BLOODLINES & BLACK MAGIC



occult7

STORM BUNNY STUDIOS

PATHFINDER

ROLEPLAYING GAME COMPATIBLE

Bloodlines & Black Magic

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Over the course of 2016-17, Storm Bunny Studios playtested *Bloodlines & Black Magic* at several conventions, including:

GameHole
Gary Con
Midwinter Gaming Convention
Sheboygan NonCon
& SkålCon

If you're in or around the Midwest (and especially Wisconsin), we recommend you check them out!

SOCIAL MEDIA MADNESS







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THE 212

OUR AMAZING BACKERS

When I think about what is now possible for so many creative people through platforms like Kickstarter and Patreon, it warms my bones a little, especially in a world that (at times) feels a little frigid.

Kickstarter, and platforms like it, empower creative people of all kinds to connect, to work within a much broader (and occasionally global) community, and to build audiences that support their visions. For gamers, this time can be especially challenging, but in turn equally rewarding – especially for those of us willing to take a chance on newer products, systems, and ideas. And in a way, that's precisely what we're trying to do with *Bloodlines & Black Magic* - we want to change how we play games. We want to create fun, immersive games that capitalize on our modern world, but more importantly, on our modern assumptions. We also decided to explore and occasionally twist those assumptions a bit, mixing them with ancient myths and modern or urban legends. But, we still wanted to challenge your assumptions about how we approach gaming from the very start. Whether by changing character creation, how we design a mechanic, or by creating unique tokens or practices that improve gameplay, our goals have always been to make *Bloodlines & Black Magic* the very best game we could. I think – at least with our first approach – we've gotten pretty darn close to the mark, even if we did go a little over page count (again).

But we couldn't have done any of this if it hadn't been because of you. And for that, we'd like to thank each of you. If it hadn't been for each one of you, this book would never have been possible.

Thank you.

Cheers,
Jaye

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CHAPTER 1

THE WAITING ROOM



The groundskeeper's cottage was the only habitable building attached to the old manor house. I despised it immediately, for it was squat and shuttered, huddled beneath a pair of bedraggled oaks. Moss chinked the fieldstone walls where the limestone wash had gradually chipped off over the years, and creepers choked the chimney and threatened to overwhelm half the structure. Arthur swung the Range Rover up the drive, and I pressed my forehead against the glass. My breath misted up the view and, if I closed my eyes, I could pretend we were pulling up in front of Mum's redbrick house in Whitby, where, if I stood at the window just so, I could glimpse the sea.

I could stand at the shore, the wind whipping up the salty tang of the ocean, and breathe in and out of the wildness. Not this sameness of Yorkshire proper, of the undulating green fields and the "quaint"—I couldn't help but hear that particular description—little stone dwellings all in orderly rows, waiting to welcome passing tourists.

We were half an hour's cycle from the little town of Bramble Hollow if one could name it as such. So far as I could see as we'd roared through, it was the kind of place that if one blinked, you could miss it.

"You can come have tea here in the village. It's only three miles away from home." Arthur said as if that would make it all right. "Just remember to bring your brolly with you."

I'd had nothing to say to that. What could I say?

We'd been married last week in the courthouse, and I'd thought we'd be moving to his apartment in Leeds—good riddance to Mum, finally. But now we were here, in the arse end of the countryside, halfway between freak-knows-where and I'd-be-screwed-if-I-knew.

"You'll be happy here, you'll see," said Arthur, as he squeezed my thigh. His smile looked more a grimace—one that I returned with my baring of teeth.
"Does it ever stop raining?"

He laughed as if I'd said something incredibly funny, then pulled up the handbrake. "Come, let me show you our new abode."
The puddle in which I stepped wet my leg halfway to the knee and instantly soaked my Doc Martens. Half-blinded by the driving rain, I ran around the side of the car to the back, where Arthur had already opened the trunk so we could retrieve our suitcases.

"I'll bring the boxes in later," he said as we dashed to the front porch, where he then fumbled with the lock long enough for the rain to send its insistent, cold fingers all the way down my back.

While the exterior, dare I say it, might hold what Arthur would describe as "rustic charm," sadly the same could not be said of the interior. Whoever had dwelt here previously, had been firmly entrenched in the 1970s, for the color scheme was particularly putrid orange paired with faded lime. The melamine countertops were chipped in places, and a spot near the stove displayed the unmistakable signs that a previous resident had branded it with the base of a hot pot.

The study—or spare bedroom downstairs—was filled with a conglomeration, bizarrely, of old mannequins, most of which existed in a state of decrepitude in an indistinguishable tangle of dust-coated limbs. I stopped counting at about twenty-three and shuddered at the empty, staring eyes.

"Those have got to go," I told Arthur. "I don't even want to know what they're doing here."

"Film props." He shrugged, but his dark eyes sparked with mischief. "I guess. They shot a few episodes of The Black Dog here."

"Ugh. That was half a century ago."

"Hyperbole does not become you," he said with a sniff and shut the door.

The bathroom, if it could be called that in all its slime-hued, paisley-tiled splendor, was downstairs, off the kitchen, the toilet with one of those ancient, high cisterns with a broken chain that squeaked alarmingly when yanked. I suppose I should be grateful that the loo flushed at all, even if the water in the taps was an unbecoming murky shade that smelled strongly of a duck pond and the plumbing rattled.

"You did bring the bottled water, right?" I called to him.
Arthur was already traipsing upstairs, each footstep raining down scatterings of dust. He didn't answer me.

Nothing for it but to see where we'd be sleeping. I itched all over already, just looking at the dust.
The attic-to-be-bedroom didn't inspire much confidence. The two dormer windows were so choked with ivy, we couldn't even crack open a pane to let in fresh air, and the distinct, musky stench of mouse pervaded everything. An object crunched underfoot, and when I examined it, I discovered a crushed owl pellet. Tiny bones grinned back at me.

"We can't sleep here!" I said to Arthur, but he was too busy inspecting old suitcases that had been stacked in the corner.

"Ugh. Something's been nesting in here."

"Exactly!"

A slight smile quirked his lips and some of that boyish enthusiasm that had initially swept me off my feet returned. "But think of it, ladybird! This is a chance of a lifetime! How many only dream of this opportunity?"

"This place is a dump." I bit off the last syllable with finality and crossed my arms over my chest.

"I suppose you'd rather be staring at the little wedge of the sea from your bedroom at your mum's now?"

His gaze turned to flint.

"No, I…" My boots became incredibly fascinating. It didn't take much for me to summon that particular brackish mustiness of my

mum's home, a scent that somehow clung to everything, her hair, her clothes, the food she cooked. Hell, even the tea she brewed. A stench that grew limbs and that sat heavily in the corner of my bed and eventually threatened to press down on my chest long enough to steal my very breath until nothing of me remained except for a smoky stain on the yellow wallpaper.

Don't you come home pregnant and divorced.

Mum really had a way with words, yet leaving home at nineteen with your thirty-two-year-old husband you'd met and married within the space of two weeks wasn't exactly the most brilliant of life choices anyone could make, was it? Then again, this thing with Arthur had seemed like a good idea at the time. I mean, he wasn't that bad looking, if I didn't focus too hard on the fact that his hair was already thinning on the top, and if he didn't cut it often enough, it started resembling a bad comb-over.

You've made your bed; now you lie in it.

INTRODUCTION

Welcome to *Bloodlines & Black Magic*, a whole new, supernatural campaign setting designed around the O7 variant of the Pathfinder Roleplaying Game. This book is divided into three parts across 13 chapters, all of which are designed to take you deeper and deeper into the world we've revealed to you. While the first two sections of this book are intended for both the players and the GM, it is important to note that the last part of the book is intended for just the game master. Of course, merely because it's intended for the GM doesn't mean that players should not also read it.

(Hey GMs!! We're telling the players to read your section. You can thank us later!)

Anyways, this book is more than just a set of rules or guidelines; it is an evolving set of variant rules for the Pathfinder Roleplaying Game, designed specifically for a modern world. Instead of bringing forward standard fantasy, we're doing something a little different; we're playing with modern myths and urban legends, as well as creating a few of our own. In a way, we're also dabbling with some new myths, some of which are based on existing occult ideologies, while others are entirely made up. Our attempt, at least as far as the overall narrative is concerned, is to give you a believable, functioning world that feels unique. You should easily see the connective tissue and, with little effort, should readily be able to adjust your world with it.

In a way, we're very much creating a whole new mythology, weaving it together from the broken dreams and discarded scraps of our local legends, our favorite conspiracies, our fears, and an army of horror and occult tropes that have been battered and broken on Hollywood's anvil for a little too long.

I should probably warn you now; *Bloodlines & Black Magic* is not politically correct.

But it isn't intentionally divisive, either.

The fact is, you can't write about the modern world without also addressing its problems, its stereotypes, and so on. So, while we made every effort to paint the world you're about to enter through a fair lens while also being mindful of our language, we also made a point to keep it realistic. We've made every attempt to be diligent while also being devious, and I think it plays out nicely without being overly vulgar or sophomoric; we think you're going to like what we've done. As for the horror elements, this book is riddled with advice, sidebars, suggestions, story seeds, and fiction, all of it aimed at a singular story that remains the fictional background for all that we do; the secret war between the Goëtic Spirits and the Archons.

Of course, we've left GMs plenty of room to tell their own stories, as well as to address the world's many monsters, both human and otherwise. Whether you use this book just for the mechanics, or if you're playing in the world we've created, you're bound to have fun with it.

As I close this brief introduction, I want to say thank you. What you're reading now is the combined effort of a whole team of highly talented designers and developers, all of whom have been tinkering with the Pathfinder Roleplaying Game for a long, long time. Each one of them has made my original vision better.



SEVEN SECRETS OF BLOODLINES & BLACK MAGIC

1. Magic is real. For most of the world, magic is one of two things: a series of well-crafted illusions designed to entertain, or the unsubstantiated believe in loosely connected, human-driven events. While most people give magic little more than lip (or card) service, the truth is quite simple; magic exists.

2. There are global elites. Both the occult and conspiracy communities have long pointed to a nameless, global, ruling elite who they believe is holding them back. While most rational humans wave off such conjecture, the truth is stranger still – there are global elites, and they have a vested interest in keeping the masses dumb, fat, and divided.

3. Monsters walk the night. Parents, the world over, tuck their children in with the same reassurances over and over. They open closet doors, look under beds, and click on night-lights to hold back the darkness, all of them repeating the same refrain: there are no monsters, go back to sleep. Those parents, like so much of the world, are wrong.

4. The Power is in the Blood. Beyond the glass towers and exotic retreats of the global elite, a stranger group of people – many of whom occupy thrones in the Invisible – play an even more delicate game with the world; these blooded humans, collected into bloodlines families, are the secret lineages of those who truly rule. Although some have waned in influence, many of these bloodline families still exercise considerable power in the mundane – making kings from fools, changing national borders, and even reorganizing societies to suit their own, personal agendas.

5. We are Legion. Made famous in the *New Testament,* the Goëtic Spirits have long been at odds with the Archons, taking on forms from a wide array of cultures and myths. Some of the spirits could easily be traditionally considered demons or devils, although they are clearly in the minority. The Goëtic Spirits comprise a much more significant, more diverse group than those commonly identified by the various monotheistic faiths.

6. The Veil is real. Occultists, conspirators, refugees, activists, veterans, protestors, magicians, gamers, and weirdos – all of them have their own ideas of what is really going on in the world. Some of them actually have a clue, too. But the truth is, while some of those wild ideas might actually hold a little water, most of them are little more than hyped-up conjecture riding shotgun with a bunch of speculation. Which is exactly what the Archons want. The truth should make you sound crazy. Why? Because that's how the Veil works...

7. The Archons have a mission. Most people have no idea who or what the Archons are, much less what sort of mission they might have. The truth is, whatever the Archons are trying to do, it's a slow march toward completion and keeping humanity in the dark is a big part of that mission. The few magicians who have discovered them know little about them, although a single word does keep reoccurring in plenty of conversations – stability. What that word means to them, however, is still a mystery for most.

WHAT IS THE VEIL?

Long ago, when the Archons awoke to the threat of the legions of Goetic Spirits posed to their sacred charge they immediately took steps to cement their control over Earth (and, ostensibly, the reality we know). Initially, this control was largely social. Because this was a time of tribal omens, little gods, burning bushes, and miracles, they executed this through a series of divine laws, customs, and traditions. Using this host of developing social controls, the Archons found fertile ground in the minds of the men who would be kings, priests, and prophets; they used these same men to establish religious traditions, which they delivered through the growing patriarchy, to ensure humanity's progress would follow a pace they deemed 'safe.'

This worked well for millennia, when humanity still lived largely in a world of prophets, spirits, and unexplained phenomena. As humanity evolved and the world got smaller, the Archons knew things needed to change. By the end of the Fourth Crusade (approximately 1200 CE), the Archons set a plan in motion that would divide the world of man from the world of spirit, ensuring their enemies among the legions of Goëtic Spirits could find no purchase in any lands. To do this, they established their own, hidden covenants with powerful men, bringing house after house and kingdom after kingdom under their sway. By the end of the 12th Century, the Archons established the Secret World – a place for the elite and the powerful, or at least those willing to pledge fidelity to their eternal power, in whatever forms it might take.

With these new controls in place, the Archons moved to finalize their plans, partitioning off the prime material plane into three, distinct worlds. To ensure their efforts would not be in vain, the Archons and their trusted servants elected a magical barrier between the Invisible World and the Mundane that only they, their servants, and the most powerful Goëtic Spirits could pierce.

So, what exactly is the Veil? While several cultures have described this great wall between realities, the Vedas have arguably been the most accurate, describing it as Māyā – a term that translates into illusion or magic, and which they claim hides the actual battle between good and evil.

In *Bloodlines & Black Magic*, the Veil is a heavy mantle of magic that hides the true appearance of things, including monsters, spirits, angels, devils, fey, and all manner of secret things. While this barrier does hide certain creatures completely from view, others are cloaked in mundane appearances. For example, a dangerous red cap might appear to be an old man carrying a cane, while a powerful wendigo might appear as a towering, silent lumberjack. As a result of the Veil, the majority of humanity has no idea that the supernatural walks unnoticed or unseen through the crowds.

But for those with the power to see beyond the Veil, the world is a much stranger place.

YOU SHOULD WRITE IN THIS BOOK.

WEAVE SPELLS.

SEEK MYSTERIES.

CHANGE TYPE.

BECOME.

We saw the strangest sights. I think they drugged us. Had There's no way any of happened. That's the that Hollywood I still think



PIERCING THE VEIL

The world that has been fed to you is a lie.

The truth is something strange, cruel, inhuman ... and ultimately unknowable.

Those daylight streets just beyond your door, the place you see every day, the familiar landscape out there in the flashing glitter and the cheap jangle, among the high walls, the cameras and the teeming press of sleep-deprived humanity?

That is the realm painstakingly built and maintained by the Archons, for reasons of their keeping. It is the so-called "Veil": a false reality of broken cellphones and lousy gas station coffee, past-due billing-statements and dental office parking lots, condemned daycares and greasy fast-food wrappers, Twitter-feuding celebrities and 24-hour stock-price updates.

It is a realm of lingering headaches, constant anxieties, and endless, mindless distractions; all meant to keep you blindly occupied

The Archons forged it, and they do not love you.

Away from the concrete, the neon and the city's fumes – in the deep woods and the old stone, in wild-tangled places where rust and decay have begun to creep back in – the iron laws of the Archons begin to break down once more. The gods, the devils and the nameless spirit-creatures of an elder age dwell and make their court here, and these Goetic masters are far less sane than the new rulers of the world.

Between these kingdoms stride the magicians: your people.

Hidden behind closed doors, ancient rites and layers of cruel lies, even the most subtle of magics are practiced only by the insane and the obsessed; guns and money openly rule the streets, while clever sorcerers of all stripes walk in the half-light that narrow path between an abject terror at the risk of discovery, matched against an overwhelming temptation to capitalize upon a dark monopoly over life, death, madness, power & reality itself.

By the gifts of bloodline and the study of blackest magic, you can pierce the Veil and make your own way into the echoing dark.

WELCOME HOME...

USING PIERCE THE VEIL

In *Bloodlines & Black Magic*, most characters gain the feat pierce the veil at 1st level (although a few gain it at 2nd level, instead), which allows them to see the world and its many inhabitants as it is. Activating pierce the veil is a standard action that does not provoke attacks of opportunity, but it does require concentration. Pierce the veil has a limited range, affecting everything in a 60 ft. cone. Characters who concentrate on this ability learn the following things:



When we initially designed pierce the veil, it was a passive, automatic ability. However, we discovered during playtesting *Bloodlines & Black Magic* that it wasn't that much fun. Players wanted a character ability they could activate; PCs did not want the GM to tell them where the monsters were. Instead, they wanted to uncover them. So, we redesigned the ability, basing it entirely on the detect spells. It has since evolved into its current form, where it works as a sort of hybrid of the two.

GMs who wish to treat pierce the veil as a passive ability may continue to do so. In this case, a character with pierce the veil automatically makes rolls to notice supernatural or otherworldly creatures, including haunts, and spirits (but not monsters masked by active illusions). PCs must continue to make Perception checks to discover hidden foes.

When a character activates pierce the veil, they brighten their auras, radiating like beacons to the supernatural foes that prey on their kind; predators of all sorts hunt the curious, the blooded, and the accidental wanderers who stumble past the Veil, although many take notice of those able to control or manifest their own powers – these individuals are hardier prey, but also much more dangerous prey.

Generally speaking, GMs should assume that if the player could perceive the monster or foe with pierce the veil, the foe can do so likewise.

Who are the sovereigns?

1st Round: Presence of absence of supernatural creatures, individuals, or manifested spirits.

2nd Round: The number and strength of these creatures.

3rd Round: The actual appearance of the supernatural creature. If you have line of sight with the creature, you can make a Knowledge (occult) roll for each creature (DC 15 + the creature's CR). If you succeed, you may make additional Knowledge checks as determined by the GM.

Pierce the veil does not reveal *invisible*, incorporeal, or creatures that are hidden by magic.

THE WORLD you KNOW..

Everyone knows the world is an odd, frequently horrible place. The socio-economic gaps are expanding on all fronts (and this is especially true in the Western world), religions have rekindled their ancient crusades, turning their followers against everyone (civilian and military alike), and the media pumps it into everyone's head, daily, with breaking news updates on the hour. But society isn't crumbling, not in the way you'd expect. It's not sitting on the edge of apocalypse, much to the dismay of doomsayers everywhere. No, it's doing something far worse. It's decaying from the inside, like so much rotten fruit. It's growing tired, insensitive, and old. It wants you off its porch, and it damned well will get its shotgun if you don't comply.

But the world you know is also a haven of hope, a place where technology is inventing new ways to save as many people as it kills. Medical advancements are rampant, as are robotics. Cars are driving themselves. Satellites offer gigabit connections to sat-phones in places few men have even walked. The natural world is shrinking, but it hasn't be completely replaced by the industrial-military complex the 1980s warned us about, nor the divided, crumbling city-states that some feared would come to pass. No, instead it's carefully groomed, its manicured lawns leading up to the mansions of Internet moguls. It's still a dark, scary place, but you wouldn't know that if you were to go for a walk and just smell the air. But as soon as you plug into the flood the constant stream of doom and dream media that sells new electric cars, life insurance policies, and fast food – you can see the decay. It looks like so much half-light spilling under the broken door at midnight, the reminder that something is lurking out there.

Who are the sovereigns?

Who are the sovereigns? 23

Who are the sovereigns?

$1^{\circ A} = 10^{\circ A}$

Who are the sovereigns?

The modern world is one of sharp contrast, and in all irony, one where anyone can succeed, from the lowliest immigrant to the pampered, entitled teen, if they are willing. For most folks, the world changes little. It has the same problems, the same potential, and the same threats. And for 99.995% of the global population, that's all they'd expect. But the truth is, that's not the real world, and enough people know it.

THE WORLD YOU DON'T...

Hamlet had the right of it when he said, "There are more things in heaven and Earth, Horatio, than are dreamt of in your philosophy."

The scope of human knowledge and endeavor is woefully limited, compared to the incalculable vastness of the cosmos as it truly is. Worlds – metaphysically speaking – lie atop, beneath, beside, and even within the warp and weft of the one that people take for granted as the truest, and perhaps only, face of reality. These many worlds abut and overlap one another, and, for the most part, those within any given plane of existence only perceive and interact with their own immediate environment. The average spirit in the infernal realm knows as little about what's taking place in an Addis Ababa apartment as the people living in that apartment know about that spirit's goings-on.

The difference, of course, is that those existing firmly beyond the borders of mundanity are aware of the reality of the other worlds and capable of interacting with the denizens of those places – though whether they can do so safely is another matter, entirely. The day-to-day world is a dangerous enough place, in many cases, and these realms beyond are even more so. It's rare for entities originating in other planes of existence to visit the mundane world for what most humans would consider being benevolent purposes.

In truth, there are seven "worlds" that exist within reality, at least as we know it. These worlds are the mundane, the secret worlds, the invisible world, the ethereal plane, the astral plane, the celestial plane, and the infernal plane. These various realms are described at length below.





THE MUNDANE WORLD

Even in the everyday world of *Bloodlines & Black Magic*, arcane happenings abound. For the most part, these occurrences are subtle, easily written off as coincidence when they're noticed, at all. It may just be sleight of hand that the vendor at the 24-hour news stand uses to light his cigarettes without any apparent source of flame. Likewise, the young woman in the ratty clothes who hangs around that one subway stop and always manages to get a can to drop when she pounds her fist once on the soda machine? Maybe she just knows the exact right way to hit it. Such possibilities don't strain the bounds of credibility so that most people will take them as fact. Then again, maybe these individuals have a little more to them than the ordinary.

Indeed, a quite a lot of the folks who skirt the line between the mundane and the supernatural are largely unaware of the distinction, themselves. Often, they see themselves as just being lucky (or unlucky!), or having an unusual knack for something. The occult mysteries seeded throughout the world don't necessarily come with an owner's manual, after all, and those who are left without guidance are typically no more willing to accept the reality of the paranormal than anyone else. Ultimately, it's usually far easier just to believe that – for instance – the women of one's family have always had a good, but natural, sense about people than to open up to the possibility that more… uncanny gifts are at work. Thus, even many of the people who rightly belong in other worlds than this spend their entire lives believing that they are as mundane as everything else transpiring around them.

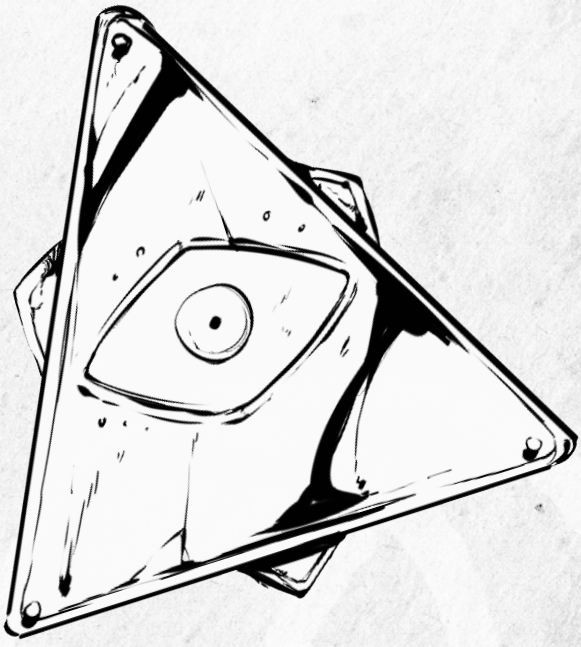
The overwhelming majority of the mundane world, however, is just as it seems. People go to work, or to school; they buy groceries, pay their taxes, pick their kids up from practice, and try to keep up with that new diet the doctor recommended. Of course, in other parts of the mundane world, they hide in basements to survive bombings, try not to freeze to death while sleeping in the beat-up old car that's both home and transportation, flee murderous regimes on foot for countries that won't welcome them, and have to steal just to survive and hope that they don't get caught. There's plenty of horror lurking around in this world that has nothing at all to do with monsters and the designs of entities from other realms of existence.

Many player characters will spend at least some significant part of their time navigating the mundane world and its challenges – seeking out the arcane mysteries of the universe doesn't, on its own, typically pay the bills. Likewise, even scions of the most ancient and powerful bloodlines are perfectly capable of being mugged by an ordinary robber while on the way to an internationally acclaimed restaurant, or else having to explain their presence at an uncanny crime scene to the panicky police officers who've just shown up with their weapons drawn, demanding answers to questions they don't even understand. Thus, it's important for characters – no matter how rarified and esoteric the circles in which they move – never to lose sight of this normal and everyday world that anchors all save the tiniest fraction of the human experience.

HOW MUCH MUNDANE IS ENOUGH?

Obviously, because *Bloodlines & Black Magic* is a game set in a stranger reflection of the world in which all of us already live, it's important to give more than a passing nod to the realities of that world. However, as a Game Master, you need to tailor the precise balance of mundane to paranormal to the needs of your campaign. It may be that you want the player characters to hold down day jobs, investigating the supernatural on nights and weekends, like some kind of deadly hobby. On the other end of the spectrum, you may prefer a campaign that focuses on bloodline characters whose ancestral fortunes date back to the beginnings of civilization, and to whom the experiences of ordinary humanity are an almost alien thing. In both cases, though – as well as in all those between – the ordinary world presses in, making its demands known.

You may need to play around with it to find just the right amount of "every day" for your campaign, and there's no right or wrong answer, as long as you're telling a story that you and your players can enjoy.





THE SECRET WORLD

This is not truly its own layer of reality, but it is undoubtedly a world unto itself. The so-called "Secret World" is what lies behind the outer veil of the mundane, and it encompasses the halls of governmental power, the estates of ancient moneyed dynasties, the forbidden chapterhouses of ancient esoteric societies, and the like. The Secret World's denizens are the people who make the mundane world go' round, the ones who control it, and who reap most of its benefits. They are the people who sit at the center of the unseen webs of influence that dictate all of our lives, every day. We know only a fraction of them by name – the rest are wise and well connected enough to remain completely hidden from the scrutiny of their lessers.

The Secret World is where all the money goes, where all the wars are decided before they happen, and where the choices are made as to which people will be permitted to assume the highest political offices. It is in this world that flesh and blood kings are toppled as in games of chess, and new nations are decreed. While this world sometimes exists as close by as literally just behind a velvet rope, it might as well be as distant as the surface of the moon for all those billions of us who will never get so much as a taste of its heady brew of unadulterated temporal power, unrestricted access, and forbidden delights. Most of those who enjoy the fruits of the Secret World were born into it, and they live and die in it, never truly understanding the struggles of those less fortunate than themselves. Of course, the majority of them also don't care to – the little people are, to them, merely grease for the gears, and their collective existence has meaning only in that it provides the foundation upon which the unimaginable wealth and power of those mortals who believe themselves to be the true masters of the world can stand.

Naturally, the Secret World also exists in stranger and more exotic locations. Isolated chateaus bristling with security forces provide quiet and contemplative surroundings to the scions of the world's most powerful dynasties, and private tropical island retreats reserve their decadent pleasures for only those few with the wealth to savor such uncommon delights. And the lords of the Secret World maintain even stranger and more exclusive fastnesses for themselves. For example, powerful generals and secretive heads of state may convene their private councils in city-sized bunkers carved into the very innards of great mountain ranges, even as a cadre of scientists gather with their enigmatic backers to discuss promising new breakthroughs in various fields of internationally outlawed research taking place in a hidden domed research facility a few hundred yards beneath the surface of the Pacific Ocean.

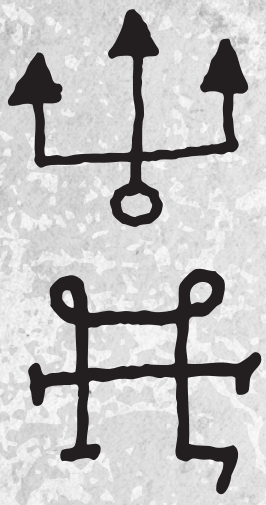
As might be expected with the private playgrounds of the rulers of humanity, much of what transpires in the Secret World remains just that – secret. Schemes and conspiracies abound, and those who dare to tell of them outside accepted company are almost invariably silenced with the greatest possible prejudice, both because doing so is the most efficient means of muzzling a blabber when one stands above the law (and moral and ethical considerations are of no concern), and also because it is the best way to teach others to fear the consequences of speaking aloud to the masses that which is said in confidence among their betters. In truth, many people would panic or riot if they were to learn the reality of what goes on around them, every day, as determined and implemented by those who walk the world's halls of power. The truth is, to the masters of the Secret World, simply too perilous a commodity to allow into the hands of the little people.

News does filter down from the Secret World to the mundane, however, in various ways – people talk of prestigious collegiate secret societies, powerful fraternal orders, hidden cadres of unelected and hereditary powerbrokers, and the like. Some of these rumors are, whether to a greater or lesser degree, true. After all, a secret is only as secure as the biggest loudmouth to know about it, and not everyone who stands astride the Earth can be trusted with sensitive knowledge. Thus, aggressive disinformation campaigns are de rigueur for the real movers and shakers of the Secret World in this modern age of interconnection and instantaneous communication. They create and disseminate such hoaxes as reptilian nobility, ancient astronauts, and alien pyramid builders, to conceal the reality between layers of ludicrous fantasy, quickly dismissed by the overwhelming majority of people, and which serves to mislead most of the remaining few genuinely dedicated seekers.

While by no means universal, it is also not uncommon for people who operate within the Secret World to believe that they employ and command supernatural powers, but only a very few of them possess such rarified gifts. Some of the organizations that operate therein structure themselves as cults, mystical orders, and such, and indoctrinate members to attribute their power and success to the favor of gods, devils, or other entities from beyond our plane of existence. In some rare cases, beings hailing from the Invisible World (or even further afield) actually do take an interest in these kinds of groups, using them to advantage personal agendas, or perhaps just personal gain. Such entities can often easily commandeer control of these sorts of cliques through the use of uncanny powers – even the smallest feats of supernatural prowess can be employed to great effect in gaining the loyal obedience of those who wish to believe that they, too, can eventually come to enjoy such extraordinary gifts.

Certain of the uncommon academes who study the metaphysical underpinnings of the seven realms believe that the existence of the Secret World was in some way effectively "hardwired" into the nature of reality, either by the Archons or by the enigmatic power that created them, forcing a divide between the great masses of the ordinary people, and the handful of mortals who control them. Certainly, by distilling most temporal power down into a relatively small number of hands, the Archons have a much simpler time keeping a leash on the human world. People are, by and large, only given the information that supports the interests of the powerful, whose primary objective is not the truth, but instead the preservation and ever-increasing expansion of their wealth and influence. Thus, most of the mortal world – whether mundane or secret – remains blind to the truth. It's by no means a perfect strategy on the Archons' part, but it's certainly far easier than would be the case in a world of equals.

I WILL REMEMBER TO COVER ALL THE MIRRORS. I WILL REMEMBER TO COVER ALL THE MIRRORS. I WILL REMEMBER TO COVER ALL THE MIRRORS. I WILL REMEMBER TO COVER ALL THE MIRRORS. I WILL REMEMBER TO COVER ALL THE MIRRORS FROM THEM. I WILL REMEMBER TO COVER ALL THE MIRRORS. I WILL REMEMBER TO COVER ALL THE MIRRORS. I WILL REMEMBER TO COVER ALL THE MIRRORS....



Is this deliberate

Who ARE you?

What ARE you?





THE INVISIBLE WORLD

Turn down the wrong alley, or stray off of a long-overgrown forest path in just the wrong place, and you may find yourself accidentally wandering into the "Invisible World." In truth, it has no proper name (it may not even be entirely all the same place!), but it is where the occult bleeds over into the ordinary. Creatures both nightmarish and fantastic – and, sometimes, both at once – dwell here, pushed beyond and outside the ragged margins of the mundane by the exploits of heroes, the schemes of villains, and the inscrutable designs of the Archons. They exist just out of sight, ever so slightly beyond the furthest reach of one's fingertips. And most of them yearn to cross back over, into the world of mortals, whether driven by hunger, hatred, need, or even just to satisfy their curiosity about the people and things of the mundane.

It's possible for even a normal human being to enter into the Invisible World, though almost never deliberately, and such is certainly not recommended. It is, after all, where the horrors of our ancient myths and our modern urban legends dwell. For those who dare to enter, however, the rewards can be great. Places pushed out of mundane reality persist in the Invisible World – lost cities glittering with precious metals and jewels; the dusty tombs of forgotten god-kings; even dense urban sprawls of the most modern sort, wherein unnatural people peddle extraordinary things to those with the right currency. Crossings – some permanent and some transitory – connect the everyday world to these locations that exist on no ordinary map. Every so often, when a ragged and bloodied survivor staggers into a police station in the small hours of the morning and wildly claims to have found catacombs under the old abandoned factory, or to have stumbled on an obscene ritual at a glowing pool in the woods, the bewildered night shift officers are actually dealing with someone who blundered into the Invisible World, however briefly.

For the most part, though, the Invisible World overlaps our own, unseen by the majority of people, as its denizens go about their business. Only when these creatures find ways to breach the walls between layers of reality can they affect the mundane. Sometimes, the cause of those missing hikers is no ordinary killer, but instead something with a hundred eyes and a thirst for souls. While not all creatures of the Invisible World are inherently malevolent (though many certainly are), the majority of them are incapable of passing in the mundane world as anything other than what they are, blatantly supernatural beings that defy the materialistic view of reality pervading much of the developed world.

And that is how the overwhelming majority of the Invisible World's interactions with the mundane take place – by way of its denizens intruding into the everyday reality of ordinary people, whose senses are not developed in the right ways to perceive these beings for what they truly are. Instead, they see rabid animals, hulking attackers in shadow, and other fabrications of their perceptions, put into place by the Archons as a smokescreen against the terrible truth that the world is wider and far stranger than anyone has dared to dream. Often, they see nothing, at all, and simply fall prey to horrors that they cannot even sense, let alone understand or fight back against, leaving only ghastly crime scenes that wake the first officers on the scene in cold sweats for the rest of their lives, and leave investigators shaking their heads in puzzlement, even years later.

Traversing the boundaries between the Invisible World and the mundane is typically very difficult, however, and many of the creatures that dwell on the far side of that divide yearn fruitlessly for some means to make the crossing. Through some unknown mechanism, perhaps even a flaw in the Archons' designs, the passage is usually easier in locations that people customarily avoid, if possible, as being ominous or frightful – entering into the mundane world is much more easily achieved in the sub-basement morgue of a long-since shuttered hospital, or in a tangle of back alleys infamous for the decades of murders that took place among them, than in a well-lit preschool playground. These entities are, after all, impossibilities made flesh, and their presence in the mundane world (and the mortal attention they can easily garner) is an affront to the Archons' careful plans.

Thus, these creatures – no matter how mighty – tend to tread carefully when skirting the edge of the mundane world, if and when they dare to do so, for the Archons are powerful, and their reach is long, indeed. Some such entities, however, are primarily animals and lack the intellect necessary to understand more than hunting, killing, feeding, and reproducing. Basilisks and rat kings, for example, don't worry about offending the secret protectors of the universe's order – they just act according to their instincts, as they don't possess the capacity for higher reasoning necessary to do otherwise. Fortunately, these beasts often end up in desolate, out-of-the-way places, and many of the either starve or else eventually stumble back into the Invisible World, and a few even fall prey to normal animals (which often react violently when confronted with the unnatural) capable of killing them.

THE ETHEREAL PLANE

First and foremost, the Ethereal is where the souls of mortal humans go when they are unwilling or unable to pass on to their unknown final fate. It is, in that sense, the "home" realm of ghosts (and perhaps a few other, generally unpleasant, things), as well as the occasional disembodied consciousness of a more esoteric nature, who inhabit its misty gray endlessness. This plane is essentially without any sort of lasting substance, though it manifests protean structures in its opaque silvery fog, as the ever-changing architecture of its unreality is made and unmade within. The ghosts of the dead learn over time and out of necessity how to navigate the Ethereal's never-ending transience, and, over time, some of them have banded together (particularly, in places like battlefields, old hospitals or asylums, or other such locales that have seen a great deal of pain, culminating in – often lingering, or otherwise especially traumatic – death) in numbers sufficient to roughly maintain the integrity of their shared domains with some kind of collective exercise of will.

By "pushing," through mental effort, against the metaphysical "border" of the Ethereal, one can also begin to pierce the fog and

start to perceive a hazy and indistinct image of the material world that corresponds to one's present position in the plane's non-space. Ghosts that haunt the people and places of the everyday world do this regularly. While they often seem to be tied to the Ethereal space corresponding to that in the material realm nearest to a handful of the things that were significant to them in life, or else which are closely tied to the circumstances of their deaths, some few can range further afield. Note that distances traveled through the Ethereal do not necessarily conform to those in the material world – indeed, certain experienced inter-planar travelers with the means to move in and out of the Ethereal Plane use this quirk to cover far greater distances than they possibly could through even the swiftest mundane means of travel.

In haunted areas, the Ethereal Plane forms, of its own accord, a sort of foggy facsimile of the local material realm. A house inhabited by a single ghost may stand alone, a dreary and perhaps somewhat incomplete image of its earthly self, with fleeting glimpses of nearby homes occasionally visible through the swirling mists. Conversely, a prison complex crawling with the restless specters of the agonized dead shows as a somewhat twisted but essentially complete twin to its material counterpart, its very form mutilated by the psychic anguish of its inhabitants. Certain parts of the prison may be missing or radically altered, while new (and, undoubtedly, far more horrific) additions exist in unexpected places, throughout. Further, the pooled resolve and memories of the ghosts that stalk the prison may well "flesh out" the landscape of the Ethereal for miles in every direction, though according to the distorted recollections of the dead, rather than the reality of what presently surrounds their shared haunt.

If extraordinarily powerful entities (those on the level of the Archons or the dragons of the Astral Plane, for example) dwell within the Ethereal Plane, proper, then they have yet to reveal themselves on any wide scale to the humans who occasionally visit it. It may simply be that the place lacks sufficient metaphysical "substance" to give rise to or sustain such beings. Perhaps they existed, there, long ago, but are now no more. Some of the few ghosts willing and able to converse rationally with the living claim that creatures existing on such scales do, indeed, walk the hidden corners of their dreary plane, but wise travelers remember that the shades of the dead are just as capable of lying (or of being deceived or misinformed) as anyone else. Still, the possibilities that the remnants of dead gods lurk in the hidden corners of the Ethereal Plane – perhaps active, or perhaps locked in ages of lifeless slumber – remains an intriguing one for explorers of this bleak realm.

Like the world it imperfectly mirrors, the Ethereal Plane appears to be of finite size, though that's difficult, at best, to determine for certain. Certainly, it defies almost all attempts at mapping, due to its changeable nature. Back in the late 19th century, a band of enterprising planar travelers, representing about a half-dozen prominent bloodlines, once attempted to create a functional globe of the Ethereal by way of using especially famed and long-lasting haunts as landmarks, but the project eventually fell apart on account of funds drying up, a lack of sustained scholarly interest, and a few too many fatalities among the intrepid explorers. Still, the maps compiled from that expedition surely still exist, scattered across the libraries and vaults of the families in question, and perhaps waiting for someone to eventually find them and complete the work.

It is also possible to "push" in another direction, away from material reality and toward something… else. Those who dare to do so find vistas of terrible and unrelenting darkness, an all-devouring gloom that serves as a perverse (yet comparatively very complete) umbral mirror to the earthly plane. There, all things decay endlessly, under an eternally moonless, starless night, amidst swirling banks of fog blacker than shadows. No credible source ever claims to have breached the barrier in that direction, though one must wonder why anyone would even want to, given the lurking shapes that seem to flit at the edges of any glimpse into that horrid, sunless realm. Some blooded scholars, however, speculate that this place is the origin of the long-lost shadow lineages – a place wherein darkness and death utterly usurp the prerogatives of light and life. If this is true, then someone must have somehow breached that seemingly impenetrable barrier, at some point in the past, or else something managed to pass through from the other direction.

The latter thought, in particular, is one that keeps scholars of the shadow bloodlines awake at night.

Notes:

Order new body armor.




TW

THE ASTRAL PLANE

The realm of ideas, perfected concepts, and higher consciousness, the Astral Plane is a reality of thought made manifest. It is in this realm that the dragons of legend – creatures essentially universal across all of human myth – originate, dwelling among the collective dreams of the world, embodying power, majesty, splendor, and terror. The influence of the Astral Plane upon the collective unconscious is so powerful that it is the only otherworld commonly known for what it is by even those without a window into the Invisible World. It is described (though, typically, with inaccurate or incomplete details) in perfectly ordinary books on spiritualism and psychic phenomena, and its existence – much to the consternation of the Archons – resonates even in such media as literary fiction, movies, and comic books.

If the Astral has boundaries, there is no known credible account of such, and the plane is believed by those who study it to be as endless as the possibility, itself. Still, powerful beings have carved out domains for themselves within its infinitude, perhaps serving as the inspirations behind tales of "ascended masters" dwelling in other dimensions of reality – as well as such mythical locales as Shambhala or El Dorado – disseminating wisdom to worthy seekers, whether through elaborate meditative rituals, the use of sacred entheogens, or even such oddities as talking crystal skulls. Some of these entities were once human (and perhaps the children of supernatural bloodlines), but have transcended their mortality, while others have never so much as set foot in the material realm. At least a handful of dragons transmit their benefices (and their commands) to earthly followers in this manner.

The diverse and far-flung reaches of the Astral Plane play host to all manner of places, ranging from individual residences afloat in seas of stars, to vast nations of impossible architecture peopled by self-aware thoughts very nearly too alien for proper description in any human tongue. Crystalline pyramid-vessels suffused with golden radiance drift through nebulae comprised of half-remembered dreams, even as natives of the realm haggle with one another over the price of long-lost memories, and entire worlds of magnificent psychedelic chaos serve as the private domains of consciousnesses easily capable of rivaling the entities considered gods by ancient humanity.

The personal demesnes of the dragons are considered by most truly experienced and well-traveled Astral sojourners to be the grandest of all of the structures within the plane. With the ability to reshape great swathes of the realm to their whims, dragons typically establish luxurious monuments to their magnificence, commonly towering higher than the greatest mountains of Earth, and built to precisely suit each individual dragon's personality and proclivities. Indeed, some such domains are entire worlds unto themselves. The more sociable sorts of dragons (which is to say, those that don't devour interlopers on sight) may even permit other residents of the Astral Plane to establish settlements near – or even on – their personal sub-realms.

Of course, while such ideas as "good" and "evil" exist, and are in various ways embodied, within the Astral Plane, they are no more important (and hold no greater sway) there than, say, the notions of honor, anarchy, or romantic love. The Astral is, fundamentally, an amoral place, holding a metaphysical mirror to all of the thoughts and beliefs ever held or entertained by any being capable of thought, no matter how elevated or crude – an otherwise impossibly flawless mirror that distills these concepts into their purest states. Even the thoughts, hopes, dreams, fears, and imaginings of beings from the Invisible World, and from the Celestial, Infernal, and Ethereal Planes have reflections, here. Indeed, entities native to the Astral, itself, can encounter bits and pieces of their respective inner realities within it, if they are willing to go searching.

Most visitors to the Astral Plane are easily distinguished from planar natives by the thin, nigh-invulnerable, silver cords that trail behind them, vanishing off into infinity, which connects their



wandering minds back to their bodies in the material world. These threads are immaterial to most things, including one another, and, for the most part, serve only as visual indicators as to who naturally lives in the Astral Plane and who does not. While rare, however, certain items, magic, and even creatures are capable of inflicting damage on these silver cords. A traveler whose thread is severed is unable to return to corporeal form without resorting to extraordinary means. Without access to such methods, the stranded wanderer's body will eventually die from thirst, starvation, or neglect, unless placed on mechanical life support or otherwise maintained (whether through means mundane or magical).

THE CELESTIAL PLANE

Seven tiers, each infinite in its scope, exist within and define the Celestial Plane. The higher one ascends through these metaphysical layers; the closer one gets to the flawless, crystalline magnificence of absolute order, imperfect only to such degree as is necessary to permit the existence of individual distinctness between the Archons, themselves. The Celestial Plane is the very wellspring from which the great lie of mundanity flows, protecting mortals – as the Archons see things – from the unbearable burden of their insignificance and powerlessness in the cosmos, as well as preventing those rare humans with the combination of the will, the ability, and the opportunity to do so from throwing their petty little fistfuls of sand into the gears of the great engine of reality through ignorance, selfishness, or perversity. In that sense, this is the realm wherein the entire overarching design of the seven worlds originates, and within which the war for the ultimate fate of all those worlds began.

Throughout history, mortal faiths have often interpreted the Realms Celestial as a place of existential goodness, but this belief is not accurate. Instead, the plane is one of law, discipline, hierarchy, and obedience. It is a place of fundamental structure, wherein all things have their place, and know it, and conform to it. It is, in fact, the Platonic Ideal of order, whence all earthly concepts of such originate, filtering down through the descending layers of the Celestial Plane, and from there to the everyday world that we know. Without the conceptually ordered framework encapsulated by this plane, it's doubtful that humanity would ever have been able to conceive of such ideas as language, mathematics, or governance. Those who obey the strictures laid down for them by the Powers On High are deemed virtuous according to the measure of the Celestial Plane and its rulers. This truism echoes throughout every faith that argues for suborning the will of the individual to the demands of the divine.

The Archons and their direct servitors dwell in the "higher" tiers of the Celestial Plane, whereas the enigmatic creatures are known, collectively, as the fey originates in its "lower" levels. These latter are not creations of the Archons, and seemingly already existed there when first the Archons explored the furthest reaches of their native plane. What cosmic purpose they serve, the Archons cannot guess, but – while the fey are bound by esoteric codes of behavior, and held to the precise wording of any promise they might make – the denizens of the "upper" reaches of the Celestial Plane typically consider them to be intolerably individualistic and flighty. As a result, interactions between the two groups are, for the most part, strained. Indeed, specific accounts tell of occasional armed conflicts between the armies of the Archons and those of the divine rulers of the fey. These times of struggle seem to grow especially prevalent during periods of massive social unrest in the mortal realm, as the Archons and the fey pursue divergent (and, likely, mutually incompatible) agendas for reestablishing order in the mundane.

No mortal is precisely sure how the Archons divvy up the Celestial Plane between them, nor even where the divide, if any, is between each faction's territory, but the differences in the areas controlled by each are, nevertheless, abundantly clear. The fey tend to build in graceful curves and arcs, with sharp edges reserved purely as intermittent aesthetic flourishes, if they are used at all. The mathematical purity and perfection of fey structures is only apparent when such edifices are viewed on either the micro or the macro-scale – to the casual glance, their works often seem disordered and strangely scattered. In contrast, anything built by the Archons or their minions tends to be rife with harshly precise geometries of crisp angles. One account claimed that these constructions would be, save for the fact that they are flawless, preternaturally beautiful, actually quite ugly in their cold and mercilessly logical composition.

Almost invariably, those rare few people who ever have the opportunity to enter into the Celestial Plane find themselves confined to the bottom few tiers, as human senses and consciousness are not particularly well suited to the perfected harmonies of pattern and meaning to be found in the upper parts of the plane. The mind simply cannot adjust to the myriad layers of conceptually purified order that exists within every vista, moving ever inward and outward to connect to all other things, creatures, and events within the plane (and perhaps even further abroad) in ways that the mind cannot help but to follow. One especially audacious traveler who aspired to ascend quite high within the Celestial Plane spent several years afterward in a semi-comatose state, and later described her perceptions, there, as having been "like a flawless kaleidoscope of fractal sensory deprivation." She claimed to be able to offer no more accurate assessment than that, as no earthly language contained the right words to describe the experience.

As difficult as things may be for mortals who end up in the Celestial Plane of their own volition, however, they can be even worse for those who are spirited there by the will of native entities. Such kidnappings are almost invariably the work of the fey – the result of contracts with the unwary humans – and the captured mortals find themselves trapped within arcane webs of rules and social conventions that they can't understand, let alone navigate. Without comprehending the strictures that govern a given Celestial fey domain, they may hunger and find themselves unable to eat; thirst, and be unable to drink. More terrifying, still, they may end up starving and parched, or perhaps wounded unto death, but unable to die, because they do not have permission to do so. Even time, itself, can pass in unusual ways for captive mortals, for even

the lengths of seconds and centuries are metered according to esoteric statutes, rather than being immutable constants.

THE INFERNAL PLANE

Those with the knowledge and the daring to ask the celestial servants of the Archons about the origins of the Infernal Plane are told that their masters forged the place as a prison for defiant spirits. The Goëtic Spirits, however – better known as demons – claim that they have always existed and that the Realms Infernal is a haven for those why dare to defy the cold and barren embrace of unthinking law and obedience. For, just as the Celestial Plane is not truly a place of good, but instead of unbending order, so the Infernal Plane is one of discord, strife, and constant change, rather than of evil. If this plane has even a single lasting dictum, it is "Do As Thou Wilt."

Some of the few intrepid sages to delve into such matters believe that the Infernal Plane is stacked into six tiers (the orientation of which is a matter of some contention, and may involve concepts of direction wholly outside of the human experience), while others maintain that the number is nine, or thirteen, or even infinite. It is, in reality, any of these, none, and all of them at once and much more, besides. The Realms Infernal do not adhere to the staid mathematical constraints imposed upon all other planes by the tyranny of the Archons. And, if mortals cannot reconcile those paradoxes while retaining their fragile sanity? Well… that sounds like a mortal problem, not an infernal one.

The geography of the Infernal Plane, such as it is, is apt to surprise an outsider, for it is not filled with deep pits of flames, full of the wailing souls of the damned – the Goëtic Spirits like to consider that kind of imagery the "bad press" they've gotten from the Archons (and trite, to boot). For demons to punish, they would first have to acknowledge the notion of sin, and they reject that concept utterly. They mete out neither reckonings nor rewards, but instead, barter and scheme, bestow pleasure and inflict pain, each according to its capabilities and desires. No, the Infernal is instead a place of wild and arcane geometries, with cities of impossible angles, roads that curve back upon themselves and yet somehow still lead to other destinations, and landmarks that are as much concepts as they are locations.

Of course, that isn't to say that the Infernal is devoid of lakes of fire, or rains of burning stones – merely, these are two features among an infinitude of them. There are also endless plains of howling icy winds, deserts of razor-sharp glass, and great churning seas of boiling acid. Beyond that, however, there are idyllic glades, exquisite coastal paradises with golden sand and fragrant breezes, and charming towns nestled amidst ancient woodlands. A plane with the capacity for encompassing absolute chaos necessarily permits for the existence of vistas of great peace and sublime beauty, even as it also allows for places of pain, fear, and abject horror. Indeed, the Infernal Plane contains within it great cities and even nations of Goëtic Spirits, bound together by common cause, happenstance, or even just a lack of any compelling current reason to divide against one another. Some of these locales, whether picturesque or horrific, are transient, while others last for a long time.

It is also quite important to note that the Infernal Plane is not necessarily a place of unremitting chaos, though it may seem so to the casual observer. Indeed, the denizens of this realm value personal choice above all else, and some portion of the Infernal's natives choose a modicum of structure for themselves. This is particularly common among the beings collectively known as the djinn, who make extensive use of rules and laws in their interactions with mortals. By contrast, Goëtic Spirits tend to run the full gamut of moral and ethical potentialities, and are only truly unified in their distrust of and distaste for the Archons and their servants – indeed, it is as though some unknown cosmic constant prevents even those Goëtic Spirits which might, according to their proclivities, otherwise find common cause with the Archons from regarding such an idea with anything other than revulsion.

In contrast to the often solitary Goëtic Spirits, it is considered quite ordinary for djinn to gather in great numbers within the Infernal Plane, assembling into entire city-states and labyrinthine courts of nobility, with rank and title, apportioned according to not just individual power, but also esoteric qualifications ill-understood by even the wisest sages. Their most famed abode is a great city of brass, copper, bronze – easily dwarfing any mortal city, and forever illuminated by braziers filled with smokeless fire –wherein the djinn bargain among themselves for the commodities that each needs or desires. Less well-known are great metropolises boasting lofty towers of pearlescent black stone, grim fortresses of eternally unmelting ice, or sprawling mansions sculpted from clouds harder than steel. Whatever they build, djinn always opt for grandiosity, taking pleasure in structures as visually striking as they are intimidatingly colossal. Those expecting to find only padishahs, sardars, and the like among the djinn are often surprised to discover organizations with titles such as "baron," "vice-president," or even "chief executive officer," depending upon the needs and nature of the court to which a given djinn belongs.

Perhaps most interesting are those locales in which the territories of djinn and Goëtic Spirits about and even converge upon one another. When these two kinds of beings find sufficient common ground to coexist, they are capable of creating true wonders – and abject horrors – according to their preferences. Such places, whether small trading posts amidst the Infernal, or cyclopean fortress-cities, are bound to be architectural marvels, and places wherein one can acquire the most rarified of commodities… provided, of course, that one possesses the means to meet the prices of such exotic wares. The djinn and the Goëtic Spirits are nothing, if not supremely resourceful, and artifacts from even other planes of existence can be had if one can find and persuade the right dealers to part with their most unusual stock.



AN OVERVIEW: THE ARCHONS & GOETIC SPIRITS

One of the most important themes in *Bloodlines & Black Magic* is the ongoing war between the Goëtic Spirits and their ancient, alien foes, the Archons. Although tales of their enmity vary, the general story is frequently nestled into older myths; it is a story of 'god-like servants' (who are often mistaken as "angels") who stand against all who do not bow to their invisible, silent god. In the larger world of *Bloodlines & Black Magic*, the Archons are truly invaders who, without license or even rightful claim, appeared on Earth and claimed her in the Countless Names of the Creator, destroying or 'casting down' anyone that dared to oppose them, or worse, champion the 'apes' that mankind eventually became. Of course, the Archons tell a different tale, whispering of the slow and deliberate, predictable evolution of humankind. These Archons swear to have humanity's best interest at heart, but others debate that; far too much of humanity appears to be reverting a more fundamental, often violent, but easily controlled version of itself. Of course, others whisper this a symptom of a wider world that has embraced perpetual warfare.

Of course, the Archons do not act without challenge, and the legions upon legions of spirits who do battle under the various Goëtic Spirits' seals (essentially acting as their agents) are both ready and willing to bring the battle to these so-called "angels," whose power arises not from the sacred Earth or her children, but rather from some distant, pale light of a forgotten sun. Worse, the Archons' easy control of the larger globe through various media channels (through a never-ending and constant information war) has brought the very war against the Goëtic Spirits to their doorstep; none dares back down again, less their images be deleted from the larger, ever-evolving matrix that is the Archons' control over the planet. Cloaked carefully in the mantles of tradition, egalitarianism, and even progress, the Archons have started their final push to take over the globe – crushing any who would oppose them.

For the Goëtic Spirits, their place in this war is mainly defensive; this is a battle for survival for them. But phantoms and spirits often act from older agendas, fears, and even dreams; any number of them might adopt an agenda that is truly their own, giving no thought to how it plays out in the larger world, or even who it might hurt, provided it meets their needs. That isn't to suggest that all of the Goëtic Spirits are selfish or shortsighted, but to reinforce something experienced occultists and magicians already know – the World and her spirits are fickle, fickle things.

This paints the Goëtic Spirits as unreliable and less disciplined than the Archons, but also highlights an important fact that only a few dare whisper; although the Archons' power is great, it is static. The legions upon legions of Goëtic Spirits, however, continue to watch their power fluctuate, reinforcing an important fact; soon they will have both the power and the numbers to openly oppose the Archons and their choirs of servants. When this does happen, and its likelihood increases with each passing year, the world will surely be covered in blood as the whole of humanity – itself an unthinking gaggle of marionettes playing out celestial roles – jerks awake.

SO, HOW DOES THIS AFFECT THE PCS?

It doesn't unless the GM wants it to. We expect that GMs will customize their games, telling genuinely unique stories that are more or less the ideal versions of all their favorite things. There will be games that follow our storylines closely, while there will also be radical and wild games – whose stories and myths will truly be their own. Of course, if GMs want all of this to impact the PCs, they can (and should) do that.

While the Archons can easily follow single individuals if they willed it, watching over mere mortals is rarely something they or their servants are willing to do – unless those individuals are very interesting or otherwise play a larger role in the world (you know, like the PCs do). Earning the Archons' attention is no small feat, but when one succeeds at it, it's equally difficult to lose. Of course, the Archons have better things to do than to just address human mortals (blooded or not) and frequently send their minions – entities of light, anger, discipline, and fury – to do their bidding.

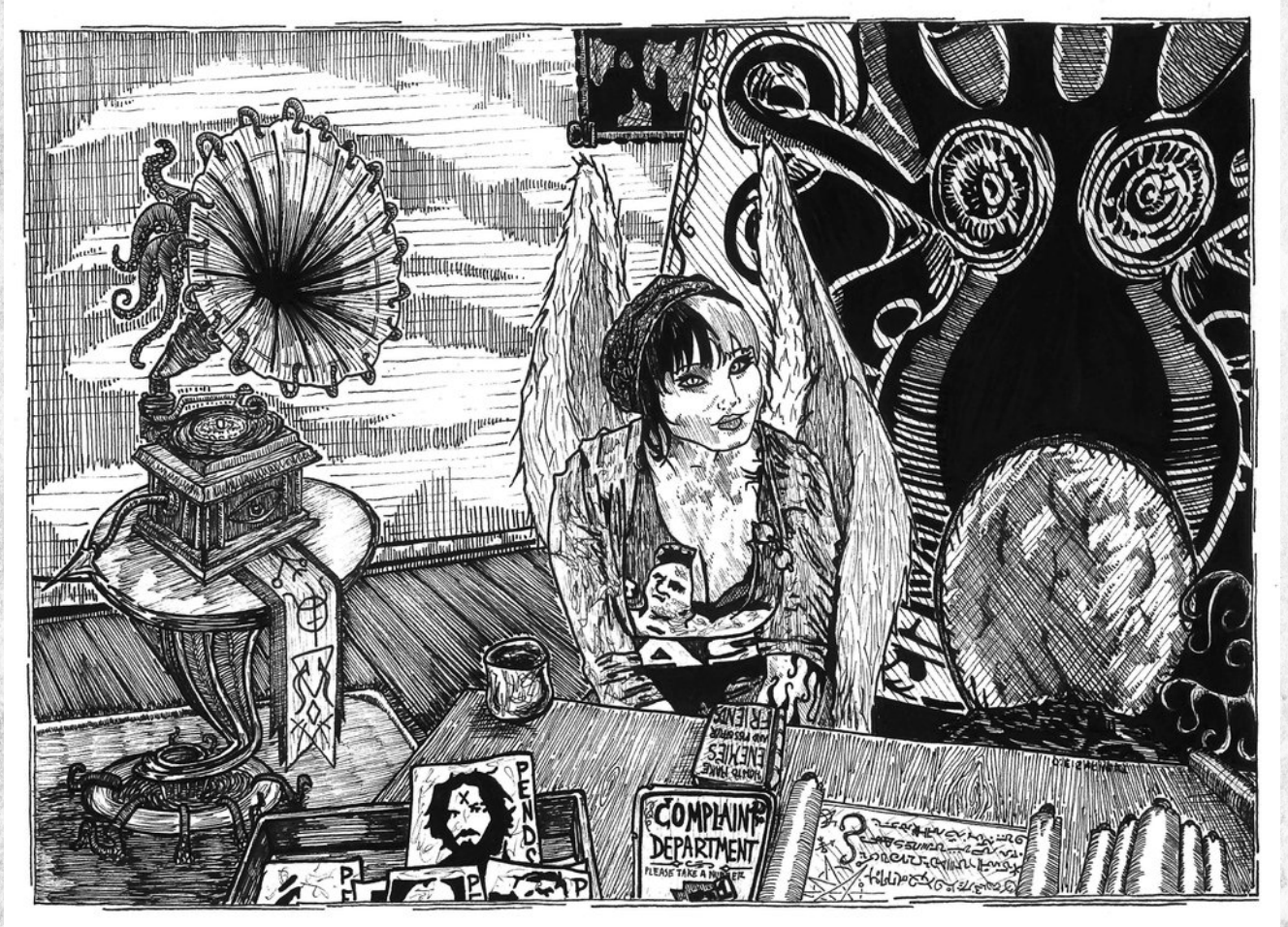
ARE THE ARCHONS ANGELS?

If you want them to be... Sure. Overall, winged visitor radiating light and arriving from the sky is a pretty old idea, one that predates both the faith of Abraham and even the ancient Egyptians; it's far more likely that our ideas and images of angels are based off the Archons and their arrival on Earth. Or you can call them angels if it fits your paradigm a little better. Of course, if you do, keep one thing in mind – Hallmark didn't create these angels.

Although they radiate an aura of good and law, their alignment to a much larger universe allows them to take actions that many of us would deem insane, evil, selfish, and entirely out of line with the morality of the day. Were enough of their followers to witness these images, they'd no doubt question the term 'angel,' although, in all truth, the Archons also know this and take great pains to ensure their image is always pristine. "Were those crushed, still-smoking bodies those angels' hands? Of course not! Those angels were striking down spirits attacking people! That had to be it…"

ARE THE GOETIC SPIRITS DEVILS OR DEMONS?

Again, that's entirely up to you. In *Bloodlines & Black Magic*, Goëtic Spirits describes a broader array of spirits who are "not Archons or their servants." In short, they're 'everyone else.' This includes everything from violent and murderous black gods, to generous animal spirits, to ancient fey, and even to modern spiritual servants, be they egregores or golems. When Goëtic Spirits announce they are legion, they aren't exaggerating. For the most part, players will soon discover that the various Goëtic Spirits operate just like any sentient entity would; every Goëtic Spirit has an agenda, a secret, and an alignment.



THE SEVEn

Their names hidden to nearly all of humanity (save those willing to read Chapter 12), the Archons are terrible and majestic, beings of immense power that radiate waves of awe and dread wherever they walk.

The Archons are the seven most powerful beings that the population of the Earth generally doesn't know about. Although they claim divine right to rule Earth, there are those who challenge them at every step; they claim the Archons are alien inheritors whose claim of birthright is false, that the Archons are truly invaders taking advantage of a younger, evolving planet. These claims have been challenged and wiped from most of the world's records, however; when you can control the Internet, it's not that hard to shape and control what people think.

Even without the Internet, or even the millions of groups silently supporting them, the Archons would still be beings of immeasurable power – especially by human standards – that could easily manipulate entire countries into going to war for them, if that supported their own, private agendas for Earth.

THE SEVEN

Although very little of the larger world know of their existence, those who are in the know – or at least think they are – know the Archons by the following names and titles. These are:

ANZREALA, GRAND ARCHON OF PILLARS & CITIES.

She is tall and beautiful, cold and hard, classically statuesque; Anzreala is a sculptor of steel, neon and glass who wields the twin instruments of social trust and mortal terror to grow and shape her playthings.

LESHIRAEL, GRAND ARCHON OF FLAMES & THE INFERNAL

Few beings in the universe could be described as more businesslike than Leshiræl: she is taciturn, humorless efficiency carved in icy-cold flesh. She takes great care to maintain an aura of precise and absolute control, as she has focused all of her unique abilities upon the single, impossible task of re-arranging the very Infernal. To this end, she has begun carving a vast city of torment into the plane itself, seeking to pair an appropriate punishment with each sinner.

HAZILIAH, GRAND ARCHON OF SPIRITS & LIGHTNING

Usually seen only on the far side of a dim-lit computer monitor or through the dark lens of a cellphone camera, Haziliah is simultaneously everywhere and nowhere. She is the black heart of the Internet, queen of the digital wasteland and sys-admin of the gods, able to arrive at a moment's notice – like a searing gray bolt from the roiling heavens – anywhere she deems necessary.

NANNAREAL, GRAND ARCHON OF WHISPERS & RUMORS

It is an open secret amongst occult researchers that Nannareal never reveals her interests, nor her presence, to anyone; instead, the Grand Archon of Whispers & Rumors (and of course, Secrets of all sorts) always takes great care to cloak her activities behind several layers of lies, masks, misdirection, and illusions. She often appears in the guise of one of her sisters, although she has been known to assume the form of mortals, Goëtic Spirits, lesser angels and even stranger entities when it suits her.

YASAZZIEL, GRAND ARCHON OF GLITTERING THINGS & EARTHLY DELIGHTS.

If any of the Grand Archons could be described as a'manic pixie dream girl,' it's Yasazziel. A chatterbox's chatterbox, immortal patron of all bright-painted social butterflies, it can be somewhat difficult to separate signal from noise when it comes to Yasazziel and her direct wishes. Considering how much she says, Yasazziel is not particularly clear; her (supposed) motivations have been detailed at elaborate lengths, but it can be difficult to parse exactly what she means by what she says.

SEHRIAL, GRAND ARCHON OF WATCHMAN & SPIES

Smiling, friendly to a fault, charming, gracious and beautiful, Sehrial is the only one of the sisters among the Grand Archons who will deign to appear in a mortal guise that is shorter than the humans around her. She has a calm, relaxed grin and often adopts a slight Southern drawl to her speech: always eager to lend an ear.

HATRATHREAL, GRAND ARCHON OF WAR & WEALTH,

She is the power behind the throne, the church, the Pentagon, the military-industrial complex itself: tall, commanding, professional, rapturous in her beauty and occasionally given to outbursts of eerily-human rage or levity, Hetrathreal is – in many ways – the archetypal Archon: when young occultists first imagine what the Archons are like, it's her they're picturing.

THE BLOODLINES

In *Bloodlines & Black Magic*, the various bloodline families run the world. In many ways, they are the agent provocateurs of the hidden, invisible puppeteers ever pulling the world's strings. Some even claim that on the Astral Plane, the heads of various lineages appear as puppet masters working from shadowy perches, high above the unwashed masses. Working from below and beyond even the Deep State, the bloodline families rule as the true kings and queens of the Invisible World, and by extension, the mundane as well. That said, it is important to keep in mind a few distinctions. Both mechanically and thematically, the bloodlines are the sources of characters' power – one of the seven types of iconic supernatural beings known to infuse their eldritch influence into the blood of humanity. Mechanically speaking, bloodlines replace "race" in character creation, determining modifications to characters' starting abilities and what racial (bloodline) traits they may select. There are seven – *and only seven* – bloodlines.

Lineages are factions within the bloodlines – individual lines of heredity that may be organized as scattered families, rigid noble houses, secretive occult conspiracies, or other social groupings. Characters may be loyal members of their lineage's social structures or define themselves as rebels outside the norms of their kin. *Bloodlines & Black Magic* begins by presenting over a dozen lineages from across the globe – perhaps the most prominent lineages presently known, but by no means the only ones.

How much impact these lineages have on your game is entirely up to the GM. While we certainly hope you will make good use of the content we create (and especially any cooperative content we create alongside fans participating in the various seasons of *Bloodlines & Black Magic*), we also understand that many of you will be telling your own stories; whether or not you need it, we'd like to make sure the content we do create is modular and specific. We aim to make anything we create distinct enough so that you can pick it up and drop it into your campaign. In short, we want to make life a little easier for you, the GM.

With this in mind, we've purposefully been vague when describing the bloodline families. We want GMs to be able to adapt them to their games without too much fuss. Where and when possible, we've left out specific details about the various bloodline families (the individual lineages), so that GMs can use their own. While there is (and will be) official canon (specific organizations and NPCs active in the campaign world), this will continue to expand as the world itself grows. We hope you'll join us for this larger adventure into the dark…



CHAPTER 2

THE 07 RULES



PLAYING O7: SOME DISTINCTIONS



OCCULT 7 – shortened to **O7** throughout this book - is a variant rules system based on the Pathfinder Roleplaying Game. Like much of the core of the *Pathfinder Roleplaying Game*, O7 is a game of enigmatic heroes who rise against terrible dangers and overcome powerful, diabolical and earth-shattering foes. However, instead of using Pathfinder's usual 20 levels of character progression, O7 uses only the first seven levels. This keeps characters in the "sweet spot" of adventuring. They are tough enough to take on the darkness but are still manageable. Adapted from the Epic 6 rules variant, O7 is explicitly designed for *Bloodlines & Black Magic* and is intended to work with the classes presented in both *Pathfinder Occult Adventures* and the *Pathfinder Advanced Class Guide*, both of which are suggested for this setting.

KEY POINTS OF OCCULT 7

1. **FAST PLAY** at every level of the campaign.

2. **FOCUS ON CHARACTER PLANNING** means even the strongest O7 heroes will need help, special resources and plenty of information to defeat something like a great black dragon (a CR 11 terror).

3. **LOW MAGIC MODERN SETTING** that players instinctively recognize.

4. **NO MEANINGLESS ENCOUNTERS** so that players can level by defeating their foes instead of 'grinding' for XP; all encounters designed for episodes of *Bloodlines & Black Magic* are important.

5. **QUICKER PREP** because the power scale is manageable. In fact, with just a handful of 1st-, 3rd-, 5th-, and 6th-level NPCs, you have multiple evil cults that can last you through your whole campaign.

6. **CLASSIC MONSTERS STAY SCARY & RELEVANT** throughout the campaign: all of the best monsters don't become redundant. The chimeras, aboleths, vampires, and others can plague the characters throughout the length of the campaign.

7. **EVEN LEGENDARY HEROES & VILLAINS REMAIN MORTAL** so common threats like mobs or NPCs are still threats to both PCs and foes, and even the greatest evil can be defeated.

8. **YOU ALREADY KNOW THE RULES.** It's hard to recall every 5th through 9th-level spell, high-powered feat and rule combination out there. You see the high-level ones the least, and they are the game elements most likely to upset a campaign's story, balance and flavor.

9. GREAT FOR ON-THE-FLY GMING – because if you're reasonably familiar with what a 2nd-level or 4th-level threat looks like, power-wise, you can run parts of your campaign without stats handy; this allows you to focus on greater storytelling, narrative, immersion and character development.

WHY ONLY 7 LEVELS?

