



WAR OF IMMORTALS CLASS PLAYTEST

Welcome to the *War of Immortals* playtest! This playtest presents two new classes for Pathfinder: the animist and the exemplar.

The **animist** is a divine spellcasting class with a unique spellcasting progression. They expand their magical abilities by acting as a conduit between the living and spiritual realms, binding to a variety of spiritual apparitions that each have their own spells and powers.

The **exemplar** is a potent combatant whose abilities come from their very own spark of divinity. The exemplar can channel this divine power into sacred items, called ikons, to perform supernatural deeds and unleash incredible transcendent effects.

The animist and exemplar will appear in the upcoming sourcebook *Pathfinder War of Immortals*, scheduled for Winter 2024, which also brings new legendary creatures and character options for a wide variety of classes and characters, as well as bringing new mythic rules to Pathfinder!

HOW TO PLAYTEST

The playtest will run until October 2nd, 2023. We're looking for your feedback, comments, and criticisms regarding these classes, but we're focusing our attention on feedback from play, both online through play-by-post campaigns and VTTs and at home tables for those of you who can play such games safely. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters using them! Our friends at Demiplane will also be hosting a free preview of their online character building tools, allowing you to build playtest animists and exemplars online! You can visit them at www.pathfindernexus.com/playtest.

Anything can change based on the results of the playtest! These are early iterations of the new classes; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver them into your hands. We don't expect to release any changes during the playtest itself, only in the final book.

Once you've had a chance to try these classes, you can submit your feedback in a few ways:

- **Surveys:** Head to <https://www.surveymonkey.com/r/WarofImmortalsClassSurvey> and <https://www.surveymonkey.com/r/WarofImmortalsOpenResponse> to take a survey that will allow us to gather your responses. This survey will remain open until the end of the playtest.

- **Forums:** On paizo.com, you'll find playtest subforums for the animist and exemplar, with threads for discussion and announcements. When you post, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful. We will attempt to monitor other channels online, but paizo.com is the dedicated space where you can be sure we can see your reports.

We'd like to thank you for participating in the *War of Immortals* playtest. We look forward to seeing what you think and using your feedback to make these classes the best they can be!

Sincerely,
Jason Bulmahn, Director of Game Design
Michael Sayre, Design Manager
Logan Bonner, Pathfinder Lead Designer
Luis Loza, Creative Director
James Case, Senior Designer
Joshua Birdsong, Designer



SAMO

Samo of Icemark is a middle-aged Varki woman from the Lands of the Linnorm Kings, in the northernmost reaches of the Inner Sea region. Samo is a nephilim, a mortal being with a touch of the celestial planes in her bloodline. Born with the ability to see spirits and other entities that others could not, Samo was selected to learn from the elders of Seer's Home at a young age after her abilities helped her save her village from a kushtaka incursion. Trained in the arts of animism, Samo was proclaimed a sage after successfully bonding with her grandmother's spirit, an apparition known as a custodian of groves and gardens. Samo served the Varki people for nearly forty years, until the day a young, injured Okaiyan man washed onto shore near Icemark and changed the course of her life forevermore.

ANIMIST

You are the interlocutor between the seen and unseen, the voice that connects the mortal and the spiritual. You may hold your powers as a sacred trust to be kept free of ego and personal desire, or you may see your unique abilities as a sign that you've been chosen as a champion of two worlds. Whether you advocate for mortals before the planes beyond or whether you represent the spirits' interests, one thing remains certain: you provide the bridge between realms.

KEY ATTRIBUTE

Wisdom

At 1st level, your class gives you an attribute boost to Wisdom.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During combat encounters...

You channel the power of spiritual entities, called apparitions, to cast potent spells and manipulate the battlefield to your advantage. You mix your own divine magic and the myriad spells granted to you by your attuned apparitions to cast down your enemies, sustain your allies, detect hidden threats, and lessen harmful effects.

During social encounters...

You watch and listen, letting the whispers of spirits and otherworldly beings guide you towards sound judgment. You may call upon the wisdom of an apparition particularly attuned to the issue at hand, relying on its expertise where your own falls short.

While exploring...

You use your patient attention to detail, alongside clues and special senses gifted to you by your spiritual allies, to detect threats before they can ambush your companions or notice hidden treasures that others might pass by.

In downtime...

You seek out areas close to otherworldly entities who bring you strength or comfort. You might tend to grave sites, tread primeval wildernesses, or ride the rivers and seas. Animists attuned to apparitions of wisdom and knowledge may spend their quiet hours in libraries or temples, conversing on simple and complex topics alike with fellow scholars both seen and unseen.

You might...

- Talk to spiritual entities only you can perceive.
- Prefer to speak in stories and descriptive anecdotes.
- Look at the world from a broader or more metaphorical perspective than most mortal creatures.

Others probably...

- Find you detached or absent-minded due to your focus on things beyond their awareness.
- Mistake you for being cruel or lacking empathy because you give equal weight to the material and immaterial.
- Value your wisdom as someone with access to vast troves of experience beyond what a single person could normally accumulate.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Nature and Religion

Trained in a number of additional skills equal to 2 plus your

Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

SPELLS

Trained in spell attack modifier

Trained in spell DC

CLASS DC

Trained in animist class DC

ANIMIST ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, apparition attunement, animist and apparition spellcasting, animistic practice, initial boon
2	Animist feat, skill feat
3	2nd-rank spells, general feat, skill increase, spiritual fortitude
4	Animist feat, skill feat, third apparition
5	3rd-rank spells, attribute boosts, ancestry feat, skill increase
6	Animist feat, skill feat
7	4th-rank spells, expert spellcaster, general feat, skill increase
8	Animist feat, skill feat
9	5th-rank spells, ancestry feat, apparition's awareness, intermediate boon, skill increase
10	Attribute boosts, advanced interlocution, animist feat, skill feat
11	6th-rank spells, apparition's warning, general feat, skill increase, simple weapon expertise
12	Animist feat, skill feat, fourth apparition
13	7th-rank spells, ancestry feat, greater boon, skill increase, weapon specialization
14	Animist feat, skill feat
15	8th-rank spells, attribute boosts, general feat, master spellcaster, skill increase
16	Animist feat, skill feat
17	9th-rank spells, ancestry feat, skill increase, ultimate boon
18	Animist feat, skill feat
19	General feat, legendary spellcaster, skill increase, supreme incarnation
20	Attribute boosts, animist feat, skill feat

CLASS FEATURES

You gain these abilities as an animist. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Attribute Boosts

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost, and must boost that attribute again at a later level to increase it by 1.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Apparition Attunement

Animists gain their power by serving as a bridge for spiritual entities—known collectively as apparitions—to commune and interact with the physical world in a process called attunement. Apparitions are myriad and diverse: they may be human spirits lingering on the border between becoming phantoms or ghosts, animal spirits with particularly strong connections to the physical world but lacking the malice that would spur a transition into true undeath, manifestations of natural locations grown thought and purpose over time, or a variety of other such entities. Some animists attune to one or more specific apparitions that accompany them in their travels, forming a deep partnership over time, while others adapt to their surroundings by befriending the local apparitions who dwell wherever the animist's journey takes them.

Each day during your daily preparations, choose two apparitions from the list on page 12 to attune to. Of these, choose one to be your primary apparition. Your attuned apparitions each grant you knowledge in the form of Lore skills and a repertoire of additional spells you can cast using apparition spellcasting (see below), and your primary apparition grants you even further power in the form a unique vessel focus spell and, when you are higher level, a unique *avatar* form.

When you Refocus (page 5), you can change which of your currently attuned apparitions is your primary apparition, selecting from any of the apparitions you attuned to during your daily preparations. All your apparitions typically remain attuned to you until your next daily preparations, but some animist abilities can temporarily disperse them, usually in exchange for a powerful boon. If an apparition is dispersed, you lose access to its gifts—you forget its apparition skills, its spells are removed from your apparition spell repertoire, and you cannot use its vessel spell or *avatar* form—until you attune to it again. When you disperse your primary apparition, your remaining apparition becomes your primary apparition.

See Animist Apparitions on page 12 for more information.

Animist and Apparition Spellcasting

Your role as a spiritual medium connecting the mortal Universe to the realms beyond lets you cast your magic in two distinct ways. You both learn and prepare spells from the divine tradition yourself, and you also channel the knowledge and power of your attuned apparitions, gaining spell slots and a repertoire of spells from them that you can cast spontaneously.

Regardless of which source you're drawing on, you are a spellcaster and can cast spells of the divine tradition using the Cast a Spell activity. As an animist,

your incantations might be reciting relevant snippets of legends—stories passed down orally—or they might see you calling nearby spirits to honor ancient vows; your gestures could take the form of elegant dances or full-body convulsions as generations of memories and otherworldly energies surge through you.

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

The clearly delineated partnership between an animist and their apparitions means you can't cast your animist spells using your apparition spell slots or vice versa—your magics remain complementary and harmonious, yet as distinct as the two worlds from which they come.

Animist Spellcasting

As a keeper of knowledge, you are constantly learning new tales and spells. Each day, you can prepare one 1st-rank spell and two cantrips from among the common spells on the divine spell list or from other divine spells to which you gain access and learn via Learn a Spell. Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as an animist, the number of spells you can prepare each day increases, as does the highest rank of spell you can cast, as shown in the Animist Spells per Day table.

Apparition Spellcasting

You can draw upon your attuned apparitions as a second source of magical knowledge and power. You gain additional spell slots and a spell repertoire from your attuned apparitions. At first level, you can cast one 1st-rank apparition spell per day. You must have the spell in your apparition spell repertoire to cast it; this is a collection of spells granted to you by all of your attuned apparitions. Any of these spells that aren't normally on the divine list are still divine spells if you cast them this way. As you increase in level, you gain further apparition spell slots, and your apparitions grant you higher-rank apparition spells, as detailed in each apparition entry.

Heightening Spells

When you gain spell slots of 2nd rank and higher, you can fill those slots with stronger versions of lower-rank spells. This increases the spell's rank, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain ranks.

The spirits are not so limited in their magic as mortal spellcasters. All of your apparition spells are signature spells. That means that you can heighten an apparition spell freely by casting it from a higher-rank apparition spell slot, up to the maximum rank of apparition spell you can cast.

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 rank of animist spell slot you have. For example, as a 1st-level animist, your cantrips are 1st-rank spells, and as a 5th-level animist, your cantrips are 3rd-rank spells.

Vessel Spells

Your primary attuned apparition can use your body as a conduit, allowing you to cast a unique vessel spell. Vessel 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 2 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 to treat with nearby spirits, meditate on resolving an issue pertaining to the balance of spirits and mortals, or telling a story.

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. Certain feats give you more focus spells. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but can never be more than 3 points.

Animistic Practice

At 1st level, the animist chooses a practice that influences the way their power grows and develops. Choose one of the following practices and gain the listed benefits.

Channeler

Channelers tend to associate more freely with a wide array of apparitions, as they are naturally skilled at acting as conduits for spiritual energy. While they tend not to form deep bonds with a single apparition, they are able to wield the power of multiple apparitions with great ease. Channelers are often travelers, itinerant merchants, or similar drifters, carrying stories from town to town. They often associate with apparitions of local natural features they find themselves near: for instance, bonding with a steward of stone and fire when traversing a volcanic caldera.

Initial Boon: At 1st level, you gain the Channeler's Stance feat and the Apparition's Whirl action.

APPARITION'S WHIRL

ANIMIST APPARITION CONCENTRATE

Frequency once per round

Your apparitions spiral around you as you replace your bond with your primary apparition with another. Choose another apparition from among those you've attuned to; it becomes your primary apparition, replacing your current one.

