

Dark Sun to Pathfinder 2^e

Classes 0.2

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Bard

Key ability: Intelligence or Charisma

Hit points: 8 plus your constitution modifier

Expert in perception

Trained in Fortitude

Expert in Reflexes

Expert in Will

Trained in Crafting

Trained in Performance

Trained in Psionics

Trained in an additional number of other skills equal to 2 plus your intelligence modifier

Trained in all simple weapons

Trained in the Bladed Scarf, Fangwire, Fighting Fan, Sap, Signing Stick, Whip, and War
Razor

Trained in unarmed attack

Trained in light armor

Trained in unarmored defense

Trained in Bard class DC

Trained in Psionic spell attack

Trained in Psionic spell DC

Class features:

1. Ancestry and background, initial proficiencies, poison, formula book, bard feat, composition spells
2. Bard feat, skill feat
3. General feat, skill increase
4. Bard feat, skill feat
5. Ability boost, ancestry feat, efficient poison, skill increase
6. Bard feat, skill feat
7. Assassin's expertise, bardic expertise, general feat, greater fortitude, skill increase
8. Bard feat, skill feat
9. Ancestry feat, resolve, skill increase
10. Ability boost, bard feat, skill feat
11. General feat, skill increase, vigilant senses
12. Bard feat, skill feat
13. Ancestry feat, light armor expertise, poison combining, skill increase, weapon specialization
14. Bard feat, skill feat

15. Ability boosts, bardic mastery, evasion, general feat, poison finesse, skill increase
16. Bard feat, skill feat
17. Ancestry feat, skill increase
18. Bard feat, skill feat
19. General feat, bardic legend, light armor mastery, skill increase
20. Ability boosts, bard feat, skill feat

Poison

You're a master poisoner. You get the poison crafting feat, even if you don't meet that feat's prerequisites. You can apply an injury poison you're holding to a weapon you're wielding as a single action, rather than as a 2-action activity, and you can change the DCs of your infused poisons to your class DC if it's higher. You can use this feat to create poisons as long as you have the poisons' formulas in your formula book.

Each day during your daily preparations, you can craft a number of doses equal to $2x$ (your level + your Intelligence modifier) of any poison of your level or lower that's in your formula book. You don't need to attempt a Crafting check to do this, and you ignore both the number of days typically required to create the poisons and any other requirements. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

Formula book

You start with a standard formula "book" (either some marked bone or stick, a kipu, or any other means for encoding your formulas without writing them per se) worth 10 ceramics or less for free. The formula book contains the formulas for four common 1st-level poisons of your choice.

Composition spells

Compositions are a special type of spell that often require you to use the Performance skill when casting them. Composition spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking

feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points.

You learn the *counter performance* composition spell.

Composition Cantrips: Composition cantrips are special composition spells that don't cost Focus Points, so you can use them as often as you like. Generally, only feats can give you more composition cantrips. Y can't swap out composition cantrips gained from bard feats at a later level, unless you swap out the specific feat via retraining. You learn the *inspire courage* composition cantrip.

Your compositions are psionic spells. You become trained in Psionic spell attacks and spell DCs. Your spellcasting ability is Charisma.

Efficient poison Level 5

When using craft poison during your daily preparations, you can create 3x (your level + your Intelligence modifier) doses of poison.

Assassin's expertise Level 7

Your proficiency rank for simple weapons, unarmed attack, Bladed Scarf, Fangwire, Fighting Fan, Sap, Signing Stick, Whip, and War Razor increase to expert.

Bardic expertise Level 7

Your proficiency rank for your bard class DC and Psionic attack rolls and DC increase to expert.

Greater fortitude Level 7

Your proficiency rank for Fortitude saves increases to expert.

Resolve Level 9

Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Vigilant senses Level 11

Your proficiency rank for Perception increases to master.

Light armor expertise Level 13

Your proficiency ranks for light armor and unarmored defense increase to expert.

Poison combining Level 13

You can apply two different injury poisons to the same weapon. The two poisons can be up to six levels lower than your level. Applying the two poisons requires a separate action to apply each poison. Once completed, you combine the two poisons on the weapon into a double poison with the lower of the two poisons' DCs. This double poison is only virulent if both poisons were virulent, and if the poisons have a different number of stages, the double poison has a number of stages equal to the poison with the lower number of stages. The target takes the effects of both poisons for its current stage.

Bardic mastery Level 15

Your proficiency rank for your bard class DC and Psionic attack rolls and DC increase to master.

Evasion Level 15

Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Poison finesse Level 15

You can change the DCs of your injury poisons to your class DC if it's higher.

Bardic legend Level 19

Your proficiency rank for your bard class DC and Psionic attack rolls and DC increase to legendary.

Light armor mastery Level 19

Your proficiency ranks for light armor and unarmored defense increase to master.

Bard feats:

Level 1

Alchemical Savant

Prerequisites: Trained in crafting

When using the Crafting skill to Identify on a poison you hold, you can do so as a single action, which has the concentrate and manipulate traits, instead of spending 10 minutes. If you have the formula for the item you are attempting to identify, you gain a +2 circumstance bonus to your check, and if you roll a critical failure, you get a failure instead.

Bardic Lore

You are trained in Bardic Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic. If you have legendary proficiency in Occultism, you gain expert proficiency in Bardic Lore, but you can't increase your proficiency rank in Bardic Lore by any other means.

Familiar

You gain a familiar. The familiar uses your Intelligence modifier to determine its Perception, Acrobatics, and Stealth modifiers (see Familiars for more information).

Hymn of Healing

You learn the *hymn of healing* composition spell. Increase the number of Focus Points in your focus pool by 1.

Lingering Composition

You learn the *lingering composition* focus spell. Increase the number of Focus Points in your focus pool by 1.

Martial Performance

You become trained with all martial weapons. If you gain the bard weapon expertise class feature, your proficiency rank with martial weapons increases to expert.

Subtle Delivery

You can capably deliver toxins with a blowgun. Your blowgun Strikes can apply injury poisons even if they deal no damage due to a creature's resistance. If you critically succeed at an attack roll using a blowgun loaded with a dart you've poisoned and the target rolls a failure on the poison's initial save, the target critically fails instead.

Versatile Performance

You can use Performance instead of Diplomacy to Make an Impression and instead of Intimidation to Demoralize. You can also use an acting Performance instead of Deception to Impersonate. You can use your proficiency rank in Performance to meet

the requirements of skill feats that require a particular rank in Deception, Diplomacy, or Intimidation.

Well-Versed

You gain a +1 circumstance bonus to saving throws against effects with the auditory, illusion, linguistic, sonic, or visual traits.

Level 2

Directed Audience

Whenever you cast a composition spell whose area is an emanation, you can change the spell's area to a cone 10 feet larger, to a maximum of twice the original area. For example, you could modify a composition spell that affects a 30-foot emanation to affect a 40-foot cone, but a 5-foot emanation could only become a 10-foot cone.

Inspire Competence

You learn the *inspire competence* composition cantrip.

Loremaster's Etude

Traits: Fortune

You learn the *loremaster's etude* composition spell. Increase the number of Focus Points in your focus pool by 1.

Poison Resistance

You gain poison resistance equal to half your level, and you gain a +1 status bonus to saving throws against poisons.

Reliable Squire

You gain a +2 circumstance bonus to checks to Aid. If you roll a critical failure on a check to Aid, you get a failure instead.

Song of Strength

You learn the *song of strength* composition cantrip.

Level 4

Courageous Advance (1 action)

Traits: Auditory, Concentrate, Metamagic

If your next action is to cast the *inspire courage* composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to Stride.

Inspire Defense

You learn the *inspire defense* composition cantrip.

Inspire Resilience (reaction)

Traits: Emotion, Mental

Trigger: You and at least one other creature become the target of a spell or effect with the emotion, fear, or mental trait that allows a saving throw, and you haven't rolled the save yet.

Allies within 30 feet of you gain a +1 circumstance bonus to their Will save against the triggering effect, or a +2 circumstance bonus if the effect originated from an undead.

IrezokoTattoo

Prerequisites: Expert in Psionics

Once per day, you may concentrate upon the pattern of your *irezoko* to recover 1 Focus Point as a three-action activity.

Inured to Poisons

Prerequisites: expert in Fortitude saves

Each of your successful saving throws against a poison, a drug, or an addiction reduces the stage by 2, or by 1 for a virulent a poison, drug, or addiction. Each critical success reduces the stage by 3, or by 2 for a virulent poison, drug, or addiction.

Melodious Spell

Traits: Concentrate, Manipulate, Metamagic

If the next action you take is to Cast a Spell, attempt a Performance check against all observers' Perception DCs. If your Performance check is successful against an observer's Perception DC, that observer doesn't notice that you are Casting a Spell, even though normally spells have sensory manifestations that would make spellcasting obvious to those around you, and verbal, somatic, and material components are extremely overt. You hide all of these as part of an ordinary performance.

This hides only the spell's spellcasting actions and manifestations, not its effects, so an observer might still see a ray streak out from you or see you vanish.

Ritual Practitioner

Traits: Uncommon

You gain a +2 circumstance bonus to all primary and secondary checks you attempt as part of casting a ritual.

Tenacious Toxins

The maximum duration of any poison you create increases by an amount equal to the poison's stage 1 interval, to a maximum of twice the poison's maximum duration.

Triple Time

You learn the *triple time* composition cantrip.

Level 6

Assured Knowledge

Whenever you Recall Knowledge using any skill (including Bardic Lore), you can forgo rolling your check to instead receive a result of 10 + your proficiency bonus (don't apply any other bonuses, penalties, or modifiers). As long as you are an expert in a skill, you meet the prerequisites for the Automatic Knowledge skill feat in that skill, even if you don't have Assurance in that skill.

Defensive Coordination (1 action)

Traits: Auditory, Concentrate, Metamagic

If your next action is to cast the *inspire defense* composition cantrip, you can Raise a Shield, and one ally who gains a status bonus from the spell can immediately use a reaction to Raise a Shield.

Dirge of Doom

You learn the *dirge of doom* composition cantrip.

Educate allies (reaction)

Prerequisites: Well-Versed

Trigger: An ally benefiting from one of your composition spells is subject to an effect with the auditory, illusion, linguistic, sonic, or visual trait.

All allies affected by your composition spell gain your +1 circumstance bonus from Well-Versed until the start of your next turn. Teaching your allies also bolsters your own skills; your personal circumstance bonus from Well-Versed also increases to +2 until the start of your next turn.

Harmonize (1 action)

Traits: Concentrate, Manipulate, Metamagic

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 have in effect.