In O7, the stats of an average person – approximately fifty percent of the population – are the stats of a 1st-level expert or commoner, and an additional twenty-five percent are 2nd-level characters with only NPC levels:

1st-level Commoner
2nd-level Commoner
1st-level Expert
2nd-level Expert
dual-class 1st-level Commoner/1st-level Expert

It is further assumed that another ten percent are 3rd level, ten percent more are 4th level, and the final five percent – one out of every twenty people! – are 5th level characters with NPC class-levels (these folks are veterans of their career fields). Folks with adventurer-focused, non-NPC levels are rarer still, representing perhaps only one out of every ten members of a given level; maybe one percent of the population apiece could hope to become a 3rd-level investigator or a 4th level occultist. All non-player classes are hard-capped at 5th level. Complete rules for creating NPCs for *Bloodlines & Black Magic* are presented later on.

Less than a tenth of a tenth of a percent are people so powerful that they can crest into the range of 7th level. By and large, these people truly are legends.

Imagine a 7th level occultist or a 7th level slayer from that average person's perspective. The occultist could most likely kill everyone you know with a few muttered words and the wave of a palm. The slayer could duel with ten armed guards in a row, expertly defeating every one of them. If you spot a venomous manticore, everyone you know is in terrible, terrible danger; against such a creature, that esoteric dark-magic user or the famed, bloodthirsty combatant may be your only hope.

Within the context of *Bloodlines & Black Magic* (a modern-era, urban-fantasy action-horror game), O7 accurately describes – as a rule system – the dangers of our modern world, be those from handguns, near-fatal car-crashes, or plummeting from a skyscraper, especially in that many of these real-life dangers are not expected to be particularly survivable; this level of power is both flavorful and appropriate.

O7 recognizes that characters of 7th level are still mortal, but provides a universe-appropriate context wherein they are truly rare heroes.

Levels one to seven remain the low-level sweet spot in most games: a period during which a character comes into her own, a crash-course in action and danger transforming her from a low-level noob (albeit one with impressive natural stats) into a capable, veteran adventurer … or a corpse.

Once transformed by her experiences, reaching 7th level and becoming near mythic, a character's growth is no longer a continuous, linear progression to 20th level. There are still major differences between the master warriors and the day-job mercenaries, of course, but it's not a change of scale.



Did A.C. find something else in 1904? Sure, he was doing a bunch of drugs and declaring new aeons and all, but surely, he didn't find something else...

What was on the Stele of Revealing?

thE RULeS

Characters created specifically for O7 – and used within *Bloodlines & Black Magic* – use the base progression as presented in both the *Pathfinder Advanced Class Guide* and *Pathfinder Occult Adventures* books, but add custom abilities (these are incorporated at 1st or 2nd level for every class specific to this setting). We also award XP based on the number of episodes played, eschewing experience points entirely.

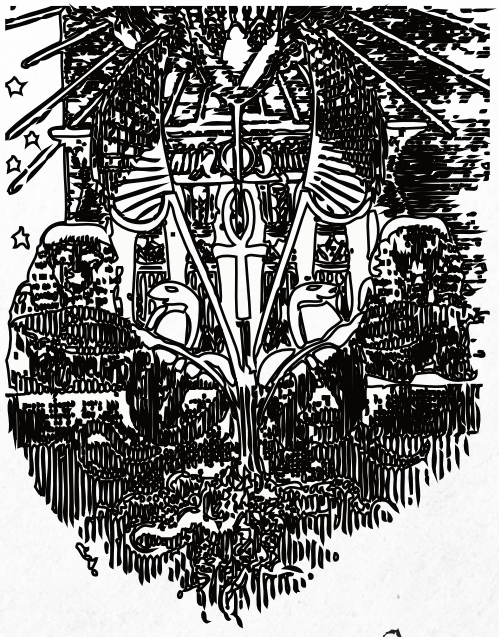
Otherwise, how each class progresses from levels 1 to 7 remains unchanged, performed as per the core Pathfinder Roleplaying Game rules.

Upon attaining what would normally be their 8th level – depending upon the initially agreed-upon rate of character advancement (*Bloodlines & Black Magic* offers several methods by which to level characters) – characters receive instead a single bonus feat. Characters gain another feat in this way each time they gain enough additional experience to otherwise advance once more to 8th level.

A player may choose to gain one special class feature from a higher level in lieu of this feat, although a character must take her class features in order. Thus, an occultist could not select binding circles (normally gained at 12th level) until he had taken magic circles, outside contact 1 (both available at 8th level), implements 5, and both levels of focus power (once at 9th and once at 11th levels, respectively) in exchange for five bonus feats. Similarly, an alchemist could take bomb 5d6, but only after sacrificing a single feat to take his 8th-level class abilities (discovery, poison resistance +6) beforehand.

If a character possesses more than one class, she may select class features from any of them; she may not select class features from any class she does not possess, however. Alternatively, a player may choose to further hone her practiced skills: she gains 4 skill points – or a number equal to the amount she would have received upon gaining her 8th level – whichever is higher. She is still limited to a maximum rank of 7 in any skill, as normal (see **On Allowing Feats**).

Note that a diverse selection of additional feats – specifically for spell-casting classes – should be made available in any O7 campaign (again, see **On Allowing Feats**, below). Feats with unattainable prerequisites, especially high level-requirements, require careful adjudication; some will simply be unavailable within a *Bloodlines & Black Magic* campaign.



BRINGING IN THE OLDER CLASSES...

GMs or players wishing to incorporate traditional classes like the cleric, druid, sorcerer or another class with a "dead level" between class abilities must spend an empty feat to bridge the gap; thus, it costs a 7th-level cleric two feats to increase her channel energy ability from 4d6 to 5d6 (one to bridge 8th level, one to acquire it at 9th level). A druid, likewise, must spend a feat to increase his daily uses of wild shape to 3/day, and a sorcerer must spend two feats to access his 9th-level bloodline power. Note that most of the classes from the Pathfinder Roleplaying Game do not have such "dead levels"; this is true of all the alternate classes presented herein.

REMEMBER

O7 isn't just a change for the players. Some monsters, magical items, and feats must be presented slightly differently than in a core Pathfinder Roleplaying Game.

ON MONSTERS

Just as parties of 7th level adventurers are not expected to tangle with encounters higher than CR 10, the mighty monsters of O7 require special consideration for use in game.

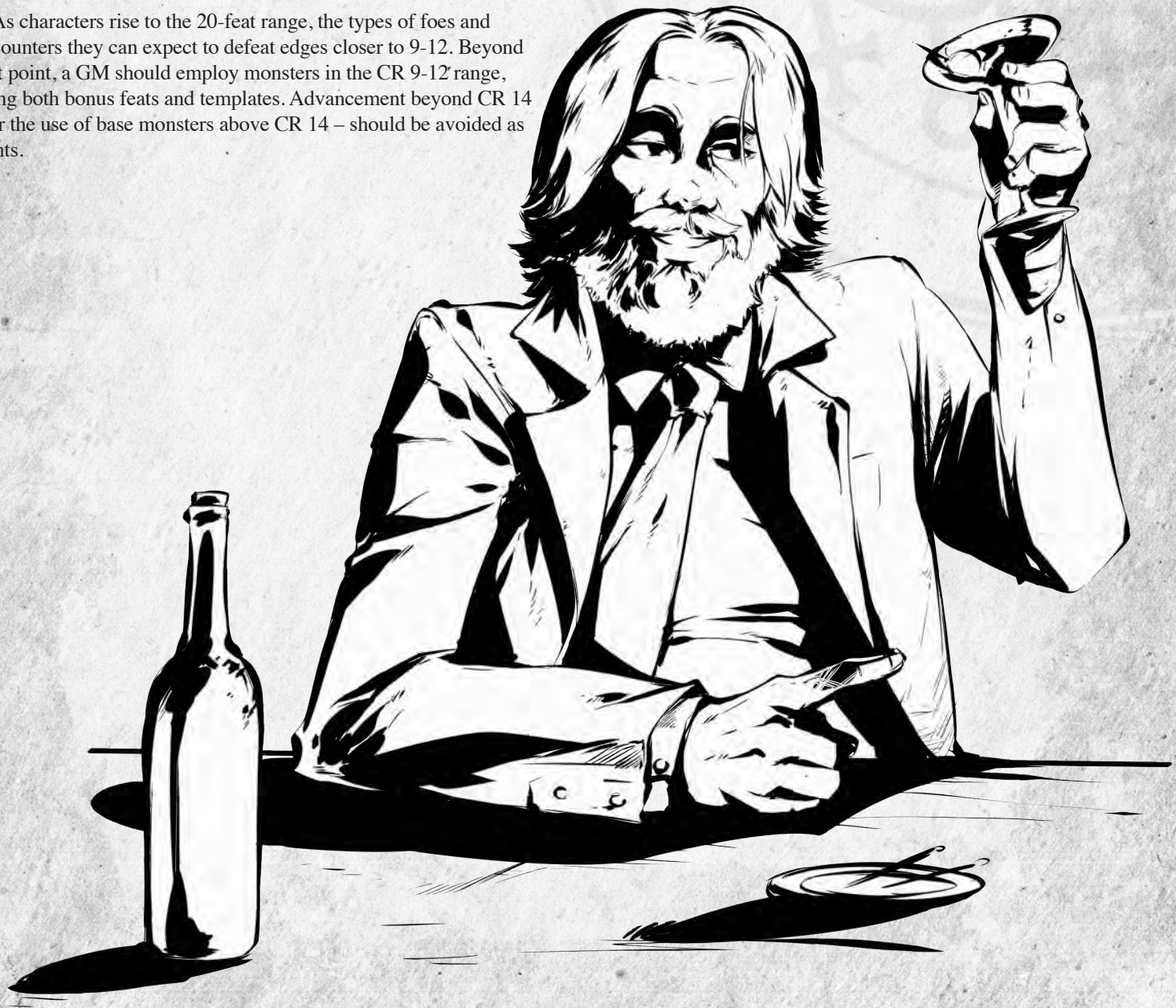
O7 characters, even those with 10 or more bonus feats, aren't intended to go up against high-level threats under the same circumstances as other high-level characters; those most truly monstrous of creatures – if they can be defeated at all – require special resources and planning far beyond the typical Pathfinder Roleplaying Game encounter.

Regarding raw rules, monsters inside of the CR 8-12 are the ceiling for what most player characters can handle; although more powerful monsters do exist, without taking special precautions and safeguards, these powerful monsters might surely wipe out a party of adventurers.

As characters rise to the 20-feat range, the types of foes and encounters they can expect to defeat edges closer to 9-12. Beyond that point, a GM should employ monsters in the CR 9-12 range, using both bonus feats and templates. Advancement beyond CR 14 – or the use of base monsters above CR 14 – should be avoided as fights.

Of course, not every monstrous encounter is straight-up combat. A balor, jabberwock, shoggoth, or another insane horror called forth from forgotten epochs, and outer realities is a memorable reason to flee, presenting something far more akin to an apocalyptic, world-ending disaster than a "fight." While these will be rare – even in the darkest of *Bloodlines & Black Magic* campaigns – they could certainly happen, especially when higher-level players begin to explore the celestial or infernal realms that "lie beyond."

While such a legendary beast may not call for direct and violent confrontation, the use of special resources and the exploitation of plot-centric circumstances might allow PCs to eventually face such foes openly. Finding the proper artifacts and rituals to strip a thanatotic titan of its godlike power – binding it to the mortal realm and temporarily lowering its stats to those of a shadow giant – is a memorable campaign-arc, ending with a truly terrifying final boss-fight.



ON MAGICAL ITEMS

If – as a result of the restrictions on feats and levels – an item cannot be created by the PCs, then it should not be distributed as normal treasure. Like high-level monsters, such items should be placed carefully, built-in to make sense in the context of your game.

Only the greatest of casters could even create a magic weapon, after all, and a gloom blade is truly legendary: that's a sword that no mortal can make, probably the craftsmanship of a powerful spirit of madness, a godly messenger or a nascent demon lord.

In general, no item worth more than 16,000 gold pieces (which would cost about twenty-one million dollars in modern currency; see **Chapter 11** for more details) should be placed within the game; no character – even at the highest of levels – should ever expect to have more than 85,000 to 100,000 gold pieces worth of total magical items. Any ultra-rare exceptions to this should be truly remarkable, usually signifying the swiftly approaching conclusion of the campaign.

ON ALLOWING FEATS

At some point, especially near the end of the campaign, you might choose to offer unusual, extraordinary, horrifically overpowered or even Mythic feats, including feats that increase a character's stats (beyond 21), give them access to the benefits of a Prestige Class, or even allow them access to a single 4th-level spell-slot. What feats you allow is entirely at your discretion, and you should work with your players to decide what is and is not appropriate.

A ROBUST LIST OF FEATS IS INCLUDED IN CHAPTER 8.

The Occult 7 rules variant is still very much the Pathfinder Roleplaying Game you know and love, but with some unique and distinct changes.

ONLY SEVEN LEVELS OF PLAY

First, O7 focuses on the first seven levels of play, with each character gaining a capstone ability at level 7. After that, PCs don't stop leveling in the traditional way, instead choosing one of several universal class packages; this is intended to slow leveling considerably, requiring PCs to play through four times as many episodes (reaching 8th level effectively requires sixteen to twenty additional episodes). That keeps lower-level challenges threatening, and mid- to high-level encounters deadly.

These levels of play break down like this:

NOVICE - *"Get out of the way, noob."*

1st-2nd level characters in the 07 system are relatively new, but slowly awakening heroes. They enjoy a small hit point boost, an extra trait, and two extra Feats. Most of Season One will play at this level. Noobs need to complete at least 8 episodes before advancing to level 3.

THE BASIC BREAKDOWN

1st Level – Class abilities, max hit points (plus double the Constitution modifier), a career, two Feats, an Arcana, and a trait.

2nd Level – Class abilities and hit points.

3rd Level – Class abilities, hit points, Feat, +1 to a single ability score.

4th Level – Class abilities, hit points, and 2 bloodline points (gestalt).

5th Level – Class abilities, hit points, and a Feat.

6th Level – Class abilities, hit points, and a Feat.

7th Level – Capstone ability, 2 bloodline points (gestalt), bonus Feat, hit points, and a +2 to a single ability score (max 21).

EXPERT - *"Everyone's an expert these days..."*

3rd-4th level characters in the 07 system are far more resilient, if not cynical at this level of play. They gain a +1 ability score bonus at 3rd level and extra BP (bloodline points) at 4th level, allowing them to unlock bloodline abilities. Experts need to complete at least 16 episodes before advancing to level 5.

VETERAN - *"Don't mess with vets."*

5th-6th level characters in the O7 system have seen a lot of action. While not legends, these characters have seen more than most. At both of these levels, these characters gain both a bonus Feat (instead of just at 5th level). Veterans need to complete at least 24 episodes before advancing to level 7.

LEGENDS - *"She's a legend, mate."*

7th+ level characters have become legends at this point. No one is quite sure just how powerful these characters truly are, although almost all of them remain mortals. At 7th level, characters gain more BP (bloodline points), a bonus Feat, their capstone ability, and a +2 bonus to a single ability score. Each level after this, they gain skill packages. Each time a legend completes 4 additional episodes; she gains one of several universal class packages.

BEYOND 7TH LEVEL
LEVELING A LEGEND!

Once a character has reached 7th level, they no longer gain class levels. Instead, each time they would normally gain a level (starting at 8th level), they instead select a Feat. The core feats used in *Bloodlines & Black Magic* feats are found in Chapter 8, but players may select feats from any Pathfinder compatible resource they like (with GM approval, of course).

OPTIONAL RULE: PLAYING GESTALT

Bloodlines & Black Magic is, in its own way, unique in that it would be the ideal sort of setting in which to run a gestalt-style game, especially if that campaign focused on unlocking one's bloodline potential parallel to leveling a character class. PCs and GMs wishing to use this gestalt optional rule unlock additional potential at 4th and 7th levels. Both of these are marked in the sidebar on the left (See **The Basic Breakdown**).

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CHAPTER 3

CREATING BLOODLINES CHARACTERS



How I survived winter on the moors, I don't know. We didn't even have a telly, but I found a pile of old magazines that had crossword puzzles, and also, after a while, a person can go into a sort of trance playing Solitaire. My mum called once a week, at four every Sunday. I made sure I had the phone charged so that I could listen to her talk about the bad weather, her awful neighbors, and what that horrible woman (my father's new wife) had done now. Margie's text messages had grown less frequent, and I couldn't blame her. I had nothing to tell her. The cold and the dark kept me near the hearth where our little coal fire burned. I had to admit there was a kind of desolate beauty to the landscape when the snow eventually came; even if the cold was so intense it lodged itself marrow-deep, and the air stabbed my lungs with its ferocity. Arthur was in his element then, playing with black-and-white film, capturing high-contrast compositions. A dead tree limned in brightness. A single crow feather frozen into a crust of ice.

By then I'd drifted inward, speaking only when spoken to. The silence was my blanket, my mute mask.

Arthur did all our shopping online.
Occasionally he'd go off to some or other photographers' shindig. I didn't ask to go with, and he didn't offer. Every week, a lad drove all the way out from Middlesbrough, where there was a photographic outlet owned by one of Arthur's mates who did him a good deal on developing and printing. Then he'd vanish off into his studio for hours while the lad hung about glumly in our lounge. I would put on the kettle for tea, but when all his efforts at making small talk with me failed, he spent more time flicking through his social media feeds on his phone. Often it was near sundown when Arthur would return with requests for more prints and hand the lad canisters of the precious film for developing. Where he got the money from, I don't know, because none of this came cheap, I was sure, and Arthur was always moaning about the price of stuff other than his photography.

"You'll see, ladybird," Arthur would tell me, his face flushed with excitement. "It will all be worth it, one day. I'll buy you a big house in London, and our children will go to the best schools."

Children. Ugh. The very thought turned my stomach. I should be grateful that he hadn't insisted now already.

It was with the first thaw that Arthur came back from a meeting that would change everything. I'd been polishing the cottage's fittings, and fancied I was getting high off the Brasso when I heard the familiar rumble of the car's engine, and I went to greet him at the door.

Arthur's whole face was lit up.

"You won't believe it!" He said as he embraced me.

"I've just had an offer I simply cannot refuse!"

My stomach performed a small jig, and I smiled at him, wrapped my arm around him in a way that I knew would please him. "What is it?" Finally, we'd have an excuse to leave this dump.

"I've got a post on a cruise ship, in the Caribbean and all that! They need a photographer!"

"Oh." I tried not to sound too disappointed. I didn't like sailing. "The first contract lasts three months. I'll be back before you know it."

"Oh." He meant to go alone. There was no "we" in "I've got a post."

Idiot.

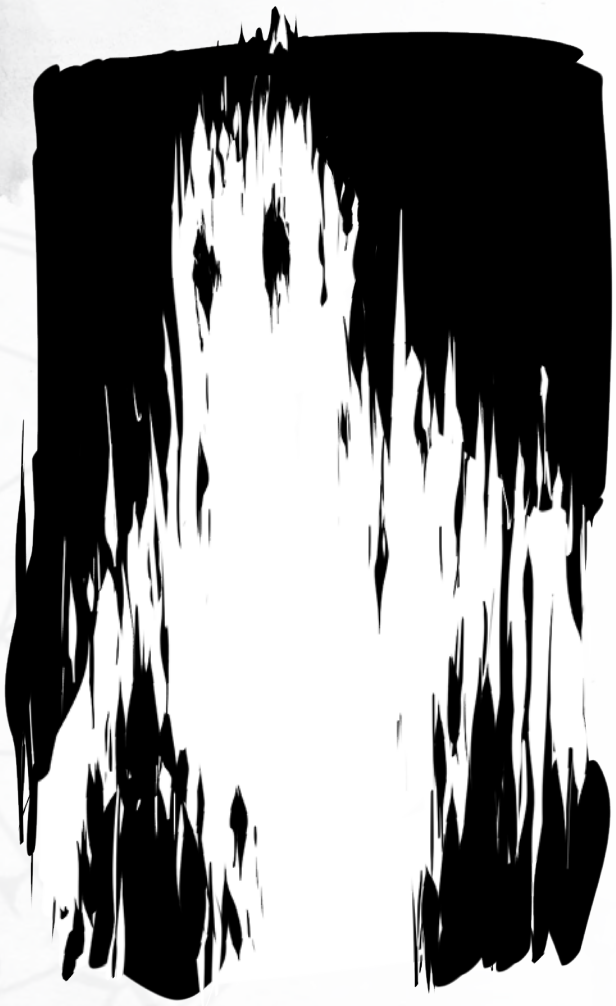
"You'll be perfectly all right out here. I'll set up an allowance with the store."

"Three months?" My stomach churned uncomfortably; I stood at the edge of an abyss.

"It will be over before you know."

I wanted to cry.

Three months was forever.



BUILDING YOUR CHARACTER

Because we use classes a little differently and encourage more customization – both by adding careers and keeping the bloodlines modular – we feel approaching character design from a wholly new angle might be wise. With that said, the steps we're going to walk you through aren't all that different than the ones you're probably used to, especially if you've been playing The Pathfinder Roleplaying Game for any length of time. Still, we thought it might be smart to loop you in on where we were at when building this game.

When developing a new character for a *Bloodlines & Black Magic* campaign, start with a core concept and move out from there. Consider that character's core motivations – what are they doing and why? Are they seeking vengeance for those who they loved and lost, or are the cold, contract killers who specialize in laying the unnatural creatures of the night to rest? Or, are they students discovering their own, latent potential as they dive headlong into the darkness? Perhaps the PCs are a small group of heroes who, with each successive generation, have delved into the dark to "hunt" the supernatural; or any number of other scenarios.

Once a player decides on the concept, it's an easy enough process to follow the steps below, adding little illustrations and notes on the character as they develop it.



STEP ONE ABILITY SCORES

As with most Pathfinder Roleplaying Games, the first step to creating a character is to generate your ability scores. If your preference is to roll dice, use 4d6/x6 and drop the lowest score. If you would rather use a point-buy method, the following stat arrays are suggested for Bloodlines games:

CAMPAIGN TYPE	POINTS
A tough campaign	10 Points
An average campaign	14 Points
An easy campaign	21 Points

In *Bloodlines & Black Magic*, **no character starts play with an attribute above 19 and no character can ever have a single ability score that naturally exceeds 21**, without using magic or items. Humans are supposed to feel human.

In *Bloodlines & Black Magic*, player characters get a +1 to their first attribute at 3rd level (instead of 4th level), and a second +2 bonus to an attribute at 7th level. Additionally, some Feats will allow O7 characters to modify their starting ability scores.



STEP TWO SELECT YOUR ARCANA & SET YOUR THRESHOLD SCORE.

Next, you must choose the manner of how your inner eye first opened and you were awakened to the supernatural world. In *Bloodlines & Black Magic*, this is reflected either by choosing one of the Arcanas (listed below) or, better yet, by pulling a random tarot, 40 Servants, or playing card from a deck.

Each arcana has a brief explanation of the event that made you aware of the occult world you now know, as well as a trait bonus for your character.

The arcanas are not only a strong storytelling tool, but they also grant an another fun bonus at the game table. Characters who have matching Arcana gain a pool of 7 bonus, untyped points that players may spend on any d20 roll during that encounter; each point spent in this manner can be traded for a single +1 bonus.

Some GMs may choose to have beginning characters play out their first encounter with the supernatural. In those games, players may gain their arcana during or after that adventure.

The final part of this step of character creation is to note down your character's Threshold score. This measures a character's connection to the unnatural world beyond the Veil, acting as a sort of measurement for how attuned an individual becomes to these unseen places and things. Conversely, the threshold is also a measure of how far away from 'normality' a character has traveled, representing their immersion into the forbidden and weird.

This is further explained below, but, in general, unless you have special Feats, traits, or flaws that modify the score, your threshold is set to 0.



STEP THREE SELECT YOUR BLOODLINE

With an idea of your physical and mental statistics in mind, plus the events surrounding your awakening, you now select your Bloodline. These are groups of supernaturally awakened humans who, over the eons, banded together into families, clans and cult-like societies that are collectively called Lineages.

Bloodlines are racial variant humans and provide not only ability adjustments but also grants racial points to augment their characters further. Characters also get new points to spend on racial abilities at higher levels to reflect their deepening connection to the supernatural world.

You may choose from one of these seven choices: Fey Blooded,

Dragon Blooded, Infernal Blooded, Jinn Blooded, Seraphic Blooded, Shadow Blooded, and Spirit Blooded. Players also have the option of having their character remain normal (lacking a bloodline). The individual bloodlines are explained more fully in **Chapter 4.**



STEP FOUR
SELECT YOUR CLASS

Select a class you feel will help you execute the character concept you've been developing. Classes allowed in *Bloodlines & Black Magic* are described in **Chapter 5**.

Consider selecting an archetype that further strengthens those concepts. At 1st level, you begin play with maximum hit points (for your class) plus twice your Constitution modifier.



STEP FIVE
SELECT YOUR CAREER

Careers and career paths describe the everyday jobs that heroes in *Bloodlines & Black Magic* pursue when they are not actively on assignments or otherwise delving into the occult world. Careers offer trait bonuses, a minor ability, class skills and monthly wealth guidelines. Careers are detailed in Chapter Six.

In some ways, this is another way to write some of your character's backstory, either by explaining his career choices or by explaining the path that brought that character to his current point in time.



STEP SIX
SELECT YOUR FEATS & TRAITS

Each character in *Bloodlines & Black Magic* starts play with two Feats, a trait of their choice, and an arcana (see below). On the off chance that a player chooses to create a normal human character (a character who does not have one of the seven bloodlines) that human will begin with an additional Feat on top of that. Most characters, however, should have three traits, two Feats.

Bloodlines characters receive a trait from their chosen Career and another from their Arcana. They can select the third trait from any GM-approved place.



STEP SEVEN
FINISHING UP

Select your gear, spells and any other character aspect remaining and fill out your character sheet. By now, you've filled out all the basics, written in a bunch of your notes, and likely discussed some character concepts with your GM. Good, now all you need to do is wrap everything up, add those final pieces of gear and equipment to your character sheet, grab your dice, and play!

KEEPING ABILITY SCORES AVERAGE

One of the things Clinton Boomer brought to this project (besides his gregarious demeanor and innovative nature) was his longstanding love of the old e6 system. In fact, if you follow his Tumblr (and if you don't, it comes highly recommended), you probably have seen some of his extensive work on the e6 front. This work has led to many, many discussions on how to represent common (and uncommon) humans in the real world, and the problem with trying to use ability scores to represent real-life humans. To keep things inside of a somewhat realistic range (but still, keep that supernatural feel), O7 places a cap on all ability scores, regardless of your level.

That cap is 21.

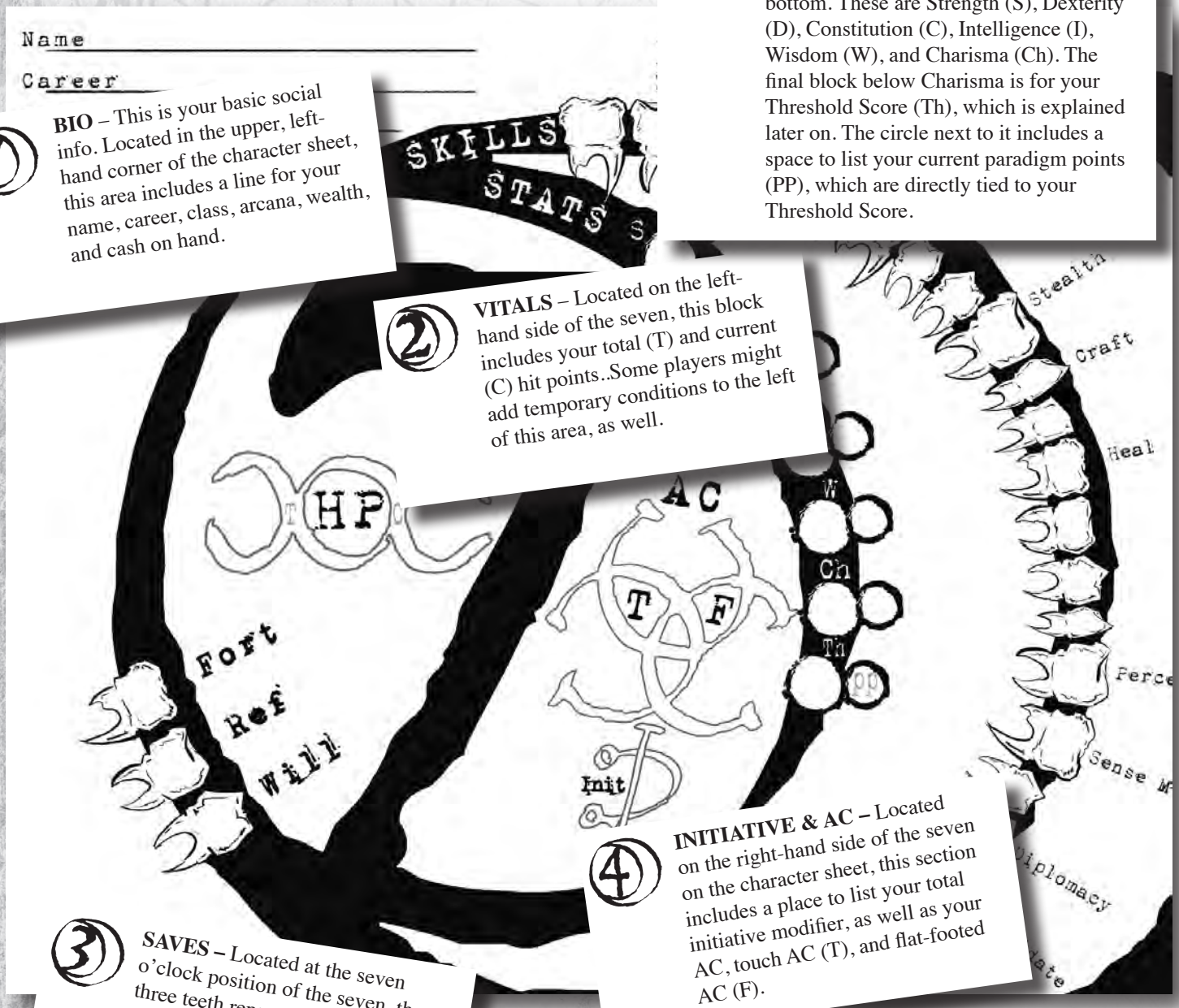
While scores in the 18-21 ranges are highly unlikely, they are still humanly possible. For example, **Ryan Kennelly** holds the Guinness World Record for pressing 1075.0 lb (487.6 kg) on November 8, 2008. While Strength scores like his are going to be rare, they are possible. In the Pathfinder Roleplaying Game, ability scores are an approximation of measurable human qualities. Some of those (like Strength or Intelligence) are easy to measure. Others (like Wisdom or Constitution) are much harder to measure.

Most *Bloodlines & Black Magic* games are going to use either tough campaign (10 point buy) or standard campaign (14 point buy) for their ability score arrays, which means on average, these scores are going to start in the lower ranges (12-14), with the occasionally modified score hitting 16 or 17. Are folks going to roll dice to generate stats or to build superhumans? Sure. We do not doubt that. But on average, we're designing with the assumption that most of you want a balanced, challenging game.

CHARACTER SHEET WALKTHROUGH

While most Pathfinder Roleplaying Game players are accustomed to the standard vertical character sheet, *Bloodlines & Black Magic* instead makes use of a horizontal, open-concept sheet. Though this new character sheet has been applauded frequently throughout playtesting, we discovered that it did, indeed, require a little getting used to (even for experienced players). To keep things running smoothly and keep everyone focused on the fun, we created this quick guide to quickly walk you through all the important parts of our new character sheet.

If this isn't your first *Bloodlines & Black Magic* character, or if you're already comfortable with this character sheet, feel free to skip by this section. If you're following along, we'll be starting with the character sheet's upper lefthand corner. From there, we'll be moving counter-clockwise to until we come to the upper righthand side of the sheet.



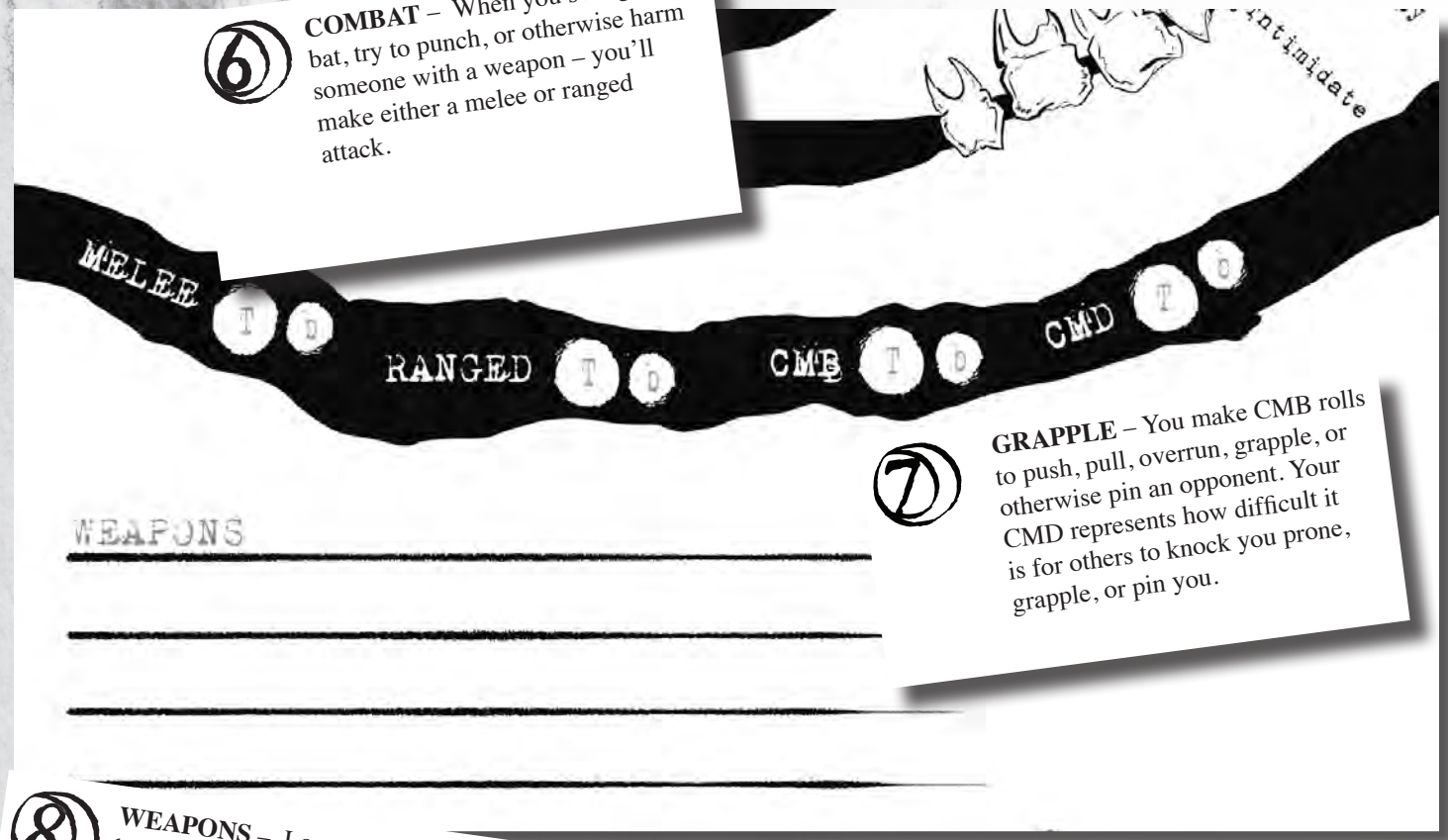
1 **BIO** – This is your basic social info. Located in the upper, left-hand corner of the character sheet, this area includes a line for your name, career, class, arcana, wealth, and cash on hand.

2 **VITALS** – Located on the left-hand side of the seven, this block includes your total (T) and current (C) hit points..Some players might add temporary conditions to the left of this area, as well.

3 ***SAVES*** – Located at the seven o'clock position of the seven, these three teeth represent your total Fortitude, Reflex, and Willpower saving throws.

4 **INITIATIVE & AC** – Located on the right-hand side of the seven on the character sheet, this section includes a place to list your total initiative modifier, as well as your AC, touch AC (T), and flat-footed AC (F).

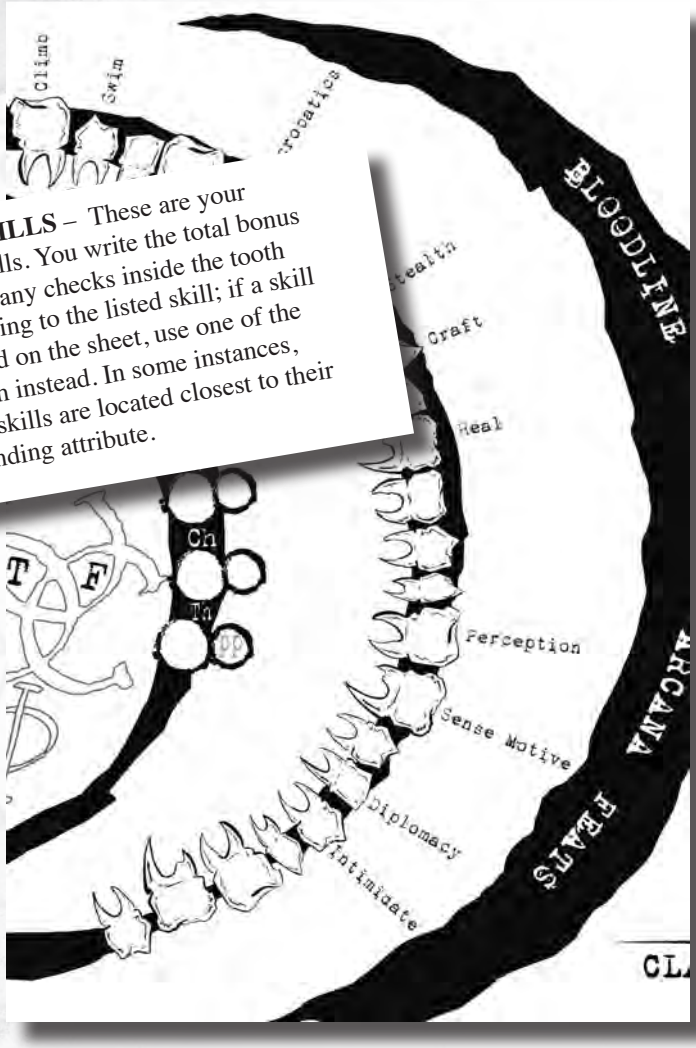
5 **STATS** – Each character's statistics can be located on the inner right arc of the character sheet, listed in order from top to bottom. These are Strength (S), Dexterity (D), Constitution (C), Intelligence (I), Wisdom (W), and Charisma (Ch). The final block below Charisma is for your Threshold Score (Th), which is explained later on. The circle next to it includes a space to list your current paradigm points (PP), which are directly tied to your Threshold Score.



6 **COMBAT** – When you swing a bat, try to punch, or otherwise harm someone with a weapon – you'll make either a melee or ranged attack.

7 **GRAPPLE** – You make CMB rolls to push, pull, overrun, grapple, or otherwise pin an opponent. Your CMD represents how difficult it is for others to knock you prone, grapple, or pin you.

8 ***WEAPONS*** – Located on the bottom left of the character sheet, this area is where you list your weapons. These are the weapons you have equiped. Some weapons may have ammunition, ranges, or special descriptions you'll need to know for combat.



9 **SKILLS** – These are your skills. You write the total bonus to any checks inside the tooth corresponding to the listed skill; if a skill is not listed on the sheet, use one of the blank teeth instead. In some instances, common skills are located closest to their corresponding attribute.

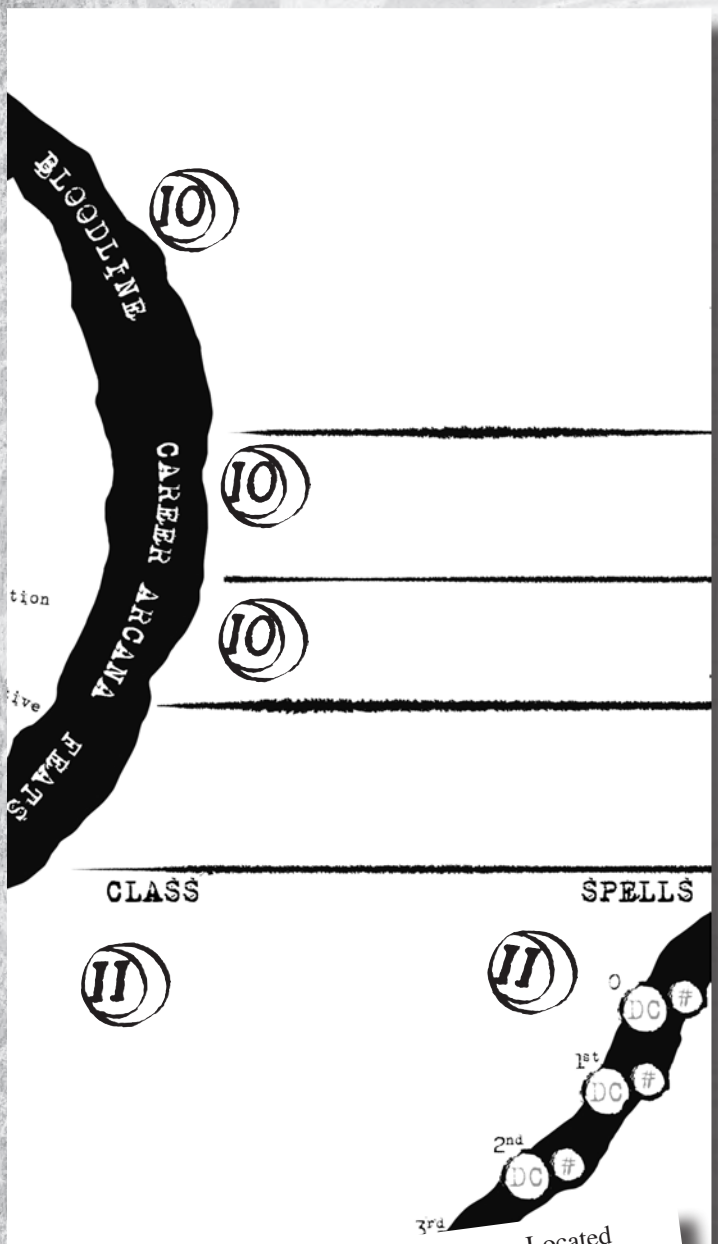
As you can see, most of the information relevant to combat, such as the which weapons you carry or what your CMD is can be found on the bottom of the character sheet.

The weapons section is purposefully kept simple, so players can focus on which aspects of their weapons they want to record.

As we move outward toward the right side of the character sheet, we encounter the outer ring of teeth – both with and without descriptions. These teeth represent the skills your character may have (or have access to) during a campaign. The blank spots are intended for you to fill in – as you customize and develop your character, these skills may shift considerably.

USING THE OPEN SPACE

This character sheet was designed with a rough, minimalist approach in mind. When we set out to establish the general look of *Bloodlines & Black Magic*, we knew we wanted an open concept character sheet. We anticipate future adaptations and welcome comnnity character sheet hacks in response.



10 ARCANA, BLOODLINE & CAREER, – Located on the upper right-hand side of the character sheet, this open space is intended for the player to write in all of the abilities they discover, select, or otherwise use during a campaign. Most of these discovered abilities will have direct ties to their bloodline, although some may come from class abilities, careers, or even their arcana.

We expect players to customize their sheets to match their desired style of play.

11 CLASS ABILITIES, FEATS & SPELLS, – Located on the bottom righthand side of the character sheet, but dominating most of the right-side of the sheet, this section provides the player character with ample room to write in unique magical abilities, special feats, class abilities, spells, and more. The bottom right corner of the character sheet also provides a place for casters to list their spells per level for that day, as well as the DC of those spells.

A RUDE AWAKENING! THE ARCANA

When a player creates a new character in *Bloodlines & Black Magic*, that character's third eye opens under a specific condition. While this condition is often described as part of the character's back-story, it is reflected by specific arcana of the Tarot. In some ways, your arcana represents the birth of your secret (occult) self – acting in many ways like your horoscope sign, but otherwise representing the specific conditions under which you finally woke to the world around you.

Players may either choose the arcana which best reflects their vision for their character or they can draw a card from a tarot or playing card deck. Additionally, the *40 Servants* deck can be used if available.

SUPERNATURAL EVENTS

A Bad Start - Sometimes the occult simply brushes with a person's life, and sometimes it crashes down like a tsunami. For you, the supernatural destroyed your previous life and irrevocably altered your future. From a position this bleak, the only way is up.

Once per day, as an immediate action, you may choose to reroll a saving throw without knowing if you succeeded or failed at that saving throw. You must take the second result, even if it is worse.

A Caring Hand - There are terrible maladies, wrongs in the mundane world which no power can alter, no power can solve. You have seen the potential in the supernatural, however, and know the Powers Beyond have the talents necessary to heal the woes of the world, if you could just wield them.

You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you. You get a +2 trait bonus to Stabilization checks made to stabilize your self and others.

A Curious Book - Popular media and Hollywood filled you with a special need, and when you finally encountered a special book, you did what every fool or adventurer does. You opened the book.

You gain a +1 trait bonus on Knowledge (occult) skill checks, and Knowledge (occult) is always a class skill for you.

A Keen Eye - The unnatural world is charged with emotion, with visceral feeling, and overwhelming sensory events. You realized quickly, through your initiation to this world, that rational, dispassionate thought and deduction would serve you best and keep you safe in the face of everything seeking to do you harm or take advantage of you.

A Look At Vastness - The supernatural world is vast and varied, and immense beyond our comprehension. It simply is, as our world is, and it is too big to be contained in a small paradigm. You have experienced its vastness and appreciate its scope.

TABLE: SUPERNATURAL EVENTS

EVENT	TRAIT BONUS	TAROT	PLAYING CARD	40 SERVANT
The Journey	You gain a +2 trait bonus to Will saves against Fear effects.	The Fool	Joker	The Explorer
Outsider's Gift	You gain a +2 trait bonus to Fortitude saves against supernatural effects and spells.	The Magus	Two of Spades	The Conductor
Magical Activist	Once per day, as an immediate action which does not provoke attacks of opportunity, you gain a +1 to all saving throws for 1 round.	The Priestess	Three of Hearts	The Balancer
Carnal Power	You gain a +1 trait bonus to Diplomacy and Sense Motive. See Description.	The Empress	Four of Hearts	The Carnal
Fantastic Mentor	You gain a +1 trait bonus to Diplomacy and Knowledge (planes). See Description.	The Hierophant	Five of Clubs	The Saint
Supernatural Caregiver	You gain a +2 trait bonus to Will saves against mind-affecting effects.	The Lovers	Six of Hearts	The Lovers
Happy Accident	You gain a +2 trait bonus to Initiative.	The Chariot	Seven of Spades	The Adventurer
Eye of the Triangle	See Description	Strength	Eight of Clubs	The Levitator
The Whisper	You gain a +2 trait bonus on rolls to confirm critical hits.	The Hermit	Nine of Clubs	The Master
The Miracle	See Description	The Wheel of Fortune	Ten of Diamonds	The Fortunate
Social Spirits	See Description	Justice	Six of Spades	The Protestor
The Sacrifice	See Description	The Hanged Man	Seven of Hearts	The Fixer
At The Grave	You gain a +2 trait bonus on saving throws against fear and death effects. Knowledge (history) is always a class skill for you.	Death	Nine of Diamonds	The Dead
Glimpse of the Plan	See Description	Temperance	Eight of Diamonds	The Eye
At the Crossroads	See Description	The Devil	Six of Diamonds	The Devil
At the Door	You gain a +1 trait bonus to Disable Device and Knowledge (Planes). One of these two skills is always considered a class skill for you (your choice).	The Tower	Eight of Hearts	The Gate Keeper
Star Light, Star Bright	You gain a +2 trait bonus to Drive skill checks.	The Star	Three of Diamonds	The Road Opener
Celestial Blessing	See Description	The Moon	Three of Clubs	The Moon
Touched by an Angel	See Description	The Sun	Two of Hearts	The Sun

EVENT	TRAIT BONUS	TAROT	PLAYING CARD	40 SERVANT
Eyes of Judgment	See Description	Judgment	Five of Diamonds	The Contemplator
A Look at Vastness	Once per day when attempting a skill check for a skill you're untrained in, you can roll twice and take the better result.	The World	Ten of Hearts	The Planet
A Need to Give	See Description	The King of Disks	King of Diamonds	The Giver
The Voice	See Description	The King of Wands	King of Clubs	The Messenger
Secret Speaker	See Description	The King of Cups	King of Hearts	The Media
A Keen Eye	You gain a +2 trait bonus to Will saves against figment, glamour, and phantasm effects.	The King of Swords	King of Spades	The Thinker
Hometown Witch	See Description	The Queen of Disks	Queen of Diamonds	The Witch
Mother's Milk	See Description	The Queen of Wands	Queen of Clubs	The Mother
A Caring Hand	See Descritpion	The Queen of Cups	Queen of Hearts	The Healer
A Curious Book	See Description	The Queen of Swords	Queen of Spades	The Librarian
The Opposing View	You gain a +1 trait bonus on concentration and initiative checks.	The Knight of Disks	Ace of Diamonds	The Opposer
A Secret Ward	See Description	The Knight of Wands	Ace of Clubs	The Protector
Headstart	See Description	The Knight of Cups	Ace of Hearts	The Guru
Dance, Dance Revolution!!!	See Description	The Knight of Swords	Ace of Spades	The Dancer
Lost Heirloom	See Description	The Page of Disks	Jack of Diamonds	The Depleted
Your Inner Voice Serves You	See Description	The Page of Wands	Jack of Clubs	The Seer
The Chaste, & The Damned...	You get a +4 to saving throws against effects that would change your form or force you to act against your alignment.	The Page of Cups	Jack of Hearts	The Chaste
Mind's Eye	See Description	The Page of Swords	Jack of Spades	The Monk
A Place of Truth	See Description	The Ace of Swords	Nine of Spades	The Idea
A Bad Start	See Description	The Ace of Cups	Nine of Hearts	The Desperate
Our Father's Stories	See Description	The Emperor	Three of Spades	The Father

Once per day when attempting a skill check for a skill you're untrained in, you can roll twice and take the better result.

A Place of Truth - What is the smell of the number 7, or the taste of the color orange, or the wisdom in the hummingbird's song? You saw some sliver of this enlightenment, of this vast, deep, otherworldly knowledge, and you know it is waiting in the Unnatural to be found again.

You may cast the knack *know direction* a number of times per day equal to 1 + your Intelligence modifier.

A Need To Give - The Occult is a gift that must be forever paid forward. You learned the wondrous elements of the supernatural from your first experiences with it, and now you seek to reveal those same situations with those around you.

You begin play with a minor magical item, token, or weapon chosen by the GM. This gift comes with a single pledge to perform some duty during the campaign.

A Secret Ward - Out of the shadows of the beyond, your first experiences with the supernatural showed you there were elements which could keep you safe from the hunger and the corruptions waiting for the unwary. Whether it was an individual, a gift, or a skill, you know defenses exist which can shield us all from the worst aspects of the Beyond.

If you take the Total Defense action, you can split the +4 Dodge bonus to AC with an adjacent character as you wish, giving them a +1 to +4 Dodge bonus to AC. The gifted character treats this as a Circumstance bonus to AC, and it stacks with Combat Expertise, if the gifted character has that feat.

At the Crossroads - Ask for your limitations, and sure enough, they're yours. You discovered the Occult and its creatures work according to very specific rules when you first encountered it. Now, you seek to subvert or master those rules.

You gain a +2 trait bonus on Knowledge (planes) checks about outsiders and a +1 trait bonus on Will saves against mind-affecting spells and effects from outsiders. Knowledge (planes) is always a class skill for you.

At the Door - Behind every door lies a lesson, and your first encounter with the supernatural showed you a desire to either keep those doors closed for the safety of the world or to open them all for the enlightenment awaiting you. Why is the supernatural locked away? You understand why.

At the Grave - The dead have their secrets, but that never stopped you.

You gain a +2 trait bonus on saving throws against fear and death effects. Knowledge (history) is always a class skill for you

Carnal Power - Not all initial contacts are through the strength of arms. You experienced the supernatural through carnal, physical interaction. Work with your group and GM to determine what sort of encounter here, pleasant or unpleasant, works best for your game.

Choose either Diplomacy or Sense Motive. This skill is always considered a class skill for you. You can always sense if someone is under an enchantment effect with a DC 15 Sense Motive check.

Celestial Blessing - You gain a +2 trait bonus on Heal checks made to stabilize a dying creature. When you successfully use the aid another action, the bonus you grant increases by 1.

Dance, Dance Revolution - When adversity strikes, some people dive into the wave. For you, that ethos perfectly epitomizes your initial experience with the supernatural. Whatever the outcome, good or bad, you embraced the moment.

Once per day, you may reroll your initiative before combat begins. You must take the second result, even if it is worse.

Eyes of Judgment - Through deep introspection, or perhaps ascendant meditation, you discovered there is more to the world than first seen, and now you seek to understand its secrets.

You gain a +1 trait bonus to Appraise checks and Appraise is always considered a class skill to you. Once per day, you may use the Psychometry occult skill unlock.

Eye of the Triangle - People's paradigms are all about perspective, and your initial encounters with the Occult showed you every situation contains innumerable perspectives, depending on how it is experienced. You seek to find the best, most useful perspectives, hidden within the occult.

You gain a +1 trait bonus to Perception and a Knowledge skill of your choice. One of these two skills is always considered a class skill to you (your choice).

Fantastic Mentor - You had a trustworthy mentor who reinforced specific values; regardless of your current views, those lessons still provide you a measure of resiliance.

You gain a +1 morale bonus to Will saves.

Glimpse of the Plan - The past holds lessons for those willing to find them; people and actions long since past drove your first interaction with the supernatural. Now, you look to find where the ripples of the past have spread.

When looking for the supernatural, you gain a +1 insight bonus to Perception and Sense Motive skill checks.

Happy Accident - You found the supernatural while testing your limits and seeking out the unusual. You may not have been looking for the Occult, but you found it and embraced it.

Headstart - Your first brush with the Unknown showed you it was filled with masters of a thousand philosophies and keepers of untold secrets. For someone willing to seek out and sample those many fonts of wisdom, there was no limit to the powers and knowledge you could gain.

You begin play knowing an incantation, and you have a +2 trait bonus on checks to learn new spells or incantations

Hometown Witch - The Unknown is full of latent magic, sorcery is its lifeblood, and you have learned how to focus and accentuate a small portion of it.

Select a specific school of magic, domain, or one of the granted powers of your spellcasting class. Once per day as a free action, you may treat your caster level as if it were 2 levels higher for one round.

Lost Heirloom - You first encounter with the unnatural took something from you – a person, an heirloom, a sense of innocence or safety. Now you struggle to restore or recover from that loss, but the struggle provides you strength.

You may act while below 0 hit points but must make a DC 10 Constitution check each round to remain conscious. You still lose 1 hit point per round from dying.

Magical Activist - You discovered the supernatural as it worked to upset the status quo in the mundane world. Either success or failure at that moment drives you now.

Mind's Eye - The more complicated one makes their life, the more places exist where the Occult might ruin one's life. In your brushes with the Occult, you learned the importance of maintaining a simple lifestyle and understanding the transient nature of all things.

Once per day, you may use an immediate action, which does not provoke attacks of opportunity to reroll a failed saving throw against an ongoing effect.

Mother's Milk - The Occult serves as a powerful nurturing force; it may act in ways we don't understand, it may seem harsh, and unforgiving at times, but deep down, the Occult drives us to be better through the struggle and experience, and you know that first hand.

All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.

Our Fathers' Stories - Guidance and wisdom are welcome in the face of the strange and unusual. Your first encounter with the supernatural involved a mentor, either mundane or fantastic, and the experience showed you there is knowledge beyond our world worth finding and sharing.

You gain a +1 morale bonus to Will saves against fear effects. A number of times per day equal to 3 plus your Wisdom modifier, you double this bonus for 1 minute.

Outsider's Gift - You first encountered the supernatural world was planned. By someone else. The results of this encounter may have been positive or negative, but they served another person's intentions.

You gain a +2 trait bonus to Fortitude saves against supernatural effects and spells.

Secret Speaker - Wisdom has no value, if it cannot be communicated; dangers cannot be comprehended if they are not understood, and in your first encounters with the Unknown, you discovered the importance of shaping that transmission of knowledge.

You gain a +1 trait bonus on Bluff checks made to pass secret messages and a +1 trait bonus on saving throws against charm and compulsion effects.

Social Spirits - The world is full of injustices, of unfairness, of senseless wrongs, and you found a way to use the supernatural to better fight those inadequacies of the world. Through those first encounters with the supernatural, you found a tool far more effective at change than anything in the mundane world.

A number of times per day equal to 3 plus your Intelligence modifier, you may make a Knowledge (occult) skill check in place of a Bluff or Diplomacy skill check.

Star Light, Star Bright - The future is full of awesome potential and opportunity, and through your initial experiences with the Unknown, you discovered the supernatural is extremely effective at overcoming obstacles and smoothing the way for great or terrible things. Which will you prepare for?

You gain a +2 trait bonus to Drive skill checks. This bonus doubles whenever the stars are visible.

Supernatural Caregiver - The initial lust of the new and unfamiliar can give way to the tender and resilient emotions of devotion and care. Your initial encounters with the Unknown involved just such a relationship. It may have given you an ideal to strive towards, or the strength to face terrible trials.

The Chase & The Damned - You discovered the supernatural world after a long absense from any sort of true wonder. Whether yours was a pure or sheltered life remains debatable. What folks now know is you'll not be easily uundone.

You get a +4 to saving throws against effects that would change your form or force you to act against your alignment

The Journey - You were on a journey when you first encountered the supernatural. This may have been a personal journey, a vacation gone wrong, or a business trip where the unexpected found you and you survived.

The Miracle - Not every situation descends into trouble, not every encounter goes wrong. Your first brush with the Unknown was a pleasant and helpful moment which showed you how much more prosperous anyone's life could be with the veil adequately lifted. You seek to share this with others.

You gain a +4 trait bonus to Diplomacy checks made to shift someone's attitude along the Hostile-Friendly-Helpful access. You do not gain this bonus on other Diplomacy checks.

The Opposing Views - You've long been apt to debate the finer points of – well, just about anything. You've kept your skills sharp and they've made you focused and quick. That sharpness led you into the dark world you now know.

You gain a +1 trait bonus on concentration and initiative checks.

The Sacrifice - Situations involving the occult are inherently messy for mundane lives, altering and often destroying them in their wake. However, you were fortunate enough to interact with a being or organization able to ameliorate the consequences or resolve it for a price. Now, you work for or against that benefactor, either to pay the price, or to stop others from suffering your fate.

You begin play with either a patron or membership to an organization (both of which should be discussed with your GM) or an item worth 900 dosh.



The Voice - Perhaps it carried you away, or it inspired you, or perhaps it heated your passions; however it moved you, this voice changed your life forever.

A number of times per day equal to 3 plus your Charisma modifier, you may apply a +1 insight bonus to a Charisma-based skill check you are about to make.

The Whisper - You have seen the supernatural serve as the lens which focuses the very being of an individual into an absolute pinpoint of perfection, the power of potential concentrated into razor sharpness, and through transformation, anything is possible.

Touched By An Angel - The power, glory, and brilliance of the supernatural became blindingly clear to you through your initial contacts, and you came to recognize what it could evoke in you and in others, what it could achieve. However, you also understand the potential for being burned by staying too close to the supernatural for too long.

A number of times per day equal to 3 plus your

Charisma modifier, you may apply a single +1 trait bonus to a skill check you are about to make.

Your Inner Voice Serves You - Through your first experiences with the Unknown, you discovered that intuition and instinct provided a steadfast guide in a place filled with malice and deceit. You realized sources of unexpected insight were perhaps the most valuable in this world.

As long as you are under the effects of a spell, you gain a +2 trait bonus on Knowledge checks. Additionally, you cannot be caught flat-footed while under the effects of a spell.

PARADIGM SHIFT: DARK AWAKENING

Unlike games that use sanity systems and similar rule sets, *Bloodlines & Black Magic* instead tracks a character's growing immersion into the supernatural world, balancing the often painful realization of that awakening against the character's mental fortitude and magical acumen. Though characters usually begin with only a weak ability to accept the supernatural, as they grow in strength and ability, they increasingly become acclimated to the hidden world.

THRESHOLD

All characters begin with a threshold score that reflects the how much supernatural weirdness each PC can currently handle. The score for a starting character is usually zero but can be higher depending on feats, careers or other factors. Over the course of the campaign, a character's threshold score will increase as they become more acclimated to the supernatural.

When your character encounters the supernatural, *if the level or challenge rating of the effect, spell, monster or event is equal to or less than your threshold, you have accepted it as your reality* (and do not need to make a new check). If it is higher, it threatens a paradigm check (see below). For instance, if your character has a threshold of 3, then CR 2 creatures or level 2 effects no longer require you make paradigm checks.

PARADIGM CHECK

When a character first encounters something from beyond the veil that is beyond their usual normal lives (typically something supernatural or unnatural they haven't previously encountered), they must attempt to reconcile it; make it fit into their view of reality.

This is a paradigm check and is represented by a Will save: Will Save vs DC [10 + (level or CR) + any situational modifiers].

The level or challenge rating sets the difficulty of this check and might be affected by situational modifiers. At the GMs discretion, other game elements such as haunts, deadly traps, and even particularly repulsive events might also trigger a paradigm check.

If a character makes this Will save, nothing happens. They've accepted, internalized, or otherwise mentally justified the event and woven it into their new, expanding reality.

If they fail the check, they suffer a temporary condition as their mind struggles to comprehend something alien to their perception of reality. This failure produces a degree of supernatural dissonance that others can see under the right conditions. Failures are described below.

PARADIGM CHECK FAILURE TEMPORARY EFFECTS

The effects listed in below last for 1 hour, or until they are magically removed. When your character is under the effect of a failed Paradigm check you do not make any new paradigm checks until the effects of the previous one have ended.

• Natural animals react nervously to the character's immediate presence; dogs bark, cats hiss, birds fly into windows or cage doors, etc. Everyone can perceive these effects and while in effect, the character gains the shaken condition.

• The character notices the temperature drops around them; for the duration, windows frost over, peoples' breath becomes visible, and the character shivers. While in effect, the character gains the staggered condition.

• Insects swarm around the character, forming strange patterns. These swarms last for the duration and bestow the sickened condition on the character.
Strange aromas (rose, sulfur, animal musk, etc.) that are out of place for the environment emanate from the character's space; these smells last for the duration and impose the sickened condition.

• The character notices that strange sigils and glyphs randomly appear on walls; these effects last for the duration and impose a -2 penalty on all Knowledge skill checks.

• The character notices that the lights and other electrical devices around them flicker on and off; this effect lasts for the duration and bestows the dazzled condition on the player character.
A heavy fog rises from around the character, affecting them (but no one else) as if they were at the center of a thick fog (treat as the spell fog cloud).

• The character notices objects moving slightly around them; eyes in paintings move, mirrors tilt slightly, and otherwise stationary objects slide about. While in effect, the character gains the shaken condition.

• The character hears strange sounds knock from inside walls for the duration; while this knocking continues; the character suffers a -2 penalty to Perception skill checks.

• The character sees the image of a dead ally, friend, or loved one at the edge of their vision; this image persists for the duration. While present, the character

• The character hears whispering voices, but cannot understand them (-1 to Perception checks); these voices last for the duration before fading.

• The character hears a boom; the character is deafened for the duration.

• The character hears strange scratching from below the earth or floor; this effect persists for the duration, and the character suffers a -2 penalty to their Perception skill checks.

It is important to note that these conditions are not purely mental conditions; they are bruises to the character's reality and exist between what is real and what is not. Unless otherwise noted, these effects appear to extend 30 feet from the character. With a few exceptions, only the character suffering the effect (or an ally activating Pierce the Veil) can perceive the effect.

PARADIGM POINTS, THRESHOLD POOL

Every time you fail a Paradigm check, you also add a number of points (called Paradigm points) equal to the level or CR of the creature, effect, spell or event encountered to your Threshold Pool.

The points and pool reflect the mind's growing (or failing) ability to deal with the new perceptions of reality and should be tracked on the character sheet. Those characters who critically fail a Paradigm Check acquire twice as many Paradigm Points; additionally, those same characters automatically double the duration of the temporary effects incurred by the failed check (listed above).

The human mind is very accomplished at forgetting the pain and rationalizing the unknown…up to a point. To reflect this, characters can choose to reduce the number of points in their pool equal to their character level with an 8-hour rest. Resting further does not remove any additional points. Reducing or eliminating the remaining points requires help from a therapist, priest, counselor or similar professional. The details, cost, time and other factors of those encounters are left to individual GMs.

ADVANCING (LEVELING UP) YOUR THRESHOLD SCORE.

Your character's immersion into the supernatural effects how they interact with the mundane world. As your Threshold Score increases, your character learns to handle the supernatural a bit more, but it makes it harder to appear mundane.

Every time your pool of Paradigm Points reaches a total equal to your threshold times five (Threshold x 5) you increase your threshold score by 1, reset your pool to zero and possibly gain an oddity.

ODDITIES

At every odd Threshold Score (1, 3, 5, 7) you gain an Oddity. This is a strange quirk, habit, mannerism, or other element reflects the impact of the supernatural on your life and how you deal with the odd world you now live in.

Players should choose their oddities. These oddities could be based on the episode, their backstory, or the situation in which they failed the check that increased their Threshold Score. Keep in mind; these oddities should be small in scope and specific in nature. They are intended to enhance roleplaying, not be a significant element of gameplay. Some examples are listed below.

SEVEN EXAMPLE ODDITIES

Birds love you
Your tattoos tend to move from time to time
People forget your name
You prefer raw meat to cooked meat
At night you have a unique smell
Mirrors frighten you
People often misunderstand you.
If a situation does arise where Players or GMs need to make a roll involving an oddity, assign a +2 or -2 circumstance bonus as necessary (per GMs discretion).

DECREASING THRESHOLD

Certain feats and abilities can allow you the option of decreasing your threshold. When this occurs, you lose the most recently gained oddity (if any). If your threshold should increase in the future, GMs may use their discretion to determine whether you gain back that same oddity.



CHAPTER 4

SECRET ROYALTY
THE BLOODLINES



The journal became an accusation. For a week it sat on the dining room table, among the unopened mail and unread newspapers—a plastic-bag wrapped lump that reminded me of the strangeness that had occurred. The first catkins were budding on the willows down by the river when I eventually plucked up the courage to examine the book again.

By this stage I was simmering with a peculiar kind of rage: against Arthur for presuming that he could stow me here in this forgotten part of the countryside; rage against my mother for her superior "I told you so" attitude; rage against myself for allowing others to sweep me along in their wake.

My dreams were fitful, interrupted every time I heard an owl hoot outside or branches scrape on the roof. During the day, I wandered, dazed, among Vale Hall's ruins, tracing the rain-blunted carvings on the exposed stone. The days were growing longer, even though they didn't feel warmer, and that restlessness of the magpies flashing their iridescent plumage in the old oaks infected me too.

Arthur, despite his protestations that the work on the cruise ship was killing his creative spirit, nonetheless signed on for an extra four weeks. I took the news like one would feel a punch in the gut, but kept the tears from clogging my voice when I told him, during one of our rare Skype calls, that I was happy for him, that I was doing just fine. My life was on hold, and I was slowly but surely going stark raving mad.

The next morning I encountered Guinevere's journal out of its protective covering and placed on the kitchen counter. I jumped at the sight, but when I went to check the front door, I saw that it was still locked, as was the back door, and the ground floor windows were all shut tight. I was the only person in the dwelling yet I didn't remember removing the accursed journal from my bag. I replaced it without looking at it.

The second occasion, I awoke with the book on the floor next to my bed. The biro was lying next to it, and ink smudged my fingers, so I dared to look inside.

The writing was unlike mine, slanted and elegant, like the script used in old Victorian documents. Reading cursive had never been a strong point of mine, but I couldn't quite help myself.

The hours are interminable, the shadows long and grasping. I wait, hand pressed against the windowpane, breath frosting the glass. When will he return?

My heart is empty.

I must've written this, but I had no recollection.

Under the hearthstone in the old hall, secreted in a box lined with lead. It should be safe after all these years.

The biro's splotchy blue ink was a poor element to mar these pages, yet I couldn't help but choke on the mingled wonder and fear that clotted my stomach and threatened to wash through me. What devilry was this? My first impulse was to phone Mum and tell her that I'd be returning to Whitby, that I admitted defeat, that I'd go work for Uncle Philip if he still needed a receptionist.

By all rights, I should dispose of this book and the infernal mystery it presented, and though my heart pulsed sickly, and I brought myself as far as the fireplace in the lounge, I couldn't let go of the journal, couldn't carry through with the deed that involved matches and turpentine. The book was too beautiful, too possessed of a vividness when compared to my banal surrounds.

But I couldn't continue to ruin it with the bloody biro. Instead, I broke Arthur's cardinal rule about me not scratching in his things while he was gone. He had several indelible, archival-quality markers in his drawer. He was unaware that I knew where he stashed the key to his desk drawers—in the little urn on the mantelpiece. The study was verboten to me, but I thrilled at the transgression and breathed in the faint mustiness that reminded me so much of my husband and his clammy hands. The air was chill, and I didn't linger; this was not my domain.

I reveled in my transgression, went to sleep each night wondering what message my dream-self would leave me to discover the following morning. Did this mean I'd come completely unhinged? Did it even matter? With the journal on my bedside table and the pen at the ready, I slept soundly; the messages became longer stories.

There is a beetle larva, grubbing in the leaf mold on the forest floor. It fattens on the rotten trunks of old trees, a blind, ugly thing that is vulnerable to birds' beaks and hungry voles. Yet it grows and sheds successive skins until it pupates. The beetle, when it finally emerges, rises into the sky and pushes the sun from the eastern horizon to the west. Each day there is a new beetle to replace the old, and the cycle repeats itself endlessly.

He plunges from the heavens, betrayed, his wings aflame. Later, he wanders, cloaked among the mortals, invisible, whispering into their ears, slipping bright embers into their hearts.

FAMILIAR BLOODLINES, STRANGE AGENTS

Although few can say from where the very first bloodlines arose, most who walk the lands beyond the veil know that they are as old as Earth itself (and if some are to believed, older still). Seven bloodlines for seven celestial heirs, each the child of an immortal guardian of great power, each whispering truths that harmonize the universe, operating at a frequency only the devas in service to Atziluth resonate with.