ANIMIST SPELLS PER DAY

Your Level	Cantrips	Spell Rank										
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
1	2+2	1+1	—	—	—	—	—	—	—	—	—	—
2	2+2	2+1	—	—	—	—	—	—	—	—	—	—
3	2+2	2+1	1+1	—	—	—	—	—	—	—	—	—
4	2+3	2+1	2+1	—	—	—	—	—	—	—	—	—
5	2+3	2+1	2+1	1+1	—	—	—	—	—	—	—	—
6	2+3	2+1	2+1	2+1	—	—	—	—	—	—	—	—
7	2+3	2+1	2+1	2+1	1+1	—	—	—	—	—	—	—
8	2+3	2+1	2+1	2+1	2+1	—	—	—	—	—	—	—
9	2+3	2+1	2+1	2+1	2+1	1+1	—	—	—	—	—	—
10	2+3	2+2	2+2	2+2	2+1	2+1	—	—	—	—	—	—
11	2+3	2+2	2+2	2+2	2+2	2+1	1+1	—	—	—	—	—
12	2+4	2+2	2+2	2+2	2+2	2+1	2+1	—	—	—	—	—
13	2+4	2+2	2+2	2+2	2+2	2+2	2+1	1+1	—	—	—	—
14	2+4	2+2	2+2	2+2	2+2	2+2	2+1	2+1	—	—	—	—
15	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	—	—	—
16	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	—	—	—
17	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	1+1	—	—
18	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	2+1	—	—
19	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	0+1 [*]	—
20	2+4	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+2	2+1	0+1 [*]	—

The number before a plus sign indicates your spell slots via animist spellcasting, and the number after it your spell slots from apparition spellcasting. For instance, a 2nd-level animist has “2 + 1” 1st-rank spell slots, meaning they can prepare two 1st-rank spells via animist spellcasting, and they also have one spell slot to spontaneously cast an apparition spell.

^{*} The supreme apparition class feature gives you a 10th-rank apparition slot that works a bit differently from other spells.

Intermediary Boon: At 9th level, your proficiency rank for Fortitude saves increases to master. When you roll a success on a Will save, you get a critical success instead.

Greater Boon: At 13th level, your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

Ultimate Boon: At 17th level, the first time in an encounter you enter a specific stance granted by an animist feat, you gain a number of temporary Hit Points equal to half your level + 2 (minimum 3). These temporary Hit Points last for 1 minute.

Sage

Sages are particularly sensitive to the presence and influence of spirits and undead. They can easily detect lingering spirits and help create resolutions between spiritual entities and whatever barriers are preventing them from resting peacefully. Some sages may even serve as go-betweens for spirits that intentionally linger to watch over a site or community, allowing them to speak to the people they knew in life. Sages are often community leaders or educators and frequently associate with apparitions of fixed sites of power, like custodians of groves and gardens or other apparitions of knowledge.

Initial Boon: At 1st level, your ability to sink into your apparition is especially potent. You gain the Apparition Sense feat and the Apparition’s Possession action.

APPARITION’S POSSESSION

ANIMIST APPARITION

Frequency once per round

You relinquish control of your physical body to an apparition, allowing it to fully unleash its spiritual power at the cost of your own agency. Until the start of your next turn, you are immune to control effects and spells that attempt to influence your actions, such as *charm* or *command*, unless its spell rank is more than twice your level. However, the only actions you can take are to Stride, Strike, Cast an apparition Spell, Cast a vessel Spell, or use an action that has the apparition trait.

Intermediate Boon: At 9th level, your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

Greater Boon: At 13th level, you gain spirit resistance equal to half your level and a +2 circumstance bonus to saving throws against spirit effects. You are immune to any effect that separates your soul from your body against your will, such as the *seize soul* spell.

Ultimate Boon: At 17th level, whenever a haunt, spirit, undead, or incorporeal creature fails a saving throw against your spells, you gain a +2 circumstance bonus to your AC and saving throws against all of that entity’s attacks and abilities for the next 24 hours. This bonus applies only to the entity that failed its save, not others of the same type.

In addition, you can select up to two apparitions as your primary apparition during your daily preparations.

Animist Feats **2nd**

At 2nd level and every even-numbered level, you gain an animist class feat.

Skill Feats **2nd**

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

General Feats **3rd**

At 3rd level and every 4 levels thereafter, you gain a general feat.

Spiritual Fortitude **3rd**

Spiritual energy reinforces your body. Your proficiency rank for Fortitude saves increases to expert.

Skill Increases **3rd**

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Third Apparition **4th**

You've learned to shelter more spirits, gaining access to more magic. When you attune to apparitions during your daily preparations, you choose three apparitions to attune to, with one of them being your primary apparition. Increase the number of Focus Points in your focus pool by 1.

Ancestry Feats **5th**

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Expert Spellcaster **7th**

The spirits' magic flows freely through you. Your proficiency ranks for your spell attack modifier and spell DC increase to expert.

Apparition's Awareness **9th**

Your apparitions call attention to minute details you might otherwise overlook. Your proficiency rank for Perception increases to expert.

Advanced Interlocution **10th**

You channel the power of spiritual forces and entities with incredible efficiency. You gain an additional apparition slot for each rank of spells you can cast, up to your highest rank of spells – 2. For example, a 10th-level animist would have an additional 1st-, 2nd-, and 3rd-rank apparition slot.

KEY TERMS

You'll see the following new key terms in many animist class features.

Apparition: Apparitions are spiritual entities who generally lack the power, cohesiveness, or attachments to enter or affect the physical world. Unlike a ghost or phantom, an apparition does not need to have ever been a living creature and could be the spiritual memory of a particularly meaningful location or event. Apparitions are reliant on animists to interact with other people and things, and they generally can't be targeted or affected by spells and abilities other than those of the animist they are attuned to. Animist feats and abilities that affect spirits affect apparitions only if they specifically say so.

Animist abilities with the apparition trait involve one or more of your apparitions acting alongside you. You must be attuned to at least one apparition to use an apparition ability, and some abilities might state in their Requirements more specifically which apparition you must be attuned to. Typically, you're assumed to always attune to your apparitions during your daily preparations, but in some rare circumstances or as a result of certain animist abilities, your apparitions might be dispersed or separated from you for a time.

Wandering: Wandering identifies animist feats closely attuned to particular types of apparitions. When you make your daily preparations, you can retrain any wandering feat you know for any other wandering feat available at the level you took the exchanged feat (including lower-level wandering feats, as usual). You must meet all the new feat's other prerequisites.

In addition, the animist makes use of the stance trait, reprinted below for convenience.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you use a stance action again, whichever comes first. After you take an action with the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode. You can Dismiss a stance.

Apparition's Warning **11th**

The spiritual entities that protect you warn you of harm before it would occur, giving you more time to react. Your proficiency rank for Reflex saves increases to expert.

Simple Weapon Expertise **11th**

Training from your spiritual companions has improved your weapon technique. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

Fourth Apparition

12th

You're truly loved by the spirits, with apparitions flocking to you from far and wide. When you attune to apparitions during your daily preparations, you choose four apparitions to attune to, with one of them being your primary apparition.

Weapon Specialization

13th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Master Spellcaster

15th

Your affinity with the apparitions you bond to has further enhanced the potency of your magic. Your proficiency ranks for spell attack modifier and spell DC increase to master.

Legendary Spellcaster

19th

You are a near-perfect channel for the magical energies of the realms beyond. Your proficiency ranks for spell attack modifier and spell DC increase to legendary.

Supreme Incarnation

19th

You become a nexus between the mortal and spiritual realms, capable of serving as the channel for your apparition to incarnate its full might through you. You gain a 10th-rank apparition spell slot. In addition to heightened versions of your apparition spells, you can use this slot to cast *avatar*. When you cast *avatar* in this way, you do not become an avatar of a deity; rather, your primary attuned apparition incarnates itself using your body, transforming you into the avatar described in your primary attuned apparition's entry.

ANIMIST FEATS

At every level that you gain an animist feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

APPARITION SENSE

FEAT 1

ANIMIST DIVINE

You can see and interact with things others can't. You have apparition sight, an imprecise sense that allows you to detect the presence of invisible or hidden spirits, haunts, and undead within 30 feet of you.

You can allow a spirit or undead otherwise incapable of speech to speak through you as long as you are in direct contact with it. You can act as a link between disembodied souls and their mortal bodies; as long as you are in contact with both a spirit and a living body that belonged to it in life, the spirit can use you to return to that body. This doesn't

allow you to bring the dead back to life, but can assist in restoring a disembodied soul to a still-living body. If the body is occupied by another spirit or soul, that entity must succeed at a Will save against your spell DC or be cast from the body when its original owner is returned.

CHANNELER'S STANCE

FEAT 1

ANIMIST STANCE

You enter a stance that allows the power of other levels of existence to flow through you more aggressively. While in this stance, whenever you cast or Sustain an apparition spell or vessel spell that deals energy damage, you gain a status bonus to the spell's damage equal to the spell's rank. Whenever you Cast a Spell that has the vitality or void traits that restores Hit Points, targets gain a status bonus to the amount of healing received equal to the spell's rank.

INTERMEDIARY'S DEFENSES

FEAT 1

ANIMIST

Your status as an intermediary across planar boundaries grants you certain diplomatic privileges you can exert in the face of spiritual ailments. You gain void resistance equal to half your level, and you gain a +1 status bonus to saving throws against the effects of haunts and the abilities of spirits and incorporeal undead.

SPIRITUAL EXPANSION SPELL

FEAT 1

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Your apparitions briefly manifest to scatter 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 doesn't 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.

You can use this feat to increase the radius of an emanation spell with a duration by 5 feet by dedicating your primary apparition to maintaining the spellshape; dedicating the apparition to the spell prevents you from using the apparition's vessel spell, apparition skills, or *avatar* form for the duration of the modified spell.

2ND LEVEL

CONCEAL SPELL

FEAT 2

ANIMIST CONCENTRATE SPELLSHAPE

You speak with the unheard voice of the spirits instead of your mortal words, allowing you to cast unnoticed. If the next action you use is to Cast a Spell, the spell gains the subtle trait, hiding the shining runes, sparks of magic, and other manifestations that would usually give away your spellcasting. The trait 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 into thin air.

EMBODIMENT OF THE BALANCE

FEAT 2

ANIMIST

Your place in the balance between the forces of life and entropy expands the spells you can pull from the spirit realms. You add *heal* and *harm* to your apparition spell repertoire, allowing you to cast them with your apparition spellcasting.

GRASPING SPIRITS SPELL

FEAT 2

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Frequency once per 10 minutes

Your apparitions draw your enemy into range of your spells. If the next action you use is to Cast a Spell that has a range and targets one creature, you can choose one target for the spell that is up to 30 feet out of the spell's normal range. Your apparitions briefly take on semi-physical forms and attempt to drag the target into range of the spell. The target must attempt a Fortitude saving throw against your spell DC; on a failure, it is pulled up to 30 feet directly toward you, and then affected by the spell as normal. You don't need to pull the target the full 30 feet, but you must pull it to within the spell's normal range. If the target succeeds at its save to resist this forced movement, the actions used to Cast the Spell are wasted, but your apparition is able to conserve and cycle the magical energies back to you, so you retain any Focus Points or spell slots used to Cast the Spell.

SUSTAINING DANCE

FEAT 2

ANIMIST APPARITION

You dance in tune with the rhythms of your spiritual allies, moving through a series of steps laden with power. You Step or Leap, and then Sustain.

4TH LEVEL

APPARITION'S ENHANCEMENT

FEAT 4

ANIMIST APPARITION DIVINE SPIRIT

Frequency once per turn

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

An assisting apparition reaches a hand or other limb into your magic as you cast it, then uses it to cover one weapon you're wielding or one unarmed attack you have with additional magical power. Until the end of your turn, the weapon or unarmed attack deals an extra 1d6 spirit damage and gains the divine trait, if it didn't have it already.

CHANNELED PROTECTION

FEAT 4

ANIMIST APPARITION AURA

Prerequisites Channeler's Stance

Requirements You are in Channeler's Stance, and your last action was to Cast a Spell from your spell slots.

You feed the excess energy from your spell to your attuned apparition in exchange for its protection. You and all adjacent allies gain a +1 status bonus to AC and to Reflex saving throws until the start of your next turn. If the spell was at least 7th rank, the status bonus increase to +2.

DIVERT CONTROL

FEAT 4

ANIMIST APPARITION MENTAL

Trigger Your turn begins while you are under the effects of *charm* or a similar spell, or an effect that would give you the controlled condition.

Your attuned apparition takes control of your body and prevents you from acting against your will or better judgment. You ignore the effects of the *charm* spell, the controlled condition, and other spells that attempt to dictate your actions until the end of your turn. This turn still counts against the spell or effect's duration.

While ignoring an effect in this manner, you can take only a single action or activity, chosen by the attuned apparition. This could be to use a feat the apparition qualifies you for, to cast one of the apparition's spells, or to take another action in keeping with the apparition's nature as determined by the GM. This action is never one taken against your best interests.