Song of Marching

You learn the *song of marching* composition cantrip.

Sticky Poison

If your Strike with a poisoned weapon would expend its poison without your target attempting an initial save (due to resistance or your Strike being a critical failure, for example), attempt a DC 5 flat check. On a success, your weapon remains poisoned. If your Strike with a poisoned weapon succeeds, attempt a DC 17 flat check. On a success, your weapon remains poisoned until the end of your next turn.

Level 8

Call and Response

Traits: Auditory, Concentrate, Metamagic

If your next action is to cast a composition cantrip with a duration of 1 round, it becomes a call. While the spell is active, one ally affected by the spell can respond to your call as a single action that has the auditory and concentrate traits to extend the spell's duration by 1 round. Only one ally can respond to a given call, and responding to the ally's response has no additional effect.

Courageous Opportunity (reaction)

Traits: Auditory, Concentrate

Trigger: A creature within your reach uses an auditory effect, manipulate action, or move action; makes a ranged attack; or leaves a square during its move action.

Requirements: You are affected by *inspire courage*.

Make a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the action is disrupted.

Eclectic Skill

Prerequisites: Master in Performance

Your proficiency bonus to untrained skill checks is equal to your level. You can attempt any skill check that normally requires you to be trained, even if you are untrained. If you have legendary proficiency in Performance, you can attempt any skill check that normally requires you to have expert proficiency, even if untrained or trained.

Inspire Heroics

You learn the *inspire heroics* metamagic focus spell. Increase the number of Focus Points in your focus pool by 1.

Know-It-All

When you critically succeed at a Knowledge check, at the GM's discretion you might gain even more additional information or context than normal.

Pinpoint Poisoner

When you successfully Strike a flat-footed creature with a poisoned weapon or expose a flat-footed creature to an inhaled poison, the flat-footed condition also gives that creature a –2 circumstance penalty to its initial save against that poison.

Level 10

Annotate Composition

Traits: Exploration, Linguistic

You spend 10 minutes and 1 Focus Point to transpose a composition spell on a special scroll, or any other medium, such as a kipu, that you or another creature can later activate. This composition spell must take a single action to cast. If the chosen composition spell requires a Performance check as part of the casting, the GM rolls this check as a secret check when you annotate your score. If you have *inspire heroics* or *lingering composition* and the chosen composition spell allows, you can also use one of those spells to modify the annotated composition, with the GM rolling the secret Performance check. If you do, you spend an additional Focus Point, even if the secret check fails.

Any creature that can read the language or code you used when annotating your composition can Activate the Item by spending a single action, which has the concentrate trait. This produces the effects of the composition as though the activating creature had Cast the Spell.

A composition you create this way loses its power the next time you make your daily preparations. While the composition is in your possession, you can render it inert using a single action that has the concentrate trait. You can't regain the Focus Points you spent to create the annotated composition until it is activated or loses its magic.

Courageous Assault (1 action)

Traits: Auditory, Concentrate, Metamagic

If your next action is to cast the *inspire courage* composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to make a melee Strike.

House of Imaginary Walls

You learn the *house of imaginary walls* composition cantrip.

Ode to Ouroboros

You learn the *ode to ouroboros* composition spell

Potent Poisoner

When you craft an alchemical item with the poison trait by any means, the DC is increased by up to 4, to a maximum of your class DC.

Symphony of the Unfettered Heart

You learn the *symphony of the unfettered heart* composition spell.

Unusual Composition (1 action)

Traits: Concentrate, Manipulate, Metamagic

If your next action is to cast a composition spell, you can use a different kind of performance than usual for the composition to change any of its somatic components to verbal components or vice versa. As usual for composition spells, this changes whether the composition is auditory or visual.

Level 12

Enigma's Knowledge

Prerequisites: Assured Knowledge

You gain the benefits of the Automatic Knowledge skill feat with any skill you can use to Recall Knowledge. As per the special clause in the Automatic Knowledge feat, you can still only use Automatic Knowledge once per round.

Inspirational Focus

If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

Reverberate (reaction)

Trigger: You would take sonic damage from a spell.

Attempt a Performance check against the spell DC of the creature that cast the triggering spell.

Critical Success You reduce the triggering damage by an amount up to four times

your level. The caster takes sonic damage equal to the amount of damage you reduced in this way.

Success As critical success, but you reduce the triggering damage by an amount up to twice your level.

Critical Failure You misdirect the sonic waves at yourself, taking twice the triggering damage.

Shaped Contaminant

When you activate an inhaled poison, you can cause it to fill a 20-foot line that's 5 feet tall rather than a 10-foot cube. You gain a +3 status bonus to saving throws against inhaled poisons that you activate.

Shared Assault

Prerequisites: Courageous Assault

When the ally you chose for Courageous Assault critically succeeds at the Strike granted by that action, another ally affected by your *inspire courage* composition spell can immediately use a reaction to make a melee Strike. Since the second ally wasn't the ally you chose for Courageous Assault, this effect doesn't continue to a third ally, even if the second ally also critically succeeds at their Strike.

Level 14

Allegro

You learn the *allegro* composition cantrip.

Earworm

Traits: Exploration

Choose a composition cantrip and spend 10 minutes repeating a melody, chant, speech, series of motions, or a similar performance that embodies that cantrip. This activity gains the traits appropriate to the type of performance. You implant the earworm within all allies who can see or hear you (as appropriate for the type of performance) for the entire activity.

Once you've created the earworm, you can attempt a Performance check as a free action to activate it. This check uses a very hard DC of a level equal to that of the highest-level target of the earworm present at the time of activation. On a success, you cast the cantrip on all allies who learned the earworm and can perceive your performance; on a failure, the earworm is corrupted and lost. Because it is based on the earlier

repetitions, you can't use further free actions like *lingering composition* or *inspire heroics* to modify the activated earworm. Allies forget the earworm after it is activated, if you spend 10 minutes to implant another earworm, or during your next daily preparations, whichever comes first.

Soothing Ballad

You learn the *soothing ballad* composition spell. Increase the number of Focus Points in your focus pool by 1.

Triumphant Inspiration (free action)

Trigger: You critically hit a foe with a melee weapon Strike or a melee unarmed attack.

You cast a composition cantrip you know that normally takes a single action to cast.

True Hypercognition (1 action)

You instantly use up to five Recall Knowledge actions. If you have any special abilities or free actions that would normally be triggered when you Recall Knowledge, you can't use them for these actions.

Vigorous Inspiration (1 action)

Traits: Auditory, Concentrate, Metamagic

If your next action is to cast the *inspire courage* composition cantrip, you and all affected allies gain temporary Hit Points equal to 3 + your Charisma modifier that last for 1 minute.

Level 16

Chemical Contagion (reaction)

Trigger: A creature within 30 feet critically fails its initial saving throw against a poison you created.

A creature adjacent to the triggering creature is exposed to the triggering poison.

Courageous Onslaught (1 action)

Traits: Auditory, Concentrate, Metamagic

Prerequisites: Courageous Advance; Courageous Assault

If your next action is to cast the *inspire courage* composition cantrip, one ally who gains a status bonus from the spell can immediately use a reaction to Stride and then make a melee Strike.

Resounding Finale (reaction)

Traits: Abjuration, Concentrate

Trigger: You or an ally benefiting from your composition spell would take sonic damage. Your composition spell ends immediately, and all allies that had been benefiting from the spell's effects gain sonic resistance against the triggering damage equal to twice the composition spell's level.

Level 18

All in my Head (reaction)

Traits: Illusion, Mental

Trigger: You would take damage from a Strike or spell that doesn't have the death trait or otherwise cause instant death (such as *disintegrate*).

The damage changes from its usual damage type to mental damage, and the damaging effect gains the nonlethal trait. You can't use this reaction if you are immune to mental effects or mental damage.

Discordant Voice

Traits: Evocation, Sonic

Prerequisites: Inspire Courage

While your allies are affected by your inspire courage, their weapon Strikes and unarmed attacks deal an additional 1d6 sonic damage.

Eternal Composition

You are permanently quickened; you can use your extra action only to cast a composition cantrip that requires 1 action to cast. While in exploration mode, you can declare that you are performing an eligible composition cantrip while using any exploration tactic. Even before your first turn in a combat encounter, that cantrip is active as if you had cast it on your previous turn.

Level 20

Efficient Poison (Paragon)

When using craft poison during your daily preparations, you can create 4x (your level + your Intelligence modifier) doses of poison.

Fatal Aria

You learn the *fatal aria* composition spell. Increase the number of Focus Points in your focus pool by 1.

Pied Piping

You learn the *pied piping* composition spell.

Plum Deluge (3 actions)

Requirements: You have at least three of the same contact poison.

You Interact to draw three vials of the same contact poison and throw them in the air, where they shatter and spread a poisonous deluge affecting a 20-foot burst within 60 feet. All creatures in the burst are automatically exposed to the poison, immediately by passing any onset time, and must attempt a saving throw against that poison. The three vials must be identical, even if the poison can come in multiple types or different levels.

Ringmaster's Introduction (reaction)

Traits: Auditory

Trigger: An ally's turn begins.

Requirements: The ally hasn't acted in the current combat.

The target is quickened this turn and can spend the extra action to Stride, Strike, Demoralize, Feint, or Perform.

Symphony of the Muses

Prerequisites: Harmonize

You are no longer limited to a single composition each turn or a single composition at a time; when you use a new composition, all previous compositions' effects continue for their remaining duration.

Barbarian – Unchanged, except for instincts

Animal instinct reflavoring:

Animal Instinct

Athas is home to very fierce beasts, some of which fill you with wild ferociousness when you Rage, granting you ferocious unarmed attacks. Select an animal from Table 3–3: Animal Instincts that best matches your chosen animal.

Animal	Attack	Damage	Traits
Feylaar (ape)	Fist	1d10 B	Grapple, unarmed
Sygra (bear)	Jaws	1d10 P	Unarmed

	Claw	1d6 S	Agile, unarmed
Carru (bull)	Horn	1d10 P	Shove, unarmed
	Jaws	1d10 P	Unarmed
Cat	Claw	1d6 S	Agile, unarmed
Kank (deer)	Antler	1d10 P	Grapple, unarmed
	Jaws	1d10 B	Unarmed
Inix (frog)	Tongue	1d4 B	Agile, unarmed
Bulette (shark)	Jaws	1d10 P	Grapple, unarmed
Snake	Fangs	1d10 P	Grapple, unarmed
Mantis (wolf)	Jaws	1d10 P	Trip, unarmed

Anathema: Flagrantly disrespecting an animal of your chosen kind is anathema to your instinct, as is using weapons while raging.

