

PATHFINDER
COMPATIBLE

A character with dark hair and a silver mask covering their face, wearing a white and blue robe with gold trim. They are holding a large, ornate book with a blue cover and gold detailing, featuring a red gem. The background is a stylized, blue-toned architectural setting with a large archway. The character's hands are outstretched, palms up.

SINCLAIR'S CODEx

SINCLAIR'S LIBRARY

A character with dark hair, wearing a white mask with a large, stylized eye and a white cape with gold trim, stands in a grand, arched doorway. They are holding a large, open book. The background is a soft, blue and white architectural setting.

Playtest Package

Playtest Package 2

VIVET OF THE FIRST WOOD

Born in the wilds of Untarel, Vivet spent much of her childhood playing with the other denizens of the First Woods. Despite nothing of a formal education, she still proved early on to be capable and intelligent. Her natural insight could shame even those with more sophisticated upbringings, something she took an unveiled pleasure in doing as frequently as possible.

Contrary to what one could expect given her natural intellect, Vivet had no interest in the arcane and gravitated toward martial pursuits instead. She found in herself a deep desire to protect her home, as well as a secret appreciation for the thrill of combat. She quickly garnered a reputation as a stalwart defender and a born leader, rising up the ranks in the military of the First Wood.

Her first real trial as a military woman presented itself around her fiftieth birthday. A terrifying abomination started poisoning the land and laying waste to the forest. Many turned their gaze to Vivet to handle the threat. Stepping up to the task, she carefully assembled an elite force she would lead against the beast, advising the higher ranks against a frontal assault. But as she was formulating a plan, Untarel's military ignored her counsel. Their march towards the threat, and near certain death, put Vivet in front of an impossible decision: lay low with her elite forces and wait for the perfect opportunity to strike, sacrificing these poor soldiers, or join the main regiment, and risk losing the battle. Vivet elected to look at the bigger picture and waited until the time was right. Her strategy worked to perfection, and they felled the beast, but of the thousand soldiers of the First Wood's army, merely a hundred survived.

Despite returning a celebrated hero, earning the title of Savior of the First Wood, Vivet came back changed, broken and ashamed. Turning down the title and promotion offered, she left her home to perfect her training, dedicating her life to mastering the art of slaying evil. She swore that no others would suffer the cruelty of the lower planes, but more importantly, she swore never to resort to sacrificing a life in the name of victory. Her training and vows as a holy champion serve the ultimate purpose of pursuing her mission.

Free Agent Commander

Embracing both her newfound devotion and her extensive military experience, Vivet has made for herself somewhat of a unique path of life; the one of a commander for hire. Unrestrained from the chain of

command, uniforms, and nation, she travels the world, offering her services as a military commander against fiendish incursions. She trains and leads soldiers into battle against the forces of pure evil, asking for little payment in return. Her reputation for efficiency and zeal goes so far that any fiend considering an incursion on the material plane had best consider an important question: where is Vivet the Savior at the moment?

Story Hooks

As a crusader, Vivet's main use in a campaign is to assist heroes in a call to action. A capable leader and firm believer in the merits of operating outside the confines of a traditional military structure, she is more than happy to delegate missions to independent parties. This makes her a perfect source of quests for early levels.

Her determination to save lives can also be leveraged in an adventure, for example by having her lead a rescue mission for the party. She might appear as part of a last minute save in a combat that went awry, to interrupt a combat and force a recurring villain to flee, or save the party from a fight they were never meant to win, in order to emphasize the threat of your main villain.

Vivet's high level and potential role as commander make her a great recurring character in your story. In a campaign with a recurring villain, it would be natural for Vivet to aid the party at numerous key moments, as well as in the final confrontation, though you should be mindful of not letting her seize the spotlight.

Alternately, Vivet's goals and those of the heroes might not align, offering a non-antagonist obstacle or source of friction. Though unlikely to antagonize good aligned player characters, Vivet's desire for more direct action against evil can leave her at odds with those who might prefer a more nuanced or subtle approach. In case of conflict, Vivet is always ready to draw her sword but will engage in diplomacy first and foremost. While her demeanor might appear slightly dismissive, she is not vivid in her thinking: her actions and decision-making show her willingness to consider she might be wrong.

VIVET OF THE FIRST WOOD

CREATURE 16

UNIQUE NG MEDIUM SHE/HER ELF HUMAN HUMANOID

Perception +28

Languages Abyssal, Celestial, Common, Elven, Sylvan

Skills Athletics +34, Acrobatics +29, Diplomacy +32, Intimidation +28, Nature +28, Religion +32


Str +8, **Dex** +2, **Con** +6, **Int** +1, **Wis** +4, **Cha** +5


Items +2 greater striking mithral shield, +2 resilient half plate, holy avenger

AC 42; **Fort** +30, **Ref** +28, **Will** +33


HP 304; **Resistances** evil 15

Aura of Courage Vivet is unphased by the horrors of her foes and passes this resolve onto her allies whenever she would become frightened, she reduces the condition value by 1 (to a minimum of 0). At the end of her turn all allies within 15 feet reduce their frightened condition by 1.


Axebane  **Trigger** A creature fails a Strike against Vivet with a weapon; **Effect** Her specific training in disarming opponents gives Vivet an opening when creatures miss her. She attempts to Disarm the triggering creature, gaining one degree of success better on the check if the weapon is an ax or polearm.


Glimpse of Redemption  **Trigger** An enemy damages one of Vivet's allies. Both the enemy and ally must be within 15 feet of Vivet; **Effect** Vivet causes her foe to hesitate under the weight of its sins as visions of possible redemption play out in its mind's eye. The foe chooses one of two options:

- The ally is completely unharmed by the triggering damage.
- The ally gains resistance 7 to all damage against the triggering damage. After the damaging effect resolves, the enemy becomes enfeebled 2 until the end of its next turn.


Shield Block  Once per round perform as a free action.

Speed 30 feet

Melee  holy avenger +30 [+25/+20] (disarm, good, magic, versatile P), **Damage** 3d8+21 slashing plus 1d6 good

Melee  shield bash +30 [+25/+20], **Damage** 3d4+21 bludgeoning

Champion Devotion Spells DC 34; **8th** (3 Focus Points) *lay on hands, litany of righteousness*

Avenger's Vindication  (good, healing, positive) **Frequency** once per day; **Trigger** Vivet critically succeeds an attack roll against an evil creature with a holy avenger Strike; **Effect** Vivet regains HP equal to double the evil creature's level.

Divine Command Vivet commands her forces to charge into the fray with divine force as she leads them forth. When Vivet joins an encounter and rolls initiative, she may Stride up to her Speed and make a melee Strike. If the Strike hits and damages an enemy, each ally within 60 feet who saw her hit can use a reaction to Strike or Stride. If they Strike, they gain a +1 circumstance bonus to the attack roll and add 1d6 good damage. If they Stride, they each must end their Stride closer to the creature she hit than where they started.