Special If you have the Apparition's Possession ability, your apparition can instead take up to 2 actions and can use any action normally allowed by Apparition's Possession.

WALK THE WILDS

FEAT 4

ANIMIST

You know the ways of birds and beasts and have gained the right to wear their forms. You add *animal form* to your apparition spell repertoire, allowing you to cast it with your apparition spellcasting.

Special If you are attuned to a stalker in darkened boughs (page 13), increase the duration of your *darkened forest form* focus spell to "sustained up to 5 minutes" when using it to transform into a form granted by *animal form*.

6TH LEVEL

APPARITION STABILIZATION

FEAT 6

ANIMIST APPARITION WANDERING

Your attuned apparition ensures that even if you would be distracted or disrupted, your magic doesn't go to waste. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted. For each additional attuned apparition you have beyond the first, decrease the DC of this flat check by 1; for example, an animist with the third apparition class feature and three attuned apparitions would need to succeed at only a DC 13 flat check to avoid being disrupted.

BLAZING SPIRIT

FEAT 6

ANIMIST APPARITION DIVINE FIRE WANDERING

Frequency once per 10 minutes

Requirements One of the apparitions you are attuned to grants Battleground Lore or Volcano Lore as an apparition skill.

Trigger An adjacent creature damages you with a melee attack, or a creature damages you with a melee unarmed attack.

Your attunement to an apparition of burning determination gives you enhanced resilience and retaliatory defenses. You gain resistance equal to your level against the triggering

attack, and the triggering creature takes 1d6 fire damage and 1 persistent fire damage. This damage increases to 2d6 fire damage and 2 persistent fire damage at 12th level, and 3d6 fire damage and 3 persistent fire damage at 18th level.

GRUDGE STRIKE **FEAT 6**

ANIMIST APPARITION DIVINE WANDERING

Requirements One of the apparitions you are attuned to grants Heraldry Lore or Underworld Lore as an apparition skill.

You channel the spiritual power of ancient rivalries or spiteful grudges into a devastating attack. Make a melee Strike against a creature within your reach. You gain a +2 circumstance bonus to this attack and deal an additional 2d6 void damage to the target; if the target is undead, this Strike instead deals an additional 2d6 vitality damage. This ability gains the vitality trait if it deals vitality damage, or the void trait if it deals void damage.

MEDIUM'S AWARENESS **FEAT 6**

ANIMIST APPARITION DIVINE WANDERING

The apparitions you have attuned yourself to help keep watch for incoming threats. You gain a +2 status bonus to Perception checks made to Seek and when using Perception for your initiative roll. At 12th level, this status bonus increases to +3, and at 20th level, to +4.

ROARING HEART **FEAT 6**

ANIMIST APPARITION DIVINE WANDERING

Requirements One of the apparitions you are attuned to grants Mountain Lore as an apparition skill.

You surge forwards, inexorable as water, stone, or snow crashing down a mountain. You Stride up to twice your speed. At any point during this movement, you can Shove up to two creatures you pass adjacent to. If you succeed at Shoving an enemy, you and each ally within 30 feet of your destination square gain a number of temporary Hit Points equal to half your level (or equal to your level, if you succeeded on both Shove attempts) as the turbulent spirits you're attuned to reward you for acting in an appropriately fierce manner. These temporary Hit Points last until the beginning of your next turn.

8TH LEVEL

POSSESSION ECHO TO **FEAT 8**

ANIMIST APPARITION SPELLSHAPE

Frequency once per hour

You relinquish control to your apparition in exchange for additional power. You regain one expended apparition slot that is at least 2 ranks lower than your highest-rank spell slot. Your apparition then immediately uses your body to cast an apparition spell that can be cast using that slot. The number of actions required for Possession Echo is equal to the action cost of the spell cast. Regaining control following the possession is difficult, however, and you are confused until the end of your next turn.

SOUL SYNCHRONIZATION

FEAT 8

ANIMIST APPARITION

Prerequisites sage practice

Requirements You are currently benefiting from Apparition's Possession.

The line between your intentions and those of the apparition possessing you blur, leaving you better able to support each other in the throes of combat. While your Apparition's Possession ability is active, you gain the following additional benefits.

- Once per round, you can attempt a Recall Knowledge check as a free action, sharing the results with your apparition.
- All Strikes you make with a weapon or unarmed attack deal an additional 2 points of spirit damage.
- You gain resistance equal to half your level against all physical attacks, but you have weakness to spirit damage equal to one-third your level.

SPIRIT WALK

FEAT 8

ANIMIST APPARITION EXPLORATION WANDERING

Prerequisites Apparition Sense or attunement to a spirit that grants Fortune-Telling Lore as one of its apparition skills.

Your allied apparitions ward you against the predations of their restless peers. While Searching or Detecting Magic in exploration mode, you and up to 4 allies within 30 feet don't trigger reactions from haunts and spirits. Your apparition sight is now a precise sense, and you gain a +2 circumstance bonus to Recall Knowledge checks related to any entities you can detect with your apparition sight.

After rolling initiative, you and each ally within range of your apparition sight gain resistance equal to half your level against damage dealt by haunts or spirits until the end of your first turn.

WIND SEEKER

FEAT 8

ANIMIST

Prerequisites Walk the Wilds

Wings free you from the shackles of the ground below. You add *aerial form* to your apparition spell repertoire, allowing you to cast it with your apparition spellcasting. Whenever you use *aerial form* to gain a form that grants you a specific Acrobatics modifier, you gain a +1 status bonus to Acrobatics checks.

Special If you are attuned to a stalker in darkened boughs (page 13), add the bat and bird forms in *aerial form* to your *darkened forest form* lists.

10TH LEVEL

APPARITION'S QUICKENING **FEAT 10**

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

If your next action is to cast a cantrip, or a spell that is at least 2 ranks lower than the highest-rank spell slot you have, you can draw power from one of your attuned apparitions to reduce the number of actions to cast it by 1 (minimum 1 action). The chosen apparition is dispersed until you can re-attune to it at your next daily preparations.

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

FLY ON SHADOWED WINGS

FEAT 10

ANIMIST APPARITION

Frequency once per hour

You align the energy within your physical form to that of one of your insubstantial spiritual companions, bonding with their essence to become lighter than air. Choose one of your attuned apparitions; for 10 minutes, you gain a fly Speed equal to your land Speed, but your chosen apparition is dispersed for the duration, automatically re-attuning to you 10 minutes later.

OVERWHELMING ENERGY

FEAT 10

ANIMIST MANIPULATE SPELLSHAPE

Your apparitions blend your magic with power drawn from beyond the Universe, making your damaging spells harder to resist. If the next action you use is to Cast a Spell, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, sonic, vitality, or void damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

12TH LEVEL

SHADOWS WITHIN SHADOWS

FEAT 12

ANIMIST APPARITION DIVINE MISFORTUNE WANDERING

Requirements You are attuned to an apparition that grants Underworld Lore as one of its apparition skills.

Trigger You would be detected by an enemy Seeking you with Perception, or an enemy would succeed with a counteract check to end a spell you have used to make yourself hidden, concealed, or undetected.

Your attuned apparition is extremely hard to reveal, and it extends that elusiveness to you. The enemy must reroll the triggering check and take the lower result.

SPIRITUAL GUIDANCE

FEAT 12

ANIMIST APPARITION DIVINE FORTUNE WANDERING

Trigger You or an ally would fail, but not critically fail, with a Strike or spell attack against an enemy you can perceive.

Frequency once per 10 minutes

Your attuned apparition guides your attacks home even when you or an ally find your hands to be too unsteady. The originator of the triggering Strike or spell attack attempts a second attack roll and takes the higher result.

WHISPERS OF WARNING

FEAT 12

ANIMIST APPARITION DIVINE MISFORTUNE WANDERING

Prerequisites Medium's Awareness

Trigger You would be hit, but not critically hit, by an attack.

Frequency once per 10 minutes

Your protective apparitions' sharp senses alert them to an incoming attack, which they whisper to you. The originator of the triggering attack must attempt a second attack roll and take the lower result.

14TH LEVEL

BANISH FALSEHOODS OF FLESH

FEAT 14

ANIMIST

You leverage your mastery of the supernatural to reveal an enemy's true nature. Attempt a Religion check to counteract a polymorph effect currently affecting a creature you are aware of within 30 feet. If you know the creature's true name, you can invoke it as part of this action to gain a +2 status bonus to the check. If the target is somehow under the effect of multiple polymorph effects, you can choose which one to attempt to counteract; the GM chooses randomly if the separate effects aren't obvious. The target is then temporarily immune for 1 day.

CARDINAL GUARDIANS

FEAT 14

ANIMIST

Prerequisites channeler practice

You have mastered the art of drawing power from the cycle of your apparitions, turning the success of one apparition's magic into a chance for the next's to strike true. Whenever you succeed at a spell attack with an apparition spell or vessel spell, or when a creature fails its save against such a spell, you gain a +2 status bonus to your spell attack modifier against that creature with spells granted by any of your other apparitions, and it takes a -2 status penalty to its saves against such spells. These benefits last until the end of your next turn.

16TH LEVEL

FOREST'S HEART

FEAT 16

ANIMIST APPARITION DIVINE STANCE WANDERING

Requirements You are attuned to an apparition that grants Forest Lore or Herbalism Lore as one of its apparition skills.

You adopt a stance that allows your spiritual energy to inhabit and control roots from the ground you stand on to act as brutal extensions of your will. You can make unarmed attacks with roots, vines, and other plant growth that share your space. These deal 4d8 bludgeoning damage; are in the brawling group; and have the finesse, grapple, and reach 30 feet traits. Attacks made with these unarmed attacks do not gain additional damage from *striking* runes, but they can benefit from the item bonus to attack rolls and property runes of *handwraps of mighty blows* you are wearing.

SPIRITUAL SPELLSHAPE STANCE

FEAT 16

ANIMIST APPARITION DIVINE STANCE WANDERING

Your attuned apparition manifests ethereal limbs that it extends over your shoulders, assisting you in more efficiently weaving spells that strike at the spirit. While in this stance, once per turn you can use a spellshape feat that normally requires one action as a free action instead, but only to affect spells that deal spirit, vitality, or void damage. This doesn't allow you to avoid or bypass any other restrictions or limitations normally associated with the spellshape feat.

TAME THE LAND FEAT 16

ANIMIST APPARITION DIVINE STANCE WANDERING

Requirements You are attuned to an apparition that grants Academia Lore or Farming Lore as one of its apparition skills. You adopt a stance that imposes peace on the earth and air around you. You ignore all natural difficult terrain, and you gain resistance equal to half your level against damage dealt to you by animals, beasts, fey, and plants.

18TH LEVEL

ECHOING CHANNEL FEAT 18

ANIMIST APPARITION CONCENTRATE SPELLSHAPE

Prerequisites Embodiment of the Balance
When you pull forth vitality or void energy, your spiritual allies funnel it to another target of your choosing. If the next action you use is to cast a 2-action *harm* or *heal* to heal or damage a single creature, choose yourself or one other additional creature adjacent to either you or the target. Target that creature with a 1-action version of the same spell, even if it would otherwise be out the spell's range. This spell is the same rank as the 2-action *harm* or *heal* you cast and doesn't cost another spell slot.

SOUL CYCLE FEAT 18

ANIMIST APPARITION

Prerequisites Sustaining Dance, at least one animist stance feat

Trigger Your turn starts.

Your spiritual allies guide your movements, allowing you to prepare for the trials before you faster than thought. You Step or Leap, then enter an animist stance you know.

SPIRIT'S SACRIFICE FEAT 18

ANIMIST APPARITION

Trigger You would die.

Your attuned apparition disperses its own energy to save your life. You can use Spirit's Sacrifice even while unconscious or otherwise unable to act. Choose one apparition you have attuned; you do not die, your wounded condition is reduced to 1 if it would be higher, and you regain a number of Hit Points equal to twice your level. The chosen apparition is dispersed until you can re-attune to it at your next daily preparations.