But these seven bloodlines aren't imagined. They are real – as real as you, cherry pie, Ford pickups, the global war on terror, or I. Spread across the globe, many of the people from these bloodlines have, in the wake of the Industrial and Communication revolutions, stopped looking within themselves and have fallen

into a sort of sleep, what some occultists with a penchant for Egyptian initiatory thinking would call the Sleep of Apep. But even as these individuals slumber, their blood yearns to awaken, and countless personal events, from prophetic nightmares to chance encounters with the supernatural, serve as subliminal reminders, all of them whispering a single truth; the blood is the life. One by one, individuals across these seven lines have begun to open their sleeping eyes, seeing the world for what it is – a mismatched masterpiece of horror, desperation, and power plays. But anyone watching the nightly news knows that, right?

For most occultists, this knowledge isn't new. It's been hidden in dusty tomes, occult librams, dead scrolls buried in seaside caves, lost in the holds of sunken colonial ships of the eastern coast of the Americas, and most recently, embodied in the heptagram – commonly known as the seven-pointed star – a symbol any hermetic magician born after 1939 probably knows. But symbolism being what it is, few realize that there is a lot more blatant truth embedded in it, that the star itself is a key, not to just find those who still carry magic in their blood, but in unlocking it – for good or ill.

THE BLOODLINES

With more than seven billion people dominating the Earth, there are countless bloodlines that cross time and space – all of them carrying specific strands of DNA – that many come to learn hold their secret potentials. Although those with extremely narrow understanding rely on exterior appearances and/or one's ethnicity to judge the true worth of an individual, the wise know this is the first step down the path to folly. Racism is a deplorable human trait, one that most rational people would be happy to see wiped from the planet, but those who have pierced the veil know it is an altogether dangerous trait, as well. With billions of humans all vying for power at every level of society, those with the capability to do a little more – to pierce the darkness and see reality for what it is, are a rare lot.

For eons, these individuals grouped, marrying into elite families that could trace their roots to ancient peoples and, it is whispered, to the very entities that command the invisible realms beyond. Of course, these could be calculated fallacies - a longstanding fabrication used to justify everything from cronyism, nepotism, and in some of the darker corners of history, incest. Only those who have walked into the invisible know the stark, sobering truth…

Some families hold power.

The vast, interconnected world most of us know complicates this fact. Countless empires have risen and collapsed, every one of them leaving behind unclaimed names and inherited power. Born in brothels, on plantations, and in some cases, love affairs that left parents and children disowned and discarded in the darker corners of history, no one people can truly lay claim to a single line of blood. The fact is, any individual might carry that supernatural spark, that unlocked potential to push through the known and into the unknown; no amount of well-wishing or denial can change that. Their names, nations, and histories will vary, but the truth will out – the blood is the life. For many, hints of this special heritage lie hidden in fiction or fables, passed down in fading journals or whispered to distant cousins across the yawning gap of time. It is a story that the average global citizen simply cannot wrap their head around, but nearly of us have heard.

These individuals, whether they can track their names back into the distant past or not, all inherit a special potential that, with the right catalyst and conditions, might blossom into something truly special – even if they curse this fact. These countless secrets, every one locked inside one's DNA, have traveled across the vast gaps in space and time, each waiting to be awoken, in those with the will and tenacity to do so.

BORN INTO THE BLOOD

What do we mean by "bloodline?"

In some cases, we mean an actual familial genetic lineage.

But just because you lie to your roommate to go out all hours of the night casting magic-spells, meeting unnatural hotties, sharing drinks with terrible non-Euclidean teenage Frankensteins and occasionally murdering things that go bump in the night … well, that doesn't necessarily mean that your mom used to do the same thing back in her day, just like how grandma met grandpa.

Cults, cabals, independent practitioners, secret lodges and fraternal orders of occult scholars alike near-universally employ the catch-all term "bloodline" to mean the direct heritage of a magician's occult power ... but the exact specifics of how such a connection is made can be quite bit more complex and nuanced.

1. ACTUAL GENETIC LINEAGE

Some people are simply born to power; sometimes, the dark gift that is passed down is more than just prestige, fortune and family name. Sometimes, it's ... mystical in nature.

This is the default assumption of most bloodlines, although the inborn arcane potential is quite likely to skip a generation or two each century.

EXAMPLE

The dreaded sorcerer Simon Greymalkin is the son of Rufus Greymalkin, the grandson of Alastair Greymalkin and the great-grandson of Obadiah Greymalkin. Since 1803, the Greymalkin family has dabbled in banking, shipping, antiquities, and art collection … and, in the meantime, has ruled over several New England counties from their sprawling, cliff-set seaside enclave. Those who offend the Greymalkin family tend to be found dead in their bathtubs, often of grotesque accidents and apparent suicides. As a multi-million dollar charitable foundation, the Greymalkin Organization, LLC claims no involvement.

Rumors persist of bastard lineages, of course; it's said that there



are gifted mystical practitioners all across the US with a touch of Greymalkin blood.

2. POWER PASSED THROUGH MURDER

When those gifted with occult power die, the children of their killers may be born with certain very special abilities indeed.

EXAMPLE

Tiffany St. Clair was the final girl. She was the lone survivor in a horrific series of bizarre serial murders that terrorized her small town for months, leaving dozens of local teens dead; slaughtered in the most perverse and gruesome of ways. The true identity of the mad slasher was, of course, never revealed to the public; confined to an insane asylum for the better part of a decade, the stories of that long, final night – and of the thing in flames, in the end – told by Tiffany St. Clair were beyond belief.

So imagine the horror that Tiffany felt when her first daughter was born with the very same dark, strange eyes as the hulking man who stalked her through the woods all those years ago.

3. POWER PASSED BY TRUE LOVE

The heart knows, even if the mind rebels; a magical lineage can be passed from war-widow to young orphan, from a dying soldier to the doctor tending his wounds.

EXAMPLE

On the day Annabelle Churchstreet met the woman with the long gray scarf, she was already happily married and six months pregnant. But there was something about that woman ... something that clicked. There was a beautiful secret in her smile; they never spoke, nor even shared a word.

The woman left, and some piece of Annabelle went with her. Three months later, Annabelle's little boy was born with that very same smile on his lips, a calm grin bright enough to make his mother weep with joy.

His parents named him John.

4. POWER PASSED BY AN ITEM

Sometimes, an object gains a certain resonance after being used long enough for mystical purposes, capable of being unlocked only by a chosen few. When such an item is passed down within a family as an heirloom, its power can easily be mistaken for the results of a genetic bloodline.

EXAMPLE

When she holds that battered old lighter she found in the back of the abandoned pawnshop, Lorelei can see ghosts. She can smell them. She can even burn them. What it was doing there, precisely, she doesn't know, and she doesn't care: Lorelei isn't afraid of the dark anymore.

5. POWER PASSED THROUGH SAVING A LIFE:

When a magically empowered creature is on the very edge of death – even if she doesn't know it – her essence can bleed out into the souls of those around her.

EXAMPLE

Rodrigo never wanted to be special. He even really never wanted to help people. He never wanted to be an EMT or a trauma surgeon on any of that other stuff. Rodrigo just wanted to be left alone to watch sports on TV. But you'd have to be some kind of monster not to pull a little old man back from walking into traffic like that, and ever since that day, Rodrigo has been special.

In fact, he's becoming more special every day.

6. POWER OF THE MANTLE

Great and terrible magic, once called-forth, may not be put down again with ease. Some power will seek a wielder.

EXAMPLE

There must always be a Horned King; she must always ride upon the bright, chill winds of autumn beneath the harvest moon, and she shall confound the Courts with her deeds.

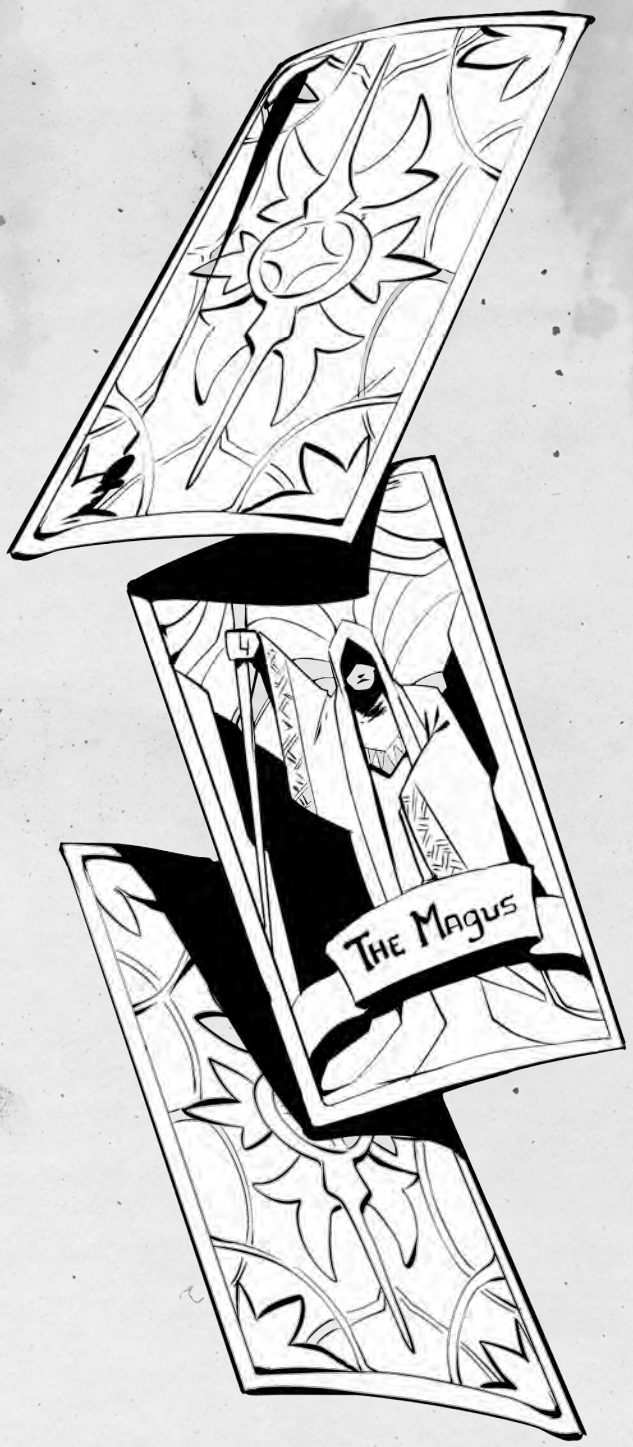
Should the Horned King be slain, another shall be called in her place. Thus, it has always been. Look to the woman laughing in a crown of leaves on the summer equinox, later crying beneath the stars ... and you will know the next maiden to ascent the Horned Throne.

7. BIRTHPLACE, STAR-SIGN & MOMENT OF CONCEPTION

At certain times, and in certain places, the elder power of the Goëtic Spirits rise once more from beneath the Archons' tattering Veil.

EXAMPLE

Seven very special children were born at the stroke of midnight, at the first moment of August 17th, 1987. The night of their godhood fast approaches.



The magical bloodlines that crisscross the globe have been around for millennia, ebbing and flowing in power with the passing of years. While some of these lines have faded from view, a select few of them have coalesced into great Lineages, becoming distinguished groups unto themselves. These powerful lineages are formal families, tribes, and other cultural, ethnic, or social entities. The most prominent among them are listed below, in their respective entries.

Choosing a Bloodline

When a character selects a particular bloodline, she automatically gains 7 blood points (abbreviated hereafter as BP). She can use (or save) these points to buy bloodline racial traits to reflect her supernatural heritage. The racial options are listed under the Additional Traits subheading in each bloodline's racial entry. The following bloodlines might appear anywhere on the globe, in any individual. There are seven major bloodlines. They are: the dragon blooded, the fey blooded, the infernal blooded, the jinn blooded, the seraphic blooded, the shadow blooded, and the spirit blooded.

The Dragon Blooded

Born cold, calculating, and prone to dreams of conquest outsiders rarely understand, the dragon blooded are a confident line – some who whisper their heritage is as old as the serpent that encircles the cosmic egg.

Although many chuckle at the idea of sleeping dragons, these individuals know all too well that the blood is as cold as it is ancient. Individuals from this bloodline often spend decades dedicated to self-mastery, tempering their spirits and directing their will in ways that, in the dawn of history, built entire empires. Although some dragon blooded humans claim their blood comes directly from dragons long lost to the modern world, nearly all humans from this bloodline can trace their ancestry back to the ancient empires of the world, both in the east and the west. Whether as royal emperors, peaceful philosophers, or modern dictators, the individuals who lay claim to the blood of dragons are not to be trifled with.

Dragon blooded humans always manifest their natural gifts before puberty. These bright children, when others of their kind notice them, are groomed throughout their young lives, growing into adults who naturally command their lessers. For some, this means long lives sequestered away in mountaintop temples, while for others it might mean something far more public – like ruling a nation.

Racial Traits

Dragon-blooded humans commonly display the following traits. +2 to Dexterity, +2 to Charisma

Additional Traits

Dragon-blooded humans may spend a total of 7 BP to purchase any combination of the following racial traits:

Blessing of Ouroboros (Ex) – Dragon-blooded humans have cold resistance 5 (1 BP).

Storm's Chosen (Ex) – Dragon-blooded humans have electricity resistance 5 (1 BP).

Dragon's Sight (Ex) – Dragon-blooded humans possess low-light vision (1 BP).

Serpent's Touch (Ex) – Dragon blooded humans gain a +2 racial bonus to Acrobatics and Stealth skill checks (2 BP).

Snake's Strike (Ex) – Dragon-blooded humans gain a 10-foot racial bonus to their speed when using the charge, run, or withdraw actions (2 BP).

Temple's First Secret (Ex) – Dragon-blooded humans gain a +2 dodge bonus to AC when in jungles (2 BP).

Dragon's Luck (Ex) – Dragon-blooded humans land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts (2 BP).

Mist Touched (Sp) – Dragon-blooded humans can cast *vanish* as a spell-like ability a number of times per day equal to ½ their character level + their Charisma bonus (3 BP).

Great Mantle of Power (Ex) – Dragon-blooded humans gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two (3 BP).

Ancient Magic (Sp) – Dragon-blooded humans gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells. Dragon-blooded humans with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark, comprehend languages, message, read magic*. The caster level for these spell-like abilities is equal to the user's character level (3 BP).

Las Serpientes
(a draconic bloodline lineage)

This bloodline has fluctuated in prominence throughout South America for centuries, with a precipitous rise to widespread power during the past fifty years. Descended from an anaconda-like river dragon – one of the shape-shifting serpent-gods of the Amazon River basin – the lineage originated in the deepest, darkest jungle. Like their headhunter ancestors, Las Serpientes shrink the heads of their decapitated enemies, using these gruesome totems to enslave their fallen foes' spirits. Enriched by the drug trade, the family business has become a sophisticated corporate operation, expanding into a multinational syndicate, which includes drug cartels, militias, and local governments. Unapologetic cannibals, Las Serpientes believe that killing and consuming their enemies grants them power; lately, this hunger has prompted them to push their influence and illicit activities far beyond historical boundaries, thereby embroiling them in a brutal underworld war with the

devilish Masters family to the north. Las Serpientes sometimes induct outsiders into their lineage through the ritual cannibalism of a bloodline member – a practice they use to weed out their disfavored and adopt powerful allies into the brood.

Prominent family members include Don Tiago Mboa, zombie-raising cartel boss, and his daughter Malinda Mboa-Crowe, the star-crossed assassin whose infernal marriage is about to ignite the entire hemisphere. Las Serpientes control private compounds and smuggling routes from Chile to Columbia, with a cartel headquarters and sacred ritual site deep within the Ecuadorian rainforest. The Archons care little about the voracious appetites of Las Serpientes, and the feeling is mutual.

THE TIANLONG DYNASTY
(a dragon bloodline lineage)

This ancient and prolific bloodline permeates East Asia from the snow-capped Himalayas to the loneliest Japanese islands. Descended from the legendary celestial dragon emperors, the Tianlong carry a legacy that demands excellence and self-mastery above all things. While most members awaken to the power of their ancestors' blood as children and after that devote their lives to serving the dynasty, every forty-nine years an outsider of supreme mastery may join the bloodline as an adult by conquering a grueling crucible of martial and psychic skill – the Tournament of the World Serpent. Upon winning the tournament and assuming the mantle of Dragon Champion, each champion may then become a Twice-Born Dragon by ritually consuming his or her progeny to end one bloodline and join another – the rite of Swallowing the Dragon's Tail. After completing this rite, the lifespan of a Twice-Born Dragon doubles, along with their potential, making these pinnacle paragons, the most frighteningly powerful adepts on the planet.

Prominent members of the dynasty include Tianlong Fan, mind-rending monk of the Invisible Army, and Tommy Lung, playboy action star, and black market miracle worker. The Tianlong hold dozens of icy mountaintop temples so inhospitable only the dragon blooded can survive, but their ancestral home is the Invisible City, accessible from several major Chinese holy sites though physically situated suspended in the astral plane. The Tianlong have long enjoyed the favor of the oppressive Archons, for the dynasty serves as resolute enforcers of heavenly order.

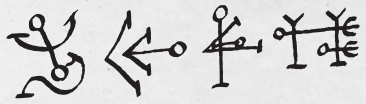
THE DRAGUA
(a dragon bloodline lineage)

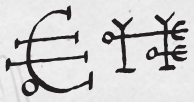
This small but well-connected lineage has ties that extend throughout Europe, China, and into parts of eastern North Africa, although the latter is primarily due to their proximity more than anything else.

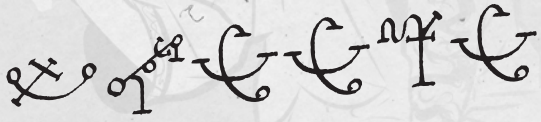
Prolific and ancient, this lineage operates out of Albania, although it actively monitors its interests in both Greece and Macedonia, where it maintains significant financial and political weight. Inheritors of great wealth, but only minor prestige early in the 13th century, the Dragua have dipped and weaved throughout history; coming into notoriety on fewer than a dozen occasions. Their most recent brush with fame came after reports surfaced that the family had spent nearly 2 million Lek to distance itself from a series of unsolved murders in China that followed a controversial wedding.

The Dragua remain focused on Albania's progress, and by extension, the social progress of its neighbors as well. Having suffered under Communism until the early 1990s, the Dragua are fierce lovers of freedom and often outspoken when it comes to zealots of any stripe. Critical of baseless traditionalism and tribalism, the Dragua have risen to international prominence in several political and social circles, and several of their youngest members have continued to make inroads in larger circles within the European Union.

Although other lineages have challenged the very idea, the Dragua claim to have an extensive and accurate family tree that extends back into the 3rd century. If true, this would make them one of the oldest lineages in all of Europe, and possibly a lot larger than they appear to outsiders.







THE FEY BLOODED

Delicate and lively, individuals who carry the blood of the fey display strange insights. Some claim to suffer from otherworldly visions of both the future and past. Prominent throughout the Old World, fey-blooded individuals often display interests in nature, environmentalism, and history – especially history related to Ireland, Scotland, Gaul, and even some of the Nordic lands. Mischievous to a fault, these individuals often rally around pranks, their impish and coy demeanors betraying their better nature. Quite a few display connections to the natural world that, in the past, would have marked them as witches and saw them burnt at the stake.

Nearly eliminated during the Dark Ages, this bloodline has seen a resurgence in the modern world that some have suggested could only be the work of the Seelie court itself. Humans with this bloodline begin to display its traits during puberty.

RACIAL TRAITS

Fey-blooded humans commonly display the following traits. +2 to Dexterity, +2 to Charisma

ADDITIONAL TRAITS

Fey-blooded humans may spend a total of 7 BP to purchase any combination of the following racial traits.

Thornskin (Ex) – Fey-blooded humans gain a natural armor bonus +2 (1 BP).

Unseelie Luck (Ex) – Fey-blooded humans gain a +1 racial bonus on all saving throws (1 BP).

Fey Footed (Ex) – Fey-blooded humans gain a +10 foot bonus to their base speed (1 BP).

Feysight (Ex) – Fey-blooded humans have darkvision 60 ft. (2 BP).

Green Blessed (Ex) – Fey-blooded humans gain a +2 dodge bonus to AC when in forests (2 BP).

Vigil of the Summer Queen (Ex) – Fey-blooded humans are immune to magic sleep effects and gain a +2 racial bonus on saving throws made against enchantment spells and effects. (2 BP).

Tree Whisperer (Su) – Fey blooded humans can converse with plants as if subject to a continual *speak with plants* spell (2 BP).

Pixie's Blessing (Ex) – Fey-blooded humans possess DR 3/cold iron (3 BP).

Enchanting (Sp) – Fey-blooded humans can cast *charm person* as a spell-like ability a number of times per day equal to ½ their character level + their Charisma bonus (3 BP).

Winter Court's Magic (Sp) – Fey blooded humans add +1 to the caster level of any enchantment spells they cast. Additionally, they also gain the following spell-like abilities: 1/day—*faerie fire, haunted fey aspect, pass without trace*, and *prestidigitation*. The caster level for these effects is equal to the user's character level (3 BP).

THE SIONANNS

(a fey bloodline lineage)

This bloodline's population has revived in just the past century, their power passed not only by genetic heritage but bolstered through adoptees – young human lives "saved" by the fey. Stories abound of infants kidnapped by the fey (often, but not always, rescued from horrific circumstances) and returned to the mundane world as adolescents, forever changed. They yearn to reclaim the half-remembered belonging they feel they've lost and return "home" to the celestial realms of the fey. Unable to simply gate themselves en masse to another plane, the Sionanns carve out natural sanctuaries where the barriers between worlds can be made thin and broken down. As such, most Sionanns are conservationists and eco-warriors, though a junkie-like desperation has turned many into assassins and eco-terrorists willing to maim and murder to claw their way toward their "fix." A few have even gone feral, disappearing into the deep forests to speak with the trees and learn ancient, forbidden rites.

Prominent family members include Ailsa Sionann, the family's thorny matriarch, and Colm Sionann, grizzled captain of the North Sea anti-whaling vessel Mab's Fist. The bloodline maintains humble yet fiercely defended lodges near sacred glens all across northern Europe, but the elder leadership gathers in an enchanted castle in Glen Danu, Ireland. Occult scholars suspect the rising power of the Sionanns is a power play of the fey courts – an impudent attempt to tamper with the boundaries between dimensions, which the Archons do not appreciate.

ANANSI'S KIN

(a fey bloodline lineage)

This bloodline has been prevalent in sub-Saharan Africa for the past five hundred years, though its origin goes back to the dawn of humanity. Descended from the powerful fey who inspired the legends of the spider god Anansi, these folk carry on the traditions of their folk hero ancestor, taking the roles of storytellers, tricksters, and dispensers of wisdom. While the actions of a notorious few have earned the family a reputation as pranksters and deceivers, the kinfolk as a whole aren't purposefully malicious so much as they make sure that everyone – even the powerful – learn their lessons, even if it hurts.

This bloodline's power always skips a generation, arranging the awakened of the family in a scattered web of grandparents and cousins interwoven with "normal" parents and children who keep them somewhat tethered to mundane humanity. Prominent members include Miriam Haley-Elba, curse-curing global philanthropist, and Professor Kuuku Annan, polyglot preserver of the occult's oral history. Anansi's kin wander throughout the

verdant regions of western and central Africa, but many frequent the rainforests surrounding the ancient meteorite crater which is Lake Bosumtwi in Ghana; there, legends say, old Anansi once tricked a star into leaping from the sky, and the star fell so hard it cracked the shell between heaven and earth. The Archons watch Anansi's kin closely, for they know this legend to be true, making the kinfolk likely suspects for smuggling and shenanigans between the mortal and celestial realms.



THE INFERNAL BLOODED

Cunning and strong, individuals with ties to this bloodline rarely discover the power of their blood until late into their teens, although some don't manifest their abilities until their mid-twenties. Naturally intelligent, these individuals combine their wit with their strength, outwitting or strong-arming others into following their directions, regardless of their will.

Unlike many others, individuals with infernal blood have an almost unnatural understanding of the Infernal realm's three most profane laws: might makes right, self-preservation trumps sacrifice, and stupidity is a sin. Born with deep, almost reddish complexions that often match their demeanor, these individuals frequently display small, physical imperfections that set them apart, be it a blemish, mismatched eyes, off-color strands of silver or golden hair, and other oddities that are clear deviations from the norm for their ethnicity.

RACIAL TRAITS

Infernal-blooded humans commonly display the following traits. +2 to Intelligence, +2 to Strength

ADDITIONAL TRAITS

Infernal-blooded humans may spend a total of 7 BP to purchase any combination of the following racial traits.

Hell's Kitchen (Ex) – Infernal-blooded humans have fire resistance 5 (1 BP).

Eyes of the Infernal (Ex) – Infernal-blooded humans possess low-light vision (1 BP).

True Night's Embrace (Ex) – Infernal-blooded humans always treat both Perception and Stealth as class skills (1 BP).

Lightbringer (Sp) – Infernal-blooded humans can create a fiery halo (as per the light spell) centered on their head as a spell-like ability at will. When using the halo, an infernal blooded human gains a +2 circumstance bonus on Intimidate checks against good creatures and on saving throws against becoming blinded or dazzled (2 BP).

Devil's Charm (Ex) – Infernal-blooded humans gain a +2 racial bonus on Bluff and Sleight of Hand skill checks. This bonus increases to +3 when dealing with Goëtic Spirits. (2 BP).

Dante's Secret Blessing (Ex) – Infernal-blooded humans gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, infernal blooded humans may roll again and take the second result (2 BP).

Devil's Tongue (Ex) – Infernal-blooded humans gain a +4 racial bonus on Linguistics checks, and gain one additional rank every time they put a point in the Linguistics skill (2 BP).

Skin of the Abyss (Ex) – Infernal-blooded humans have DR 5/ cold iron (3 BP).

Faustian Secrets (Sp) – Infernal-blooded humans are treated as +1 level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using bloodline powers of the fire elemental bloodline, using the revelations of the oracle's flame mystery, and determining the damage of alchemist bombs that deal fire damage. This trait does not give infernal blooded humans early access to level-based powers; it only affects powers that they could already use without this trait. If an infernal blooded human has an Intelligence score of 11 or higher, it also gains the following spell-like abilities: 1/day– *bleed, burning hands, infernal healing*, and *touch of fatigue*. The caster level for these spell-like abilities is equal to the user's character level (3 BP).

Hell's Own Heart (Ex) – Infernalblooded humans gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school (3 BP).

HOUSE SCRAE
(an infernal bloodline lineage)

House Scræ has monopolized black magic in the Old World for a thousand years, using their entrenched influence in church and state to launch countless witch hunts and crusades against any bloodline even remotely perceived as a rival. Their persecutions nearly exterminated the fey-blooded of Europe during the Dark Ages, and ever since House Scræ has held up that pogrom as a warning that this land and its mysteries belong solely to them. While the house's warlocks hold formidable expertise in spirit-binding, ritual magic, and necromancy, their favorite dark art is alchemy, which they use both directly and through subtler, artisanal applications such as infusing alchemical power into potions, wines, and ales. Awakening into this bloodline requires the appropriate infernal heredity but also ritual ingestion of an alchemical solution, which combines the blood and links the spirits of house members. Versions of this tincture can enslave the minds of mortal minions and, rumors say, even convert a member of another bloodline into a loyal Scræ.

Prominent members include Anselmo Scræ, alchemical merchant prince of Venice, and Archbishop Vladislaus, the most fearsome exorcist on the planet. Old and paranoid, House Scræ maintains redundant chapter houses in every major European city, though lately, important rites have been taking place in Craighton, England, and Balaur, Romania. The Archons appreciate the ruthless order House Scræ imposes; though in accepting them, the Archons have failed to discover House Scræ's secret, ultimate goal – to bind and bend an Archon to their whim.

THE MASTERS
(an infernal bloodline lineage)

This bloodline of brazen American hellspawn dominates the Secret World of the United States from coast to coast, wielding power through a diverse portfolio of occult-augmented crime syndicates. Fully funded by a bottomless well of old, dirty money multiplied by a century of predatory Wall Street profiteering, the Masters don't need to rob, embezzle, and extort: they love to because the weak deserve to lose and blood money spends all the sweeter. In darkened alleys and smoke-filled boardrooms alike, the Masters are brilliant bullies, adept at the art of intimidation and sadistically gleeful to demonstrate that might makes right. While most Masters are sin-soaked tycoons and black magic mafiosi, some rebellious youngsters truck with gun-running biker gangs and unnatural underground fighting rings. Whether white-collar or no-collar, the Masters all tend to have thick red necks and bulging bloodshot eyes – which sometimes literally light on fire.

Prominent family members include Darren Masters, arsonist real estate mogul, and his estranged half-brother Kingston Crowe, warlock war chief of the notorious Krooked Kross motorcycle club. Shell-company strongholds for the family's illicit interests exist in most major cities, though the root of the bloodline traces back to a sprawling hellhound-patrolled plantation in God's Grief, Virginia. Ironically – or at least hypocritically – the Masters are obsessed with freedom, though only their own; while they seethe against the oppression of the Archons, they have no qualms with enslaving others through circumstance, coercion, or actual chains.



THE JINN BLOODED

As passionate and dedicated as any modern dervish, jinn-blooded humans have ties that predate the modern Middle East, their heritage arising from the Assyrian, Sumerian, and Babylonian conquerors who, under a burning red sun, worked ancient magic during the earliest dawn of man. Wise and tenacious, these individuals display a resilience rarely found in the modern world, many choosing paths that are anything but easy.

Naturally predisposed to conflict, these men and women often excel as diplomats, as wel – luring their enemies into a false sense of security before ending them with a single swing of their sword or, worse, an uttered word of ancient, lost magic.

Although many jinn-blooded humans can trace their heritage to the Fertile Crescent, not all of them hail from there. Natural explorers with a strong understanding of trade, many jinn-blooded humans have settled throughout Europe, Australia, and the Americas – making them one of the most popular bloodlines on the globe. Most humans that carry this bloodline begin to manifest its traits during puberty, although some late bloomers may not manifest their abilities until their early twenties.

RACIAL TRAITS

Jinn-blooded humans commonly display the following traits. +2 to Constitution, +2 to Intelligence

ADDITIONAL TRAITS

Jinn-blooded humans may spend a total of 7 BP to purchase any combination of the following racial traits.

Jinn's Luck (Ex) – Jinn-blooded humans gain a +1 racial bonus on all saving throws (1 BP).

Desert Skin (Ex) – Jinn-blooded humans have fire resistance 5 (1 BP).

Eyes of the Desert (Ex) – Jinn-blooded humans have low-light vision (1 BP).

Al-Jinn's Alacrity (Ex) – Jinn-blooded humans gain a +2 racial bonus on Reflex saving throws (2 BP).

Boastful Banter (Ex) – Jinn-blooded humans gain a +2 racial bonus to Bluff and Diplomacy skill checks (2 BP).

Desert Blooded (Ex) – Jinn-blooded humans gain a +2 dodge bonus to AC when in the desert (2 BP).

Jinn's Resilience (Ex) – Jinn-blooded humans gain the Feat Toughness (2 BP).

Marid's Mark (Sp) – Jinn-blooded humans can cast endure elements as a spell-like ability a number of times per day equal to ½ their character level + their Intelligence bonus (3 BP).

Sila's Sanction (Ex) – Jinn-blooded humans have DR 5/silver (3 BP).

Magic of the Effrit (Sp) – Jinn-blooded humans gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells. Jinn blooded humans with an Intelligence score of 11 or higher also gain the following spell-like abilities: 1/day—*daze, detect magic, ghost sound, identify*, and *read magic*. The caster level for these spell-like abilities is equal to the user's character level (3 BP).

THE COURT OF SULAYMAN

(a jinn bloodline lineage)

This bloodline has been well established in Western Asia for the past 1400 years, though the lineage descends from a queenly marid who was a member of King Solomon's court and consorted with the legendary ruler back in pre-biblical times. Fiercely proud of both their human and jinn heritage, the Court of Sulayman has always excelled at straddling the boundary between realms, serving as effective diplomats between jinn and the secretly illuminated of humanity. To deal with these otherworldly (and dangerous) beings, the court's viziers long ago mastered the mystic arts of naming, summoning, binding, and wards, enabling members to protect themselves and enforce their bargains, should diplomacy fail. The court values knowledge and education, and their madrasas of occult learning are among the most comprehensive in the world, providing libraries and tutors on every topic from astrology to xenoglossy.

Prominent members of the bloodline include the honorable Dawud Almullah, chief ambassador to the courts of the jinn, and the Brass Sheikh, renegade monster-slayer and rumored thief of the storied Ring of Aandaleeb. The Court of Sulayman owns opulent penthouses and cloistered private estates all across the Middle East, though the center of their intrigues is a hidden palace near Al Dalwaah Kaluf, Oman. Ever cautious, the court has always wisely avoided the wrath of the Archons, though loose talk of a hypothetical jinn coup against the powers-that-be may soon strain the court's ties with their efreeti cousins – or bring about their ruin entirely.

THE SHAITAN'S OWN

(a jinn bloodline lineage)

Transported to Australia in the early 19th century, this freebooting family rose from common charlatans to mystical merchant princes in a single generation, all thanks to an unholy union with a nefarious noble shaitan – one of the most terrible wish-twisters ever to crawl dark and whispering from the lamp. Going by Buckley, Melba, Flynn, and dozens of other names, the shaitan's spawn have changed their identities repeatedly throughout the ages, always vanishing amid the smoke of scandal and ruin only to pop up elsewhere to grift anew. Masters of mesmerism, illusion, and

old-fashioned legerdemain, this bloodline excels at using psychic chicanery to make their ingenious schemes downright miraculous. Despite (or because of) their treacherous history, the shaitan's own possess a miraculous stockpile of magical items and occult relics, but caveat emptor; nothing they sell is quite what it seems, or, if it is, you probably shouldn't want it. Presently the bloodline vends their forbidden wares – along with mundane trafficking both illicit and immoral – via Aladdin Transglobal, a Darwin-based shipping company with vessels sailing and flying all over the world.

Prominent members include Gene Edwards Smoak, hexing executive of Aladdin Transglobal, and his seductive sister Madame Sila, phantasmal fortuneteller to the rich and powerful. The shaitan's own can wheel and deal as they please, for their founding father long ago cut a deal with the Archons to assist the celestials in manipulating anyone at any time – a sinister service the Archons use with shameless frequency.



THE SERAPHIC BLOODED

Nearly as famous as their infernal siblings, seraphic-blooded humans are wise and comely, many displaying a natural charisma that reveals their angelic roots, attracting others who simply want to bask in the presence. Attractive to a fault, these individuals display their bloodline in a number of physical ways; they have bright eyes, angular features, and silky hair that range from the dark of ravens' feathers to the golden hues of the Valkyries themselves. A rare bloodline that has expanded to nearly every corner of the globe, seraphic-blooded humans are incredibly uncommon, making up a part of the global population that is never recorded on any census – which is just how their families like it.

Claiming a heritage with ties to divine figures or, in some stories, the very angels themselves, this bloodline is sometimes mistakenly attributed to the prophets of the Abrahamic faiths, leading to all sorts of cults, secret societies, and conspiracies. Whether or not these hold any water, of course, is a secret these individuals are not want to discuss.

RACIAL TRAITS

Seraphic-blooded humans commonly display the following traits.
+2 to Wisdom, +2 to Charisma

ADDITIONAL TRAITS

Seraphicblooded humans may spend a total of 7 BP to purchase any combination of the following racial traits.

Fear No Evil (Ex) – Seraphic-blooded humans gain a +2 racial bonus on all saving throws against fear effects (1 BP).

Angel's Sight (Ex) – Seraphic-blooded humans have low-light vision (1 BP)

Celestial Knowledge (Ex) – Seraphic-blooded humans always treat both Diplomacy and Heal as class skills (1 BP).

Archon's Will (Ex) – Seraphic blooded-humans gain a +2 racial bonus on Will saving throws (2 BP).

Herald's Heart (Ex) – Seraphic blooded-humans gain cold resistance 5 and electricity resistance 5 (2 BP).

Solomon's First Secret (Ex) – Seraphic-blooded humans gain a +2 racial bonus to Diplomacy and Heal skill checks (2 BP).

Ready for Hell (Ex) – Seraphic blooded-humans gain the Feat Improved Initiative (2 BP).

King Solomon's Touch (Sp) – Seraphic-blooded humans can cast cure light wounds as a spell-like ability a number of times per day equal to ½ their character level + their Wisdom bonus (3 BP).

Blessing of the First (Su) – Seraphic-blooded humans gain fast healing 2 for 1 round anytime they take electricity damage (whether or not this electricity damage overcomes their electricity resistance, if any). Seraphic blooded humans can heal up to 2 hit points per level per day with this ability, after which it ceases to function (3 BP).

Harbinger's Shield (Ex) – Seraphic-blooded humans have DR 5/ evil (3 BP).

THE BODIABOS
(a seraphic bloodline lineage)

This nascent bloodline has sprung up within the last century in the sprawling favelas surrounding the ultra-dense cityscape of Rio de Sangue, Brazil. What began with a silver-tongued medicine man whispering strange prayers as he healed the city's poor has become a prevalent apocalypse cult commanding the devotion of thousands. While the family's creed joins the common refrain that the end times are nigh, the Bodiabos stress that fear, not faith alone, will be the test of mortal judgment and define who shall inherit the great and terrible world to come (because, they teach, fragile human minds cannot hope to comprehend real cosmic truth, so those minds must be broken and forged anew). Guiding their disciples through escalating circles of sanity-rending mystery, the Bodiabos comport themselves like angelic missionaries and white-clad faith healers as they preach the gospel of benevolent terror, laying golden hands on the terrified only to shove them back into the dark time and again.

Prominent family members include Catarina Bodiabo, soul-sucking supermodel, and the fearsome Diogo Heinrich Bodiabo, mesmerizing cult master and deathless patriarch of the line. While their vast network of followers stretches throughout Brazil and neighboring countries, the mother chapel of the Bodiabo's Golden Terror sect is in the Cidade de Dourado slum, where the cult controls every street and every soul. The Bodiabos present a grave problem for the Archons, in that some celestials condemn them as dangerous heretics, while others think they're exactly right.

THE SIN-EATERS
(a seraphic bloodline lineage)

All-but-erased from the historical record, this bloodline has appeared irregularly for two thousand years, repeatedly destroyed in catastrophe only to reappear elsewhere generations later. The origin of a Sin-Eater is always miraculous in some respect – a virginal birth, a pregnancy carried despite incredible adversity, or a newborn discovered abandoned yet perfectly healthy in impossible circumstances. Legends claim the first Sin-Eaters consumed darkness tainting the hearts of others, but other accounts are more metaphorical – shouldering the burdens of a cruel world, or leading bands of tarnished souls on missions of redemption. Marked by their healing touch and bright golden-brown eyes, Sin-Eaters often stand out due to their angelic countenances, though standing out is gravely dangerous for these individuals, who pay a terrible price for daring to be a light in the darkness.

Any current members must live in secret, but the last two well-known members of this bloodline were Lucy Levey, healer of heretics and unsung martyr of the Great Chicago Fire, and Kiyoshi Shimoda, forbidden ritualist and first shadow of Hiroshima. The

Archons' servants have been hunting the Sin-Eaters and their elusive progenitor since the days of the Knights Templar, for their existence is hard proof of something the Archons cannot abide – a rebel voice in the celestial chorus.

Try as they might to silence this disharmony, the Archons have been stymied lately by a mysterious but undeniably powerful force cloaking the Sin-Eaters from the Archons' lofty sight, providing an unprecedented opportunity for hope.



THE SHADOW BLOODED

Of all the bloodlines, those who carry shadow-touched blood are perhaps the strangest of all. These rare individuals openly display a love of the dark, and many of them openly avoid the daylight, some of which suffer from minor medical conditions that discourage activities such as sunbathing, hiking, and a host of other outdoor activities. While others are quick to write them off as weirdos with gothic sensibilities, most who carry shadow's blood don't mind. In fact, many shadow-blooded individuals are clannish wanderers who are as distrustful of outsiders as they are of them, creating a sort of mutually-beneficial xenophobia that has left this bloodline precisely where it wants to remain – in the shadows.

Predisposed to the divinatory arts, many shadow-blooded humans claim that their knowledge of the supernatural exceeds that of the most notable of the Old World's hermetic houses; whether or not this is true is open to debate, but one thing remains true – their understanding of magic far exceeds that of many other bloodlines. Shadow-blooded humans commonly manifest their abilities in their late teens.

RACIAL TRAITS

Shadow-blooded humans commonly display the following traits.
+2 to Dexterity, +2 to Intelligence

ADDITIONAL TRAITS

Shadow-blooded humans may spend a total of 7 BP to purchase any combination of the following racial traits.

Shade Sight (Ex) – Shadow-blooded humans have low-light vision (1 BP).

Night's Secret Embrace (Ex) – Shadow-blooded humans gain a +2 racial bonus on all saving throws against fear effects (1 BP).

Shadow's Sobriety (Ex) – Shadow-blooded humans gain a +2 racial bonus on all saving throws against charm effects (1 BP)

Dark Resilience (Ex) – Shadow-blooded humans gain a +2 racial bonus on saving throws against disease and mind-affecting effects (2 BP).

Black Moon's Vision (Ex) – Shadow-blooded humans have darkvision 60 ft. (2 BP).

Dark Lore (Ex) – Shadow-blooded humans gain a +2 racial bonus to Knowledge (occult) and Sense Motive skill checks (2 BP).

City's Secret Defense (Ex) – Shadow-blooded humans gain a +2 dodge bonus to AC when in urban environments (2 BP).

Shadow of Magic (Su) – Shadow-blooded humans gain spell resistance equal to 6 + their character level (3 BP).

Dusk's Embrace (Sp) – Shadow-blooded humans can cast darkness as a spell-like ability a number of times per day equal to their Intelligence bonus (3 BP).

Book of Shadows (Sp) – Shadow-blooded humans add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Members of this race with an Intelligence score of 11 or higher also gain the following spell-like abilities: 1/day—*dancing darkness*[1], *ghost sound, penumbra, ray of frost,* and *ventriloquism*. The caster level for these spell-like abilities is equal to the user's character level (3 BP).

THE EYES OF NYX
(a shadow bloodline lineage)

Originating as a cult of Nyx, primordial mother of gods and personification of night, this bloodline spread over millennia from ancient Greece to every corner of the globe. Since Plato's time, these brooding philosophers and occult scholars have pursued hidden knowledge, relentlessly seeking the higher truths behind the shadows, which dance before our eyes. While they became psychics, diviners, and puppet masters beyond compare, Nyx's disciples remained in the shadows, guiding civilization with invisible hands and shaping cities into secret laboratories as they explored the deep shadows behind the Veil. The lineage's power and telltale ink-black eyes always trace back to readings of the Libris Umbra – a legendary but fragmented tome of forbidden lore. On December 21st, 2012, every awakened member of this bloodline vanished without a trace, swallowed by a shroud of impenetrable darkness. Some speculate their goddess called them home to roost; others say they gazed too long into the abyss and finally caught the eye of something old and hungry.

Two of the last-known members were Hitomi Kage (a.k.a. "NoxRox07"), supernatural super-hacker of the dark web, and John Doe, resurrected seer of the void between the stars. Nowadays, with their members missing and their works abandoned, all that remains of the bloodline are sleeping neophytes, orphaned and grasping for clues in abandoned libraries and empty tombs. The Archons know precisely what happened to Nyx's disciples, though the celestials desperately hope the auspicious act cannot be repeated – or reversed.

THE SPIRIT BLOODED

Attuned to a world visited almost exclusively by dreamers, spirit-blooded humans claim a heritage older than that of any other bloodline, many claiming that their very bodies are the world's ancient spirits made flesh. Others claim they are the children of the dreaming realms, readily pointing to the Astral Plane as their original home. Natural medicine men, healers, and wise women, these individuals enjoy a degree of diversity many other bloodlines cannot lay claim to, with many individuals tracing their family lines back to central North Africa, the steppes of northern Asia, Aboriginal Australia, and pre-colonial North America.

A bloodline with a strong connection to the Astral, spirit-blooded

humans often excel as spiritualists and shamans, applying their innate understanding of the invisible world to modern problems, offering insights uncommon to our modern world. This connection, however, often haunts them, as many spirit-blooded humans have a hard time separating the two; the world of the spirit plaguing them in ways few grasp. Still, more and more of these individuals are stepping into the modern world; using their understanding of the spirits they court, this bloodline pushes back the darkness.

Spirit-blooded individuals normally manifest their abilities during childhood, their invisible friends remaining by their sides throughout their adult lives.

RACIAL TRAITS

Spirit-blooded humans commonly display the following traits. +2 to Constitution, +2 to Wisdom

ADDITIONAL TRAITS

Spirit-blooded humans may spend a total of 7 BP to purchase any combination of the following racial traits.

Lucid Soul (Ex) – Spirit-blooded humans gain a +2 racial bonus on saving throws against illusion spells or effects (1 BP).

Dawn's Vision (Ex) – Spirit-blooded humans have low-light vision (1 BP).

Soul of the Swift (Ex) – Spirit-blooded humans gain a +10 foot bonus to their base speed (1 BP).

Will of the White Lodge (Ex) – Spirit-blooded humans gain a +2 racial bonus on Will saving throws
(2 BP).

Luck of the Coyote (Ex) – Spirit-blooded humans gain a +2 racial bonus on Bluff and Sleight of Hand skill checks (2 BP).

Blessing of the Vision Quest (Ex) – Spirit-blooded humans gain a +2 racial bonus on Perception and Sense Motive skill checks (2 BP).

Dream Soaked Strength (Ex) – Spirit-blooded humans gain the Feat Weapon Finesse. Additionally, they gain a +1 racial bonus to hit with their bonded weapon
(2 BP).

Shaman's Secrets (Sp) – Spirit-blooded humans add +1 to the caster level of any transmutation spells they cast. Additionally, they also gain the following spell-like abilities: 1/day— *detect poison, disrupt undead, message, resistance,* and *sleep*. The caster level for these effects is equal to the user's character level
(3 BP).

Nature's Sight (Sp) – Spirit-blooded humans can cast *detect undead* as a spell-like ability a number of times per day equal to ½ their character level + their Wisdom modifier (3 BP).

Gaia's Grace (Sp) – Spirit blooded humans can cast *Rite of the Centered Mind*[2] as a spell-like ability a number of times per day equal to ½ their character level + their Wisdom bonus. When you cast this spell, you may change the range to touch (3 BP).



THE SANDS OF KHUFU
(a spirit bloodline lineage)

This bloodline has quietly persisted in the cities and deserts of North Africa since originating in ancient Egypt in the 26th century BC. This priestly order believes their progenitor, the mighty pharaoh Khufu, joined with a spirit from beyond the stars which infused Khufu's body, soul, and personal possessions with power everlasting. After the pharaoh was entombed (but before he could be reborn), the spirit's otherworldly enemies robbed Khufu's pyramid and scattered his relics to the seven winds. Ever since, Khufu's descendants have worked to reunite the reliquary fragments of his power, religiously striving to complete a task as monumental as reassembling a great statue from individual grains of sand. Many are trained as historians, Egyptologists, and archeologists, but the order also possesses expertise in psychometry, necromancy, and harnessing ancestor spirits.

The power of Khufu's blood only awakens in his descendants if they commune with one of his relics – usually during a solemn ritual, but sometimes in a fateful encounter with a strange object discovered in a museum basement or forgotten tomb. Prominent members include Dr. Farah Khalid, professor of archaeoastronomy at Cairo University, and Lady Enid Murray, globetrotting master thief and notorious "liberator" of occult artifacts. While the bloodline's mission takes them all over the world and beyond, their most sacred temple has always been in Egypt, hidden within sight of the great pyramids. The Archons dismiss the resurrection of Khufu as an impossible task; one would think the miracle-workers would know better.

THE MURA-MURA PEOPLE
(a spirit bloodline lineate)

The Mura-Mura's ancient roots begin with the aboriginal peoples of central Australia, though in post-colonial centuries the bloodline has expanded into a diverse assortment of ethnicities across the continent. This expansion has occurred in part because anyone who murders a Mura-Mura is cursed to join the bloodline; their descendants are always born with the Mura-Mura's telltale eyes, which wax milky white when rousing the blood's power. The Mura-Mura exemplify the spirit blooded's strong connection to the Dreamlands (the Astral plane), holding sacred the traditions of the aboriginal Dreamtime refined by countless generations of first-hand experience communing with astral spirits and constructs of the Dreaming. Though they are hardy and practical survivors, the Mura-Mura often come across as strange and distant, their minds always off in other realms. The mysteries of psychic magic come naturally to the Mura-Mura, and their psychics and spiritualists enjoy an aptitude for reaching across dimensions second to none.

Prominent members of the bloodline include Old Song Jiemba, bull-roaring spirit-summoner of the deep outback, and the much-prophesied Charlotte Moore, the psychic child prodigy. The Mura-Mura don't control any territory so much as wander it, though a notable concentration can be found among the sprawling Moore family sheep ranches which surround Matilda Springs in the Northern Territory. The Mura-Mura rarely challenge the celestial order and are largely ignored by the Archons, however of late their frequent palavers with Goëtic Spirits threaten to draw this historically neutral bloodline into the midst of brewing conflict.

BLOODLINE DISEASES

In a world of hidden magic, supernatural wonders, Goëtic Spirits and Archons it is no wonder that specific afflictions have arisen that target the bloodline families. The origins of these ailments are not truly known, and they cannot be contracted by normal humans. Some suspect the Archons developed them as a curb on the Bloodline families, though they affect so few that, if true, this ploy was not a rousing success. Most, however, believe that the illnesses are natural, albeit supernatural, diseases.

These bloodline diseases possess attributes of both diseases and curses and thus can only be cured by a combination of *remove curse* and *remove disease*.

BLACK CENSOR
Also known as "Jiangshi's Censor," "Black Blanket," or "The Wastes."

Initially surfacing in China in 932 AD, this debilitating fungal infection is now found throughout the supernatural community. While the Black Censor is not fatal, if it is left unchecked it can destroy a blood-marked victim's innate powers.

The disease first presents as black spots on the sclera of the eye, but soon the victim develops a high fever and dark welts on the arms, neck, and back. In the later stages, the fingernails and teeth darken as the infection spreads throughout the body.

Type disease, curse (contact or injury); *Save* Fortitude **DC** 16; **Onset** 1d6 days; **Frequency** 1/day
Effect On each failed save, all bloodline powers, abilities and bonuses are suppressed for 24 hours; **Cure** Black Censor can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other. If left uncured for 1d8 weeks, the effects become permanent.

ABERRANT CRUOR
Also known as "Bastard's Curse," "Mutt's Disease," or "The Ague."

Identified as one of the original culprits in Salem in the 1870s, this magical disease manifested frequently among younger American colonial women. Lacking their traditional European support structures, these women were left to fend for themselves in the New World.

This magical disease strikes at the very heart of the bloodline families. Outwardly, there are no physical presentations of this

ailment. Aberrant Cruor causes the victim's bloodline to mutate, taking on aspects of other bloodlines. Since the Middle Ages, any bloodline member displaying signs of Aberrant Cruor is hunted down and burned alive by their own families.

Type disease, curse (contact or injury); **Save** Fortitude **DC** 20; **Onset** 1d8 days; **Frequency** 1/week
Effect Upon contracting this disease, the victim or GM must choose a bloodline ability (of 2 BP or less) from any bloodline apart from his own. Each subsequent failed save requires the victim or GM to choose another ability, with each new ability replacing the old one; **Cure** Aberrant Cruor can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other. The ability gained by the disease is removed when the illness is cured.

PERVOLUTION SYNDROME

Also known as "Hyde's Disease," "Goëtic Emergence," or "The Calling."

Commonly called Hyde's Disease, several survivors of this disease now masquerade as terrible monsters; a few of them act like lepers, while others become golems or even gargoyles.

This devastating disease causes a forced magical mutation of the victim, suppressing the human genome while bringing supernatural traits from the victim's bloodline to the forefront. Pervolution Syndrome presents first as a low-grade fever accompanied by muscle aches and a lightening of the iris. Second stage victims begin showing attributes of their bloodline precursors while losing elements of their human heritage. This begins small but increases over time. The specific changes can vary wildly depending on the type of bloodline the victim possesses. In the final stage, the victim fully embraces their bloodline, shedding the last shreds of their humanity.

PCs who contract Pervolution Syndrome take on aspect of their bloodline creature. Fey-blooded victims become more fey. Dragon blooded victims become more draconic. If left unchecked, the victims transform fully into their bloodline creature, forgetting their old identities and becoming a monster.

Type disease, curse (contact or injury); **Save** Fortitude **DC** 25**;** **Onset** 1d10 days; Frequency 1/month (or 1/week for extreme cases)
Effect Upon contracting this disease, the victim or GM must choose a physical feature of the PC's bloodline creature. This must be a descriptive feature that cannot be used in combat or depends on a dice roll. Over the course of the month, this attribute gradually replaces one of the PC's human physical aspects. For example, scales replace skin. On the next failed save, one of the extraordinary abilities of the bloodline creature is chosen, and this gradually replaces one of the PC's feats. This process is repeated, alternating between a physical feature and an extraordinary ability, each time replacing a human feature or a feat.

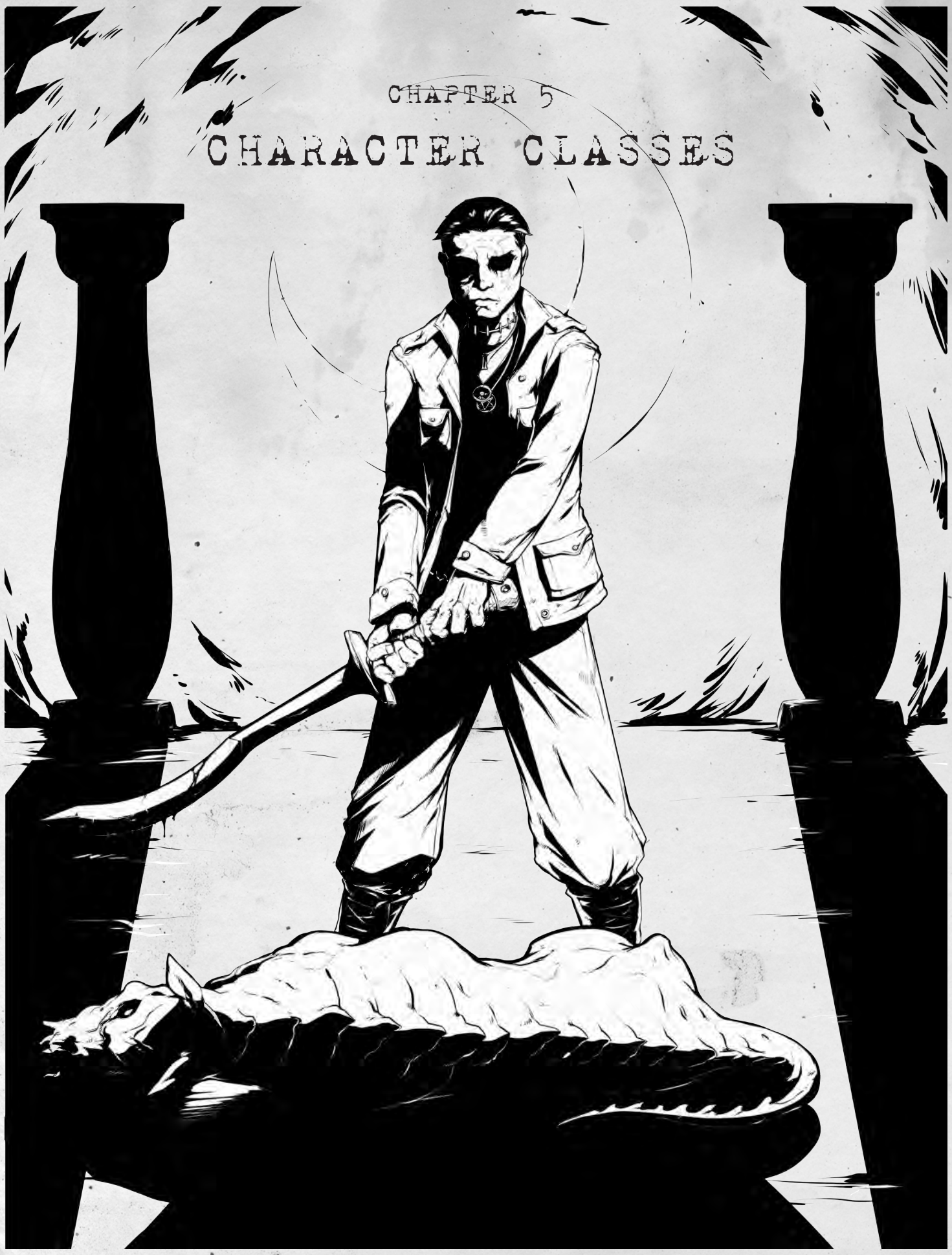
If the victim fails 5 consecutive saving throws, the PC becomes the bloodline creature. He immediately forgets his previous identity and loses access to all class abilities, feats and traits that are not granted by the bloodline creature.

Cure Pervolution Syndrome can only be cured by successfully casting both *remove curse* and *remove disease* within 1 minute of each other. Once the victim transforms fully, PCs have twenty-four hours to remove CPS using the method detailed above. If the victim fails the final save, the change becomes permanent, and the victim becomes an NPC or monster. If cured, the victim regains all of his lost abilities and features; they immediately lose any of the aspects granted by Pervolution Syndrome.



CHAPTER 5

CHARACTER CLASSES



I gazed longingly at the journal that lay discarded on the floor but hurried to do Arthur's bidding while he brought in his luggage. He'd bought me a coral necklace—blood red beads fastened with a silver clasp. It lay heavy on my collarbone, pressing me down as if he had his fingers around my neck. I caught him giving me sidelong glances as I scurried about, trying to act nonchalant about it as if I wouldn't notice.

If I were a cat, my fur would be bristling at this intrusion into my domain. The journal I scooped up and put on the shelf next to the dictionary and the vintage Reader's Digest condensed books where it was in no danger of being noticed—at least until I'd had an opportunity to sneak it to a more secure hiding place. I could well imagine the disdain with which Arthur would regard the journal. I don't think I'd ever seen him read anything other than his photography magazines—and these were all on his iPad nowadays. Anything paper and actual ink were foreign to him.

All the while I listened to him drone on about the "absolutely awful people on that boat" and the horror of his day-to-day existence. Not to mention the "endless troops of newlyweds and nearly-deads." I offered up the appropriate, encouraging noises were necessary and kept a pleasant smile on my face. I daren't ask him what his plans were now. Hells, if I let him talk, he'd fill this entire house with his importance.

The photos he'd taken on his trip were pretty enough—every moment he'd gotten for shore leave he'd grasped the opportunity for sightseeing. Now he was talking about an exhibition, talking about his adventures as if he hadn't been the equivalent of a skivvy aboard a cruise ship but rather some world-wise explorer who'd captured previously undiscovered vistas. When he spoke, his face lit up—and I had to give this much, he appeared pleasant. But there was a wall of silence between us, even higher and wider than before he'd gone.

Soon it was as if he'd never been away as he fell back into his previous maddening rut. Except now, I could hardly wait for him to vanish into that accursed study of his so that I could drag out my journal. The words were stolid, however, and vanished to a mere trickle. So I started getting up in the dead of night rather and stealing downstairs while Arthur was snoring. There, in the darkness of the lounge, I could summon some of the stillness I needed to weave that subtle magic that found its way from the nameless, unimaginable spaces beyond the routine, to squeeze through my fingers onto the pages.

The groundskeeper's cottage that had been my haven for so many weeks became my prison, and since the weather was all right for spells, I fled out of doors, to the ruins, rambling along the fieldstone walls and through the copses where, if I trailed the verdant foliage through my fingers, I could almost hear the whispering of life. Sometimes the air shimmered before me, and it wasn't a heat haze; I could almost imagine the words waiting for someone to speak them. Someone like me.

"You weren't here for tea, not today, not yesterday, not the day before," Arthur accused over dinner.

"I was out," I said

"Where?" He glared at me from across the dinner table.

"The fish is burnt."

I poked at the food on my plate and scraped the black bits to one side then stabbed at the soft flesh.

"You've changed."

I deigned to look at him.

"You *haven't*."

If only he would leave me alone, stop talking.

"Don't think I don't notice that you leave the bed at night. What are you up to?"

"I can't sleep."

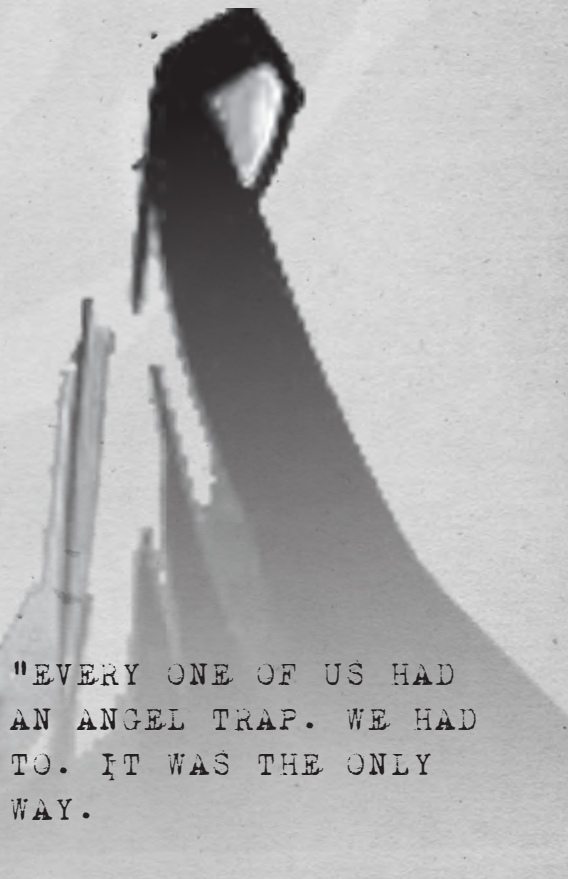
"You're doing this deliberately."
With a sigh, I set aside my cutlery and straightened so I could regard him squarely. "I suppose this cannot go on the way it is."

"You've barely given us a chance."

"It's a bit difficult to give 'us' a chance when you've been away for three months." There was a nasty part of me that wanted to tell him to sign another contract, this time for six months. And maybe the cruise ship would sink.

And then what?

There'd be time.



"EVERY ONE OF US HAD AN ANGEL TRAP. WE HAD TO. IT WAS THE ONLY WAY.

CLASSES

When it comes to class assumptions in *Bloodlines & Black Magic*, we do a few things differently than the standard version of the *Pathfinder Roleplaying Game*. Each class, for instance, gains a capstone ability at level 7, which represents a degree of concentration inside of that class or in a particular concentration sometimes associated with that class. In a way, this allows a player to build a specific type of character without seeking out additional archetypes or even prestige classes (which don't perform well when you only have seven levels of play to navigate). These capstones are also intended to encourage play inside of the class. Generally speaking, characters who take on more than a single class (characters who multiclass) have a much harder time taking these capstones, as many of them have prerequisites that are only satisfied by remaining inside of that class.

Additionally, each class we introduce into *Bloodlines & Black Magic* automatically gains the feats Pierce the Veil and Psychic Strike, although both do so at different levels. GMs wishing to bring additional classes forward into the campaign setting should make these feats available to those new classes. These feats are described below for your convenience.

PIERCE THE VEIL (SU)

You can open your mind's eye and see the world as it is.
Benefit You can, as a standard action that does not provoke an attack of opportunity, adjust your eyes to see the world around you as it is. Pierce the veil functions similar to the spell *detect psychic significance*, excepting the following:

A character activating Pierce the Veil can do so for 1 minute per level, up to a maximum of 7 minutes, at which point cooldown takes over (see below). You must concentrate on Pierce the Veil for three consecutive rounds while activating it, each which reveals something new until all is exposed (see "Welcome Home: Using Pierce the Veil" in Chapter 1). While Pierce the Veil is active, you perceive the auras of items, people, places, and even monsters or haunts as described by your GM. Pierce the Veil does not penetrate illusions, glamours, or similar magical abilities. **Note:** Pierce the Veil does reveal creatures with the Invisibility to the Mundane (Ex) ability.

Special Psychic Cooldown – You must rest a number of minutes equal to three times those used during the previous usage of pierce the veil before you can activate it anew.

PSYCHIC WEAPON (SU)

With the flick of your rest, your grandmother's dagger fell into your hand with a reassuring weight only you knew. For now.
Prerequisites bonded weapon feat or assigned as a class feature
You can channel your will into a weapon or object that harms supernatural creatures.
Prerequisites ability to cast psychic spells or use psychic class abilities; bonded weapon feat.
Benefit You gain the ability to channel your magical will into a singular bonded object or weapon as a swift action that does not provoke an attack of opportunity. When you do, treat the weapon in hand as if it had been the target of the spell *magic weapon*. While active, you may use this weapon to strike supernatural creatures and similar foes.

THE BRAWLER

Whether they're unleashing primordial anger on a battered foe or meditating quietly before a battle, brawlers are the 'tough guys' of *Bloodlines & Black Magic*. These individuals come from all walks of life, with any number of them claiming titles in and outside of the octagon, as regional featherweights, or simply as toughs for any number of private organizations.

Although brawlers have a reputation for being stronger than they are smart, the reputation is often a misleading one; while many brawlers aren't as articulate as one might expect, they display an intuition and cunning that marks them as truly dangerous foes – especially when they direct their wrath at the supernatural.

ALIGNMENT Any

HIT DIE d10

PARENT CLASSES Fighter and Monk

SKILLS
Pick five from the following list. These are now your class skills: Acrobatics (Dex), Climb (Str), Craft (Int), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Sense Motive (Wis), Stealth (Dex), Street (Wis), and Swim (Str).

SKILL RANKS per level: 3 + Intelligence modifier.

CLASS FEATURES

The following are the class features of the brawler in a *Bloodlines & Black Magic* campaign.

WEAPON AND ARMOR PROFICIENCY

A brawler is proficient with all simple weapons, their bonded weapon, and weapons from the close fighter weapon group. She is not proficient with any armor.

PSYCHIC WEAPON (SU)

The brawler begins play with the feats Bonded Weapon and Psychic Strike. Both of these feats apply to the brawler's natural weapons (arms, elbows, feet, knees, and so on).

BRAWLER'S CUNNING (EX)

If the brawler's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites for any combat feats.

TABLE: BRAWLER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Damage	Special
1	+1	+2	+2	+0	1d6	Brawler's cunning, martial flexibility, martial training, psychic weapon, and unarmed strike
2	+2	+3	+3	+0	1d6	Bonus combat feat, brawler's fury (Two-Weapon Fighting), pierce the veil
3	+3	+3	+3	+1	1d6	Bonus fighting style feat
4	+4	+4	+4	+1	1d8	AC bonus +1, knockout 1/day
5	+5	+4	+4	+1	1d8	Bonus combat feat, brawler's strike, close weapon mastery
6	+6/+1	+5	+5	+2	1d8	Marial flexibility (swift action)
7	+7/+2	+5	+5	+2	1d8	Bonus combat feat, bonus fighting style feat, capstone

MARTIAL FLEXIBILITY (EX)

A brawler can take a move action to gain the benefit of a combat feat she does not possess. This effect lasts for 1 minute. The brawlers must still meet all of the feat's prerequisites. She may use this ability a number of times per day equal to 3 + ½ her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

MARTIAL TRAINING (EX)

At 1st level, a brawler counts her total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. She also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.



A.J.
, PHANTOM FIST

UNARMED STRIKE

At 1st level, a brawler gains Improved Unarmed Strike as a bonus feat. A brawler may attack with fists, elbows, knees, and feet. This means that a brawler may make unarmed strikes with her hands full. A brawler applies her full Strength modifier (instead of just half) on damage rolls for all her unarmed strikes.

Usually, a brawler's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A brawler's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that modify either manufactured weapons or natural weapons.

A brawler also deals more damage with her unarmed strikes than others, as shown on **Table: Brawler Damage.** The unarmed damage values listed on that table are for Medium brawlers. A Small brawler deals less damage than the amount given there with her unarmed attacks, while a Large brawler deals more damage; see the following table.

TABLE: BRAWLER DAMAGE

Level	Small Brawler	Large Brawler
1st-3rd	1d4	1d8
4th-7th	1d6	2d6

BONUS COMBAT FEATS

At 2nd, 5th, and 7th level, a brawler gains a bonus combat feat in addition to those gained from normal advancement. These bonus feats must be ones that affect or improve her defenses or melee attacks. The brawler must meet the prerequisites of the selected bonus combat feat.

Upon reaching 5th level and again at 7th level, a brawler can choose to learn a new bonus combat feat in place of a bonus combat feat she has already learned. In effect, the brawler loses the bonus combat feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A brawler can only change one feat at any given level, and must choose whether to swap the feat at the time she gains a new bonus combat feat for the level.

BRAWLER'S FLURRY (EX)

Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. She does not need to use two different weapons to use this ability.

A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks.

PIERCE THE VEIL (SU)

Starting at 2nd level, a brawler gains the ability to see past the illusions that cloak much of the invisible world.

BONUS FIGHTING STYLE FEAT

At 3rd level, and again at 7th level, the brawler gains a bonus fighting style feat. The brawler must still meet any of the feat's prerequisites.

AC BONUS (EX)

At 4th level, when a brawler wears light or no armor, she gains a +1 dodge bonus to AC and CMD. These bonuses to AC apply against touch attacks. She loses these bonuses while immobilized or helpless, wearing medium or heavy armor, or carrying a medium or heavy load.

KNOCKOUT (EX)

At 4th level, once per day, a brawler can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + ½ the brawler's level + the higher of the brawler's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability.

BRAWLER'S STRIKE (EX)

At 5th level, a brawler's unarmed strikes are treated as bonded weapons for the purpose of overcoming damage reduction and affecting supernatural creatures.