HEROES

TRAVELLING

VILLAINS

NINE LIVES TERRY

CAMPAIGN USE

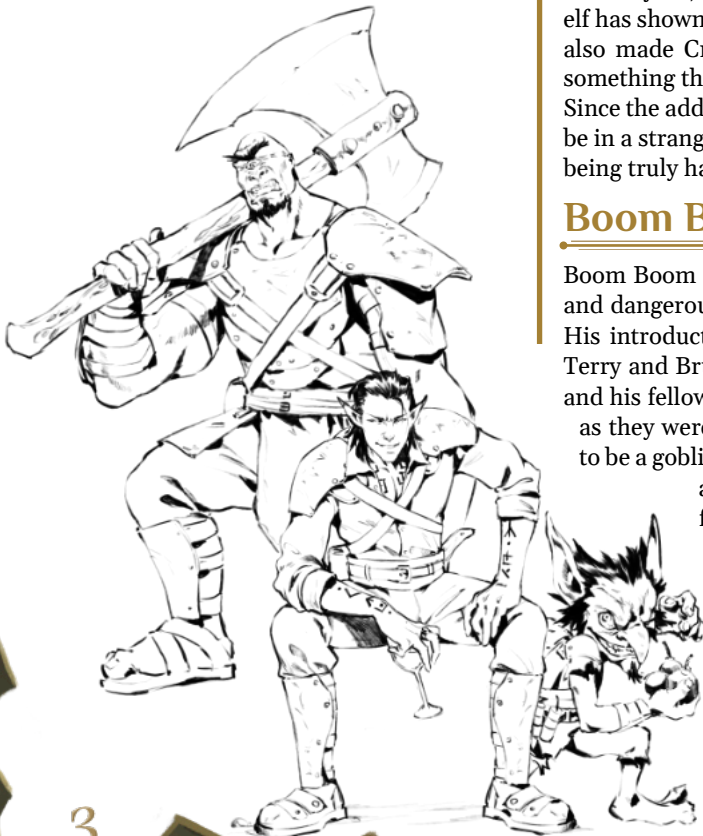
Terry and his crew are meant to be used in a very classic, traditional ambush style. Brutal Crag stands in the middle of the road, appearing to be working alone, while Nine Lives Terry sneaks up behind the party, waiting for the perfect moment to make a grand and theatrical entrance.

Meanwhile Crazy Jack remains hidden, waiting for a chance to blow up something. In the case of a party ambush, Terry and his crew try to avoid combat, finding intimidation and demands of surrender much simpler and cleaner.

Alternatively, Terry's gang makes for a great bounty for the party to hunt.

His obsession with reputation works wonders when it comes to the surrendering of his victims, but it also makes him much more enticing to capture in the eyes of local authorities.

Trying to ambush the group of bandits can be a nice way to make some coins, build a reputation, or exchange favors with local authorities.



*"I'm not sure who said crime doesn't pay,
but Terry seems to be doing just fine" ~ Sinclair*

The legend of Nine Lives Terry is much taller than the man, and pretty distant from reality. A natural charmer, he always has the right word to convince people to do what he wants, which is usually to give up their coin. Terry appreciates the simple pleasures of life: good wine, good food, the soft skin of a woman, and a nap in the shade of a tall tree. When he was very young, he realized the lifestyle of a road bandit could offer everything he wanted, but intimidation was not Terry's strong suit by any means. For this he needed friends—scary friends.

In a strange twist of fate, scary friends found him. As he was sunbathing in the grass, he suddenly found himself upside down, hanging by an ankle. Most would have been terrified at the sight of a cyclops, especially while dangling upside down in front of it. But to Crag's surprise, Terry was smiling ears to ears. Without a care in the world, he started blabbering about how great friends they were going to be. Never did he seem to consider his current situation, nor the possibility that Crag might have no interest in being his friend. And yet, inexplicably, friends they became. Terry immediately baptized them "Nine Lives Terry and Brutal Crag," insisting on the necessity of "maintaining a scary image" and "building a legend." Not too long after, Crazy Jack accidentally joined them, and their operation was born.

Brutal Crag

No one knows exactly why Brutal Crag chose to join Nine Lives Terry. Most suspect a magical charm of some sort, while others mistake the towering cyclops with a vulgar ogre, assuming him to be too stupid to make a decision on his own. The truth is, Terry amuses Crag. Always ready to crack a joke, tell a good story, and or enjoy one too many drinks, the little elf has shown Crag how to enjoy life. Terry's natural ability with words has also made Crag's bandit life far more lucrative and far less dangerous, something the cyclops truly appreciates despite never admitting it openly. Since the addition of Boom Boom Jack to the group, whom he considers to be in a strange combination of pet and child, Crag has even caught himself being truly happy with his newfound family.

Boom Boom Jack

Boom Boom Jack's nickname is a well-deserved one: he is unpredictable and dangerous, even by goblin standards. Luckily, he is also fairly docile. His introduction to the gang is rather comical, as he joined Nine Lives Terry and Brutal Crag plainly by accident. Part of a goblin raid group, he and his fellow tribesman made the mistake of ambushing the two bandits as they were drunkenly exchanging stories by the fire. What was meant to be a goblin raid turned out to be a bloodbath, as Terry and Crag started a competition of who could kill the most goblins before they fled. Unfortunately for the duo, and very fortunately for Boom Boom Jack, this competition was interrupted by a much more serious threat: a group of mercenaries attempting to bring in the bandits for a hefty ransom. An arrow volley killed most of the remaining goblins, forcing the now sober pair of thugs to take cover behind a large rock. To their great surprise, they were sharing their cover with a grinning goblin, who had elected them

to be the winning party to ensure his survival. Boom Boom Jack proudly showed them a bag of makeshift bombs, before tossing explosives left and right, creating utter chaos. Terry and Crag immediately fell in love. The mercenaries dispatched, they gave the goblin a meal, a name, a pat on the back, and Boom Boom Jack was officially the newest member of Terry's crew, despite sharing no common language with either of his compatriots.

NINE LIVES TERRY

CREATURE 5

UNIQUE CN MEDIUM HE/HIM ELF HUMANOID

Perception +12; low-light vision

Languages Common, Jotun, Sylvan

Skills Acrobatics +12, Arcana +15, Crafting +12, Deception +12, Diplomacy +10, Intimidation +10, Stealth +13, Thassilon Lore +12, Thievery +12

Str +2, **Dex** +4, **Con** +3, **Int** +5, **Wis** +2, **Cha** +4

Elven Instincts Nine Lives Terry is used to ambush and unexpected combat. He gains a +2 circumstance bonus to Perception checks made as initiative rolls. Additionally, if his initiative roll result is tied with that of an opponent, he goes first even if they have a feature that would normally allow them to go first.

Items +1 striking returning dagger, 15 gp

AC 21; **Fort** +10, **Ref** +15, **Will** +9

HP 69

Dangerous Friends When Terry rolls a saving throw to avoid an effect caused by an ally creature, he treats the result as one degree better. Additionally, Terry takes no splash damage caused by ally creatures.

Speed 30

Melee ♦ dagger +13 [+9/+5] (agile, finesse, magical, thrown 10 ft, versatile S), **Damage** 2d4+6 piercing

Arcane Spontaneous Spells DC +22, attack +14; 3rd (3 slots) fireball, haste, gravity well; 2nd (4 slots) blood vendetta, blur, flame wisp, heat metal; 1st (4 slots) burning hands, grease, jump, sleep; Cantrips (3rd) ghost sound, produce flame, shield, tanglefoot

Blink ♦ (conjunction, magical, teleportation) Terry disappears briefly and reappears 15 feet away. When doing so, he must succeed at a flat check with a DC of 5 or fall prone at the end of the teleportation. Terry cannot Blink again until he uses an action with the Move trait.