20TH LEVEL

ETERNAL GUIDE FEAT 20

ANIMIST APPARITION

Frequency once per week

The spirits who guide you carry your soul back to the community you call home. Choose a single settlement with a population of at least 100 people. Whenever you die and are not returned to life within 24 hours by other means, as long as the settlement still exists and there are no other claims on your soul (such as a contract with a devil) and nothing

trapping your soul (such as being slain by a soul eater), your attuned apparition magically transports your soul, remains, and all of the items you had worn or carried at the time of your death back to the chosen settlement, where you are reborn. The nature of this rebirth varies between animists; some magically reinvigorate their physical forms to return to life in their original bodies, while others pass their knowledge and power on to a new inheritor who effectively takes their place in the grand story of existence. Regardless of the exact nature of your rebirth, you or your inheritor are fully restored with your level, experience, and equipment intact one week after your death. If you choose an inheritor and their ancestry is different than yours, your attribute modifiers don't change, but you can freely retrain your ancestry feats and any other feats that relied on them as prerequisites as part of your rebirth.

There is no limit to the number of times you can be reborn, but if you die before a week has passed since your last rebirth, neither you nor your attuned apparitions have recovered enough energy to complete the process again, and your soul passes to whatever final reward it has earned.

TRUE CHANNEL SPELL FEAT 20

ANIMIST

You are a true conduit for spiritual power, able to unleash the greatest spells. You gain a single 10th-rank spell slot and can prepare a spell in that slot using animist spellcasting. You can't use 10th-rank slots with abilities that give you more spell slots or that let you cast spells without expending spell slots.

ANIMIST APPARITIONS

Choose your apparitions—spiritual entities you attune to, sharing in their knowledge and power.

Reading an Apparition Entry

An apparition entry contains the following information.
Apparition Skills Each apparition has amassed knowledge on a particular set of Lore skills that cover their areas of interest and expertise. When you are attuned to an apparition, you are trained in these Lore skills, channeling the apparition into your body to share its knowledge on the subject. At 8th level and beyond, you can draw upon even more of the apparition's knowledge, gaining expert proficiency in their apparition skills; at 16th level and beyond, your harmony of mind and spirit grants you master proficiency in their apparition skills.

Apparition Spell Repertoire Your attuned apparitions each contribute a number of spells to your apparition spell repertoire. You add the spells of all your attuned apparitions together to create a spell repertoire, which you cast with your apparition spellcasting.

Vessel Spell Your primary apparition grants you the listed vessel spell at 1st level.

Avatar When you cast *avatar* using the apparition slot granted by the supreme incarnation class feature, you temporarily fuse with your primary attuned apparition into a powerful battle form of near-deific power, using the stats listed here instead of a deity's.

Custodian of Groves and Gardens

Custodians of groves and gardens frequent tended greenery and farmlands cared for by loving stewards. These apparitions are drawn to peaceful pursuits, study, and quiet reflection. Some linger in the mortal realms not because they have lost their way, but because they believe they have already found Elysium. Custodians of groves and gardens are peaceful, quiet, and averse to conflict.

Apparition Skills Farming Lore, Herbalism Lore

Apparition Spells Cantrip *tangle vine*; **1st** *wall of shrubs*^{RoE}; **2nd** *gentle breeze*^{RoE}; **3rd** *safe passage*; **4th** *life-draining roots*^{RoE}; **5th** *entwined roots*^{RoE}; **6th** *field of life*; **7th** *dancing fountain*^{RoE}; **8th** *moment of renewal*; **9th** *overwhelming presence*

Vessel Spell *garden of healing*

Avatar *Elysian Field* Speed 60 feet, ignore difficult terrain and greater difficult terrain; **Melee** \blacklozenge garden's cradle (agile, nonlethal, reach 10 feet, trip), **Damage** 6d6+6 bludgeoning plus Grab; **Ranged** \blacklozenge impose peace (nonlethal, range 120 feet), **Damage** 6d6+6 mental

Vessel Spell

GARDEN OF HEALING \blacklozenge

FOCUS 1

UNCOMMON ANIMIST AURA HEALING VITALITY

Area 10-foot emanation

Duration sustained up to 1 minute

Spirits of comfort and respite swirl around you, trailing visions of growing grass and blooming blossoms. When you cast this spell and the first time each round you Sustain the Spell thereafter, you generate a pulse of renewing energy that heals each living creature within the emanation for 1d4 Hit Points.

Heightened (+1) The healing granted by the spell's pulse increases by 1d4 Hit Points.

Imposter in Hidden Places

Impostors in hidden places whisper in quiet corners where mortal voices rarely echo, hoarding secrets and pondering unknowable truths. They often bring misfortune to those who disturb them, though an animist who can earn their trust will find that they make effective allies. Impostors in hidden places are shy and occasionally quite spiteful.

Apparition Skills Fortune-Telling Lore, Underworld Lore

Apparition Spells Cantrip *telekinetic hand*; **1st** *ill omen*; **2nd** *invisibility*; **3rd** *veil of privacy*; **4th** *liminal doorway*; **5th** *hallucination*; **6th** *mislead*; **7th** *planar palace*; **8th** *disappearance*; **9th** *phantasmagoria*

Vessel Spell *discomforting whispers*

Avatar *Whisper Hiding in Shadows* Speed 50 feet, fly Speed 50 feet; **Melee** \blacklozenge touch of lost futures (versatile cold), **Damage** 6d10+6 void; **Ranged** \blacklozenge whisper of despair (range 120 feet), **Damage** 6d6+6 void

Vessel Spell

DISCOMFITING WHISPERS \blacklozenge

FOCUS 1

UNCOMMON ANIMIST AURA MISFORTUNE VOID

Area 5-foot emanation

Duration sustained up to 1 minute

You are surrounded by an aura of spiteful murmurings that incite bad luck and punish failure. Each creature that starts its turn within the area of this spell must roll twice on their first attack roll that round and take the lower result. If an attack roll modified in this way results in a failure, the creature that rolled the failed attack takes 1d6 void damage.

Heightened (+2) The void damage dealt on a failure increases by 1d6.

Stalker in Darkened Boughs

Stalkers in darkened boughs make their homes in ancient forests and jungles unfriendly to humanoids and others who would exert control or influence over nature's designs. These apparitions are drawn to animists who harbor violent thoughts or impulses but are more likely to linger with animists who can quell their hatred. Stalkers in darkened boughs are moody, impulsive, and prone to seeing things from the least charitable perspective.

Apparition Skills Forest Lore, Herbalism Lore

Apparition Spells Cantrip *gouging claw*; **1st** *runic body*; **2nd** *entangling flora*; **3rd** *wall of thorns*; **4th** *speak with plants*; **5th** *moon frenzy*; **6th** *tangling creepers*; **7th** *unfettered pack*; **8th** *monstrosity form*; **9th** *wrathful storm*

Vessel Spell *darkened forest form*

Avatar *Beast of the Boughs* Speed 70 feet, fly Speed 70 feet; **Melee** \blacklozenge devouring jaws (deadly d10, reach 15 feet), **Damage** 6d10+6 piercing

Vessel Spell

DARKENED FOREST FORM \blacklozenge

FOCUS 1

UNCOMMON ANIMIST POLYMORPH

Duration sustained up to 1 minute

Your apparition casts a feral shadow over your form, transforming you into another shape. You can polymorph into any form listed in *pest form*. When you transform into a form granted by a spell, you gain all the effects of the form you chose from a version of the spell heightened to *darkened forest form*'s rank. The apparition also helps you adapt more quickly to your new form; you gain a +1 status bonus to your attack rolls using the form's default attack modifier. Each time you Sustain this Spell, you can choose a different shape from those available via the associated spell.

Heightened (2nd) You can also transform into the forms listed in *animal form*.

Heightened (5th) You can also transform into the forms listed in *elemental form*, and the status bonus to your attack rolls when using the form's default attack modifier is +2.

Steward of Stone and Fire

Stewards of stone and fire linger near volcanoes and the deep places near the heart of the earth, though particularly old rock formations, canyons, and other natural features of earth may also spawn or attract them. Stewards of stone and fire are quick to anger and slow to forget.

Apparition Skills Mountain Lore, Volcano Lore

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

Vessel Spell *earth's bile*

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

Vessel Spell

EARTH'S BILE

FOCUS 1

UNCOMMON ANIMIST EARTH FIRE

Range 30 feet; **Area** 10-foot burst

Defense basic Reflex

Duration sustained up to 1 minute

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

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

Vanguard of Roaring Waters

Vanguards of roaring waters are most commonly found where rivers carve their way through mountains, creating fearsome rapids. They can also be found near bays where rivers meet the sea and create turbulent breakers and unpredictable undertows. Vanguards of roaring waters encourage chaos and are easily bored.

Apparition Skill Mountain Lore, River Lore

Apparition Spells Cantrip *rousing splash*^{RoE}; **1st** *hydraulic push*; **2nd** *mist*; **3rd** *aqueous orb*; **4th** *hydraulic torrent*; **5th** *control water*; **6th** *personal ocean*^{RoE}; **7th** *dancing fountain*^{RoE}; **8th** *whirlpool*; **9th** *wrathful storm*

Vessel Spell *river carving mountains*

Avatar *River that Splits the World* Speed 50 feet, swim Speed 70 feet; **Melee** *parting mountains* (versatile S, water), **Damage** 6d10+6 bludgeoning, **Ranged** *crash into the sea* (range 120 feet, versatile P, water), **Damage** 6d6+6 bludgeoning

Vessel Spell

RIVER CARVING MOUNTAINS

FOCUS 1

UNCOMMON ANIMIST WATER

Duration sustained up to 1 minute

Your apparition solidifies around you into roaring water and spraying mist. For the duration of this spell, you have lesser cover against ranged attacks and gain a +5-foot status bonus to your Speeds. Once per turn, you can use an action to Stride up to your speed while your apparition fills each square you pass through with the lingering energy of a coursing river. These squares become difficult terrain until the start of your next turn. You can use *river carving mountains* while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Witness to Ancient Battles

Witnesses to ancient battles may be the restless souls of warriors left unfulfilled by their final contest, valkyries and other beings from beyond naturally drawn to sites of death and battle, or even the unquiet entity formed from a battle or battlefield that has seen so much death and blood it has gained a spiritual essence of its own. Witnesses to ancient battles are often somber and grim.

Apparition Skill Battlegrounds Lore, Heraldry Lore

Apparition Spells Cantrip *shield*; **1st** *runic weapon*; **2nd** *enlarge*; **3rd** *ghostly weapon*; **4th** *weapon storm*; **5th** *invoke spirits*; **6th** *phantasmal calamity*; **7th** *true target*; **8th** *canticle of everlasting grief*; **9th** *foresight*

Vessel Spell *embodiment of battle*

Avatar *General of Endless Battle* Speed 70 feet, immune to immobilized; **Melee** *final strike* (agile, fatal d12, reach 15 feet), **Damage** 6d8+6 slashing

Vessel Spell

EMBODIMENT OF BATTLE

FOCUS 1

UNCOMMON ANIMIST

Duration sustained up to 1 minute

Your apparition guides your attacks and imparts its skill to your movements. For the duration, your proficiency with martial weapons is equal to your proficiency with simple weapons, you gain a +1 status bonus to attack and damage rolls made with weapons or unarmed attacks, you gain the Reactive Strike reaction (*Player Core* 138), and you gain the critical specialization effect for any weapon you are wielding when you Cast or Sustain this Spell. The instincts of an apparition of battle run contrary to the use of magic; for the duration of this spell, you take a -2 status penalty to your spell attack modifier and your spell DCs.

Heightened (4th) The status bonus to attack and damage rolls granted by this spell is increased to +2.

Heightened (7th) The status bonus to attack and damage rolls granted by this spell is increased to +3.

NEW SPELLS

The following spells granted by apparitions will be appearing in *Pathfinder Player Core* and are included here for your convenience. These classes also use spells from the *Pathfinder Core Rulebook*, *Rage of Elements* (RoE), and the remaster Core Preview. You can download the Core Preview document from our website at paizo.com/corepreview.

LIMINAL DOORWAY

SPELL 4

UNCOMMON CONCENTRATE EXTRADIMENSIONAL MANIPULATE

Traditions arcane, occult

Cast 10 minutes

Range touch

Duration 8 hours

You draw a chalk doorway on an unbroken surface, which opens into an extradimensional space. Any creature treating the drawing as an actual door can Interact to touch the doorknob and pass through. The warped, chalk-drawn room beyond the door is 20 feet in width, depth, and height. The space is unadorned and empty, with chalk lines indicating the corners of the walls.