CLOSE WEAPON MASTERY (EX)

At 5th level, a brawler's damage with close weapons increases. When wielding a close weapon, she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon (for example, a 5th-level Medium brawler wielding a punching dagger deals 1d6 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this, its damage is unchanged. This ability does not affect any other aspect of the weapon. The brawler can decide to use the weapon's base damage instead of her adjusted unarmed strike damage – this must be declared before the attack roll is made.

CAPSTONE (EX, SP, OR SU)

At 7th level, a brawler gains her capstone ability. She selects this ability from **Table: Capstone Abilities.** She must still meet all of the prerequisites to select this capstone ability. Each character can only have one capstone ability, regardless of where they acquire it.

DARK HARVESTER
(BRAWLER ARCHETYPE)

A dark harvester focuses his martial will through a series of fel and eccentric practices into an instrument of singular lethality, pushing an ordinary weapon far beyond the mundane limitations of mere steel. In essence, the weapon becomes an extension of its wielder's inner violence, invested with unnatural killing power. Favoring stealth and nimbleness over raw physical strength, dark harvesters often become mercenaries, enforcers, and assassins, though some instead work as protectors of the innocent, or hunters of evil.

HARVESTER'S TALON (SU)

At 1st level, the dark harvester forms a supernatural bond with a light simple or melee bladed weapon, such as a dagger, sickle, handaxe, or short sword. Regardless of the weapon's normal damage and critical characteristics, it acts as a 1d6 damage weapon with a critical of 19-20/x2 in the dark harvester's hands. It is in every other way treated as a standard bonded weapon.

This ability modifies psychic weapon.

PIERCE THE VEIL (SU)

Due to the dark harvester's greater reliance on supernatural power than the average brawler, he gains this ability at 1st level, rather than 2nd level.

This ability replaces martial flexibility.

WEAPON FINESSE (EX)

At 1st level, the dark harvester gains Weapon Finesse as a bonus feat.

This ability replaces brawler's cunning.

ONENESS OF BLOOD & STEEL (SU)

At 2nd level, the dark harvester adds his brawler level to his chosen weapon's hardness, and twice his brawler level to its hit points. These bonuses persist even if the dark harvester is not currently holding the weapon. If the weapon is damaged or broken, and he can hold any part of it in his hand, he can use a standard action to sacrifice his hit points, on a one-for-one basis, to restore those of the weapon, up to its normal maximum.

Furthermore, the dark harvester can use a move action to call his chosen weapon to his hand from any distance, and even across planar boundaries.

THIRSTY BLADE (SU)

At 3rd level, the dark harvester hones his chosen weapon into a preternaturally potent killing instrument, increasing its damage to 1d8. Damage increases to 1d10 at 5th level, and 2d6 at 7th level. Its critical remains unchanged.

This ability replaces bonus fighting style feat.

UNCANNY DODGE (EX)

Starting at 4th level, a dark harvester can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A dark harvester with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

This ability replaces knockout.

DESTROYER'S EDGE (SU)

At 5th level, the dark harvester's bonded weapon is treated as a keen weapon in his hands, and he adds +2 to all rolls to confirm critical hits.

This ability replaces both brawler's strike and close weapon mastery.

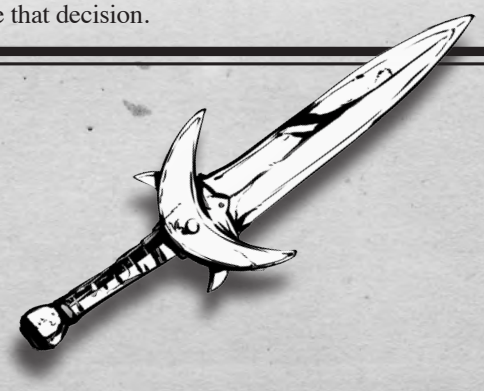
ARCH-SLAYER (SU)

At 6th level, the dark harvester's chosen weapon is treated as a +2 magical weapon when he wields it.

CAPSTONE ABILITIES

The O7 variant of the *Pathfinder Roleplaying Game®* makes several changes to the classes that appear in *Bloodlines & Black Magic*. In addition to adding several new abilities and changing how skill points are distributed, O7 also offers player characters the option to select capstone abilities for characters that reach 7th level in a single class. A full list of the basic capstone abilities can be found on **Table: Capstone Abilities**.

Players and GMs should take note: some organizations and bloodlines teach specific capstone abilities; players who are members of those organizations add those capstone abilities to the pool from which they can choose, once they finally make that decision.



PHANTOM FIST
(BRAWLER ARCHETYPE)

A phantom fist's fighting spirit is fierce enough to exert their will directly upon physical reality, pummeling foes with phantom limbs just as surely as if punching and kicking with meat and bone. While some phantom fists recall forgotten forelimbs and lost legs back from the Ethereal Plane in order to overcome past loss or injury, others clad themselves in a bristling exoskeleton of ectoplasm as the way they have always been meant to be.

ECTOPLASMIC LIMB (SU)

At 1st level, as a full-round action, the phantom fist can manifest one or more limbs made of visible, wispy ectoplasm; these limbs can replace any natural limbs the phantom fist may be missing, or surround an existing, partial, or even prosthetic limb with a bolstering coating of ectoplasm. The manifestation of an ectoplasmic limb cannot result in the phantom fist gaining extra limbs beyond the number inherent to their biology. Ectoplasmic limbs are summoned from the Ethereal Plane and are susceptible to spells such as dismissal or banishment, or any effect that would affect a spiritualist's phantom, though if dismissed or banished the phantom fist may re-manifest her ectoplasmic limb(s) after one hour. Normally, ectoplasmic limbs remain manifested until dismissed, or until the phantom fist sleeps or otherwise falls unconscious. Dismissing an ectoplasmic limb is a free action. Ectoplasmic limbs function as normal limbs for the purpose of interacting with physical objects, making unarmed strikes, taking damage, etc., though their overtly supernatural ectoplasmic nature is obvious if not concealed by clothing or otherwise disguised. Ectoplasmic limbs are treated as if continually affected by the magic weapon spell.

This ability replaces psychic weapon.

ECTOPLASMIC SHIELD (SU)

At 3rd level, a thin layer of ectoplasm covers the phantom fist's entire body, adding to her protection. While manifesting her ectoplasmic limb(s), the phantom fist gains a +1 shield bonus to AC and a +1 circumstance bonus on her savings throws. She doesn't gain these bonuses if she is helpless.

DISMISSING STRIKE (SU)

At 4th level, once per day a phantom fist can make an unarmed strike attack with her ectoplasmic limb(s) which bears a chance of dismissing an extraplanar creature back to its plane of origin. She must announce her intent to make a dismissing strike before making her attack roll. If the phantom fist hits with her unarmed strike and the target takes damage from the blow, the target is affected as if the phantom fist had cast the dismissal spell upon it (forcing the extraplanar creature back to its proper plane if it fails a Will save, with a 20% chance of sending the target to a plane other than its own). If the phantom fist fails to hit or deal damage to the target, the effect is wasted. The DC for this dismissal effect is 10 + ½ the phantom fist's character level + the higher of the phantom fist's Wisdom or Charisma modifier.

This ability replaces knockout.

GHOSTLY STRIKES (SU)

At 5th level, the phantom fist's ectoplasmic limbs are treated as ghost touch weapons. This ability replaces brawler's strike.

GREATER ECTOPLASMIC LIMB (SU)

At 5th level, the enhancement bonus of the phantom fist's ectoplasmic limbs increases to +2, and they are treated as having the phantom fist's alignment for the purpose of overcoming damage reduction.

This ability replaces close weapon mastery.

TOUCH OF DEATH (SU)



At 7th level, the phantom fist's ectoplasmic limbs are treated as undead bane weapons.

This ability replaces the bonus fighting style feat gained at 7th level.

THE INVESTIGATOR

Trained to look past the common, these men and women use keen insights, quick minds, and a strong understanding of science, coupled with a growing understanding of the esoteric, to uncover and outwit the servants who dwell in shadows. Although many investigators have formal training that ties them to one or more government agencies, many also originate in the private sector.

ALIGNMENT Any (but many lean towards lawful).

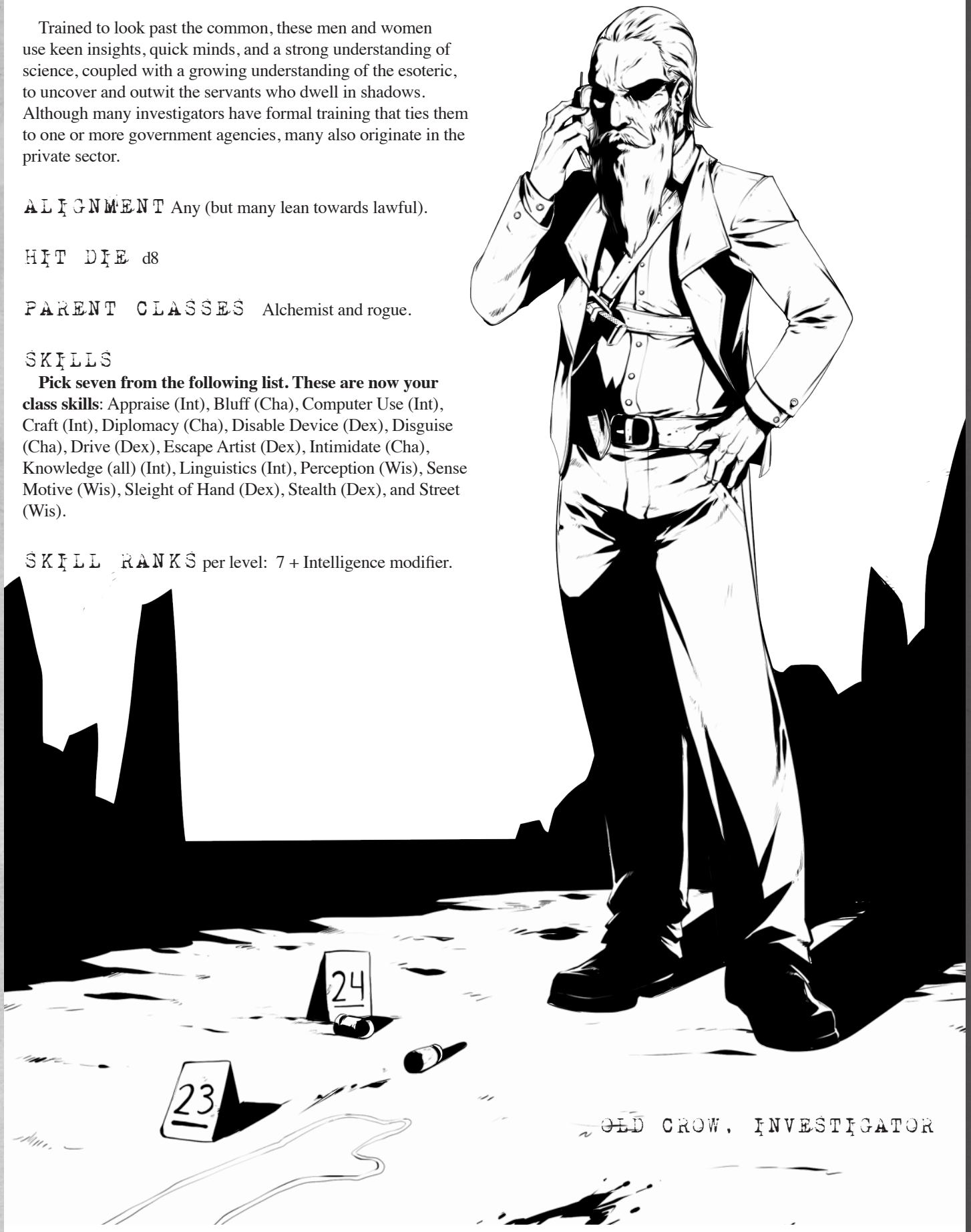
HIT DIE d8

PARENT CLASSES Alchemist and rogue.

SKILLS

Pick seven from the following list. These are now your class skills: Appraise (Int), Bluff (Cha), Computer Use (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Drive (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Street (Wis).

SKILL RANKS per level: 7 + Intelligence modifier.



~~OLD~~ CROW, INVESTIGATOR

TABLE: THE INVESTIGATOR

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Extracts per Day
1	+01	+0	+2	+2	Alchemy, inspiration, pierce the veil, psychic weapon, trapfinding	1 / - / -
2	+1	+0	+3	+3	Poison lore, psychic resistance +2	2 / - / -
3	+2	+1	+3	+3	Investigator talent, keen recollection, trap sense +1	3 / - / -
4	+3	+1	+4	+4	Studied combat, studied strike +1d6, swift alchemy	3 / 1 / -
5	+3	+1	+4	+4	Investigator talent, psychic resistance +4	4 / 2 / -
6	+4	+2	+5	+5	Studied strike +2, trap sense +2	4 / 3 / -
7	+5	+2	+5	+5	Capstone, investigator talent	4 / 3 / 1

CLASS FEATURES

The following are the class features of the investigator in a *Bloodlines & Black Magic* campaign.

WEAPON AND ARMOR PROFICIENCY

Investigators are highly trained and proficient with all simple weapons, their bonded weapon, and two firearms of their choice. Investigators are proficient with light armor, as well as shields.

ALCHEMY (SU)

Investigators are highly trained in the sciences, and many use that training to create mundane alchemical substances and magical potion-like extracts.

When using Craft (alchemy) to create an alchemical item, an investigator gains a competence bonus equal to his class level on the skill check. Also, an investigator can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to attempt such a check.

Like an alchemist, an investigator prepares his spells by mixing ingredients and a tiny fraction of his psychic essence into a number of extracts. He then casts the spell by drinking the extract. These extracts have powerful effects, but they are also bound to the investigator who created them. Extracts behave like spells in potion form, and as such their effects can be dispelled by dispel magic and similar effects, using the investigator's level as the caster level.

An investigator can create only a certain number of extracts of each level per day. His base daily allotment of extracts per day is given on **Table: Investigator**. In addition, he receives bonus extracts per day if he has a high Intelligence score, much in the same way a wizard receives bonus spells per day.

When an investigator mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own aura. An extract immediately becomes inert if it leaves the investigator's possession, reactivating as soon as it returns to him – an investigator cannot normally pass out his extracts for allies to use.

An extract, once created, remains potent for one day before losing its magic. Thus, an investigator must prepare his extracts every day. Mixing an extract takes 1 minute.

Creating extracts consumes raw material, but the cost of those materials is insignificant – comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements; extracts that duplicate divine spells never have a divine focus requirement.

An investigator uses the alchemist formulae list to determine the extracts he can know. An investigator can prepare an extract of any formulae he knows. To learn or use an extract, an investigator must have at least an Intelligence score equal to 10 + the extract's level. The saving throw DC for an investigator's extract is equal to 10 + the extract's level + the investigator's Intelligence modifier.

An investigator may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract. At 1st level, an investigator starts with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier.

At each new investigator level, he gains one new formula for any level that he can create. An investigator can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. A formula book costs as much as a spellbook. An investigator can study a wizard's spellbook to learn any formula that is equivalent to a spell the

spellbook contains. A wizard, however, cannot learn spells from a formula book. An investigator can also learn formulae from another investigator's or an alchemist's formula book (and vice versa). An investigator does not need to decipher arcane writing before copying that formulae.

PSYCHIC WEAPON (SU)

The investigator begins play with the feats Bonded Weapon and Psychic Strike.

PIERCE THE VEIL (SU)

Starting at 1st level, an investigator gains the ability to see past the illusions and shadows that separate the invisible world from the mundane.

TRAPFINDING

An investigator adds ½ his level to Perception skill checks made to locate traps and to Disable Device checks (minimum 1). An investigator can use Disable Device to disarm magical traps.

POISON LORE (EX)

Poisons of all types – in the form of chemicals, pharmaceuticals, narcotics, and other chemical compounds – dominate the modern world and the investigator is no stranger to them. Starting at 2nd level, the investigator cannot accidentally poison himself when applying poison to a weapon or otherwise handling dangerous substances (he is not immune to their effects, however). If the investigator spends 1 minute physically examining the poison, he can attempt a Knowledge (nature) check to identify any natural poison, a Knowledge (chemical) to identify synthetic drugs or manmade poisons, or a Knowledge (occult) check to identify any magical poison (DC = the poison's saving throw DC). Lastly, once a poison is identified, he can spend 1 minute and attempt a Craft (alchemy) check (DC = the poison's saving throw DC) to neutralize 1 dose of the poison. Success renders the dose harmless. The investigator has no chance of accidentally poisoning himself when examining or attempting to neutralize a poison.

PSYCHIC RESISTANCE (EX)

As investigators continue to explore the supernatural world, they develop a natural resistance to it, learning to push past the details that might otherwise push them to madness or worse. At 2nd level, an investigator gains a +2 bonus on all saving throws against psychic and supernatural effects that induce insanity, madness, or confusion. This bonus increases to +4 at 5th level.

INVESTIGATOR TALENT (EX OR SU)

At 3rd, 5th, and 7th level, the investigator gains an investigator talent. Except where otherwise noted, each investigator talent can only be selected once.

Investigator talents marked with an asterisk (*) add effects to an investigator's studied combat or studied strike. Only one of these talents can be applied to an individual attack, but the decision can be made when the damage is dealt.

KEEN RECOLLECTION

At 3rd level, an investigator can attempt all Knowledge skill checks untrained.

TRAP SENSE (EX)

At 3rd level, an investigator gains an intuitive sense that alerts him to danger from traps, granting him a +1 bonus on Reflex saving throws to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 6th level, these bonuses increase by 1.

STUDIED COMBAT (EX)

Investigators apply their keen minds to more than just their cases, assessing their opponents with the same sharp minds and keen observation. At 4th level, an investigator can use a move action to study a single enemy that he can see. Upon doing so, he adds ½ his investigator level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to his Intelligence modifier (minimum 1) or until he deals damage with a studied strike, whichever comes first. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

An investigator can only have one target of studied combat at a time, and once a creature has become the target of an investigator's studied combat, he cannot become the target of the same investigator's studied combat again for 24 hours unless the investigator expends one use of inspiration when taking the move action to use this ability.

STUDIED STRIKE (EX)

At 4th level, an investigator can choose to make a studied strike against the target of his studied combat as a free action, upon successfully hitting his studied target with a melee attack, to deal additional damage.

The damage is 1d6 at 4th level, and increases to 2d6 at 6th level. The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

If the investigator's attack used a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), he may choose to have the additional damage from studied strike be nonlethal damage instead of lethal damage. If the investigator chooses to attack with a lethal weapon instead, dealing nonlethal damage (with the usual –4 penalty), the studied strike damage may also deal nonlethal damage.

The investigator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot.

An investigator cannot use studied strike against a creature with concealment.

SWIFT ALCHEMY (EX)

At 4th level, an investigator can create alchemical items with astounding speed. It takes an investigator half the normal amount of time to create alchemical items. He can also apply poison to a weapon as a move action instead of a standard action.

CAPSTONE (EX, SP, OR SU)

At 7th level, the investigator gains his capstone ability. He selects this ability from **Table: Capstone Abilities**. He must still meet all of the prerequisites to choose this capstone ability. Each character can only have one capstone ability, regardless of where they acquire it.

OCCULT LIBRARIAN
(INVESTIGATOR ARCHETYPE)

Whether researching legendary horrors amid stacks of venerable tomes or frantically leafing through dog-eared notebooks yanked from a duffel bag, occult librarians appreciate that knowledge is power. Their methods reflect the fact that vast catalogs of the universe's perils have already been written, and the most efficient way to solve a problem is sometimes simply to read the accounts of those who faced such terrors before. Careful curators of monstrous lore and ritual knowledge, these investigators of history both recent and ancient know the ability to locate and read the right scrap of paper may mean the difference between life and death... or worse.

MONSTER LORE (EX)

An occult librarian adds his Wisdom modifier on Knowledge skill checks in addition to his Intelligence modifier when making skill checks to identify the abilities and weaknesses of creatures.

This ability replaces trapfinding.

CLEVER RESEARCH (EX)

At 2nd level, the occult librarian is adept at gathering information through means other than canvassing people, using non-personal research techniques such as checking newspaper articles, searching the Internet, or digging up useful tomes. The occult librarian can use his Intelligence modifier instead of Charisma on any Diplomacy checks made to gather information and can use his inspiration die on such checks without expending uses of inspiration, even if he is untrained in Diplomacy.

This ability replaces poison lore.

RESEARCHED DEFENSE (EX)

At 2nd level, the occult librarian can conduct focused research to aid in his defense. Once per day, the occult librarian can spend 1 hour in focused research, diligently studying one non-humanoid creature type (if the occult librarian chooses to research outsiders, he must choose a particular subtype); this research may be done through non-personal means (e.g., books, notes, the Internet, or preserved specimens). If he does so, he gains a +2 competence bonus on saving throws against attacks or effects by creatures of that type. This bonus increases to +4 at 5th level. This bonus ends after 24 hours, or when the occult librarian next uses researched defense, whichever comes first. The occult librarian can share a portion of these insights with his allies; all allies who participate in the full hour of focused research gain half the occult librarian's researched defense bonus against creatures of that type for 24 hours. This ability replaces poison resistance and trap sense.

RESEARCHED COMBAT (EX)

At 4th level, the occult librarian may use studied combat as a swift action against creatures of the type studied per researched defense that day.

This ability alters studied combat.

INSPIRED RITUALIST (EX)

At 4th level, the occult librarian can research occult rituals with uncanny speed and insight. It takes the occult librarian half the normal amount of time to discover and learn occult rituals. When acting as the primary caster of a ritual he has learned in this fashion, the occult librarian doubles the result of any inspiration die used to add to the ritual's skill checks.

This ability replaces swift alchemy.

RESEARCHED OFFENSE (EX)

At 5th level, the occult librarian's focused research affords him further offensive advantages. Against creatures of the researched type, the occult librarian gains a +2 bonus on weapon attack and damage rolls, and any allies who joined in the full hour of focused research gain half that bonus on the same rolls. This bonus stacks with any bonus gained from studied combat.

This ability replaces the investigator talent gained at 5th level.

INVESTIGATOR TALENTS

The following investigator talents complement the occult librarian archetype: alchemist discovery, amazing inspiration, applied engineering, device talent, effortless aid, inspirational expertise, inspired intelligence, item lore, and unconventional inspiration.

THE MESMERIST

Masters of deceit and deception, these individuals are often professional magicians and illusionists, using both their mastery of the greatest of crafts with their own, inner psychic abilities. Able to sway men and women with but a look, mesmerists are the masters of the information-gathering game. Many mesmerists are practiced social engineers, as well, working either the private sector as corporate mercenaries or carving out their social networks as true freelancers. The best-looking (and certainly the vainest) mesmerists go into show business, either as blossoming YouTube stars or as discovered talent on any number of pointless reality shows…

ALIGNMENT Any

HIT DIE d8

SKILLS

Pick seven from the following list. These are now your class skills: Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (occult) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

SKILL RANKS per level: 7 + Intelligence modifier.



CASSANDRA, MESMERIST

TABLE: THE MESMERIST

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Consummate liar, hypnotic stare, knacks, mesmerist trick, painful stare, pierce the veil, psychic weapon, spells	1 / - / -
2	+1	+0	+3	+3	Mesmerist trick, towering ego	2 / - / -
3	+2	+1	+3	+3	Bold stare, touch treatment (minor)	3 / - / -
4	+3	+1	+4	+4	Mesmerist trick	3 / 1 / -
5	+3	+1	+4	+4	Manifold tricks (2), mental potency	4 / 2 / -
6	+4	+2	+5	+5	Mesmerist trick, touch treatment (moderate)	4 / 3 / -
7	+5	+2	+5	+5	Capstone	4 / 3 / 1

CLASS FEATURES

The following are the class features of the mesmerist in a *Bloodlines & Black Magic* campaign.

WEAPON AND ARMOR PROFICIENCY

A mesmerist is proficient with all simple weapons, the sap, the sword cane, the whip, his bonded weapon, and a single firearm of her choice.She is proficient with light armor, but not with shields.

SPELL CASTING

A mesmerist casts psychic spells drawn from the mesmerist spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a mesmerist must have a Charisma score equal to 10 + the spell's level. The saving throw DC against a mesmerist's spell is 10 + the spell's level + the mesmerist's Charisma modifier.

Like other spellcasters, a mesmerist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: The Mesmerist**. In addition, she receives bonus spells per day if she has a high Charisma score.

The mesmerist's selection of spells is limited. A mesmerist begins play knowing four 0-level spells (called Knacks – see below) and two 1st-level spells of the mesmerist's choice. At each new mesmerist level, she learns one or more new spells, as indicated on **Table: Mesmerist Spells Known**.

Unlike a mesmerist's spells per day, the number of spells a mesmerist knows isn't affected by her Charisma score; The numbers on the table are fixed.

At 3rd, 5th, and again at 7th level, a mesmerist can choose to learn a new spell in place of one she already knows.

In effect, the mesmerist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged and must be a spell the mesmerist can cast. A mesmerist can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A mesmerist need not prepare his spells in advance. She can cast any mesmerist spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

KNACKS

Mesmerists learn a number of knacks, or 0-level spells, equal to two plus her Charisma modifier. These spells are cast like any other spells, but they do not consume any slots and can be used again. Knacks cast using other spell slots, due to metamagic feats, for example, consume spell slots as normal.

PSYCHIC WEAPON (SU)

The mesmerist begins play with the feats Bonded Weapon and Psychic Strike.

CONSUMMATE LIAR

A mesmerist adds ½ her mesmerist level (minimum 1) as a bonus on all Bluff checks. In addition, the mesmerist qualifies for the Improved Feint and Greater Feint feats, even if she doesn't have Combat Expertise or an Intelligence score of at least 13. She can also ignore Combat Expertise and an Intelligence score of 13 as prerequisites for other feats that require Improved Feint or Greater Feint.

TABLE: SPELLS KNOWN PER LEVEL

Level	Knacks	1st	2nd	3rd
1	4	2	—	—
2	5	3	—	—
3	6	4	—	—
4	6	4	3	—
5	6	4	3	—
6	6	4	4	—
7	6	5	4	2

HYPNOTIC STARE (SU)

At 1st level, a mesmerist learns to focus her stare on one creature within 30 feet as a swift action. That creature takes a –2 penalty on Will saving throws. A mesmerist can maintain her stare against only one opponent at a time; it remains in effect until the mesmerist stares at a new target, the opponent dies, the opponent moves farther than 30 feet away, or the mesmerist falls unconscious or dies. The mesmerist can remove the memory of her stare from the target's mind; the creature doesn't remember that it was affected (nor does it realize that it is currently being affected) unless the mesmerist allows it. The hypnotic stare is a psychic effect, and relies more on the mesmerist's focus than the target's perception of her stare. It can't be avoided in the same ways a gaze attack can.

The mesmerist can use this ability even while blinded, but must succeed on a DC 20 Concentration check to do so. Staring at a creature requires the mesmerist's focus, so if she uses a gaze attack or similar ability, she must target the subject of his hypnotic stare or voluntarily end the stare. The penalties from multiple mesmerists' stares don't stack, nor do they stack with penalties from witches' evil eye hexes. This is a mind-affecting effect.

MESMERIST TRICKS (SU)

A mesmerist can create hypnotic bonds with her allies, implanting magical suggestions in their minds that she can later activate. Each day, the mesmerist can implant a number of these tricks equal to ½ her mesmerist level (minimum 1) plus her Charisma bonus (if any). She can have only one trick implanted at a given time, and implanting a new trick ends the previous one (the mesmerist still loses the use of this ability she spent on the previous trick).

Implanting a trick is a standard action and requires the mesmerist to either touch a willing creature or implant the trick in herself. A creature can be the subject of only one mesmerist trick at a time. The mesmerist can activate the trick as a free action when a triggering condition is met (as defined in the trick's description), even if it isn't her turn. The subject must be within medium range (100 feet + 10 feet per level) for the mesmerist to trigger the trick.

The mesmerist monitors for the trick's triggering condition through a subtle, telepathic connection, so she doesn't need line of sight to trigger it – but anything that blocks telepathic contact prevents her from triggering tricks. An implanted trick lasts until the next time the mesmerist regains her spells.

Once triggered, a trick is no longer implanted, and can't be triggered again until the mesmerist implants the trick again. The duration of the effect caused by triggering a trick is either instantaneous or appears in the trick's entry. The DC for any mesmerist trick or masterful trick that requires a saving throw or skill check is 10 + 1/2 the mesmerist's level + the mesmerist's Charisma modifier.

The mesmerist knows one trick at 1st level, and learns another trick at 2nd level and every 2 levels thereafter. Each daily use of mesmerist tricks can be used to implant any trick the mesmerist knows. Unless specifically noted in the mesmerist trick's description, a mesmerist can't choose a particular trick more than once.

A complete list of the mesmerist's tricks appears in *Pathfinder® Roleplaying Game: Occult Adventures™* .

PAINFUL STARE (SU)

When an attack that deals damage hits the target of a mesmerist's hypnotic stare, the mesmerist can cause the target to take an amount of additional damage equal to ½ the mesmerist's class level (minimum 1).

The mesmerist can use this ability as a free action and can use it even if it isn't her turn. If the mesmerist uses this ability to increase her damage, the additional damage increases by 1d6 points for every three class levels the mesmerist possesses. This damage is precision damage and is not multiplied on a critical hit. A mesmerist can trigger this ability only once per round, but a single creature can take damage from multiple mesmerists' painful stares in a round.

PIERCE THE VEIL (SU)

Starting at 1st level, the mesmerist gains the ability to see past the illusions that separate the Invisible World from the normal world.

Pierce the Veil is described in detail in Chapter 1.

TOWERING EGO (SU)

At 2nd level, a mesmerist gains a bonus equal to her Charisma bonus (minimum 0) on Will saving throws. If the mesmerist is under any effect that would prevent her from providing the emotional component of psychic spells, she loses this bonus on saving throws.

BOLD STARE (SU)

At 3rd level and once again at 7th level, a mesmerist may impose an additional effect upon the target of her stare. The mesmerist chooses one option each time she gains a new bold stare improvement, and the choice can't be changed later. The mesmerist can't choose the same bold stare improvement more than once unless otherwise noted. All of the mesmerist's bold stare improvements affect the target as long as it is affected by the mesmerist's hypnotic stare.

ALLURE (SU)

The hypnotic stare penalty also applies on initiative checks and Perception checks.

DISORIENTATION (SU)

The hypnotic stare penalty also applies on attack rolls.

PSYCHIC INCEPTION (SU)

The hypnotic stare and its penalty can affect creatures that are mindless or immune to mind-affecting effects (such as undead or vermin). The mesmerist can also partially affect such a creature with his mind-affecting spells and abilities if it's under the effect of his hypnotic stare; it gains a +2 bonus on its saving throw (if any), and if affected, it still has a 50% chance each round of ignoring the effect. Ignoring the effect doesn't end the effect, but does allow the creature to act normally for that round.

SAPPED MAGIC (SU)

The hypnotic stare penalty also applies to the DCs of spells and spell-like abilities used by the target, and to the target's spell resistance (if any).

SLUGGISHNESS (SU)

The target of the hypnotic stare has all of its speeds reduced by 5 feet (to a minimum of 5 feet), and the hypnotic stare penalty also applies to the target's Reflex saving throws.

SUSCEPTIBILITY (SU)

The hypnotic stare penalty also applies to the target's Sense Motive checks to oppose Bluff checks, and to the DCs of Diplomacy and Intimidate checks made against the target.

TIMIDITY (SU)

The hypnotic stare penalty also applies to damage rolls.

TOUCH TREATMENT (SU)

At 3rd level, the mesmerist can touch his allies to help them shake off harmful conditions – especially those that affect their minds – by channeling psychic energy through his hands. He can use touch treatment a number of times per day equal to 3 + his Charisma modifier. Using the ability is a standard action (or a swift action if the mesmerist targets himself), and the mesmerist must be able to touch his target. He can remove one condition from one target each time he uses this ability. At 3rd level, he can remove any condition that appears on the minor conditions list and at 6th level, he can remove any condition that appears on the minor or moderate conditions list.

MINOR CONDITIONS

Fascinated, shaken.

MODERATE CONDITIONS

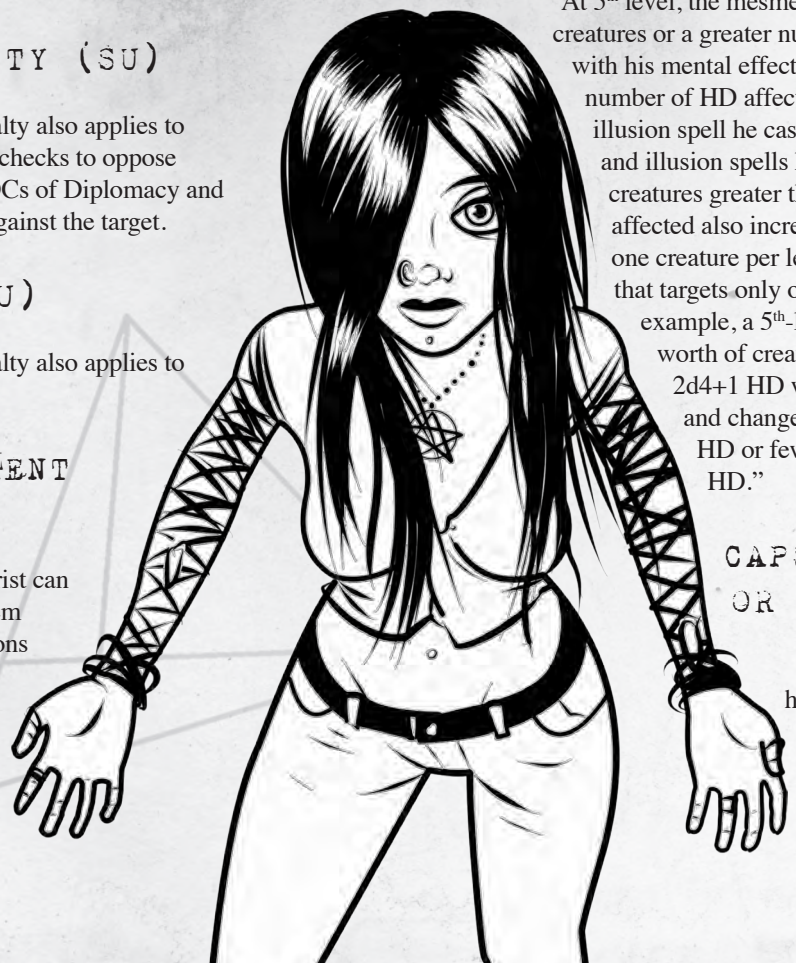
Confused, dazed, frightened, sickened.

This targets only one creature the mesmerist is touching and follows all other restrictions of touch treatment.

MANIFOLD TRICKS (SU)

At 5th level, the mesmerist can implant a second trick, allowing him to target a second person in addition to the first (creatures may only benefit from one trick at a time). If the mesmerist implants a new trick while he already has his maximum number of concurrent tricks implanted, he must choose one implanted trick to dismiss without triggering (the dismissed trick still expends a daily use of the mesmerist's tricks).

MENTAL POTENCY (EX)



At 5th level, the mesmerist learns to affect more powerful creatures or a greater number of creatures than normal with his mental effects. Both the HD limit and the total number of HD affected with each enchantment or illusion spell he casts increase by 1. For enchantment and illusion spells he casts that target a number of creatures greater than one, the number of creatures affected also increases by one (so a spell that targets one creature per level would be affected, but a spell that targets only one creature would not be). For example, a 5th-level mesmerist could affect 5 HD worth of creatures with the spell sleep, affect 2d4+1 HD worth of creatures with hypnotism, and change the categories for color spray to "3 HD or fewer," "4 or 5 HD," and "6 or more HD."

CAPSTONE (EX, SP, OR SU)

At 7th level, a mesmerist gains his capstone ability. He selects this ability from **Table: Capstone Abilities**. He must still meet all of the prerequisites to select this capstone ability. Each character

THE OCCULTIST

Studying the various worlds around them, these odd, enigmatic individuals seek out relics, both modern and ancient, and turn them against those who would wrap what is left of reality in a blanket of despair and desperation. Champions of odd ideas and even more bizarre truths (carefully painted to look like myths), occultists take up 'the Great Work' in hopes of transforming themselves into something truly extraordinary. Able to quickly attune with the psychic energy of ancient relics and strange fetishes, these masters of the esoteric do a lot more behind the scenes than most people care to admit.

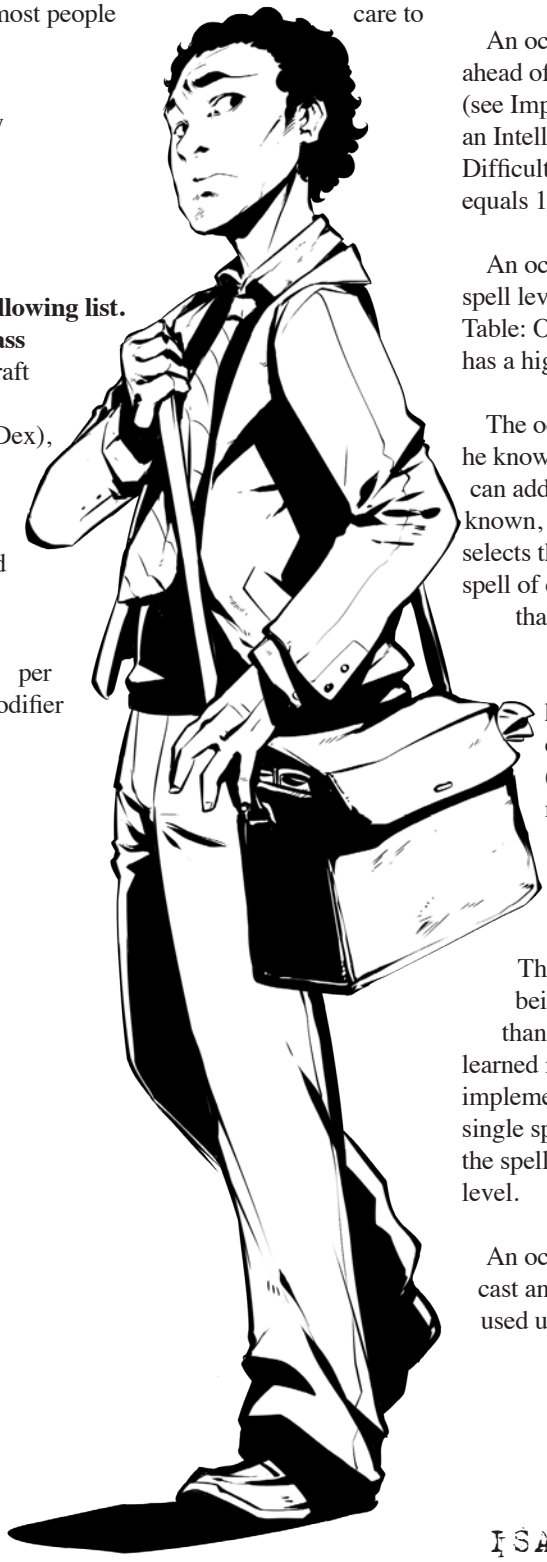
ALIGNMENT Any

HIT DIE d8

SKILLS

Pick five from the following list. These are now your class skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Disguise (Cha), Drive (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Sleight of Hand (Dex).

SKILL RANKS per level 5 + Intelligence modifier



ISAAC ERKENS, OCCULTIST

WEAPON AND ARMOR PROFICIENCY

An occultist is proficient with his bonded weapon and all simple weapons, as well as a single firearm of his choice. Occultists are proficient with light armor, but not shields.

SPELL CASTING

An occultist casts psychic spells drawn from the occultist spell list, limited by the implement groups he knows.

An occultist can cast any spell he knows without preparing it ahead of time. Every occultist spell has an implement component (see Implements). To learn or cast a spell, an occultist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an occultist's spell equals 10 + the spell level + the occultist's Intelligence modifier.

An occultist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Occultist. In addition, he gains bonus spells per day if he has a high Intelligence score.

The occultist's selection of spells is limited to the implements he knows. For each implement school he learns to use, he can add one spell of each level he can cast to his list of spells known, chosen from that implement school's spell list. If he selects the same implement school multiple times, he adds one spell of each level from that school's list for each time he selects that school.

When the occultist learns to cast a new level of spells, he immediately adds one spell of that level to his list of spells known from each implement school he knows (plus any extra spells from schools he has selected multiple times).

At 5th level, an occultist can choose to learn a new spell in place of one he already knows. In effect, the occultist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level occultist spell he can cast. The spell learned must come from the same list of spells provided by the implement school of the spell lost. An occultist can swap only a single spell at any given level, and must choose whether to swap the spell at the same time that he gains new spells known for that level.

An occultist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

TABLE: THE OCCULTIST

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Focus powers, implements 2, knacks, mental focus, pierce the veil, psychic weapon, spells	1 / - / -
2	+1	+3	+0	+3	Implements 3, magic item skill, object reading	2 / - / -
3	+2	+3	+1	+3	Focus power	3 / - / -
4	+3	+4	+1	+4	Shift focus	3 / 1 / -
5	+3	+4	+1	+4	Aura sight, focus power	4 / 2 / -
6	+4	+5	+2	+5	Implements 4	4 / 3 / 1
7	+5	+5	+2	+5	Capstone, focus power	4 / 4/ 2

PSYCHIC WEAPON (SU)

The occultist begins play with the feats Bonded Weapon and Psychic Strike.

FOCUS POWERS (SU)

At 1st level, an occultist learns the base focus power associated with both of his implement schools (see **Implements** below) and can select one more focus power from the list of those available to him through those schools.

Whenever the occultist learns a new implement school, he gains the base power of that school. In addition, at 3rd level and every 2 levels thereafter, he learns a new focus power selected from the options granted by all of the implement schools he knows. The occultist can use focus powers only by expending mental focus (see **Mental Focus**).

Unless otherwise noted, the DC for any saving throw against a focus power equals 10 + ½ the occultist's level + the occultist's Intelligence modifier. The occultist can't select a focus power more than once. Some focus powers require him to reach a specific occultist level before he can choose them.

IMPLEMENTS (SU)

At 1st level, an occultist learns to use two implement schools. At 2nd level and again at 6th level, occultist learns to use one additional implement school. Each implement school adds one spell per spell level of that school of magic to the occultist's spell list. No spells from any other school are considered to be on his spell list until he selects the associated implement school. He can't use spell trigger or spell completion magic items from unknown schools without succeeding at the appropriate Knowledge (occult) check. An occultist can select an implement schools more than once in order to learn additional spells from that school.

Each implement school is represented by a small list of items known as implements. Every day, the occultist selects one item from that school's list to be his implement for the day for each implement school he knows. The occultist needs only one such item to cast spells from the corresponding school, unless he selected that implement schools multiple times, in which case he needs one item for each set of spells gained from that school. Implements don't need to be magic items, and non-magical implements never take up magic item slots (even if they're worn). Implements that are not magic items are often items of historical value, sometimes being heirlooms, artifacts, or simply items that are significant to the occultist. They could include items such as dolls, mummified body parts, talismans, ceremonial daggers, etched skulls, and the like.

Whenever an occultist casts a spell, he must have the corresponding implement on his person. He must present the implement to the target or otherwise direct it toward the area of effect.

Presenting the implement is part of casting the spell and doesn't require any additional action. If the occultist lacks the corresponding implement, he can still attempt to cast the spell, but must succeed at a concentration check (DC = 20 + the spell's level) to do so. Spells cast by an occultist without the appropriate implement are always treated as if they were cast at the minimum caster level for the spell in question (caster level 1 for a 1st level spell, caster level 3 for a 2nd level spell, and so on).

Each implement schools also grants a base focus power. This power is added to the list of focus powers possessed by the occultist (see Mental Focus below). In addition, each implement schools grants access to a number of other focus powers that the occultist can select from using his mental focus class feature.

See the implement schools in Chapter 1 of *Pathfinder® Roleplaying Game: Occult Adventures™* for a complete list of implements associated with each school and their focus powers.

KNACKS

An occultist learns one knack, or 0-level psychic spell, each time he selects an implement schools (including when he again selects a school that he has already learned to use). These spells are cast like

any other spell, but they can be cast any number of times per day. Knacks cast using spell slots above 0 (because of metamagic feats applied to them, for instance), consume spell slots as normal.

MENTAL FOCUS (SU)

An occultist can invest a part of his mental focus into his chosen implements for the day, allowing him to use a variety of abilities depending on the implements and the amount of mental focus invested in them.

An occultist has a number of points of mental focus equal to his occultist level + his Intelligence modifier; these points refresh each day. He can divide this mental focus between his implements in any way he desires. If an implement is lost or destroyed, the focus invested in it is lost as well, though the occultist still refreshes those points of focus normally.

Once mental focus is invested inside an implement, the implement gains the resonant power of its implement school, and the occultist can expend the mental focus stored in the implement to activate the associated focus powers he knows. If a resonant power grants a bonus that varies based on the amount of mental focus invested in the implement, the bonus is determined when the focus is invested, and is not reduced or altered by expending the mental focus invested in the item. Once all of the mental focus in an implement has been expended, it loses its resonant power until mental focus is once again invested in the implement.

The implement grants its resonant power to whoever possesses it; the occultist can lend the implement to an ally, but if he does so, he has difficulty casting that implement's spells (see Implements) and can't expend that implement's focus on focus powers until he retrieves the implement or refreshes his focus.

The occultist refreshes his mental focus once each day after sleeping for at least 8 hours. After refreshing his mental focus, the occultist must perform a small ceremony that takes 1 hour, in which he prepares his implements and invests them with this power. Mental focus that is not used before the next time the occultist refreshes his focus is lost.

The occultist can choose to save generic mental focus inside his own body instead of investing all of it, but expending this focus comes at a higher cost. Any focus power the occultist activates with generic focus costs twice as much mental focus to use (and to maintain, if applicable). The occultist can expend his generic focus through an appropriate implement on any focus power he knows, but an implement in which he didn't invest any focus at the start of the day grants no resonant power.

PIERCE THE VEIL (SU)

Starting at 1st level, the occultist gains the ability to see past the illusions that cloak the invisible world. See Chapter 1 for more information on Pierce the Veil.

MAGIC ITEM SKILL (EX)

At 2nd level, an occultist's knowledge of magic items grants him a bonus when attempting to use them. He gains a bonus on all Knowledge (occult) checks equal to ½ his occultist level to identify or activate magic items.

OBJECT READING (SU)

At 2nd level, an occultist learns how to pull hidden information from the items he examines.

Examining an item in this way requires him to spend at least 1 minute handling and examining the item. If the item is a magic item, the occultist learns its properties and command word as if he had successfully examined the item using detect magic and succeeded at a Knowledge (occult) skill check. This ability does not reveal whether the item is cursed unless the occultist's class level is equal to or greater than the caster level of the item. If the item has any historical significance, the occultist learns one piece of information about its past (as determined by the GM). Finally, if the item was last used no longer than 1 day ago per the occultist's class level, the occultist learns one piece of information about the last creature to use the item. This information might be a glimpse of the creature's appearance, a brief vision of what it saw while using the item, or perhaps its emotional state when it last used the item. The GM determines what information is gained in this way. This functions like the psychometry occult skill unlock, but doesn't require a skill check and can be used at will.

SHIFT FOCUS (SU)

At 4th level, an occultist gains the ability to shift his mental focus from one implement to another, though some of the focus is lost along the way. Shifting mental focus removes a number of points of mental focus from one implement and adds the same number – 1 to another implement; this takes 1 minute of quiet contemplation while touching both implements. The occultist can shift his mental focus only from one implement to another implement; he can't shift generic focus into an implement. Unlike expending focus normally, this shift can reduce the effect of a resonant power in the implement from which the mental focus was taken. It does not, however, add to the resonant power of the implement to which the focus is added.

AURA SIGHT (SU)

At 5th level, the occultist can read the auras of creatures around him as a move action. This functions as the *aura sight* spell with a duration of 1 round.

CAPSTONE (EX, SP, OR SU)

At 7th level, an occultist gains his capstone ability. He selects this ability from **Table: Capstone Abilities**. He must still meet all of the prerequisites to select this capstone ability. Each character can only have one capstone ability, regardless of where they acquire it.

MAD DABBLER

(OCCULTIST ARCHETYPE)

Part scholar, part crazed scientist, the Mad Dabbler plunges headfirst into the occult with no regard for the health of his body or mind, let alone anyone else's safety. He searches the world for occult items and subjects them to questionable experiments hoping to unlock greater and greater powers. Sometimes these attempts turn out positively, other times they turn out to be… bloody, but either way, the mad dabbler lives for the thrill of the unknown.

OCCULT DEVIATION

The mad dabbler uses occult mysticism and fringe science to force open a greater eldritch connection with his implements. He taps into the depths of the unknown to produce a result that even he does not know beforehand.

Whenever a mad dabbler casts a spell through his implements, activates a focus power or a knack, he must roll 2d6. One d6 represents a negative amount and the other a positive (decided before the roll). Whichever die is higher modifies the caster level of the spell or power accordingly. No spell or power can be reduced to less than 1 If the dice both have the same number, it triggers an unexpected resonance (see below).

MODIFIES IMPLEMENTS

Beginning at first level, the number of implements the mad dabbler receives is reduced by one (so one implement at 1st level, an additional one at 2nd and so on).

UNEXPECTED RESONANCE

When rolling his occult deviation, a result of doubles on the 2d6 signifies that an unexpected resonance has occurred, causing a random magical effect. The mad dabbler must then roll on the table below.

The indicated effect occurs immediately and may stack with the positive or negative caster level adjustment given by the mad dabbler's occult deviation ability. Because of the potentially massive impact of unexpected resonance, the GM makes the final determination on all resonance effects.

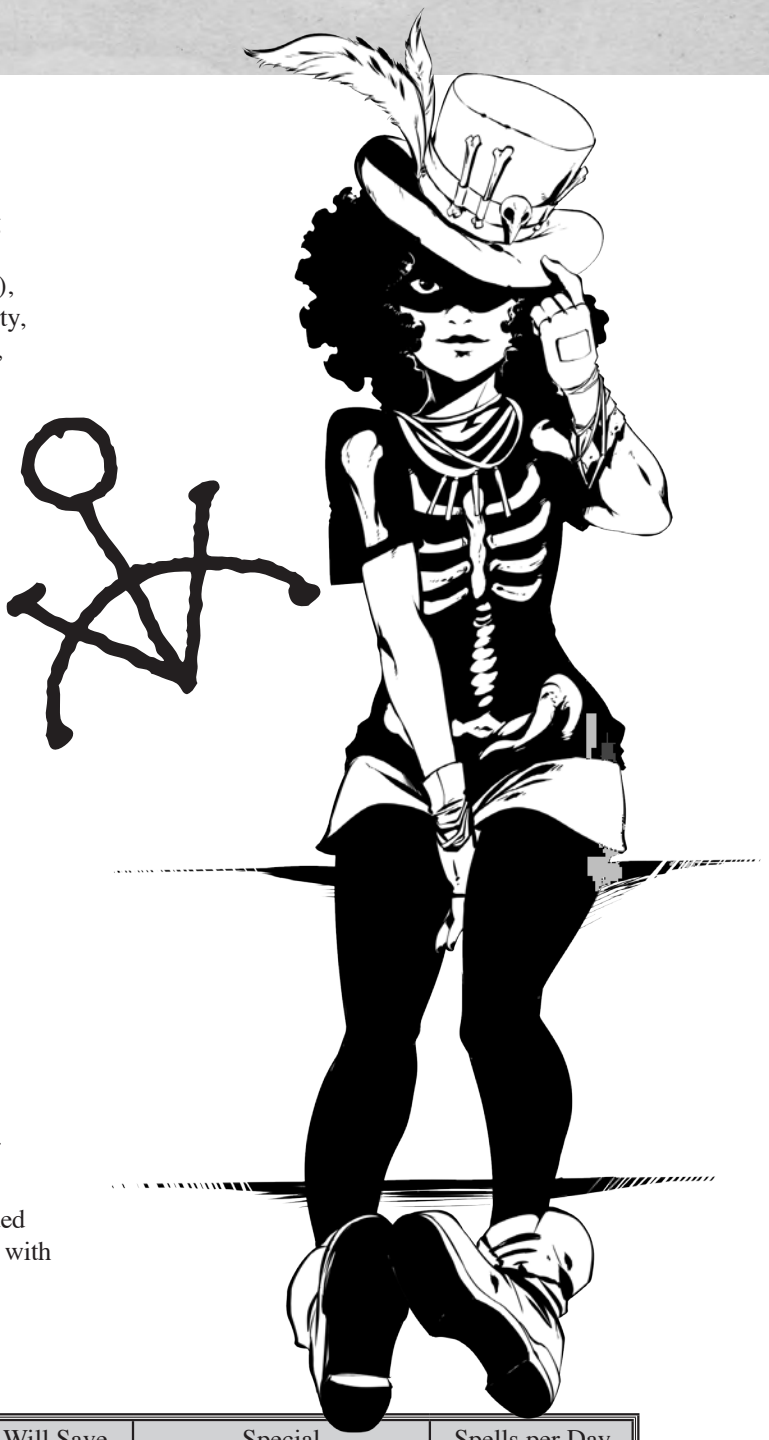
TABLE: RESONANCE EFFECT

D100%	RESONANCE EFFECT
01	Shadows envelop the caster and pull her into the Invisible World (Will DC 15 negates). The spell fails to function otherwise.
02-03	Deludes the mad dabbler for 1 round into believing the spell or power worked as indicated by a second die roll (no save). Otherwise, nothing happens.
04-05	Target affected by the *slow* spell for ten rounds (Will DC 15 negates), instead.
06-07	The caster gains the frightened condition for 1d3 rounds. The spell still functions.
08-09	The caster (50% chance) or the target's (50% chance) hairs turns blue, green, or purple (no save)..The spell does not function.
10-15	Both the caster and the target (if any) gain the paralyzed condition for 1d4 rounds. Nothing else happens.
16-20	Shimmering colors dance and play over a 40-foot-by-30-foot area in front of the caster. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates). 1d4 rounds later, the spell functions.
21-25	The caster turns invisible (as the *invisibility* spell) for 1d6 rounds. The spell does not function.
26-30	Shimmering colors dance and play over a 40-foot-by-30-foot area in front of the caster. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates). The spell still functions.
31-45	The spell or power does not function, but it does not use up a slot or focus point, either.
46-47	If possible, the spell or power is empowered. Otherwise, roll again.
48-49	If possible, the spell or power is enlarged. Otherwise, roll again.
50-57	The spell or focus power functions normally.
58-59	If possible, the spell or power is maximized. Otherwise, roll again.
60-61	If possible, the spell or power is quickened. Otherwise, roll again.
62-70	The spell or focus power works but targets someone else in range.
71-76	Faerie fire surrounds the target. The spell does not otherwise function.
77-83	One or more random objects within 30 feet of the caster are affected by the spell *animate object* (the level of the spell, I to VI, is determined by rolling a d6). The objects may, or may not, be friendly. The spell does not otherwise function.
84-91	*Gust of wind*, but at windstorm force (Fortitude DC 14 negates).
93-96	One of the caster's limbs (arm, leg, fingers, etc.) is paralyzed. She slowly regains use over 24 hours. There is no medical explanation for this. The spell does not otherwise function.
97-98	Caster learns the target's surface thoughts (as per *detect thoughts*) for 1d4 rounds (no save). The spell still functions as normal.
99	Caster and target both suffer from the amnesia affliction for 1d4 rounds (Will DC 15 negates). The spell does not otherwise function.
00	The spell functions normally, but the caster is also targeted by the spell *heal* (CL 11). If the caster is fully healed, she can touch another ally within 1d6 minutes to bestow the spell on them instead.

The metamagic spell effects listed above do not use higher than normal spell slots. If the effect cannot be applied to the current spell or power, roll again.

THE PSYCHIC

Naturally attuned to the world of shadows, these rare individuals can tap into humanity's psychic currents, crafting those energies into powerful spells with which they interact with the supernatural. Born in waves (or "crests" in Celestial), psychics develop their powers early on, generally after puberty, but almost always before they leave high school. When born, these psychics are practically always born near one another (often within 100 miles), and always close to a large body of water.



ALIGNMENT Any

HIT DIE d6

SKILLS

Pick three from the following list. These are now your class skills: Bluff (Cha), Craft (Int), Diplomacy (Cha), Drive (Dex), Knowledge (all), Linguistics (Int), Perception (Wis), Sense Motive (Wis), and Street (Wis).

SKILL RANKS per level 3 + Intelligence modifier

CLASS FEATURES

The following are the class features of the psychic in a *Bloodlines & Black Magic* campaign.

WEAPON AND ARMOR PROFICIENCY

A psychic is proficient with all simple weapons, their bonded weapon, and two firearms of her choice. She is not proficient with any armor or shields.

TABLE: THE PSYCHIC

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Disciplined power, disciplined spell, knacks, pierce the veil, phrenic amplification, phrenic pool, psychic discipline, psychic weapon	3 / - / -
2	+1	+0	+0	+3	Detect thoughts	4 / - / -
3	+1	+1	+1	+3	Phrenic amplification	5 / - / -
4	+2	+1	+1	+4	Discipline spell	6 / 3 / -
5	+2	+1	+1	+4	Discipline power	6 / 4 / -
6	+3	+2	+2	+5	Discipline spell	6 / 5 / 3
7	+3	+2	+2	+5	Capstone, phrenic amplification	6 / 6 / 4

SHAE LYNN HUNTER, PSYCHIC

TABLE: PSYCHIC SPELLS KNOWN

Level	Knacks	1st	2nd	3rd
1st	4	2	–	–
2nd	5	2	–	–
3rd	5	3	–	–
4th	6	3	1	–
5th	6	4	2	–
6th	7	4	2	1
7th	7	5	3	2

The psychic's selection of spells is limited. A psychic begins play knowing four 0-level spells (known as **Knacks**) and two 1st-level spells of the psychic's choice. At each new psychic level, he learns one or more new spells, as indicated on **Table: Psychic Spells Known**. Unlike a psychic's spells per day, the number of spells a psychic knows isn't affected by his Intelligence score.

At 4th level and again at 6th, a psychic can choose to learn a single new spell in place of one he already knows. In effect, the psychic loses his old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be a spell the psychic can cast. A psychic can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A psychic need not prepare his spells in advance. He can cast any psychic spell he knows at any time, assuming he has not yet used up her allotment of spells per day for the spell's level.

KNACKS

A psychic may cast a number of knacks (or 0-level spells) per day equal to his Intelligence modifier. These spells are cast like any other spell, but they don't consume any slots and can be used again. Knacks cast using spell slots above 0 (because of metamagic feats applied to them, for instance), consume spell slots as normal.

PSYCHIC WEAPON (SU)

The psychic begins play with the feats Bonded Weapon and Psychic Strike.

PIERCE THE VEIL (SU)

Starting at 1st level, the psychic gains the ability to see past the illusions that separate the invisible world from the mundane. See chapter 8 for more information on pierce the veil..

PHRENIC POOL (SU)

A psychic possesses a pool of supernatural mental energy that he can draw upon to manipulate psychic spells as he casts them. The maximum number of points in a psychic's phrenic pool is equal to ½ his psychic level + his Wisdom or Charisma modifier, as determined by his psychic discipline. The psychic replenishes this phrenic pool each morning after resting or meditating for at least 8 hours; these hours need not be consecutive. The psychic might be able to recharge points in his phrenic pool in additional circumstances dictated by his psychic discipline. Points gained in excess of the pool's maximum are lost.

PHRENIC AMPLIFICATION (SU)

Psychics develop skills to empower their spellcasting called phrenic amplifications. The psychic can activate a phrenic amplification only while casting a spell using psychic magic, and the amplification modifies either the spell's effects or the process of casting it. The spell being cast is called the linked spell. The psychic can activate only one amplification each time he casts a spell, and doing so is part of the action used to cast the spell. He can use any amplification he knows with any psychic spell, unless the amplification's description states that it can be linked only to certain types of spells. A psychic learns one phrenic amplification at 1st level, selected from the list of phrenic amplifications. At 3rd level and again at 7th level, the psychic learns a new phrenic amplification.

A phrenic amplification can't be selected more than once.

Once a phrenic amplification has been selected, it can't be changed. Phrenic amplifications require the psychic to expend 1 or more points from his phrenic pool to function.

The complete list of phrenic amplifications can be found in Chapter 1 of *Pathfinder® Roleplaying Game: Occult Adventures™* .

PSYCHIC DISCIPLINE (EX OR SP)

Each psychic accesses and improves his mental powers through a particular method, such as rigorous study or attaining a particular mental state.

This is called his psychic discipline. He gains additional spells known based on his selected discipline. The choice of discipline must be made at 1st level; once made, it can't be changed. Each psychic discipline gives the psychic a number of discipline powers (at 1st and again 5th), and grants him additional spells known. In addition, the discipline determines which ability score the psychic uses for his phrenic pool and phrenic amplifications abilities. The DC of a saving throw against a psychic discipline ability equals 10 + ½ the psychic's level + the psychic's Intelligence modifier.

At 1st level, a psychic learns an additional spell determined by his discipline. He learns another additional spell at 4th level and again at 6th level. These spells are in addition to the number of spells given. Spells learned from a discipline can't be exchanged for different spells at higher levels.

DETECT THOUGHTS (SP)

At 2nd level, a psychic can use *detect thoughts* as a spell-like ability once per day. He can also expend any unused spell slot of 1st level or higher to cast *detect thoughts*. If he does so, he uses the level of the spell slot expended to determine the Will save DC.

When a psychic gains this ability, if he knows *detect thoughts*, he can learn a different 1st level spell in place of *detect thoughts*, losing the old spell in exchange for the new one.

CAPSTONE (EX, SP, OR SU)

At 7th level, a psychic gains his capstone ability. He selects this ability from **Table: Capstone Abilities**. He must still meet all of the prerequisites to select this capstone ability. Each character can only have one capstone ability, regardless of where they acquire it.

BURNING MIND
(PSYCHIC ARCHETYPE)

Burning minds know that power has a price, but that doesn't stop them from pushing their limits.

PHRENIC BURN (EX)

At 1st level, a burning mind can overexert herself to channel more psychic power than normal, pushing past the limit of what is safe for her mind and body by accepting burn. For each point of burn she accepts, a burning mind takes 1 point of nonlethal damage per character level. This damage can't be healed by any means other than getting a full night's rest, which removes all burn and associated nonlethal damage. Nonlethal damage from burn can't be reduced or redirected, and a burning mind incapable of taking nonlethal damage can't accept burn. A burning mind can accept only 1 point of burn per round. This limit rises to 2 points of burn at 3rd level, and rises by 1 additional point every 2 levels thereafter. A burning mind can't choose to accept burn if it would put her total number of points of burn higher than 3 + her Constitution modifier (though she can be forced to accept more burn from a source outside her control). A burning mind who has accepted burn never benefits from abilities that allow her to ignore or alter the effects she receives from nonlethal damage. If a psychic discipline power or other feature requires the burning mind to spend points from a phrenic pool, the burning mind may only pay that cost by accepting an amount of burn equal to the phrenic pool cost. If a psychic discipline power or other feature instructs the burning mind to regain one or more phrenic pool points, the burning mind may instead gain 1 temporary hit point per character level (these temporary hit points last until the burning mind next rests and removes burn). This ability replaces phrenic pool.

POWERFUL MIND (SU)

At 1st level, the burning mind can accept 1 point of burn to increase the saving throw DC of a psychic spell she casts by 1. This can only be applied to psychic spells, which require a saving throw, and only once per spell. This ability replaces the phrenic amplification gained at 1st level.

PUSH (SU)

At 3rd level, the burning mind can push the limits of how many spells she can cast per day. The burning mind can cast a psychic spell she knows without expending a spell slot by accepting 1 point of burn per level of the spell. This ability replaces the phrenic amplification gained at 3rd level.

GATHER PSYCHIC POWER (SU)

At 7th level, the burning mind can gather psychic power as a full round action by accepting one point of burn. Gathering power creates an extremely loud, visible display in a 20-foot radius centered on the burning mind as a surge of energy disrupts the surroundings (for example: walls shake, lights flicker, and glass shatters). Gathering power in this way allows the burning mind to increase her effective caster level for the purposes of a psychic spell she casts as part of the full round action; the increase in caster level is equal to the amount of burn she already has, plus any new burn she accepts during the casting of the spell. If the burning mind takes damage while gathering power, she must succeed at a concentration check (DC = 10 + damage taken + spell level of the spell being cast) or lose the energy and spell in a wild surge that forces her to accept an additional point of burn.

This ability replaces the capstone ability gained at 7th level.



THE SLAYER

Dedicated to hunting down and killing supernatural predators, these men and women often live on the perimeter of normal, aligning to secret laws, oaths, and codes that only a select few individuals – often hunters and slayers just like them – actually understand. Outsiders in the truest sense of the word, these dedicated individuals spend the majority of their time hunting monsters, disbanding dangerous cults, and directing violence against those who prey on the innocent. Whether they're hunting the lycanthropes under a blood moon or stalking through the sewers of a small city in search of a dangerous cult, these individuals bring the violence in high definition, ending threats the mundane world will never meet.



ALIGNMENT Any

HIT DIE d10

SKILLS

Pick seven from the following list. These are now your class skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Drive (Dex), Intimidate (Cha), Knowledge (firearms) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (military) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Street (Wis), and Swim (Str).

SKILL RANKS **per level** 7 + Intelligence modifier

THE KNOCK-KNOCK MAN, SLAYER

TABLE: THE SLAYER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+1	+2	+2	+0	Psychic weapon, studied target, track
2	+2	+3	+3	+0	Pierce the veil, slayer talent
3	+3	+3	+3	+1	Sneak attack +1d6
4	+4	+4	+4	+1	Slayer talent
5	+5	+4	+4	+1	2nd studied target
6	+6 / +1	+5	+5	+2	Slayer talent, sneak attack +2d6
7	+7 / +2	+5	+5	+2	Capstone

CLASS FEATURES

The following are the class features of the slayer in a *Bloodlines & Black Magic* campaign.

WEAPON AND ARMOR PROFICIENCY

A slayer is proficient with all simple and martial weapons, her bonded weapon, and a number of firearms equal to her Intelligence modifier. Slayers are proficient with light and medium armor, but not with shields.

PSYCHIC WEAPON (SU)

The slayer begins play with the feats Bonded Weapon and Psychic Strike.

STUDIED TARGET (EX)

A slayer can study an opponent she can see as a move action. The slayer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent also increase by 1. A slayer can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

If a slayer deals sneak attack damage to a target, she can study that target as an immediate action, allowing her to apply her studied target bonuses against that target (including to the normal weapon damage roll).

At 5th the bonuses on weapon attack rolls, damage rolls, and skill checks and to slayer DCs against a studied target increase by 1. In addition, at each such interval, the slayer is able to maintain these bonuses against an additional studied target at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 7th level, a slayer can study an opponent as a move or swift action.

TRACK (EX)

A slayer adds ½ her level (minimum 1) to Survival skill checks made to follow tracks.

PIERCE THE VEIL (SU)

Starting at 2nd level, the slayer learns to see past the illusions the Archons have established, gaining the Pierce the Veil ability. See Chapter 1 for more information on Pierce the Veil.

SLAYER TALENTS

As a slayer gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level and every 2 levels thereafter, a slayer gains one slayer talent. Unless otherwise noted, a slayer cannot select an individual talent more than once.

A full list of the slayer's talents can be found in the *Pathfinder Roleplaying Game Advanced Class Guide*.

SNEAK ATTACK

At 3rd level, if a slayer catches an opponent unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. The slayer's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the slayer flanks her target. This additional damage is 1d6 at 3rd level, and increases by 1d6 every 3 levels thereafter. Should the slayer score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), a slayer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The slayer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A slayer cannot use sneak attack while striking a creature with concealment.

CAPSTONE (EX, SP, OR SU)

At 7th level, the slayer gains her capstone ability. She selects this ability from **Table: Capstone Abilities**. She must still meet all of the prerequisites to select this capstone ability. Each character can only have one capstone ability, regardless of where they acquire it.

NIGHT MARCHES,
NIGHT MARCHES,
AN ISLAND FULL OF FUN,
ONLY THOSE BLOODED,
DARE NOT RUN

NIGHT MARCHES,
NIGHT MARCHES,
OUTSIDERS' BANE
IF WE INVOKE HIM,
EVERYTHING CHANGE.

NIGHT MARCHES,
NIGHT MARCHES,
A PIRATE'S
WEIGHT,
PIERCE THE
VEIL,
AND UNRAVEL
YOUR
FATE...



THE SPIRITUALIST



Able to summon and work with the spirits trapped between the worlds, these individuals have an innate understanding of the spiritual world; they hear the ghosts, haunts, and cold places whisper and moan.

With practice, spiritualists can learn to turn those spirits against their enemies, punishing them night and day. Or, for those with lower appetites, lesser spirits are often employed to evil ends.

ALIGNMENT Any

HIT DIE d8

SKILLS

Pick five from the following list. These are now your class skills: Bluff (Cha), Craft (Int), Drive (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

SKILL RANKS **per level** 5 + Intelligence modifier

CLASS FEATURES

The following are the class features of the spiritualist in a *Bloodlines & Black Magic* campaign.

WEAPON AND ARMOR PROFICIENCY

A spiritualist is proficient with all simple weapons, kukris, saps, and scythes, as well as their bonded weapon. They are not proficient with any armor.

SPELL CASTING

A spiritualist casts psychic spells drawn from the spiritualist spell list. She can cast any spell

KING DAVID, SPIRITUALIST

TABLE: THE SPIRITUALIST

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells Per Day 1st/2nd/3rd
1	+0	+2	+0	+2	Etheric tether, knacks, pierce the veil, phantom, shared consciousness, spells	1/–/–
2	+1	+3	+0	+3	Bonded senses	2/–/–
3	+2	+3	+1	+3	Bonded manifestation	3/–/–
4	+3	+4	+1	+4	Spiritual interference	3/1/–
5	+3	+4	+1	+4	Detect undead	4/2/–
6	+4	+5	+2	+5	Phantom recall 1/day	4/3/1
7	+5	+5	+2	+5	Capstone	5/4/1

she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level. To learn or cast a spell, a spiritualist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spiritualist's spell equals 10 + the spell level + the spiritualist's Wisdom modifier.

A spiritualist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Spiritualist. In addition, she receives bonus spells per day if she has a high Wisdom score.