Counterspell 2 **Trigger** A creature Casts a Spell Terry has in his repertoire; **Effect** Terry expends one of his spell slots to counter the triggering creature's casting of the spell in his repertoire. He loses the spell slot as if he had cast the triggering spell and attempts to counteract the triggering spell.

BRUTAL CRAG

CREATURE 5

UNIQUE LE LARGE HE/HIM GIANT HUMANOID

Perception +12; low-light vision

Languages Common, Jotun

Skills Athletics +16, Fortune-Telling Lore +13, Intimidation +12, Survival +12

Str +5, **Dex** 0, **Con** +4, **Int** +0, **Wis** +4, **Cha** +0

Items greataxe, hide armor, 10 gp

AC 20; **Fort** +14, **Ref** +8, **Will** +12

HP 94; **Resistances** Fire 5

Ferocity 2

Flash of Insight ♦ (divination, occult, fortune) Frequency once per day; Trigger Brutal Crag is about to roll a d20. Effect He peers into an occluded spectrum of possible futures. He gets success on the roll instead of rolling.

Speed 30 feet

Melee ♦ greataxe +14 [+9/+4] (reach 10 feet, sweep), **Damage** 1d12+9 slashing

Wide Swing ♦ (attack, open) Crag lunges and swings his ax in a massive arc, hitting everything in its path. Creatures in a 15-foot cone take 1d12+9 slashing damage (basic Reflex save, DC 22). This counts as two attacks for his multiple attack penalty.

BOOM BOOM JACK

CREATURE 5

UNIQUE CN SMALL HE/HIM GOBLIN HUMANOID

Perception +12; darkvision

Languages Goblin

Skills Athletics +14, Acrobatics +13, Stealth +15, Survival +12

Str +3, **Dex** +4, **Con** +2, **Int** +5, **Wis** -1, **Cha** +4

Items moderate alchemist's fire (6), 10 gp

AC 21; **Fort** +12, **Ref** +14, **Will** +9

HP 78

Speed 25 feet; Sneaks at full speed

Ranged ♦ moderate alchemist's fire +13 [+8/+3] (range increment 30 feet), **Damage** 2d8 fire damage, 2 persistent fire damage, and 2 fire splash damage

Boom Surprise ♦ (manipulate) **Requirements** Jack has an empty hand; **Effect** Jack produces a moderate alchemist fire in an empty hand from questionable ingredients and raw pyromania, then Strikes with it.

Double Bomb ♦ (flourish, manipulate) Jack flings two bombs from seemingly nowhere. He makes a moderate alchemist's fire Strike, the second bomb flies wide, dealing 2 fire splash damage in a 5 foot emanation from a random space 10 feet away from the target.

COMBAT TACTICS

If combat occurs, Brutal Crag lives up to his name, targeting horses, wagons, and chariots first to prevent any escape. Terry remains at a certain distance, using his blink ability to stay safe and peppering the enemies with spells. Crazy Jack follows a very precise routine of throwing a bomb and sneaking away, with absolutely no regard for potential friendly fire. If the gang ambushes the party, they will try to avoid killing anyone, instead satisfied with incapacitating and looting them. If the party ambushes Terry and his crew, however, all bets are off, and the three bandits will not hesitate for a moment to kill their foes if possible.



MARATOSK OF THE THOUSAND TEETH

During one of his many phases of experiments, Hoonordel was obsessed with the idea of improving dragons. After all, what greater achievement than to take nature's fiercest predators and make it better? Using his connections and spending all the resources at his disposal, he managed to obtain a dozen dragon eggs upon which to experiment. His work was exhaustive: countless days spent studying, numerous nights spent working out his formulas.

Unfortunately, of the dozen dragons only one remained viable enough to hatch; Maratosk. It began life looking like most wyrmlings, but as it aged rapidly, a number of mutations began to appear, true to Hoonordel's designs. Despite the many precautions he had taken to maintain containment until Maratosk was ready, he did not foresee the extent of the dragon's cunning. The predator's instinct would not be denied, and Maratosk escaped. Impressed with his creation, Hoonordel declared the experiment a success and left

the creature to its own devices, as it claimed a lair and territory of its own.

In its isolation, the dragon continued to mutate and change, the alchemical and magical changes continuing their terrible work. Mixing with the already potent draconic essence, the alteration made Maratosk far more dangerous than other dragons, at the cost of the majesty normally associated with such creatures, twisted into something truly aberrant. Moreover, Maratosk's corrupting influence had begun to spread out to the wilderness surrounding its lair, mutating it into a mockery of nature.

Since then, many have tried to slay the dragon, with no avail. The accounts from the survivors speak of a dragon-shaped creature with a mouth split down the center of its neck, ringed with teeth able to open so wide it could devour en masse. Refugee villagers who fled the region remember vividly the sound of its screeches as it pierces the sky, its three wings obscuring the moon at every flap.



Vague Description

Maratosk operates best when it is not described in comprehensive detail. Even if an observer manages to resist its frightful presence, share only a few striking images, such as its vertical mouth and multiple limbs, and let players fill in the blanks. The horrific is most effective when it captures the imagination, and keeping descriptions brief will aid in connecting the mechanics to the concept.

Campaign Use

For the most part, Maratosk is an uncomplicated monster. It doesn't have the intelligence to communicate properly, despite its cunning, and is far too aggressive to be captured or tamed. As such, it works best as a standard monster hunt. The real nuance to Maratosk is to consider why the players oppose it. Although the most obvious reason would be for the safety of the area, there are those who would look at Maratosk with pity and want to end its tortured existence. Others would be more concerned about its effect on the wilderness; those with a close connection to the primal world would feel its pain and want the mutant dragon destroyed.

In a campaign with Hoonordel acting as a nemesis, Maratosk also makes for a good final stepping stone before taking on the scientist himself. The opportunity to examine one of his most "successful" experiments would be a wealth of information for those wanting to know more about his terrible methods.

"...It wasn't sulfur, it was rot, like burning garbage or a swamp on a hot day. It choked our throats and burned our eyes. The worst was the silence. You could smell it, almost feel its presence but hear it coming? I know none of this makes sense, but if you were there, you would understand. I couldn't even describe the beast to you. Even when looking at it, you can't quite tell what it looks like, as if your eyes didn't want to take it in. There is nothing natural about that thing and the sooner someone kills it, the better."

- excerpt from a report on the first failed hunt of Maratosk

COMBAT TACTICS

At heart Marartosk is a hunter and an ambush predator. Instead of simply striking out from the darkness, much like a spider it will wait for its prey to delve as deeply as possible into its lair. In the dragon's way it will wait for as many of its auras to take effect before striking where it can also take advantage of the hazards of its lair.


Additionally, considering its aggressive nature, Marartosk is designed as a solo encounter with the aid of its lair hazard. If you want the encounter to be slightly easier than removing the included hazard will do better than simply applying the weak template to it.