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

Specialization Ability (level 7): Increase the damage die size for the unarmed attacks granted by your chosen animal by one step, and increase the additional damage from Rage from 2 to 5 for your chosen animal's unarmed attacks. The frog's tongue attack and deer's antler attack gain reach 10 feet. If you have greater weapon specialization, increase the damage from Rage from 5 to 12 for your chosen animal's unarmed attacks.

Raging Resistance (level 9): You resist piercing and slashing damage.

Fury Instinct

A world so brutal as Athas is can fuel a deep rage within people who have not been lucky enough to avoid its cruelty and unfairness. You are such a person. Your rage comes from a deep and purely personal well within you. You use your rage as you choose.

Anathema and Instinct Ability: You don't have an anathema or an instinct ability. Instead, you gain an additional 1st-level barbarian feat.

Specialization Ability (level 7): Increase the additional damage from Rage from 2 to 6. If you have greater weapon specialization, instead increase the additional damage from Rage to 12.

Raging Resistance (level 9): You resist physical weapon damage, but not physical damage from other sources (such as unarmed attacks).

Giant Instinct

Giants of the Sea of Silt have had some profound influence on you, one way or another.

Anathema: Failing to face a personal challenge of strength is anathema.

Titan Mauler (Instinct Ability): You can use a weapon built for a Large creature if you are Small or Medium (both normally and when raging). If you're not Small or Medium, you can use a weapon built for a creature one size larger than you. You gain access to this larger weapon, which can be of any weapon type otherwise available at character creation. It has the normal Price and Bulk for a weapon of its size. When wielding such a weapon in combat, increase your additional damage from Rage from 2 to 6, but you have the clumsy 1 condition because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

Specialization Ability (level 7): Increase the damage from Rage when using a larger weapon from 6 to 10; if you have greater weapon specialization, increase it from 10 to 18.

Raging Resistance (level 9): You resist bludgeoning damage and your choice of cold, electricity, or fire, chosen when you gain raging resistance.

Spirit Instinct

Whether you are emotionally sensitive to the spirits around you; worship ancestors or apparitions; or are haunted by the spectre of an ancestor, relative, friend, or foe, your rage takes the form of a spiritual possession.

Anathema: Disrespecting corpses or spirits is anathema to your instinct; defending yourself against undead creatures is not.

Spirit Rage (Instinct Ability): While raging, you can increase the additional damage from Rage from 2 to 3 and change its damage type to negative or positive, instead of the damage type for your weapon or unarmed attack (choose each time you Rage). If you choose to deal negative or positive damage, your weapon or unarmed attack gains the effects of the *ghost touch* property rune, which makes it more effective against

incorporeal creatures, and your Rage action gains the divine and necromancy traits, plus negative or positive, as appropriate.

Specialization Ability (level 7): When using spirit rage, increase the damage from Rage from 3 to 7. If you have greater weapon specialization, instead increase the damage when using spirit rage to 13.

Raging Resistance (level 9): You resist negative damage, as well as damage dealt by the attacks and abilities of undead creatures, regardless of the damage type.

Superstition Instinct

Arcane magic has left the world in ruins, and as such, you rightly despise it. While you don't have anything against elemental, druidic, or maybe even templar magic, or against the Way, you can't accept the very existence of any practitioner of arcane magic, whatever their nature or their actual goals.

Anathema: You can't associate in any way with anything arcane in nature. As such, you can't willingly benefit from arcane magic, be it in the form of a spell, scroll, potion, magical item, or whatever. You can't willingly associate yourself to an arcane caster either, as you would usually prefer to put them to death on the spot. Only a very sound argument or a very good reason would prevent you from doing so.

Superstitious Resilience (Instinct Ability): While raging, you gain a +2 status bonus to all saves against arcane magic. Increase your damage from Rage from 2 to 4 against creatures that can cast arcane spells. Once every 10 minutes, when you Rage, you regain Hit Points equal to the temporary Hit Points you gain from that Rage action.

Specialization Ability (level 7): Increase the damage from Rage from 4 to 8 against creatures that can cast arcane spells. If you have greater raging specialization, instead increase the damage from Rage to 12 against creatures with arcane spells and 8 against other creatures.

Raging Resistance (level 9): The resistance from your raging resistance class feature applies against all damage you take from arcane spells, regardless of the type of damage dealt by the spell.

Champion

Key ability: Strength or Dexterity

Hit points: 10 plus your constitution modifier

Trained in Perception

Expert in Fortitude

Trained on Reflexes

Expert in Will

Trained in Religion

Trained in one skill determined by your element, paraelement, or sorcerer-monarch

Trained in an additional number of other skills equal to 2 plus your intelligence modifier

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attack

Trained in all armor

Trained in unarmored defense

Trained in Champion class DC

Trained in Divine spell attacks

Trained in Divine spell DCs

Class features:

1. Ancestry and background, initial proficiencies, champion's code, deific weapon, champion's reaction, champion feat, shield block
2. Champion feat, skill feat
3. Divine ally, general feat, skill increase
4. Champion feat, skill feat
5. Ability boost, ancestry feat, skill increase, weapon expertise
6. Champion feat, skill feat
7. Armor expertise, general feat, skill increase, weapon specialization
8. Champion feat, skill feat
9. Ancestry feat, champion expertise, divine smite, juggernaut, lightning reflexes, skill increase

10. Ability boost, Champion feat, skill feat
11. Alertness, divine will, exalt, general feat, skill increase
12. Champion feat, skill feat
13. Ancestry feat, armor mastery, skill increase, weapon mastery
14. Champion feat, skill feat
15. Ability boost, general feat, greater weapon specialization, skill increase
16. Champion feat, skill feat
17. Ancestry feat, champion mastery, legendary armor, skill increase
18. Champion feat, skill feat
19. General feat, hero's defiance, skill increase
20. Ability boost, champion feat, skill feat

Champion's code

Choose one of the following causes and tenets. This choice must be made at character creation and cannot be changed except via in-game interpretation. It also determines the nature of your champion reaction, divine smite, and exalt class feature.

Elemental Knight

Prerequisites: Your alignment must have a neutral element (meaning you can have a lawful neutral, neutral good, true neutral, neutral evil, or chaotic neutral alignment).

You've sworn yourself in the service of an element or paraelement. Choose one element or paraelement to serve. Choose one of your element or paraelement's domain. You gain the initial domain spell of this domain as a focus spell. Add one focus point to your focus pool. If you choose a paraelement, choose one of its adjacent elements (for instance, fire or earth for magma). This is the type of damage your paraelement deals when you use a champion class feature, for instance, a Champion's Reaction. It also serves to determine your opposed element. This choice is to be made at character creation and cannot be changed thereafter.

You are to protect your chosen element or paraelement's interests on Athas, its clerics or sanctuaries, and can never work against them. Failing to respect this tenet within reason is anathema to you.

Champion's reaction: Choose one of the following champion's reaction: Retributive Strike or Glimpse of Redemption. You can use the chosen reaction, with the corresponding Divine Smite and Exalt features if you meet the level requirement.

Retributive Strike: Trigger: An enemy damages you or your ally, or "hurt" your chosen element or paraelement (for instance, by quenching a fire), and both are within 15 feet of you. You protect your ally and strike your foe. The ally gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

Divine smite (level 9): The target takes persistent damage of your chosen element or paraelement type equal to your Charisma modifier.

Exalt (level 11): Each ally within 15 feet of you with the target in their melee reach can spend a reaction to Strike the target with a -5 penalty.

Glimpse of Redemption: Trigger: An enemy damages you or your ally, or "hurt" your chosen element or paraelement (for instance, by quenching a fire), and both are within 15 feet of you. Your foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:

- The ally is unharmed by the triggering damage.
- The ally gains resistance to all damage against the triggering damage equal to 2 + your level. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

Divine smite (level 9): A foe that responds to your Glimpse of Redemption by dealing damage takes persistent damage of your chosen element or paraelement type equal to your Charisma modifier.

Exalt (level 11): You can apply the resistance granted by Glimpse of Redemption to yourself and all allies within 15 feet of you, including the triggering ally, except the resistance is reduced by 2 for all.

Templar Knight

Prerequisites: You must be of any lawful alignment

You've sworn yourself in the service of a sorcerer-monarch. Choose one sorcerer-monarch to serve.

Choose one of your Sorcerer-monarch's domain. You gain the initial domain spell of this domain as a focus spell. Add one focus point to your focus pool.

You are to obey any command that might come from them and vie to maintain the established order within their city-state, which you are to protect from inside or outside threats. You are also to protect any of their templars and obey the templars you serve under. Failing to do so within reason is anathema to you.

Champion's reaction: Choose one of the following champion's reaction: Pacifying Strike or Iron Command. You can use the chosen reaction, with the corresponding Divine Smite and Exalt features if you meet the level requirement.

Pacifying Strike: Trigger: An enemy within 15 feet damages you, a templar, or a symbol of your chosen sorcerer-monarch (such as a statue or sigil). You protect your sorcerer-monarch's authority and strike your foe. The you, the templar, or the symbol of your chosen sorcerer-monarch gains resistance to all damage against the triggering damage equal to 2 + your level. If the foe is within reach, make a melee Strike against it.

Divine smite (level 9): The target takes persistent mental damage equal to your Charisma modifier.

Exalt (level 11): Each creature loyal to your sorcerer-monarch within 15 feet of you with the target in their melee reach can spend a reaction to Strike the target with a –5 penalty.

Iron Command: Trigger: An enemy within 15 feet damages you, a templar, or a symbol of your chosen sorcerer-monarch (such as a statue or sigil). You put a rebellious foe who dared contest your sorcerer-monarch's authority in their proper place. You command your enemy to kneel before you in obedience. If they dare to refuse, they must pay the price in pain and anguish. The foe must choose one of the following options.

- The enemy kneels, dropping prone as a free action.
- The enemy refuses, and you deal 1d6 mental damage to it. This damage increases to 2d6 at 5th level, 3d6 at 9th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 19th level.

In addition, your Strikes against the triggering creature deal 1 extra damage until the end of your next turn. You choose whether the damage type is lawful or mental each time you use this reaction. This extra damage increases to 2 at 9th level and 3 at 16th level.

Divine smite (level 9): The target takes persistent mental damage equal to your Charisma modifier.

Exalt (level 11): Each enemy within 15 feet of you other than the triggering creature must also either drop prone or take mental damage (the enemy chooses). These creatures take only minimum damage (typically 3 damage at 11th level, 4 at 12th, 5 at 16th, and 6 at 19th), and the effects they take can't be adjusted by anything that changes your Iron Command.