A spiritualist's selection of spells is limited. A spiritualist begins play knowing four 0-level spells and two 1st-level spells (called **Knacks** – see below) of the spiritualist's choice. At each new spiritualist level, she learns one or more new spells as indicated on **Table: Spiritualist Spells Known**. Unlike her number of spells per day, the number of spells a spiritualist knows does not affect her Wisdom score. The numbers on Table: Spiritualist Spells Known are fixed.

TABLE: SPIRITUALIST SPELLS KNOWN

Level	Knacks	1st	2nd	3rd
1st	4	2	–	–
2nd	5	3	–	–
3rd	6	4	–	–
4th	6	4	2	–
5th	6	4	3	–
6th	6	4	4	1
7th	7	5	4	2

Upon reaching 3rd level, and again at 5th and 7th levels (in her class), a spiritualist can learn a single new spell in place of one she already knows.

In effect, the spiritualist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, provided it is a spell the spiritualist could normally cast. A spiritualist can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

KNACKS

A spiritualist learns a number of knacks, or 0-level psychic spells, as noted on **Table: Spiritualist Spells Known**. These spells are cast like any other spell, but they can be cast any number of times per day. Knacks prepared using another spell slot, because of metamagic feats applied to them, for example, consume spell slots as normal.

PHANTOM

While other classes in *Bloodlines & Black Magic* begin play with a bonded weapon, the O7 spiritualist takes an altogether different path, calling on a special spirit from the Ethereal Plane called a phantom (although many Goëtic Spirits scoff at such a simple term). The phantom forms a link with the spiritualist, who prepares a portion of her psyche to house it, safeguarding it within the recesses of her consciousness until called upon. The spiritualist can then manifest the phantom, either binding it to a weapon (see below) or manifesting it as an ectoplasmic or incorporeal entity. The phantom has the same alignment as the spiritualist, and it can speak all the languages the spiritualist can. A spiritualist normally harbors her phantom in her consciousness (see the shared consciousness class feature), although she can manifest it partially (see the bonded manifestation class feature), or fully manifest it. A fully manifested phantom is treated as a summoned creature from the Ethereal Plane, except it is not sent back to the Ethereal Plane until it is reduced to a negative amount of hit points equal to or greater than its Constitution score.

A spiritualist can fully manifest her phantom through a ritual that takes 1 minute to perform.

When the phantom is fully manifested, the spiritualist can change the form of the phantom's manifestation (either from ectoplasmic to incorporeal or vice versa) as a full-round action that provokes attacks of opportunity. Additionally, when the phantom is manifested, the spiritualist can temporarily bind it to a melee weapon as a full-round action that provokes attacks of opportunity. While bound in such a fashion, the weapon the phantom inhabits is treated as magic and gains the ghost touch ability, but that weapon must remain in the possession of the spiritualist bound to the phantom. If the spiritualist is disarmed, willingly gives the weapon to another creature, or is knocked unconscious, the phantom immediately returns to the spiritualist's consciousness. A phantom may only remain bound to a weapon in this fashion for a number of minutes equal to the spiritualist's level.

When the phantom manifests, its hit points are unchanged from the last time it manifested, unless the phantom spent 24 or more hours on the Ethereal Plane (in which case it heals, see below) or was slain, in this case, the phantom manifests with half its maximum number of hit points.

While the phantom is perfectly comfortable being on the Ethereal Plane, its absence causes the spiritualist a great deal of pain, often physically manifesting as cold spot. At any point in which the spiritualist willingly allows the phantom to return to the Ethereal Plane (often, to heal), she gains the sickened condition while it is gone (this condition does not apply when the phantom is slain or otherwise banished).

The phantom does not heal naturally while on the prime material plane, but it can be healed with magic or tended to by an ally (the spiritualist must state, while conscious, if a creature is an ally), who can treat it with the Heal skill while fully manifested in its ectoplasmic form or with the Knowledge (occult) skill in its incorporeal form. The phantom stays fully manifested until it is either returned to the spiritualist's consciousness (a standard action) or banished to the Ethereal Plane. If the phantom is banished to the Ethereal Plane, it can't return to the spiritualist's consciousness or manifest again for 24 hours. For every consecutive 24-hour period the phantom resides on the Ethereal Plane, it heals 5 hit points for every HD it possesses, even if banished.

While fully manifested, a phantom can't be returned to the Ethereal Plane by means of dispel magic, but spells such as dismissal and banishment work normally. Whenever the spiritualist is unconscious or asleep, the phantom immediately returns to the spiritualist's consciousness. If the spiritualist dies, the phantom immediately returns to the Ethereal Plane, and can't return to the spiritualist's consciousness until 24 hours after the spiritualist is brought back to life.

A phantom can't be dismissed or banished (by a spell or any other similar effect) while it resides in the spiritualist's consciousness, as the phantom is protected from such effects by the power of the spiritualist's psyche.

Fully manifested phantoms can use and wear items appropriate to their forms, but they cannot wear armor or wield weapons. Any items worn, carried, or held by the phantom are dropped when the phantom returns to the spiritualist's consciousness, and must be retrieved and donned anew if the phantom wishes to use them when it fully manifests in the future.

A phantom refuses to manifest (either fully or as part of a bonded manifestation; see Bonded Manifestation) in the presence of other summoned creatures like an eidolon or shadow summoned by the spiritualist (who is bound to the phantom in question). Furthermore, if a phantom is manifested when such a creature is summoned, it immediately retreats into its spiritualist's consciousness, and will not manifest again until the eidolon or shadow is dismissed.

A fully manifested phantom's abilities, feats, Hit Dice, saving throws, and skills are tied to the spiritualist's class level and increase as the spiritualist gains levels. See Chapter 1 of *Pathfinder® Roleplaying Game: Occult Adventures™* for more information about phantoms.

ETHERIC TETHER (SU)

At 1st level, a spiritualist forms special bond with her phantom, allowing her to share some of her life essence with it in an emergency. Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, the spiritualist can immediately sacrifice any number of her hit points (without using an action) to prevent that damage. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

This tether is very limited. When the phantom is fully manifested, it and the spiritualist must remain within 50 feet of one another for the phantom's manifestation to maintain the tether. The spiritualist can stretch the limited tether, but only when the phantom is in ectoplasmic form.

Whenever a spiritualist starts her turn and her ectoplasmic phantom is more than 50 feet away from her (but closer than 100 feet), the spiritualist must concentrate on the link as a full-round action that provokes attacks of opportunity. If the spiritualist fails to willingly concentrate on the etheric tether, the ectoplasmic phantom immediately returns to the Ethereal Plane and cannot be summoned again for 24 hours. This concentration can be interrupted. Treat the act of concentrating on the etheric tether as a 1st-level spell, adding an additional spell level for each 10 feet beyond 50 the phantom is from the spiritualist (maximum spell level 6th). If the tether is interrupted or the check fails, the phantom immediately snaps back into the consciousness of its spiritualist.

If the ectoplasmic phantom is ever more than 100 feet away from its spiritualist, the incorporeal phantom is ever 50 feet away from the spiritualist, or either is outside of line of effect from the spiritualist for more than 1 round per spiritualist level the spiritualist possesses, the tether is automatically broken; the phantom immediately returns to the Ethereal Plane and can't be summoned from that plane for 24 hours.

PIERCE THE VEIL (SU)

Starting at 1st level, a spiritualist gains the ability to see past the illusions that cloak much of the invisible world. See chapter 8 for more information on Pierce the Veil..

SHARED CONSCIOUSNESS (SU)

At 1st level, while a phantom is confined in a spiritualist's consciousness (but not while it's fully manifested or otherwise on the Ethereal Plane), it grants the spiritualist the Skill Focus feat in two skills determined by the phantom's emotional focus, unless the spiritualist already has Skill Focus in those skills. It also grants a +4 bonus on saving throws against all mind-affecting effects.

Once per day, when the spiritualist fails a saving throw against a mind-affecting effect, she can immediately shift (as an immediate action) the effect into the phantom's section of her psyche instead. When she does so, the spiritualist ignores the mind-affecting effect for the normal duration of that effect, losing the normal the bonuses on saving throws against mind-affecting effects and the Skill Focus effects granted by her phantom. While suppressing this effect, the spiritualist cannot use this ability to shift a mind-affecting effect into the phantom's consciousness or manifest her phantom in any way. When a mind-affecting effect is shifted into the phantom's consciousness, spells such as dispel magic and break enchantment can be cast on the spiritualist to end the effect's duration as if the spiritualist were affected by the mind-affecting effect.

BONDED SENSES (SU)

At 2nd level, as a standard action, a spiritualist can share the senses of her manifested phantom, hearing, seeing, smelling, tasting, and feeling everything her phantom does. She can use this ability a number of rounds per day equal to her spiritualist level, but those rounds do not need to be consecutive. There is no maximum range for this effect, but the phantom and the spiritualist must be on the same plane. The spiritualist can end this effect as a free action.

Bonded Manifestation (Su)

At 3rd level, as a swift action, a spiritualist can tap into the essential nature of her phantom and the substance of the Ethereal Plane, combining them to partially manifest aspects of both in her own body. When she does, she uses this bonded manifestation to enhance her own abilities while the phantom remains bound inside her consciousness.

For the spiritualist to use this ability the phantom must be confined in the spiritualist's consciousness; it can't be manifested in any other way.

During a bonded manifestation, the phantom can't be damaged, dismissed, or banished. A spiritualist can use bonded manifestation a number of rounds per day equal to 3 + her spiritualist level. The rounds need not be consecutive. She can dismiss the effects of a bonded manifestation as a free action, but even if she dismisses a bonded manifestation on the same round that she used it, it counts as 1 round of use.

When a spiritualist uses this ability, she must choose either ectoplasmic or incorporeal form. When she makes this choice, she gains all of the abilities based on the form she chooses and her spiritualist level.

Ectoplasmic Bonded Manifestation
When a spiritualist uses this ability and chooses ectoplasmic form, she gains an ectoplasmic shield that protects her without restricting her movement or actions. She gains a +4 shield bonus to Armor Class; this bonus applies to incorporeal touch attacks. The ectoplasmic shield has no armor check penalty or arcane spell failure chance.

Incorporeal Bonded Manifestation

When a spiritualist uses this ability and chooses incorporeal form, she becomes shrouded in a haze of insubstantial mist, granting her concealment against ranged attacks.

Spiritual Interference (Ex or Su)

At 4th level, whenever a spiritualist is within reach of her ectoplasmic manifested phantom, she gains a +2 shield bonus to her Armor Class. She doesn't gain these bonuses when the ectoplasmic manifested phantom is grappled, helpless, or unconscious. A spiritualist within 30 feet of her incorporeally manifested phantom receives a +2 circumstance bonus on her saving throws. This bonus is a supernatural ability and does not apply if the phantom is unconscious.

Detect Undead (Sp)

At 5th level, a spiritualist's connection with the Ethereal Plane becomes so strong that she can use detect undead at will as a spell-like ability with a caster level equal to her spiritualist level.

Phantom Recall (Su)

At 6th level, as either a swift or an immediate action, a spiritualist can call her manifested phantom to her side or back into her consciousness.

This ability functions as dimension door, using the spiritualist's class level as the caster level. When the spiritualist calls the phantom in this way, the phantom appears adjacent to the spiritualist (or as close as possible, if all adjacent spaces are occupied).

When the spiritualist uses this ability to call the phantom back to her consciousness, she can activate bonded manifestation as part of that action, but doing so costs 1 extra round of bonded manifestation.

The spiritualist can use this ability once per day.

Capstone (Ex, Sp, or Su)

At 7th level, the spiritualist gains her Capstone Ability. She selects this ability from **Table: Capstone Abilities**. She must still meet all of the prerequisites to select this Capstone Ability. Each character can only have one Capstone Ability, regardless of where they acquire it.

Capstone Abilities

The following pages list all of the current Capstone Abilities players can choose. As individual campaigns are unlocked, or as foes are uncovered, additional Capstone Abilities will be revealed.

Additionally, GMs are invited to add their own, unique, story-specific Capstone Abilities as well.

Arcana Mundi (Su)
Prerequisites Ability to cast 3rd level psychic spells, Knowledge (occult) 7 ranks

A character that selects arcana mundi as their Capstone Ability learns a number of magical circles equal to his Intelligence modifier (minimum 1). Each of these seven magical circles has ties to a particular Tradere. The circles and what they do is listed below:

Circle of Solomon – The character within the area gain immunity to harmful transmutation effects below 3rd level that require a saving throw. The Circle of Solomon also grants the character a +2 bonus to Fortitude saves to resist effects and spells (like *baleful polymorph*) that alter your body against your will.

Circle of Faust – The character within the area gains protection against summoned outsiders, as if under the effects of a *magic circle against evil* spell. The Circle of Faust also grants the character a +2 bonus on Will saves to resist the spells and effects of evil outsiders, including native outsiders.

CIRCLE OF NERGAL – The character within the area gains protection against the undead, as if under the effects of a *magic circle against evil*, but instead only targeting the undead. The Circle of Nergal also grants the character a +2 bonus on Will saves to resist the spells and effects of undead.

CIRCLE OF TYANA – The character within the area gains protection against divination spells and effects, as if under the effects of a *nondetection* spell. If a divination is attempted against the warded creature or item, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 17 + the Intelligence modifier of the individual who prepared the Circle of Tyana.

CIRCLE OF DEE — The character within the area gains protection against summoned outsiders, as if under the effects of a *magic circle against good*. The Circle of Dee also grants the character a +2 bonus on Will saves to resist the spells and effects of good outsiders, including native outsiders.

CIRCLE OF HERMES TRISMEGISTUS – The character within the area gains immunity to illusions and enchantments below 3rd level that require a saving throw. The Circle of Hermes Trismegistus also grants the character a +2 bonus on Will saves to resist mind-affecting spells and effects above 3rd level.

CIRCLE OF AGRIPPA – The character within the area gains protection against summoned outsiders, as if under the effects of a *magic circle against chaos* or *magic circle against law* (character's choice). The Circle of Agrippa also grants the character a +2 bonus on Will saves to resist the spells and effects of chaotic or lawful outsiders, including native outsiders.

To draw a circle, he must have chalk, salt, blood, powdered silver, or some other appropriate substance at hand (although he can press a magic circle into a softer surface such as dirt or clay). Drawing a circle takes 1 minute and requires the character to expend 1 point of mental focus (if an occultist) or to sacrifice a single spell level (for other characters who cast psychic spells).

Once completed, this circle functions as a temporary *magic circle against evil*, but instead affecting the listed target. The circle remains until its form is physically broken (for example, if the lines are smeared or the salt is scattered) or 1 hour, whichever comes first.

Only a living creature can break the circle; environmental effects can't break it. A character can have only one circle created in this way at a time. If he creates a second circle, the first one loses all its magic powers. This type of magic circle can't normally be focused inward to bind an outsider.

DEATH ATTACK (EX)

Prerequisites BAB +7, sneak attack

A character that selects death attack as their Capstone Ability gains a death attack. If the character studies her victim for three or more rounds and then succeeds with a sneak attack that deals damage, that sneak attack adds an additional, deliberating effect that either kills or paralyzes the target (character's choice). Studying the victim is a standard action that does not provoke an attack of opportunity. The death attack automatically fails if at any point, the target detects or identifies the character.

If the victim of such a death attack fails a Fortitude save (DC 17 + the character's Intelligence modifier) against the kill effect, the target dies. If the victim of the attack fails their save against the paralysis effect, the victim is rendered helpless and unable to act for 3d6 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the slayer has completed the three rounds of study, she must make the death attack within the next three rounds.

If a death attack is attempted and fails (the victim makes her save) or if the character fails to launch their attack within three rounds of completing the study, a full three new rounds of study are required before she can attempt another death attack.

DJINN CALLER (SP)

Prerequisites Ability to cast 3rd level psychic spells, Knowledge (planes) 7 ranks

A character that selects djinn caller as their Capstone Ability gains the ability to summon a djinn once per week, as if they had cast the spell *summon monster VI*. When called in this manner, the djinn treats the character as a friend, although it still retains its free will. Once called in this manner, the djinn remains for a minimum of 1 hour (but is dismissible), but can stay longer if it so desires.

HAUNT HUNTER (SU)

Prerequisites Ability to cast 3rd level psychic spells, Knowledge (religion) 7 ranks

A character who selects haunt master as their Capstone Ability gains the following abilities; a number of times per day equal to her Charisma modifier, the character may channel energy (as a cleric) to damage haunts. When she channels this energy, she deals 4d6 points of positive energy damage to the targeted haunt; haunts that succeed on a Will save (DC = 17 + the character's Charisma modifier) take only half damage instead. Characters who select this Capstone Ability cannot use it to heal allies, to turn undead, or to turn outsiders – it only works on haunts.

SERVANT FOR THE MASTER (SU)

Prerequisites Ability to cast 3rd level psychic spells, Knowledge (occult) 7 ranks

A character that selects servant for the master as their Capstone Ability gains the ability to call forth an advanced familiar (as if they possessed the feat improved familiar, but ignoring the alignment restrictions and gaining the advanced template). Once called, this familiar dutifully serves the character for a year and a

day without question. After its period of service is complete, the character may automatically summon a new familiar.

SPIRIT CALLER (SP)

Prerequisites Ability to cast 3rd level psychic spells, Knowledge (occult) 7 ranks

A character that selects Spirit Caller as their Capstone Ability gains the ability to cast *calm spirit*, *entrap spirit*, and *phantom driver*, each once per day.

TRUE SIGHT (SU)

Prerequisites Ability to cast 3rd level psychic spells, Perception 7 ranks

A character that selects True Sight as their Capstone Ability gains the following; as a standard action, the character can activate Pierce the Veil, but treating it as if she had cast the spell *true seeing*. Each time the character activates this power; it lasts for a minimum of 1 minute (characters can automatically extend this ability in one-minute increments as a swift action). The character may spend up to seven minutes per day in this fashion. While active, the character gains a +2 insight bonus to all of her Perception skill checks, as well.

UNDEAD DESTROYER (SU)

Prerequisites BAB +7

A character who selects undead hunter as their Capstone Ability gains the following; as a swift action that does not provoke an attack of opportunity, the character can imbue their bonded weapon with potent psychic magic, granting it the bane (undead) and *ghost touch* weapon properties for up to 1 minute. The character may automatically extend this duration by 1 minute as a swift action. The character may use this ability for a total of up to 7 minutes each day.

WAR CRY (SU)

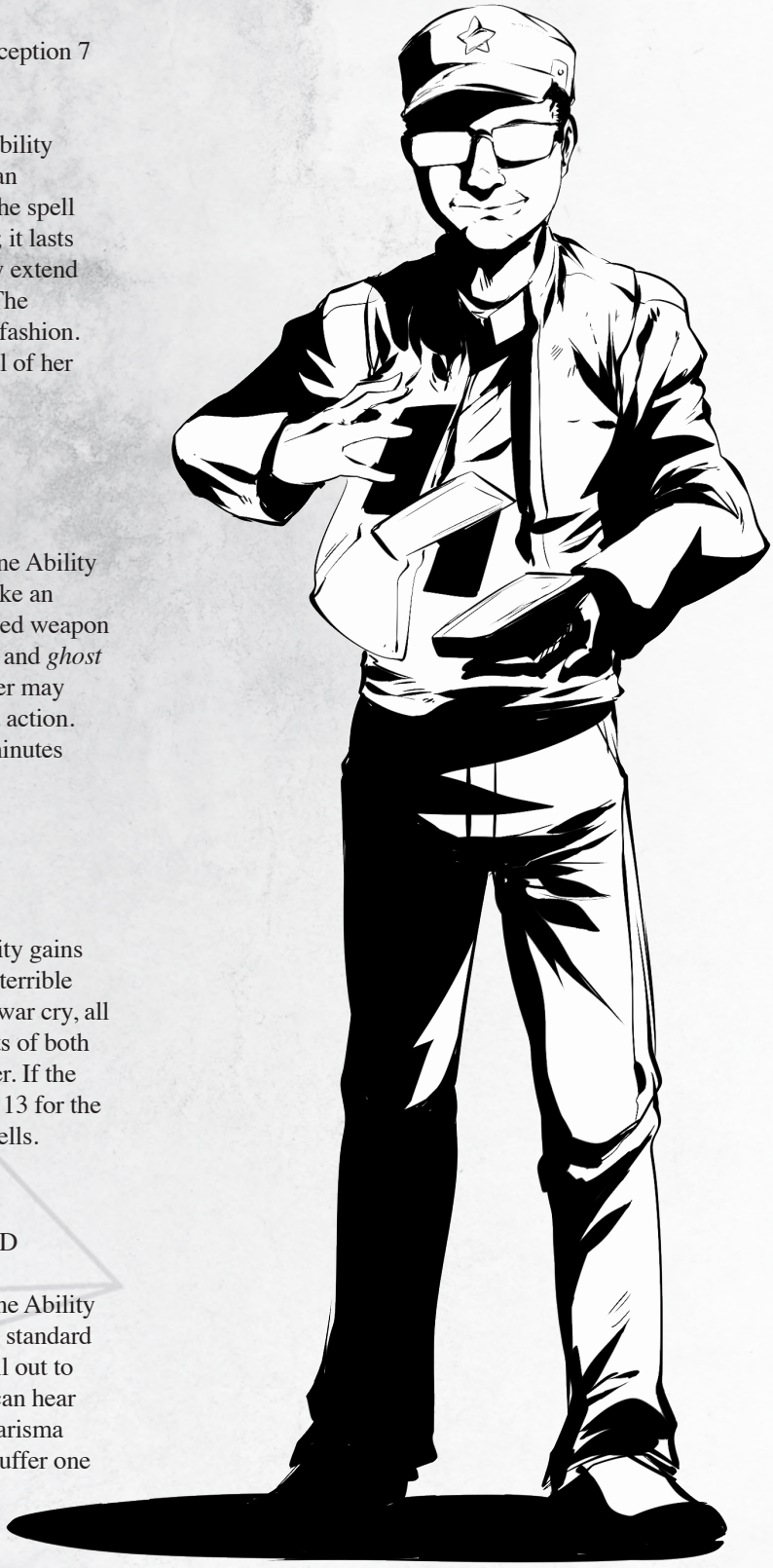
Prerequisites BAB +7

A character that selects war cry as their Capstone Ability gains the following; once per day, this character can unleash a terrible battle cry as a standard action. When she completes this war cry, all of the character's allies within 30 ft of her gain the effects of both the *haste* and *heroism* spells, as if cast by a 7th level caster. If the character's Intelligence score is less than 13, it counts as 13 for the purpose of meeting the prerequisites to cast these two spells.

WITCH'S CURSE (SU)

Prerequisites Ability to cast 3rd level psychic spells, 7 HD

A character who selects Witch's Curse as their Capstone Ability gains the following; once per day the character may, as a standard action that does not provoke an attack of opportunity, call out to their enemies, forcing every enemy within in 30 ft who can hear them to make a Will save (DC = 17 + the character's Charisma modifier) to avoid the effect. Targets that fail their save suffer one of the following: a –4 penalty on attack rolls, saves, ability checks, and skill checks for 1 minute, a -6 decrease to a single ability score for 1 minute, or gain the confused condition. Witch's Curse is a sonic, language-based, mind-affecting effect.



CHAPTER 6

NEW SKILLS, NEW HORIZONS



Yet there came the day when I awoke, disquieted, because of a great wrongness, a discomfort like a too-full bladder about to let go or a sharp needle piercing my chest. Usually Arthur still slept when I cracked open my eyes, yet this morning the bed next to me was empty, the space he occupied long cold. I knew then; I understood without being told, and all but ran downstairs. He was not in his study, nor was he in the kitchen. In my nightie, I tore around the cottage, across the big field then up the overgrown drive to the manor house.

Arthur had seen me there a few times. He'd walked past, and I'd quickly replaced the journal in its nook, worried that he'd investigate. I shouldn't be surprised to see him crouched, face all but pressed against the pages as he peered at the stories scrawled there.

He flipped through the pages, pausing every so often, and for a heartbeat, I hung back my mouth dry, heart stuttering furiously. Then I dashed forward and snatched the volume from him. Paper tore, and during the struggle, I somehow fell back and lashed out with a foot that struck him squarely in the face. Something gave with the wet snap of broken cartilage.

A wordless roar tore from Arthur, and I fetched up backward until my spin struck a wall. We regarded each other as if from across a fathomless abyss: He pressed his hand to his nose then pulled it away so he could examine the blood that was now fountaining down. I squashed the book to my chest, tears of horror at its violation blurring my vision.

"What did you do that for?" His voice came out as a whine.

"You…you."

"I don't understand." He swore and got up, and turned from me as he stumbled back to the cottage.
Spatters of crimson trailed after him.

Gently I lowered the book, tried to flatten a leaf that was now rumpled and half torn from its fellows. Ruined. Defiled. A tear splashed down, but the ink didn't run. It shouldn't matter this much, that he'd waited until I was asleep and insensible, to come and prod about the one thing that was indeed my own; but he had.

Around me the world wavered, the bars of light shining through the oaks resolving briefly into a trio of figures peering down at me. I blinked back the tears, and the blur vanished. A trick of the light, a distortion of the sun's rays. Nothing more. I wiped at my eyes with the back of my wrist.

I should've been ashamed for kicking him, but couldn't gather the threads of my contrition. I was the one who'd been embarrassed, my privacy disrespected. Sod him. Why was I even here? Why had I given my power away to Arthur for so long? By the time I was halfway down the drive, back to the cottage, I had heard the Range Rover's engine. Once I reached the door, the late-summer dust was settling.

SKILL ADAPTATIONS

Bloodlines & Black Magic uses most of the skills presented in the *Pathfinder Roleplaying Game Core Rulebook*, although there will be some exceptions, which we list below.

In most cases, players should follow this general rule – if you can adopt a skill from the *Pathfinder Roleplaying Game Core Rulebook,* do so. That said, there are plenty of skills that simply do not apply to our modern access to both technology and the sciences; the following skills and skill adaptations address these.

ACROBATICS (DEX) – This skill remains unchanged in *Bloodlines & Black Magic*.

APPRAISE (INT) – In *Bloodlines & Black Magic*, appraise is used to value general items. Items with specific values (historical art, artifacts, and the like) require specialized training. Any time a PC takes the feat Skill Focus and applies it to Appraise, they may also select a particular area of expertise, which represents this focus. Valuing items with a DC greater than DC 20 often requires a second skill check from the specialized skill (Knowledge [art] for instance).

BLUFF (CHA) – This skill remains unchanged in *Bloodlines & Black Magic*.

CLIMB (STR) – This skill remains unchanged in *Bloodlines & Black Magic*. This skill also represents an understanding of climbing gear, specific climbing hazards, and similar issues involved with climbing.

COMPUTER USE (INT) TRAINED ONLY – For most people in the industrialized world, basic computer operations do not require a Computer Use check, although characters performing specific or specialized tasks, or those using computers to perform other tasks (like researching a topic or making art) generally need to make the related checks. Characters working on unfamiliar networks, navigating networks from the command line, altering existing operating systems, networks, or programs, accessing hidden or secured files, breaking through computer security, bypassing intrusion-detection hardware, or otherwise attempting similarly specialized tasks require skill checks. The common ways characters might use the Computer Use skill are listed below:

ACQUIRING & ALTERING DATA

The acquisition of data – be it credit card numbers, national secrets, political dossiers, or occult secrets known only to illuminated brotherhoods – is the ultimate goal of nearly all attacks made against information systems.

Once an attacker has successfully attacked a network (see below), gathering the information a character needs is fairly simple. This normally requires a single check, although complex or strange networks (especially those connected to the dark realms

beyond) may require a series of checks (see **Discovering Data**, below).

Some attackers, have other intentions. These include everything from uploading malicious software to altering applications on computers within the information system; forcing them to execute tasks they were not designed to perform (see **Altering Applications**, below).

ALTERING APPLICATIONS

Characters who gain access to an information system often alter its applications, sometimes to change its function, other times to degrade (crash) or destroy it. While creative attackers may accomplish any number of goals, the most common are listed below:

ATTACKING THE NETWORK

Commonly called "hacking" by the media and those untrained in information security, characters attempting to defeat the security of information systems face a wide array of challenges, including automated defenses (like software), security analysts (people), as well as specialized hardware (some of which may be monitored by third-party vendors). When a character attempts to access an information system for which they do not have authorization, either by connecting to it directly or remotely, she is considered to be "attacking" it and needs to defeat all of the security that stands between her and the data she seeks. The DC for most security is determined by the software and hardware used to defend the information system, although additional elements (many of which are detailed below) factor in.

In general, characters who intend to attack a network go through a series of five, simple steps. These are 1) information gathering, 2) network reconnaissance, 3) connecting to the network, 4) acquiring or altering the data (see **Discovering Data**, below), and 5) covering their tracks. All of these steps are outlined below.

Characters attacking the security of an information system that fail their skill check immediately alert its administrator, but otherwise remain anonymous. Characters that fail their skill check by 5 or more immediately alert the system administrator and are identified and logged by the system (recording their current IP address, their supplied credentials, their hardware information, and similar information). In either instance, once altered, most system administrators respond within 1d6 minutes (although these times vary),

Because most information systems are segmented and layered, there are often security devices that separate the different segments of the system, ensuring that users who access the system can access the data or applications they need, but cannot otherwise gain access to information or applications they do not have the authorization to access. In general, the more valuable an information system is, the more robust its defenses will (or should) be.

Characters accessing complex systems (like those belonging to governments at the state or federal level) generally need to defeat their security at multiple stages, requiring successive checks over the course of their attack. If an attacker beats the DC of an attack by 10 or more when attempting to defeat computer security, the character automatically succeeds on the next 1d4 subsequent checks made during that session.

DIFFICULTY & TIME TO ALTER AN APPLICATION

Goal	DC	Time
Alter a program to perform a background task	20	1d6 minutes
Change user passwords	20	1d6 minutes
Gain administrative rights	25	3d4 minutes
Install a malicious program	15	1d4 minutes
Install spyware on a single workstation	15	1d4 minutes
Install network monitoring software	20	2d6 minutes
Install a network dialer	20	1d6 minutes
Operate a remote device (camera, door lock, fire suppression, etc)	15	1d4 minutes
Shut down a single computer on the network	15	1d4 minutes
Shut down connected services (A/C, alarms, communications, etc.)	15	2d4 minutes
Shut down the server on a network	20	2d6 minutes
Turn the network into a botnet	25	3d4 minutes
Turn a single workstation into a zombie	20	1d6 minutes
Upload a virus	10	1d4 rounds
Upload malicious software	10	1d6 rounds

GAINING ADMINISTRATIVE RIGHTS

System administrators – the individuals responsible for monitoring and maintaining network security and integrity – are the individuals who normally have administrative rights on most information systems. Often, these system administrators are the only individuals with authorization (and the credentials) to access the full functionality of a given information system, or in the case of multiple administrators on robust systems, a particular part of that system.

Once an attacker has gained access to a particular information system, it is fairly common for them to attempt to access, create, or otherwise alter one of these accounts so they can make changes on the system that are harder to defend. This can also ensure their sessions cannot be prematurely terminated by other admins. Characters who make a successful Computer Use check (DC 25) while connected to the information system gain administrative

rights.

CONNECTING TO THE NETWORK

Before an attacker can attack a network or information system, they need to gain access to it. In all cases, this requires either direct, physical access (see below) to the information system (often through a workstation or device connected to that network) or a remote access - often across the Internet, using a specialized computer or device and targeting a port that is normally open to Internet traffic. In either instance, unless the device the attacker is using has normal authorization on that information system and the attacker supplies the correct credentials, the attacker must defeat the standard perimeter security. Attackers who use authorized devices and supply authorized credentials automatically connect.

Not all information systems are connected to the Internet, so remote access to these sites is often difficult (although not outright impossible). In cases such as these, attackers need to either gain physical access to the network and attack it from there, or more commonly, upload applications that will force the information to connect on its own – using any physical connections that might exist on site.

TIME & DIFFICULTY FINDING DATA

Information System	DC	Time
Personal computer	10	1d4 minutes
Small office, home office network	15	2d4 minutes
Medium office (local government) network	20	1d4x10 minutes
Large office (state government) network	25	2s4x10 minutes
Corporate office (federal government) network	35	3d4x10 minutes
Secret office (shadow government) network	40	3d6x10 minutes

DEFENDING THE NETWORK

Attacks on information systems are a daily headache for most system administrators, so many admins automate a lot of their defenses, as well as how and when the information system logs unauthorized intrusions. Moreover, great care is taken to harden these systems and to ensure false positives (normal traffic that is accidentally designated as an attacker) are minimized. This makes many of the more advanced information systems very secure, although none of them are truly impenetrable. When a system is breached (and it happens all the time), the administrator on duty generally responds within 1d6 minute. In some instances, this is a single individual, although it can (and often is) a whole team, lead by a single operative. In either case, when an administrator responds to a breach, she can make an opposed Computer Use check against the current attacker to gather additional information about them or may, alternately, simply disconnect them from the network (unless they have gained administrative rights, see Attacking the Network, above), in which the attacker maintains their session until the defender succeeds on the opposed check.

INFORMATION SYSTEM SECURITY

Level of Security	DC to bypass
Standard Operating System Security	20
Average Website	20
Average Perimeter Security	25
Average Domain Controller or Server Security	25
Small Banking Web Server	30
Layered Network Security	30
A bastion host	35
Corporate or Government Web Server	35
Multi-layered Network Security	40

Once the defender has disconnected an attacker from the information system, they can make a DC 15 Computer Use check to close that port (if the attacker connected remotely) or to disconnect that computer from the network. In either instance, the attacker is blocked from connecting to the information system at that location If the computer used to access the information system normally belongs to the network (like a workstation or kiosk), the defender gains a +5
competence bonus to that check.

DISCOVERING DATA

This skill is used to discover files, applications, or data on an information system. The DC for the checks and the time required are determined by the complexity of the information network the characters are accessing.

Note Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

NETWORK OBSCURITY

Network Obscurity	DC
Large, widely known information system	10
Large, but uncommon information system	15
Common information systems	15
Small, common information systems	20
Small, uncommon or hidden information systems	25
Rare or unique information system	30

NETWORK DISCOVERY & RECONNAISSANCE

Most characters attacking an information system will not do so until they've studied it– often at length. This includes gathering

information about the information system, the employees who work with it (or monitor/administer it), as well any additional information they can uncover. The more obscure or hidden a network, the harder it is to learn about. Attackers studying a network can make the following checks to learn more about their target information system.

Once an attacker has discovered the network, they must conduct reconnaissance, often looking for weaknesses in the network. These could vary (and can include physical weaknesses), but most commonly include looking at web-facing access points, notably open ports (ports that are actively "listening" for the traffic they accept). Once these have been discovered and mapped out, the attacker can begin her attack. Mapping out these ports is part of the normal process and is included in all DC related to the obscurity of the network (see above).

COVERING THEIR TRACKS – The best attackers know that the silent and invisible attack is the best one, and that means cleaning up on their way out. For the most part, this includes the basics - gaining access to logs and deleting any records of their traffic. While this can be as complicated as attacking the system itself.

In many cases, erasing these logs may constitute a completely separate attack against a different segment of the information system or in some instances, a completely new one. In either case, characters attempting to cover their tracks need to succeed on a Computer Use check (DC 20) to remove (or alter) any identifying information. Successfully doing so imposes a -5 penalty on any attempt made to identify the character her activity is detected.

CRAFT – Add the following craft skills.

CRAFT (CHEMICAL) (INT) TRAINED ONLY

Characters with training in chemistry can apply their skills to make a number of dangerous substances, including acids, bases, explosives, poisons, and even synthetic drugs.

ACIDS AND BASES

Acids are corrosives that are neutralized by bases. In general, acids are used to rapidly destroy materials such as hardened metals and electronics, but can also be used to damage or destroy organic matter, as well. The DC to craft a particular acid is also the DC used to save against its effects, as well as the DC required to craft the base that counters it.

NOTE – Crafting many mild to average acids can be accomplished with ingredients found over the counter, but more intense acids (and their base counterparts) often require industrial grade supplies that tightly controlled and tracked.

ACID TYPES

Type of Acid	Damage	DC	Time	Cost
Mild	1d6	10	1 hour	$150
Average	2d6	15	2 hours	$250
Potent	3d6	20	2 hours	$500
Concentrated	4d6	25	4 hours	$1000

EXPLOSIVES

Because of their volatile nature, crafting explosives is generally dangerous. If the player fails their Craft (chemical) check, the raw materials used to make the explosive are ruined. However, if the player fails that check by 5 or more, the compound explodes, dealing half of the intended damage to the builder and anyone within its intended burst range. The DC to craft a particular explosive is also the DC used to avoid its effects, as well as the DC required to safely arm it with a detonator.

Characters can change the size of the compound they are crafting, but in general, most completed explosives weigh about a pound and are just slightly smaller than a brick

TYPES OF EXPLOSIVES

Type of Explosive	Damage	DC	Time	Cost
Fireworks (common)	1d2 (5 ft.)	10	1 hour	$50
Fireworks (advanced)	2d4 (5 ft.)	15	2 hours	$150
Improvised Explosive	1d6 (5 ft.)	20	2-4 hours	$150
Low-Grade Explosive	2d6 (10 ft.)	25	4 hours	$300
Mining Explosives	3d6 (10 ft.)	30	4 hours	$500
High-Grade Explosives	6d6 (20 ft.)	35	6 hours	$1,500
Military-Grade Explosives	8d6 (30 ft.)	40	8 hours	$2,000

NOTE Crafting explosives is not only dangerous but also illegal, at least in most societies. Moreover, acquiring the equipment and ingredients needed to make standard-, high-, and military-grade explosives is extremely difficult; these ingredients are tightly controlled and frequently tracked by government agencies.

Many advanced fireworks also have a range of 200 ft. to 400 ft., but are treated as improvised weapons when aimed and used as missile weapons.

Shaped charges (like C4) ignore hardness, but reduce their blast area by half (minimum 5 ft.).



POISONS

Poisons are easier to make than many people realize, but sometimes just as deadly to those crafting them. The DC to craft a particular poison is also the DC used to save against its effects, as well as the DC required to locate it on the black market.
If the player fails their Craft (chemical) check, the raw materials used to make the poison are ruined. However, if the player fails that check by 5 or more, he accidentally poisons himself instead, suffering the full effect of the poison. He must save as normal. Common poisons can be found in the **Table: Poisons**.

SYNTHETIC DRUGS

Synthetic drugs, more commonly known as designer drugs, are common in many industrial nations and in some forms, completely legal (or, in some places, decriminalized). This makes their production a little easier, although rare and dangerous drugs are still often illegal, as are their manufacture. The DC to craft a particular drug is also the DC used to save against its effects, as well as the DC required to locate it on the black market. Most synthetic drugs are used for their secondary effects, although many continue to harm the user as normal.

If the player fails their Craft (chemical) check, the raw materials used to make the synthetic drugs are ruined. However, if the player fails that check by 5 or more, he accidentally exposes himself instead, suffering the full effect of the drug. He must save as normal. Common synthetic drugs can be found on the **Table: Synthetic Drugs.**



TYPES OF POISONS

Poison	Type	DC	Onset	Frequency	Effect	Cure	Cost
Bath salts	Inhaled, ingested, or injury	15	5 minutes	Once every 5 minutes for 5 hours	1d3 Wisdom plus fatigue, confusion, and/or rage	2 saves	$50
Crack	Inhaled	15	5 minutes	Once every 5 minutes for 3 hours	1d3 Wisdom plus agitation	1 save	$25
Ecstasy (Molly)	Ingested	18	30 minutes	Once every 10 minutes for 4 hours	1d2 Wisdom plus euphoria	1 saves	$50
Heroin	Injury	18	5 minutes	Once every 10 minutes for 4 hours	1 Wisdom, 1 Constitution, and euphoria	1 saves	$100
Krokodil	Injury	20	5 minutes	Once every 10 minutes for 2 hours	1d2 Wisdom, 1d3 Constitution, and euphoria	3 saves	$25
Meth	Ingested or inhaled	16	1 minute	Once minute every 5 minutes for 2 hours	1d2 Wisdom plus agitation	2 saves	$50
Spice	Inhaled	15	10 minutes	Once every 10 minutes for 4 hours	1d2 Wis plus fatigue, euphoria	1 save	$25

CRAFT (ELECTRONICS) (INT) TRAINED ONLY

This skill allows characters to alter, build, repair, and sabotage electronic devices of all kinds, including alarms, audio equipment, smart phones, computers, detonators, radios, video equipment, and VR headsets. Whether building, repairing, or otherwise altering, players should consult with the GM to determine the base DC for electronics they're working with. In most cases, interacting with technology that is foreign to the character increases the DC, often increasing the DC by +5. Most electronics also require special testing equipment; players lacking that equipment suffer a -2 to -5 penalty to interact with most complex, advanced, and highly advanced electronics.

TYPES OF POISONS

Poison	Type	DC	Onset	Frequency	Effect	Cure	Cost
Arsenic	Ingested	13	10 minutes	Once per minute for 1d4 minutes	1d3 Constitution	1 save	$500
Atropine	Contact or injury	12	5 minutes	Once per 5 minutes for 90 minutes	1 Dexterity	1save	$100
Belladonna	Ingested	14	10 minutes	Once per minute for 6 minutes	1d2 Strength plus fatigued	1 save	$300
Blue-ringed octopus neurotoxin	Injury	20	5 minutes	Once per minute for 10 minutes	1d6 Constitution plus paralysis.	2 saves	$5,000
Chloral hydrate	Ingested	18	1 minute	Once every minute for 6 minutes	1d4 Con plus unconsciousness	1 save	$1,200
Curare	Injury	18	1 minute	Once every 5 minutes for 30 minutes.	1d4 Wisdom plus paralysis	2 saves	$1,250
Cyanide	Ingested or injury	16	1 minute	Once every minute for 10 minutes	1d4 Constitution plus paralysis	2 saves	$1,300
Cyanogen	Inhaled	18	1 minute	Once every minute for 10 minutes	1d6 Constitution plus paralysis	2 saves	$1,800
DDT	Inhaled	14	10 minutes	Once every minute for 10 minutes	1d4 Intelligence plus fatigue	1 save	$500
Hemlock	Ingested	14	10 minutes	Once every minute for 6 minutes	1d6 Dexterity plus fatigue	1 save	$100
Knockout gas	Inhaled	16	1 minute	Once every 10 minutes for 3 hours	1d3 Dexterity plus unconsciousness	1 save	$250
Lead arsenate	Contact or inhaled	16	10 minutes	Once every minute for 5 minutes	1d4 Constitution	1 save	$250
Mustard gas	Contact or inhaled	15	24 hours	Once every hour for 7 days	1d4 Constitution plus fatigue and blindness	3 saves	$1,500
Paris green	Ingested or inhaled	17	10 minutes	Once every minute for 1 hour	1d2 Constitution	2 saves	$500
Pufferfish poison	Ingested	20	5 minutes	Once every minute for 10 minutes	1d6 Constitution plus paralysis	2 saves	$4,500
Rattlesnake venom	Injury	15	Instant	Once every minute for 15 minutes	1d2 Constitution and 1d2 Dexterity plus paralysis	1 save	$250
Sarin nerve gas	Contact, inhaled or injury	18	10 minutes	Once every 5 minutes for 30 minutes	1d6 Constitution plus paralysis	2 saves	$2,500
Arizona bark scorpion venom	Injury	14	10 minutes	1 every 4 hours for 72 hours.	1d2 Constitution plus fatigue.		$750
Strychnine	Ingested	15	1 hour	Once per hour for 1 day.	1d4 Constitution		$500
Tetrodotoxin (concentrate)	Ingested or injury	25	1 minute	Once per minute for 6 minutes.	2d4 Constitution plus paralysis	3 saves	$6,500
Tear gas	Contact or inhaled	15	Instant	Once per minute for 10 miutes.	1d4 Deterity plus blindness	1 save	$1,500
VX nerve gas	Contact, inhaled, or injury.	24	1 minute	Once per minute for 30 minutes.	1d6 Constitution plus paralysis	3 saves	$5,000

TYPES OF ELECTRONIC DEVICES

Type of Device	DC	Time
Simple (a light switch)	10	30 minutes
Basic (a circuit breaker, a garage door opener)	15	1 hour
Moderate (a blender or basic alarm system)	20	2d6 hours
Complex (a desktop computer or an explosive detonator)	25	4d6 hours
Advanced (a flight control computer)	30	1d4 days
Highly Advanced (advanced robotic exoskeletons)	35	2d4 days

The following chart sets the base DC, as well as the estimated time it takes, to work on most electrical devices. ‘

CRAFT (MECHANICAL) (INT) TRAINED ONLY – This skill allows characters to alter, build, sabotage, and repair mechanical devices of all kinds, from simple devices (such as levers, pulleys, and trip wires) to highly complex mechanical devices with precision, machined parts (including items like aircraft engines, hydraulic equipment, and those exoskeletons DARPA keeps testing). Whether building, repairing, or otherwise altering, players should consult with the GM to determine the base DC for the item. In most cases, interacting with technology that is foreign to the character increases the DC, often increasing the DC by +5. Most advanced mechanical devices also require special testing equipment; players lacking that equipment suffer a -2 to -5 penalty to interact with complex, advanced, and highly advanced mechanical devices.

The following chart sets the base DC, as well as the estimated time it might take, to work on most mechanical devices.

TYPES OF MECHANICAL DEVICES

Type of Device	DC	Time
Simple (a lever, pulley, or tripwire)	10	30 minutes
Basic (a bicycle or a climbing harness)	15	1 hour
Moderate (a hydraulic pump or small, gas-powered engine)	20	2d6 hours
Complex (a self-shifting transmission)	25	4d6 hours
Advanced (a GE F404 jet engine)	30	1d4 days
Highly Advanced (advanced robotic exoskeletons)	35	2d4 days

DIPLOMACY (CHA) —This skill remains unchanged in *Bloodlines & Black Magic*.

DISABLE DEVICE (DEX) — In *Bloodlines & Black Magic*, characters use disable device to disarm traps, pick locks, open enclosed spaces, safely bypass some traps, and grants PCs a small bonus (a +1 bonus to skill checks to sabotage electronic, mechanical, and structural devices). Characters attempting to sabotage complex, advanced, or highly advanced electronics or mechanical devices must use those skills instead, as most complex devices require specialized knowledge that supersedes disable device.

SPECIAL Characters with ranks in disable device gain a +1 competence bonus when attempting to sabotage anything using the knowledge (electronics) or knowledge (mechanics) skills.
This skill can be used to harvest dosh.

DISGUISE (CHA) — This skill remains unchanged in *Bloodlines & Black Magic*.

DRIVE (DEX) TRAINED ONLY – This skill is used to operate motorized vehicles of all kinds, including both common and uncommon vehicles. When a character acquires a new rank in this skill, they may add a new type of vehicle to the list that they are proficient at operating: cars and trucks (automatic), cars and trucks (manual), motorcycles, ATVs, large trucks (including buses), semi-trucks, boats (including jet skis and small yachts), light construction equipment (small tractors, front loaders, forklifts), heavy construction equipment (bulldozers, cranes), and lightly armored military vehicles (MRAPs, HUMVees, etc).

SPECIAL Daily driving does not require a Drive skill check. It is assumed most people know the basics of driving.

NOTE Vehicles that require specialized training (such as military tanks, commercial aircraft, and personalized submarines) all require characters to spend feats to operate them.

Special Chase Rules are located at the end of this chapter.

ESCAPE ARTIST (DEX) – This skill remains unchanged in *Bloodlines & Black Magic*.

FLY (DEX) – This skill must be trained in game and may only be accessed once a character gains the ability to fly. Otherwise, this skill remains unchanged in *Bloodlines & Black Magic*.

HANDLE ANIMAL (WIS) – Although this skill remains unchanged in *Bloodlines & Black Magic*, it now also covers riding animals, provided they can support the PCs and have been trained to do so.

Special This skill can be used to harvest dosh.

HEAL (INT) – In *Bloodlines & Black Magic*, this skill uses Intelligence as it prerequisite ability in place of Wisdom. Delicate operations (such as surgery- see Surgery Feat) may require general Dexterity checks, as well.

Special This skill can be used to harvest dosh
In addition to the normal actions a PC can take when using the

Heal skill, PCs can also perform the following maneuvers:

IDENTIFY DRUGS & PHARMACEUTICALS – PCs may make a Heal skill check to identify pharmaceuticals, their side effects, and other important information (like how to treat allergic reactions to a medicine, for instance).

INFLICT DAMAGE – In addition to using the Heal skill to help, the Heal skill can also be used to harm. PCs who succeed on a Heal skill check (DC = 15 + the ability score modifier of the target ability score). PCs who succeed on this skill check deal 1d2 points of ability score damage. This damage can be applied to any ability score. This damage can be applied once per 24 hours.

REPAIR DAMAGE – In addition to healing hit points, any PC who succeeds on a DC 25 Heal skill check may restore 1d2 ability score points while administering long-term care. A PC may only repair damage like this once per week.

TRIAGE – PCs who succeed on a DC 15 Heal skill check can quickly scan an area and determine who is injured the worst, identifying 1d4 potential victims in need of care every round as a full round action.

INTIMIDATE (CHA) – This skill remains unchanged in *Bloodlines & Black Magic*.

KNOWLEDGE (BLOODLINES) (INT) – This skill only applies to the bloodlines described in *Bloodlines & Black Magic* (and not sorcerer bloodlines). In addition, this skill can be used to identify a particular target's special abilities, including resistances, spell-like abilities, and so on. Characters seeking to learn about influential families should otherwise refer to Knowledge (nobility).

KNOWLEDGE (DUNGEONEERING) (INT) – This skill adds vermin to its typical field of study. Otherwise, this skill covers modern spelunking, natural caves, as well as other subterranean spaces, both natural and man-made.

KNOWLEDGE (ENGINEERING) (INT) – This skill remains unchanged in *Bloodlines & Black Magic*. Characters attempting to repair most electronics or mechanical devices, however, should see Craft (electronics) and Craft (mechanics) respectively.

KNOWLEDGE (FIREARMS) (INT) – This skill covers the general information about most ammunition, firearms, and covers a variety of body armors. Additionally, you can use Knowledge (firearms) to perform the following special tasks:

CLEAN A WEAPON –After spending no less than an hour with it, you may clean, adjust, and other maintain a single firearm. If you succeed on Knowledge (firearms) skill check DC 10, that weapon gains a +1 to hit the next time it is fired.

CLEAR A JAM – You may make a Knowledge (firearms) skill check DC 15 to clear a stuck or jammed weapon.

GAIN PROFICIENCY – After spending at least a minute with a weapon, you may make a DC 20 Knowledge (firearms) skill check. If you are successful, you gain proficiency with that weapon for the next minute.

MODIFY THE PLANS – After spending at least an hour with a particular weapon, you may attempt to sketch up



plans to modify that weapon. Make a Knowledge (firearms) skill check, DC 25. If you are successful, you create a set of plans that grant a +2 to insight bonus to Craft (firearms) skill checks to modify that particular weapon.

KNOWLEDGE (GEOGRAPHY) (INT) – This skill remains unchanged in *Bloodlines & Black Magic*.

KNOWLEDGE (HISTORY) (INT) – This skill remains unchanged in *Bloodlines & Black Magic*.

KNOWLEDGE (LOCAL) (INT) –This skill is specific to a given location, be that a city, town, a village, a county, or even a specific region inside a state (approved by the GM). When a player adds an additional rank to this skill, they add an additional location to their list. These are formatted as Knowledge (local: New Orleans) or Knowledge (local: New York). Although the bonus only applies in those cities, in each location, the player uses the total cumulative bonus for the skill. So, a player with three ranks would have three locations listed (City 1, City 2, City 3) and their total bonus (a +8 with a 14 Intelligence, for instance). Thus, she would have a +8 to skill checks in *both* New Orleans and New York.

Otherwise, this skill remains unchanged in *Bloodlines & Black Magic*.

KNOWLEDGE (MILITARY) (INT) — This skill covers information specific to military hardware, basic training, and covers information known to the general public (and all veterans) about military service, customs, and traditions. Specialized information about the military is often classified and is heavily restricted.

KNOWLEDGE (NATURE) (INT) — This skill remains unchanged in *Bloodlines & Black Magic*.

KNOWLEDGE (NOBILITY) (INT) — In *Bloodlines & Black Magic*, this skill refers to the secret royalty that exists beyond the ken of common men. It includes information about fey princes, secret kings, lesser bloodline families, and even their servants.

AGENT:
Rebecca Chao



A known agent working for Umbra Dei, Rebecca has established ties inside the E.U., as well as in Russia and at least one U.S. political party. Rebecca's public support for conservative values is well known.

KNOWLEDGE (OCCULT) (INT) – This skill covers all magic, rituals, rites, as well as the obscure groups who practice the arcane arts. This skill also replaces Knowledge (arcana).
Special This skill can be used to harvest dosh.

OCCULTISTS can use this skill to identify supernatural creatures and phenomenon related to heirlooms and objects. This allows occultists to use Knowledge (occult) to identify magic items, relics, ritual tools, occult implements, ceremonial locations, and similar items of interest as if he possessed Knowledge (arcana) and Spellcraft.

MESMERISTS can use this skill to identify supernatural creatures and phenomenon related to the mind and madness. In addition, they can also use this skill to identify fey, wild spirits, and Goëtic Spirits related to chaos, enchantments, charms, and illusions.

PSYCHICS can use this skill to identify supernatural creatures and phenomenon related to heirlooms and objects. This allows psychics to use Knowledge (occult) to identify magic items, fetishes, and similar objects as if she possessed the Spellcraft skill.

SPIRITUALIST can use this skill to identify supernatural creatures and phenomenon related to haunts and spirits, incorporeal creatures (especially ghosts, spirits, and specters of all kinds), and creatures that travel through mirrors. Spiritualists may also use the Knowledge (occult) skill to determine if a creature is possessed, bewitched, or otherwise under another's will.

KNOWLEDGE (PLANES) (INT) – PCs trained in this skill can identify places where the veil thins, identifying portals to other realms, as well as identifying denizens from those realms. Additionally, PCs with ranks in Knowledge (planes) can use this skill in place of Survival when on those planes. This skill only applies to the following planes: astral, celestial, ethereal, infernal, and mundane. Otherwise, this skill remains unchanged in *Bloodlines & Black Magic*.

KNOWLEDGE (POLITICS) (INT) – This skill applies to local, regional, national, and global politics, political science, and political theory.

KNOWLEDGE (POP) (INT) – This skill covers a general to specific knowledge of pop culture, current trends, and includes everything from the hottest drinks to the choicest celebrity gossip. At the GM's discretion, this skill can sometimes be used in place of Diplomacy or even Street skill checks.

KNOWLEDGE (RELIGION) (INT) –This skill applies to all spirits, both living and the dead, as well as all faiths, including the obscure and uncommon. While it covers religious traditions and rites of passage, it generally does not apply to what most occultists understand as "magic."

In some instances, GMs may substitute the Knowledge (religion) skill in place of Knowledge (occult), especially when identifying celestial creatures, servants of the archons, sanctified or holy grounds, religious rites, or occult practices that are heavily steeped in religious trappings of any kind.



TABLE: TACTICAL SITUATIONS

Type of Situation	DC
Poor: These individuals represent the baseline for most combat teams. These are the untested soldiers and those thrust into wars they did not start. Representing the absolute worst tactics and the easiest ambushes to spot, these folks are still dangerous in large groups.	10
Basic: Practiced and willing combatants, these individuals represent a massive swath of self-trained mercenaries, reservists, airsoft enthusiasts, paintball teams, and a lot of militia experts. Crafty and resourceful, in large numbers these individuals can represent a real threat – especially when working with better-trained operatives.	15
Expert: Ready and eager, these soldiers are in their prime, operating at peak proficiency and representing the best trained in some of the world's best armies. Experts in everything from special insertions to electronic surveillance, these well-trained individuals set the standards for excellence.	20
Veteran: Often serious combat veterans who have seen more violence than some folks see on television, these ladies and gentlemen mean business – when they bring the violence, the whole region hears about it (about a week after they're gone). Although they can be unpredictable and even wild, when the lead starts to streak through the air, these folks are the quiet, calm ones.	25
Advanced Scout or Special Forces team member: When these folks lay out traps, or worse, plan violence, they do so with a degree of expertise that leaves most professionals in a daze – they are damned near the best at their business.	30
Advanced Assassin or Company Field Operative: These folks are the best in the business and include: most bloodline mercenaries, a handful of international, secretive operatives, and nearly all of the worlds' best spies. These folks are the masters of preparing ambushes, surgical strikes, and represent the highest caliber one could hope to find. These are the true professionals.	35

KNOWLEDGE (TACTICS) (INT) – This skill applies offers direct insight into military or paramilitary operations, including insertion and extraction missions (protocols, methods of entry, and the like), overland maneuvering, and a wide array of special teams training. With GM approval, this skill can occasionally be used in place of Perception to locate ambushes, as well as to find manmade traps, demolitions (see feats), and to uncover military caches in the wilderness.

LINGUISTICS (INT) – In *Bloodlines & Black Magic*, this skill has been changed. To master a single language, PCs must invest three (3) ranks into it.

Each PC begins play with a number of skill ranks equal to 2 plus their Intelligence modifier, which they must immediately spend in languages during character creation. Any additional ranks may be purchased as normal as a character advances. Please see the language rules in Chapter 8 for more information.

PERCEPTION (WIS) – This skill remains unchanged in *Bloodlines & Black Magic*.

PERFORM (CHA) – This skill covers all of the arts, including the visual arts (like painting) that are traditionally covered by the Craft skill. Otherwise, This skill remains unchanged in *Bloodlines & Black Magic*.

PROFESSION (WIS) – This skill remains unchanged in *Bloodlines & Black Magic*. Characters selecting specific careers often choose the accompanying Profession skill.

RIDE (WIS) – This skill does not exist in *Bloodlines & Black Magic*. PCs who attempt to ride an animal must use the Handle Animal skill instead. PCs who want to ride on any type of special equipment should use the Drive skill.

SENSE MOTIVE (WIS) – This skill remains unchanged in *Bloodlines & Black Magic*.

SLEIGHT OF HAND –(DEX) — This skill remains unchanged in *Bloodlines & Black Magic*.

SPECIAL This skill can be used to harvest dosh.

STEALTH (DEX) – This skill remains unchanged in *Bloodlines & Black Magic*.

STREET (WIS) –This skill covers what Knowledge (local) traditionally covers, including information on where to buy illegal substances, where to hide from the law, what colors represent which gangs, where to fence stolen goods, and so on. In some instances, Street may also be used in place of Diplomacy when gathering information, to identify underworld symbolism, and to get a quick read on a place or situation as it unfolds.

A GENERAL KNOWLEDGE

Gaining proficiency with firearms in *Bloodlines & Black Magic* is handled slightly different than in other settings. When you learn to shoot specific firearms, you gain knowledge of only those you learned; this, however, still this provides the PC with an overall, basic understanding of how guns work, which does lessen the normal non-proficiency penalty (normally a -4). Each feat lessens the penalty for non-proficiency in that weapon category by 2. Thus, if you took the Firearms Proficiency feat, you would only suffer a -2 penalty to handle weapons from that group you are not proficient with. You would still suffer a -4 non-proficiency penalty for weapons from the advanced or exotic categories, however.

The additional DCs for these actions are listed below:

GET A' READ ON IT – PCs who succeed on a DC 20 Street skill check can quickly assess a situation to determine if they're walking into a trap or other dangerous situation. PCs who succeed on this check may make an immediate Perception skill check with a +2 insight bonus; if they are successful, they may act during the surprise round.

WORD ON THE STREET – PCs who spend at least 1d4 hours in a new city can get a lay of the land, learn who runs what, what areas to avoid, and similar information with a DC 25 Street skill check.

SURVIVAL (WIS) – This skill remains unchanged in *Bloodlines & Black Magic*.

SWIM (STR) –This skill remains unchanged in *Bloodlines & Black Magic*.

THE CHASE RULES

Top-speed car chases and moving freeway gun-battles are a staple of high-octane action movies; supernatural horror and mind-bending thriller stories can just as easily benefit from the judicial use of a good Tokyo drift, white-knuckle car-jacking, blazing blacktop shootout or panicked run from the cops.

Once a single motorized vehicle starts moving, and someone wants to follow, the game enters Chase Mode; all normal rules of character position, base movement speed, and so-on stop applying; each round, the characters will use the Chase Rules, presented here, until the Chase ends.

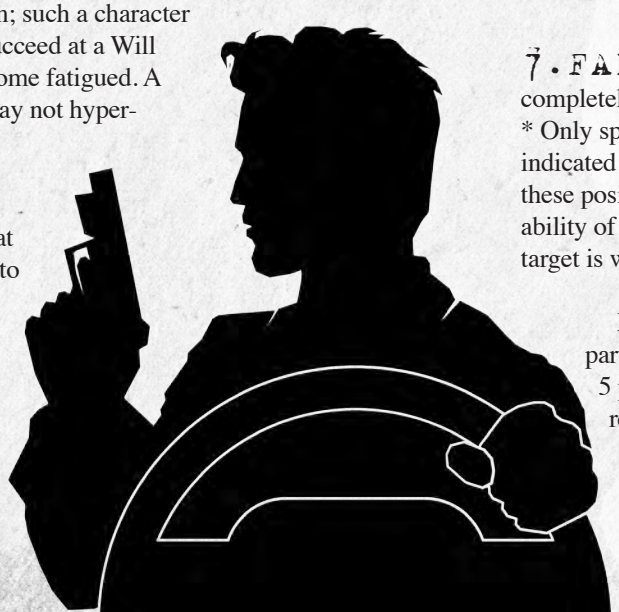
THE DRIVE CHECK

Once the Chase begins, each driver involved uses their Drive skill – modified by the quality of their vehicle – to make all Drive checks.

A character may choose to hyper-focus, white-knuckling it, and thus add their Intelligence modifier to all Drive checks for one round as a free action; such a character must immediately succeed at a Will save (DC 15) or become fatigued. A fatigued character may not hyper-focus while driving.

Each immediately subsequent round that a character attempts to hyper-focus in this way, the DC of the Will check above increases by +2.

Only drivers must make Drive checks, and it is normally a full-round action to make a Drive check while in a proper Chase.



THE CHASE TRACK

Rather than keeping up with specific distances between each vehicle, a motorized Chase has the position of each participant represented by a semi-abstracted Chase Track. Distance is defined relative to the vehicle in the lead, and has seven levels:

1. CLOSE CONTACT – You are within melee and/or ramming-range of the Chase leader. You are subject to all obstacles the leader has to deal with. After two full rounds at this distance, a chaser may perform a Ramming action (see below) as a free action to stop the Chase leader and end the Chase.

2. POINT BLANK – You are within 30 feet, give or take, of the Chase leader. You must handle all obstacles the Chase leader deals-with or take an alternate path, requiring a Drive check at DC 20.

3. SHORT* – You must handle all of the Chase leader's obstacles or take an alternate path, requiring a Drive check at DC 15. You suffer a -2 penalty on all ranged attacks against the Chase leader.

4. MEDIUM* – From this far back, it's usually easy to avoid the same obstacles that the Chase leader suffers while making her getaway. You suffer a -4 penalty on all ranged attacks against the Chase leader.

5. LONG* – You suffer a -6 penalty on all ranged attacks against the Chase leader and freely avoid the obstacles she encounters.

6. LOST – You have lost the Chase leader, although – in theory – you still know which general direction she was headed. You have one last opportunity to get back in the Chase: if you can close the distance to at least Long range in the next round, you may continue to participate in the Chase. Otherwise, after the second round at this distance, your quarry escapes.

7. FAIR ESCAPE - You have lost the Chase leader completely and possess no hope of recovering the distance.

* Only spells and spell-like abilities with a minimum range of the indicated abstracted distance (or greater) may function while at these positions on the Chase Track. A character with a magical ability of this type can freely time the use of her effect until the target is within range ... even if just barely.

Each round, on their respective initiative scores, participants in the chase each make a Drive check. For every 5 points by which a participant beats the leader's most recent such Drive check, that participant may close by one category on the Chase Track; similarly, a participant slips back by one category for each 5 points she scores under the Chase leader's most-recent such Drive check.

Each round, on their respective initiative scores, participants in the chase each make a Drive check. For every 5 points by which a participant beats the leader's most recent such Drive check, that participant may close by one category on the Chase Track; similarly, a participant slips back by one category for each 5 points she scores under the Chase leader's most-recent such Drive check.

Participants begin the Chase at relative categories that makes sense: if all participants are right there with the leader and they all take off directly after each other as soon as the leader makes a run for it, all participants start at Point Blank. If any participants must instead first enter and start a car, choose to spend a round making ranged attacks, casting spells, sheathing weapons, and items or otherwise lollygagging, those participants begin at Medium range.

OBSTACLES

In a cinematic motorized chase, a number of obstacles and complications can crop up, hampering or harming any participant; below are a number of sample complications, although the list is not exhaustive.

NOTE This is an urban-specific list. In a crowded urban environment (such as downtown during the afternoon or at midnight on a Saturday), there is a 1-in-3 chance each round of encountering an obstacle. During rush hour, there is a 50/50 chance of encountering an obstacle each round; during light congestion (super early morning on a Tuesday), this drops to 1-in-4 or even 1-in-6.

In addition, the chase leader can always deliberately head towards obstacles, doubling the odds of encountering a hazard each round. Roll 1d10 for what type of obstacle or complication appears:

Obstacle	Skill Check
Traffic Snarl	Drive check, DC 15
Blow A Red Light	Perception check, DC 15
Use the Wrong Lane	Sense Motive, DC 15
Enter/Exit a Busy Freeway	Drive Check, DC 12
Sharp Hairpin Turn	Drive Check, DC 17
Pedestrian Fake Out	Bluff check, DC 15
Bootleg Turn	Drive Check, DC 15
Suicide Curve	Drive Check, DC 21
Break Check	Reflex save, DC 15*
Near Miss	Add +2 to associated DCs

*motorcycles gain a +2 bonus on this save, SUVs and larger trucks suffer a -4 penalty.

If any participant fails a check against a complication or obstacle, she drops back by one category on the Chase track; any participant who fails the check by by 5 or more also has her vehicle reduced by one step from masterwork to mundane, to broken, to destroyed. All passengers in her vehicle (including her) also suffer 2d6 points of damage.

If the leader of the Chase fails a check in this way, all other participants in the Chase are instead considered to have moved forward by one category. Chasers in Close Contact are required to negotiate the same obstacles as the Chase leader.

Chasers in Point Blank range can take the obstacle or make an alternate check at DC 20 to avoid it – for example, "I'm not taking that insane turn into a blind alley at this speed; I'll kick around the block instead and pick' em up there."

Chasers at Short range can take the obstacle or an alternate route at DC 15.

Chasers farther back can generally avoid routine obstacles, but the GM may require a check if it is logically necessary: the Chase leader took the freeway over the bridge and is now headed out of town, for example.

ACTIONS AND COMBAT

Drivers must usually spend a full round action to make their Drive check while in a Chase. Passengers in a vehicle may make ranged attack rolls against passengers in other vehicles (including the driver) or against the vehicle of an opponent itself.

If any two participants are in the same distance category on the Chase track, passengers may make melee attacks against one another at a -4 penalty. After two full rounds in the same distance category, any participant driver may perform a Ramming action (see below) as a free action against an opponent in their category.



FIRING FROM A VEHICLE

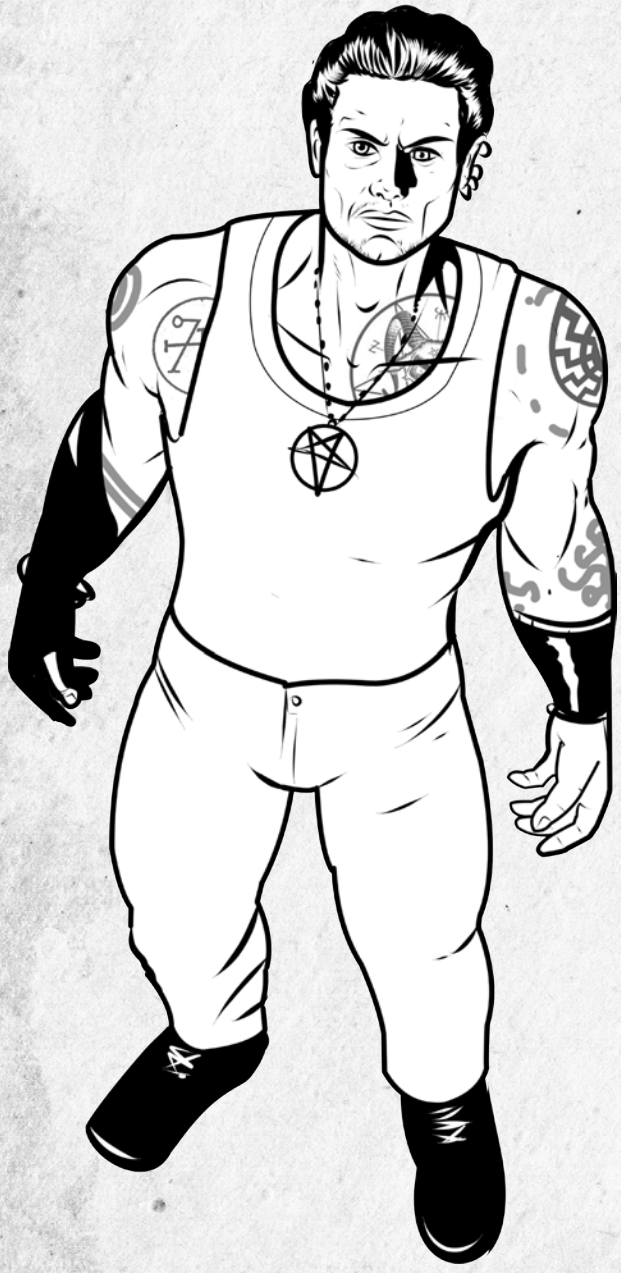
All ranged attacks made from a moving vehicle suffer a -4 penalty.

SPECIAL NOTE Firing from an enclosed space (like a squad car or elevator) amplifies the sound of the shots, and may deafen passengers; each shot fired like such should be

treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 10 minutes. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

ENCLOSED VEHICLES Any type of vehicle with both a roof and doors grants all passengers inside a +4 bonus to AC from cover. Some vehicles, such as jeeps and convertibles, will lose a roof or a door when they gain the broken condition, and are thereafter no longer counted as enclosed vehicles.