MARATOSK OF THE THOUSAND TEETH

CREATURE 16

UNIQUE CE HUGE AGENDER/IT ABERRATION DRAGON

Perception +30; darkvision, scent (imprecise) 60 feet
Languages Common, Draconic (cannot form sentences)
Skills Acrobatics +25, Arcana +26, Athletics +33, Deception +29, Intimidation +29,
Stealth +27 (+31 within the Aberrant Hoard)
Str +8, **Dex** +5, **Con** +6, **Int** +1, **Wis** +5, **Cha** +5

AC 39; **Fort** +30, **Ref** +27, **Will** +29; +1 status to all saves vs. magic
HP 350; **Immunities** paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 35
Terrible to Behold (emotion, fear, mental) Creatures affected by Maratosk's Frightful Presence or otherwise frightened treat Maratosk as concealed.
Quick Swallow  **Trigger** A creature it currently has grabbed with its jaws succeeds its Escape check; **Effect** Unwilling to let a meal go Maratosk immediately attempts to Swallow Whole.

Speed 50 feet, burrow 30 feet (lair only), fly 150 feet

NEW TRAIT : LAIR

A hazard with the Lair trait is tied to a creature, although this is usually a specific unique creature it is sometimes bound to a generic type of creature.

Unlike most hazards, these are designed to work in tandem with the creature they are tied to. A lair hazard will specify what creatures can utilize it. An action with the lair trait can only be used if the associated creature spends the listed actions while adjacent to—or inside of—the area of the lair hazard, causing the lair to perform that action immediately unless otherwise specified.

Hazards with this trait do not roll for their initiative, instead they perform any routines at the end of the round. If a hazard with the lair trait has more than one action it can choose, it can only perform one of them on its turn and may never use the same action twice in a row.

Melee ♦ jaws +33 (magical, reach 15 feet), **Damage** 3d12+16 piercing plus Improved Grab

Melee ♦ claw +33 (agile, magical, reach 10 feet), **Damage** 3d8+16 slashing

Melee ♦ tail +31 (magical, reach 20 feet), **Damage** 3d10+14 slashing

Melee ♦ wing +31 (agile, magical, reach 15 feet), **Damage** 2d10+14 slashing

Constrict ♦ 2d10+12 piercing, DC 37

Breath Weapon ♦♦ (arcane, evocation, negative); The dragon breathes a blast of necrotic flame that deals 17d6 negative damage in a 50-foot cone (DC 39 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

From the Gullet Due to its unique physiology, Maratosk can still use its Breath Weapon even if it has a creature grabbed in its mouth or has swallowed someone. Creatures grabbed by Maratosk's jaws or that have been swallowed whole treat their saves against its Breath Weapon as one step worse.

Swallow Whole ♦ (attack) Large, 2d10+12 Negative, Rupture 32

The Aberrant Hoard

Maratosk still has a version of the hoarding instinct to which most dragons are prone, but whereas most dragons will gather wealth or treasures of some kind, the mutant dragon gathers the grisly and altered remains of the creatures it maims or kills. This detestable sight which the dragon will happily rest upon is the focal point of its lair, and its corruption is where the changes to the land around it begin. This foul and altered mass is obedient to Maratosk and will do whatever it can to protect and aid the aberrant dragon.

THE ABERRANT HOARD

HAZARD 16

UNIQUE COMPLEX LAIR

Stealth +36 (master)

Description A gruesome amalgamated pile of trophies and treasures collected by Maratosk spread across its lair, pulsing with sickly negative energy.

Disable DC 42 Occult (master) to sever the connection to Maratosk cutting it off from its power, or DC 42 Religion (master) to suppress the negative energies by calming the tortured nature of the hoard; three successes are required to disable it.

AC +39; **Fort** +33, **Ref** +25

HP 300, fast healing 10; **Immunities** precision damage; **Weakness** positive 20

Caught in the Snare ⚡ **Trigger** A creature enters the lair; **Effect** The lair sends a mental alert to Maratosk so long as it is within 100 miles of the lair. In addition, the lair comes alive and attempts to capture the newly arrived prey. Each creature within the lair must attempt a DC 41 Reflex save, with the following effects;

Critical Success The creature is unaffected.

Success The creature treats the area as difficult terrain.

Failure The creature is grabbed until it Escapes (DC 41).

Critical Failure As a failure, except the creature is restrained.

Routine (1 action) The Aberrant Hoard does one of the following actions;

- **Healing Hoard** (healing) **Requirements** Maratosk is within the lair; **Effect** The hoard gives of itself to restore its master. The Aberrant Hoard loses 50 HP and Maratosk gains 50 HP.
- **Aberrant Pulse** The hoard lets loose a pulse of sickening negative energy. Each creature within the lair must make a basic DC 41 Fortitude save or take 10d6 negative damage. On a failure, they are also sickened 1.
- **Rising Hoard** The hoard rises up to protect Maratosk if it is within the lair, granting it cover until till the end of the next round or Maratosk moves away, whichever comes first.

Reset If the Aberrant Hoard is disabled, then it will reactivate on its own after an hour has passed. If it is reduced to 0 hit points instead, then it is disabled for one day. If Maratosk is killed, then it is considered destroyed and can not be reactivated.

PATHFINDER
COMPATIBLE



SINCLAIR'S ALMANAC

SINCLAIR'S LIBRARY



Playtest Package

Playtest Package 2



ARCHETYPES

You can find the world over those who break the mold and forge a path all their own, mastering techniques that others strive to repeat and exceed. —Sinclair

Blink Strider

BLINK STRIDER DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

Your connection with the Material Realm is unusually fragile, and your movements through space are not always in the same three dimensions as others'. You gain the Blink action.

Blink ♦ (Arcane, Conjunction, Move, Teleportation) You blink in and out of reality. When you Blink, you can teleport up to 10 feet in any direction. For each two blink strider and/or blink striker class feats you possess, your blink distance increases by 5 feet. You cannot Blink while grabbed or restrained, and you must take a non-Blink action with the move trait before you Blink again. Each time you Blink, attempt a flat check with a DC of 5. On a failure, you end your teleportation prone.

Special You can't select another dedication feat until you have gained two other feats from the blink strider or blink striker archetypes.

ESCAPE GRASP

FEAT 4

ARCHETYPE

Prerequisites Blink Strider Dedication

You've learned how to blink without the momentum of movement, albeit at a reduced distance. Whenever you use the Escape action, you can attempt an Arcana check instead. If you critically succeed at an Arcana check to Escape and you can Blink, you Blink in place of the Stride granted by the Escape action.

BEHIND YOU ♦♦

FEAT 6

ARCHETYPE FLOURISH

Prerequisites Blink Strider Dedication

Requirements You can Blink.

You rush your opponent and then quickly appear behind them. You Stride up to half your Speed, then Blink. If you end this Blink within reach of a creature, you may Strike; the target is flat-footed against this Strike.

BLINK OUT! ⤿

FEAT 8

ARCHETYPE

Prerequisites Blink Strider Dedication

Trigger A creature critically fails a Strike against you and you can Blink.

Making use of your foe's mistake, you seize the opportunity to better position yourself. You Blink.

REACTIVE BLINK ⤿

FEAT 8

ARCANE ARCHETYPE CONJUNCTION MOVE
TELEPORTATION

Prerequisites Blink Strider Dedication

Requirements You Blinked during your most recent turn.

