Black irises; **Hair:** White fur; **Skin:** Black

Circle of Spirits (1/round) (Animistic Practice, Feat)**Traits:** Animist, Apparition, Concentrate**[1 action]****Frequency** once per round

With a thought, word, or gesture, you reach your mind out to another spirit. Choose another apparition from among those you've attuned to; it becomes your primary apparition, replacing your current one.

Appears In: War of Immortals**Experienced Tracker (Background Selection, Feat)****Traits:** General, Skill**Prerequisites** trained in Survival

Tracking is second nature to you, and when necessary you can follow a trail without pause. You can Track while moving at full Speed by taking a –5 penalty to your Survival check. If you're a master in Survival, you don't take the –5 penalty. If you're legendary in Survival, you no longer need to roll a new Survival check every hour when tracking, though you still need to roll whenever there are significant changes in the trail.

Appears In: Core Rulebook, Player Core**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: Core Rulebook, Player Core**Champion's Aura (15 feet) (Animist, Class, Class Feats Selection)****Traits:** Aura, Divine

You're surrounded by an aura in a 15-foot emanation. It has the aura and divine traits. Any follower of your deity within the aura immediately knows you're a champion of your deity. This aura is used as the range for your champion's reaction and for various other effects. You can suppress or resume the aura as a single action, which has the concentrate trait, and it ends if you fall unconscious.

Appears In: Player Core 2, Core Rulebook**Custodian of Groves and Gardens (Attuned Apparitions)**

Custodians of groves and gardens frequent tended greenery and farmlands cared for by loving stewards, and other places of reflection and restoration where green things grow. Some of these apparitions linger in the mortal realms not because they have lost their way, but because they believe they have already found Elysium. Others are the cultivated spiritual essence of the location itself. Custodians of groves and gardens are peaceful, quiet, and averse to conflict.

Apparition Skills Farming Lore, Herbalism Lore

Apparition Spells Cantrip *tangle vine*; **1st** *protector tree*^{PC2}; **2nd** *gentle breeze*^{RoE}; **3rd** *safe passage*; **4th** *peaceful bubble*; **5th** *truespeech*; **6th** *field of life*; **7th** *lifewood cage*^{PC2}; **8th** *moment of renewal*; **9th** *nature's enmity*^{PC2}

Vessel Spell *garden of healing*

Avatar *Peaceful Reaches* Speed 60 feet, ignore difficult terrain and greater difficult terrain; **Melee** [1 action] garden's cradle (agile, nonlethal, reach 10 feet, trip); **Damage** 6d6+6 bludgeoning plus Grab; **Ranged** [1 action] impose peace (nonlethal, range 120 feet), **Damage** 6d6+6 mental

Appears In: War of Immortals**Darkvision (Minotaur, 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.

Ghost Bull Minotaur (Ancestry Heritage Selection)**Traits:** Minotaur

Your fur is as pale as death, possibly from some connection you or your family has to the afterlife, which lets you supernaturally find your way. You can cast *know the way* as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. In addition, you gain a +1 circumstance bonus against spells or effects that cause the confused condition.

Appears In: Howl of the Wild**Steward of Stone and Fire (Attuned Apparitions)**

Stewards of stone and fire linger near volcanoes and deep places near the heart of the earth, hot springs where the water is too scorchingly hot to allow casual enjoyment, and other places where the barrier between fire and earth is thin or nonexistent, though particularly old rock formations, canyons, and other natural features of earth may also spawn or attract them. Stewards of stone and fire are quick to anger and slow to forget.

Apparition Skills Mountain Lore, Volcano Lore

Apparition Spells Cantrip *ignition*; **1st** *interposing earth*^{RoE}; **2nd** *exploding earth*^{RoE}; **3rd** *fireball*; **4th** *wall of fire*; **5th** *wall of stone*; **6th** *petrify*; **7th** *volcanic eruption*; **8th** *earthquake*; **9th** *falling stars*

Vessel Spell *earth's bile*

Avatar *Blood of Planets* Speed 50 feet, burrow Speed 50 feet, ignore difficult terrain and greater difficult terrain; **Melee** [1 action] avalanche of molten stone (reach 15 feet, versatile B), **Damage** 6d10+6 fire; **Ranged** [1 action] cleansing eruption (fire, range 120 feet), **Damage** 6d6+6 fire

Appears In: War of Immortals

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

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

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.

Weapon Traits

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 swinging attacks. 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.

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.

Gear

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: Player Core, Core Rulebook

Rations (1 week)

Appears In: Player Core, Core Rulebook

Know the Way Cantrip 1

Cantrip 1

Action [2]

Cantrip, Concentrate, Detection, Manipulate, Occult

Traditions occult

In your mind's eye, you magically reorient yourself. You immediately know which direction is north (if it exists at your current location), and you can choose a location you were at within the last 24 hours and learn what direction it lies.

Heightened (3rd) You can choose a location you were at within the last week.

Heightened (7th) You can choose a location you were at regardless of how long ago you were there.