If the drawing is scrubbed away, the underlying surface is broken, or a creature attempts to enter the space that would put it over capacity, the space begins to collapse. The space ejects one creature at random each round, depositing it on the nearest open ground, until all creatures are returned outside.

MIST

SPELL 2

CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Range 120 feet; **Area** 20-foot burst

Duration 1 minute

You call forth a cloud of mist. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

PHANTASMAGORIA

SPELL 9

CONCENTRATE DEATH ILLUSION MANIPULATE MENTAL

Traditions arcane, occult

Range 120 feet; **Targets** any number of creatures

Defense Will

You fill the targets' minds with endless images, like countless dreams and lives colliding with each other. The onrushing information deals 16d6 mental damage to each target, depending on its Will save.

Critical Success The target is unaffected.

Success The target takes half damage and can't use reactions until the start of your next turn.

Failure The target takes full damage and is confused until the start of your next turn.

Critical Failure The target takes double damage and is confused for 1 minute.

PLANAR PALACE

SPELL 7

UNCOMMON CONCENTRATE EXTRADIMENSIONAL MANIPULATE

Traditions arcane, occult

Cast 1 minute

Range 30 feet

Duration until your next daily preparations

You grow an extradimensional demiplane consisting of a spacious dwelling with a single entrance. The entrance connects to the plane where you Cast the Spell, appearing anywhere within the spell's range as a faint, shimmering, vertical rectangle 5 feet wide and 10 feet high. You designate who can enter when you Cast the Spell. Once inside, you can shut the entrance, making it invisible. You and the creatures you designated can reopen the door at will.

Inside, the demiplane appears to be a mansion featuring a magnificent foyer and numerous opulent chambers. The mansion can have any floor plan you imagine as you Cast the Spell, provided it fits within a space 40 feet wide, 40 feet deep, and 30 feet tall. While the entrance to the mansion is closed, effects from outside the mansion fail to penetrate it, and vice versa, except for *interplanar teleport*, which can be used to enter the mansion. You can use scrying magic and similar effects to observe the outside only if they're capable of crossing planes.

A staff of up to 24 servants attends to anyone within the mansion. These are like the servant created by the *phantasmal minion* spell, though they're visible, with an appearance you determine during casting. The mansion is stocked with enough food to serve a nine-course banquet to 150 people.

VEIL OF PRIVACY

SPELL 3

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, occult, primal

Cast 10 minutes

Range touch; **Targets** 1 creature or object

Duration 8 hours

You erect protective wards that make the target difficult to detect via magic. *Veil of privacy* attempts to counteract all detection, revelation, and scrying effects used against the target or the target's gear throughout the duration, counting cantrips as 1st-rank spells for this purpose. Successfully counteracting a spell that targets an area or multiple targets negates the effects for only *veil of privacy's* target.



NAHOA

Nahoa is a young human man of the Olehala people, one of the four great voyaging nations of the Okaiyo Ocean that spans Tian Xia and Arcadia. Born on the rainy side of his island, Nahoa grew up digging canals for his family's taro farm, taking care of his younger sisters, and ensuring his village never lost the yearly stone-hurling championship. Though he wanted nothing more than an easy life, Nahoa was Called to exchange his digging stick for a warrior's spear when a great demon returned, as it had for decades, to prey on his home. He faced the beast high in the sky, and even as his spear pierced it, its talons dug into his flesh. Rather than succumb to the creature's venom, Nahoa claimed its power as his own, becoming a nephilim in the process. He crashed, far from the Okaiyo, where he would meet a Varki woman and set off on a quest across a distant Inner Sea.

EXEMPLAR

An imbalance in the Outer Planes has seeded the Material World with unearthly power. Somehow, a fragment of divinity rests within your body, granting you abilities that reach into the realm previously reserved for heroes and legends. What you do with your nascent godhood is yours to decide, but whether you cultivate your power to become a hero or you turn this authority to selfish ends, your name will be carved in history forever, immortalized in the memory of gods and mortals alike.

KEY ABILITY

Strength or Dexterity

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You fight on the vanguard, scattering lesser foes to the winds. You concentrate your divine energy into the right weapon or tool for the moment. When an arrow strikes your skin, it stings no more than a flea; when your spear strikes forward, it can pierce gods.

During Social Encounters...

You naturally cut a larger-than-life figure. You may use your personal magnetism to inspire others, or you might be a lone and brooding figure who speaks only seldom. Either way, your actions and words hang in the air with weight.

While Exploring...

You feel for the flow of fate, knowing that your path will bring you to your next quest.

In Downtime...

Inactivity rarely suits an exemplar, so you seek out additional deeds or quests to spread your name. You might search for creatures to slay, compete in athletic contests, or quest for lost artifacts.

You Might...

- Chase glory across the land, beyond the sea, and over the horizon.
- Take other heroes under your wing, that your legend may live on through them.
- Feel the weight of immense expectations and obligation.

Others Probably...

- Look to you in times of crisis, thinking you can handle any challenge.
- Think of you as larger than life, the nexus of any grand tale.
- Mistake your heroism and capability for pride and aloofness.

RARITY

Rare

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Religion

Trained in a number of additional

skills equal to 2 plus your

Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in unarmored defense

CLASS DC

Trained in exemplar class DC

EXEMPLAR ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, divine spark and ikons, humble strikes
2	Exemplar feat, skill feat
3	General feat, skill increase, root epithet
4	Exemplar feat, skill feat
5	Ability boosts, ancestry feat, skill increase, spirit striking, weapon expertise
6	Exemplar feat, skill feat
7	Dominion epithet, general feat, resolve, skill increase
8	Exemplar feat, skill feat
9	Alertness, ancestry feat, divine premonition, godly expertise, skill increase
10	Ability boosts, exemplar feat, skill feat
11	General feat, skill increase
12	Exemplar feat, skill feat
13	Ancestry feat, divine weapon mastery, greater resolve, light armor expertise, skill increase
14	Exemplar feat, skill feat
15	Ability boosts, general feat, greater spirit striking, juggernaut, sovereignty epithet, skill increase
16	Exemplar feat, skill feat
17	Ancestry feat, deific mastery, skill increase, vigilant senses
18	Exemplar feat, skill feat
19	General feat, light armor mastery, skill increase
20	Ability boosts, exemplar feat, skill feat

CLASS FEATURES

You gain these abilities as an exemplar. Abilities gained at higher levels list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Divine Spark and Ikons

Within your soul is a tiny spark of divine power that belongs not to a deity but something all your own. You can manifest this divine power through special items known as ikons. Ikon are items intrinsically linked to you—sacred vessels crystallized from your divinity that are capable of legendary feats in your hands. There are three types of ikons: body ikons are a mark on your flesh that shows you as more than mortal, worn ikons

KEY TERMS

The following new key terms appear in many exemplar class features and feats.

Ikon: An ikon is a special item that is so tied to you it can serve as a divine vessel for your exemplar might. Your divinity crystallizes into three ikons at first level. Each ikon has a passive immanence ability and an activated transcendence ability, and they can gain additional abilities through feats and other options.

Immanence: At any given time, your divine spark can rest within one of your ikons, empowering it with beyond-mortal abilities. As long as your divine spark is empowering one of your ikons, that ikon gains the divine trait and grants you the benefits described in its immanence entry. If your ikon has multiple immanence abilities, you gain all of them whenever the ikon is empowered. If an immanence ability occurs on a critical Strike with a weapon, it replaces any critical specialization effect that weapon might otherwise have.

Transcendence: Transcendence channels the might of your divine spark through one of your ikons to surpass the mortal and enact a miraculous deed. To use an ikon's transcendence ability, your divine spark must be empowering that ikon. Immediately after using a transcendence ability, your divine spark is ejected from that ikon, coming to rest in another ikon of your choice. You can use only one transcendence ability each round.

In addition, the exemplar can optionally gain the ability to cast domain spells, the rules for which are summarized below for convenience.

Domain Spells: Your divine power can allow you to command power related to a specific godly domain. Certain feats grant you domain spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell. When you gain your first domain spell, you also gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to draw energy from your inexhaustible divine spark and convert it into mortal spellcasting energy.

Your domain spells are divine spells. When you first gain a domain spell, you become trained in spell attack modifier and spell DCs. Your spellcasting attribute is Charisma.

Focus spells are automatically heightened to half your level rounded up. 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.

are sacred clothing or other raiment, and weapon ikons let you carve your story onto the world. Choose three ikons, one of each type, from the list on pages 22–24. Your body takes on the qualities of your chosen body ikon, and you gain non-magical, level-0 items of your

choice that satisfy the requirements for your chosen worn ikon and weapon ikon. Providence ensures you come across these items; you might be traveling along a path to find a spear in a tree that only you can dislodge, or you might awaken holding a gleaming sash you saw in your dreams. More information on ikons can be found on page 22.

By focusing your divine spark into one of your ikons, you empower that ikon to accomplish deeds beyond what it could in mortal hands. As long as your divine spark resides in an ikon, you gain that ikon's immanence effect. You can call your spark forth and place it into an ikon by using the Shift Immanence action.

SHIFT IMMANENCE

DIVINE **EXEMPLAR**

Frequency once per round

You shift the focus of your divinity, filling one of your ikons with your divine spark. That ikon softly glows with radiant light, emits subtle chimes as it moves, or is otherwise obviously empowered in a way that matches your growing divinity, granting the ikon the divine trait and granting you that ikon's immanence effects for as long as your divine spark is empowering it. Your spark is indivisible, so it can empower only one ikon at a time. You can also Shift Immanence to return your spark to the depths of your soul, leaving none of your ikons empowered.

Special In addition to the above usage, you can also Shift Immanence as a free action triggered when you roll initiative.

While your spark dwells within an ikon, you are also able to channel your divinity through the ikon in a powerful transcendence ability—though the force of this act will temporarily cast your divine spark out of the ikon.

SPARK TRANSCENDENCE

DIVINE **EXEMPLAR**

Frequency once per round

Requirements The ikon must currently house your divine spark. You can unleash an ikon's transcendence ability only if you are holding it (if it's a weapon ikon) or wearing it (if it's a worn ikon).

You channel the full might of your divine spark through your ikon to briefly surpass mortal limitations and enact a miraculous deed. This is a special activity that takes a variable number of actions, as listed in the ikon's stat block. Some ikons are activated as a free action or reaction instead of as an activity. Immediately after the effects of the transcendence resolve, your divine spark is forcefully ejected from that ikon into another ikon of your choice.

Humble Strikes

Even the most unassuming weapons can accomplish heroic deeds in your hands. When you are wielding a simple weapon, increase the damage die size of that weapon by one step.

Exemplar Feats

2nd

At 2nd level and every even-numbered level, you gain an exemplar class feat. Exemplar class feats are listed beginning on page 25.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Root Epithet

3rd

When your divine spark bonded with your soul, it became dyed in your personality and qualities. As your deeds give shape to this nascent divinity, you come to bear an epithet—a word or phrase that reflects your story and that others come to call you by. Your epithets each affect one of your ikons, granting it additional capacities.

At 3rd level, you gain a root epithet, which describes the core of your personality and affects the qualities of your body ikon. If you are already trained in the granted skill, you become trained in a different skill of your choice, as normal. Choose one epithet from the list below.

Brave

Your deeds show fearlessness: when a beast surfaces, you're there to fight it; when someone's lost in the dark, you're first to the rescue. You're trained in Athletics. After you Spark Transcendence of your body ikon, your body carries you forward, allowing you to Stride up to half your Speed in a straight line towards one enemy of your choice.

Cunning

Why race a hare across a meadow, or a salmon up a waterfall? Why face a titan in a test of strength? Wouldn't it be better to best your foes with a bit of creativity? After all, the stories that echo throughout history are always those where wits and trickery, rather than raw talent or power, win the day. You are trained in Deception. After you Spark Transcendence of your body ikon, you can Feint as a free action.

Mournful

To be a hero is to endure countless hardships and stand where others have fallen, shouldering dreams and destinies in their stead. Though this weight may reach your eyes, you bear this burden so that those under you can live smiling. You are trained in Diplomacy. When you Spark Transcendence of your body ikon, the act has a bittersweet poignancy to it, making one enemy within 30 feet dazzled as tears or memories dance in their eyes. This is a mental and emotion effect. The enemy remains dazzled until the start of your next turn.