Trigger A creature targets you with a ranged attack and you can see the attacker.

Flickering through space, you present a difficult target to shoot at. You gain a +2 circumstance bonus to AC against the Strike. If this causes the Strike to fail or critically fail, you can Blink up to 10 feet, even if you haven't taken another action with the move trait since you last Blinked.

FORCEFUL TELEPORT ♦♦

FEAT 10

ARCHETYPE FLOURISH

Prerequisites Blink Strider Dedication

Requirements You can Blink.

You push the limitations of your teleportation at the cost of accuracy. You Blink up to twice your usual distance, but you end your teleportation 5 feet away from your intended location in a random direction, and the flat check DC for your Blink increases by 5.

POWERFUL TELEPORT

FEAT 12

ARCHETYPE

Prerequisites Blink Strider Dedication



Your understanding of teleportation and your control over your ability to blink improves, becoming akin to spellcasting. Twice per day, you can Blink up to 120 feet as if you had cast dimension door. At 16th level, you can Blink this way up to three times per day.

TELEPORTING FLURRY FEAT 18

ARCANE ARCHETYPE CONJURATION TELEPORTATION

Prerequisites Blink Strider Dedication

Frequency once per hour

You teleport rapidly, striking as many creatures as you can. Roll your Blink flat check once, before making your attack roll. On a failure, make a Strike against one creature within range of your Blink. On a success, make a melee Strike against each creature within range of your Blink, to a maximum of three total Strikes. Make one attack roll and compare it to the AC of each creature; this counts as three attacks for the purposes of calculating your multiple attack penalty, but your multiple attack penalty does not increase until all the Strikes are resolved. You end this action adjacent to a creature of your choice that you made a Strike against; if the flat check was a failure, you are prone.

Blink Striker

BLINK STRIKER DEDICATION FEAT 4

ARCHETYPE DEDICATION

Prerequisites Blink Strider Dedication

Momentum is momentum, whether it comes from the tread of your feet or the swing of your arm, and both fuel your inconstant nature. Actions with the attack trait are considered to have the move trait for the purpose of determining whether you can Blink again.

Special You can't select another dedication feat until you have gained two other feats from the blink strider or the blink striker archetypes. You can select Blink Striker Dedication even if you haven't gained two other feats from the blink strider archetype.

CLOSE THE GAP FEAT 6

ARCHETYPE FLOURISH OPEN

Prerequisites Blink Striker Dedication

Requirements You are wielding a weapon with the thrown trait and can end your Blink adjacent to your target.

You distract your foes with weapons while closing the distance. Make a ranged Strike with a thrown weapon, then Blink to a square adjacent to the target. You finish your Blink with the thrown weapon in your hands unless you failed your flat check to Blink, in which case the weapon is on the ground in your space.

PORTAL PRECISION FEAT 8

ARCHETYPE

Prerequisites Blink Striker Dedication, Behind You

You find vulnerable points in the split second between arrival and awareness. When you Strike a flat-footed

creature using Behind You, your Strike deals an additional 1d6 precision damage.

REDIRECTING BLINK FEAT 8

ARCHETYPE

Prerequisites Blink Striker Dedication

Requirements A creature fails to Shove or Trip you, and you can Blink.

Timing your teleportation perfectly, you push your overextended foe to the ground. You Blink into the triggering creature's space, and the creature falls prone in your previous space.

FAVORABLE ANGLE FEAT 10

ARCHETYPE

Prerequisites Portal Precision

Unchained from three-dimensional reality, your attacks arrive from unanticipated angles. Whenever you Blink, your next Strike against a flat-footed creature during that turn deals the precision damage from Portal Precision. This damage only triggers once when using Behind You.

TWO PLACES AT ONCE FEAT 14

ARCHETYPE

Prerequisites Blink Striker Dedication

Blinking around your foe, you attack from all angles at once. When you Blink, you still threaten as if you were in the space you left for the purpose of flanking. This effect lasts until the beginning of your next turn, and you can only threaten one space at a time in addition to your current location; if you Blink again, this applies to your new point of origin instead. If you fail a flat check as part of Blink, this effect does not apply until you Blink again and succeed at the flat check.

PORTAL FRENZY FEAT 18

ARCANE ARCHETYPE CONJURATION TELEPORTATION

Prerequisites Blink Striker Dedication

Frequency once per hour

Launching a frenzied assault of flickering attacks, you tear into your foe from all sides. You Blink to within reach of a creature, attempting the flat check. On a failure, you make a melee Strike against the creature, then fall prone next to it. On a success, make three melee Strikes against the creature, Blinking to a space within reach an additional time between each attack; you are treated as if flanking with yourself for the second and third Strikes, and you automatically succeed at the flat check for the additional Blinks. Apply your multiple attack penalty as normal.

Storm Dancer

Whether through devoted admiration of storms or an unfortunate incident with a bolt of lightning, you have manifested the awesome power of a thunderstorm. Like a living battery, you absorb and discharge

ARCHETYPES

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electricity to heighten your physical and mystical prowess.

STORM DANCER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

You can cast the {*electric arc*} cantrip as an innate primal spell at will. Whenever you cast {*electric arc*}, you can target yourself in addition to the spell's other targets. You gain electricity resistance equal to half your level. Whenever a storm dancer action requires a saving throw, the DC is equal to the higher of your class DC or spell DC.

Special You can't select another dedication feat until you've gained two other feats from the storm dancer archetype.

LIGHTNING ROD

FEAT 4

ARCHETYPE ELECTRICITY TRANSMUTATION

Prerequisites Storm Dancer Dedication

Frequency once per minute

Trigger An adjacent creature would take electricity damage.

You rapidly ground yourself, creating an energy vacuum that pulls nearby electricity into you. You take the electricity damage instead of the triggering creature (in addition to any damage you might take from the effect). At 12th level, this reaction no longer has a Frequency. Additionally, whenever you use this reaction, you gain a +10-foot status bonus to your Speeds for 1 round.

THUNDER STEP

FEAT 4

ARCHETYPE EVOCATION SONIC

Prerequisites Storm Dancer Dedication

Frequency once per turn

You reposition with such speed it creates a sonic boom.

You Step. After you move, each other creature adjacent to the space you left takes sonic damage equal to half your level and must attempt a basic Fortitude save; a creature that critically fails this save is deafened for one round. At 12th level, in place of the Step, you can Stride up to half your Speed without triggering reactions.

CHARGED METAL

FEAT 6

ARCHETYPE ELECTRICITY
EVOCATION

Prerequisites Storm Dancer Dedication

Frequency once per 10 minutes

You supercharge a metal weapon within your reach. Until the start of your next turn, the wielder's

first Strike each turn with the charged weapon deals an additional 1d12 electricity damage. Additionally, for the duration, the weapon's wielder gains a +1 circumstance bonus on attack rolls with the weapon against creatures made of metal or wearing metal armor. This ability recharges when you take electricity damage (even if it is reduced to 0 by your resistance). At 14th level, Charged Metal can now target up to two weapons within 30 feet.