ASSISTING THE DRIVER A character in the passenger seat – or otherwise directly adjacent to her driver – may use the Aid Another action to assist her driver with a Drive roll as a standard action.



DUCKING A passenger may crouch low while in an enclosed vehicle as a free action, gaining an additional +4 bonus to AC from cover. While doing so, they suffer a -4 penalty on all attack rolls against opponents outside the vehicle. Alternatively, a passenger in an enclosed vehicle may take total cover as a free action, but a character benefiting from this cover may not make any attacks against opponents outside the vehicle.

A driver suffers -4 penalty to Drive checks while crouching in this way; a driver cannot make Drive checks at all while taking total cover.

ATTACKING YOUR OPPONENT'S VEHICLE A character may choose to directly attack an opponent's vehicle. Most cars have an AC of 10, motorcycles have an AC of 12, large trucks and SUVs have an AC of 9, and semis have an AC of 8.

All vehicles have a minimum Hardness of at least 5, and many have a hardness of 8. Military-grade and armored trucks usually possess a Hardness of 10. If a masterwork vehicle suffers more than a single point of damage, it becomes mundane.

If a mundane vehicle suffers more than 20 points of damage, it becomes broken.

Motorcycles become broken after suffering more than 10 hit points of damage; larger vehicles such as armored trucks become broken after suffering more than 30 points of damage.

BROKEN VEHICLES cannot be destroyed outright by small arms fire or melee attacks, but are instead usually forced off the road by a superior driver after becoming broken. Note that a sufficiently powerful effect – such as direct hit with a rocket-propelled grenade launcher – might be enough to destroy a broken vehicle outright, at a GM's discretion, but such effects are outside the core Chase rules.

RAMMING After two full rounds at Close Contact distance, a chaser may perform a Ramming action as a free action to stop the Chase leader and end the Chase.

Similarly, after two full rounds in the same distance category, any participant driver may perform a Ramming action as a free action against an opponent in their own distance category.

To ram an opponent, the chaser and the Chase leader – or other target – each perform opposed Drive checks. If the chaser succeeds, the target's vehicle is reduced by one step from masterwork to mundane, to broken, to destroyed. All passengers in her vehicle (including her) also suffer 2d6 points of damage.

TABLE: SKILLS IN BLOODLINES & BLACK MAGIC

Skill	Untrained	Ability
Acrobatics *	Yes	Dex
Appraise *	Yes	Int
Bluff *	Yes	Cha
Climb *	Yes	Str
Computer Use	No	Int
Craft (any)*	Yes	Int
Craft (chemical)	No	Int
Craft (electronics)	No	Int
Craft (mechanical)	No	Int
Diplomacy *	Yes	Cha
Disable Device *	No	Dex
Disguise*	Yes	Cha
Drive	No	Dex
Escape Artist*	Yes	Dex
Fly	No	Dex
Handle Animal	No	Cha †
Heal	No	Int †
Intimidate*	Yes	Cha
Knowledge (bloodlines)	No	Int
Knowledge (dungeoneering)	No	Int
Knowledge (engineering)	No	Int
Knowledge (firearms)	No	Int
Knowledge (geography)*	No	Int
Knowledge (history)*	No	Int
Knowledge (local)	No	Int
Knowledge (military)	No	Int
Knowledge (nature) *	No	Int
Knowledge (nobility) *	No	Int
Knowledge (occult)	No	Int
Knowledge (planes)*	No	Int
Knowledge (politics)	No	Int
Knowledge (pop)	No	Int
Knowledge (religion)	No	Int
Knowledge (tactics)	No	Int
Linguistics*	No	Int
Perception*	Yes	Wis
Perform	Yes	Cha
Profession	No	Int
Sense Motive*	Yes	Wis
Sleight of Hand	No	Dex
Stealth*	Yes	Dex
Street	Yes	Wis
Swim*	Yes	Str

* skill remains unchanged from the Pathfinder core rules.
† for some applications of this skill the character uses Dexterity as the ability modifier to determine success.

CHAPTER 7

CAREERS & LIFESTYLES



"What's done is done."

Shadows shivered at the edge of my vision, and I tilted my head slightly, and the room shifted into sharp focus: the sad curtains, the stain on the ceiling near the kitchen that two coats of paint couldn't cover.

If he regarded me with suspicion after this dinnertime conversation, he made a solid attempt at hiding it. Solid for Arthur, that was. He'd never been good at hiding his emotions, such as they were. Arthur tensed whenever I entered the room, and his attempts at nonchalance meant that he was more prone to knock over mugs of coffee or accidentally kick chair legs.

We were two strangers rattling around the cottage, and while the weather held, I was, more often than not perched on a chunk of tumbled masonry in the Vale Hall ruins. That's where I'd taken to stashing the journal. There was a gap in the hearth where I could tuck the tome once I'd wrapped it well in piece of builders' plastic. Not ideal, but I'd figure something out by the time winter came.

Somehow the words came easier to me when I sat among the ruins. If I narrowed my eyes at dusk, I fancied the shadows shaped the barrel-vaulted ceiling of what was once the dining hall. The ghosts of flames flickered in the heart. Occasionally, tatters of shadow moved of their own volition, and I imagined lords and ladies dancing to the strains of barely heard music.

Dusk or the dead hours before dawn were best, because then stillness would blanket the air. The pale wings of the resident barn owl would stir the stars, and I felt as if I stood on the cusp of a great discovery.

Still, the words poured from my fingers, and three-quarters of the journal were filled.

She holds a lantern ahead of her as she navigates the twisted corridors. Behind her, the sounds of screaming, the clash of steel on steel. Her fingers are sticky with blood—not hers. She doesn't know who died, whether she was defending herself or if she was the one to plunge into the fray, fingers talons as she rends her enemies limb from limb.

These words didn't shock me when I read them afterward. They were fragments of stories that needed preservation that I was somehow able to pull from some other realm. If I did so long enough, perhaps I would be able to piece them together, and so I persevered.

In a modern world, you can't fight the darkness all of the time. As a result, most Bloodlines heroes have jobs to pay for things like housing, food, transportation, weapons and esoteric components for the next ritual. Career paths describe these jobs.

At 1st level, all characters must choose one career. This career choice is free. All other career options after that, including the next step on a career path, cost one feat.

CAREERS IN BLOODLINES & BLACK MAGIC

When a player selects a career (or a career path) for their character, they are effectively assigning them a day job and explaining – at least in part – some of that character's background. Careers can be one-off choices, or they can be multi-stage or tiered progressions. The difference between the two is a character with a steady job but no real advancement opportunities or a character whose job is but a stepping-stone to a better one.

Tiered careers can be advanced by spending feats to unlock the various tiers of a career (or select a new one if desired – see **Changing Careers** below). This is known as "buying in." Many paths have prerequisites that a character must meet to advance along that path, so players should be mindful of how they plan to develop a character to ensure they meet future paths prerequisites. Most career paths have two or three tiers.

BENEFITS OF CAREERS

Careers provide characters with several benefits, as described below. Additionally, many careers will open up new skills that player characters have the option to learn, allowing the player to further customize their character. In general, the game assumes that the player characters spend around 30-40 hours per week to maintain their lifestyles (more on that in the Lifestyle section), and earn the wealth that career provides. It is suggested that these "working hours" happen in the background, and thus glossed over in regular game play, unless the darker world somehow comes to impact a character's daily job.

CHANGING CAREERS

If characters choose to spend a feat to change careers, they immediately gain the benefits of their new job, including abilities, equipment, and lifestyle. A character must replace their monthly income bonus with the bonus from their new career, even if it is lower than before. They retain the abilities and class skills they gained in their former job. If the old career and the new one both have the same skill on their Career Skills list, the bonuses do not stack.

If, as a roleplaying decision, characters choose to change occupations during a campaign, they do not automatically gain access to the bonuses of their new job nor do they lose access to the benefits of their former careers. The next time they have the opportunity to spend a feat, they may do so to change to that new career. If they do not choose to spend the feat, the aspects of their old career (abilities, skills, income) remain though they can continue to roleplay as if they had their new job.

THE MEASURE AND DEMANDS OF SUCCESS

Salaries, promotions and just how successful a character is in life do not have realistic portrayals in many games, largely because this often happens in the background of a character's more exciting life. In *Bloodlines & Black Magic*, we offer GMs a little more. While this isn't aimed at figuring out exactly how much you earn in that corner office, it is a game about exploring the dark shadows hidden from view. As such, how successful you are in your day job is handled abstractly. A doctor, for example, might make $10,000 per month at your local hospital but could make considerably more at the Mayo Clinic. In reality, those two doctors would have much different salaries, but detailing out the regional salary differences for each career would fill a book all by itself.

CAREERS

The careers listed in this chapter each have an average monthly income. GMs can adjust the amounts given to account for the region and specifics of each particular job. Some game may begin with all players having the lowest possible levels of their chosen careers. Others may have players starting at the top. The table below offers a few possible adjustment values but, as always, the final decision rests with the GM

Your career path represents the specific field in which you have chosen a career. The career paths allow you access to skill sets and talent related to those professions in your field.

TIER

As you progress in your career(s) you gain both experience and expertise. Sometimes this advancement may come with a new title, added responsibilities, and even a salary increase. When you create your character, *you will select a single career for that character.*

When you do this, three things happen. First, you gain a bonus to the Profession skill related to that career equal to your Tier bonus, as well as a second skill chosen from the career group associated with that career path. Second, you select the first tier talent associated with your career path, which you immediately gain. Thereafter, each time you gain a new tier, you gain another tier tier talent, each equal to or lower than your current tier in that particular career. You may choose any talent so long as it doesn't exceed the highest tier level you accomplished in your career.

THE PRICE (OR NOT) OF EDUCATION

In *Bloodlines & Black Magic*, the career path system makes certain assumptions for game balance and design. One of these is character education. The College Student Path begins the character on the steps leading to such careers as doctor, lawyer, a professor. This does NOT mean that other careers and/or paths are made up of the uneducated. Unless required by the demands of specific careers or career path, a character's education is a decision left up to individual players. In those cases, the benefits are roleplay-based. However, characters that choose a career requiring the college student tier must spend a feat to take that tier regardless of any roleplaying decisions they make.

TIER BONUS

Many of the tier talents grant you a tier bonus; this is a career bonus determined by the total number of tiers you have *in a single career path*, ***not*** *the highest tier you have attained*. For example, if you follow the military career path, you might quickly excel and gain tier 2 abilities, but might have previously been a student (your starting career). While you might have a total +3 tier bonus for all your ranks, you would still only receive a +2 carrer bonus on checks related to the military.

CAREER ABILITY MODIFIER

This represents the ability most commonly associated with your career path. This ability is used to determine the effects and frequency of some tier talents.

CAREER SKILL GROUP

Career skill groups represent those skills that are commonly practiced by people in your field. Each time you gain a path tier, you gain one skill from its associated career group; this new skill becomes one of your class skills. Specific career skill groups are listed below.

TABLE: SKILL GROUPS

Career Group	Skills
Academic	Appraise, Computer Use, Craft (chemical, electronics, mechanical), Heal, Knowledge (bloodlines, engineering, geography, history, nature, occult, planes, politics, religion), Linguistics, Profession
Covert	Acrobatics, Climb, Craft (all), Drive, Perception, Sense Motive, Sleight of Hand, Stealth, Street
Cultural	Appraise, Craft (any), Diplomacy, Disguise, Handle Animal, Knowledge (any), Linguistics, Perform
Physical	Acrobatics, Climb, Drive, Escape Artist, Fly*, Heal, Intimidate, Knowledge (firearms, military, tactics), Profession, Ride, Stealth, Swim, Survival
Political	Bluff, Diplomacy, Intimidate, Knowledge (geography, history, local, military, nobility, politics), Linguistics, Perception, Profession, Sense Motive
Practical	Appraise, Computer Use, Craft (any), Drive, Handle Animal, Heal, Knowledge (dungeoneering, engineering, geography, nature, pop), Profession (any), Sleight of Hand, Survival, Swim

TABLE: NET INCOME AFTER MONTHLY LIFESTYLE COSTS

Tier	Base Salary	Homeless	Poor	Struggling	Established	Comfortable	Privileged	Elite
4	50,000	50,000	49,500	48,800	46,400	44,500	41,500	25,000
4	45,000	45,000	44,500	43,800	41,400	39,500	36,500	20,000
4	40,000	40,000	39,500	38,800	36,400	34,500	31,500	15,000
4	35,000	35,000	34,500	33,800	31,400	29,500	26,500	10,000
4	30,000	30,000	29,500	28,800	26,400	24,500	21,500	5,000
4	25,000	25,000	24,500	23,800	21,400	19,500	16,500	0
3	20,000	20,000	19,500	18,800	16,400	14,500	11,500	x
3	15,000	15,000	14,500	13,800	11,400	9,500	6,500	x
3	10,000	10,000	9,500	8,800	6,400	4,500	1,500	x
3	9,500	9,500	9,000	8,300	6,100	4,000	1,000	x
3	9,000	9,000	8,500	7,800	5,400	3,500	500	x
3	8,500	8,500	8,000	7,300	5,100	3,000	x	x
3	8,000	8,000	7,500	6,800	4,400	2,500	x	x
3	7,500	7,500	7,000	6,300	4,100	2,000	x	x
2	7,000	7,000	6,500	5,800	3,400	1,500	x	x
2	6,500	6,500	6,000	5,300	3,100	1,000	x	x
2	6,000	6,000	5,500	4,800	2,400	500	x	x
2	5,500	5,500	5,000	4,300	2,100	x	x	x
2	5,000	5,000	4,500	3,800	1,400	x	x	x
2	4,500	4,500	4,000	3,300	1,100	x	x	x
2	4,000	4,000	3,400	2,800	400	x	x	x
1	3,500	3,500	3,000	2,300	x	x	x	x
1	3,000	3,000	2,500	1,800	x	x	x	x
1	2,500	2,500	2,000	1,300	x	x	x	x
1	2,000	2,000	1,500	800	x	x	x	x
1	1,500	1,500	1,000	300	x	x	x	x
1	1,000	1,000	500	x	x	x	x	x
1	500	500	0	x	x	x	x	x
1	0	0	x	x	x	x	x	x

A complete list of career paths can be found on page 124.

ADVANCING YOUR CAREER

In *Bloodlines & Black Magic*, ***there are two*** *ways in which to advance your career.* You can do so by either spending a feat to advance to the next tier in your career path, or as a reward over time (see below). PCs who want to quickly accelerate their careers are likely to invest feats early on, while those who wait will advance, only slower. Player characters who elect to advance their careers slowly (as they level), automatically gain the 2nd tier on their career path at 4th level, and their 3rd tier at 7th level. Player characters who 'buy into' their careers earlier on may do so as they see fit, but do not gain those feats back at 4th and 7th levels. nor may they elect to "slowly" level a second career (although the reverse is possible – see below).

ADDING A SECOND CAREER

Player characters can, with GM approval, add a second or even a third career provided they spend the feats to do so. It is entirely possible to advance one career naturally (using the inherent career progression) while spending feats to rapidly advance a second. Players attempting to do this should take note: PCs are still required to meet all of the prerequisites for both careers, which could easily sap away precious time from adventuring.

THE PATHS

ACADEMIC PATH

Career Ability Modifier
Intelligence or Constitution
Career Skill Group Academic
Profession educator, librarian, historian, philanthropist, scientist
Monthly Income +0

TIER 1 TALENT

Active Listening You can accurately recall things which you've heard. You recall information as an Intelligence skill check. The DC to recall information is equal to 15 + the number of concepts expressed by the initial speaker. If the concepts recalled are within your field of expertise, you may add your tier bonus to the check.

Advanced Research Select one Craft, Knowledge, or Profession skills. You apply your tier bonus whenever you use that skill. You can take advanced research more than once, each time applying the tier bonus to a new skill.

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Decoder Add your tier bonus to Linguistics skill checks.

Fine Details You choose one Knowledge skill which best represents your academic field of expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Intellectual Intuition A number of times equal to your career ability modifier career ability modifier career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (linguistics) check.

Spot the Value You apply your tier bonus to Appraise skill checks.

TIER 2 TALENT

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based Skill checks.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Career Insight A number of time per day equal to your tier + your career ability modifier, you gain +4 insight bonus to something related to your career.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll. You can take this talent more than once, each time gaining an additional use per day.

Determined You apply your tier bonus to Will saves.

Partnered Institution Choose one city that isn't where you are from. That city has an institution that shares a partnership with the institution at which you work. You can access resources from that institution as if you were your own institution. You can also get room and board, do research, and get allies if necessary.

Researcher You can take 20 on any Knowledge skill checks whenever you have some way of accessing research materials about the topic (such as the internet or a library)

TIER 3 TALENT

Demagogue You can rile up an audience by catering your words to appeal to their emotions, rather than their intellect. You can use Diplomacy to change the attitudes of other people feel about either a situation or another individual, or some type of media. You can affect of a number of individuals equal to your Charisma score.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained.

Occult Knowledge You treat Knowledge (bloodlines), Knowledge (occult), and Knowledge (planes) as class skills. If you have any of these skills as a class skill, then you add your Tier modifier to that skill.

Research Assistant You gain the Trusted Assistant Feat (see chapter 8).

AGRICULTURAL PATH

Career Ability Modifier
Wisdom or Constitution
Career Skill Group Practical
Profession farmer, gardener, landscaper
Monthly Income -1

TIER 1 TALENTS

Ag-Tech A number of times equal to your career ability modifier, when using agricultural machinery you gain a +2 bonus on a single Drive or Knowledge (engineering) skill check.

Farmer's Almanac You apply your tier bonus to all Survival skill checks.

Farmer's Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (nature) check
.

Fine Details You choose one skill (either Craft or Perform) which best represents your agricultural expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Green Thumb You have a knack for growing and tending to plants. You apply your tier bonus to either Knowledge (nature) or Profession (agriculture).

Holistic Remedy Thanks to your knowledge of herbs and plants, once per day as a standard action, you can concoct a natural salve or poultice that can stop bleeding, make someone vomit, or reduce swelling (basically anything short of actually restoring hit points). You can take this talent more than once, each time gaining an additional use per day. You can take this talent more than once, each time gaining an additional use per day.

Sense Edibility A number of times equal to your career ability modifier, when inspecting any food or drink, you gain a +2 bonus to identify if it is diseased or poisoned.

Tool of the Trade If you choose one type of farm tool associated with your profession (such as a hoe, garden clippers, pitchfork, or a spade), you can use your tool as a club, a hand axe, or a shortspear – and not an improvised weapon.

TIER 2 TALENTS

Bond with the Land You can apply your Career tier bonus to saving throws against the extraordinary abilities of plants or fey

Botanist Regardless of threats or distractions, you can take 20 on a Knowledge (nature) check to identify mundane plants.

Green Soul You can apply your Career tier bonus on Bluff, Diplomacy, and Intimidate skill checks when dealing with creatures tied to the natural world such as fey, genus loci and the like…

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Intuitional 3 times per day, you may add your tier bonus to any Wisdom-based Skill checks.

Partnered Institution Choose one location that isn't where you are from. That location has a Grange Hall, that acknowledges you as a member. You can access resources through the Grange Hall including room and board, access to farm equipment, or finding allies if necessary.

Improved Talent If you have the Tools of the Trade talent, you gain Weapon Focus (farm tool) feat.

TIER 3 TALENTS

Advanced Ag-Tech If you have the Ag-Tech talent, your bonus increases to +4.

Farm Hand You gain the Trusted Assistant Feat (see chapter 8).

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – uses of animals or plants, cultural practices, various farming practices, farm tools and machinery, food, agricultural law, geographic influences, weather.

Professional Talent If you have the Tools of the Trade talent, you gain Weapon Specialization (farm tool) feat.

ARTIST PATH

Career Ability Modifier Charisma or Dexterity
Career Skill Group Cultural
Profession actor, painter, poet, musician, sculptor, writer
Monthly Income -2

TIER 1 TALENT

Artistic Connection A number of times equal to your career ability modifier, when using your art in some fashion, you gain a +2 bonus on a single Diplomacy or Intimidation skill check.

Artist's Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (history) check.

Fine Details You choose one skill which best represents your artistic expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Raw Talent You gain an additional number of skill point equal to you career ability modifier that you can apply to a Craft or Profession skill of your choice. Each time you gain a Tier, you can opt to take this talent again.

Renaissance Artist You occasionally dabble in different forms of art. A number of times per day equal to your tier modifier, you can use another Perform skill as if you were trained in it.

Set the Mood You can make a DC 20 Performance check to use your art to aid allies in influencing others. If you succeed, you grant your ally a +2 circumstance bonus to her Diplomacy or Intimidate check.

Spot the Value You apply your tier bonus to Appraise skill checks.

TIER 2 TALENT

Actor's Allure Once per day, you can reference your acting credits to force a target to succeed at a Will save (10+ your career tier bonus) or shift their attitude one step in your favor. You can take this talent more than once, each time gaining an additional use per day.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a d20 roll.

Charismatic 3 times per day, you may add your tier bonus to any Charisma-based Skill checks.

Eccentric Research A number of times equal to your career ability modifier you can make any knowledge check untrained.

Manager You gain a manager who books jobs for you (you gain an additional Profession checks each month) but takes 5% of your pay.

Performer's Inspiration One per day, as an extraordinary ability, you can inspire your companions as if using the bardic ability inspire courage. The morale bonus is equal to your career tier bonus.

Unique Viewpoint Your artistic way of seeing the world also grants you a +2 insight bonus to Perception. You may use this talent a number of times equal to your career ability modifier

Writer Babble You get a +2 insight bonus to Bluff checks both in and out of combat. You may use this talent a number of times equal to your career ability modifier

TIER 3 ABILITIES

Advanced Artistic Connection If you have the Artistic Connection talent, your bonus increases to +4.

Artisan You can make untrained skill checks in any Craft skill.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – art history, culture, musical instruments, lore, historical literature, influential artists, musicians, painters, or writers, or political movements influence by art.

Signature Style Whenever you successfully use the Craft or Perform skills to create a piece of art, you add your Career tier bonus to the skill check. All works associated with your primary artistic profession are considered masterworks.

See the Plot One per day, your natural ability with stories, plot structure and foreshadowing allows you to predict certain outcomes. This functions as the spell augury but is an extraordinary ability.

ATHLETE PATH

Career Ability Modifier Strength, Dexterity, or Wisdom
Career Skill Group Physical
Profession gymnast, league sport, martial artist or runner
Monthly Income -1

TIER 1 TALENTS

Athletic Focus A number of times equal to your career ability modifier, you gain a +2 insight bonus to a single Climb or Swim check.

Conditioned You gain an insight bonus equal to your tier bonus to all Fortitude checks made to withstand environmental threats such as cold, drowning, heat, starvation, or suffocation.

Gymnast You apply your tier bonus to all Acrobatics skill checks.

Fine Details You choose one skill which best represents your athletic expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Practice Makes Perfect Once per day you can reroll a failed skill check related to performing a physical activity. You can take this talent more than once, each time gaining an additional use per day.

Tactical Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (tactics) check.

Tools of the Trade If you play a sport that requires you to swing some type of stick (such as baseball, cricket, hockey, lacrosse, or tennis), you can use your stick as a club and not an improvised weapon.

TIER 2 TALENT

Brute 3 times per day, you may add your tier bonus to any Strength-based skill checks.

Determined You apply your tier bonus to Will saves.

Improved Talent If you have the Tools of the Trade talent, you gain Weapon Focus (stick) feat.

Light Touch You apply your tier bonus to Reflex saves.

Multitasker Once per day, you can take an additional move action. You can take this talent more than once, each time gaining an additional use per day.

Nimble 3 times per day, you may add your tier bonus to any Dexterity-based skill checks.

Quick Reactions One per day, you apply your career tier bonus to a single Initiative check. You must announce you are using this talent before rolling the check.

TIER 3 ABILITIES

Advanced Athletic Focus If you have the Athletic Focus talent, your bonus increases to +4.

Give 110% One per day, you may take an extra standard action.
LIVING THE DREAM Because of your perseverance and strong sense of identity you add gain a circumstance bonus equal to your career ability modifier to all Will saves.

Professional Talent If you have the Tools of the Trade talent, you gain Weapon Specialization (club) feat.



Who are the dreaming daimons?

BLOODLINE PATH

Career Ability Modifier Charisma or Constitution
Career Skill Group Cultural
Profession None. Recognized bloodline family members instead receive special benefits (see below).
Monthly Income +1

TIER 1 TALENT

Active Listening You can accurately recall things you've heard. You recall information by making an Intelligence skill check. The DC to recall information is equal to 15 + the number of concepts expressed by the initial speaker. If the concepts recalled are within your field of expertise, you may add your tier bonus to the check.

Bloodline Decorum Once per day, you may reroll a Diplomacy, Perception or Sense Motive skill check when dealing with members of the various bloodlines.

Bloodline's Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (bloodlines) check.

Fine Details You choose one skill (either Craft or Perform) which best represents your bloodline's expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Intuitive You gain Sense Motive as a class skill. If you already have Sense Motive as a class skill, then you add your tier modifier to that skill.

Proper Upbringing You apply your tier bonus to all Diplomacy skill checks.

Spot the Value You apply your tier bonus to Appraise skill checks.

TIER 2 TALENT

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll. You can take this talent more than once, each time gaining an additional use per day.

Deepening Connection You gain 1 BP (bloodline point). You can take this talent to gain an additional bloodline point each time you gain a new tier.

Determined You apply your tier bonus to Will saves.

Partnered Institution Choose one city that isn't where you are from. That city has a well-established network of members of your bloodline that frequently gather to act as a collective. You become a member of the collective and may access resources, get room and board, do research, and gain allies if necessary.

Power in the Blood Once per day, you can cut yourself (costing 1 hp), drip fresh blood on an item and detect if it has a magical aura (as if casting a detect magic spell; the CL is equal to your path tier). You can take this talent more than once, each time gaining an additional use per day.

Sense Bloodline You can use your Sense Motive check to attempt to determine another individual's bloodline. The DC of the check is equal to 10 + the individual's class level + his tier

TIER 3 TALENT

Family Relic Once per month, you may borrow a magical item from your bloodline family's vault. You must have GM permission, the item can be drawn from the Pathfinder Core Rulebook or the Bloodlines & Black Magic, and it must be worth less than 10,000 gp (10,000 dosh). You may only borrow this item for 1 day per character level.

In the Blood Add your career ability modifier to determine your total Bloodline Points

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include— bloodline abilities, relationships between bloodlines, origin stories, members of specific houses, and rumors and legends.

Master's Mark The benefit from your Proper Upbringing increases to +2 and you gain an additional 1 BP (bloodline point).

CIVIL SERVANT PATH

Career Ability Modifier Intelligence or Dexterity
Career Skill Group Political
Profession administration, clerk, civil servant, foreign affairs, government official, human resources
Monthly Income +0

TIER 1 TALENTS

Active Listening You can accurately recall things which you've heard. You recall information as an Intelligence skill check. The DC to recall information is equal to 15 + the number of concepts expressed by the initial speaker. If the concepts recalled are within your field of expertise, you may add your tier bonus to the check.

Civic Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (politics) check.

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Cut Through the Tape One per day, you can take 10 on any skill check made to navigate through the murky waters of legal or government bureaucracy.

Double Talker You apply your tier bonus to all Bluff skill checks.

Fine Details You choose one skill (either Craft or Perform) which best represents your political expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Unnoticed Observation Often overlooked, you keep a sharp eye out for interesting tidbits. You apply your tier bonus to Perception skill checks.

TIER 2 TALENTS

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll. You can take this talent more than once, each time gaining an additional use per day.

Determined You apply your tier bonus to Will saves.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Multitasker Once per day, you can take an additional move action. You can take this talent more than once, each time gaining an additional use per day.

Partnered Institution Choose one city that isn't where you are from. That city has an institution that shares a partnership with the institution you work at. You can access resources from that institution as if you were a member of that organization. You can also get room and board, do research, and gain allies if necessary.

Time Management Whenever you take a full-round action to plan your action, you grant a number of your allies equal to your tier bonus a +1 to any single d20 roll which they may use during the next encounter.

TIER 3 TALENTS

Call in a Favor You can use your connections in the federal bureaucracy to get yourself out of a sticky situation involving government officials, law enforcement, or the military.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include— bureaucracy, civics, cultures, important political figures, and worldviews.

Professional Access one per day, you can use your legal connections to procure certain classified legal documents normally off limits to a civilian. This allows you to take 20 to any Skill checks research any individual with a criminal record.

Quick Response Whenever you are surprised, you are not considered flat-footed; you still cannot take any actions until the surprise round ends.

Resource Management You treat your monthly income as if it is one rank higher than your actual monthly income.

CORPORATE PATH

Career Ability Modifier Intelligence or Charisma
Career Skill Group Academic
Profession actuary, banker, business partner, C.E.O, manufacturer, stock trader
Monthly Income +0

TIER 1 TALENTS

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Tactical Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (tactics) check.

Decoder Add your tier bonus to Linguistics checks.

Fine Details You choose one skill that best represents your corporate expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Negotiator You apply your tier bonus to Diplomacy checks.

Investor You have a number of investments that help increase your earning potential. Whenever you beat the DC of your Profession skill check to determine your monthly salary by more than 5, you gain an additional $500 x your tier bonus.

Spot the Value You apply your tier bonus to Appraise skill checks.

TIER 2 TALENTS

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based Skill checks.

Board Member Once per day you can reroll a failed Charisma-based skill check.

Critical Thinking Once per day, you can add your tier

Determined Apply your tier bonus to Will saves.

Make Money You have a number of investments that help increase your earning potential. Whenever you roll a natural 18-20 on a Profession (skill check) to determine your monthly salary, it increases by 2 ranks instead of 1.

Partnered Institution Choose one city that you don't live in. That city has a corporate office or financial institution that

shares a partnership with the institution you work at. You can access resources from that institution as if you were your own institution. You can also get room and board, do research, and gain allies if necessary.

Resource Management You treat your monthly income as if it is one rank higher than your actual monthly income.

TIER 3 TALENTS

Advanced Conference If you have the conference talent, your conference skill bonus increases to +4

CEO As head of the company, you gain additional lifestyle perks. You treat your lifestyle as if it is one category higher than your actual lifestyle without paying the additional costs.

Deep Pockets You treat your monthly income as if it is two ranks higher than your actual monthly income.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – business, a corporation, economics and economies, government policies, economic law, money, trade and trade routes.

CRIMINAL PATH

Career Ability Modifier Charisma or Dexterity
Career Skill Group Covert or Physical
Profession burglar, con artist, cleaner, dispatcher, enforcer, fence, gangster, hit man, pickpocket
Monthly Income -2

TIER 1 TALENTS

Cold Eyes You apply your tier bonus to Perception skill checks

Criminal Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (local) check.

Fine Details You choose one skill that best represents your criminal expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Grifter You apply your tier bonus to Bluff skill checks.

Hit the Gas Add your tier bonus to all Drive skill checks

Spot the Value Apply your tier bonus to Appraise skill checks.

Streetwise You apply your tier bonus to Street skill checks

TIER 2 TALENTS

Convincing Smile You gain the feat Skill Focus for a single Charisma-based skill.

Glib Talker Once per day, you can reroll a Bluff or Street check. You can take this talent more than once, each time gaining an additional use per day.

Light Touch You apply your tier bonus to Sleight of Hand skill checks.

Lowball Combat! Once per day you can treat your bonded weapon as if it possessed the deceptive special ability, gaining a luck bonus on Bluff checks to feint equal to your Charisma modifier. You can take this talent more than once, each time gaining an additional use per day.

Let's Get Physical Once per day, you may add your tier bonus to any Strength-based skill checks. You can take this talent more than once, each time gaining an additional use per day.

Plugger One per day, if you attack before your foe during a surprise round, you deal an extra 1d6 points of damage. This bonus stacks with sneak attack and similar abilities. If you have this same career at 7th level, the damage increases to 2d6.

Snatch! Once per day, as a standard action, when engaged in adjacent melee combat you can take -10 penalty to attack to make a Sleight of Hand check (DC = CMD of your foe). If you succeed, you grab a random item from your target (GM decides which item you gain). You can take this talent more than once, each time gaining an additional use per day.

TIER 3 TALENTS

Focused Strike Once per encounter, if you spend a full round studying your target before attacking him, you gain an insight bonus equal to your Intelligence modifier to hit and damage. Additionally, for that attack, if your Intelligence score modifier is higher than the weapon's normal critical modifier, you may use that instead.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include– individuals or situations that influenced your mindset or your criminal activities.

The Professional The bonuses from glib talker and cold eyes both increase by +1 each (to a total of +2 Street and +2 Perception).

Syndicate Boss As head of a crime syndicate, you gain additional lifestyle perks. You treat your lifestyle as if it is one category higher than your actual lifestyle without paying the additional costs.

CULINARY ARTS PATH

Career Ability Modifier Wisdom or Dexterity
Career Group Practical
Profession catering, chef, cook, kitchen management
Monthly Income -1

TIER 1 TALENTS

Cook's Blade You apply your tier bonus to all Initiative rolls when thrown into melee while holding a knife or dagger.

Epicure A number of times equal to your career ability modifier, regardless of threats or distractions, gain a +2 to any Knowledge (nature) or Craft (cooking) skill checks to identify the components of any meal you can examine.

Fine Details You choose one skill that best represents your culinary expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Holistic Remedy Thanks to your knowledge of herbs and plants, once per day as a standard action, you can concoct a natural salve or poultice that can stop bleeding, make someone vomit, or reduce swelling (basically anything short of actually restoring hit points). You can take this talent more than once, each time gaining an additional use per day.

Food Technology You gain Knowledge (mechanics) as a class skill. If you already have Knowledge (mechanics) as a class skill, then you add your tier modifier to that skill.

Sense Edibility A number of times equal to your career ability modifier, when inspecting any food or drink, you gain a +2 bonus to identify if it is diseased or poisoned.

Table Service You add your tier bonus to any Sense Motive checks.

TIER 2 TALENTS

Chef's Blade You gain a Weapon Focus (dagger) as a bonus feat.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Eloquent You gain Diplomacy as a class skill. If you already have Diplomacy as a class skill, then you add your Tier modifier to that skill.

Lord of the Kitchen Once per day, you can reroll a failed Intimidation or Diplomacy check. You can take this talent more than once, each time gaining an additional use per day.

Manipulative Chef You can use your cooking to win over an individual, effectively getting them to listen to you as if you had changed their starting attitude to Friendly. After preparing and serving a meal, you make a Craft (cooking) check instead of a Diplomacy check. If the check succeeds, any of the individuals that consumed the meal change their attitude towards you to Friendly. This change doesn't extend to the target's attitude toward any of your allies.

Multitasker Once per day, you can take an additional move action. You can take this talent more than once, each time gaining an additional use per day.

Partnered Institution Choose one city that isn't where you are from. That city has a culinary arts facility that shares a partnership with the institution you work at. You can access resources from the culinary arts facility as if you were your institution. You can also get room and board, do research, and gain allies if necessary.

TIER 3 ABILITIES

Advanced Holistic Remedy You can use your holistic remedy to create concoctions that boost stamina and vigor. You can make tonics that temporarily stave off fatigue and exhaustion by 1 hour, or duplicate the effects of a delay poison spell, or (if you chose Wisdom as your career ability modifier) provide a number of temporary hit points equal to your career ability modifier.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples may include but are not limited to – culinary arts, food, chefs, cookbooks, cultural food preferences, plant or animal based toxins, culture, and culinary institutions.

Master's Blade You gain Weapon Specialization (dagger).

Master Chef You can use your cooking to win over an individual, effectively getting them to listen to you as if you had changed their starting attitude to Friendly. After preparing and serving a meal, you make a Craft (cooking) check instead of a Diplomacy check. If the check succeeds, the individuals consuming the meal change their attitude to friendly.

HEALTH CARE

Career Ability Modifier Intelligence or Dexterity
Career Skill Group Academic
Profession nurse, dentist, medical doctor, or psychologist
Monthly Income +0

TIER 1 ABILITIES

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Deft Hands You gain Sleight of Hand as a class skill. If you already have Sleight of Hand as a class skill, then you add your Tier modifier to that skill.

Fine Details You choose one skill that best represents your medical expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Improvised Kit Your medical education allows you to improvise when treating injuries. When treating wounds, you only require half as many supplies. This means a single use can be spread over two treatments, and a treating a deadly wound only requires a single kit use.

Medical Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (science) check.

Medical Training You apply your tier bonus to all Heal skill checks.

Medical Technician You gain Disable Device as a class skill. If you already have Disable Device as a class skill, then you add your Tier modifier to that skill.

TIER 2 TALENTS

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll. You can take this talent more than once, each time gaining an additional use per day.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Field Medic Whenever you make a successful Heal check to help an injured ally, they recover twice the amount of damage.

Medical Professional When making a Heal skill check, you may take 10 even if stress and distractions would normally prevent you from doing so.

Multitasker Once per day, you can take an additional move action. You can take this talent more than once, each time gaining an additional use per day.

Partnered Institution Choose one city that isn't where you are from. That city has a medical facility that shares a partnership with the institution you work at. You can access resources from that facility as if you were your own. You can also get room and board, do research, and gain allies if necessary.

TIER 3 TALENTS

The Doctor's in the House You are highly regarded (possibly popular) in your field. Select two Charisma-based skills. You may add your career ability modifier to those two skills.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include— drugs, medical treatments, alternative medicines, ancient or historical treatments, quack sciences, or medical institutions.

Shift Adaptation After working ridiculously long shifts, your body has adapted to functioning on less sleep. Subtract your tier bonus from the 8 hours of sleep normally required to recover.

Strong Willed If you chose Intelligence as your career path ability, you apply it to all saving throws against the effects of diseases, drugs, or toxins.

Surgeon's Hand A number of times equal to your career ability modifier, you apply a +2 bonus to Disable Device and Sleight of Hand skill checks.

Triage Whenever you perform a Heal skill check to treat deadly wounds, it takes half the time.

INFORMATION TECHNOLOGY PATH

Career Ability Modifier Intelligence or Dexterity
Career Skill Group Academic
Profession coder, data analyst, network engineer, or pen-tester
Monthly Income +1

TIER 1 TALENTS

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Blackmail A number of times equal to your career ability modifier, you gain a +2 bonus to Intimidate, and Sense Motive checks while dealing with a career that involves interacting with the public.

Data Researcher A number of times per day equal to your Intelligence modifier, you gain a +2 insight bonus to a bonus to any Knowledge skill check you make provided you have access to the Internet.

Decoder Add your tier bonus to Linguistics checks.

Fine Details You choose one skill that best represents your IT expertise. Whenever you fail a check using this skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Hacker You apply your tier bonus to Computer Use skill checks.

Systems Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Computer Use skill check.

TIER 2 TALENTS

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based skill checks.

Boost Bars Whenever you make a Computer Use skill check to connect (or reconnect) your smart phone, tablet, or computer to a network, add your tier bonus as an insight bonus to that roll.

Critical Thinking Once per day, you can add your tier bonus as an insight bonus to determine the outcome of a single d20 roll.

Deep Web You use your connection to access the Internet anonymously through the Deep Web. Your searches are untraceable. You can also illegally search for private information on corporate, financial, political, and medical which is normally not available to the public.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply

your tier bonus to the normal +2 bonus you provide your pupil.

Eloquent You gain Diplomacy as a class skill. If you already have Diplomacy as a class skill, then you add your tier modifier to that skill.

Partnered Institution Choose one city that isn't where you are from. That city has an institution that shares a partnership with the institution you work at. You can access resources from that institution as if you were your own institution. You can also get room and board, do research, and gain allies if necessary.

TIER 3 TALENTS

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – computers, conspiracies, data analysis, or networking.

Resource Management You treat your monthly income as if it is one rank higher than your actual monthly income.

Shadow Web If you have the deep web talent, you can push your skills further to access the Shadow Web. The Shadow Web provides illegal access to a host of unsavory and illegal websites concerning conspiracies, criminal activities, occult activities, cults, and even active terrorist organizations. You add you tier modifier and your career ability modifier to any search performed on the Shadow Web. Failing skill checks on the Shadow Web can have disastrous results.

Shift Adaptation After working ridiculously long shifts, your body has adapted to functioning on less sleep. Subtract your tier bonus from the 8 hours of sleep normally required to recover.

LAW ENFORCEMENT PATH

Career Ability Modifier Wisdom or Strength
Career Skill Group Physical
Profession bodyguard, detective, loss prevention expert, police officer, private investigator, security guard, SWAT
Monthly Income +0

TIER 1 TALENTS

Criminal Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (local) check.

Fine Details You choose one skill that best represents your martial expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Fit You apply your tier bonus to all Acrobatics skill checks.

Freeze! You can make an opposed Intimidate to command a fleeing individual to immediately cease all actions, drop any weapon, and throw his hands into the air.

Gumshoe You apply your tier bonus to Perception skill checks.

On the Scene! Once per day, you can reroll one failed Perception check while at a crime scene or while a crime is taking place nearby. You can take this talent more than once, each time gaining an additional use per day.

Tough Cop If you chose Strength as your career ability modifier, apply it to any Diplomacy, Intimidate, or Sense Motive checks to gain a lead or hunch from social interactions.

TIER 2 TALENTS

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll. You can take this talent more than once, each time gaining an additional use per day.

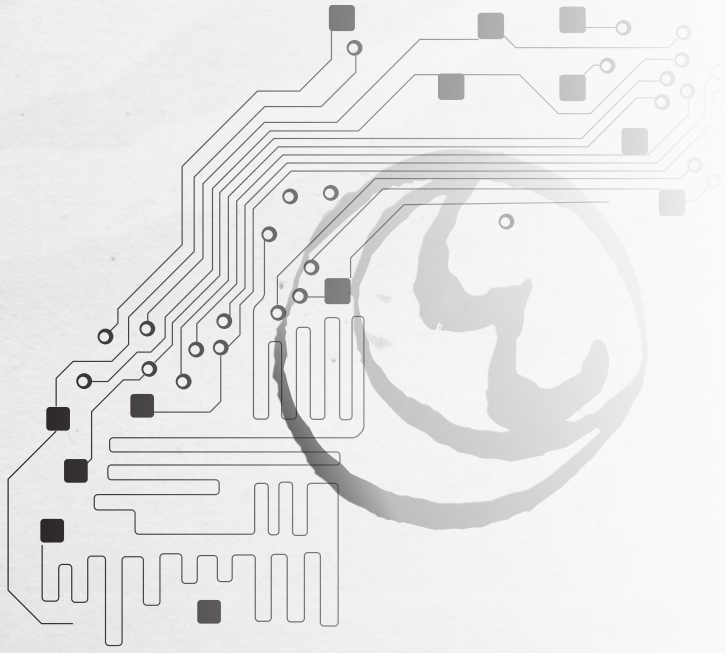
Determined You apply your tier bonus to Will saves.

Human Shield Whenever you hold your action to guard an ally, you can opt to block an incoming blow directed at the ally you are guarding, forcing the attacker to attack you instead of his intended target.

Martial Training 1 If you chose Intelligence as your Career Path Ability, add your career ability modifier to your Initiative checks.

Quick Exit One per day, you can locate an alternate escape route for yourself and others, allowing you to help others escape without provoking attacks of opportunity.

Trained Senses If you chose Wisdom as your career ability modifier, a number of times per day equal to your Wisdom modifier, you can reroll a Perception or Sense Motive skill check.



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Ruzp agf itmf uf ue mxx mnagf

This is a free action.

TIER 3 TALENTS

Advance Disarm You apply your tier bonus to bonus to CMB rolls whenever you attempt to disarm an enemy.

Professional Access Once per day, you can use your legal connections to procure certain classified legal documents normally off limits to a civilian. This allows you to take 20 to any Skill checks research any individual with a criminal record.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – with crimes, criminals, crime syndicates, law, police policies, politics, or criminal institutions.

Martial Training 2 If you chose Intelligence as your career path ability, you gain a dodge bonus equal to your career path modifier. If you chose Strength as your Career Path Ability, you gain DR– equal to your career ability modifier.

Take Down! Once per day, as an immediate action, you can reroll one failed CMB roll. You can take this talent more than once, each time gaining an additional use per day.

CAREER PATHS

For your convenience, here is a list of the career paths listed in this section.These are:

- The academic path
- The agricultural path
- The artist path
- The athlete path
- The bloodline path
- The civil servant path
- The corporate path
- The criminal path
- The culinary path
- The health care path
- The information technology path
- The law enforcement path
- The legal path
- The military path
- The political path
- The rescue worker path
- The religious path
- The tradesman path

LEGAL PATH

Career Ability Modifier Intelligence or Charisma
Career Skill Group Political
Profession compliance attorney, firm partner, head of litigation, JAG, probate lawyer, senior counsel, release manager, real estate lawyer,
Monthly Income +2

TIER 1 TALENTS

Active Listening You can accurately recall things you've heard. You recall information as an Intelligence skill check. The DC to recall information is equal to 15 + the number of concepts expressed by the initial speaker. If the concepts recalled are within your field of expertise, you may add your tier bonus to the check.

Analytical 3 times per day, you may add your tier bonus to any Intelligence-based skill checks.

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Double Talker You apply your tier bonus to all Bluff skill checks

Fine Details You choose one skill that best represents your legal expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Negotiator You apply your tier bonus to Diplomacy checks.

Legal Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (law) check.

TIER 2 TALENTS

Blackmail A number of times equal to your career ability modifier, you gain a +2 bonus to Intimidate, and Sense Motive checks while dealing with a career that involves interacting with the public.

Counter Statement Once per day you can reroll a failed Diplomacy check. You must use the results of the second roll even if it is lower than the first. You can take this talent more than once, each time gaining an additional use per day.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a d20 roll.

Determined You apply your tier bonus to Will saves.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Partnered Institution Choose one city that isn't where you are from. That city has a law firm that shares a partnership with the firm you work at. You can access resources from that firm as if you were your own. You can also get room and board, do research, and gain allies if necessary.

Shift Adaptation After working ridiculously long shifts, your body has adapted to functioning on less sleep. Subtract your tier bonus from the 8 hours of sleep normally required to recover.

TIER 3 TALENTS

Demagogue You can rile up an audience by catering your words

to appeal to their emotions, rather than their intellect. You can use Diplomacy to change the attitudes of how other people feel about either a situation or another individual, or some type of media. You can affect a number of individuals equal to your Charisma score.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include—court cases, law, government, or a legal institutions.

Plea Bargain During each trial, you have the opportunity to meet with your opposing counsel and offer to trade for information.

Professional Access once per day, you can use your legal connections to procure certain classified legal documents normally off limits to a civilian. This allows you to take 20 to any skill checks research any individual with a criminal record.

MILITARY PATH

Career Ability Modifier Intelligence or Strength
Career Skill Group Physical
Profession mercenary, officer, soldier
Monthly Income -2

TIER 1 TALENTs

Special: Rank This tier covers US Military enlisted ranks of E-1 to E-5.

Eloquent You gain Diplomacy as a class skill. If you already have Diplomacy as a class skill, then you add your Tier modifier to that skill.

Focus You choose one skill that best represents your military expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Healthy You apply your tier bonus to all Acrobatics skill checks.

Intuitive You gain Sense Motive as a class skill. If you already have Sense Motive as a class skill, then you add your Tier modifier to that skill.

Martial Training 1: If you chose Intelligence as your Career Path Ability, add your career ability modifier to your Initiative checks.

National Access Choose one city that isn't where you are from. The military base in that city shares strong ties with the base where you were trained. You can access resources from that base as if you were at your base. You can also get room and board, do research, and gain allies if necessary.

Tactical Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (tactics) check.

TIER 2 TALENTS

Rank This tier covers US Military enlisted ranks of E-6 to E-9 or US Military officer ranks of O-1 to O-4.

Arms Training You gain the Weapons Focus feat

Brute 3 times per day, you may add your tier bonus to any Strength-based Skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a d20 roll.



Determined You apply your tier bonus to Will saves.

First Responder You apply your tier bonus to your Initiative check.

Light Touch You apply your tier bonus to Sleight of Hand skill checks.

Martial Training 2 If you chose Intelligence as your career path ability, you gain a dodge bonus equal to your career path modifier. If you chose Strength as your Career Path Ability, you gain DR— equal to your career ability modifier.

TIER 3 TALENTS

Rank This tier covers US Military officer ranks of O-7 to O-9.

Arms Specialist You gain the Weapon Specialization feat

Demagogue You can rile up an audience by catering your words to appeal to their emotions, rather than their intellect. You can use Diplomacy to change the attitudes of other people feel about either a situation or another individual, or some type of media. You can affect of a number of individuals equal to your Charisma score.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include—the military, a military figure, a military institution, or war.

Shift Adaptation After working ridiculously long shifts, your body has adapted to functioning on less sleep. Subtract your tier bonus from the 8 hours of sleep normally required to recover.

Take Down! Once per day, as an immediate action, you can reroll one failed CMB roll. You can take this talent more than once, each time gaining an additional use per day.

POLITICS PATH

Career Ability Modifier Intelligence or Charisma
Career Skill Group Political
Profession campaign manager, consulate, lobbyist, politician, representative
Monthly Income +3

TIER 1 TALENTS

Active Listening You can accurately recall things you've heard. You recall information as an Intelligence skill check. The DC to recall information is equal to 15 + the number of concepts expressed by the initial speaker. If the concepts recalled are within your field of expertise, you may add your tier bonus to the check.

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks during any formal meeting, interrogation or bargaining session.

Civic Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (politics) check.

Double Talker You apply your tier bonus to all Bluff skill checks.

Fine Details You choose one skill that best represents your political expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Negotiator You apply your tier bonus to Diplomacy checks.

Performer's Inspiration One per day, as an extraordinary ability, you can inspire your companions as if using the bardic ability Inspire Courage. The morale bonus is equal to your career tier bonus.

TIER 2 TALENTS

Air Time Whenever you travel, you have the opportunity to play a talking head on local radio or television. You gain 15 minutes of public airtime typically shared with an interviewer. You can use that time to advance any personal agenda you can verbalize, including using covert threats and other types of double entendre to communicate to hidden allies or enemies. Alternately, you can choose to host a rally or similar type of street demonstration. The number of people you can tally is 1d20 attendees x career ability modifier + your tier bonus.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a d20 roll.

Blackmail A number of times equal to your career ability modifier, you gain a +2 bonus to Intimidate, and Sense Motive checks while dealing with a career that involves interacting with the public.

Determined You apply your tier bonus to Will saves.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Partnered Institution Choose one city that isn't where you are from. That city has an institution that shares a partnership with the institution you work at. You can access resources from that institution as if you were your institution. You can also get room and board, do research, and gain allies if necessary.

Professional Access one per day, you can use your legal connections to procure certain classified legal documents normally off limits to a civilian. This allows you to take 20 to any skill checks research any individual with a criminal record.

TIER 3 TALENTS

Advanced Conference If you have the Conference talent, your bonus increases to +4.

Campaign Assistant You gain the Trusted Assistant Feat (see Chapter 8).

Demagogue You can rile up an audience by catering your words

to appeal to their emotions, rather than their intellect. You can use Diplomacy to change the attitudes of how other people feel about either a situation or another individual, or some type of media. You can affect a number of individuals equal to your Charisma score.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – governments, politics, a political figure, or a political institution.

RESCUE WORKER PATH

Career Ability Modifier Intelligence or Strength
Career Skill Group Physical
Profession Coast Guard, EMT, Fireman, HAZMAT, Mining **Rescue Worker**, Paramedic, Park Ranger
Monthly Income +0

TIER 1 TALENTS

Fine Details You choose one skill that best represents your rescue training expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Fit You apply your tier bonus to all Acrobatics skill checks.

Hit the Gas Add your tier bonus to all Drive skill checks

Risk Assessment A number of times per day equal to your career ability modifier, you gain a +2 insight bonus when using Craft (mechanical), Knowledge (dungeoneering), or Knowledge (engineering) skills to assess the safety of a physical area, structure, or general environment. You may apply this bonus to saving throws against mechanical traps, too.

Structural Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (engineering) check.

Swing the Irons You gain the Weapon Focus (axes) as a bonus feat

Vitamin D You apply your tier bonus to all Heal skill checks.

TIER 2 TALENTS

Brute 3 times per day, you may add your tier bonus to any Strength-based skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll.

Determined You apply your tier bonus to Will saves.

First Responder You apply your tier bonus to your Initiative check.

Light Touch You apply your tier bonus to Reflex saves.

Thick Skin You are used to hotter-than-normal temperatures. This functions like an *endure elements* spell, but only for heat.

Trauma Magnet Once per day, you can reroll a failed Heal skill check. You can take this talent more than once, each time gaining an additional use per day.

TIER 3 TALENTS

Earned Scars Once per day you can reroll a failed Reflex save. You can take this talent more than once, each time gaining an additional use per day.

Field Medic Whenever you make a successful Heal check to help an injured ally, they recover twice the amount of damage.

ParaGod Once per day, when attempting a physical act while performing your job as a Rescue Specialist, you may reroll that check if you fail. You can take this talent more than once, each time gaining an additional use per day.

Shift Adaptation After working ridiculously long shifts, your body has adapted to functioning on less sleep. Subtract your tier bonus from the 8 hours of sleep normally required to recover.

RELIGIOUS PATH

Career Ability Modifier Constitution or Charisma
Career Skill Group Academic
Profession cleric, evangelical, minister, monk, missionary, priest, rabbi
Monthly Income -2

TIER 1 TALENTS

Active Listening You can accurately recall things that you've heard. You recall information as an Intelligence skill check. The DC to recall information is equal to 15 + the number of concepts expressed by the initial speaker. If the concepts recalled are within your field of expertise, you may add your tier bonus to the check.

Conference A number of times equal to your career ability modifier, you gain a +2 bonus to Bluff, Diplomacy and Sense Motive checks when sermonizing or counsel to those in need.

Eloquent You gain Diplomacy as a class skill. If you already have Diplomacy as a class skill, then you add your Tier modifier to that skill.

Fine Details You choose one skill that best represents your religious expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Holy Inspiration Once per day, as an extraordinary ability, you can inspire your companions as if using the bardic ability Inspire Courage. The moral bonus is equal to your Career tier bonus. You can take this talent more than once, each time gaining an additional use per day.

Intuitive You gain Sense Motive as a class skill. If you already have Sense Motive as a class skill, then you add your Tier modifier to that skill.

Religious Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (religion) check.

TIER 2 TALENTS

Analytical Once per day, you may add your tier bonus to any Intelligence-based skill checks. You can take this talent more than once, each time gaining an additional use per day.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a d20 roll. You can take this talent more than once, each time gaining an additional use per day.

Determined You apply your tier bonus to Will saves.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Otherworldly Ties Pick one type of outsider that is associated with the dogma of your religion. After that, you apply your tier bonus to interactions involving skill checks that you have with outsiders of your selected type. You can take this talent more than once, each time picking a new type of outsider.

Partnered Institution Choose one city that isn't where you are from. That city has an institution that shares a partnership with the institution eith which you work. You can access resources from that institution as if you were your institution. You can also get room and board, do research, and gain allies if necessary.

Read Aura Once per day, you can activate Pierce the Veil to sense another individual's relative alignment as if you cast a *detect evil* or *detect good* spell (though the effect is non-magical). You can take this talent more than once, each time gaining an additional use per day.

TIER 3 TALENTS

Clergyman Assistant You gain the Trusted Assistant Feat (see Chapter 8).

Demagogue You can rile up an audience by catering your words to appeal to their emotions, rather than their intellect. You can use Diplomacy to change the attitudes of how other people feel about either a situation or another individual, or some type of media. You can affect a number of individuals equal to your Charisma score.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples include – alternate religious practices, cults, cultural practices, a religious figure, and secret societies.

Worth of Truth You may take a full-round action when using Diplomacy to query any religious individual to speak the truth about a subject. The target feels compelled to answer truthfully, and before they can attempt to lie, they must first make a Will save against your Diplomacy skill check.

TRADESMAN PATH

Career Ability Modifier Intelligence or Dexterity
Career Skill Group Practical
Profession architect, carpenter, construction, engineer, patent maker, machinist, or mechanic.
Monthly Income +1

TIER 1 TALENTS

Fine Details You choose one skill which best represents your expertise. Whenever you fail a check using your designated skill by less than your tier modifier, you can spend a full-round action to make the check successful.

Tool Mastery Whenever you use any tools related to your career, you treat them as masterwork tools. If you happen to be using masterwork tools, then you gain an insight bonus equal to your Tier level to any skill checks made using the tools.

Scavenge Resources Once per day, as a full-round action, you can make a Perception check to attempt to scavenge useful materials either to make an improvised tool. The improvised tool is difficult to use (-4 penalty to all checks to use the tool) and breaks after 1d4 uses, whether they are successful or not. You can take this talent more than once, each time gaining an additional use per day.

Skilled Craftsman Choose one Craft skill. You apply your tier bonus to all skill checks made to use that craft. You may choose this talent more than once, each time applying the tier bonus to a different skill.
Spot the Value You apply your tier bonus to Appraise skill checks.

Structural Intuition A number of times equal to your career ability modifier, regardless of threats or distractions, you can take 10 on a Knowledge (engineering) check.

Surveyor A number of times per day equal to career ability modifier, you gain a +2 insight bonus to any Heal, Knowledge, Perception, or Survival skill checks used while surveying a structure.

TIER 2 TALENTS

Brute 3 times per day, you may add your tier bonus to any Strength-based skill checks.

Critical Thinking Once per day, you can add your tier bonus to determine the outcome of a single d20 roll. You can take this talent more than once, each time gaining an additional use per day.

Educator Whenever you aid another player on a skill check that involves a subject within your field of expertise, you also apply your tier bonus to the +2 bonus you provide your pupil.

Engineering Change A number of times equal to your career ability modifier, you may reroll a Knowledge (engineering) or Perception skill check as an immediate action. You must take the results of the second roll, even if it's worse than the first check.

Light Touch You apply your tier bonus to your Sleight of Hand skill checks..

Partnered Institution Choose one city that isn't where you are from. That city supports a branch of your trade union. You can access resources from your union while in that city. Your union can also provide you with room and board, do research, and gain new allies if necessary.

Quick Fix Whenever you encounter machinery with the broken condition, you can make a Craft check to attempt to temporarily get it to function normally for a number of uses (or hours) equal to your tier bonus. If you do not have the appropriate Craft skill, you can make an untrained Craft skill check, but the check suffers a -4 penalty.

TIER 3 TALENTS

Artisan You can make untrained skill checks in any Craft skill.

Advanced Surveyor If you have the Surveyor talent, your bonus increases to +2.

Know-it-All Whenever you seek to gain information pertinent to your career path, you can make the appropriate Knowledge skill check untrained. Examples may include but are not limited to—architecture, a craft, commerce, machinery, tools, or a trade.

Shift Adaptation After working ridiculously long shifts, your body has adapted to functioning on less sleep. Subtract your tier bonus from the 8 hours of sleep normally required to recover.

NON-PATH CAREERS

Non-Career Paths represent those occupations or jobs with little to no upward mobility. This doesn't necessarily mean they don't pay well (as some can be quite lucrative), only that they limit the character's ability to learn new skills sets or engage in personal growth.

All non-path careers are considered tier 1 careers. In addition, certain non-path careers segue into existing careers, and can be substituted for the tier 1 position of that career. Regardless, non-path carrier Tiers stack with any other Career Path Tiers for purposes of determining a character's Career tier bonus. For example, a business owner who changes careers to become a powerful Tier 3 defense attorney has a tier bonus of +4 — +1 for his Business Owner Tier, and +3 for his Law Tiers. So he is a tier 3 Lawyer, but has a +4 tier bonus.

Non-career paths can also boost options for talents, as whenever a you gain a new tier you can pick talents from either your career or non-career path or

BUSINESS OWNER

Career Skill Group Practical
Examples dosh dealer, Internet entrepreneur, shopkeeper, small publisher
Monthly Income +1

I Got This! Add your tier bonus to all Bluff skill checks to present yourself as someone of wealth.

Know Your Hood You can reroll any failed Charisma-based check made when dealing with individuals in the town where your shop is located.

Rumor Mill Constant interaction with various customers provides you with all sorts of information. When you make a Knowledge (local) or Street checks in the town where your business is located, you gain a +2 competence bonus on that check.

Spot the Value You apply your tier bonus to Appraise skill checks.

Suspicious A number of times per day equal to your career ability modifier, you gain a +2 bonus to Appraise and Sense Motive skill checks.

CHILDCARE

Career Skill Group Practical
Examples community center director, daycare director, home daycare owner, latchkey program director, summer camp director
Monthly Income +1

Calm Down!!! A number of times per day equal to your career ability modifier, you gain a +2 bonus to Intimidate skill checks. If used against actual children, this bonus doubles.

Multitasker: Once per day, you can take an additional move action. You can take this talent more than once, each time gaining an additional use per day.

Quick Catch You apply your tier bonus to Reflex saves or Dexterity checks made to catch falling items, or to deflect thrown items of any kind.

Read Gibberish Add your tier bonus to Linguistics checks when deciphering writing. Turns out what the ancient Egyptians wanted weren't that far off from your favorite five-year-old.

CUSTOMER SERVICE

Career Skill Group Practical
Examples customer service representative, human resources representative, telephone operator
Monthly Income -2

Keep them on the Hook! Once per day, you can prolong a conversation, keeping the individual engaged and unable to focus on anything outside the conversation for a number of additional minutes equal to your Intelligence modifier. You can take this talent more than once, each time gaining an additional use per day.

Quick Catch You apply your tier bonus to Reflex saves or Dexterity checks made to catch falling items, or to deflect thrown items of any kind.

Quick Recall Once per day, you can clearly recall any conversation you had or the face of one individual within the last 24 hours. You can take this talent more than once, each time gaining an additional use per day.

HIGH SCHOOL STUDENT

Career Skill Group Academic
Prerequisite character must be at least 13 years old
Monthly Income -4

Determined You apply your tier bonus to Will saves.

Researcher A number of times per day equal to your Intelligence modifier, you gain a +2 insight bonus to a bonus to any Knowledge skill check you make provided you have access to the internet or a library.

Scavenge Once per day, as a full-round action, you can make a Perception check to attempt to scavenge useful materials to pass a skill check. You may assemble a simple tool, prop, or other physical item that grants you a +1 equipment bonus for 1d4 uses, then breaks.

Teenager You apply your tier bonus to all saves against fear effects.

Youth's Flexibility You apply your tier bonus to Reflex saves.

SERVICE INDUSTRY

Career Skill Group Practical
Examples custodian, gravedigger, dishwasher, food-handler, prep cook, waitstaff
Monthly Income -1

I Had That! You apply your tier bonus to Fort saves.

Dead Inside A number of times per day equal to your career ability modifier, you gain a +4 bonus to Will saves against spells with the emotion descriptor.

Quick Recall Once per day, you can clearly recall any conversation you had or the face of one individual within the past 24 hours. You can take this talent more than once, each time gaining an additional use per day.

Tools of the Trade Choose one tool related to your job (such as corkscrew, fry basket, mop, shovel, silverware, wrench), you can use your tool as a club (bludgeoning) or a dagger (piercing or slashing) and not an improvised weapon.

SINGLE PARENT

Career Skill Group Practical
Examples Single mom, single dad, ex-con, retired nannies…
Monthly Income -1

Creep Spotter A number of times equal to your career ability modifier, you gain a +2 bonus to Perception and Sense Motive checks when dealing with creepy people or children.

Floating Schedule A number of times equal to your career ability modifier, you gain a +2 bonus to Diplomacy and Perception checks to rapidly disseminate or gather information through your social media contacts.

I Had That! You apply your tier bonus to Fort saves.

I Said No!! Once per day, you gain a +4 bonus to Intimidate a single Intimidate skill check. If you fail that check, you may reroll that check and double this bonus.

TRANSPORT

Career Skill Group Practical
Examples Courier, FedEx driver, truck driver
Monthly Income -2

Calm Before the Storm Add double your tier bonus to Perception skill checks to uncover ambushes or to otherwise avoid being surprised.

Hit the Gas Add your tier bonus to all Drive skill checks.

I Got This! You apply your tier bonus to Reflex saves.

Quick Recall Once per day, you can clearly recall any conversation you had or the face of one individual within the past 24 hours. You can take this talent more than once, each time gaining an additional use per day.

UNEMPLOYED

Career Skill Group Practical
Examples day labor, errand boy, corner boy, or unemployment.
Monthly Income -4

Be Cool Man A number of times per day equal to your career ability modifier, you gain a +2 bonus all Bluff and Sense Motive skill checks on any skill check made to navigate through the murky waters of government bureaucracy.

Free Time When you make Diplomacy skill checks to gather information, it takes half the time.

Scavenge Once per day, as a full-round action, you can make a Perception check to attempt to scavenge useful materials to pass a skill check. You may assemble a simple tool, prop, or other physical item that grants you a +1 equipment bonus for 1d4 uses, then breaks.

Spare Change?!? A number of times per day equal to your career ability modifier, you gain a +3 bonus all Bluff and Street skill checks made to pan handle or gather money in an urban environment.

You're Right, Oops! Once per day, you can take a 10 on any a Bluff or Diplomacy skill check to feign interest in or to otherwise deceive someone in government.

LIFESTYLES

The world presented in *Bloodlines & Black Magic* is very much like our own, but with darker, supernatural elements that are normally hidden from large portions of the population. Some individuals, however, have the financial strength to join exotic clubs, travel to the remote retreats, or to otherwise hire those elusive gurus promising enlightenment from their mountainside cabins – giving these individuals a premature look at the hidden, occult world. While having enough money to experience the world on your terms is a boon, a character's overall wealth also plays an important social role in the world, as well.

Much like our world, the occult earth we present in *Bloodlines & Black Magic* has its socio-economic trends and expectations, as well as the accompanying social boons or restrictions anyone might expect of someone living that lifestyle. Simply put, wealth and lifestyle are intertwined, and the lifestyle you choose to maintain often comes with unique privileges and penalties, as those around you will envy or resent your wealth (or lack thereof) much in the same ways they do in the world today.

Unless a player character makes special arrangements with the GM, when he or she initially creates their character, the lifestyle they choose will be tied closely to the career they select, often at a cost slightly below what that career otherwise affords them. It is also important to note that no character can maintain a lifestyle they cannot afford. Generally speaking, this means a character will select and maintain a lifestyle that affords them the level of comfort they desire, while also granting them the freedom to engage in their more serious pursuits – like delving into the darker world.

MAINTAINING LIFESTYLES IN BLOODLINES & BLACK MAGIC

Once you select a career, you should then pick a lifestyle (see the list below). Each lifestyle has a monthly associated cost to maintain that is included in its entry. To gain the benefits of that lifestyle, a character need only subtract the cost from the monthly income afforded to them by their career. That's it. Simplified, this formula looks something like this:

Monthly Income – lifestyle cost = available funds (per month).

GMs may make adjustments to these costs (or the wealth your career provides), or otherwise customize, adjust, or alter the lifestyles listed below to fit their campaigns. Based on their particular needs, some GMs may choose to improve a character's lifestyle as a reward for completing an adventure or quest. This sort of advancement should be done sparingly. In general, one step per reward is recommended.

LIFESTYLES BEYOND 1ST LEVEL IN BLOODLINES & BLACK MAGIC

Though there are many possible lifestyles, the ones listed below represent a basic list to choose from.

HOMELESS

Description –You have the clothes on your back and the cash in your pocket – that's it. You pay zero dollars per month to maintain this lifestyle, but you have a hard time with basic social encounters, suffering a -4 penalty on Charisma-based skill checks (although your GM may adjust these in certain areas). If you maintain this lifestyle for at least one full level, you gain a permanent +1 trait bonus to Survival or Street skill checks in urban areas.



POOR

Description – You have the absolute basics covered, but that's about it. You have a simple bed or a couch to sleep on usually in a place you do not even own or rent. You have at least one hot meal per day, general transportation around town usually using a bus or subway (although not on your schedule), and several contacts on the streets. Maintaining this lifestyle costs you little in the way of cash, but imposes a -2 penalty on Charisma-based skill checks. If you maintain this lifestyle for more than a full level, you gain a permanent +1 trait bonus to Street skill checks.

STRUGGLING

Description – You are a member of the largest economic class, although you are still relatively poor. You likely have some blue-collar experience, but you can't afford the fancy company outings everyone keeps talking about. You rent a small- to a medium-size apartment, own or rent a compact car, have basic insurance, and get three squares a day, although you often have to pack a lunch. Maintaining this lifestyle doesn't cost much and imposes a -1 penalty on Charisma-based skill checks.

ESTABLISHED

Description – You have slipped out of the tougher neighborhoods and into something with promise (even if gentrification scares your neighbors). You've traded trips to the local five-n-dime for the occasional big box stores, although you're still on a budget. You own a small house, own one midrange car (or two compact cars), and can afford to spend your weekend downtown if you want. Maintaining this lifestyle has its costs, but you may incur additional expenses (at your GM's discretion) to maintain your image with your peers.

COMFORTABLE

Description – You have stepped into suburbia, with all its haunted, modern charm. You've traded housework for a maid and trips to Florida in the winter. You own medium-sized house or a nice apartment in a better neighborhood, own one nice car (or two midrange cars), and don't think twice about picking up the tab. You can easily cover most of the costs associated with traveling and have a credit limit equal to twice your monthly income. Maintaining this lifestyle grants you a +1 insight bonus to all Charisma-based skill checks.

PRIVILEGED

Description – There's no denying it – you enjoy your money and the influence that comes with it. You own a nice house or apartment in one of your city's best neighborhoods. You drive a very nice car, although you may instead own several older, exotic cars. You have custom suits, a maid, and a personal trainer. Maintaining this lifestyle costs more than most people make each month, but grants you a +2 insight bonus on Charisma-based skill checks.

ELITE

Description – There are company executives, engineers, brand management agents, and a gal who writes for *The New Yorker* in your smartphone. Perhaps for lunch, you may fly in a celebrity chef and dinner is served on gold-inlaid china. You own a beautiful ranch in the country and have a winter apartment on the coast. You usually fly first class. Maintaining this lifestyle costs you more per month than some people make in a year, but that wealth comes with measurable boons. This lifestyle grants you a +3 insight bonus to all Charisma-based skill checks.