Radiant

Heroes live bigger lives than any other, shining so brightly that they attract followers, inspire troops, and change the course of kingdoms. You are trained in Diplomacy. After you Spark Transcendence of your body ikon, you inspire an ally within 30 feet to push on, restoring Hit Points equal to 2 + double your level; this is a mental and emotion effect. The ally is then temporarily immune for 10 minutes.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Ability Boosts

5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Spirit Striking

5th

Your power can't be contained, escaping in sparks and embers through your weapons as you wreak violence. You deal 2 additional spirit damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

Weapon Expertise

5th

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for unarmed attacks, simple weapons, and martial weapons increase to expert.

Dominion Epithet

7th

Your divinity has grown in power along with your deeds, allowing you to begin claiming dominion over aspects usually reserved for the gods. Choose one of the following epithets, which affect your weapon ikon.

Born of the Bones of the Earth

Your dominion is over stone and soil, the coliseums of creation and the pillars holding up the stage of history's great legends. You gain the Hefty Hauler feat. You can choose for any spirit damage dealt by your exemplar

abilities to instead manifest as levitating segments of stone or bone, changing the damage type to bludgeoning and replacing the spirit trait with the earth trait. Your weapon ikon gains the following abilities.

Immanence When you critically succeed on a Strike and the target of the critical hit is standing on a surface of earth or stone, it is driven down and mired in the ground. The target is immobilized and must succeed at an Escape attempt against your class DC to end the immobilization. The creature doesn't become stuck if it is incorporeal, is liquid (like a water elemental or some oozes), or could otherwise escape without effort.

Transcend—Wound the World **◆◆** (earth, transcendence) Your weapon pierces the ground below you and opens a jagged rift in a 60-foot line. All squares the line passes through permanently become difficult terrain, or greater difficult terrain if they were already difficult terrain. Each creature standing in an affected square at the time of this effect must succeed at a Reflex save against your class DC or fall prone. Creatures that fall prone take 2d6 bludgeoning damage from the roiling earth; this damage increases to 4d6 if you are 12th level and 6d6 if you are 17th level.

Restless as the Tide

Your dominion is over the ocean, the great source and ultimate taker of lives. You gain the Underwater Marauder feat. You can choose for any spirit damage dealt by your exemplar abilities to instead manifest as surging streams of water, changing the damage type to bludgeoning and replacing the spirit trait with the water trait. Your weapon ikon gains the following abilities.

Immanence When you critically succeed on a Strike, you deal splash damage equal to the number of weapon damage dice to all creatures within 10 feet. The splash damage is bludgeoning and has the water trait.

Transcend—Sea's Claim **◆◆** (water, transcendence) A roaring whirlpool swirls around you, gathering your enemies together to receive your divine punishment. All enemies within 60 feet must succeed at a Fortitude save against your class DC or be swept up to 15 feet to another location of your choice within the affected area and become off-guard until the start of your next turn. This effect is forced movement. You then Strike one enemy within your reach.

Peerless under Heaven

For as long as there have been gods, they have made war, and you aim to stand atop the pile when the fighting's over. You can choose for any spirit damage dealt by your exemplar abilities to instead manifest as powerful impacts, cutting slashes, or temporarily conjured physical armaments, removing the spirit trait and dealing physical damage instead. If dealt as part of a weapon attack, this damage is of the same type as the weapon; otherwise it is your choice of bludgeoning, slashing, or piercing damage. Your weapon ikon gains the following abilities.

Immanence Divine skill at arms guides your weapon, granting it the critical specialization effect for its weapon group.

Transcend—Reap the Field ◆ (transcendence) **Requirements**

Your previous action was a successful Strike, and you have not yet rolled damage; **Effect** Time seems to lag as you blur across the battlefield, deciding the fate of many in a moment. Do not roll damage for your Strike. Stride up to half your speed and make an attack against a different foe, using the same multiple attack penalty. If your second attack is a success, you deal damage to both creatures; if it is a miss, you deal damage to neither creature.

Whose Cry is Thunder

The sky overhead is yours to command as lightning strikes your soul. Any bonus to saving throws you gain from an exemplar ability also applies against effects with the electricity trait, and any resistance applies to electricity damage. You can choose for any spirit damage dealt by your exemplar abilities to instead manifest as crackling lightning, changing the damage type to electricity and replacing the spirit trait with the electricity trait. Your weapon ikon gains the following abilities.

Immanence When you critically succeed on a Strike, lightning strikes a target within 30 feet for 4d6 electricity damage (basic Reflex). This damage increases to 7d6 if you are 12th level and 10d6 if you are 17th level.

Transcend—Judgment from Clear Skies ◆◆ (electricity, sonic, transcendence) As you fire or hurl your weapon, it becomes a line of booming lightning. Make a ranged Strike with your ikon against a creature within your weapon's first range increment, or 30 feet, whichever is further. If the Strike is successful, the target and each creature within 15 feet of it must succeed at a basic Fortitude save against your class DC or take 1d6 electricity damage and 1d6 sonic damage from the mighty thunderclap of the weapon's impact; this damage increases to 2d6 electricity and 2d6 sonic if you are 12th level, or 3d6 sonic and 3d6 electricity if you are 17th level. Your ikon then returns to your hand.

Resolve 7th

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Alertness 9th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Divine Premonition 9th

A sense of the flow of fate allows you to respond to danger with uncanny alacrity. Your proficiency rank for Reflex saves increases to expert.

Godly Expertise 9th

Your ability to wield your divine power effectively increases. Your proficiency rank for your exemplar class

DC increases to expert. If you have domain spells, your proficiency rank for spell attacks and spell DC increases to expert.

Divine Weapon Mastery 13th

Your skill with weapons is divinely inspired. Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Greater Resolve 13th

Your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success at a Will save, you get a critical success. When you roll a critical failure at a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

Light Armor Expertise 13th

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

Greater Spirit Striking 15th

Your additional damage from spirit striking increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Juggernaut 15th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Sovereignty Epithet 15th

The litany of heroic deeds left in your wake has caused your divine spark to grow in power, bright enough that it now illuminates your legacy. Choose one of the following epithets, which affect your worn ikon.

Teacher of Heroes

Those who make great names for themselves as heroes are called upon to train those who follow them, and such is your destiny—to be remembered through your progeny.

Immanence The aura granted by your worn ikon increases to 30 feet. Whenever you fail or deal no damage with a Strike against an enemy within your worn ikon's aura, you can attempt a Recall Knowledge check against that target and instantly transmit any knowledge you gain as a result to every ally within the aura. The first piece of knowledge you gain when Recalling Knowledge in this way is always the enemy's immunities (if any) or greatest resistance (if they do not have any immunities). If the target does not have any immunities or resistances, you instead learn their greatest weakness. If the target does not have any immunities, resistances, or weaknesses, you learn what their lowest saving throw is.

Transcend—Complete the Hero's Journey **◆◆** (mental, spirit, transcendence) You declare an enemy within the area of your worn ikon's aura to be a heroic test. As long as that enemy remains within your worn ikon's aura, it deals an additional 10 spirit damage to you with each successful Strike or spell it targets you with. Whenever it deals spirit damage to you, each ally within the aura can attempt a Reactive Strike against it, even if they do not normally have that reaction. If an ally within your aura successfully slays the enemy with a Reactive Strike, they immediately gain temporary Hit Points equal to their level, which persist for 1 minute.

The Last Ruler

Whether your destiny is monarch or god, the spirit of all true rulers that have ever been or shall ever be suffuses your power and dominion, granting you an unrivaled commanding presence.

Immanence The aura granted by your worn ikon increases to 30 feet. Whenever an enemy within the aura fails an attack roll against you, you can attempt an Intimidation check to Demoralize them as a free action as you rebuke them for their foolish attempt to stand against you.

Transcend—Kneel Before Greatness **◆◆** (mental, spirit, transcendence) You demand the fealty that is your rightful due. All enemies within your worn ikon's aura must succeed at a Will save against your class DC or immediately kneel, dropping prone as a free action. Enemies who critically fail their save against this effect also take spirit damage equal to twice your level.

Thief of Moonlight

Your deeds are spoken of in whispers and half-believed rumors. You walk unseen, hiding behind stars, capable of taking anything: the lights of the heavens themselves are not safe from your avarice.

Immanence The aura granted by your worn ikon increases to 30 feet. Whenever an enemy within the aura fails an attack roll against you, you snatch a fragment of the light from their eyes, making them dazzled until the end of your next turn.

Transcend—All that Shines Belongs to Me **◆◆** (illusion, incapacitation, transcendence) You become invisible for 1 round, then Stride. Each enemy adjacent to you at any point during this movement must succeed at a Fortitude save against your class DC or become blinded for 1 minute; if a creature critically fails their save against this effect, they are permanently blinded instead. For each creature blinded by this effect, the duration of the granted invisibility increases by 1 round as you hide yourself in their stolen light.

Deific Mastery

17th

You have achieved mastery over the divine power that flows through you. Your proficiency rank for your exemplar class DC increases to master. If you have domain spells, your proficiency rank for spell attacks and spell DC increases to master.

Vigilant Senses

17th

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

Light Armor Mastery

19th

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

IKONS

As an exemplar, you gain three ikons: one that marks your body as more than mortal, one piece of worn raiment, and one weapon to carve your story onto the world. Choose one ikon from each category.

Your ikons can be etched with runes, upgraded, or otherwise modified as normal for items of their type. If you acquire a new object of the same general type, you can switch your ikon to the new object by spending 1 day of downtime with the new ikon as you saturate the object with your divine energy. You can use this process to make an existing magic item, like a *cloak of illusions* or a *searing blade*, into your ikon if the item is equal to your level or lower; this makes the item a divine item, removing the arcane, occult, primal, or magical trait from the item and adding the divine trait, if it didn't have it already.

Body Ikons

Body ikons accentuate a physical trait of an exemplar's body and so cannot be stolen, disarmed, dispelled, or otherwise taken away.

EYE-CATCHING SPOT

BODY IKON

EMOTION IKON MENTAL VISUAL

A fetching beauty spot under an eye or a smile as warm as the sun distracts foes and captures hearts alike.

Immanence Your beauty becomes supernaturally enhanced, distracting foes and imposing a -1 circumstance penalty to melee attack rolls against you.

Transcend—Captivating Charm **◆◆** (emotion, mental, visual) You focus your attention on a creature within 30 feet, overwhelming their senses. They must succeed at a Will save against your class DC or be fascinated by you until the start of your next turn. The condition ends if you use a hostile action against the target, but not if you use a hostile action against their allies.

GAZE SHARP AS STEEL

BODY IKON

IKON

Your eyes glint with an almost-tangible sharpness, letting you spot the tiniest dove on the horizon or the swiftest arrow in flight.

Immanence Your vision sharpens and allows you to sense an enemy's attack almost as soon as it begins, granting you a +1 status bonus to Perception checks and a +2 status bonus to your AC against ranged attacks.

Transcend—A Moment Unending ◆ (prediction) You take in every movement around you, allowing you to react to things you ordinarily couldn't. You gain the Reactive Strike feat until the beginning of your next turn.

SCAR OF THE SURVIVOR

BODY IKON

IKON

A scar on your body commemorates a time someone tried to end your story and failed—a testament to your resilience and fortitude.

Immanence Divine energy spreads outward from your scar, reinforcing your flesh. You gain the benefits of the Diehard feat and a +1 status bonus to Fortitude saving throws.

Transcend—No Scar but This ◆ (healing) Your wounds knit shut with hardly a scratch. You regain 1d8 Hit Points. At 3rd level and every two levels thereafter, the healing increases by 1d8.

SKIN HARD AS HORN

BODY IKON

IKON

Tempered in your spirit, your very skin is as a suit of armor, though a single location on your body remains unprotected, a curse and a challenge within your legend.

Immanence You gain resistance to bludgeoning, slashing, or piercing damage equal to half your level. You make this choice when you gain this ikon, and it can't be changed thereafter. This resistance doesn't apply against critical hits, which successfully find your unprotected spot.