Champion feats:

Level 1

Agile Shield Grip (1 action)

Requirements: You are wielding a shield with a shield boss or shield spikes in one hand.

You change your grip on the shield, allowing you to combine rapid attacks with your shield boss or shield spikes and your main weapon's Strikes in a series of swift motions. You reduce your shield boss and shield spikes weapon damage die to 1d4. As long as the weapon damage die is 1d4, your shield boss and shield spike Strikes gain the agile weapon trait. You can use Agile Shield Grip again to switch to a normal grip, returning the damage to the usual amount and removing the agile trait.

Deity's Domain

Choose one of your element, paraelement, or sorcerer-monarch's domains you don't already have access to. You gain the domain's initial domain spell as a devotion spell.

Desperate Prayer (free action)

Frequency: once per day

Trigger: You begin your turn and have no Focus Points in your pool.

You instantly recover 1 Focus Point.

Everstand Stance (1 action)

Traits: Stance

Requirements: You are wielding a shield.

You brace your shield with both hands, enhancing its potential for both offense and defense.

When in this stance, you wield the shield with both hands. When wielding a shield this way, increase the weapon damage die of the shield's boss or spikes by one step, and increase the shield's Hardness by 2 when using the Shield Block reaction.

Iron Repercussions

Prerequisites: You can use Iron Command.

Disobeying your Iron Command has lasting consequences. If an enemy refuses to kneel to you, you can deal persistent mental damage instead of normal mental damage. You must decide whether the mental damage will be persistent before your enemy chooses whether to kneel or not. The amount of damage is unchanged.

Lay on Hands

You gain the Lay on Hands focus spell. Add one focus point to your focus pool.

Ranged Reprisal

Prerequisites: You can use Retributive Strike or Pacifying Strike.

You can use Retributive Strike or Pacifying Strike with a ranged weapon. In addition, if the foe that triggered your reaction is within 5 feet of your reach but not in your reach, as part of your reaction you can Step to put the foe in your reach before making a melee Retributive Strike or Pacifying Strike.

Splinter Faith

Choose four domains. These domains must be chosen from among your deity's domains, your deity's alternate domains, and up to one domain that isn't on either list and isn't anathematic to your deity. Any domain spell you cast from a domain that isn't on either of your deity's lists is always heightened to 1 level lower than usual for a focus spell. For the purpose of abilities that depend on your deity's domains, the four domains you chose are your deity's domains, and any of your deity's domains you didn't choose are now among your deity's alternate domains.

Special Unless you take this feat at 1st level, changing the way you relate to your deity requires retraining, as described in Changing Faith. If you take this feat and previously benefited from any effect that requires a domain your splinter faith doesn't include, such as a domain spell from Domain Initiate, you lose that effect.

Touch of Corruption

You gain the Touch of Corruption focus spell. Add one focus point to your focus pool.

Weight of Guilt

Prerequisites: You can use Glimpse of Redemption.

Guilt clouds the minds of those who ignore your Glimpse of Redemption. Instead of making the triggering creature enfeebled 2, you can make it stupefied 2 for the same duration.

Level 2

Conceited Mindset

Because you know your cause is right, you scoff at anyone who would alter your mental state—but this hubris gets the better of you when you're wrong. You gain a +2 circumstance bonus to saves against mental effects. If you succeed at a save against a mental effect, you critically succeed instead; similarly, if you fail at a save against a mental effect, you critically fail instead.

Defilers Executioner's Oath

Prerequisites: Lay on Hands.

You have sworn an oath to hunt down any creature that bears the mark of defiling. Add the following tenet after all the others: “You must hunt down and exterminate creatures you know have committed defiling as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so.”

You can use lay on hands to damage a creature bearing the mark of defiling as if it were undead; in this case, lay on hands deals good damage instead of positive damage and gains the good trait. This good damage can affect non-evil creatures. This doesn't prevent you from healing such a creature with lay on hands; you choose whether to heal or harm.

Devoted Guardian (1 action)

Requirements: Your last action was to Raise a Shield.

You adopt a wide stance, ready to defend both yourself and your chosen ward. Select one adjacent creature. As long as your shield is raised and the creature remains adjacent to you, the creature gains a +1 circumstance bonus to their AC, or a +2 circumstance bonus if the shield you raised was a tower shield.

Divine Grace (reaction)

Trigger: You attempt a save against a spell, before you roll.

You gain a +2 circumstance bonus to the save.

Elemental Restoration Oath

Prerequisites: Elemental Knight cause, must be serving an element.

You know the only way to restore Athas to its former glory is to restore the strength of the four elements. You've sworn an oath to rid the surface of Athas of any paraelemental influence. Add the following tenet after all the others: “You must hunt down and exterminate creatures that have a paraelemental trait or that are clerics or Elemental

Knights of a paraelement as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

If you can use it, your Retributive Strike gains a +4 circumstance bonus to damage against any such creature, or +6 if you have master proficiency with the weapon you used. If you can use it, your Glimpse of Redemption's resistance against damage from any such creature is 7 + your level.

Oath for an End to Arcane Magic

You have sworn an oath to rid the surface of Athas of any arcane spellcasting. Add the following tenet after all the others: "You must hunt down and exterminate creatures that use arcane magic as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

If you can use it, your Retributive Strike gains a +4 circumstance bonus to damage against an arcane spellcasting creature, or +6 if you have master proficiency with the weapon you used. If you can use it, your Glimpse of Redemption's resistance against damage from such creatures is 7 + your level. If you can use it, the persistent mental damage dealt to such creatures by your iron command reaction is increased by 1.

Oath of Balance

Prerequisites: Elemental Knight cause.

You know the only way to restore Athas to its former glory is to instate balance between all of the eight elements and paraelements and you've sworn an oath to defend all of them. Add the following tenet after all the others: "You must maintain balance between all eight elements and paraelements, and fight against any unbalancing force, as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

During your daily preparation, you can choose the domains you have access to among the domains granted by any element or paraelement adjacent to yours (for instance, magma or silt for earth, air or water for rain, and so on).

Oath of Civic Loyalty

Prerequisites: Templar Knight cause.

You have sworn an oath to defend your city-state from any exterior threat. Add the following tenet after all the others: "You must hunt down and exterminate creatures that infiltrate your city-state to hurt its established order or to spy on it as long as you have

a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

While in the city-state of your chosen sorcerer-monarch, if you can use it, your Retributive Strike gains a +4 circumstance bonus to damage against a foe that isn't a citizen of the city-state, or +6 if you have master proficiency with the weapon you used. When in the city-state of your chosen sorcerer-monarch, if you can use it, the persistent mental damage dealt to such creatures by your iron command reaction is increased by 1.

Oath of Freedom

Prerequisites: Elemental Knight cause.

You have sworn to rid Athas of slavery and the tyranny of every sorcerer-monarch. Add the following tenet after all the others: "You must hunt down and exterminate sorcerer-monarchs and any creature that serves them as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

You gain the Liberating Step champion's reaction, as well as the unimpeded step class feat.

Oath of Paraelemental Usurpation

Prerequisites: Elemental Knight cause, must be serving a paraelement.

You've embraced Athas' decay and have sworn an oath to see the paraelements replace the elements as its determining natural forces. Add the following tenet after all the others: "You must hunt down and exterminate creatures that have an elemental trait or that are clerics or champions of an element as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

If you can use it, your Retributive Strike gains a +4 circumstance bonus to damage against any such creature, or +6 if you have master proficiency with the weapon you used. If you can use it, your Glimpse of Redemption's resistance against damage from any such creature is 7 + your level.

Reliable Squire

You gain a +2 circumstance bonus to checks to Aid. If you roll a critical failure on a check to Aid, you get a failure instead.

Resilient Mind

You gain a +1 circumstance bonus to saves against mental effects. This bonus increases to +2 against mental effects originating from undead.

Shining Oath

Prerequisites: Elemental Knight cause.

You've sworn an oath to put the undead to rest. Add the following tenet to your champion's code after the other tenets: "You must end the existence of undead you encounter as long as you have a reasonable chance of success; in the unlikely event you find a good undead, you can try to work out a more peaceful way to help it recover from its undead state rather than destroying it in combat, such as helping it complete its unfinished business and find peace."

Your Retributive Strike gains a +4 circumstance bonus to damage against an undead, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from an undead is 7 + your level. If you use Liberating Step triggered by an undead, your ally gains a +4 circumstance bonus to checks granted by your Liberating Step, and the ally can Step twice afterward.

You don't consider undead to be legitimate authorities, even in nations ruled by undead.

Slaver Oath

Prerequisites: Templar Knight cause.

You've sworn an oath to crush any slave who would dare rebel or not to submit in anyway. Add the following tenet after all the others: "You must hunt down and exterminate slaves that have rebelled or foment rebellion against their condition or your city-state's established order as long as they don't repent and as long as you have a reasonable chance of success and aren't engaged in a mission that would prevent your doing so."

If you can use it, your Retributive Strike gains a +4 circumstance bonus to damage against any rebellious slave, or +6 if you have master proficiency with the weapon you used. Your Glimpse of Redemption's resistance against damage from such creatures is 7 + your level. If you can use it, the persistent mental damage dealt to such creatures by your iron command reaction is increased by 1.

Level 4

Accelerating Touch

Prerequisites: Lay on Hands

A creature that recovers Hit Points from your *lay on hands* gains a +10-foot status bonus to its Speed until the end of its next turn.

Aura of Courage

You stand strong in the face of danger and inspire your allies to do the same. Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). At the end of your turn when you would reduce your frightened condition value by 1, you also reduce the value by 1 for all allies within 15 feet.

Special: You can't take this feat if you have already taken Aura of Despair.

Aura of Despair

Your presence as an avatar of your cause and tenets makes your foes more susceptible to terror and makes it almost impossible for them to shake off fear when you are near. Enemies within 15 feet of you take a –1 circumstance penalty to saving throws against fear. In addition, an enemy that ends its turn within 15 feet of you can't reduce the value of its frightened condition below 1.

Special: You can't take this feat if you have already taken Aura of Courage

Cruelty (1 action)

Traits: Concentrate, Metamagic

Prerequisites: Touch of Corruption

The harm you deal with your corrupting touch saps the strength from your enemy's body. If your next action is to cast *touch of corruption* on a living creature, the target is also enfeebled 1 for 1 minute if it fails its save (enfeebled 2 if it critically fails).

Special: You can't take this feat if you have already taken Mercy.

Everstand Strike (1 action)

Traits: Press

Requirements: You are wielding a shield in two hands.