Appears in Player Core

Earth's Bile Focus 1

Focus 1

Action [1]

Uncommon, Animist, Divine, Earth, Fire, Focus

Traditions divine

Range 30 feet

Area 10-foot burst

Duration sustained up to 1 minute

Defense basic Reflex

Damage 1d4 F +1d4 B +1 pers F

Your apparition is the will of lava and magma made manifest, the earth's molten blood unleashing devastating bursts of liquid stone and unquenchable fire at your command. When you Cast this Spell and the first time you Sustain it each round thereafter, choose an area within range. Each creature in the area takes 1d4 fire damage, 1d4 bludgeoning damage, and 1 persistent fire damage (the persistent fire damage is negated on a successful save).

Heightened (+2) The fire and bludgeoning damage each increase by 1d4, and the persistent fire damage increases by 1.

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 War of Immortals

Guidance Cantrip 1

Cantrip 1

Action [1]

Cantrip, Concentrate, Divine

Traditions divine

Range 30 feet

Targets 1 creature

Duration until the start of your next turn

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

Ignition Cantrip 1

Cantrip 1

Action [2]

Attack, Cantrip, Concentrate, Divine, Fire, Manipulate

Traditions divine

Range 30 feet

Targets 1 creature

Defense AC

Melee Strikes +7 / +2 / -3

Melee Damage 2d6 F

Melee Crit Damage ×2 +1d4 pers F

Ranged Strikes +7 / +2 / -3

Ranged Damage 2d4 F

Ranged Crit Damage ×2 +1d4 pers F

You snap your fingers and point at a target, which begins to smolder. Make a spell attack roll against the target's AC, dealing 2d4 fire damage on a hit. If the target is within your melee reach, you can choose to make a melee spell attack with the flame instead of a ranged spell attack, which increases all the spell's damage dice to d6s.

Heightened (+1) The initial damage increases by 1d4 and the persistent fire damage on a critical hit increases by 1d4.

Critical Success The target takes double damage and 1d4 persistent fire damage.

Success The target takes full damage.

Appears in Player Core

Needle Darts Cantrip 1

Cantrip 1

Action [2]

Attack, Cantrip, Concentrate, Divine, Manipulate, Metal

Traditions divine

Range 60 feet

Targets 1 creature

Defense AC

Ranged Strikes +7 / +2 / -3

Ranged Damage 3d4 P

Ranged Crit Damage ×2 +1 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

Tangle Vine Cantrip 1 Cantrip 1 Action [2] Attack, Cantrip, Concentrate, Divine, Manipulate, Plant, Wood Traditions divine Range 30 feet Targets 1 creature Defense AC Ranged Strikes +7 / +2 / -3 Ranged Damage -10 ft circ penalty to Speeds Ranged Crit Damage A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target. Heightened (2nd) The effects last for 2 rounds. Heightened (4th) The effects last for 1 minute. Critical Success The target gains the immobilized condition and takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition. Success The target takes a –10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty. Failure The target is unaffected. Appears in Player Core	Interposing Earth Spell 1 Spell 1 Action [R] Divine, Earth, Manipulate Traditions divine Trigger You are the target of a Strike or would attempt a Reflex save against a damaging area effect Duration 3 rounds Signature Spell You raise a flimsy barrier of earth to shield you from harm. This barrier is 1 inch thick, 5 feet long, 5 feet high, and must be placed on the border between two squares. This barrier appears between you and the source of the triggering effect and grants you standard cover against the triggering effect. If you would be damaged by the triggering effect despite this barrier, the barrier is destroyed, and the damage dealt to you is reduced by 2. The barrier remains in place for 3 rounds (or until destroyed). It has AC 5, 2 Hardness, and 5 Hit Points. Heightened (4th) The damage reduced increases to 8, the barrier's hardness increases to 8, and the barrier's Hit Points increases to 20. Appears in Rage of Elements
Bless Spell 1 Spell 1 Action [2] Aura, Concentrate, Divine, Manipulate, Mental Traditions divine Range 15 feet Duration 1 minute Blessings from beyond help your companions strike true. You and your allies gain a +1 status bonus to attack rolls while within the emanation. Once per round on subsequent turns, you can Sustain the spell to increase the emanation's radius by 10 feet. <i>Bless</i> can counteract <i>bane</i>. Appears in Core Rulebook, Player Core	Protector Tree Spell 1 Spell 1 Action [2] Concentrate, Divine, Manipulate, Plant, Wood Traditions divine Range 30 feet Duration 1 minute Signature Spell A Medium tree suddenly grows in an unoccupied square within range. The tree has AC 10 and 10 Hit Points. Whenever an ally adjacent to the tree is hit by a Strike, the tree interposes its branches and takes the damage first. Any additional damage beyond what it takes to reduce the tree to 0 Hit Points is dealt to the original target. The tree isn't large enough to impede movement through its square. If the tree is in soil and survives to the end of the spell's duration, it remains as an ordinary, non-magical tree and continues to grow and thrive. The GM might determine that the tree disappears immediately in certain inhospitable situations. Heightened (+1) The tree has an additional 10 Hit Points. Appears in Player Core 2, Secrets of Magic
Command Spell 1 Spell 1 Action [2] Auditory, Concentrate, Divine, Linguistic, Manipulate, Mental Traditions divine Range 30 feet Targets 1 creature Duration until the end of the target's next turn Defense Will You shout a command that's hard to ignore. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save. Heightened (5th) You can target up to 10 creatures. Success The creature is unaffected. Failure The creature must spend the first action on its next turn to obey your command. Critical Failure The target must use all its actions on its next turn to obey your command. Appears in Core Rulebook, Player Core	