DANCING BOLT

FEAT 6

ARCHETYPE ELECTRICITY EVOCATION TELEPORTATION

Prerequisites Storm Dancer Dedication

Frequency once per 10 minute

One target creature within 120 feet takes 1d12 electricity damage and must attempt a basic Reflex save. You then teleport to any space directly between you and the target, traveling through the electricity you emit. At 8th level and every 4 levels thereafter, the damage increases by 1d12. This ability recharges when you take electricity damage (even if it is reduced to 0 by your resistance). At 14th level, Dancing Bolt can now target up to two enemies if both are within 60 feet, and a target that critically fails its saving throw takes persistent electricity damage equal to half your level.

AUTOMATIC ELECTRIC HARMONICS

FEAT 8

ARCHETYPE

Prerequisites Storm Dancer Dedication

Whenever you cast a spell or use an action with the electricity trait, electricity surges through your body, granting you a +1 circumstance bonus on Reflex saves. The next time you become the target of an attack, you may use the higher of your AC or Reflex DC when determining the result. These effects end at the beginning of your next turn.

ELECTRIC VEINS

FEAT 10

ARCHETYPE

Prerequisites Storm Dancer Dedication

Your electricity resistance becomes equal to your level. Additionally, whenever you critically succeed on a saving throw against an effect with the electricity trait, you become quickened for 1 round and can use the extra action to Step or Stride, to Thunder Step if you possess that feat, or to Burrow, Climb, Fly, or Swim if you possess the corresponding movement type.

DANCE OF A THOUSAND BOLTS

FEAT 18

ARCHETYPE EVOCATION ELECTRICITY SONIC

Prerequisites Storm Dancer Dedication

Frequency once per hour

You summon a massive storm in a 30-foot emanation, which follows you as you move and lasts for one minute. At the start of your turn, up to two creatures of your choice within the emanation take 2d12 electric damage and 2d12 sonic damage and must attempt a basic Reflex save. A creature that fails this save is flat-footed for one round, or one minute on a critical failure.



EQUIPMENT

"It is a poor adventurer that blames their tools, but the wise still seek out new ones." —Sinclair

CHAINED BLADES

ITEM 1

UNCOMMON

Price 5 gp; Damage 1d6 S; Bulk 1

Hands 1

Category Advanced

Group Sword; Traits reach, tethered, twin, versatile P

These curious weapons are short curved blades affixed to a chain to be wrapped around the wielder's forearms and designed to be wielded in tandem.

Specific Magic Weapons

WIND RAZOR

ITEM 8

UNCOMMON EVOCATION MAGICAL

Price 500 gp

Usage each held in 1 hand (2); Bulk 1 each (2)

This pair of *+1 striking chained blades* feature longer chains, but somehow feel as light as a leaf. When both blades are wielded as a pair, they have a reach of 15 feet and gain the Wild Swing activation.

Wide Swing ♦♦ **Requirements** you are wielding both halves of *wind razor*; **Effect** You send the blades swinging in a wide arc, slicing everything in its path. Make a melee strike against all creatures within a 15-ft cone. This counts as three attacks for the purpose of your multiple attack penalty. Each attack after the first gains the benefits of the twin trait.

DEATHSONG DUET

ITEM 12

UNIQUE ENCHANTMENT MAGICAL

Price 3,500 gp

Usage each held in 1 hand (2); Bulk 1 each (2)

These singing blades of death are a pair of black, *+2 striking fearsome chained blades* laced with silvery patterns. A series of perforations along the spine of the blades and the varied size of the holes in the chains' link emit an ominous yet harmonic song when the blades are spun around. You must wield both of the blades or they lose their thundering property and you cannot use their special abilities below.

Song of Death ♦♦ **Interact** (Auditory); You send both blades of the Deathsong Duet flying around, in a macabre dance. Creatures within 30 feet of you must succeed a Will saving throw (DC 29) or become fascinated with you until the end of your next turn. You can extend the duration of this effect for one round by keeping the blades spinning around you with an interact action. Creatures who succeed their Will saving throw or are no longer fascinated

become immune to Song of Death for 24 hours. This fascination does not end when you or your allies use hostile actions.

Death Cyclone ♦♦♦ **Frequency** once per day; **Effect** Make a Strike against each enemy creature in a 15-foot emanation. Roll once for the Strike and compare the result against the AC of every enemy within range. This counts as three attacks when calculating your multiple attack penalty, but is only applied once the strikes are resolved. Additionally foes within 30 feet must succeed a basic Fortitude saving throw (DC 29) or take 1d12 sonic damage

Magical Tattoos

COUNTERTAT

ITEM 2+

INVESTED MAGICAL TATTOO TRANSMUTATION

Usage tattooed on the body; Bulk —

This tattoo allows you to surge with speed for a brief moment when a foe leaves an opening. However, the sudden surge is slightly inconsistent, making it hard to aim your riposte.

Activation 2 envision; **Frequency** once per day; **Trigger** A creature within your reach critically fails a Strike against you; **Effect** you make a Strike against the triggering creature. This Strike suffers a -2 circumstance penalty from the sudden jerking the tattoo causes.

Type *countertat*; Level 2; Price 35 gp

Type *greater countertat*; Level 10; Price 1,100 gp,

You may activate {countertat} three times per day, and you do not suffer a circumstance penalty as the surge of power is smooth and fluid.

RISING PHOENIX TATTOO

ITEM 18

UNCOMMON FIRE HEALING INVESTED MAGICAL
NECROMANCY TATTOO

Price 24,000 gp

Usage tattooed on the body; Bulk —

Once per week, when you would die, this emblazoned phoenix tattoo surges with fiery brightness and bursts forth, reducing your body to a pile of ash and dealing 18d6 fire damage to foes in a 15-foot emanation (basic Reflex DC 38). One minute later, if the ashes have not been scattered (requiring an activity that using a total of 3 Interact actions, or a strong wind), you rise again from the ashes at full HP as though you had not died. A *rising phoenix tattoo* cannot trigger if it is destroyed by what killed you, or if there is no remains to turn to ash, for instance, if you were killed by a *disintegrate* spell.



FEATS

"Even in a hundred lifetimes, you can find new practices and refinements of those from the past. People, as a whole, are resourceful, ingenious, and rarely subject themselves to stagnation." —Sinclair

ARCHETYPES

EQUIPMENT

FEATS

General and Skill Feats

Some talents can be acquired by any character, regardless of their ancestry or class, through dedication or specialized training. Here you will find such feats, listed alphabetically, which can be taken by any character when they would gain a general feat or a skill feat as appropriate.

PET

FEAT 1

RARE GENERAL

You have a friendly pet to join you on your adventures. Though somewhat magical it falls short of being a full familiar, though it is still just as loyal. You gain a familiar using the rules in chapter 3 of the core rulebook. The type of animal is up to you but it doesn't gain any familiar or master abilities except those related to your pet's form (such as flier for a bird, or amphibious for a frog) which cannot be changed as normal.

Special if you would gain a familiar through another means and are at least level 2, you gain Improved Familiar as a bonus feat.

SCATTERED PETALS

FEAT 2

GENERAL SKILL

Prerequisites Trained in Athletics

When you disarm your opponent you can send their weapon flying. When you critically succeed at a check to Disarm an item, you can choose for the weapon to land 20 feet away in a direction of your choice.