Your follow-up blow leaves you an opening to set your shield. Make a Strike with the wielded shield. If the Strike hits and deals damage, you also Raise your Shield.

Inspiring Resilience (reaction)

Traits: Emotion, Mental

Trigger: You and at least one other creature become the target of a spell or effect with the emotion, fear, or mental trait that allows a saving throw, and you haven't rolled the save yet.

You show defiance in times of hardship and inspire your companions to persevere. Allies within 30 feet of you gain a +1 circumstance bonus to their Will save against the triggering effect, or a +2 circumstance bonus if the effect originated from an undead.

Knock Sense (1 action)

You attack carefully to knock some sense into a creature whose actions aren't their own.

Make a Strike against a confused ally. The Strike is nonlethal and doesn't take a -2 penalty for using a weapon without the nonlethal trait; if you hit and deal damage, your ally automatically succeeds at the flat check to remove the confused condition when taking damage.

Light of Revelation

You gain the *light of revelation* devotion spell. Increase the number of Focus Points in your focus pool by 1.

Mercy (1 action)

Traits: Concentrate, Metamagic

Your touch relieves fear and restores movement. If the next action you use is to cast *lay on hands*, you can attempt to counteract a fear effect or an effect imposing the paralyzed condition on the target, in addition to the other benefits of *lay on hands*.

Special: You can't take this feat if you have already taken Cruelty.

Sun Blade

You gain the *sun blade* devotion spell. Increase the number of Focus Points in your focus pool by 1.

Special: You can't take this feat if you have taken Elemental Restoration Oath.

Level 6

Additional Reaction

You gain access to the Champion Reaction allowed by your cause you hadn't chosen at character creation.

Attack of Opportunity (reaction)

Trigger: A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Corrupted Shield

Traits: Divine, Necromancy, Negative

Prerequisites: Divine Ally (shield)

Your shield ally is more than just a spirit of protection— it's a conduit for deadly divine magic. When you use your shield ally to Shield Block a melee unarmed attack or a melee weapon Strike from an adjacent creature, the attacker takes 1d6 evil or negative damage (your choice). If the attack or Strike breaks or destroys your shield, double this additional damage.

The damage the attacker takes increases to 2d6 at 11th level and 3d6 at 16th level.

Invigorating Mercy

Prerequisites: Mercy

Your divine touch rejuvenates the weak and tired. When you use Mercy, you can instead attempt a counteract check to remove the clumsy or enfeebled conditions, using the source of that condition to determine the counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

Loyal War Mount

Prerequisites: Divine Ally (steed)

You and your mount have grown closer, and your loyalty to each other is unbreakable. The mount you gained through the divine ally class feature is now a mature animal companion. In addition, your mount never attacks you, even if it is magically compelled to do so.

Shield Wall (reaction)

Trigger: Your shield is raised and an adjacent ally Raises a Shield.

You use your shield in tandem with an ally's, forming a barricade. Both you and the triggering creature have standard cover as long as you remain adjacent to each other and you both have your shields raised; when this is no longer the case, the effect ends. You and your ally can't use this cover to Hide, as it's obvious you're standing there holding your shields, but you and your ally can use it to Take Cover. Normally, if you and your ally don't move, Shield Wall lasts until the beginning of your next turn, when your shield is no longer raised.

Shield Warden

Prerequisites: Divine Ally (shield)

You use your shield to protect your allies. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you

do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

Smite by the Elements

Prerequisites: Elemental Knight cause, Divine Ally (blade).

Select one foe you can see. Until the start of your next turn, your Strikes with the weapon your blade ally inhabits against that foe deal an extra 4 damage of your elemental or paraelemental type, increasing to 6 if you have master proficiency with this weapon.

If the foe attacks one of your allies, the duration extends to the end of that foe's next turn. If the foe continues to attack your allies each turn, the duration continues to extend.

Smite Enemies of the State

Prerequisites: Templar Knight, divine ally (blade).

Select one foe you can see. Until the start of your next turn, your Strikes with the weapon your blade ally inhabits against that foe deal an extra 4 mental damage, increasing to 6 if you have master proficiency with this weapon.

If the foe attacks one of your allies, the duration extends to the end of that foe's next turn. If the foe continues to attack your allies each turn, the duration continues to extend.

Level 8

Advanced Deity's Domain

Prerequisites: You must have a domain spell.

You gain an advanced domain spell from one of your domains. Increase the number of Focus Points in your focus pool by 1.

Special You can select this feat multiple times. Each time, you must select a different advanced domain spell from a domain for which you have an initial domain spell.

Greater Cruelty

Prerequisites: Cruelty

The extent of the fanaticism within you does more than simply sap your foes' strength, it devastates their minds and reflexes. When you use Cruelty, choose whether you want to make the creature enfeebled as normal, to make it clumsy 1 on a failed save (clumsy 2 on a critical failure), or to make it stupefied 1 on a failed save (stupefied 2 on a critical failure).

Greater Mercy

Prerequisites: Mercy

Your faith enhances your ability to remove conditions. When you use Mercy, you can instead attempt to counteract the blinded, deafened, sickened, or slowed conditions.

Heal Mount

Prerequisites: Divine Ally (steed), Lay on Hands

Your devotion to your mount manifests as a surge of positive energy. When you cast *lay on hands* on your mount, you can restore 10 Hit Points, plus 10 for each heightened level.

Impassable Wall Stance (1 action)

Traits: Stance

Prerequisites: Attack of Opportunity

You refuse to let foes past your guard. As long as you are in this stance, when you critically hit with an Attack of Opportunity triggered by a move action, you disrupt that move action.

Quick Shield Block

Prerequisites: Shield Block

You can bring your shield into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

Sacrifice Armor (reaction)

Trigger: You are hit by a Strike that deals physical damage.

With divine awareness, you twist your body to lessen the impact of an attack. Reduce the damage you take by an amount equal to twice your armor's level. Your armor becomes broken, reducing its Hit Points to its Broken Threshold. If your armor was already damaged, it is destroyed instead.

Second Ally

Prerequisites: Divine Ally

Your inner grace attracts the attention of a second protective spirit. Choose a second type of divine ally and gain its benefits.

Sense Defiling

You sense the mark of defiling as a queasy or foreboding feeling. When in the presence of a creature that bears the mark of defiling, you eventually detect the aura, though you might not do so instantly, and you can't pinpoint the location. This acts as a vague sense, similar to humans' sense of smell. A creature that bears the mark of defiling using a disguise or otherwise trying to hide its presence attempts a Deception check

against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is then temporarily immune to your Sense Defiling for 1 day.

Level 10

Devoted Focus

Prerequisites: Devotion Spells

Your devotion is strong enough to increase your focus to incredible heights. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

Elucidating Mercy

Prerequisites: Mercy

Your mercy grants clarity to those around you just when they need it most. When you use Mercy, you can instead attempt a counteract check to remove the confused or stupefied conditions, using the source of that condition to determine the counteract level and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns at the end of your next turn.

Holy Light

Prerequisites: Elemental Knight cause, you must not be of an evil alignment.

You raise your arms to the sky and pray fervently, surrounding yourself in a beacon of holy light. The beacon sheds bright light in a 30-foot-radius, 100-foot-high cylinder centered on you until the beginning of your next turn. Evil creatures in the area must succeed at a Will save equal to your class DC or spell DC (whichever is higher) or become dazzled for 1 round.

Imposing Destrier

Prerequisites: Divine Ally (steed), Imposing War Mount

Under your care, your mount has realized its innate potential. The mount you gained through the divine ally class feature is now a nimble or savage animal companion. During an encounter, even if you don't use the Command an Animal action, your mount can still use 1 action on your turn to Stride or Strike.

Litany of Self-Interest

You compel a creature to act toward its own ends rather than consider others. You can cast the *litany of self-interest* devotion spell. Increase the number of Focus Points in your focus pool by 1.

Radiant Blade Spirit

Prerequisites: Divine Ally (blade)

Your divine ally radiates power, enhancing your chosen weapon. When you choose the weapon for your blade ally during your daily preparations, add the following property runes to the list of effects you can choose from: *flaming* and any aligned properties (*anarchic*, *axiomatic*, *holy*, or *unholy*) that match your cause's alignment.

Special: You can't take this feat if you devoted yourself to the element of water or a paraelement for which you chose fire as the element type.

You can choose any aligned properties you want, whatever your own alignment, but some choice might be considered anathema to your cause and tenets, under the GM's ruling (for instance, a Templar Knight using the anarchic aligned properties might be committing an anathema while in their own city-state, but not if they do so in an enemy city-state). Also, keep in mind that repeated acts of an alignment opposed to your own might come to change it.

Resilient Touch

Prerequisites: Lay on Hands

Your healing energies create an aura of protection that defends your allies against more than just blades and arrows. An ally that recovers Hit Points from your *lay on hands* gains a +1 status bonus to their saving throws until the end of their next turn.

Shield of Reckoning (reaction)

Prerequisites: Champion's Reaction, Divine Ally (shield)

Trigger: A foe's attack against an ally matches the trigger for both your Shield Block reaction and your champion's reaction.

When you shield your ally against an attack, you call upon your power to protect your ally further. You use the Shield Block reaction to prevent damage to an ally and also use your champion's reaction against the foe that attacked your ally.

Level 12

Affliction Mercy

Prerequisites: Mercy

When you use Mercy, you can instead attempt to counteract a curse, disease, or poison.

Amplifying Touch

Prerequisites: Lay on Hands

An ally that recovers Hit Points from your *lay on hands* gains a +1 status bonus to their attack rolls and deals 1 additional good damage on all their Strikes until the end of their next turn.

Aura of Faith

If you follow the Elemental Knight cause, your Strikes deal an extra 1 damage of your element type against evil creatures. Also, each ally following the same faith within 15 feet gains this benefit on their first Strike that hits an evil creature each round.

If you follow the Templar Knight cause, your Strikes deal an extra 1 lawful damage against chaotic creatures. Also, each ally following the same sorcerer-monarch within 15 feet gains this benefit on their first Strike that hits a chaotic creature each round.

Blade of Justice (2 actions)

You call upon divine power and make a weapon or unarmed Strike against a foe you have witnessed disrespecting or acting against your element, paraelement, or sorcerer-monarch.

If you follow the Elemental Knight cause, the Strike deals two extra weapon damage dice if the target of your Strike is of an opposed elemental type. Whether or not the target is of an opposed elemental type, you can convert all the physical damage from the attack into your element type damage, and if you can use Retributive Strike, the Strike applies all effects that normally apply on a Retributive Strike (such as divine smite).