Transcend—Crash against Me ◆ Your skin becomes virtually unbreakable until the beginning of your next turn. Your resistance increases to a value equal to your level. During this time, if a creature fails a melee attack roll against you using a weapon dealing the same damage type as your resistance, or if they succeed at an attack against you with the weapon but your resistance would be enough to reduce the damage dealt to 0, that weapon clangs wildly off your skin with a painful reverberation, making the attacking enemy off-guard and applying a -2 circumstance penalty to attacks with that weapon until the beginning of their next turn.

Weapon Ikons

BARROW'S EDGE

WEAPON IKON

IKON

Usage a melee weapon that deals slashing or piercing damage This blade rattles in its scabbard, as if it wants to be unsheathed so it can consume violence.

Immanence Your weapon ikon deals 1 persistent spirit damage per weapon damage die to creatures it Strikes.

Transcend—Drink of my Foes ◆ (healing, vitality) **Requirements** Your last action was a successful Strike with the *barrow's edge*; **Effect** Your blade glows as it absorbs your foe's vitality. You regain Hit Points equal to half the damage dealt.

FATED SHOT

WEAPON IKON

IKON

Usage a ranged weapon

Your missiles shine as they fly through the air like falling stars.

Immanence Your weapon ikon deals 1 additional spirit damage per weapon damage die to creatures it Strikes.

Transcend—Rain of Seven Lights ◆◆ (spirit) You fire a projectile into the air with your weapon ikon, which becomes a shower in a 5-foot burst within 60 feet. Each creature in the area must succeed at a basic Reflex save against your class DC or take spirit damage equal to your normal Strike damage with your weapon ikon. If your weapon ikon has the deadly or fatal trait, when a creature critically fails their save against this effect, roll the spirit damage they take using the adjusted Strike damage those traits would normally apply to your weapon. You can choose before using this ability to give it the nonlethal trait, in which case reducing a creature to 0 Hit Points merely places them into a dreamless slumber.

GLEAMING BLADE

WEAPON IKON

IKON

Usage any weapon in the sword or knife group

This sword glitters with such sharpness it seems to cut the very air in front of it, the faster it can be drawn.

Immanence Your weapon ikon deals 2 additional spirit damage per weapon damage die to creatures it Strikes.

Transcend—Mirrored Spirit Strike ◆◆ (spirit) Make two Strikes with your weapon ikon, each using your current multiple attack penalty. Both Strikes must have the same target. If the Strikes are made with a weapon that doesn't have the agile trait, the second Strike takes a -2 penalty. If both attacks hit, you combine their damage, which is all dealt as spirit damage. You add any precision damage only once. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

NOBLE BRANCH

WEAPON IKON

IKON

Usage any weapon in the spear or polearm weapon group, or the staff, bo staff, fighting stick, or khakkara

This simple stick-like weapon has a simplicity and elegance to it all its own.

Immanence Your weapon ikon deals 2 additional spirit damage per weapon damage die to creatures it Strikes.

Transcend—Strike, Breathe, Rend ◆ (spirit) **Requirements** Your last action this turn was a successful Strike with the *noble branch*; **Effect** You channel a pulse of energy down your weapon at the moment of contact. The target of the required Strike takes spirit damage equal to your weapon damage dice.

TITAN'S BREAKER

WEAPON IKON

IKON

Usage any melee weapon in the club, hammer, or axe group

You wield a weapon whose blows shatter mountains with ease.

Immanence Your weapon ikon deals 2 additional spirit damage per weapon damage die to creatures it Strikes. Constructs and objects are not immune to this spirit damage and this spirit damage automatically bypasses any Hardness they have.

Transcend—Fracture Mountains ♦♦ (spirit) Your spirit is so dense it takes on tangible force. Make a melee Strike with your weapon ikon. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, your additional spirit damage increases to 4 plus an extra die of weapon damage. If you're at least 10th level, increase this to 6 spirit damage and two extra dice, and if you're at least 18th level, increase it to 8 spirit damage and three extra dice. Constructs and objects are not immune to spirit damage dealt by this attack, and this spirit damage automatically bypasses any Hardness they have.

Worn Ikon

PALISADE BANGLES

WORN IKON

IKON

Usage worn bracers

These armbands signify rejection and acceptance; rejection of harm, and acceptance of your inevitable dominance over your enemies.

Immanence (aura) You are surrounded by a 15-foot aura that protects you and all allies within the aura from harm, granting a +1 circumstance bonus to AC. This bonus increases to +2 for anyone in the aura who has a buckler raised, or +3 if they have a shield raised.

Transcend—Embrace of Destiny ♦ (emotion, mental, spirit) You draw an enemy within the aura into your reach, moving them directly toward you into a square within your melee reach unless they succeed at a Fortitude save against your class DC.

SKYBEARER'S BELT

WORN IKON

IKON

Usage worn belt

This girdle wraps around your waist, magnifying your strength to the point you feel you could carry the sky itself.

Immanence (aura) Strength flows outward from you, allowing all allies within 15 feet to carry 4 more Bulk than normal before becoming encumbered and up to a maximum of 8 more Bulk. You (but not your allies) can attempt to Disarm, Grapple, Shove, or Trip creatures up to two sizes larger than you.

Transcend—Bear Allies' Burdens ♦♦ You move with a speed belying your strength, carrying your allies as easily as straw dolls. You Stride; at any point you are adjacent to a willing ally, you can pick them up, and you can deposit them into an adjacent square at any other point during your movement. If an ally was benefiting from your immanence aura when you began this movement, they do not count against your Bulk limits while being carried during the move.

EARNING YOUR NAME

As you complete deeds and grow in power, so too will your epithets. "Brave Nahoa" might become "Brave Nahoa, Born of the Bones of the Earth," before completing his destiny as "Brave Nahoa, Born of the Bones of the Earth, Teacher of Heroes." If you are a GM and one of your PCs is playing an exemplar, consider speaking with them to see if there are later epithets they are interested in taking for their character. If so, you might even place a challenge or encounter in their way so they can "earn" their epithet in-story—for example, Nahoa might find himself in an encounter where he has to dig his way triumphantly from a cave-in, or fight through a harrowing gauntlet of earth elementals. This deed could set the stage for him to later take "Born of the Bones of the Earth" when he reaches the appropriate level!

THOUSAND-LEAGUE SANDALS

WORN IKON

IKON

Usage worn shoes

Worn and trustworthy, your sandals have carried you this far, and they'll carry you much further still.

Immanence (aura) Your sandals ease your travels on the path ahead, granting you and all allies within 15 feet a +10 status bonus to your Speed.

Transcend—Marathon Dash ♦ You anklets carry you where you need to be. You Stride, and each ally within your aura at the start of your movement can Stride as a reaction.

VICTOR'S WREATH

WORN IKON

IKON

Usage worn headwear or worn sash

This symbol of victory—whether a laurel worn around the head or a medal that hangs from your neck—reminds you and your allies that victory is the only acceptable outcome.

Immanence (aura, emotion, mental) You inspire your allies to greater glory. You and all allies within 15 feet gain a +1 status bonus to attack rolls.

Transcend—One Moment till Glory ♦ (emotion, mental, spirit) You rally your allies, carrying them from the brink of disaster to the verge of victory. Each ally in your aura immediately makes a new saving throw with a +2 status bonus against one ongoing negative effect or condition they are currently affected by, even if that effect would not normally allow a new saving throw.

EXEMPLAR FEATS

At every level that you gain an exemplar feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

SANCTIFIED SOUL

FEAT 1

EXEMPLAR

You've drawn a line in the sand in the cosmic struggle between good and evil and chosen a side. You gain either the holy trait or the unholy trait. All your exemplar abilities that deal spirit damage gain the sanctified trait, allowing you to apply your holy or unholy trait to them to better affect your chosen enemies.

TWIN STARS

FEAT 1

EXEMPLAR

Requirements You have a one-handed weapon ikon.

Your divine spark embodies a primordial duality, and your weapon ikon splits itself accordingly into two corresponding halves. You split your weapon ikon into two copies of itself; these copies are identical except for one mirrored feature—such as a sun motif on one and a moon motif on another—and both have the twin trait. You can use this ability again to fuse the two halves back into their original form. As these are both manifestations of the same object, your divine spark empowers the two halves as if they were a single ikon.

VOW OF MORTAL DEFIANCE

FEAT 1

AUDITORY CONCENTRATE EXEMPLAR LINGUISTIC MENTAL

Prerequisites You are not sanctified with the holy or unholy trait.

Having seen the wreckage left by the gods and their servitors as they play in their great war of good and evil, you've come to the only reasonable conclusion: that they all must be cut from their silken thrones. You swear a vow to defeat one creature within 60 feet that has the holy or unholy trait. The first time each round that you deal damage to that creature, you deal an additional 1d6 spirit damage. You cannot use Vow of Mortal Defiance again until your or the target is defeated, flees, or the encounter ends.

Special If you take this feat, you can't become sanctified with the holy or unholy trait. Retraining out of this feat typically requires a major change of philosophy.

2ND LEVEL

CLAIM INITIATE DOMAIN

FEAT 2

EXEMPLAR

While domain spells usually come from a deity, you've learned to tap the properties of your own divine spark to manifest domain magic. Select any one common domain—a subject of particular interest or importance to you—from the list on page 39 of *Player Core*. You gain the initial domain spell for that domain.

Domain 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 to draw energy from your inexhaustible divine spark and convert it into mortal spellcasting energy.

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. Certain feats give you more focus spells. The maximum Focus Points your focus pool can hold is equal to the number of focus spells you have, but can never be more than 3 points. The full rules for focus spells appear on page 298 of *Player Core*.

Special You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

LEAP THE FALLS

FEAT 1

EXEMPLAR

Reinforcing your legs with divine energy, you can leap the battlefield as powerfully as a salmon clearing a waterfall. Your body ikon gains the following ability.

Immanence You gain the Powerful Leap and Quick Jump skill feats.

THORNS OF MORTALITY

FEAT 2

EXEMPLAR VOID

By channeling your divinity into a creature along with a strike, you can disrupt their ability to recover. Your weapon ikon gains the following ability.

Immanence When you successfully damage an enemy with your weapon ikon, your power lingers within them, taking the form of barbs and thorns that dig in to prevent healing. When the target would regain Hit Points, such as from a healing effect or an ability like fast healing or regeneration, it must attempt a Will save against your class DC to determine the effects, and then the barbs dissipate. The barbs also dissipate after 1 minute.

Success The creature regains the full number of Hit Points that would be healed.

Failure The creature regains only half the number of Hit Points.

Critical Failure The creature does not regain Hit Points.

4TH LEVEL

HURL AT THE HORIZON

FEAT 4

EXEMPLAR

Requirements Your weapon ikon is a thrown or melee weapon.

Your weapon flies from your hand as if propelled under its own power.

Immanence Your weapon gains the thrown 15 feet trait, or increases its thrown distance by 10 feet if it already has the thrown trait.

ONLY THE WORTHY

FEAT 4

EXEMPLAR

You can designate your ikons as movable by only your own hand, leaving them fixed in place as surely as if they were lodged in stone. Whenever you Release either your worn or weapon ikon, you can spend an action to command it to remain motionless. While motionless, the ikon can be moved only if 8,000 pounds of pressure are applied to it or if a creature uses Athletics to Force Open the ikon with a DC equal to your class DC. You can Release your ikon over an adjacent prone enemy to hold them down with the ikon's motionlessness—while so Released, you can't use the ikon, but the enemy must succeed at the Athletics check to Stand or to move. The ikon automatically flies back to your hand when the effect is broken or if you spend an Interact action to hold out a hand and draw it back.

THROUGH THE NEEDLE'S EYE

FEAT 4

EXEMPLAR

Requirements Your weapon ikon is a ranged weapon.

Your shot flies with the perfection your will demands.

Transcend—Blinding of the Needle **◆◆** Make a Strike with your weapon ikon. If that Strike is successful, the target must succeed at a Fortitude save against your class DC or become blinded for 1 round or until they use an Interact action to clear the blood from their vision.

6TH LEVEL

MOTIONLESS CUTTER

FEAT 6

EXEMPLAR

Requirements Your weapon ikon is a melee weapon that deals slashing damage.

Your weapon is so sharp even an insect alighting upon its motionless blade would be severed. Your weapon ikon gains the following ability.