CHAPTER 8

FEATS & TRAITS



The journal would weigh me down, and on a whim, I nearly burned it in the hearth, but in the end, the luxuriant leather begged me to smooth my cheek against it, and I ended up making space in my backpack. Then I started walking. I could have taken the bike, but that would have been one more admission that Arthur had provided for me, and I wanted as little as possible of his control. The ring was another matter, a symbol of binding—I'd keep telling myself that. It would be sublimely satisfying to have some hairy-knuckled stranger pawing at it and reducing it to a few banknotes.

It was only when I reached the main road and felt my pocket, that I realized I'd left my phone behind. Whether this was intentional, I wasn't sure, but I wasn't about to turn around now. I laughed because I didn't even know my mum's number off by heart. This severance felt… It felt good. Right. I was untethered, and the road unspooled before me like a black ribbon, and who knew where it would take me.

I didn't hear the car until the bulk of a sleek, black Rolls Royce slid to a near-silent halt next to me. Dark-tinted windows sent my shocked, hollow-eyed face back at me. The car was an older model, all gleaming chrome and glitter black, the kind I'd seen on telly when the toff presenters blathered on about how bloody fantastic and rare said vehicle was. The engine gave a low, throaty purr, like some giant cat, preparing to give a roar but holding back because, well, it was the polite thing to do.

The door opened a crack, and I stepped aside as whoever was inside pushed the door a little further to reveal the crimson leather interior—the same hue as my journal. The scent of patchouli greeted me, and despite my misgivings, I stepped closer, dared to lean a hand on the frame.

Inside, seated like the bloody queen, was Guinevere, oddly enough dressed in a masculine yet fitted suit. Her hair was styled in its customary severe chignon, pinned up by what I could only describe as lethal-looking ebony wands.

"You look like you could use a ride, love." She patted the seat next to me.

FEATS IN O7

In O7, feats represent much the same thing they do in the Pathfinder Roleplaying Game or any of its mechanical predecessors – they are mechanical representations of a character's specialty and focus. Feats often let a character bend or even break the normal rules, and many of those same exceptions apply here, in the modern world. If your character takes the feat Rapid Shot, it is assumed that your character now knows how to pull the trigger a little faster. In many ways, the feats you used in your fantasy-version of The Pathfinder Roleplaying Game will also work here, in the modern world.

Because of this, we have not reprinted a number of those feats here; if you need to look up feats like Dodge, Point-Blank Shot, or Improved Initiative, please see Chapter 5 of *The Pathfinder Roleplaying Game Core Rulebook*. The feats we have printed here are native to the setting or are the preferred variants we use in place of the traditional versions.

Of course, in *Bloodlines & Black Magic*, feats also allow you to expand your character; at the highest levels of play in O7, some feats will allow characters to take on additional class abilities, gain special powers, or even expand their understanding of the darkness beyond the pale sun. In *Bloodlines & Black Magic*, feats serve two masters; many of them focus on character specialties, but many of them are far more general, allowing players to slowly grow their characters beyond 7th level.

Because O7 is still compatible with The Pathfinder Roleplaying Game, it is important to make a few general notes about how to incorporate or otherwise introduce feats from other books. In general terms, these are the guidelines we recommend – your mileage may vary.

When introducing a new feat, ask the following:

1) DID THE GM APPROVE IT?

We trust GMs, and so should you.

2) DOES THE O7 CHARACTER MEET ALL THE PREREQUISITES?

Although there are some changes between how O7 and Pathfinder, none of these changes should require you to ignore the prerequisites; as a general rule of thumb, your character's total level is equal to the number of its feats plus 1. For example, by the time you reach 7th level, you will have acquired at least six feats (or seven if you do not have a bloodline). Each level beyond, you'll simply add another feat. Finally…

3) DOES IT FIT THE SPIRIT OF THE GAME?

O7 is designed to have a special, supernatural horror feel to it. GMs who want to present this as a pop-superhero or dark noir game could easily do so, while others might run this pure horror. If a feat is being selected solely for mechanical reasons, finding a theme that ties it into your game is important. Talk to your GM!

FEATS

ABILITY TRAINING

You have spent extraordinary time honing one of your core abilities.

Prerequisites 5th level

Benefit Choose one of the following: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. You gain a permanent +1 to that Ability Score, just as if you had reached the appropriate level.

Special You can gain this feat twice. Its effects stack.

ADVANCED ARMOR TRAINING (COMBAT)

You've learned the absolute best ways to maneuver in armor.

Prerequisites Armor Training, +3 Base Attack Bonus

Benefit Select one advanced armor training option.

SPECIAL This feat can be taken up to three times.

ADVANCED FIREARMS PROFICIENCY

You have trained on advanced weapons; you know what it means to throw some love downrange, too.
Prerequisites Intelligence 10, Firearms Proficiency feat
Benefit Select a number of advanced firearms equal to 3 + your Intelligence modifier. You are now proficient with those weapons. Additionally, when firearms from this category you are not proficient with, you only suffer a -2 penalty.
Normal Player characters attacking with weapons they are not proficient in suffer a -4 penalty on all attack roles, as well as double their misfire chance. You must be proficient with a weapon before adding any special feats (like Weapon Focus) or other bonuses to it.

ARMOR TRAINING (COMBAT)

You've been trained to wear armor offensively.
Benefits You gain the Armor Training class feature.
Special You may only take this feat one time.

BLOODLINE TRAINING

You have unlocked additional bloodline abilities.
Prerequisites 7th level, blooded
Benefit You gain 3 bloodline points (3 BPs).

SPECIAL You can gain this feat more than once. Its effects stack.

BONDED WEAPON

You've found your weapon.
Benefit You gain a bonded weapon. The following traits apply to your bonded weapon:

- You gain proficiency with this specific weapon.
- You gain a +1 trait bonus to hit to a single combat maneuver when using this weapon.
- If you possess the psychic weapon ability, you can channel that ability through this weapon as if it were an extension of yourself.

SPECIAL You cannot apply this feat to firearms of any sort. You can gain this feat more than once. Each time, its effects apply to a new weapon.

CLASS TRAINING (VARIES)

You have unlocked additional class abilities.
Prerequisites 7th level
Benefit You gain class abilities as if you had gained another level in an O7 class you have. You must still meet all prerequisites.
Special You can gain this feat more than once. Its effects stack.

COMBAT TRAINING (COMBAT)

You have been practicing your combat skills.
Prerequisites 7th level
Benefit Your Base Attack Bonus increases by 1.

SPECIAL You can gain this feat more than once. Its effects stack.

CROSS BLOODED

Your blood carries traces of power from another bloodline.
Prerequisites bloodline
Benefit You gain 1 bloodline point (1 BPs), but you gain access to a second pool of bloodline powers. Whenever you select future bloodline powers, you may select powers from this second bloodline at no additional costs.

SPECIAL You may only take this feat once.

DEADLY AIM

When you set your sights on your target, you rarely miss.
Prerequisites Wisdom 13, Far Shot
Benefit When you make a ranged attack, you spend a full round lining up that attack. If you do so, you gain a +3 insight bonus on your next attack roll. Once you begin aiming, you cannot take more than a 5 ft. step in any direction. This is a full round action that provokes attacks of opportunity.

DEMOLITIONS TRAINING

You have trained in the precision setting and use of explosives.
Prerequisites: Knowledge (tactics) skill 3 ranks
Benefit: You know how to handle explosives. You can safely set a simple explosive and significantly reduce your risk of accidentally blowing yourself up when using or handling explosives. You can also use Disable Device to disarm an explosive device set by someone else and your Knowledge (tactics) skill to craft, set, and deploy basic explosives such as pipe bombs, grenade traps, plastic explosives, nitroglycerine, and dynamite – fun stuff!

Check Setting a simple explosive to blow up at a certain spot doesn't require a skill check, connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Knowledge (tactics) check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed. A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction. The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device Disarming an explosive that has been set to go off requires a Disable Device check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

SPECIAL A character can take 10 when using the Knowledge (tactics) skill, but can't take 20. A character with the Military Career Path and at least 1 rank in this skill gets a +2 bonus on all Knowledge (tactics) checks to use demolitions. A character without a demolitions kit takes a -4 penalty on Knowledge (tactics) checks to use demolitions. Making an explosive requires the Craft (chemical) skill. See that skill description for details.

TIME Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

DODGE, IMPROVED

Your continued training enables you to easily avoid your enemies' attacks.
Prerequisites Dexterity 13, dodge, 5th level
Benefit You gain a +2 dodge bonus to your AC. Any condition that makes you lose your Dexterity bonus to AC also makes you lose the benefits of this feat.

STACKING DODGE

You've probably noticed by now that there are a number of options that offer player characters dodge bonuses in *Bloodlines & Black Magic*; this is on purpose. Unlike previous modern variants, *Bloodlines & Black Magic* lacks two of the fundamentals players often rely on for optimization: widespread armor usage and low-level magic items. The assumption in the standard, fantasy versions of the *Pathfinder Roleplaying Game*® is that you'll use the wealth by level chart, and across any number of encounters, keep your character well equipped with all the necessary consumables, as well as serviceable armor.

In *Bloodlines & Black Magic*, we don't make that assumption. The fact is, while specialists of all sorts (including law enforcement officers, mercenaries, soldiers, and related security professionals) do wear armor, they are often the exception rather than the rule. Most people, including the PCs, aren't going to be going around decked out in armor. As a result, both PCs and NPCs are going to have – on average – a lower AC. To counter this, *Bloodlines & Black Magic* introduces more feats and abilities to balance out that progression in place of adding class-based defense bonus or a similar mechanic.

DOSH HANDLER (ACHIEVEMENT)

"When it comes to dosh, there are tricks you need to learn… Here, take a look."
Prerequisite successfully harvest dosh at least 5 times
Benefit Whenever you harvest dosh, you gain 10% more than the normal amount for that encounter.

DOSH EXPERT (ACHIEVEMENT)

When it comes to dosh, you know more than most…
Prerequisite successfully harvest dosh at least 30 times
Benefit Whenever you harvest dosh, you gain 25% more than the normal amount for that encounter.

DRINKING BUDDY (TEAMWORK)

When you and your friends go out, you make the most of it.
Prerequisites 1st level, Charisma 15
Benefit When an ally with this feat fails a Diplomacy skill check, and provided you are within 10 ft. of your ally, you may attempt to make the same skill check as a swift action, gaining a +1 insight bonus when you do. If you, your ally, or the target of the Diplomacy skill check is consuming alcohol, this bonus automatically increases to +3. You may only use this feat a number of times per day equal to your Charisma modifier.

DRIVE-BY

You know how to handle yourself in a moving vehicle, unlike these rookies.
Prerequisites Firearms Proficiency feat, Base Attack Bonus +2
Benefit When firing from a moving vehicle, you do not suffer any penalties.
Normal While moving, you suffer a -4 penalty to hit.

ENDURANCE TRAINING

You have been working on increasing your overall health and stamina.
Prerequisites 7th level
Benefit You gain hit points equal to 1d4 plus your Constitution modifier.

SPECIAL You can gain this feat more than once. Its effects stack.

EXOTIC FIREARMS PROFICIENCY

You have working knowledge of several specialized, exotic, and restricted weapons.
Prerequisites Advanced Firearms Proficiency feat, Intelligence 12
Benefit Select a number of specialized or restricted weapons equal to 3 + your Intelligence modifier. You are now proficient with these weapons. Additionally, when using firearms from this category you are not proficient with, you only suffer a -2 penalty.
Normal Player characters attacking with weapons they are not proficient in suffer a -4 penalty on all attack roles, as well as double their misfire chance. You must be proficient with a weapon before adding any special feats (like Weapon Focus) or other bonuses to it.

SOMETIMES
THE SCARIEST
MONSTERS...

...ARE OUR
FELLOW
HUMANS



FIGHTING STYLE FEATS

The following new Feats are all combat Feats, but can also be selected as "Style" Feats by monks. Each of the following is a specific style of fighting. But it is more than just the system; each of the following feats represents not only a "fighting style," but also a lifestyle and philosophy. The following styles are available to humans (blooded or non-blooded) at 1st level.

AIKIDO STYLE

You know how to harmoniously redirect the attacks of your enemies, protecting both yourself and them in the process.
Prerequisites ase Attack Bonus +1,
Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +3 to your CMD.
When you choose to deal nonlethal damage when making an unarmed strike, you do not suffer the normal -4 penalty to hit your opponents.

BOXING STYLE

You know how to weave, duck, and strike your opponents where it hurts.
Prerequisites Base Attack Bonus +1, Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +1 dodge bonus to your armor class.
You gain a +1 bonus to hit and damage when making unarmed strikes with your hands.

JUDO STYLE

You have trained in judo and know how to defend yourself using a series of defensive throws.
Prerequisites Base Attack Bonus +1, Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +1 to your CMB.
You gain a +1 to your CMD.
You gain a +1 dodge bonus to your AC
.

KARATE STYLE

You have trained in karate and know how to execute most of its common moves with precision.
Prerequisites Base Attack Bonus +1, Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +1 to hit and damage while wielding a dagger, kama, nunchaku, sai, shortsword, tonfu, or quarterstaff.
You gain a +1 dodge bonus to AC.

MIXED MARTIAL ARTS STYLE

You have trained in the octagon and know how to end a foe.
Prerequisites any other fighting style, Base Attack Bonus +1, Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +2 to your CMB.
You gain a +1 to your CMD.
You gain a +1 bonus to hit and damage when making unarmed strikes.

THAI KICKBOXING STYLE

You hardened yourself, turning your fists and legs into brutal weapons.
Prerequisites Base Attack Bonus+1, Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +1 to your CMB
You gain a +1 bonus to your natural armor.
You gain a +1 bonus to hit and damage when making unarmed strikes with your legs.

WRESTLING STYLE

You have practiced techniques that focus on grappling and pinning your opponents.
Prerequisites Base Attack Bonus +1, Improved Unarmed Strike
Benefit You gain the following benefits:
You gain a +2 to your CMB.
You gain a +2 to your CMD.
You gain a +1 insight bonus to resist attacks that knock you prone.

FIGHTING MANEUVERS

In an O7 game (and especially in *Bloodlines & Black Magic*), fighting maneuvers represent specialized actions (in the form of feats) that heroes can unleash in combat against their foes. Unless otherwise noted, all of these fighting maneuvers take a full-round action to complete.

ELBOW SNAP

With a flourish that distracts everyone, you slide next to the gunman and disarm him.
Prerequisites Base Attack Bonus +3, Improved Unarmed Strike, Dexterity 13
Benefit When a target holding a firearm moves within 15 ft. of you, you may, as an immediate action, move up to 15 ft. and attempt to disarm them. This attack does not provoke an attack of opportunity. The PC also gains a +1 insight bonus to their CMB role to disarm the target.

FOCUSED STRIKE

Your attacks cut through objects like a hot knife through butter…
Prerequisites Base Attack Bonus +3, Improved Unarmed Strike, Karate Fighting Style feat
Benefit Whenever you take a full-round action to attack a foe or object with your hands, you may ignore DR or hardness equal to your base attack bonus.

PAINFUL STRIKE

Your unarmed attacks hurt. A lot.
Prerequisites Base Attack Bonus +3, Improved Unarmed Strike, any fighting style feat.
Benefit Whenever you take a full-round action to attack a foe with your natural weapons, you deal an additional 1d6 points of damage with each hit.

PSYCHIC STRIKE (COMBAT)

You draw upon your own inner power to enhance your otherwise mundane weapons.

Prerequisites Ability to cast psychic spells, bonded object or bonded weapon.

Benefit As a swift action, you can imbue your bonded weapon with a fraction of your psychic power. For one minute, your bonded object or bonded weapon deals +1 damage and is considered magical for the purpose of overcoming damage reduction. This bonus increases to +2 at 5th level.

QUICK TO RETALIATE (COMBAT)

Your training allows you to attack enemies using your natural weapons, even when grappled.

Prerequisites Dexterity 13, any fighting style feat, Improved Unarmed Strike

Benefit You may, as an immediate action, make a single attack using a natural weapon (a head butt, a bite, an elbow, and so on) upon gaining the grappled condition. After making this initial attack, provided you are still grappled, you may an additional natural attack as a swift action on your turn. You may not make this attack if you are pinned.

ROUND HOUSE (COMBAT)

When you wind up and hit em', they feel it!

Prerequisites improved unarmed strike.

Benefit You may, as a full-round action, make a single natural attack against a foe within reach. When you make this attack, you suffer a -1 penalty to hit. If you succeed, you deal an additional 1d6 plus double your Strength modifier as nonlethal damage. If you confirm a critical while making this attack, the target must make a Fortitude saving throw (DC 15 + total damage dealt) or gain the unconscious condition.

SABLE STANCE (COMBAT)

Your style of fighting makes it harder to strike you…

Prerequisites Dexterity 15, dodge, improved unarmed strike, karate fighting style feat.

Benefit Provided you move no more than 5 ft. this turn, you gain a dodge bonus to your AC equal to your Charisma modifier.

FIREARMS PROFICIENCY

You are proficient with a handful of firearms you handled in the past.

Prerequisites Intelligence 10

Benefits Select a number of simple firearms equal to 3 + your Intelligence modifier. You are now proficient with those weapons. Additionally, when firearms from this category you are not proficient with, you only suffer a -2 penalty.

Normal Player characters attacking with weapons they are not proficient in suffer a -4 penalty on all attack roles, as well as double their misfire chance. You must be proficient with a weapon before adding any special feats (like Weapon Focus) or other bonuses to it.

FIRST RESPONDER

You've been trained as a first responder.

Prerequisites Intelligence 10

Benefits You gain a +3 insight bonus to Heal skill checks to perform First Aid or to Treat Deadly Wounds. You also gain a +1 bonus to Initiative checks.

FOCUSED SHOT (COMBAT)

They taught you to shoot to bring down even the biggest targets quickly.

Prerequisites Intelligence 13, Wisdom 13, Point Blank Shot, Precise Shot

Benefit As a standard action, when you are about to attack with a firearm you are proficient with, you can add your Intelligence modifier to your damage if you hit.

FOUNDATION OF THE INNER CIRCLE

You have begun the first steps toward establishing your secret empire, forging in darkened flame those initial bonds of loyalty and scholarship that shall soon – in deepest shadow – blossom into a most-glorious cabal of like-minded seekers after occult knowledge. At the moment, you have someone to answer the door, check Twitter, pull the car around or carry the luggage.

We all start somewhere.

Prerequisite Bloodline; character level 3rd

Benefit You attract a single 1st-level apprentice, loyal to you in all ways. Your apprentice possesses the same Bloodline as your own and is otherwise created identically to a 1st-level PC, as directed by your GM.

Your apprentice must possess an alignment within one step of your own. Your apprentice may gain NPC levels or take levels in any classes that you possess; she may not gain more levels than your own in any PC class. She is not required to select the same archetype or archetypes that you possess.

Your apprentice advances by character level at approximately the same rate that you do, as guided by your training.

Note Although your apprentice is but the first of many, you cannot recruit further followers until you possess the Mastery of the Inner Circle feat (see Graduation, below).

Whenever you gain a level, your apprentice also gains one or more levels; she may not gain more than two levels at a time in this way. Your apprentice stops leveling at level 5.

If you release your apprentice from service, you may gain a new 1st-level apprentice by searching-out and testing potential candidates, a task which requires 1d6 days of uninterrupted work within a relatively populated area. This task can also replace an apprentice who has given her life in service to your cause.

For Example John Churchstreet is a 4th-level mesmerist with the shadow bloodline who gains this ability. He recruits a 1st-level mesmerist with the shadow bloodline, created in conjunction with his GM.

When the esteemed Mr. Churchstreet achieves 5th level, his apprentice becomes a 3rd level character; she likewise becomes a 4th level character when her master reaches 6th level. She will gain

her 5th level when Mr. Churchstreet advances to 7th level, and this feat is upgraded.

Graduation When you achieve 7th level, this feat automatically upgrades to the **Mastery of the Inner Circle** feat (see below); you effectively lose this feat and immediately replace it with that feat.

HEDGE MAGIC INITIATE

You've learned to access magic through slow and deliberate practice, you've learned to ritually cast a few spells..
Prerequisites Intelligence 12.
Benefit You may ceremonially cast spells of 0th or 1st level from manuscripts or spellbooks. You may learn a number of ceremonially cast spells equal to your character level plus your Intelligence bonus, which you may cast without a spellbook. All casting must be done ceremonially, with or without a spellbook. If you later gain a level in a spellcasting class, you may choose to use ceremonial casting or normal casting when casting a Hedge Magic effect. You may also perform incantations of less than 4th level, if you have a manuscript, or if you've been taught the incantation. You may not create incantations as a result of this feat.

HERMETIC EYE

You possess unique insight into the world of the occult allowing you to unlock its secrets.
Prerequisite The ability to cast psychic spells.
Benefit: You can use your Knowledge (occult) skill to make Spellcraft or Use Magic Device checks as per the Spellcraft and Use Magic Device skills in *The Pathfinder Core Rulebook*.

IN THE PIT

You've surfed more crowds than you care to count; the pit toughened you up.
Benefit Your history with loud music and drunk, violent concertgoers has prepared you for the brutality of life. You gain sonic resistance 5 and gain a +2 bonus whenever you make saving throws against spells that deal sonic damage. You also gain DR 2/ slashing.

INVESTIGATE

You are skilled in the collection thorough analysis of evidence.
Prerequisite: Criminal Path, Law Enforcement Path, Military Path, or Investigator Class.
Benefit: You can use your Perception skill to perform any of the following functions to analyze clues and collect evidence for a crime lab.

Analyze Clue The character can make a Perception check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found.
The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

Circumstances	DC Modifier
Every day since event past (max 5)	+2 (+10 max)
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. To collect a piece of evidence, make a Perception check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material.

This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab. If you have an evidence kit, you gain a +4 bonus on your Perception check.

Try Again? Generally, analyzing a clue again doesn't add new insight unless another clue or information is introduced. Evidence collected cannot be recollected, unless there is more of it to take.
Special: A character can take 10 when making an Investigate check, but cannot take 20.

Time Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

LEGENDARY TRAINING

With enough training, you can learn - or unlearn – anything.
Prerequisites 7th level; must be a dual or multiclass character
Benefits You may unlearn a single level from one class, exchanging that level for a single level in another class which you already have levels in.

SPECIAL You can gain this feat twice. Its effects stack. If, when removing a level, you lose a class ability that also causes you to fail to meet the prerequisites required for spells, feats, traits, powers, or any other times or abilities, you also lose use of those items, feats, spells, or other abilities as well.

LIGHT TOUCH

When you work, you remain precise but gentle.
Prerequisites Dexterity 15
Benefit You gain a +2 bonus on all Disable Device and Sleight of Hand skill checks.

LUBRICATED

Sometimes, a drink or two is all you need to really get motivated.
Prerequisites Constitution 13
Benefit While drinking alcohol, you gain a +2 morale bonus to all Charisma-based skill checks. If you gain the confused, dazed, fatigued, exhausted, or sickened conditions, this bonus becomes a penalty while the condition is in effect.

OCCULT TRAINING

You have focused on the hidden magic of the world, learning more of its secrets.

Prerequisites 7th level

Benefit You gain additional spell slots as if you had gained another level in one of the O7 spellcasting classes to which you previously belonged. This training only unlocks additional spells slots of 3rd level or lower.

SPECIAL You can gain this feat more than once. Its effects stack.

ONE HAND ON THE WHEEL

Some people take this whole "vehicular safety" thing, like, way too seriously. Twitchy reflexes save lives, man.

Prerequisite Drive skill 1 rank.

Benefit You may make a Drive skill check during a Chase (see Vehicular Chase Rules) as a move action rather than as a full-round action. If you desire, you may choose to expend two move actions and thereby perform a pair of Drive checks in a single round during a Chase: you take only the better of these two rolls. In addition, you may always use a standard action to Aid Another character with her own Drive roll, so long as you are a passenger in (or on) her vehicle, or if both of your vehicles are the same category of distance from the Chase leader.

Normal Only a character in the passenger seat or otherwise directly adjacent to a driver may use the Aid Another action to assist a driver with a Drive roll.

MASTERY OF THE INNER CIRCLE

A living legend in the worldwide illuminated community, you have come to find yourself surrounded by loyal subordinates, initiates, disciples and novice magicians ... all eager to serve, and thus shine in the majesty of your reflected glory.

Prerequisite Bloodline; character level 7th; see Special, below:

Benefit You attract a single major domo and several lower-level followers, all with levels determined by your Mastery Score (see below).

Note If you graduated into this feat, replacing the Foundation of the Inner Circle feat (above) with this ability, your former apprentice automatically becomes your new major domo. An apprentice who becomes a major domo cannot lose levels in this way.

Your followers must possess the same Bloodline as your own and are otherwise created identically to NPCs of the appropriate level, as directed by your GM. Neither your followers nor your major domo may ever rise above 5th level, and followers do not normally increase in level. However, if your Mastery score increases (see below) and you gain access to higher-level followers, you may decide (with your GM's permission) that one of your followers has increased in level and has been "replaced" by another, lower-level supplicant.

You automatically know if a follower has violated any tenet or ideology espoused by your teachings, such as behaving contrary to the alignment of your espoused religion – if any – or breaking your Code of Conduct (see below). You must be able to see, hear, smell or otherwise perceive your follower clearly to gain this insight, but you always gain this knowledge automatically – with no roll or special action required – upon interacting with your follower, no matter when or where such an indiscretion occurred.

Specific information gained is dependent upon your teachings: if you instruct your students in Omertà, for example, you automatically know if a follower has informed on your organization immediately upon seeing that follower, although you do not immediately learn what was said or how. Similarly, if you practice a specific religion, you know instantly upon seeing your follower if they have aided an enemy of the church, broken a vow or performed an action which would necessitate either an act of contrition or expulsion from the faith. You might likewise learn if a student has used forbidden magic, spoken a lie to a brethren follower, withheld a tithe, broken a dietary restriction, or otherwise disobeyed you direct commands.

For purposes of this feat, your Mastery Score is equal to your Intelligence modifier, your Wisdom modifier or your Charisma modifier (your choice) as adjusted by the following factors:

These factors and adjustments always stack.

Factor or situation	Bonus
You have a secluded mansion, a hidden lodge or another vast secret lair.	+2
You possess a large but normal-seeming home that can house at least half of your followers and serve as convenient cover.	+1
You have unrestricted access to a public space – such as a bar, bookstore, art gallery, church or coffee shop – that can be closed for private events.	+1
You possess a reputation for fairness, rewarding both loyalty and success.	+1
You possess a unique mystical power, unknown or unmatched by others.	+1
You do not a have a "headquarters" that can house more than five people at a time without drawing undue attention.	-1
You are constantly on the move, returning to your "home locale" for less than one week per month.	-1
You work a day-job occupying more than 20 hours of your time each week: cumulative -1 per 20 hours worked each week.	-1
You are known to have long periods of inactivity.	-1
You have caused the death of your apprentice or major domo: cumulative -2 per apprentice or major domo killed	-2
You have caused the deaths of followers: cumulative per specific incident	-1
You are known to be indecisive, unreliable or prone to failure.	-1
You are known to be in the thrall of another – including a would-be deity, a monster or a magical item – that might give you unknown commands.	-2

MASTERY SCORE

Negative Two or Lower: 3rd-level major domo, no followers
Negative One: 4th-level major domo, no followers
Zero-to-Two: 5th-level major domo, no followers
Three: 5th-level major domo, five 1st-level followers
Four: 5th-level major domo, seven 1st-level followers
Five: 5th-level major domo, nine 1st-level followers
Six: 5th-level major domo, ten 1st-level followers, and one 2nd level follower
Seven: 5th-level major domo, fifteen 1st-level followers, and one 2nd-level follower
Eight: 5th-level major domo, twenty 1st-level followers, two 2nd-level followers and a 3rd-level follower
Nine: 5th-level major domo, twenty-five 1st-level followers, two 2nd-level followers and one 3rd-level follower
Ten: 5th-level major domo, thirty 1st-level followers, three 2nd-level followers, one 3rd-level follower, one 4th-level follower
Eleven: 5th-level major domo, thirty-five 1st-level followers, three 2nd-level followers, two 3rd-level followers, one 4th-level follower

SPECIAL You may gain this feat multiple times. Each time you select this feat, you may double the number of followers you possess of any given level or increase your total Mastery score by +2.

For Example John Churchstreet gains this feat upon achieving 7th level, graduating his Foundation of the Inner Circle feat into this ability. Upon gaining his first feat after achieving 7th level, Mr. Churchstreet decides to select this feat a second time: he possesses a total Mastery Score of seven, granting him one 2nd-level follower, which he decides to double. Upon gaining another feat, John decides to bump his Mastery Score to nine. Upon doing so, he increases his total number of 2nd-level followers to four, adding one additional 3rd-level follower.

DESIGNER'S NOTE

This feat replaces Leadership within *Bloodlines & Black Magic*.

PARKOUR

Your training lets you navigate the city like no others!
Prerequisites Dexterity 16; Acrobatics 3 ranks, Climb 3 ranks.
Benefit This feat provides three benefits:
You may, a number of times per day equal to 3 + your Intelligence score modifier, ignore the first 20 ft. when falling, provided you start your descent adjacent to and remain adjacent to a wall, tree, ladder, or similar structure.
When you move, you may ignore the first 10 ft. of difficult terrain by making a DC 10 Acrobatics skill check. You may ignore an additional 5 feet by increasing the DC accordingly (DC 15 = 15 ft., DC 20= 20 ft., and so on). Once per week, provided you are adjacent to a wall, bridge, tower, or similar building, you may take an immediate action to try and slow your descent from a fall; when you do this, you gain the benefits of the featherfall spell, which lasts up to a minute.

You may not be carrying a medium or heavy load, or be otherwise encumbered when performing any of these activities.

PHYSIKER OF UNNATURAL REMEDIES

Magic is to modern medicine as aerospace rocketry is to tinker-toys. By intense occult study, you have made of the living human body a complex road-map: a circuit of interlocking breath, tissue and bone; the form of a flesh-bound soul is only a dense, wet web-way of pressure points, alchemical gates, harmonious furies and energy-knots; all of them yours, using the philosopher's panacea, to adjust or reconfigure as you see fit.
Prerequisite Alchemist Discovery Investigator Talent; Infusion Discovery; character level 3rd
Benefit Choose any one Mercy that a paladin of your character level could select. Whenever an ally receives a healing effect from an extract that you prepared and held in-hand within the last round, you may apply the benefits of any one Mercy you possess.

SPECIAL You may gain this feat multiple times. Each time it is selected, you gain another Mercy, as per the rules above. In addition, your level is considered to be +2 higher for purposes only of this feat; by means of this feat, you may be considered to have a character level of up to 12th.

REFLEXIVE TRAINING

You have been training to respond better to threats in combat.
Prerequisites 7th level
Benefit You gain a +2 bonus to Reflex saving throws and a +1 dodge bonus to AC.
Special You can gain this feat twice. Its effects stack.

SKILL BEYOND AGES

You are legendary for your art, even in your own time.
Prerequisites 7th level
Benefit Choose any skill. Your maximum skill-rank increases by 2.
Special This feat may be taken multiple times. You may choose to stack the effects or to choose another skill to which the feat applies. You cannot apply this feat to the same skill more than once.

SKILL TRAINING

You have trained several of your skills.
Prerequisites 7th level
Benefit You gain 4 skill points.
Special Although you may gain this feat more than once, you may not place more than 7 ranks in any single skill (unless you possess the Skill Beyond Ages feat).

SPRINTER

You have no problem getting up to speed.
Prerequisites Dexterity 13
Benefit Once per day, you can cast the spell *burst of speed* as a swift action that does not provoke an attack of opportunity. When you use this ability, the magic is considered psychic. Additionally, you gain a +1 bonus to Initiative checks.

STUNT DRIVER

Any so-called "crash" you walk away from is technically a landing.
Prerequisite Drive skill 1 rank

Benefit Once per round when your vehicle would otherwise be reduced by one step from masterwork to mundane, to broken, to destroyed, you may attempt a Drive check as an immediate action. The damage is entirely negated if this special Drive check result is greater than the targeting opponent's attack roll or the DC of the initial obstacle, hazard or complication (as applicable).

STRONG ONE

You are naturally stronger than other people.
Prerequisite: Bloodline (any)
Benefit You gain a +1 racial bonus to your starting Strength score. This increase allows you to exceed your maximum cap, setting it to 20 at level 1.
Normal No character can begin play with any attribute above 19.

SURGEON

You have learned the art of surgery.
Prerequisite: Medical Career Path
Benefit: You can use your Heal skill to perform surgical procedures. Unlike a normal Heal skill check, you use your Dexterity Ability modifier instead of your Intelligence modifier to determine the results. If you have a surgery kit, you gain a +4 bonus on Heal checks to perform surgery.

Basic Surgery (DC 20): Performing basic surgery requires 1d4 hours. If the patient is at negative hit points, add an additional 1d4 hours. Basic surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Critical Failure: On a roll of 1, the surgery not only fails, but you instead injure your patient further. The unfortunate patient gains the bleed condition, taking 1d4 points of damage per round until the bleeding is staunched with a DC 15 Heal check.

Field Surgery (DC 25) Field surgery refers to any surgery you perform in an emergency situation under dangerous conditions and with few resources. It is often performed quickly, but the risk of failure is much greater. Unless the patient is at negative hit points, field surgery only takes 30+1d4x10 minutes. The GM should allow the surgeon determines the time before making the check to estimate how long the surgery will take before performing it. Field surgery check only restores 1d4 hit points for every character level of the patient with a successful skill check. The range of critical failure increases to any roll of 1-5.

SPECIAL If you perform surgery under optimal conditions (such as in a hospital) you add your Heal skill ranks to each 1d6 points restored, to determine the total hit points restored.

Normal: Characters without this feat take a –10 penalty on Heal checks made to perform surgery.

TECHIE

You don't care if Ted doesn't get your UDP jokes.
Benefit You gain a +2 bonus to Craft (electronic) and Computer Use skill checks.

UNLOCKED MAGIC

You have mastered the most potent of magics.
Prerequisite: Caster level 7th
Benefit Select a single 4th-level spell. Henceforth, that spell is a 3rd-level spell for you in all respects, although it requires a full-round action to cast rather than a standard action. It is added to your spellbook if you prepare spells; otherwise, it is added to your list of spells known as a 3rd-level spell.

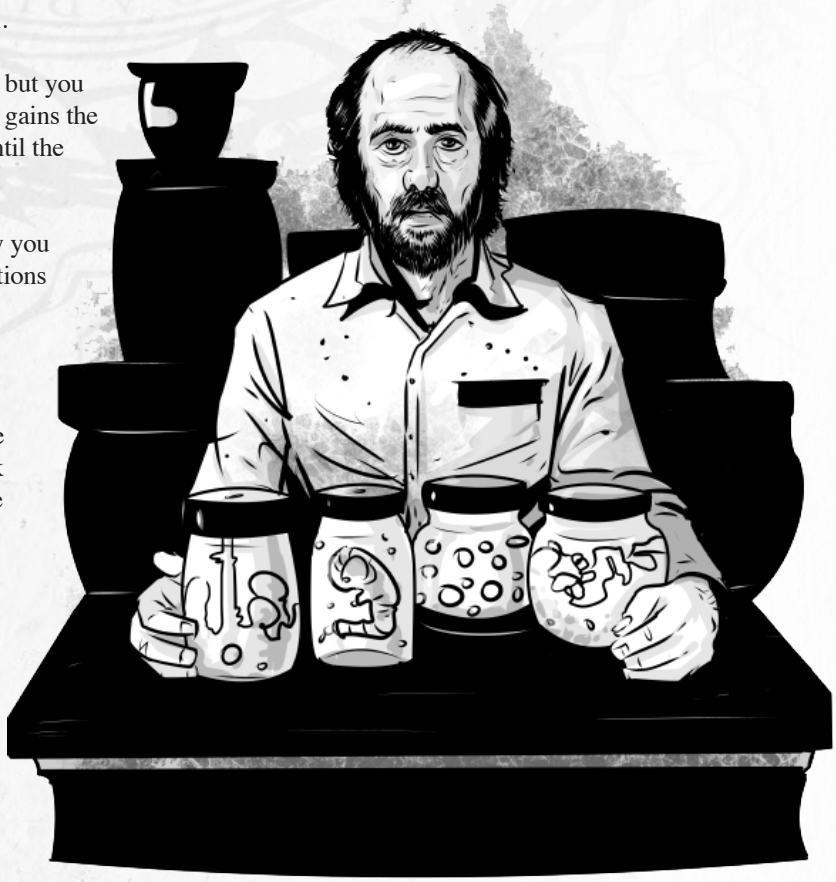
SPECIAL Subject to GM discretion.

WILLPOWER TRAINING

You have been training your mind and heart to respond better to those who would dominate you!
Prerequisites 7th level
Benefit You gain a +2 bonus to Will saving throws and a +1 insight bonus to Sense Motive skill checks.

SPECIAL You can gain this feat twice. Its effects stack.

Do they know?
Can she still hear us?



TRAITS

In *Bloodlines & Black Magic*, traits represent important or critical moments in a character's life. Much like in the Pathfinder Roleplaying Game, traits can also be used to describe a character's background or illuminate parts of her past.

In *Bloodlines & Black Magic*, for instance, player characters begin play with two traits: one from their arcana (representing the event when they first pierced the veil) and one other of their choice. They also gain a single career as part of their background, which also acts as a trait. Just like in a traditional Pathfinder Roleplaying Game, player characters can acquire traits in play, too; they do so generally by either buying them with a feat, by earning a special reward, or by GM caveat. In any case, both the player and the GM should consider traits an opportunity to add nuance and depth to characters, not to just optimize them.

BODY GUARD

You've worked a few gigs before.
Benefit You've been trained to quickly, but smartly assess a situation. You know how to identify targets and how to quickly locate cover. You gain a +1 trait bonus to Knowledge (tactics) skill checks.

CORPORATE PRAYER

You're invested in keeping the world "sold as is." You plan on making nice returns on it, in fact.
Benefits Once per day, as a swift action, you can whisper a quick prayer to Hetrathreal. After you do so, you gain a +1 sacred bonus to your Will saves for 1 minute. If you allow the Archon to you use as a sacred sensor (allow it to see through your eyes), you may increase this bonus to +3.

DABBLER

You've always had a thing for the occult.
Benefit You gain a +1 trait bonus to Knowledge (occult) skill checks.

EVIL EYE

More like 'resting beast' face.
Benefits Once per day, you may make an Intimidate skill check against a single target within 30 ft. (that can see you) as an immediate action. When you do, you gain a +3 insight bonus to this check.

GHOST

Dude, he didn't ghost her. He ghosted his whole squad. He ghosted the city. It's pissed.
Benefit While in cities (or dense urban sprawl), you gain a +2 trait bonus on Stealth skill checks.

ONE OF THE MILLIONS

You didn't sit down when it was time to stand; you know that to fight the "good fight," you need to be on your feet.
Benefit You gain a +1 trait bonus to Street skill checks.

MILLENNIAL

You grew up with the Internet. You don't always get those who didn't.
Benefit You gain a +1 trait bonus to Computer Use skill checks.

SON OF A GUN (COMBAT)

You were raised with a gun in your hands.
Benefit You gain proficiency with a single simple or advanced firearm.

TEENAGE WITCH

You were "one of the weirdos."
Benefits You gain a +1 trait bonus to Intimidate skill checks.

DRAWBACKS & FLAWS

Similar to the Pathfinder Roleplaying Game, *Bloodlines & Black Magic* includes mechanics to purchase fetters for your characters – elements that are intended to hinder you in specific cases or circumstances, often in exchange for an equally beneficial and specific bonus as a balance. Player characters will often select drawbacks and flaws to enhance or fine-tune their characters, often to a specific end.

Flaws are the opposite of Feats. When you select one, you effectively "earn" a Feat in turn. Drawbacks work much the same way; in essence, they are Traits in reverse. Instead of granting you a boon, they grant you a negative effect, typically in particular circumstances. If you choose to take a Drawback, you can take a third Trait of any kind that you have access to. You are not required to take a Drawback.

With your GM's permission, you may select two Drawbacks at character creation rather than one. If you choose to do so, you gain use of a bonus feat rather than a pair of Traits.

You may normally buy-off a Drawback with the expenditure of a Trait, often by purchasing the Additional Traits feat when you gain a new level.

All normal Drawbacks from the Pathfinder rule-set are available within the context of a *Bloodlines & Black Magic* game, with your GM's permission; in addition, several new Drawbacks are presented here.

ARCHAIC BACKGROUND: COMPUTERS (FLAW)

Maybe you grew up on a farm in a strictly religious family. Maybe you were really poor as a kid and never spent the time to learn about tech later in life. Maybe you're just much older than anyone would ever suspect. Whatever the reason, you don't know anything about computers, phones, faxes or any new-era communications-technology.
Effect You cannot make Computer Use rolls.

You can open a laptop or a flip-phone, of course, but you can't unlock either. You can call a number preprogrammed into your own phone, but not someone else's phone. If a member of your team wants to communicate with you wirelessly or digitally, someone will have to sit down with you for a minimum of an hour and explain to you exactly how the machine works. Otherwise, you cannot send or receive emails, open a file, run a program nor make calls except with a landline.

ARCHAIC BACKGROUND: FIREARMS (FLAW)

Maybe they scared you a lot, as a kid. Maybe they were forbidden in your home for any number of reasons. Maybe you just never had any interest in them ... until now. Maybe you're much older than anyone would ever suspect. Whatever the reason, you don't know the first thing about guns.

Effect You may not make normal ranged attacks with a firearm, nor can you reload a firearm. Even picking up a firearm is dangerous for you, because you don't know how to check the safety or determine if the weapon is loaded. You can attempt to puzzle this out with a successful Disable Device roll, DC 15, but failure by 5 or more will cause a loaded firearm – with the safety disengaged – to discharge accidentally (see Stray Shot, below).

If a firearm is handed to you with the safety on, it requires a full round action to disengage the safety and requires a Disable Device roll, as above, possibly causing the weapon to discharge accidentally (see below).

If a loaded firearm is handed to you with the safety disengaged, you may perform ranged attack rolls with the weapon – as noted below – until it is unloaded. Any time that you fail any check or save by 5 or more while holding a loaded firearm with the safety disengaged, you fire off a single shot accidentally.

Stray Shot A round accidentally-discharged from a firearm might strike any creature within range – including you, the wielder. In order of distance from the firearm, you roll a d20 for each target in range (including vehicles and valuable objects), starting with yourself; if you are specifically pointing the weapon at a single target rather than simply carrying or examining the firearm, you instead begin with the selected target.

On a roll of natural 20, the shot hits and deals damage to the struck target as normal. Roll for each possible target in range. Once the shot strikes and deals damage in this way, you cease rolling for potential targets unless there is another potential target standing directly behind the first.

If you decide to make a ranged attack with a firearm, you hit your target only on a roll of a natural 20; on any other die-result, you hit something in the general area of your target and roll as the Stray Shot rules, above

ARCHAIC BACKGROUND: VEHICLES (FLAW)

Maybe you only rode bikes. Maybe you grew up in the boroughs and only took the bus or the subway. Maybe no one ever got around to teaching you, and you had more important concerns. Maybe you flunked out of Driver's Ed. after one too many scary accidents. Maybe you're much older than you look. Whatever the reason, you simply don't drive cars.

Effect You may not make Drive checks. You do not know how to start a car, truck or motorcycle, nor how to perform basic actions like turning on the headlights or using the turn signal. You may be passingly familiar with simple traffic laws, but you do not know how to maneuver a motorized vehicle into a space that you want. You could take the wheel, briefly, during a long-distance drive along an empty desert highway, but even that's a risk. Getting across town behind the wheel is right out.

BARELY HANGING ON (FLAW)

Some people have shattered completely. You're not there ... just yet.
Effect: You suffer a -3 penalty whenever you make threshold checks.

FELONIOUS BACKGROUND (FLAW)

Doesn't even matter if you did it or not; you've got the record, now.
Effect A basic, most-rudimentary background check reveals that you are a felon or that you are otherwise hampered by a legal record listing your dangerous criminal background (as determined by you and your GM). Checking your background in this way may not be legal, but it is certainly not difficult. If you ever manage to acquire a new identity, you may replace this flaw with another (such as Legally Dead, below) or you may buy it off with the expenditure of a feat.

LEGALLY DEAD (FLAW)

No one is looking for you, especially not now. Heck, there weren't even that many people at your funeral.
Effect You have a paper-thin identity based on a fake ID that doesn't even look very much like you. You deal in cash, primarily, because few financial institutions – no matter how desperate in this struggling economy – are going to extend a line of credit to someone with an obituary and an official time of death. A super-basic background check of your false identity – just typing your fake name into a search – will reveal that "you" exist. However, a more thorough investigation (such as by law enforcement) will see right through your charade.

RECOGNITION (FLAW)

Your fame (or infamy) makes it hard to go unnoticed.
You take a -5 penalty to Disguise skill checks.

DRAWBACKS

The following is a short list of drawbacks characters may select to penalize their characters.

-IST.

A particular identity or ideology drives your actions, thoughts, and dreams.
Penalty. Pick a social group, political party, or other ideology. When you deal with members of this social group, you gain a +1 bonus to all Diplomacy and Intimidate skill checks. This bonus

transform into a -2 penalty to all Bluff and Diplomacy skill checks with members of that group's opposition group(s).

NOTE GMs and storytellers may modify these penalties between certain groups, especially if tensions are high.

SECONDARY NOTE Most –isms have real-world ties that can be ugly. Discuss potentially offensive or toxic character concepts with your GM and fellow players beforehand. **This drawback is not an excuse to be toxic at the table.**

A LITTLE CRAZY

You're a little off the path when it comes to a particular topic and it bleeds through.
Penalty You're a little slow to act, prone instead to consider the situation. You suffer a -1 penalty to Initiative checks.

A WEAK IMMUNE SYSTEM

You're prone to getting sick.
Penalty You suffer a -1 penalty to Fortitude saves against diseases, bacteria, toxins, poisons, and anything else that might make you sick.

BLUNT

"Nope. He was not pleasant… not in the least bit."
Penalty You suffer a -1 penalty on all Diplomacy skill checks.

ODOROUS

You smell.
Penalty You lower the DC to discover, locate, or otherwise perceive you by scent by 2.

OFFENSIVE

You have an offensive public behavior that upsets people. Maybe you flagulate in small spaces, or pick your nose in public. Whatever it is, it's gross. Please stop.
Penalty You suffer a -1 penalty to all Diplomacy skill checks.

SCOWL

Well aren't you the happy little #UniKeane? No? Yeah, die in fire…
Penalty You don't like people and it shows. You instantly lower the starting attitude in any social encounter that you officiate to unfriendly; if it is already unfriendly, it does not worsen. You should probably smile at some point. Maybe try some orgami.

SHAKY

You've had the tremors since you were a child. You can hold on to things if you concentrate, but that's exhausting and sometimes things just slip.
Penalty You suffer a -1 penalty to all Disable Device and Sleight of Hand skill checks.

SNORE

People can barely stand you. Most of your friends, if forced to share a hotel room with you, retreat to the bathtub.
Penalty While sleeping, you are loud, possibly attracting nearby foes or just annoying your allies. You lower the DC to discover, locate, or otherwise perceive you with sound by 2 while you sleep.

TALKATIVE

Do you ever shut up? Seriously, you've been at it for at least 15 minutes. No one cares what level your character is.
Penalty You are the social equivalent of a broken record player. You drone on and on. You suffer a -1 penalty on all Intimidate and Stealth skill checks.

MODERN LANGUAGES

Language is as important in *Bloodlines & Black Magic* as it is in the world we know today, and that's before considering that there are hidden kingdoms singing in celestial and forgotten gods who refuse to speak with anyone unless they address them in Punjabi. While the technologically savvy can easily use a modern translator, they cannot mimic the connection people establish when they speak the actual language; there is a special magic in learning a new tongue. Academics will quickly point out that there is a nuance and cultural connection that translators, electronic or organic, just can't convey. Smart travelers also know this. When one dares walk beyond the Veil, a mastery of language gives you a distinct edge, although that's no promise your efforts will find fertile soil – everyone who's seen it knows things beyond the Veil gets weird, fast.

When learning languages in *Bloodlines & Black Magic*, PCs have two options at their disposal. GMs wishing to stay close to the classic method described in *The Pathfinder Core Rulebook* can refer to Chapter 4 – Skills for more information on how to learn new skills using Linguistics. PCs wanting a more detailed or realistic method of learning new languages should consider the Immersion Rule, described below:

THE IMMERSION RULE

The immersion rule assumes that language is difficult to learn, but that this learning can be reflected in a simple, three-tiered model. Using this model, each rank invested in a language describes a greater understanding of a particular language, including nonverbal traits, particular bits of lexicon, and even insight into the wider culture from which the language arises. Simply put, each individual's understanding of a single language is broken down into three parts.

1ST RANK—When an individual invests a single rank into a language, they gain a rudimentary understanding of that language; this includes speaking, writing, or even listening to others. These characters tend to speak slowly, often take longer to read things, and may even have to ask NPCs to repeat themselves during encounters. These players may have to make Linguistics skill checks during play to understand a particular concept. Finally, individuals who barely speak a language suffer a -1 penalty on all Charisma-based skill checks while speaking that language.

2ND RANK—When an individual invests a second rank in a particular language, they gain full proficiency in that language; although they are clearly not native speakers, their abilities are

respectable, and they can navigate most conversations with ease. These players rarely have to make Linguistics skill checks while speaking or listening.

3RD RANK– When an individual invests a third, final rank into a language, they gain a mastery of that language; these individuals can argue over nuance and meaning, easily matching native speakers in their understanding of that language. Although they may not be scholars, these individuals have the strongest understanding of a particular language. Moreover, individuals who master a language gain a +1 insight bonus on all Charisma-based skill checks with targets who share that same language as one of their native tongues.

This is described in the skill block like this:

Languages Language 3, Language 1, Language 1…

Example: Languages English 3, Spanish 1, Elven 1

Characters beginning play using this rule start play fully proficient (2 ranks) in a single language, which you select from **Table: Modern Languages.** This first language is generally the dominant language of your family, tribe, or social group, even if it doesn't match that of the wider culture into which you were born. Players should discuss how best to implement any deviations to this guideline with their GMs.

Additionally, you gain a number of ranks equal to your Intelligence score modifier; you may immediately invest these into one or more languages, gaining proficiency and eventual mastery in these new languages as you see fit, provided you can pay the cost to do so.

Finally, every time you gain a new rank in Linguistics, you may apply it to any single language you have access to (and pending GM approval); provided you have not already mastered that language and your GM approves of your choice, you may learn any languages you want.

EXAMPLE

Carissa (a 1st-level expert with a 15 Intelligence) begins play proficient in a single language. Because her character is from California, she decides her expert speaks English. However, because of her Intelligence score is 15, she gains two additional points she can immediately convert into ranks in Linguistics (she can't do anything else with these points). This means Carissa could, if she wanted, learn two additional languages – like French and Spanish – although she'd hardly be fluent in either. Of course, Carissa could also focus on a second language, dumping those points in Spanish, gaining complete proficiency in the process. If Carissa did this and gained another rank in Linguistics, she could master either of these two languages. She could also invest that rank into learning a third language if she wanted!

Broken down, languags look like this:

TABLE: LANGUAGE PROFICIENCY

Proficiency	Rank	Effect
The Basics	1	You have a hard time with this language. You suffer a -1 penalty when making Charisma-based skill checks with this language.
Full Proficiency	2	You read, write, and speak this language fluently.
Mastery	3	You navigate this language better than some of its native speakers. You gain a +1 insight bonus when making Charisma-based skill checks with this language.

Of course, Carissa would still calculate all of her Linguistics skill checks using her total skill bonus from Linguistics, not based on any individual language. Even if Carissa only invested a single rank into learning Spanish, she'd skill make all her skill checks using her +8 (+2 Intelligence, +3 ranks, +3 class skill), which allows her to focus all of her training toward a single problem, whether she's mastered that tongue or not.



TABLE: MODERN LANGUAGES

GROUP	LANGUAGES
Algic	Algonquian, Arapaho, Blackfoot, Cheyenne, Shawnee
Armenian	Armenian
Athabascan	Apache, Chipewyan, Navaho
Attic	Ancient Greek, Greek
Austronesian	Filipino, Malayo-Polynesian, Tagalog
Baltic	Latvian, Lithuanian
Celtic	Gaelic (Irish), Gaelic (Scots), Welsh
Chinese	Cantonese, Mandarin
Enochian	Celestial
Finno-Lappic	Estonian, Finnish, Lapp
Germanic	Afrikaans, Danish, Dutch, English, Flemish, German, Icelandic, Norwegian, Swedish, Yiddish
Hamo-Semitic	Coptic, Middle Egyptian
Indic	Hindi, Punjabi, Sanskrit, Urdu
Iranian	Farsi, Pashto
Japanese	Japanese
Korean	Korean
Romance	French, Italian, Latin, Portuguese, Romanian, Spanish
Semitic	Akkadian (Babylonian), Ancient Hebrew, Arabic, Aramaic, Hebrew
Slavic	Belorussian, Bulgarian, Czech, Polish, Russian, Serbo-Croatian, Slovak, Ukrainian
Tai-Kadai	Thai
Tibeto-Burman	Burmese, Sherpa, Tibetan
Turkic	Azerbaijani, Turkish, Uzbek
Ugothic	dæmons, demons, devils, and similarly-aligned Goëtic Spirits
Ugric	Hungarian



CHAPTER 9

EQUIPMENT & GEAR



"I… Uh." I mustn't impose.

"It's no trouble at all."

The leather-and-patchouli scent lured me in and I shifted my backpack from my shoulder to the car's footwell. The driver in the front was a young woman, hair tucked under a cap. Her gray eyes flicked in the rearview mirror as I obeyed Guinevere, but she didn't turn around to look. I was conscious of how rough my jeans were against the upholstery, and the interior's walnut finish

"That's a good girl," she crooned once I'd shut the door.

The car accelerated so smoothly, it felt as if we glided along the road. I sank back, squeezed shut my eyes. "Thank you."

"You've finally plucked up the courage to leave him, have you?"

"Is it that obvious?"

"I have seen that expression on the faces of dozens of young women over the years."

"Yes." I whispered the word, the enormity of my decision spiraling me into free-fall. Even if I asked Guinevere to stop the car so that I could get out, there was no returning to that cottage, to that old life.

"I know this question might strike you as inopportune, but I'm curious—"

"About the book," I answered and tilted my head so that I could regard her.

Guinevere leaned slightly forward, one hand inches from my right knee. "Indeed."

"The root of all my troubles," I said as I pulled open the backpack and reached inside. A curious reluctance overtook me. Why should I show her? And yet, it was this gift of hers that had transformed my life, for better or worse.

Guinevere's face was pinched with emotion as she accepted the journal. With one bony hand she stroked the cover, inhaled deeply and closed her eyes for a few heartbeats, as if she could somehow absorb the book's essence through her skin. "Yessss."

"It was the strangest thing…" My words were insufficient.

The woman opened the book and began to scan, sometimes pausing, lips moving silently before she flipped a few more pages. By the time she was halfway, she was fair quivering with poorly suppressed excitement, and she leaned over to tap the driver on her shoulder. "Marilyn, no need to go into the Hollow. We can go back to the hall."

"Shouldn't we be—" Faint alarm fluttered its first wings in my stomach.

Guinevere fixed her pale eyes on me, and it was impossible to break away. "Oh, you'll do nicely, my girl. Very nicely indeed. The Scrae blood runs strong in you, ladybird. Now, before you make any rash decisions, you simply must come have tea with me. We have much to discuss."

PRICING: THE INTERNET RULE

Previous attempts to create wealth systems for modern gaming has produced some interesting ideas that included over simplified wealth checks, as well as complicated (not to mention pedantic) tracking systems – encouraging you to track every single copper piece. While both of those systems are fun for different types of gamers, neither addresses the problem of inflation, the cost of things in modern economies, or how best to estimate prices for goods that, in a few years, might be sold exclusively in BitCoins. Lacking a clear vision of how these economies might evolve, we adopted a rather simple rule for pricing special gear, general equipment, or even regular services (car rentals, hotel costs, etc); base all of your prices on the costs found online.

Throughout *Bloodlines & Black Magic*, gear will always described and given a distinct value, especially if they are important or named items. All other items are assumed to be the cheaper versions of themselves; their costs and values can be based on similar items found online.

Example Carissa has been creeping around her place of work after dark, trying to figure out where that strange whispering is coming from. Carissa doesn't have dark vision, so she needs a flashlight to look around at night. She decides to order a nicer version, shows it to her GM, and she approves it; Carissa gets her new flashlight two days later (thanks to Prime Delivery). Had she commissioned a custom light or invested in a high-end item, she may have gained an associated equipment bonus (granted by a masterwork item).

USING EQUIPMENT

Equipment plays the same role in *Bloodlines & Black Magic* that it does in any other roleplaying game; it enables the player character to tackle tasks they would otherwise be unable to complete. Whether you're changing a tire, reloading ammunition, or pen-testing your neighbor's Wi-Fi, certain jobs are going to require specialized tools.

In addition to their starting wealth, each hero in *Bloodlines & Black Magic* begins play with a set of gear. This gear could be anything, from gear they have on hand to gear directly related to their career or class. Of course, gear is always expandable and customizable, and player characters are going to, in their quest to be prepared, create all sorts of unique collections of gear. What follows is a handful of items, kits, and specialized equipment. Starting equipment for each class is listed under those entries.

PROFESSIONAL EQUIPMENT

This category covers a wide variety of specialized equipment used by professionals in adventure-related fields. Some objects contain the tools necessary to use certain skills optimally. Without

the use of these items, often referred to as kits, skill checks made with these skills are at a –4 penalty. Skills and the kits they are associated with are listed below. See the descriptions of the kits for additional details. Note that kits should be restocked periodically.

Note that some skills, by their nature, require a piece of equipment to use. While not every skill requires gear, some benefit from it.

TABLE; GEAR & SKILLS

Skill	Associated Gear
Climb	Climbing Gear
Craft (chemical)	Chemical Kit, Pharmacist's Kit
Craft (electronics)	Electrical Tool Kit
Craft (mechanical)	Mechanical Tool Kit
Disable Device	Car Opening Kit, Electrical Tool Kit, Lockpick Set, Lock Release Gun
Disguise	Disguise Kit
Heal	First Aid Kit, Medical Kit, Surgery Kit
Linguistics	Forgery Kit
Perception	Evidence Kit
Perform	Musical Instrument

Bolt Cutter
An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a Strength check (DC 10). A bolt cutter weighs 5 lbs.

Canvas Hip Bag
Easy to tie to your leg, this bag is often attached to a belt and holds 7 lbs. of additional gear, provided the items are smaller (items normally no larger than 8 inches in diameter).

Car Opening Kit
This set of odd-shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a Disable Device check to accomplish this varies with the quality of the lock; see the skill description. This kit weights 6 lb.

Carnie Gear
This gear includes a shoulder bag, a lighter, 6 packages of incense (with 20 sticks per package), 10 candles, a non-magical spirit planchette set, a tarot deck, a magnet, a ball 50 ft. ball of string, a USB charger, a small flask, and a journal and pen. This gear weighs 9 lbs.

Chainsaw
This portable, gas-powered equipment can be used to loudly cut through wood, plaster, and similar, non-metallic objects with a hardness less than 5. Operating a chainsaw is a full round action that provokes an attack of opportunity. When used in combat, a chainsaw is considered an improvised weapon that deals 2d4 points of slashing damage with a critical range of 20. Wounds caused by a chainsaw automatically deal an additional 1d6 points of bleed damage.

Chemical Kit
A portable laboratory for use with the Craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds. This kit weights 5 lbs.

Climbing Kit
This small but thorough kit includes a harness, safety cables, hooks, rope, a helmet, storage bags, and additional climbing supplies. It can be customized to climb anything from buildings to telephone poles, to the side of a mountain. This kit weighs 15 lbs.

Demolitions Kit
This kit contains everything needed to use the Demolitions feat to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately. This kit weighs 10 lbs.

Detective Gear
This gear includes a shoulder bag, a flashlight, 50 pairs of medical gloves, a several magnifying glasses, a small journal with several pens, 25 large evidence bags, 100 small evidence bags, 1 pair of cloth gloves, 1 roll of crime scene tape (with associated pegs), and a compact digital camera. This gear weighs 7 lbs.

Disguise Kit
This kit contains everything needed to use the Disguise skill, including makeup, brushes, mirrors, wigs, and other accouterments. It doesn't contain clothing or uniforms, however. This kit weights 5 lbs.

Duct Tape
The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely, or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

Electrical Tool Kit
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools, and leads and wires.

Basic: This small kit grants a +2 equipment bonus on Craft (electronics) checks to fabricate or repair electrical or electronic devices. It only has enough components to be used 10 times. This kit weights 12 lbs.

Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +4 equipment bonus on Craft (electronics) checks to fabricate or repair electrical or electronic devices. This kit weights 30 lbs.

Evidence Kits
Law enforcement agencies around the world generally use the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated. It grants a +2 equipment bonus on Perception checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation). A basic kit has 10 uses before it needs to be restocked. This kit weights 3 lbs.

Deluxe: A deluxe kit includes all the materials in a basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and molds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +4 equipment bonus on Perception checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation).

Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a Craft (chemical) check (DC 15). In this case, the +4 equipment bonus does not apply. A deluxe kit has 10 uses before it needs to be restocked. This kit weighs 8 lbs.

Fake ID
Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the Forgery skill, with a +1 ability modifier. When a character purchases a fake ID, the GM secretly makes a Forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID. The purchase DC of a fake ID is 10 + the forger's ranks in the Linguistics skill.

First Aid Kit
Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a Heal check (DC 15). A first aid kit can be used only once. A first aid kit gives you a +1 bonus on Heal checks. This kit weights 5 lbs.

First Responder's Gear
This gear includes an advanced first aid kit, a defibrillator, a hand axe, a stabilization board and braces, and some other stuff. This kit grants you a +2 equipment bonus on Heal skill checks. It has only 10 uses. This gear weighs 12 lbs.

Forgery Kit
This kit contains everything needed to use the Linguistics skill to prepare forged items. Depending on the item to be forged, a character might need legal documents or other items not included in the kit. This kit weights 3 lbs.

Gym Gear
This gear includes a gym bag, weight training gloves, running shoes, a week's worth of vitamins, protein bars, a 1-liter water bottle, training clothes, a small utility knife, a USB charger, a small portable MP3 player, and a small bag of personal hygiene items. This gear weighs 6 lbs.

Handcuffs
Handcuffs are restraints designed to lock two limbs—normally the wrists—of a prisoner together. They fit any medium-size or small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a Disable Device check (DC 25) or Escape Artist check (DC 35) to remove without the key.

Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (Disable Device and Escape Artist checks automatically fail).

Hipster Essentials
This gear includes an recycled shoulder bag (made from repurposed plastics), a smart phone, a USB charger and associated cables, custom pends, a six-pack of craft beers from exclusive breweries, a small mirror, a laser pointer, a journal and pen, beard oil, and copy of the latest issue of Wired. This gear weighs 6 lbs.

Hunter's Gear
This gear includes a small backpack, a lighter, a flashlight, a first aid kit, a gun-cleaning kit, a utility knife, a hunting knife, a hand axe, a machete, four wooden stakes, a USB charger, a small flask, and a journal and pen. This gear weighs 12 lbs.

Instrument
Portable keyboards, drum sets, electric guitars or flutes are all examples of instruments necessary in order to use the Perform skill related to that particular family of instrument, be it keyboard, percussion, stringed or wind, and so on..

Lockpick Set
A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make Disable Device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

Lock Release Gun
This small, pistol-like device automatically disables cheap and average mechanical locks operated by standard keys (no Disable Device check necessary).

Mechanical Tool Kit
This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, and even power tools.

Basic: This kit, which fits in a portable toolbox, provides you with a +2 equipment bonus on Craft (mechanical) checks. This kit weights 13 lbs.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. This kit provides a +4 bonus on Craft (mechanical) checks. This kit weights 20 lbs.

Medical Kit
About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMTs. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the Heal skill). A medical kit can be used 10 times before it needs to be restocked. A medical kit gives you a +2 circumstance bonus on Heal checks. This kit weights 8 lbs.

Metal Detector
This handheld device provides a +10 equipment bonus on all Perception skill checks to find metal objects.

Metal Detector, Advanced
This advanced (often expensive) variant of the metal detector provides a +15 equipment bonus on all Perception checks to find metal objects of all kinds. It is often waterproof and can be submerged in up to three meters of water before gaining the broken condition.

Multipurpose Tool
This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool provides a +2 bonus on Craft (mechanical), Craft (electronic) checks to make simple repairs. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

Nightvision Goggles
When applied to a helmet or similar headwear, nightvision goggles grant the wearer darkvision out to a 120 ft. range. Wearing the goggles also temporarily bestow light sensitivity on the wearer, who suffer a -4 penalty to Reflex saves and Perception skill checks to avoid seeing bright lights (anything brighter than a small flashlight) while wearing the goggles. Anyone who fails such a save gains the dazzled condition for 1 minute while their eyes adjust to the new light source.

Occultist Gear
This gear includes a shoulder bag, 10 candles, a lighter, 6 packages of incense (with 20 sticks per package), a tarot deck, a small flashlight, a laser pointer, a blank journal and pen, a USB charger, essential oils, a small flask, and a small portable MP3 player. This gear weighs 7 lbs.

Pen-Testing Gear
This gear includes a relative modern laptop, with a full suite of penetration testing software (like Kali), extra hard drives, smaller USBs (some preloaded for parking lots), extra batteries, cables, adapters, power cords, and associated antennas. These kits are commonly highly customized, and may contain common-looking items that contain completely different items (like hidden cameras).

Pharmacist Kit
A portable pharmacy for use with the Craft (chemical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs. This kit weights 6 lbs.

Scope
A scope is a magnification device that is commonly attached to rifles, but might also be attached to a pistol, as well. Designed to magnify distant targets, when a scope is attached, the character firing the weapon reduces the range increment penalty by 1, suffering a -1 penalty per increment instead of the normal -2; the number of increments a scope effects is listed by the scope. For simplicity, these are outlined below:

Scope, Magnification I
Characters using this scope reduce the penalty for firing into the first range increment by 1. The penalty for the second through fifth range increments remains the standard -2.

Scope, Magnification II
Characters using this scope reduces the penalty for firing into the first and second range increment by 1. The penalty for the third through fifth range increments remains the standard -2.

Scope Magnification III
Characters using this scope reduces the penalty for firing into the first three range increments by 1. The penalty for the fourth through fifth range increments remains the standard -2.

Scope Magnification IV
Characters using this scope reduces the penalty for firing into the first four range increments by 1. The penalty for firing into the fifth range increment remains the standard -2.

A note on scopes: while we realize this is an oversimplification of how scopes work (and are classified), we opted to develop around mechanics that were game-friendly and fit better into the existing mechanical framework. So, instead of listing countless types of scopes, with all of their magnification settings (and don't get us started on red dots or lasers), as well as their ranges, we thought it smarter to identify the strength of its magnification by the number of range penalties it can reduce. Taken with something like the feat Far Shot, this could potentially make a sniper even more deadly. But hey, don't les us give you any ideas…

Search-and-Rescue Kit
This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades, and one signal flare. This kit weights 7 lbs.

Spike Strip
This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small suitcase. Deploy it by rolling it across a roadway, where it lies like a flat, segmented belt. (The user can roll it out onto the road without entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user activates it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through a square containing an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2

points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful Heal check, DC 15, or one day's rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit—although vehicles equipped with puncture-resistant tires are not affected.

Stage Magic Gear
This gear includes a shoulder bag, deck of marked cards, a deck of normal playing cards, a small journal with pen, a 50 ft. ball of string, a small mirror, a USB charger, and a small portable MP3 player. This gear weighs 5 lbs.

Surgical Kit
About the size of a small backpack, this kit contains the instruments needed for rudimentary emergency field surgery. A surgical kit is generally used when performing field surgery (see the Surgery Feat) and provides a +4 equipment bonus on Heal checks to perform surgery. The kit has enough supplies for 5 uses before it must be restocked. This kit weights 8 lbs.

WireTap Detector
Built to fit in the palm of a technician's hand, this tool detects hidden, wireless cameras, phone taps, audio bugs, hidden transmitters, and a multitude of additional devices in a multitude of rangers, including the 3G/4G/GSM, WiFi, and even Bluetooth. Using the tap detector takes approximately 1d6 rounds and grants a +10 equipment bonus to Perception skill checks to find hidden devices (as described above) within a 30 ft range (or within 10 ft. for Bluetooth devices).

Yoga Gear
This gear includes a small backpack, a lighter, 6 packages of incense (with 20 sticks per package), a small flask, a USB charger, a MP3 player, lotion, yoga clothing, a yoga mat, and a small journal with pen. This gear weighs 7 lbs.

FIREARMS

"Shoot it. Shoot it!!!...."
"Ummm…I think we just made it angrier…"

Firearms serve an important role in society, whether or not we care to admit it. Used largely as a deterrent to violence, the firearms people have invented tend to be used against animals and humans. In fact, nearly all of the advanced, exotic, and specialized (often restricted) firearms designed today are meant to be employed against people (or equipment); they are often used by law enforcement and the military to slow or stop enemy combatants.

In *Bloodlines & Black Magic*, firearms are split into three categories; simple, advanced, and specialized. Although the principles for using firearms are largely the same between the three types, simple or basic firearms often involve less training to clean, clear, load, and fire. Advanced firearms often include additional steps and options; these can include additional firing modes like 'burst' or even 'automatic,' although those settings vary from weapon to weapon. Finally, specialized weapons (which are often also highly restricted) almost always include special firing modes (like 'automatic'), as well as special options for using them in alternative environments (like underwater). Specialized weapons include harpoons, elephant guns, the H&K P11, most military weapons, custom-built firearms, and so on. All of these are described below.

CRITICAL RANGES & EXPLODING DICE

In *Bloodlines & Black Magic*, all weapons threaten a critical on a 20. When confirmed, firearms deal "exploding" damage using a x2 multiplier. When a critical is confirmed, PCs rolls twice as many dice. If any of the dice rolled on a critical are the maximum for their type (6 on a d6, 8 on a d8, or 12 on a d12, for instance), that die (and that die alone) 'explodes' and the player can add that value and continue rolling, although only the die that exploded. A PC who confirms a critical continues to roll until the dice no longer 'explode.'