If you follow the Templar Knight cause, the Strike deals two extra weapon damage dice if the target of your Strike is chaotic. Whether or not the target is chaotic, you can convert all the physical damage from the attack into mental damage, and if you can use Pacifying Strike, the Strike applies all effects that normally apply on a Pacifying Strike (such as divine smite).

Champion's Sacrifice

You can cast the *champion's sacrifice* devotion spell. Increase the number of Focus Points in your focus pool by 1.

Divine Wall

Requirements: You are wielding a shield.

You use your shield to harry your enemies, preventing them from stepping away from or around you. All spaces adjacent to you are difficult terrain for your enemies.

Enforce Oath

Frequency: once per hour

Prerequisites: You've sworn to an oath against a specific type of creature.

You call on your oath to embolden you in combat. When you Enforce your Oath, select one creature you can see that you've sworn to defeat as part of your oath. You gain a +1 status bonus to AC and saves against attacks and effects by the chosen creature. You also gain a +1 status bonus to attack rolls against the chosen creature. However, your dedication to Enforcing your Oath draws your focus away from all other foes. While you are Enforcing your Oath, you take a –1 status penalty to AC, attack rolls, and saves against all other creatures until you stop Enforcing your Oath.

You stop Enforcing your Oath once the chosen creature is reduced to 0 Hit Points or offers a legitimate surrender to you or your allies. You immediately stop Enforcing your Oath if you are unconscious or if the chosen creature goes unnoticed by you for more than 1 minute. You can also stop Enforcing your Oath at any time during your turn as a free action.

Gruesome Strike (1 action)

Prerequisites: champion's reaction that grants extra damage with your Strikes

Requirements: Your Strikes currently deal extra damage from your champion's reaction.

Make a Strike against the creature that triggered your champion's reaction. If you hit, the target takes double the extra damage from your reaction and must succeed at a Fortitude save against your class DC or be drained 1. Regardless of the result, the creature is temporarily immune to your Gruesome Strike for 24 hours.

Lasting Doubt

Prerequisites: You can use the Glimpse of Redemption Champion's Reaction.

After being enfeebled 2 by your Glimpse of Redemption, the foe is enfeebled 1 for 1 minute.

If you have Weight of Guilt, after being stupefied 2 by your Glimpse of Redemption, the foe is stupefied 1 for 1 minute or until the flat check from stupefied causes it to lose a spell, whichever comes first.

Liberating Stride

Prerequisites: You can use the Liberating Step Champion's Reaction.

Instead of you taking a Step at the end of your Liberating Step, the triggering ally can Stride up to half their Speed. Even if you have exalt, only the triggering ally gains this benefit.

Miraculous Intervention (reaction)

Trigger: An adjacent fiend or undead begins to use a reaction.

Through divine intervention or whispered prayers, you foil an enemy's response. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, you must make an attack roll or spell attack roll against its AC (your choice). On a success, you disrupt the reaction.

Necromantic Deflection

You imbue your shield with life-giving energy to deflect harmful necromantic magic. When you have your shield raised, you gain the shield's circumstance bonus to your AC and saving throws against necromancy spells. If you have the Shield Block reaction, damage you take as a result of a necromancy spell can trigger that reaction, even if it isn't physical damage.

Pale Mount

Prerequisites: Divine Ally (steed)

Your mount becomes a grotesque creature of foreboding when you ride it. Its appearance transforms as flames erupt from its skin, a whorl of negative energy surrounds it, or poison leaks from its flesh.

If you follow the Elemental Knight cause, when you Mount your steed ally, you can choose your elemental type. If you follow the Templar Knight cause, when you Mount your steed ally, you can choose negative, or poison. As long as you ride it, your steed gains resistance 10 to the chosen damage type, and any creature that touches your steed takes 1d6 damage of the chosen type; this includes hitting the steed with unarmed attacks or with a melee weapon Strike while adjacent to the steed. This damage increases to 2d6 at 16th level and 3d6 at 20th level.

Level 14

Anchoring Aura

Prerequisites: Defilers Executioner's Oath, or Oath for an End to Arcane Magic

Depending on your oath, your aura attempts to counteract teleportation spells cast by arcane spellcasters or creatures that bear the mark of defiling within 15 feet, using the spell level and DC of your devotion spells.

Aura of Life

You and all allies within 15 feet gain resistance 5 to negative energy and a +1 status bonus to saves against necromancy effects.

Aura of Preservation

You and all allies within 15 feet gain a +1 status bonus to Fortitude saves against the effects of defiling. You also gain a +1 status bonus to all saves against any effect caused by a spell that has been cast while defiling.

Aura of Righteousness

You and all allies within 15 feet gain evil resistance 5.

Aura of Vengeance

Prerequisites: Exalt

When you use Retributive Strike or Pacifying Strike, your allies who make Strikes take only a –2 penalty, instead of a –5 penalty.

Divine Reflexes

At the start of each of your turns, you gain an additional reaction that you can use only for your champion's reaction.

Greater Interpose

Prerequisites: Sacrifice Armor

Your divine grace empowers you to avoid hits when you otherwise could not. You can use Sacrifice Armor to reduce any type of damage from an attack or effect requiring a Reflex save. When you use Sacrifice Armor against a critical hit or a critical failure on a Reflex save that would otherwise cause you to take double damage, you take the normal amount of damage instead.

Litany of Depravity

You can cast the *litany of depravity* focus spell. Increase the number of Focus Points in your focus pool by 1.

Litany of Righteousness

You can cast the *litany of righteousness* devotion spell. Increase the number of Focus Points in your focus pool by 1.

Level 16

Auspicious Mount

Prerequisites: Elemental Knight cause, Divine Ally (steed), Imposing Destrier

Guided by your ongoing care, your steed has developed incredible intelligence and skill. The mount you gained through the divine ally class feature is now a specialized animal

companion. You can select one of the usual specializations or the auspice specialization.

Auspicious mounts gain the following benefits: Your companion is marked by your element or paraelement as a sacred creature. Its proficiency rank in Religion increases to expert, it can speak the language associated with your element or paraelement plane, and its Intelligence modifier increases by 2 and its Wisdom modifier by 1.

Expand Aura (1 action)

Traits: Concentrate

Prerequisites: You have at least one aura from a champion feat or feature.

You focus your divine power to extend your influence. Select one aura you have from a champion feat or feature, such as Aura of Courage or Aura of Life. The radius of the aura is doubled until the start of your next turn.

Instrument of Slaughter

Prerequisites: Divine Ally (blade)

Your blade ally thirsts for the blood of your foes. Whenever you critically hit an enemy with the weapon inhabited by your blade ally while dealing extra damage from your champion's reaction, the target takes persistent bleed damage equal to two of the weapon's damage dice.

Instrument of Zeal

Prerequisites: Divine Ally (blade)

Divine energy fills your weapon. Whenever you critically hit a foe with Blade of Justice, a Retributive Strike, or a Pacifying Strike, your attack adds an extra damage die, and the target is slowed 1 on its next turn.

Shield of Grace

Prerequisites: Shield Warden

You protect an ally with both your shield and your body. Whenever you use the Shield Block reaction to prevent damage to an ally, you can evenly split the remaining damage after the Shield Block between the ally and yourself.

Level 18

Elemental Form

Prerequisites: Elemental Knight cause

You take on an elemental or paraelemental countenance, appearing like a type of elemental or paraelement corresponding to your chosen element or paraelement. You gain a fly Speed equal to your Speed. You gain darkvision if you don't already have it, and you gain the element trait and the trait appropriate to your chosen element or paraelement type.

Rejuvenating Touch

Prerequisites: Lay on Hands

Your healing energies linger after you cast, providing continual benefits. An ally that recovers Hit Points from your *lay on hands* gains 10 temporary Hit Points at the start of their turn during each of the next 10 rounds. This effect ends if the ally is knocked unconscious.

Ultimate Mercy

Prerequisites: Mercy

Your mercy transcends the bounds of life and death. When you use Mercy, you can cast *lay on hands* on a creature that died since your last turn to return it to life. The target returns to life with 1 hit point and becomes wounded 1. You can't use Ultimate Mercy if the triggering effect was *disintegrate* or a death effect.

Level 20

Aura of Unbreakable Loyalty

Prerequisites: Templar Knight cause

You are a paragon of loyalty, your overwhelming aura causing rebels to cower. All creatures threatening your chosen city-state and its established order within 15 feet of you take a -1 status penalty to checks and DCs that target you or your allies. This penalty is -2 against creatures you have taken an oath against. You can choose to suppress or resume this aura as an action, which has the concentrate trait.

Banishing Blow (free action)

Prerequisites: Any oath that target an elemental or paraelemental creature.

Trigger: You use your champion's reaction, triggered by an elemental or paraelemental creature you've sworn an oath to fight within your reach.

You attempt an Athletics check to Shove the creature that triggered your champion's reaction; on a success, the target can't teleport or summon creatures for 1 minute. On a critical success, the target is also stunned 1 and can't teleport or summon creatures for 1 hour,

and if you are on your home plane and the target is a creature of level 18 or lower from another plane, it is also banished to its home plane. Your multiple attack penalty doesn't apply to this attack.

Everdistant Defense (reaction)

Trigger: A creature within your aura is targeted by a ranged attack or a creature moves through your aura.

Requirements: You have at least one aura from a champion feat or feature.

Each square within your aura that the triggering attack or creature would move through to count as triple the distance. If this reaction is used on a ranged attack, the attack takes range increment penalties based on the adjusted range and fails if this would cause it to exceed its maximum range.

Radiant Blade Master

Prerequisites: Divine Ally (blade), Radiant Blade Spirit

Your divine ally turns your chosen weapon into a paragon of its type. When you choose the weapon for your blade divine ally during your preparations, add the following property runes to the list of effects you can choose from: *dancing*, *greater disrupting*, and *keen*.

Sacred Defender

You are a great warrior that can stand strong against the fiercest opponents to your cause.

You gain resistance 10 to bludgeoning, piercing, and slashing damage caused by creatures and effects opposed to your tenets. In addition, creatures and effects that roll a natural 20 on an attack roll against you don't improve their result by one degree of success.

Shield Paragon

Prerequisites: Divine Ally (shield)

Your shield is a vessel of divine protection. When you're wielding your chosen shield, it is always raised, even without you using the Raise a Shield action. Your chosen shield doubles its HP and BT, rather than increasing them by half. If it would be destroyed, it vanishes to your deity's realm instead, where your divine ally repairs it. During your next daily preparations, the shield returns to you fully repaired.