DEXTROUS HANDS

FEAT 3

GENERAL

Prerequisites Trained in martial weapons

You can swap your weapons around more efficiently than most. You Interact to put away the weapon you are currently wielding, then you Interact to draw a different weapon. Alternatively, you may Interact to draw a weapon, then Interact to utilize the modular trait on a weapon you are holding.

ELDRITCH COMPANION

FEAT 3

RARE GENERAL

Prerequisites an animal companion and a familiar

You have learned to channel your familiar and animal companion into a single fused being. By spending a day of downtime you fuse the eldritch essence of your familiar

into your animal companion. While in this state, the two become one creature and you lose access to your familiar. This new eldritch animal companion functions as an animal companion with the following changes:

- Your animal companion gains the familiar and master abilities your familiar had, and you may change its familiar and master abilities as though it were your familiar.
- Your animal companion's Intelligence modifier becomes equal to half your spellcasting modifier (or Charisma if you do not have one, minimum +0). It becomes trained in any skills your familiar would add your spellcasting modifier to.
- Your animal companion loses the mount ability if it had it. You can spend an additional familiar ability, either permanently or on a per-day basis, to restore the mount ability.
- Any class features or feats that interact with or affect your familiar function with your animal companion.

Once this fusion has taken place, it cannot be reversed without retraining Eldritch Companion. Though if you wish to make your familiar into a specific familiar (Advanced Player's Guide) you may do so as normal, even if your familiar is already fused with your animal companion.

PERIPHERAL AWARENESS

FEAT 7

GENERAL

Prerequisites master in Perception

Trigger A creature you can see that is flanking you targets you with an attack.

You employ your battlefield awareness to avoid distractions and protect yourself from surrounding enemies. You don't count as flat-footed to the triggering attack unless you would be flat footed for a reason other than being flanked.

STAVE OFF FATIGUE

FEAT 7

GENERAL

Prerequisites Constitution 14; Toughness

Frequency once per day

Trigger You begin your turn.

You can push off fatigue for a little bit longer but at a grave consequence. You ignore the effects of the fatigued condition for 1 minute. If you gain the clumsy, enfeebled, or stupefied conditions during this minute, the value of the condition is increased by 1.

Teamwork Feats

"The sight of people working together, no matter their aim, has ever warmed my heart. Little else gives me such hope for a better future."
—Sinclair, Scholar of Secrets

Tactical coordination can be the crucial difference between success and failure when lives are on the line. This can be as simple as communicating efficiently, or as convoluted as devising elaborate schemes and executing complex martial maneuvers in tandem. While many adventurers assist their fellow party members by contributing their solo skills, some take team synergy a step further. Teamwork feats grant shared benefits to adventurers who train together.

Teamwork feats are class, general, or skill feats, but always involve two or more actors and possess an added Teamwork entry. This Teamwork entry lists an added benefit applicable if each other involved actor also possesses that specific feat; such allies are referred to as "teammates". Teamwork feats with the class trait can be taken by any class—including via class feats granted by multiclass archetype feats, such as the fighter archetype's Basic Maneuver—and gain the class trait associated with the appropriate class.

BEHIND ME

FEAT 1

CLASS MOVE TEAMWORK

Requirements You and the chosen ally are both able to Step.

You're always ready to take the place of an ally. You and an adjacent ally simultaneously Step into the other's space, swapping spaces.

Teamwork Benefit You may use Tactical Swap as a reaction with the following trigger; an adjacent teammate is the target of a melee attack that you are aware of. After swapping places this way, you become the new target of the attack.

MANY HANDS MAKE LIGHT WORK

FEAT 1

GENERAL SKILL TEAMWORK

Prerequisites trained in Thievery, Subtle Theft

You've become quite adept at coordinating your larceny with allies. When you Steal, if an ally is within 10 feet of both you and your target, you apply the penalty from Subtle Theft to the target's Perception DC.

Teamwork Benefit When you fail (but not critically fail) a Thievery check to Steal or Palm an Object, one of your teammates can spend a reaction to Create a Diversion; in place of the normal effect, any creature who your teammate succeeds against is not considered to have witnessed your Thievery attempt.

BANTER

FEAT 2

GENERAL SKILL TEAMWORK

Prerequisites Expert in Diplomacy

You've cultivated the art of bouncing your words and quips off your allies in social situations. When you attempt to Aid an ally on a Diplomacy check to Make an Impression or Request, you gain a +1 circumstance bonus on your check to Aid.

Teamwork Benefit You treat a critical failure on your Aid check as a failure instead. Additionally, on a success, you automatically succeed on any further attempts to Aid your teammate this way during the same scene (you still roll to attempt to get a critical success, but can't get a worse result than success).

TWIST THE ARM

FEAT 2

SKILL TEAMWORK

Prerequisites expert in Athletics

When an ally attempts to Disarm a creature you have grabbed or restrained, you may Aid as though you had made suitable preparations to help.

Teamwork Benefit When you successfully Aid a teammate this way, in place of the normal bonus, you may instead apply the following benefit: If your teammate rolls a success on the check to Disarm, they get a critical success instead. If your teammate rolls a critical success, you may either kick the disarmed item up to 10 feet in a direction of your choice, or pick up the disarmed item; if you don't have a free hand to pick up the item, you may release the disarmed creature to do so.

DUAL BLAST

FEAT 2

CLASS TEAMWORK

Prerequisite the ability to cast spells from spell slots

Requirement You have an ally within 30 feet capable of casting spells from spell slots.

When weaving your spells, you leave room for fellow casters to infuse a bit of their magic into it. When you Cast a Spell from your spell slots that deals damage and doesn't have a duration, an ally within 30 feet may spend a reaction and expend a spell slot or prepared spell of the same level to grant you a status bonus to your spell's damage equal to your spell's level.

Teamwork Benefit Your teammate may expend a spell slot of any level to grant you the status bonus. If they expend a spell slot of the same level or greater, you gain a +1 circumstance bonus to your choice of your spell attack roll or your spell DC.

GET BACK!

FEAT 4

AUDITORY CLASS TEAMWORK

You call out to your allies, coordinating your assault. An ally of your choice who can hear you can spend their reaction to Step. Then you Cast a Spell with a Cast of two actions or fewer.

Teamwork Benefit Your teammate can Step as a free action instead.

REDIRECT SHOT ◆

FEAT 4

CLASS TEAMWORK

You position a part of your panoply to redirect your ally's shot. Choose an ally within 30 feet. Until the beginning of your next turn, when that ally makes a ranged Strike, they can treat your position as their own for the purpose of determining cover.

Teamwork Benefit You can choose any number of teammates when you use this action. Affected teammates can also treat your position as their own when determining their range increment.

SLICE AND DICE ◆◆

FEAT 4

CLASS TEAMWORK

You set up your opponent for your allies to finish them off. Make a melee Strike. If the Strike hits, each ally with whom you are directly flanking the creature can spend their reaction to increase the damage you deal by 1d6, to a maximum of 1d6 per weapon damage die of your attack.

Teamwork Benefit Teammates can spend their reaction to increase your damage as long as they threaten the creature, whether or not they are flanking it.

TWO-HANDED DELIVERY ◆

FEAT 4

CLASS TEAMWORK

Prerequisite trained in Athletics

Requirements You are adjacent to an ally wielding a two-handed weapon.