Transcend—Severing Four Dragonfly Wings **◆◆◆** Make a Strike with your weapon ikon. If that Strike is successful, you can immediately make an additional Strike against another target within your reach; your multiple attack penalty does not apply to this Strike, but you take a -2 penalty to the attack roll for each other attack you have made this turn. You can continue making Strikes in this manner until you have made a total of four Strikes or you miss with a Strike, whichever comes first.

REACTIVE STRIKE **↻**

FEAT 6

EXEMPLAR

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 swat 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.

BINDING SERPENTS CELESTIAL ARROW

FEAT 6

EXEMPLAR

Requirements Your weapon ikon is ranged or has the thrown trait.

As you prepare to fire your weapon, you invoke divine serpents that bind your enemies. Your weapon ikon gains the following ability.

Transcend—Coiling Serpent **◆◆** Make a Strike with your weapon ikon. If the Strike successfully deals damage, the target must succeed at a Reflex save against your class DC or the arrow transforms into a multitude of ethereal snakes that coil around the target, immobilizing it until it succeeds at an Escape attempt against your class DC.

8TH LEVEL

ADDITIONAL IKON

FEAT 8

EXEMPLAR

Your story has grown rich enough that three ikons can't contain its full complexity. You gain a fourth ikon, which can be of any type.

CLAIM ADVANCED DOMAIN

FEAT 8

EXEMPLAR

Prerequisites Claim Initiate Domain

Your meditation into your own divine spark has unlocked deeper domain magic. You gain an advanced domain spell from one of your domains (pages 372–381 of *Player Core*).

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.

DOMINION SIGNIFIER

FEAT 8

EXEMPLAR

Prerequisites dominion epithet

Your weapon gains an embellishment that further underscores your dominion over godly aspects. You gain the signifier associated with your dominion epithet below, which expands the types of damage that you can substitute spirit damage for (and what traits replace the spirit trait).

- **Born of the Bones of the Earth** An obsidian shard emits streams of lava that deal fire damage (earth, fire).
- **Restless as the Tide** Sea stone or salt rime increases the salinity of your water attacks, causing them to instead deal acid damage (acid, water).
- **Peerless under Heaven** Grim notches or stains channel the grudge of the slain, dealing void damage (void).
- **Whose Cry Is Thunder** A clear diamond or oak leaf calls booming thunder that deals sonic damage (sonic).

10TH LEVEL

FISH FROM THE FALLS' EDGE **↻**

FEAT 10

EXEMPLAR HEALING VITALITY

Trigger A living creature within 30 feet would die.

Frequency once per day

Seeing your ally fall, you let out a cry, sending your divine spark to them temporarily to keep them from tumbling down the River of Souls. You prevent the triggering creature from dying and restore 5d8 Hit Points to them. The ally is invigorated by the touch of your divine power, gaining a +1 status bonus to their saving throws and AC for 1 round. Your divine spark remains with your ally, preventing you from gaining any of your ikons' immanence effects until the start of your next turn, when it returns to an ikon of your choice.

JOURNEY OF THE SKY CHARIOT **FEAT 10**

EXEMPLAR

Small wings, flaming wheels, or another signifier of flight sprout from your worn ikon as it gains the power to lift you from the ground. Your ikon gains the following immanence effect.

Immanence You gain a fly Speed of 20 feet.

MATED BIRDS IN PAIRED FLIGHT **FEAT 10**

EXEMPLAR

Prerequisites You have two weapon ikons, and both ikons have the thrown trait.

Your ikons bond like a pair of one-winged birds.

Immanence As long as you hold one ikon, the other will return to find its partner. Both ikons gain the effects of the *returning* rune.

Transcend—Rejoin in Flight **◆◆** You throw your weapon ikons to either side of a creature, and they seek each other out, converging on the target. Make two thrown Strikes against a target within the first range increment of your weapon ikons, each at your current multiple attack penalty. The target is flanked for both attacks (typically making them off-guard against both attacks), and if both hit, the target also takes an additional die of weapon damage. The weapons then return to your hand.

12TH LEVEL

COMPLIANT GOLD **FEAT 12**

EXEMPLAR

Requirements Your weapon ikon is a melee weapon.

You can command your weapon to shrink or grow, for convenience or power. Even when your ikon is not empowered, you can shrink it to a negligible size and keep it tucked behind an ear, in your hair, or in a similar discreet location. You can shrink your weapon or regrow it to its normal size as part of drawing or stowing the weapon normally.

Immanence Your ikon gains the reach trait. If it already had the reach trait, it instead increases your reach by an additional 10 feet, instead of the usual additional 5 feet.

Transcend—Topple the Pillar of Heaven **◆◆** Your ikon extends to an impossible length, striking all its way. You deal 6d8 damage to all creatures in a 60-foot line, with a basic Reflex save against your class DC. The damage type matches that of your weapon. At 14th level and every two levels thereafter, the damage increases by 1d8.

EXTRACT VOW OF NONVIOLENCE **◆◆** **FEAT 12**

AUDITORY **CONCENTRATE** **EXEMPLAR**

You entice or threaten a weapon, making it swear not to harm you. Attempt a Diplomacy check to Request or an Intimidation check to Demoralize against one weapon within 60 feet—even though most weapons are inanimate and mindless, your words somehow still can affect it as if it were living and you shared a language. The DC for this check is the Will DC of the creature wielding the weapon or a moderate DC for the weapon's level. The object is then temporarily immune to Extract Vow of Nonviolence for one day.

Critical Success The object swears not to hurt you. You gain resistance to all damage dealt by that specific weapon for 10 minutes as the weapon attempts to mitigate harm to you. The resistance is equal to half your level.

Success As critical success, but each time the weapon damages you, the duration of the effect decreases by 1 minute.

When you gain this feat, choose cold iron, darkwood, dawnsilver, or silver. For some reason—perhaps because you underestimate this material, or because you think it a friend—you are forever unable to use Extract Vow of Nonviolence on objects composed of the chosen material.

WARPED BY RAGE **FEAT 12**

EXEMPLAR **MORPH**

Your rage courses through your body, transforming you into a beast of battle. Your body ikon gains the following ability.

Immanence You gain the effects of a 4th-rank *enlarge*.

Transcend—Spasm of the Berserker **◆** (morph) Your body warps beyond recognition into a powerful, one-eyed form. You remain under the effects of *enlarge* and also gain the effects of a 6th-rank *moon frenzy* until the end of your next turn, except that you can't attempt to end the effect early.

14TH LEVEL

DESTINED VICTORY **FEAT 14**

EXEMPLAR

You demand a battle against your chosen enemy. Your worn ikon gains the following abilities.

Immanence Whenever an enemy successfully Strikes you with a melee weapon, you gain a +2 status bonus to your AC against the next attack from that enemy before the start of your next turn.

Transcend—Only You and I **◆** You draw your foe into a fated conflict, one you know you'll win. Choose an enemy within your reach. Until the end of your next turn, that enemy gains a +2 circumstance bonus to attack rolls it makes against you, but it must attempt a Will save whenever it tries to move away from you, Strike a target other than you, or Cast a Spell that doesn't include you as a target. On a failure, the target loses the action or actions related to the failed attempt. Whenever the enemy misses you with a Strike while this effect is active, you heal 1d8+5 Hit Points.

INFINITE BLADES CELESTIAL ARROW FEAT 14

EXEMPLAR

Requirements Your weapon ikon is a ranged weapon or a melee weapon with the thrown trait.

Each shot you fire multiplies itself with spiritual blades, rings, and other missiles that shower upon your foes. Your weapon ikon gains the following abilities.

Immanence Whenever you successfully Strike an enemy with your weapon ikon, up to two enemies adjacent to the target take spirit damage equal to your weapon ikon's damage die as they are struck by duplicated missiles.

Transcend—Heaven Rains an Ending **◆◆◆** You fire an arrow that multiplies into a dense cloud of weapons. Make a ranged Strike against each enemy you are aware of within your weapon's first range increment. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks. All damage dealt by these Strikes is spirit damage.

16TH LEVEL

SEVEN-COLORED COSMIC BRIDGE FEAT 16

EXEMPLAR

Your divine spark shines in a riot of shimmering colors, capable of carrying you through the world as fast as light itself. Your weapon ikon gains the following abilities.

Immanence (light, teleportation) Your weapon scatters rainbow-colored light across nearby surroundings, each a possible destination. When you successfully Strike an enemy, you can choose to teleport to an unoccupied location within 10 feet as a free action.

Transcend—Fleeting Arc through Heaven and Earth (light, spirit, teleportation, transcendence) **◆◆◆** You swing your weapon in a wide arc, releasing a blazing rainbow that deals 8d6 spirit damage and 8d6 damage of the same type as your weapon to all enemies in a 60-foot cone, with a basic Fortitude save against your class DC. As the rainbow ripples out, you use it as a bridge to teleport to any location within the effect's area.

STRIKE RIVERS, SEIZE WINDS FEAT 16

EXEMPLAR

Frequency once per hour, see text

Through sheer physical force, you can wrestle a river, snare the winds, punch a hole to the molten center of the earth, or create other weather disturbances via nothing but your own strength. You can create each of the following spell effects, but you can't create effects more than once per hour and you can't perform a given effect more than once per day: **4th rank** *hydraulic torrent*, **5th rank** *control water*, **6th rank** *howling blizzard*, **7th rank** *volcanic eruption*, **8th rank** *punishing winds*.

Creating the effects requires the same type and number of actions as Casting the Spell, and they use the higher of your class DC or spell DC when appropriate. Because you are creating these effects with your godly might rather than Casting a Spell, they can't be dispelled or countered.

18TH LEVEL

ETERNITY-INCINERATING BLAZE FEAT 18

EXEMPLAR **SPIRIT** **VOID**

The blaze of your divine spark is hot enough that it burns in not just the present but the past and future as well. Your weapon ikon gains the following abilities.

Immanence (spirit, void) Your weapon burns away at the target's future. On a successful critical hit with the weapon, the target becomes doomed 1 or increases its doomed condition by 1. If the target's maximum dying value is reduced to 0 by this ability, it immediately dies in a flash of spiritual fire that reduces its body to ash.

Transcend—Burn out of Time (spirit, transcendence, void) **◆◆** An impossible amount of energy blazes in a sphere above you before compressing itself into your weapon. Strike one creature. The Strike deals an additional 3d8 spirit damage and 3d8 void damage. If the creature is reduced to 0 Hit Points, it's immediately killed: not in the present, but in the recent past. This temporal destruction erases the consequences of their recent actions; if a creature died within the last round as a result of the incinerated target's actions, that creature is returned to life with 5d8 Hit Points at the location that it died as its death is retroactively undone.

SUNWRECKER FEAT 18

DARKNESS **EXEMPLAR**

Your weapon is capable of striking any light out of the sky. Your weapon ikon gains the following abilities.

Immanence (darkness) On a successful critical hit with the weapon, it creates a 2nd-rank *darkness* effect centered on the target of the attack.

Transcend—Break the Sun's Legs (cold, darkness) **◆◆** You make a slashing motion over the brightest source of light, whether it's a torch or the sun in the sky. A gash appears over the light source, visible to all, and devours the light. The entire area within a 120-foot burst around you takes the effects of a 9th-rank *darkness* spell for 1 minute. The stolen light is channeled to your eyes, and you gain greater darkvision for the duration of the effect.

20TH LEVEL

CUTTING WITHOUT BLADE FEAT 20

EXEMPLAR

While tales of your divine ikons have spread far and wide, you've realized that as they are all manifestations of your soul, the object itself is unnecessary. Your ikons disintegrate into golden light. You can place your divine spark into any object in your possession, even a nonthreatening object like a single strand of grass, to transform it into a fully functional copy of your ikon made out of pure divine radiance. You can do this as a free action immediately before or after Striking with or otherwise using the ikon.

A PLACE BEYOND MORTALITY

FEAT 20

EXEMPLAR

Prerequisites Claim Advanced Domain

Frequency once per day

Requirements You have at least 1 Focus Point in your focus pool.

Your domain is not just a representation of your power but of your divine essence and the potential immortality that essence represents. You cease aging. When you would die for any reason, you can immediately expend all your remaining Focus Points as a free action that can be taken at any time and regardless of your current condition to survive at 0 Hit Points, purge yourself of any negative conditions. When you do, you heal yourself for half of your total Hit Points, stand back up in your current square, instantly summon your weapon ikon to your hand, and Shift your Immanence to any of your ikons.

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