Supreme Mount

Prerequisites: Divine Ally (steed)

Your mount gains darkvision, its maximum Hit Points increase by 40, and it gains weakness 10 to an appropriate damage type (for instance, it could be a paraelement if you had taken the Elemental Restoration Oath) or to chaotic damage if you are a Templar Knight. Additionally, it gains a fly Speed equal to its Speed. It gains the element trait and the trait appropriate to your chosen element or to the element type you chose for your paraelement if you follow the Elemental knight cause, or the Lawful trait if you follow the Templar Knight cause.

Cleric – Unchanged, though the list of “divinities”, and their respective devotees’ benefits has changed.

Druid – Unchanged

Fighter – Unchanged

Investigator – Unchanged

Monk – Unchanged

Psy Warrior

This is the Magus class, unchanged, except for the fact its spell tradition is now Psionic instead of Arcane. Everything described as “arcane” is reflavored as psionic (for instance, Arcane Fists becomes Psionic Fists).

Psychic – Unchanged

Ranger – Unchanged, except for the fact that all Warden Spells have the Primal trait.

Rogue – Unchanged

Swashbuckler – Unchanged

Wilder

While Psychic and Psy Warriors train long and hard to master the Way, you don't, relying instead on your latent psionic powers. Most Athasians have some latent psionic ability, but yours are stronger than most.

Key ability: Charisma

Hit points: 6 plus your constitution modifier

Trained in Perception

Trained in Fortitude

Trained in Reflexes

Expert in Will

Trained in Psionics

Trained in one skill determined by your Discipline

Trained in an additional number of other skills equal to 2 plus your intelligence modifier

Trained in simple weapons

Trained in unarmed attacks

Trained in Psionics spell attack rolls

Trained in Psionics spell DCs

Class features:

1. Ancestry and background, initial proficiencies, discipline, wilder spellcasting, spell repertoire
2. Skill increase, wilder feat
3. 2nd level spells, general feat, signature spell, skill increase
4. Skill increase, wilder feat
5. 3rd level spells, ability boost, ancestry feat, skill increase, psionic fortitude
6. Skill increase, wilder feat
7. 4th level spells, expert spellcaster, general feat, skill increase
8. Skill increase, wilder feat
9. 5th level spells, ancestry feat, lightning reflexes, skill increase
10. Ability boost, skill increase, wilder feat
11. 6th level spells, alertness, general feat, skill increase, weapon expertise
12. Skill increase, wilder feat
13. 7th level spells, ancestry feat, defensive robes, skill increase, weapon specialization
14. Skill increase, wilder feat
15. 8th level spells, ability boost, general feat, master spellcaster, skill increase
16. Skill increase, wilder feat
17. 9th level spells, ancestry feat, resolve, skill increase
18. Skill increase, wilder feat
19. Discipline paragon, general feat, legendary spellcaster, skill increase
20. Ability boost, Skill increase, wilder feat

Discipline

Choose a psionic discipline you've a natural talent to master. This choice determines the type of spells you cast, additional spells you learn, and an additional trained skill. You also gain Focus Points and special focus spells based on your discipline.

Psychokinesis

Skill: Athletics

Granted Spells cantrip: *mage hand*, 1st: *animate rope*, 2nd: *animated assault*, 3rd: *magnetic acceleration*, 4th: *rebounding barrier*, 5th: *telekinetic haul*, 6th: *poltergeist's fury*, 7th: *telekinetic bombardment*, 8th: *falling sky*, 9th: *prismatic shield*

Discipline Spells initial: *dim the light*, advanced: *steal shadow*, greater: *consuming darkness*

Discipline Effect Telekinetic energy surrounds you. Either a target takes 1 force damage per spell level (if the spell already deals initial fire damage, combine this with the spell's initial damage before determining weaknesses and resistances), or you gain a +1 status bonus to Athletics checks for 1 round.

Psychometabolism

Skill: Medicine

Granted Spells cantrip: *gouging claw*, 1st: *spider sting*, 2nd: *false life*, 3rd: *bracing tendrils*, 4th: *soft landing*, 5th: *ravening maw*, 6th: *mislead*, 7th: *leng sting*, 8th: *antimagic field*, 9th: *wail of the banshee*

Discipline Spells initial: *tentacular limbs*, advanced: *drain life*, greater: *unusual anatomy*

Discipline Effect Either you gain a +2 status bonus to Fortitude saving throws for 1 round, or a target takes 1 damage per spell level. The damage is negative if the target is living or positive if the target is undead. If the spell already deals that type of damage, combine it with the spell's initial damage before determining weaknesses and resistances.

Psychoportation

Skill: Survival

Granted Spells cantrip: *know direction*, 1st: *friendfetch*, 2nd: *loose time's arrow*, 3rd: *rally point*, 4th: *dimension door*, 5th: *return beacon*, 6th: *collective transposition*, 7th: *momentary recovery*, 8th: *disappearance*, 9th: *bilocation*

Discipline Spells initial: *stumbling curse*, advanced: *time skip*, greater: *moonlight bridge*

Discipline Effect Either you gain a +2 status bonus to Reflexes saving throws for 1 round, or a target takes a -2 status penalty Reflexes saving throws for 1 round.

Psychosensation

Skill: Society

Granted Spells cantrip: *detect magic*, 1st: *object reading*, 2nd: *augury*, 3rd: *locate*, 4th: *detect scrying*, 5th: *prying eye*, 6th: *scrying*, 7th: *retroognition*, 8th: *prying survey*, 9th: *foresight*

Discipline Spells initial: *ancestral memories*, advanced: *access lore*, greater: *dread secret*

Discipline Effect A surge of ancestral memories grants you or one target a +1 status bonus to skill checks for 1 round.

Telepathy

Skill: Diplomacy

Granted Spells cantrip: *daze*, 1st: *illusory disguise*, 2nd: *invisibility*, 3rd: *enthrall*, 4th: *modify memory*, 5th: *illusory scene*, 6th: *dominate*, 7th: *possession*, 8th: *uncontrollable dance*, 9th: *telepathic demand*

Discipline Spells initial: *genie's veil*, advanced: *heart's desire*, greater: *wish-twisted form*

Discipline Effect Either you gain a +1 status bonus to Deception checks for 1 round, or a target takes a –1 status penalty to Perception for 1 round.

Wilder spellcasting

You can cast psionic spells using the Cast a Spell activity. You alter some of the standard spell components when casting spells you know from your psychic spellcasting. Instead of speaking, you substitute any verbal components with a special mental component determined by your subconscious mind class feature. This represents how you exert your mind toward your intended effect. Any of these components impart the concentrate trait to the spell you're casting. You also substitute any material components with somatic components, though these tend to be simple movements of the hand or head compared to those used by other spellcasters. Your spells still have clear and noticeable visual and auditory manifestations, as normal for a spellcaster.

Each day, you can cast up to two 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a wilder, your number of spells per day increases, as does the highest level of spells you can cast, as shown on the table below.

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	—	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—	—
3	5	3	2	—	—	—	—	—	—	—	—
4	5	3	3	—	—	—	—	—	—	—	—
5	5	3	3	2	—	—	—	—	—	—	—
6	5	3	3	3	—	—	—	—	—	—	—
7	5	3	3	3	2	—	—	—	—	—	—

8	5	3	3	3	3	—	—	—	—	—	—
9	5	3	3	3	3	2	—	—	—	—	—
10	5	3	3	3	3	3	—	—	—	—	—
11	5	3	3	3	3	3	2	—	—	—	—
12	5	3	3	3	3	3	3	—	—	—	—
13	5	3	3	3	3	3	3	2	—	—	—
14	5	3	3	3	3	3	3	3	—	—	—
15	5	3	3	3	3	3	3	3	2	—	—
16	5	3	3	3	3	3	3	3	3	—	—
17	5	3	3	3	3	3	3	3	3	2	—
18	5	3	3	3	3	3	3	3	3	3	—
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The discipline paragon class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier.

Heightened Spells: When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels. The signature spells class feature lets you heighten certain spells freely.

Cantrips: Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up—this is usually equal to the highest level of wilder spell slot you have. For example, as a 1st-level wilder, your

cantrips are 1st-level spells, and as a 5th-level wilder, your cantrips are 3rd-level spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn one 1st-level spell of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your discipline. You choose these from the psionic spell list. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot, you add a spell of the same level to your spell repertoire. When you gain access to a new level of spells, your first new spell is always the spell granted by your bloodline, but you can choose the other spell. At 2nd level, you select another 1st-level spell; at 3rd level, you gain a new spell from your discipline and one other 2nd-level spell, and so on. When you add spells, you might select a higher-level version of a spell you already know so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Swapping spells in your repertoire: As you gain new spells in your spell repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip, but you can't swap out bloodline spells. You can also swap out spells by retraining during downtime.

All other class features are identical to those of the original sorcerer class.

Wilder feats

Level 1

Ancestral Psionics

You gain your discipline effect when you cast a psionic spell you gained from a heritage or an ancestry feat, in addition to the normal circumstances that trigger your discipline effect.

Counterspell (reaction)

Traits: Psionic

Requirements: You have an unexpended spell slot you could use to cast the triggering spell.

You expend one of your spell slots to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell.

Dangerous Talent

Your wild talent grants you great destructive power. When you Cast a Spell from your spell slots, if the spell deals damage and doesn't have a duration, you gain a status bonus to that spell's damage equal to the spell's level.

Familiar

Through psionic means, you make a pact with a creature that serves you and assists your spellcasting. You gain a familiar.

Reach Spell (1 action)

Traits: Concentrate, Metamagic

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Widen Spell (1 action)

Traits: Manipulate, Metamagic

You manipulate the energy of your spell, causing it to spread out and affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Level 2

Cantrip Expansion

Add two additional cantrips from your spell list to your repertoire.

Enhanced Familiar

Prerequisites: Familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

Psionic Transfer (1 action)

Traits: Manipulate

You place a psionic token on an adjacent ally that lasts for 1 minute. When you would gain a discipline effect, you can forgo it, granting it to your ally instead. You can place this psionic token on only one ally at a time; if you place another token, your previous designation ends.

Level 4

Bespell Weapon (free action)

Frequency: once per turn

Requirements: Your most recent action was to cast a non-cantrip spell.

Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

- **Abjuration** force damage
 - **Conjuration or Transmutation** the same type as the weapon
 - **Divination, Enchantment, or Illusion** mental damage
 - **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
 - **Necromancy** negative damage
-

Cell Adjustment

Prerequisites: Psychometabolism discipline

You gain an additional spell slot of your highest level, which you can use only to cast your choice of heal or harm. You can cast either of these spells using that spell slot, even if they aren't in your spell repertoire.