You launch yourself off your ally's weapon to strike from further away. Step, then make a melee Strike. If your attack or your ally's weapon has the disarm, shove, or trip trait, you can perform the corresponding action instead of a Strike.

Teamwork Benefit In place of the Step, you may Leap or attempt a Long Jump directly toward the target of your Strike. If you are a master in Athletics, you may spend a second action to attempt a High Jump toward a flying target, determining the DC using the Long Jump DCs and increasing your maximum distance to double your Speed. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump; if the distance you fall is no more than the height of your jump, you take no damage and land upright.

UP YOU GET!

FEAT 5

GENERAL TEAMWORK

You never let your allies fall behind. As long as you have a free hand, allies within your unarmed reach do not trigger reactions when they stand up.

Teamwork Benefit You can spend a reaction when an adjacent teammate begins their turn prone; if you do, they stand up as a free action.

COORDINATED GUARD

FEAT 6

CLASS TEAMWORK

Your allies are familiar enough with your combat tactics to protect themselves at a moment's notice. Your allies gain a +1 status bonus to saving throws against abilities

you use that target an area.

Teamwork Benefit Your teammates gain a +2 status bonus instead.

HELPFUL REDIRECTION ➊

FEAT 6

CLASS TEAMWORK

Trigger Your ally fails, but not critically fails, a Strike against a creature within your reach.

Your allies rarely miss when you're there to help. Make a melee Strike against the target. If it's a success, your Strike deals no damage, but the triggering ally treats their strike as a success instead.

Teamwork Benefit If your Strike succeeds, it deals damage of the appropriate type equal to the higher of your Strength or Dexterity modifier. If your Strike critically succeeds, your Strike deals normal damage instead.

HIGH AND LOW ◆◆

FEAT 6

CLASS TEAMWORK OPEN

One goes high, one goes low. Make a melee Strike. An adjacent ally can then spend a reaction to attempt to Trip that creature.

Teamwork Benefit If your teammate's check to Trip succeeds, your Strike does not increase your multiple attack penalty.

SAVING HAND ➋

FEAT 7

GENERAL TEAMWORK

Prerequisite expert in Reflex saves

Trigger An adjacent ally attempts a Reflex save against a hazard.

Always ready to pull your allies from danger, you've become adept at assisting them in avoiding hazards. You may attempt to Aid your ally's save, using your own Reflex saving throw modifier, even if you haven't prepared to do so.

Teamwork Benefit On a success to Aid, in place of the normal benefits, you may have your teammate treat their save as one degree of success better.

TANDEM CLIMBING

FEAT 7

GENERAL SKILL TEAMWORK

Prerequisite master in Athletics, Combat Climber

You've learned that the easiest way to climb a mountain is with a partner. You reduce the simple DC for climbing surfaces by 5. Additionally, when using a climbing kit, you no longer move half as quickly when attaching yourself to the surface; you can forgo this benefit to extend the DC reduction to an ally climbing the same surface.

Teamwork Benefit While climbing the same surface as a teammate, you have a climb Speed equal to 5 feet plus 5 feet for every 20 feet of your land Speed, and if you are attached to the surface via a climbing kit, you can Climb without a free hand.

TERRIFYING EMPHASIS

FEAT 7

GENERAL SKILL TEAMWORK

Prerequisites master in Intimidation

Trigger An ally within 30 ft successfully Strikes a creature.

When an ally strikes, you're always quick to follow up with a threat. You attempt to Demoralize the target of your ally's Strike.

Teamwork Benefit You can Demoralize the target of your teammate's Strike even if it's temporarily immune. If your teammate's Strike was a critical hit, you may roll twice on your check to Demoralize and take the better result; this is a fortune effect.

DISTANT SHIELD

FEAT 8

CLASS TEAMWORK

Requirements You have a shield raised and the triggering ally has a free hand.

Trigger An ally within 30 feet is targeted by an attack.

You toss your shield to protect your ally. Your ally is now holding the shield and has it raised—applying the AC increase when determining the result of the triggering attack—and you are not.

Teamwork Benefit Your teammate can toss the shield back to you as a free action at the end of the turn in which they were attacked; if they do, you may immediately Raise the Shield again as a free action.

Special Distant Shield and Impart Shield are treated as the same feat when determining teammate status.

IMPART SHIELD

FEAT 8

CLASS TEAMWORK

Requirements You are affected by the shield cantrip.

Trigger An ally within 30 feet is targeted by an attack.

You can transfer your magical protections to another at a moment's notice. Your shield cantrip transfers to your ally, applying the AC increase when determining the result of the triggering attack; if your ally uses Shield Block with the cantrip, you are treated as if you had used it for the purpose of the shield cantrip's restrictions (including any alterations from the psychic's amped version, if appropriate).

Teamwork Benefit You can revert your shield cantrip back to yourself as a free action at the end of the turn in which your ally was attacked, if it remains active.

Special Distant Shield and Impart Shield are treated as the same feat when determining teammate status.

WATCH YOUR STEP

FEAT 8

CLASS TEAMWORK FLOURISH

Requirements You and an ally are flanking the target.

Make a Shove attempt against the target creature, applying the penalty from the flat-footed condition to the target's Fortitude DC.

Teamwork Benefit If your Shove would move the target into your flanking teammate's space, your teammate can spend a reaction to Step to either side of the forced

movement path, then attempt to Trip the target, even if they don't have a hand free and/or the target is more than one size category larger.

CHARGING ASSAULT

FEAT 10

CLASS TEAMWORK OPEN

You and your allies rush into the heat of combat. You Stride twice. Allies within 15 feet of your starting point can spend a reaction to Stride. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy after all Strides have been resolved.

Teamwork Benefit A teammate that ends their movement within reach of an enemy creature can make a melee Strike as part of their reaction. Each teammate that makes a Strike this way is slowed 1 on their next turn.

PINCUSHION

FEAT 10

CLASS TEAMWORK FLOURISH

You grab your opponent, twisting them into position for your ally to get a shot in. Attempt to Grapple an adjacent creature. On a success, an ally of your choice within 30 feet can spend a reaction to make a ranged Strike against the creature.

Teamwork Benefit You can use Pincushion as a single action; if you do, only a teammate can make the ranged Strike.

BLENDED SPELL

FEAT 14

CLASS TEAMWORK METAMAGIC

Prerequisite the ability to cast spells from spell slots
Frequency once per ten minutes

With practice and collaboration, you can use an ally's magic to deliver your own. Choose a spell you can cast with a casting time of two or fewer actions and that requires a saving throw. You Ready to cast that spell with a trigger of "An ally within 30 feet Casts a Spell from their spell slots that requires a saving throw, and that spell's level is at least two levels higher than the readied spell." When you spend the reaction to Cast the readied Spell, you add the effects of your spell to theirs, using the result of any saves against the host spell as the result of saves against yours (even if they would normally require different save types). This effect can only affect a maximum number of targets equal to your spell's maximum targets; if the host spell affects more creatures than yours normally could (such as a fireball hosting an electric arc), select targets in order of proximity to the point of origin (the center of the fireball, the narrow end of a cone, etc.)

Teamwork Benefit You can Ready and Cast a Spell of the same level as the host spell.

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