Elaborate Flourish (1 action)

Traits: Concentrate, Manipulate, Metamagic

If the next action you use is to Cast a Spell, creatures with the ability to Cast that Spell don't automatically know what the spell is. In addition, creatures that witness your spellcasting take a -2 circumstance penalty to checks to identify the spell with Recall

Knowledge and checks to counteract the spell during its casting (such as with Counterspell).

Irezoko Tatoo

Prerequisites: expert in Psionics

Once per day, you may concentrate upon the pattern of your *irezoko* to recover 1 Focus Point as a three-action activity.

Psionic Evolution

Prerequisites: Telepathy discipline

You become trained in one skill of your choice. Additionally, once per day, you can spend 1 minute to choose one mental psionic spell you don't know and add it to your spell repertoire. You lose this temporary spell the next time you make your daily preparations (though you can use this ability to add it again later).

Split Shot (1 action)

Traits: Concentrate, Metamagic

If your next action is to Cast a Spell without a duration that requires an attack roll against a single target and has no effect beyond dealing damage, you roll a single attack roll and compare the result to the AC of two targets within the spell's range. The spell deals only half its usual damage to each target. This counts as one attack for your multiple attack penalty.

Level 6

Advanced Discipline

Prerequisites: discipline spell

You gain the advanced discipline spell associated with your discipline. Increase the number of Focus Points in your focus pool by 1.

Detonate (1 action)

Traits: Concentrate, Metamagic

Prerequisites: Psychokinetic discipline

If the next action you use is to Cast a Spell that deals damage to a single target and the spell successfully damages that target, the spell explodes, dealing splash damage equal to the level of the spell cast to adjacent creatures. Unlike normally, this splash damage doesn't apply to the target. The splash damage dealt is of the same type the spell deals.

Diverting Vortex (1 action)

Prerequisites: Psychoportation discipline

Requirements: Your most recent action was to cast a non-cantrip spell.

You transfer vestiges of psionic energy to the air around you, creating a vortex that deflects ranged attacks. Until the start of your next turn, you gain a +1 status bonus to AC against ranged weapon attacks and physical ranged unarmed attacks.

Energetic Resonance (reaction)

Traits: Abjuration

Trigger: You would take acid, cold, electricity, fire, or sonic damage from a spell.

Requirements: You have an unexpended spell slot of a level equal to or higher than the triggering spell.

Expend one of your spell slots of a level equal to or higher than that of the triggering spell.

You gain resistance to one of the triggering effect's damage types equal to twice the expended spell slot's level.

Steady Spellcasting

Confident in your technique, you don't easily lose your concentration when you Cast a Spell.

If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

Level 8

Magic Resistance

Your psionics make you more resistant to magic of any kind. You gain a +1 status bonus to saving throws against spells and magical effects.

Safeguarded Spell (1 action)

Traits: Concentrate, Metamagic

If the next action you take is to Cast a Spell with an area, you aren't affected by the spell even if you are within the area.

Soulsight

Prerequisites: Psychosensation, or Telepathy discipline

You gain spiritsense as an imprecise sense with a range of 60 feet. Spiritsense enables you to sense the spirits of creatures, including living creatures, most non-mindless undead, and haunts within the listed range. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected creature. As spiritsense detects spiritual essence, not physical bodies, it can detect spirits projected by spells such as *project*

image or possessing otherwise soulless objects. It can't detect soulless bodies, constructs, or objects, and like most senses, it doesn't penetrate through solid objects.

Level 10

Ancestral Psionicist

Prerequisites: Ancestral Psionics

Add any innate spells you have from a heritage or an ancestry feat to your spell repertoire, meaning you can cast them using your spell slots.

Energy Fusion (1 action)

Traits: Concentrate, Metamagic

Prerequisites: Psychokinesis discipline

If the next action you use is to Cast a Spell that deals acid, cold, electricity, fire, or sonic damage, select a non-cantrip spell in your spell repertoire that deals a different type of energy damage from that list, and expend an additional spell slot of the same level as this secondary spell. The spell you cast deals additional damage equal to the level of the secondary spell slot expended. The spell's total damage is divided evenly between the energy type of the spell you cast and the energy type of the secondary spell.

Energy Ward (free action)

Traits: Abjuration

Prerequisites: Psychokinesis discipline

Frequency: once per turn

Requirements: Your most recent action was to cast a non-cantrip spell that dealt energy damage.

You trap energy from the last spell you cast within your body, coating your flesh in a protective ward. Until the start of your next turn, you gain resistance 5 to one type of energy damage dealt by the spell you just cast.

Greater Discipline

You gain the greater bloodline spell associated with your bloodline. Increase the number of Focus Points in your focus pool by 1.

Quickened Casting (free action)

Traits: Concentrate, Metamagic

Frequency: once per day

If your next action is to cast a cantrip or a spell that is at least 2 levels lower than the highest level spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).

Special This can only be used on a cantrip or spell from the class matching the one you gained this feat from.

Signature Spell Expansion

Your innate connection to magic lets you cast more spells with greater freedom. You gain two additional signature spells, each of which must have a minimum level of 3rd or lower.

Level 12

Discipline Focus

Prerequisites: discipline spell

Your focus recovers faster. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

Latent Tapping (1 action)

Frequency: once per day

You tap into your latent psionic abilities to fuel your spellcasting, even when you have depleted your psionic capability. If the next action you take is to cast a spell, you can do so at a level you have for which you already have spent all your spell slots for the day. To do so, you lose Hit Points equal to twice the spell's level as your mental energy is depleted, and you can't decrease the Hit Points lost in any way.

Physical Evolution

Prerequisites: Psychometabolism discipline

You hold a deep psionic understanding of the innate fundamental structures of your physical body, and you can enforce your will upon that structure. Once per day, you can use a wilder spell slot to cast any common polymorph battle form spell of the spell slot's level as if it were a signature spell in your repertoire.

Psionic Sense

You gain psionic sense as an imprecise sense with a range of 30 feet. This enables you to sense the use or the presence of any psionic source, such as psionic spellcasting, or a psionic object within range. As with your hearing and other imprecise senses, you still need to Seek to locate an undetected psionic source.

Spiritual Evolution

Prerequisites: Psychoportation discipline, or Telepathy discipline

Your spells have the effects of a *ghost touch* property rune. They can target or affect a creature projecting its consciousness (such as via *project image*) or possessing another creature, even if its body is elsewhere, though you must know about the possession or projection and choose to do so. Your spells can affect creatures on the Ethereal Plane, though this doesn't grant you any particular ability to locate them.

Shared Sight (1 action)

Traits: Concentrate, Metamagic

Prerequisites: Soulsight

If your next action is to cast a non-cantrip spell that affects one or more of your allies, all affected allies gain your spiritsense for 1 minute.

Level 14

Consume Spell

Prerequisites: Counterspell

When you successfully Counterspell a spell of the tradition that matches your bloodline, you consume it, replenishing yourself with its energy. When you do, you are nourished as if you had eaten a meal and regain Hit Points equal to twice the level of the counteracted spell.

Interweave Dispel (1 action)

Traits: Metamagic

Prerequisites: dispel magic is in your spell repertoire

You weave dispelling energy into a spell, sending both effects at a foe. If your next action is to cast a single-target spell against a creature, and you either hit the foe with the spell attack roll or the foe fails its saving throw, you can cast *dispel magic* on the foe as a free action, expending a spell slot as normal and targeting one spell effect affecting the foe.

Psionic Shroud (1 action)

Traits: Concentrate, Metamagic

You can manifest the shear force of your psionic powers around you. If your next action is to Cast a Spell that targets you, you surround yourself in a 15-foot emanation of dense psionically produced mist that lasts until the start of your next turn. All creatures

within the cloud become concealed, and all creatures outside the cloud are concealed to creatures within it.

Purifying Adjustment (1 action)

Requirements: Your most recent action was to cast a non-cantrip spell with the healing trait.

Attempt a counteract check against each disease or poison affecting the target of your healing. Regardless of your success or failure, until the beginning of your next turn, this creature gains a +1 status bonus to Fortitude saving throws.

Reflect Spell

Prerequisites: Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

Level 16

Effortless Concentration (free action)

Trigger: Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active class spells.

Mental Evolution

Prerequisites: Physical Evolution, or Spiritual Evolution

Add one spell to your spell repertoire for each spell level you can cast.

Scintillating Psionics (1 action)

Traits: Concentrate, Light, Metamagic

If your next action is to Cast a Spell that doesn't have the darkness trait, has no duration, and requires creatures to attempt a Reflex save, the spell explodes in a spray of scintillating lights, in addition to its other effects. Each creature that failed its Reflex save against the spell is dazzled for 1 round, and those who critically failed are instead blinded for 1 round.

Vital Evolution

Prerequisites: Physical Evolution, or Spiritual Evolution

Twice per day, you can cast a spell after you've run out of spell slots of the appropriate spell level; the two spells you cast with this feat must be of different spell levels.

Terraforming Psionics (1 action)

Traits: Concentrate, Earth, Metamagic, Transmutation

You capture fragments of spent psionics energy slam them into the ground, creating a shock wave that alters your surroundings. If your next action is to Cast a non-cantrip transmutation Spell, either each space adjacent to you becomes difficult terrain, or each space adjacent to you is no longer difficult terrain. This doesn't have any effect on greater difficult terrain and doesn't remove the damaging effects of hazardous terrain.

Level 18

Echoing Spell (1 action)

Traits: Concentrate, Metamagic

If your next action is to Cast a Spell of 4th level or lower that has no duration, the spell's energy reverberates and echoes. You can Cast the Spell a second time before the end of your next turn without expending a spell slot.

Latent Wellspring

Prerequisites: Discipline Focus

Your latent power replenishes your focus. If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

Level 20

Latent Conduit (1 action)

Traits: Metamagic

Your inborn psionics let you redirect ambient energies to fuel your spells. If your next action is to Cast a Spell of 5th level or lower that has no duration, you don't expend the spell's slot when you cast it.

Latent Metamorphosis

You have learned to manipulate the innate power of your discipline and adapt it to your needs. When making your daily preparations, you can swap out a single spell of 9th level or lower for another spell of the same level. You can't swap out spells granted specifically by your discipline.

Latent Perfection

You command the ultimate powers of your discipline. You gain an additional 10th-level spell slot.

Metamagic Mastery

Altering your spells doesn't take any longer than casting them normally. You can use metamagic single actions as free actions.

Tenacious Discipline Effect (free action)

Frequency: once per minute

Trigger: You apply one of your discipline effects that last for 1 round.

The triggering discipline effect lasts for 1 minute instead of 1 round.

Wizard – Unchanged, except for the rules on defiling