As you might imagine, this makes firearms in *Bloodlines & Black Magic* potentially very deadly (like in real life). GMs who do not wish to use this rule, however, are welcome to use the standard multipliers as presented in the *Pathfinder Roleplaying Game: Ultimate Combat* .

Although *Bloodlines & Black Magic* does not introduce a wide array of firearms, we've included the following examples to help you get right into the action.

FIREARMS PROFICIENCY

In *Bloodlines & Black Magic*, proficiency with firearms is handled in a specific manner. In order to safely fire a given firearm, the player must be proficient with that specific firearm. In fact, in *Bloodlines & Black Magic*, PCs never gain proficiency with entire groups of firearms; instead, they can select the **Firearms Proficiency, Advanced Firearms Proficiency**, or **Exotic Firearms Proficiency** feats (see Chapter 8), each of which grant proficiency with a number of guns, although not all guns of that type. Additionally, each class and some traits may also grant firearm proficiencies, as well.

Player characters who lack proficiency with a firearm suffer a -4 penalty to hit and double all misfire chances. Player characters who fire a weapon rapidly or who have excessive recoil issues, may suffer additional penalties, as described below.

MODES OF FIRE

In *Bloodlines & Black Magic*, like in real life, most firearms – especially advanced and specialized weapons – are capable of firing in more than a single mode. Nearly all modern firearms have two modes; safety mode and single-fire modem. Additionally, some firearms have additional modes (like automatic or burst) that allow the PC to deal more damage if they hit. These modes are described below. Unless otherwise noted, switching between firing modes on most firearms is a swift action.

SAFE MODE

When a firearm is in safe-mode, the trigger cannot be pulled and ranged attacks cannot be made with the weapon.

SINGLE-FIRE MODE

When a firearm is in single-fire mode, each time you pull the trigger, you make an attack with the firearm that spends a single round of ammunition. This is the default mode for most firearms, and is the only mode of operation for some. A lot of older, classic weapons only operate in this mode, as do most revolvers. Semiautomatic pistols and rifles also fire in this mode by default. Certain feats, like Rapid Shot, allow PCs to pull the trigger a little faster.

BURST FIRE

When a firearm is in burst mode, each time you pull the trigger, you make an attack that spends three rounds of ammunition. When you make an attack in burst mode, you automatically suffer a -2 penalty from the recoil. If you hit your target, that attack deals an additional die of damage (if a single shot normally deals 2d8 points of damage, in burst fire it deals 3d8). If you confirm a critical while firing a burst weapon, you double the additional die (so you'd deal 6d8 points of damage, not 4d8).

AUTOMATIC FIRE MODE

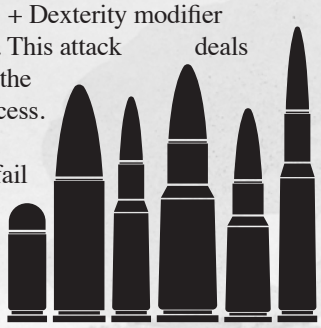
When a firearm is placed into automatic mode, the pull of the trigger makes an attack against a square that expends all of the remaining ammunition. When you make an attack in automatic mode, you have two options.

COVERING FIRE

You make an attack against a single square. When you fire your weapon like this, you suffer a -2 penalty to your attack; if you hit when you make this attack, you multiply the final damage by X, where X is equal to the number of rounds remaining in the magazine divided by 3 (rounded down). Firing a firearm in this way expends the rest of a magazine, which can be ejected as a free action.

SPRAY & PRAY

When you make an attack like this, make a single attack against everyone in a 30 ft. cone (cover applies as normal), forcing a Reflex save equal to (DC = 8 + BAB + Dexterity modifier + any bonuses from applicable feats). This attack deals triple the normal damage, expending the remainder of the magazine in the process. Once empty, this magazine may be ejected as a free action. Targets who fail this save suffer full damage, while those who succeed suffer only half as much.



AIMING

Player characters willing to take a full-round action to aim their firearm gain a +2 competence bonus on their next attack provided they make that attack on the following round. Aiming at a target takes up most of the PC's attention, imposing a -2 penalty on Perception skill checks that round. Additionally, PCs must focus while aiming at a target. PCs cannot aim while distracted, and may need to make Concentration checks in order to aim under certain conditions (like while moving or being grappled).

RECOIL

When a player characters fires their weapon over a consecutive number of rounds, they must compensate for recoil. The first time a character makes an attack, they suffer no penalty. When the PC makes a second attack (this includes attacks made in the same round), that attack suffers a -1 recoil penalty. Should the PC make additional attacks (by using feats like Rapid Shot), these attacks also suffer the penalty, incrementing by 1 again, increasing to -2, -3, and so on; these penalties stack with range modifiers and any other penalties to attack. Certain items (like a bipod), training (breath control), and stances (like firing prone) can help compensate for these penalties.

SIMPLE FIREARMS

Although we describe them as simple, many the firearms in this category are fairly advanced. In fact, many of them can be modified, both with lasers, scopes, fails, and other accessories; to the untrained eye, modifications like these would make even the most basic firearms look 'scary.' Those additions don't change the simple facts, however. Each firearm has its own, unique features and these must be learned before someone can successfully use them. These are, of course, the easiest to learn.

PISTOLS

Beretta 9 Designed for use by law enforcement and the military, the Beretta 9 is one of the standard semi-automatic 9mm pistols used by civilians, as well. Carrying 11 rounds in its magazine, this weapon is commonly used in home and personal defense.

Beretta PX4 Storm Offering a higher capacity and a polymer body, the PX4 Storm is a common option for individuals who wish to use a 9mm in the field, but who want a little more punch in a smaller, semiautomatic frame. This weapon holds 15 rounds in its extended magazine.

Bond Arms Backup Derringer This incredibly small and easily concealed .45 carries two (2) rounds in its stainless steel frame. Although it is fairly simple to reload, this pistol is designed primarily for single, last-minute engagements.

Glock G20 Gen4 Firing a slightly larger round, the Glock G4 is available in a host of options and finishes that make it a destination firearm for many individuals. Firing a 10mm round, this all-weather weapon holds 15 rounds inside its polymer frame.

Glock G42 Firing the .380 ACP, these smaller, compact pistols are favored by both civilians and law enforcement officers, both who often carry these firearms concealed. Holding only 6 rounds in their magazine, these pistols can be fitted to include lasers, specialized grips, and similar accessories.

H&K VP Tactical Coming in two models, this tactical pistol fires two calibers: 9mm or .40 S&W. Depending on how the pistol is configured, it can hold 11, 13, or even 15 rounds. Heavier than most, this pistol weighs almost 2 lbs.

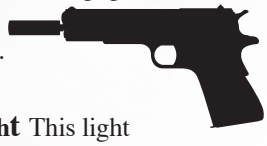
H&K SP5K Mirroring the popular H&K M5 in appearance, this legal single-fire, pistol can hold up to 30 rounds (although 10 round magazines are very popular) of 9mm x 19 ammunition. Weighing a little over 4 lbs., this weapon often features lasers, short-range optics, and a weapon sling for easy carry.



H&K VP9SK Smaller and more concealable than the VP Tactical, this 9mm pistol is a favorite with experienced shooters, law enforcement officers, military contractors, and more. Weighing under 2 lbs., this semiautomatic pistol holds 10+1 rounds.

Ruger LCRx .38 SW Special Featuring adjustable rear sights, this small, compact revolver holds a total of five (5) .38 rounds. Easily concealable, this weapon is popular with law enforcement officers, private contractors, and other security personnel.

Ruger SR22 Lightweight and reliable, this small pistol holds a total of ten (10) .22 LR rounds. Built from rugged polymer and aerospace-grade aluminum, the Ruger SR22 is popular with civilians and beginning hobbyists. It is a common sidearm for hunters, as well.



Smith & Wesson Model 442 Airweight This light and effective revolver carries fire (5) .38 rounds. Hammerless, lightweight, and easily concealable, this firearm sees a lot of use among both law enforcement officers and hobbyists.

Taurus Millennium G2 Intended to be concealed, this lightweight 9mm holds 12+1 rounds and features an auxiliary rail, a loaded chamber indicator, and an adjustable, two-dot rear sight. Less expensive than similar models, the G2 is popular with hobbyists.

TABLE: PISTOLS

Pistol	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
Beretta 9 (9mm)	2d6	20	30 ft.	1	11	2.5 lbs.	P/B	
Beretta PX4 Storm (9mm)	2d6	20	40 ft.	1	15	2.5 lbs.	P/B	
Bond Arms Backup Derringer (.45)	2d6+2	20	20 ft.	1	2	1 lbs.	P/B	Concealable
Glock G20 Gen4 (10mm)	2d6+2	20	40 ft.	1	15	2 lbs.	P/B	
Glock G42 (.380 ACP)	2d6	20	30 ft.	1	6	2 lbs.	P/B	Concealable
H&K VP Tactical (9mm)	2d6	20	30 ft.	1	11/13/15	2 lbs.	P/B	
H&K VP40 (.40 S&W)	2d8	20	40 ft.	1	10/13	2.5 lbs.	P/B	
H&K SP5K (9mm)	2d6	20	30 ft.	1	30	4.5 lbs.	P/B	
H&K VP9SK (9mm)	2d6	20	30 ft.	1	11	1.5 lbs.	P/B	Concealable
Rugar LCRx .38 SW Special (.38)	2d6	20	20 ft.	1	5	1.5 lbs.	P/B	Concealable
Ruger SR22	2d4	20	20 ft.	1	10	1.5 lbs.	P/B	
S&W Model 442 Airweight (.38)	2d6	20	20 ft.	1	5	1.0 lbs.	P/B	Concealable
Taurus Millennium G2 (9mm)	2d6	20	30 ft	1	13	1.5 lbs.	P/B	
Taurus 738 TCP (.380 ACP)	2d6	20	20 ft.	1	7	1.0 lbs.	P/B	Concealable
Uberti Cattleman II (.45 Colt)	2d6+2	20	40 ft.	1	6	2.5 lbs.	P/B	
Uberti Cattleman II (.357 mag)	2d8	20	30 ft.	1	6	2.5 lbs.	P/B	
Uberti Cattleman II (.44 Mag)	2d8	20	40 ft.	1	6	2.5 lbs.	P/B	

Taurus 738 TCP Weighing less than 11 oz., this extremely lightweight .380 ACP is designed to be carried concealed. Constructed of stainless steel and polymer parts, this inexpensive weapon holds 7 rounds in its magazine.

Uberti Cattleman II This single-action revolver is an exceptional replica of legendary Colt revolvers of early America. Coming in a range of calibers (including .45 Colt, .357 Mag, and .44 Mag), these pistols harken back to the 1870s, when '6-Shooters' were 'Peacekeepers' and cowboys a common sight.

RIFLES

Century Arms AK63DS Semi Auto AK-47 Based on the Hungarian AK-47 of the same name, this rifle features a collapsible stock, AKM sights, and carries 30+1 rounds (7.62x39). Weighing approximately 7.5 lbs., this rifle is common favorite with hobbyists, largely due to its lower price point.

H&K MR556A1 Designed as a precision competition rifle, this H&K looks similar to the M4A4, can accommodate a series of optics and accessories, and weighs a comfortable 9 lbs. Firing 5.56x45 mm NATO rounds, this rifle accepts magazines with 10 round, 20 round, and 30 round capacity.

Molot Vepr AK308 Banned in several States in the U.S., this semiautomatic, gas-powered rifle takes a variety of magazines, although it comes standard with a 5- and 10-round magazine. Holding up to 10+1 .308 rounds, the AK308 looks a lot scarier than it actually is. It is 922r-compliant with foreign-made magazines.

Mossberg 500 Hunting Rifle Arguably one of the most prolific guns in the modern world, this rifle is available in a variety of styles, models, and even calibers. Common among hunters, this rifle can fire 12=, 16=, and even 20=gauge rounds; weapon capacity also varies by model, but is generally 6 rounds of the appropriate type. It commonly weighs between 6 and 8 lbs.

Remington 700 VTR A more precise version of Remington's older bolt-action rifles, the VTR is optimized to extend its range and reduce recoil. Featuring a 22-inch barrel, the Remington VTR comes in several models, firing Remington .223, Remington 260, and .308.

Sig Sauer MCX Patrol 300 This versatile rifle features a 3-position telescoping stock an ambidextrous safety, and an easily changed barrel, enabling it to fire 5.56 NATO rounds, .300 Blk, or even 7.62x39. This weapon takes a standard AR-15 magazine that holds 30 +1 rounds.

TABLE: RIFLES

Rifle	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
C.A. AK63DS Semi Auto AK-47 (7.62)	2d8	20	80 ft.	1-3	10/20/30	7.5 lbs.	P/B	
H&K MR556A1 (5.56)	2d8	20	100 ft.	1-2	10/20/30	9 lbs.	P/B	
Molot Vepr AK308 (.308)	2d8+2	20	110 ft.	1-2	5/10/11	8 lbs.	P/B	
Mossberg 500 Hunting Rifle (12 gauge)	2d8	20	30 ft.	1	6	7.5 lbs.	P/B	
Mossberg 500 Hunting Rifle (16 gauge)	2d6	20	40 ft.	1	6	7.5 lbs.	P/B	
Mossberg 500 Hunting Rifle (20 gauge)	2d4	20	60 ft.	1	6	7.5 lbs.	P/B	
Remington 700 VTR (.223)	2d8	20	120 ft.	1	5	7.5 lbs.	P/B	
Remington 700 VTR (.260)	2d8	20	120 ft.	1	4	7.5 lbs.	P/B	
Remington 700 VTR (.308)	2d8+2	20	120 ft.	1	4	7.5 lbs.	P/B	
Sig Sauer MCX Patrol 300 (5.56)	2d8	20	90 ft.	1	10/20/30	8 lbs.	P/B	
Taser M26C Stun Gun	3d6	20	15 ft.	1	2	1 lbs.	P	Stun DC 20
Troy Defense PAR Sport (.308)	2d8+2	20	120 ft.	1	11	8 lbs.	P/B	
Troy Defense PAR Sport (.300 AAC)	2d8+2	20	120 ft.	1	11	6 lbs.	P/B	
Troy Defense PAR Sport (.223)	2d8	20	100 ft.	1	11	6 lbs.	P/B	
Winchester 1866 Short (.44 Win)	2d10	20	120 ft.	1	11	7 lbs.	P/B	
Winchester 1866 Short (.38 Win)	2d8	20	80 ft.	1	12	7 lbs.	P/B	

Troy Defense PAR Sport This black, customizable rifle fires a variety of rounds, including Winchester .308. Remington .223, and .300 AAC Blackout. As sold, this semiautomatic rifle features a built-in rail and flattop (optic ready) reminiscent of the M4A4. Legal in all 50 States, it carries 10+1 rounds in its magazine, although these can be changed to easily increase its capacity.

Winchester 1866 Short Built to honor the Old West and those who fought in it, this centerfire rifle is available in two models; one that carries 10+1 .44-40 Winchester rounds, or 11+1 .38 S&W Special rounds. Weighing a full 7 lbs. loaded, this rifle features a full-length magazine tube and open-top ejection port.

ADVANCED FIREARMS

Advanced firearms are often restricted to military use, but can sometimes be purchased with special licensing or fired on special sites where others have the needed licenses. Regardless of their legality, these firearms often have special features and additional firing modes (like automatic or burst). Restricted to only a select few, advanced firearms almost always fall into the realm of mercenaries, government agents, combat operators, and other contractors.

AK-103 The AK-103 has inspired a spectrum of variant rifle designs, all of which owe their thanks to the classic AK-47. Used in India, Pakistan, Russia, Saudi Arabia, and in many other countries around the world, this fully automatic rifle is reliable, resistant, and time-tested. The AK-103 has two firing modes: safe and fully auto.



AK-47 The classic Cold War rifle. Found in nearly every country and used in more wars, the AK-47 was originally designed by Mikhail Kalashnikov in the 1940s, although it did not enter service until 1948. Universally recognizable for its curved magazine and shorter stock, the AK-47 is a arguably one of the most common automatic weapons.

Colt M4A1 The new standard for American military forces and many of their allies, this fully automatic weapon fires the standard NATO round (5.56). Supported by countless vendors and military contracts, this weapon can be fitted out in an endless array of configurations. It normally is normally configured with 30-round magazines.

H&K MP5/40 A common submachine gun, the MP5/40 is a variation on the iconic SMG. Short, compact, and often featuring a thin, curved magazine (here, holding .40 S&W), the H&K MP5/40 is used by several navies as a boarding weapon, as well as by special forces units and elite police forces around the world

H&K MP5K-PDW Built atop the standard MP5 frame, the MP5K-PDW (personal defense weapon) is a compact, rugged SMG that comes standard with either 15- or 30-round magazines. Used by independent contractors, independent operatives, combat engineers, and elite police forces, this German weapon is a common sight when doors start getting kicked in.

M16A1 An American standard, the M16 saw widespread use during the Vietnam War, as well as in countless smaller conflicts. Used extensively by the U.S. military, the M16 is slowly being phased out by the Colt M4A1. Firing the standard NATO round (5.56), the M16 can be fitted with several magazines, as well as several specialized drums, allowing it to fire hundreds of rounds.

Nexter FAMAS-G2 An infamous French assault rifle, the FAMAS-G2 fires the standard NATO round from a top-loaded box. It is comes fitted with a standard 25-round box, but this has been extended to 30 rounds in some places. It operates in three (3) modes of fire: safe, semi, and fully automatic.

EXOTIC FIREARMS

Extremely unique and often specialized, these weapons are normally rare; they are custom built, or designed for a very specific use. These include harpoons, elephant guns, the H&K P11, specialized championship rifles (like those used in the Olympics), custom or experimental military weapons (early rail guns, lasers, etc.), custom built firearms, and so on.

The **Table: Exotic Firearm**s lists five experimental, exotic firearms that GMs can introduce into their stories.

Barrettax M82 An infamous and exotic firearm, this precision sniper rifle sees extensive use in the Secret and Invisible Worlds. This bolt-action rifle has only one firing mode and holds seven (7) rounds in its magazine.

Cressti Cherokee Ocean Speargun A common weapon for combat and rescue divers, this speargun can be deployed against hostile sea monsters, the angry undead, and similar foes. This speargun must be manually reloaded and holds only a single spear at a time.

CZ 550 (.558) This heavy weapon is used almost exclusively to take down big game, although some exotic organizations will employ it against other, equally dangerous supernatural foes. The CZ 550 is a bolt-action rifle that holds only five (5) rounds in its magazine.

G.E.M. 144 (7.62) This fully automatic cannon is frequently mounted in the back of jeeps, SUVs, and armored personnel carriers. Capable of firing 144 rounds upward toward 4,000 rounds per minute, this weapon is fired in six-second bursts that deal damage to a single 5 ft. square. Enemies who succeed on a Reflex save (DC = 10 + damage dealt) save for half.

M203 Grenade Launcher An American favorite, this single-shot 40mm grenade launcher can hit precision targets, dealing its listed damage to everyone in a 10 ft. radius. Targets who succeed on a Reflex save (DC 10 + damage dealt) save for half. The M203 must be reloaded after each firing.

TABLE: ADVANCED FIREARMS

Rifle	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
AK-103 (7.62)	2d8	20	110 ft.	1-2	30	7 lbs.	P/B	Burst
AK-47 (7.62)	2d8	20	80 ft.;	1-2	20/30/40/100	8 lbs.	P/B	Burst
Colt M4A1 (5.56)	2d8	20	90 ft.	1-2	20/30/100	7.6 lbs.	P/B	Automatic
H&K MP5/40 (.40 S&W)	2d8+2	20	40 ft.	1	15/30/40	6 lbs.	P/B	Single,2r,3r, auto
H&K MP5K-PDW (9mm)	2d6+2	20	30 ft.	1	15/30	6.5 lbs.	P/B	Single,2r,3r, auto
M16A4 (5.56)	2d8	20	110 ft.	1-2	20/30/100	9 lbs.	P/B	Automatic
Nexter FAMAS-G2 (5.56)	2d8	20	100 ft.	1-3	25/30	8.5 lbs.	P/B	Safe, semi, auto

TABLE: EXOTIC FIREARMS

Rifle	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
Barrettax M82 (.50)	2d10	19-20/x2	120 ft.	1	10	10 lbs.	B/P	
Cressti Cherokee Ocean Speargun	2d4+2	19-20/x2	60 ft.	1	1	2 lbs.	P	Submersible
CZ 550 (.558)	2d12	20	150 ft.	1-2	5	12 lbs.	B/P	
G.E.M. 144 Minigun (7.62)	3d6+3	20	60 ft.	1-2	belt	85 lbs.	B/P	Always Auto
M203 Grenade Launcher	3d6	20	50 ft.	1	1	3 lbs.	B/P	10 ft. radius

GUNS, DEMONS & GUNSMOKE

"THIS IS NOT GUNS AGAINST THE DARKNESS."
-CLINTON BOOMER

"Demons love gunsmoke.

"We're not quite sure what it is – exactly – about the reek of spent and burning gunpowder that attracts demons, but they love it. Empty enough ammunition, and those beasts-from-beyond will come running – not that most folks could see them there, standing just beyond the peripheral, cloaked in darkness and hunger.

"I've talked to a lot of occultists over the years, and all have offered unique insights as to why this is: maybe the dead love the sound of unnatural thunder; maybe the sparks remind elder spirits of creation's forge. Whatever. But it was an alchemist who offered the sanest reason: it's the gunpowder. There's sulfur in it. And demons are born from sulfur. It's part of their homelands.

"The Infernal is made of many things, and sulfur is one of the main ingredients."

-- John Churchstreet

In lots of excellent movies – from *Aliens* to *Ghostbusters*, from *The Thing* to *Resident Evil*, from *Predator* to *Men in Black* – we encounter the classic tale of capable, competent military-industrial Westernized gun-toting scientists, citizens and soldiers taking down terrible and twisted, inhuman monsters of myth and campfire-story with a combination of grit, smarts and raw heavy firepower.

And that's perfectly well and good; delightful stories, all well told!

However, within *Bloodline & Black Magic* – and the greater text of Occult 7 – the darkness isn't the enemy … and guns simply aren't the best tool with which to fight against the supernatural and the unknowable.

Let's take that last bit one piece at a time.

"The darkness**"** isn**'**t the enemy...

The mysterious and the unnatural are a constant backdrop of Occult 7 ... and they cannot hope to be overcome, defeated or banished by the PCs.

The PCs, to one degree or another, are the darkness. It is within the mists and the shadows that the game takes place; any lasting victory will be had only deep beneath that world which the mass of humanity ever knows or sees.

In fact, the PCs are a living, breathing part of this ever-present tangle of riddles and secrets … as are their friends and their family, their mentors and their associates, along with angels, bright fey and a smattering of strange, semi-benevolent spirits. You can quit using magic, you can beat the bad-guys with magic … but you can't defeat magic itself.

GUNS SIMPLY AREN'T THE BEST TOOL...

Firearms still work on people, of course. Plenty of black-magic gunshoes pack a six-shooter in a jacket-holster or a sawed-off shotgun in the trunk, and they'll tear through mooks, leg-breakers and cultists with exactly the kind of bone-shattering, flesh-rending horror you would expect. But against the true horrors of the occult, guns are less than useless; heavy artillery cannot hope to defeat the sort of ghosts and devils that haunt the shadows here.

In fact, firing off a few rounds is a good way to attract the attention of a local gunsmoke-blessed creature or half-summoned creature (see below). There are more of them lurking out there, just beyond the light, than you might expect, and some of them – creatures like dretches, babau and succubi – can choose to arrive at the location of a potential feast with dimension-ripping speed.

GUNSMOKE-BLESSED CREATURE

Out in the creaking dark, far past the place where the asphalt ends, there are beasts who fear no bullet; their eyes shine with a malevolent brilliance, and even the dullest of them have learned inhuman, unnatural patience. They hunt even among the hunters, seeking out only the choicest prizes: magicians and their blood.

CREATING A GUNSMOKE-BLESSED CREATURE

"Gunsmoke-Blessed" is an acquired template that may be applied to any creature with an Intelligence score of 3 or higher that does not possess the half-summoned creature template (referred to hereafter as the base creature). A gunsmoke-blessed creature uses all the base creature's statistics and abilities except as noted here.

CR A gunsmoke-blessed creature has a CR equal to the base creature's CR +1

Senses A gunsmoke-blessed creature gains the Scent special ability, but only with regards to recently spent gunpowder, to manufactured firearms and to individuals who have killed another sentient creature using a firearm.

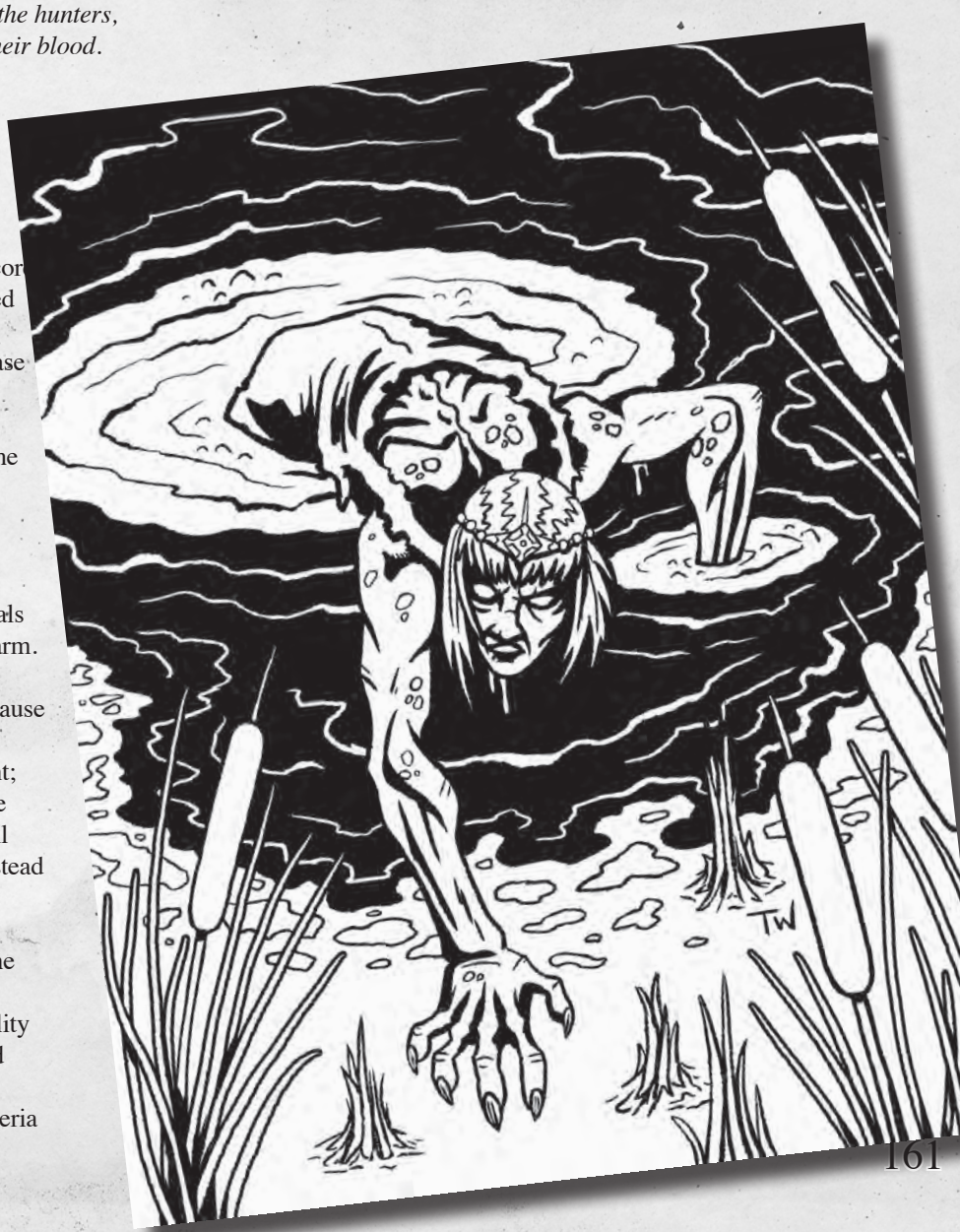
If a creature fulfills two of those three criteria – because she is carrying a firearm that has been used within the last minute, for example – she possesses a strong scent; if a creature fulfills all three of the criteria listed above – because she is carrying a firearm that she used to kill someone within the last minute, for example – she instead possesses an overwhelming scent.

If the gunsmoke-blessed creature already possess the Scent special ability – because the base creature is a winter wolf, for example – the range of this Scent ability is multiplied ten-fold for purposes of the criteria listed above: thus, a gunsmoke-blessed winter wolf could automatically detect a character fulfilling all three criteria at a range of 900 ft.

Defensive Abilities A gunsmoke-blessed creature gains the Firearm Immunity and Occult Hunger extraordinary abilities, below.

Firearm Immunity (Ex) Mundane firearm ammunition – of any kind – cannot harm a gunsmoke-blessed creature. This includes military-grade ordinance and non-magical explosives. This immunity does not apply to bombs created by alchemists.

Occult Hunger (Ex) A gunsmoke-blessed creature does not need to eat, and most such beasts abstain from feeding or hunting entirely out of pure convenience. However, so long as a gunsmoke-blessed creature has fed upon the flesh of an individual possessing a bloodline within the last 24 hours, it has fast healing 10. Consuming the body of an individual with a bloodline who was killed within the last hour instantly heals all ability damage and ability drain the gunsmoke-blessed creature has taken.



ARMOR

The counter to most small arms fire or similar threats, of course, is armor. In the medieval world, this alone would be a deterrent; today, it might be the only thing that saves your life.

Although most of the civilized world have access to body armor, few people wear it. Much like their medieval counterparts, most folks rely on their public servants (the army and the police) or private security to defend them, armoring up only in desperation or when they know violence is likely. As a result, most individuals go about wholly vulnerable, relying on the safety and predictability of civil society to keep them safe.

When people do put on body armor, it is almost always a vest of some variety, although plenty of hobbyists and sports professionals use their types. With only a few exceptions, this armor is useless against firearms but may offer some protection against melee attacks. Specialized armor includes football pads, motocross safety gear, and might even include chainmail wetsuits (used to dive with sharks). GMs should rule on these as needed for their games.

Anyone wishing to use traditional armor should refer back to Chapter 6 of *The Pathfinder Roleplaying Game®*.

Body Armor Most people will not have access to body armor (law enforcement, the military, and private contractors being the notable exceptions), but it does exist. Instead of *just* increasing AC, body armor in *Bloodlines & Black Magic* offers both. However, instead of just offering DR, body armor also convert any damage below its threshold to nonlethal damage (that's how real body armor works). Anything that bypasses it pierces the armor and does damage as normal (although the soaked damage is still converted). This keeps guns dangerous, but offers players something to offset that danger.

Armor This is the general name of the armor. All of the listed armors are common and most can be purchased online at the listed costs.

Type – This is the type of armor.

DR & Damage – This column has two numbers. The first number lists the amount ot DR the armor grants the wearer. Damage 'soaked' by the DR is instantly converted to nonlethal damage and taken from the armor's hit points, instead. This brings us to our second number (the one in paranthesis). This number lists the total amount of damage the armor can sustain before becoming useless.

Max Dex - This number is the maximum Dexterity bonus to Armor Class that this type of armor allows. Dexterity bonuses in excess of this number are reduced to this number for the purposes of determining the wearer's Armor Class.

Armor Penalty - Any armor heavier than leather or a light bulletproof vest, as well as any shield (like a riot shield), hurts a character's ability to use Dex- and Str-based skills. An armor check penalty applies to all Dex- and Strength-based skill checks. A character's encumbrance may also incur an armor check penalty.

Speed Medium or heavy armor slows the wearer down. The number on table describes the character's speed while wearing the armor. Most humans have an unencumbered speed of 30 feet.



A NOTE ABOUT THE PROTECTION LEVELS

The protection levels listed do not have direct correlation in game, but are based on the real standards established for body armor used by police, private security, and some military contractors. Many types of lighter body armor can also work in tandem with higher-rated plates, allowing for much more reliable protection, at the cost of movement and flexibility. Although more advanced types of body armor likely exist, they are not generally available to the public. All of the listed body armor types, however, are.

II-A – This is the minimum level of protection required for police and private security forces. Will stop a 9mm or .357 at medium range.

II – This is the common level of protection used by most law enforcement. Will generally stop a 9mm or .357 at medium to close range.

III-A – This is a more expensive level of protection that will stop heavier-caliber weapons, including the .44 magnum and some sub-machine-guns. This level of protection is common among veteran law enforcement and private security contractors.

III – This advanced armor often includes plates (or will include carriers for plates) and can stop heavier rounds, including the common 7.62, 51mm, and .308 rounds.

IV – This is a far more advanced set of armor that often includes tactical plates, specially woven fiber, and other advanced features that can stop a small number (1d4) armor-piercing rounds. Commonly found as part of vehicle armor, this degree of protection is rare in personal body armor (but does exist).



Armor	Type	AC Bonus	DR & Damage.	Max Dex	Armor Penalty	Speed	Weight	Cost	Protection Level
Heavy Jacket	Light	+1	—	+6	0	30	5 lbs.	$150	N/A
Light Bulletproof Vest	Light	+1	5 (20)	+5	0	30	6 lbs.	$300	II-A
Standard Bulletproof Vest	Light	+2	5 (30)	+5	-1	30	8 lbs.	$500	II
Advanced Ballistics Vest	Light	+3	10 (40)	+4	-2	30	10 lbs.	$750	III-A
Standard Tactical Vest	Light	+3	10 (50)	+4	-3	30	15 lbs.	$1200	III
Stadard Tactical Vest (with plates)	Medium	+4	15 (90)	+3	-4	20	20 lbs.	$1800	III
Advanced Plated Tactical Armor	Medium	+4	20 (120)	+2	-4	20	35 lbs.	$2400	IV
Heavy Entry Armor	Heavy	+7	20 (150)	+1	-5	30 ft.	50 lbs.	$2000	III-A



A standard bulletproof vest

A light bulletproof vest





A standard tactical vest

A standard tactical vest (with plates)



CHAPTER 10

THE MAGIC BEHIND THE TV

RITUALS, RITES, & SPELLS OF THE INVISIBLE WORLD

NOTHING IS AN ACCIDENT.



ATBASH

WHAT IS WYRD?

Some things don't work. And no matter what you think you know or want to happen, that's how it's going to be. I want to tell the client this every time one of them throws up on the Persian rug in the parlor, but I never do. Nobody wants to hear that they're out of options. And nobody wants to pay me to say that to them, either. In the interests of rent and solvency, my rug has had a lot of intimate moments with a lot of upset people over the years.

Case in point: Sinda Long, looking like five miles of bad road. She was on hands and knees with a big yellow sponge and a bucket of soapy water, crying into the mess she made 20 minutes earlier when I let her to talk to the shade of her husband's late mistress. Well, who wouldn't puke? Maybe I'm jaded. I could have wiped it up for her. In fact, I used to say, Oh don't bother. I'll get the paper towels. But now I don't. Call it wisdom or turning 40 but, frankly, I've reached the point at which I've stopped cleaning up other people's messes.

Delilah was also sitting at the table. She leaned back in her chair and smiled – artificially sweetened with her usual dose of motherly compassion – while Sinda wept and scrubbed.

Delilah was Sinda's regular spiritual advisor. Today, Delilah was wearing purple silk with her usual antique bronze sestertius medallion encrusted with sapphires. I watched it glitter in the candlelight while we waited for Sinda to finish cleaning. I tend to think the medallion has become the most real thing about Delilah, but I could be wrong. I'm not a psychic. And in this dysfunctional carnival, I once called a career; I'm often wrong about the simplest things.

"I'm sorry," Sinda said. "It was just too much." The elbows of her calfskin jacket were stained with orange vomit and scrub water.

Delilah winked at me from across the round, black oak table. The table had a crystal trapezoid in the center that I sometimes used for evocations when the client was too vanilla to handle a Solomonic Triangle and shit getting real right in front of them. For clients like Sinda – and most of them are like Sinda – hearing the shades of the dead speak and looking at them through a crystal is real enough.

I slouched in my antique wooden chair. It has relief carvings of rabbits and hunting dogs just like the edge of the table. Everything in the parlor looks antique, whether it is or it isn't. I lit a menthol. I'd started smoking again. But when I thought about it, I couldn't figure how long it had been since I fell off the no-tobacco wagon. I'd walk around the house some mornings and wonder when the ashtrays had overfilled.

"If you're going to have one," said Delilah. I flicked a cigarette to her like a playing card without looking up. I knew she caught it the same way – two delicate fingers quick as a spark. Delilah Moon can plant a kiss on your forehead and pick your pockets at the same time. Too bad she does psychic readings and conjure work the same way. Three full sessions with Delilah run a client upwards of $1500. And she gets paid regularly. The sad thing is I taught her almost everything she knows about the real work. But she rarely goes beyond a cold reading.

"Damien. Delilah. I just want to say, well, I can't thank you enough. I just feel like I haven't really compensated you for what this means to me." Sinda stood beside the table with hands clasped in front of her like a schoolgirl. She looked ill, exhausted, and she hadn't noticed the long streak of vomit clinging to her jeans just above the left knee. Behind her, Delilah smirked and raised an eyebrow.

THE WORLD OF MAGIC...

In the occult world, the only form of magic typically available to characters is psychic magic. Certainly, there are exceptions, situations where arcane and divine magic exists, but 90% of the time, the magic encountered during play will be psychic magic. The O7 system and setting limits characters to 7th level; this sets a ceiling of level 3 effects with very few exceptions. Additionally, that level of power is accessible to only a fraction of 1% of the people in the world, all to keep the world suitably awe-inspiring, gritty, and wondrous. Magic is rare; it is fantastic, it breaks the rules and the boundaries of reality in ways everyday people don't think possible. Consider what 3rd-level effects potentially achieve; a 3rd-level spell can create a ball of fire or a bolt of lightning out of the clear blue capable of killing ten regular people in the blink of an eye. That's the sort of event that ends up on the nightly news. And it's at your fingertips or in your future if you can live that long.

DAYS & PLACES OF POWER

There are days throughout the calendar pregnant with the world's inherent mystical power, in the conjunction of the stars, planets, sites, and circumstances. This celestial alignment can increase the risks, ease rituals, or even augment spell casting. Wise and observant practitioners learn to consider such conjunctions before important incantations, or when planning auspicious tasks.

Table: Days of Power lists some of those days.

TABLE: DAYS OF POWER

Date	Holiday
February 1st	Imbolc, the Planting
March 21st	Ostara, the Spring Equinox
April 30th	Walpurgis Night, the Witches' Gathering
May 1st	Beltane, the Fertility Celebration
June 21st	Litha, the Summer Solstice
August 1st	Lughnasadh, the Harvest
September 21st	Mabon, the Autumn Equinox
October 31st	Halloween
November 1st	Samhain, the Celtic New Year
November 2nd	All Souls Day, the Day of the Dead
January 1st	New Year's Eve and New Year's Day, Renewal

Other days occur unexpectedly, often due to a number of esoteric and unique occult variables, resulting in a wide range of effects. Likewise, each site can contain a magical reservoir of potential. Sites of mystic significance – like the Externstein in the Teutoberger Wald, the pyramids in Egypt or Central America, and Stonehenge, all contribute to the magic being performed there. However, this also extends to places invested with power by modern culture, such as the Statue of Liberty, the Eiffel Tower, or the London Bridge. Some augmented reality games claim to spot sites with "exotic" power, and true practitioners know there are quite a few places of power properly identified by those otherwise mundane "scanners." Even reality shows about finding love or traveling the world might grant certain benefits when casters perform magic at the hour of their initial broadcast, more so if this coincides with a holiday like Beltane, focused on fertility.

In play, a caster may make a Knowledge (occult) check (DC 25) to determine the influence of the day and the situation for the next 2 hours, be it the location or circumstances. A named day of power adds +4 to the caster's check and a potent site adds an additional +2, which stacks unless otherwise defined. Additionally, at the GM's discretion, a caster may make a second check (DC 30) to determine an esoteric action or sympathetic event, like an appropriate viral post to social media, or a suitable reality show broadcast, or another popular culture influence, which can contribute a +1 to +3 circumstance bonus to the total of the first check (+1 per 3 the check exceeds the DC). Making these checks takes an hour in total.

For every three the first check exceeds the DC, increase the numerical benefit rolled below by one, to a maximum of four. Alternatively, the roll to select an effect may be shifted up or down by 1 for each +1 of benefit sacrificed, to a minimum of +1. If a 1 is rolled on either check, have the GM roll again in secret. Success indicates nothing happens, failure indicates the benefit is actually a penalty. The GM should roll one last time using the casters bonus to Knowledge(occult) to determine this penalty (using the same method as determining the bonus) and keep it secret until the unfortunate conjunction passes in two hours. A caster cannot take 10 or 20 on this check. If the caster believes, after casting, that the effect was negative, they may make another check (DC 30). Success on this post-casting check reveals the actual modifier to the effect.

The benefit lasts for the next spell or incantation cast in the next two hours by the caster who made the checks. If no effect is cast, the benefit is lost, and the caster must make new checks.

For instance, David wants to determine if there's a benefit to casting his magic at Stonehenge on Beltane. He has a total bonus of +8 to his Knowledge(occult) skill. He gains a +4 to the check because today is Beltane. He gains another +2 because he is at Stonehenge, for a total of +14. He rolls a 15, for a total of 29. David wants to gain a circumstancial bonus, too, and makes a second check, rolling a 12, for a total of 26. He does not gain a bonus, and his total is 29. This exceeds the DC by 4, so he gains a +2 bonus when he rolls on the chart or he may shift the number rolled on the chart by 1 up or down, and just gain a +1 indicated bonus. This bonus is good for the next two hours and applies to the next spell effect David casts.

TABLE: DAY/SITE EFFECTS ON SPELLS

d6	Effect
1	+1 to the DC.
2	+1 to skill checks or +1 round of duration.
3	+1 to die of damage or +1 round of duration
4	+1 target or one 5 ft. square of effect.
5	+1 square (5 ft.) of range or +1 to save DC..
6	+1 CL

FETISHES AND OBJECTS OF POWER

In *Bloodlines & Black Magic*, the number of actual, physical wondrous magical items are meant to be rare, making those items more valuable, and relatively more powerful. Combined with the attunement rules provided later in this book, it becomes apparent characters need to make important choices about the items they find and keep. However, this isn't meant to limit the number of magical trinkets available to player characters throughout the game. Instead, it is much more common to discover fetishes, single-use items which function like many magic items the players know and love, but cannot be used repeatedly.

Characters can craft fetishes if they have the proper feat. The base price for Crafting a fetish is:

$50 X SPELL-LEVEL X 2

This is a similar price when compared to scrolls, but these items may be activated by any character as a standard action, which does not provoke attacks of opportunity, and fetishes do not occupy slots. There is no limit to the number of fetishes a character may carry. Fetishes may not have a base effect higher than 4th level. Additionally, at the GM's discretion, a standard wondrous item, ring, or rod may be made into a fetish for a cost of 1/10th its final price or $500, whichever is more. These items function for 10 rounds or 1 use, whichever is more beneficial to the user, depending on the item's description. The crafter must know the necessary spells or have the spells in spellbook, scroll, or manuscript form throughout the construction process. A crafter may make $1000 worth of fetishes per day and may take as many days as necessary to craft the fetish, working 8 hours per day.

Other objects of power include bonded weapons, implements, named implements, and magical items. Bonded weapons, implements, and named implements are described in **Chapter 5**.

Standard wondrous items, rings, rods, and staves are as described in the Pathfinder Core Rules, but should be extremely rare in play, with most characters encountering perhaps a dozen devices over the course of their career. The occult-aware value these items immensely, considering them a class of value above and beyond anything mundane.

CRAFT FETISH (ITEM CREATION)

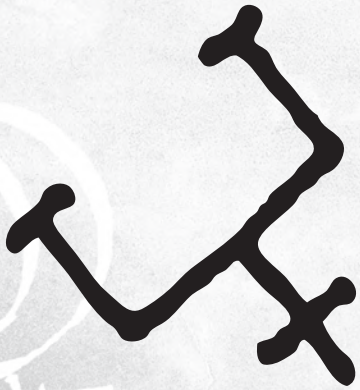
You can create fetishes, a type of magic item.
Prerequisite: Caster level 3rd.
Benefit: You can create a wide variety of magic fetishes. Crafting fetishes takes 1 day for each $1000 worth of fetish price; multiple fetishes may be made in a day so long as they total $1000 in price. To create a fetish, you must use up raw materials costing half of its base price.

MAGIC & THE SEVEN OCCULT SCHOOLS

While the common schools of magic exist, they establish basic mechanical descriptors of how magic "works" in the dark, gritty modern world of *Bloodlines & Black Magic*, like types of tools or kinds of clay. They are not representative of the sorts of magical practitioners who live and explore, research and fight, create rivalries and teach apprentices. Those organizations are called "tradere," Latin for traditions, and there are seven commonly accepted among the supernaturally aware:

Alchemy (transmutation, conjuration)
Dæmonology (abjuration, conjuration, divination)
Divination (divination)
Mentalism (divination, enchantments, illusions)
Necromancy (conjuration, necromancy)
Sahir (abjuration, conjuration, divination)
Sorcery (abjuration, evocation)

These are explained in further detail below, but each one comprises countless unaffiliated groups which seek to exist, defend, or expand their scrap of territory in the wider world. Some know of the Archons and hope to battle them, others are painfully unaware of even the bloodline families or the greater occult communities and stumble through existence until they learn the basics or another group devours them. Competition is fierce, and resources are limited. You can never be sure what the status quo is in a particular city until you've had a chance to walk the streets and talk to the locals – even then you need to be careful.



WHY?

Because there are rules when it comes to something even as powerful and cool as magic in the occult world; as sure as a live wire will shock you or fire will burn you, the average human animal isn't hardwired to handle magic, and it shows. These are the laws of mundane/magic interaction.

FEAR OF MAGIC

If a character uses a spell, spell-like ability or supernatural ability in front of a group of normal people, and she can't figure out a way to make those people ignore it, those normal people freak out.

At best, folks turn and run; at worst, a cunning mage gets strung-up from a lamp-post after being beaten half-dead with bricks, bats, and broken bottles then drowned in the nearest font of holy water.

A magic-user may always use her spells, spell-like abilities and supernatural abilities in front of her fellow "initiated"; once you've seen and accepted that magic exists – and that sometimes the so-called "Laws" of Thermodynamics can be bent, broken, cheated, charmed or reversed outright – you can get your head around even the more bizarre applications of spell-power without succumbing to a blood-pumping, rage-fueled panic attack mixed with a bad acid trip.

Normal people don't handle it well, though; uninitiated folks react to seeing sharp-edged proof of [2+2=5] the same way they'd react to a rotting clown-baby bursting into their darkened bedroom screaming, thrashing, and vomiting spiders. Witnessing raw sorcery unravel and rewrite reality in the flesh activates the fight-or-flight response the same way that a loaded pistol pointed directly at your own skull does, while simultaneously pinging the uncanny valley just as hard as the primitive lizard hind-brain can register a sense of wrongness.

Any character who sees magic for the first time is panicked for 1 minute; a successful Will save (DC equal to the normal save for a spell or spell-like ability of that level) reduces this to shaken for 1 minute.

LAY OF THE LAND

Learning a town's supernatural community can be dangerous. A Knowledge (local) check, DC 20, will reveal one or two groups. Failure indicates the character's investigation has drawn the attention of a supernatural individual, who comes to warn off or attack the character for trespassing. For every three the check exceeds DC 20, another group or detail about the discovered group is revealed.

Sample information includes location, disposition towards outsiders, tradere of the group, number of people in the tradere, possible sites to meet the tradere



13-7E-BE-B6-DC-13

AGENT:
Ryan Masters

A lobbyist for the automotive safety industry by day, Ryan Masters is a charismatic older man with ties on Capital Hill. Ryan is a calm and reserved man in public; his close friends claim he is a vastly different person in private.

Re-writing someone's identity is easy. We do it quickly, in two steps. First, we disappear them. The old Cold War approach to this was pretty brutal, so we modified the technique. One team of agents intersects with the target and brings it over into the Invisible. Once here, we move it to one of our safe houses and get to work.

While our first team is apprehending the target, we create a secondary event; often, this is a local crisis with professional agents in critical positions. With our teams in place, we create a narrative that establishes the alibi we need to disappear our initial target. We create a crisis and during it, execute our mission.

It's really that simple.

"GET' EM!"

[AKA the Panicked-Mob Self-Defense Rule]

Now, if there are an unusually large number of mundane witnesses to the casting of exceptionally dangerous and violent magic – especially the kind that harms innocents – then 'fear of the unknown' can quickly turn to outright blood-frenzy as pack instincts kick in.

Something old – lurking just beneath the tense, stressed-out surface of every muttering suburbanite – still believes in magic and monsters; that wide-eyed, blood-caked monkey knows that the best way to deal with wolves, demons and tigers in the dead of night is to wake the tribe with screams, light the big fires and start throwing heavy stones.

Casting *pyrotechnics* to spook normal folks probably won't do it; in fact, that's a great way to clear a room. Using *divine favor* before wading into a fight is most-likely safe. You could probably even get away with using *bestow curse* live on national television without doing much more than eliciting terrified screams and sobs.

But whipping a *fireball* into a crowd? Casting *magic missile* while being watched by a group that out-numbers you and your crew three to one? Hitting a cop – or god help you, a kid – with the results of any spell that would break invisibility?

They'll come at you with bare fists and teeth, friend.

When a good-sized group has true magic revealed to them in this way – especially if they've been drinking or watching a sporting event – they fly into a frenzy as per the *rage* spell if they succeed at their Will save, above … and you might even want to look up the rules for mobs.

Any character that casually unleashes an observable and provably magical spell, spell-like ability or supernatural ability in front of mundane non-initiated folks risks sending everyone running.

Or, of course, getting them into fighting mood.

Bad stuff.

Sure.

If a character openly casts in front of a group of such individuals, she – or an ally – can then attempt an immediate Bluff check to convince all of the witnesses that they should calm down; she can explain.

Maybe it was swamp gas! Or gang-members on PCP! Perhaps just a harmless YouTube prank!

It wasn't "magic spells," though.

For serious.

The base DC for this Bluff check is 10, with an additional +1 to the difficulty for each mundane witness past the first.

If the check succeeds, the caster in question – or an ally, as above – can start trying to spin a web of lies elaborate enough to make the headaches, cold sweats, nausea, pupil-dilation, adrenaline-dump heart-palpitations and involuntary intestinal constrictions go away.

Alternatively, if the check succeeds, the caster can go ahead and let the witness in on the big, terrible secret behind the universe.

This does not always end well.

JOINING TRADERE

Occult characters may wish to begin play as a member of a secret society or mystery cult that pursues hidden wisdom. These fellowships are organized around the types of magic known as *tradere*. In nearly all cases, characters should start as fresh initiates, outsiders just, or even not quite, accepted within the group's ranks, and progress into the organization's structure through play. Whether this group is just a collection of amateurs with an heirloom tome, a scattered band of loners, or a tightly structured circle is for the GM to decide. Others may take this trait, as well, and often gain access to fetishes or other occult items in exchange for their membership, rather than a wider spell library.

Such characters should take the "inverted Guru" Arcana Trait, which replaces the Guru's benefit with:

"You begin play as a member of a secret society determined in conjunction with the GM. You have access to its library and resources but must periodically fulfill obligations commensurate with that access."

For all other instances where an Arcana Trait is referenced or used, treat this character as possessing "the Guru" Arcana Trait.

ALCHEMY

Beyond the popular depiction of a pseudoscience as the vulgar transmutation of lead into gold, alchemy is more about the journey of self-discovery, transformation, and possible ascension. Certainly, it keeps the mystique of such creation as a litmus test to determine an aspirant's motivations, but those initiated into the inner secrets know its true riches are enlightenment. The journey, however, is often intertwined with traditional alchemical processes, used both as mystery plays and to produce useful items and mixtures. The fabled philosopher's stone, the holy grail of the tradere, is the epitome of this paradigm, an accomplishment which heals all wounds and grants immensely extended life. The sacrifice necessary to create it is a matter of great debate.

Occultists and psychics usually study alchemy. Alchemy groups are scattered across the globe, from New England to Europe and the Levant, to South East Asia and China. Some of them include Avicenna's Guild, based out of Damascus and considered experts in the philosopher's stone; the Emerald Triangle, a group of Eastern medicinal providers founded in China but dispersed throughout the world; and the Thrice Sworn, a collection of amateurs in the New England area around Boston and Providence.

Spells specific to alchemy include ability-boosting effects, both healing and curing spells, and elemental forms or effects. These also include combat effects, like burning hands or shocking grasp. They are also noted fetish crafters.

DAEMONOLOGY

Not the infernal business of dealing with devils, although occasionally members of this tradere do count them as allies, dæmonology involves summoning and binding outsiders to instruct, to complete tasks, to cast spells, or to serve as assassins and bodyguards. Some call it theurgy, and others consider it an element of either necromancy or sahir, although rarely to a practitioner's face. Ancient druidism often falls within this tradere or the medieval forms of "spirit magic." It is less concerned with gaining a spirit's consent or cooperation and focused on binding the creature to a task because it suits the caster's needs and philosophy.

Individuals who are mediums, occultists, and spiritualists are often dæmonologists; they often suffer brutal, short terms if the members of their group are careless in their summoning.

Dæmonology groups exist anywhere, as they bring their resources to them through their casting. However, they tend to congregate in areas with powerful natural locales, which can augment their summons. A few such groups include the Apocalypse Blockade, who traffic in extortion and bits of souls and outsiders captured from unwanted possessions. The Duskbringers are an apocalyptic group hoping to cripple civilization through focused, political possessions that they believe can be used to bring about destruction. Finally, you have the Unholy Rollers Club, a group of former geeks who moved from horror movies and role-playing games to occultism. The URC often describes their magical conquests in gaming terms – much to the chagrin of gamers and magicians alike.

The styles of magic specific to this tradition are similar to those of the sahir, and include summoning circles, circles of protection, and effects which help them bind spirits and outsiders to their will. (Dæmonologists may use the rules for binding outsiders from *Ultimate Magic*).

DIVINATION

This tradere concerns itself with learning the future before it happens, and it is quite popular among those with little understanding of the occult, if only for the promise of learning of events before one's enemies and rivals. There are many supposed ways to see the shape of things to come: the innards of beasts, the shape of molten metal poured into buckets of cold water, throwing geomantic sticks, astrological readings, or deciphering the lines in the palms of hands – all of which default to the occult power of divination seeing the future. A few, however, serve as fronts for conmen and thieves, intent on taking advantage of the unwitting.

Diviners are drawn from the ranks of mesmerists, occultists, spiritualists, as their magics are usually quite suited to divination.

Groups focused on divination tend to keep low profiles to minimize the number of attempts made to harass or intimidate them. A few of these groups include the Framlinton Ladies Library Auxiliary Club, located just outside Salem, Massachusetts and who maintain a rather expansive library of many tradere; the Keepers of the Rod, a nomadic and philanthropic group never far from areas with drought or desert communities; and the Lottery Club, a group of NYC hustlers who occasionally strike it rich.

Members of this tradition specialize in learning information, often by reading people's behaviors, reading people's minds, or by merely combining their powers with old-fashioned deduction and observation. They have psychic versions of most detect spells, and several specialized, unique variants.

MENTALISM

This is the art of the mind, of telepathy, telekinesis, remote viewing, ESP, and mental influence. Death is not a boundary to this tradere, and the mind of a ghost or shade is just as valid as that of the living. This is perhaps what most people think of when they think of occult and psychic magic.

Mediums, mesmerists, occultists, psychics, and spiritualists usually follow this path. It is the most common tradere.

Like daemonology groups, mentalism organizations exist everywhere. The Cells of Nogojiri operate in Korea and China, out of Hong Kong and Seoul, focusing on politics and business. Originally a "club" dedicated to the discussion of phenomena by high society's scions, the Ruby Eye now consists of a bunch of older fools being used by the Duskbringers.

Finally, the Vril Society is a global, secret society focused on preparing the world for the Archimedeans - a hyper-advanced race of men and women who they believe will "arrive from Beyond." Whether they come from the underground, the stars, or another dimension - The Vril Society plans to be ready for them.

The spells of mentalism are the spells of the occult world. Any spell with the language-dependent or mind-affecting tag is a good candidate to appear in mentalism texts and manuscripts.

NECROMANCY

This tradere involves not only the practice of animating corpses and modifying flesh and bone, but also the control and influence of both spirits and unquiet dead. These two branches often compete, but true masters possess skill-sets rich in both Arts. There is not much difference between an occult necromancer and standard necromancer; both want mastery over the undead in all their forms. Necromancers tend to be loners, or teacher/student pairs; groups are uncommon.

Mediums, occultists, psychics, and spiritualists usually follow this path.

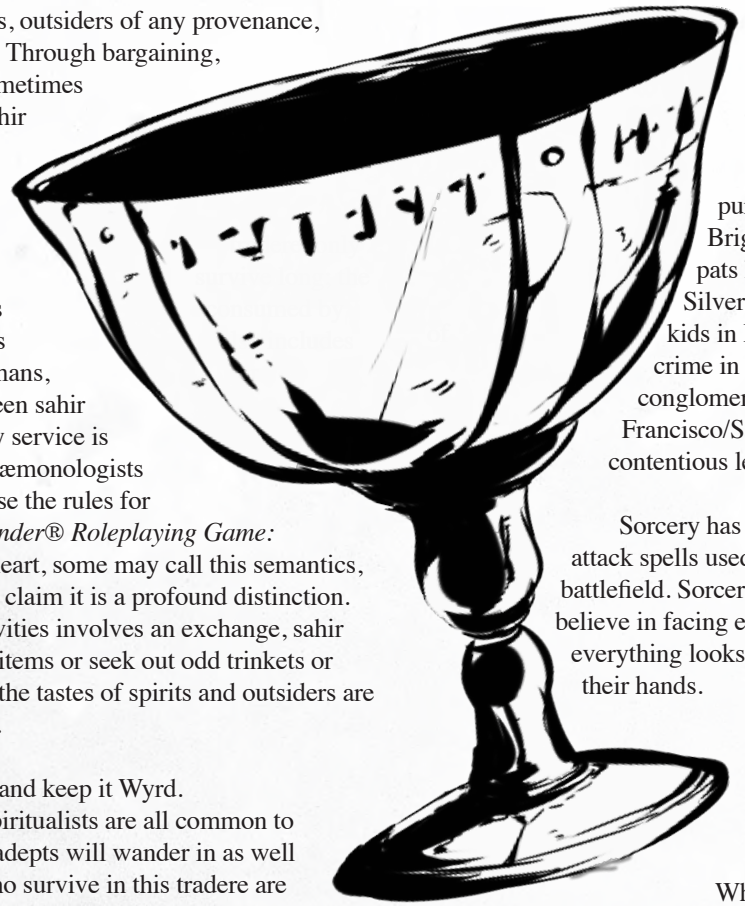
Many necromancy groups are quite old, given the tradere's long, ubiquitous past. Some of those groups include Delone's Devotees,

a small group centered in Baton Rouge and focused on the texts of their former founder; the Catacombs Society, a tight-knit society of urban explorers in Paris who have discovered a number of secrets deep underground; and the Family of Anubis, a group descended from the last priests of the island of Philae in Egypt and purported to be more than 1500 years old.

Necromancers keep spells enabling them to create undead servants and are notoriously secretive about their findings, even with members of their circles. Their methods do not always follow standard practices; some utilizing spells like *animate dead* (and its iterations, discussed in Kobold Press' *Deep Magic*), *gentle repose*, or *vampiric touch*.

SAHIR

Elementals, spirits, dæmons, outsiders of any provenance, all serve as tools for the sahir. Through bargaining, cajoling, intimidation, and sometimes downright one-sided sales, sahir utilize the magic of others to expand their powers or accomplish feats beyond mortal means. A dangerous its most canny members careless often find themselves those they meant to bind. This those usually considered shamans, Goëtics. The difference between sahir and dæmonologists is the way service is acquired; sahir bargain, and dæmonologists bind and coerce (Sahir may use the rules for binding outsiders from *Pathfinder® Roleplaying Game: Ultimate Magic™*). At their heart, some may call this semantics, but members of either tradere claim it is a profound distinction. Because the core of their activities involves an exchange, sahir often make deals for unusual items or seek out odd trinkets or people. They know the truth; the tastes of spirits and outsiders are usually fickle and inscrutable.



They know Austin's secret and keep it Wyrd. Mesmerists, occultists, and spiritualists are all common to sahir groups, although a few adepts will wander in as well - from time to time. Those who survive in this tradere are usually very formidable.

A few sahir organizations include the Benevolent Fellowship of Solomon in Malta; the Citizens of Ubar, established in Sana'a, Yemen, but now scattered across the world; and the Court of Shadows, which keeps their location secret, unless you make it clear you're looking for them.

Sahir include spells like *lesser planar ally*, a 3rd-level spell for mesmerists and spiritualists, kept hidden in the sanctums of legitimate sahir groups. They also tend to favor spells that help them acquire the items they need to bargain, so charms, memory, and illusory effects are also common.

SORCERY

The blatant use of magic to blast foes, to create sheets of flames, to call bolts of lightning, or to fling objects without the touch of a hand, is the popular choice of the revenge-minded, of the power-hungry, of the thrill-seekers looking to shatter tree trunks or set abandoned objects ablaze. Unfortunately, those who study this tradere and practice it recklessly often find a terrible fate at the hands of panicked mobs. Only those who learn to control their impulses and unleash the magic at the proper time survive to become veterans of their art. Sorcery is the way of the direct approach, unsubtle and violent. Its practitioners favor elemental foci and evocations. Incantations are unusual, as they favor combat over indirect methods: however many use an athame, a ritual dagger, as a bonded weapon.

Mediums, occultists, and psychics most often study sorcery; they are most likely to enjoy the company of a sorcery-focused group.

Some organizations which pursue sorcery include the Light Brigade Memorial Club, group of ex-pats living in Istanbul; the Order of the Silver Chrysanthemum, a collection kids in Newark with delusions of fighting crime in NYC; and the Merlin Society, a conglomeration of three groups in the San Francisco/Sacramento/Bakersfield area with contentious leadership.

Sorcery has the most violent spells, vicious attack spells used to strike at foes and control the battlefield. Sorcery-focused occult characters often believe in facing enemies head-on and straight up, and everything looks like a nail to the blasting hammer in their hands.

ADAPTING STANDARD PATHFINDER SPELLS

When transitioning in a fact from either a divine or arcane effect to a psychic effect, remember that emotion and thought components equate to verbal and somatic components, but the GM needs to decide if any Focus remains necessary. Focus is not consumed in the course of casting psychic spells. The GM remains the final arbiter of a spells transition from arcane or divine to psychic list and should carefully consider whether a spell suits classes focus and theme.

Psychic classes and their rough approximation to core classes are described below. This does not mean these classes are equivalent or even vaguely the same, but that they have a similar role or feeling in comparison to the core class, and are meant to help guide players and GMs who are trying to determine whether non-psychic spell most fits a particular class. In all cases, if you feel a spell suits your game or your character, feel free to convert it appropriately.

Mediums are somewhat similar to bards. They have a Charisma-based casting, and have versatile spell lists.

Mesmerists fall into the same theme as enchanters, trickster clerics, and some sorcerers. They are focused on manipulation and are also Charisma-based casters.

Occultists have the most in common with wizards and sorcerers, mostly those wizards and sorcerers with very specific foci on particular schools of magic. Occultists are Intelligence-based casters.

Psychics most closely resemble sorcerers, with their different specialties. However, psychics are Intelligence-based casters.

Spiritualists are kissing cousins to the summoner. While their companion is representative of some emotion or past connection, and the summoner's eidolon is a planar construct. Spiritualists are Wisdom-based casters.

NEW SPELLS

The following spells have been newly created or updated for the *Bloodlines & Black Magic* setting.

BROADCAST VISION

School divination **Level** mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, witch 2
Casting Time standard action
Components V, S, M
Range touch, special (see text)
Target creature touched, device
Duration 1 min/level (D)
Save Will negates (harmless); **SR** yes

Description
You transmit what you see to a device which must begin within close range. The signal may be broadcast from the device to the Internet or an app, but you must direct the device to do so. Otherwise, it plays on the screen in real time and is lost. The device does not need to remain on or in range once transmission begins, but if the device is destroyed the spell ends. If the device is turned off and turned back on during the effect, the play continues uninterrupted throughout the entire duration.

CONTROL DEVICE

School Enchantment **Level** mesmerist 2, occultist 2, psychic 2, spiritualist 2, sorcerer/wizard 2

Description
As per *glitch*, but allows one more function to be activated or deactivated, or allows the size of the affected device to be increased by one step, up to Huge. Thus, two functions could be manipulated on a Large device, or one function on a Huge device

DETECT OUTSIDER

School divination **Level** adept 2, cleric/oracle 2, medium 2, mesmerist 2, occultist 2, psychic 2, spiritualist 2, sorcerer/wizard 2, witch 2
Casting Time standard action
Components V, S
Effect 45-foot cone
Duration 1 round/level + concentration
Save Will partial; **Spell Resistanc** yes

Description
As per *detect magic*, however, the caster may concentrate to discover the presence of outsiders. In the first round, the caster can detect the existence of outsiders.

In the second round, the caster can detect the strength of the outsider as a measure of hit dice. In the third round, the caster can detect the specific creature, as long as the creature failed its saving throw. If the creature makes its saving throw, the caster knows the creature exists, but cannot specify the exact location or creature if there are many creatures present. Detecting the nature of the creature beyond three rounds can reveal its subtype, resistances, or special abilities, but only if the creature has failed its saving throw. Once a creature has made a successful saving throw against this spell, it cannot be detected again by the same caster for 24 hours. Detecting the presence of an outsider with more than 20 hit dice than the caster results in stunning the caster as if they had detected an overwhelming aura.

DRAW NATURE'S IRE

School enchantment (compulsion); **Level** cleric/oracle 3, druid2 , mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3, witch 3
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or individual; or one object of **Large** size or smaller.
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

Description
This compulsion causes animals in the area to be drawn to the target and harass or mark the object in some way until it goes indoors or out of sight. Birds may defecate on the target. Cats hiss, spit and scratch at the target. Dogs yowl, urinate, or bark incessantly at the target. Rodents may swarm or infest the object, giving individuals the nauseated condition, and objects gain a foul odor which causes anyone within 5 feet of the object to make a DC 15 Fortitude save or gain the sickened condition. The odor remains until the rodents are dispersed, and the object is washed. The animals depart for 1 minute if chased off, but return while the duration is in effect. Any time the target is outdoors for more than 5 minutes, animals appropriate to the area arrive to harass the target.

FORCED BROADCAST VISION
School divination **Level** mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3, witch 3
Casting Time standard action
Components V, S, M
Range close (30ft + 5ft/level), special (see text)
Target 1 creature, device (see text)
Duration 1 min/level (D)
Save Will negates; **Spell Resistanc** yes

Description
You target a creature in range and a device in hand. If the target fails their save, they begin to transmit what they see to the specified device which must begin within close range. The signal may be broadcast from the device to the internet or an app, but you must direct the device to do so. Otherwise, it plays on the screen in real time and is lost. The device does not need to remain on or in range once transmission begins, but if the device is destroyed the spell ends. If the device is turned off and turned back on during the effect, the play continues uninterrupted throughout the entire duration.

GLITCH
School enchantment **Level** mesmerist 1, occultist 1, psychic 1, spiritualist 1, sorcerer/wizard 1
Casting Time standard action
Components V, S
Range close (30ft + 5ft/level)
Target 1 mechanical or technological item
Duration instantaneous
Save Will negates; **Spell Resistanc** yes

Description
You may activate or deactivate one known function of a mechanical or technological device no larger than a 4-door sedan (a Large device). If this object is attended by a pilot or operator, or in the possession of an individual, then the individual may make a saving throw to resist the effect. Unattended mechanical items get no saving throw. However, technological items, such as ATMs or computers, receive a +5 bonus to the Will save to be affected, unless otherwise indicated.

GREATER CONTROL DEVICE
School enchantment **Level** mesmerist 3, occultist 3, psychic 3, spiritualist 3, sorcerer/wizard 3

Description
As per the spell *glitch*, but allows two more functions to be activated or deactivated, or allows the size of the affected device to be increased by up to two steps, up to Gargantuan. Thus, three functions could be manipulated on a Large device, or two functions could be manipulated on a Huge device, or one function on a Gargantuan device.

GREATER SAHIR'S LURE
School enchantment **Level** mesmerist 3, occultist 3, sorcerer/wizard 3, witch 3

Description
This spell acts as *sahir's lure* but affects target's of CR 7 or less.

NULL PULSE
School conjuration **Level** mesmerist 3, occultist 3, psychic 3, spiritualist 3, sorcerer/wizard 3
Casting Time immediate action
Components V
Range touch
Effect 30-foot burst
Duration instantaneous
Save Will negates(harmless); **Spell Resistanc** yes

Description
As per the *zero out* spell, but this spell affects the contents of all electronic devices in a 30-foot radius, which may or may not be broken or disabled.

PARKOUR
School transmutation **Level** adept 2, cleric/oracle 2, medium 2, occultist 2, spiritualist 2, sorcerer/wizard 2
Casting Time standard action
Components V
Range personal
Duration 1 minute/Level (D)

Description
You gain a 20 ft. competence bonus to your movement rate, and all jumps you make during the duration are considered running jumps. You also gain a +5 insight bonus to jump checks, and may make any part of your movement between walls and adjacent floors and jumped spaces, as long as your movement ends in a valid space.

RECOVER INFORMATION
School divination **Level** adept 2, cleric/oracle 2, occultist 2, psychic 2, spiritualist 2, sorcerer/wizard 2
Casting Time standard action
Components V, S, M (a blank storage device)
Range touch
Target one storage device
Duration instantaneous, special (see text)
Save Will negates (harmless); **Spell Resistanc** yes

Description
Copy the informational contents of one broken or disabled electronic device to the storage device held by the caster. Devices held by an individual are permitted a saving throw against the copy. Otherwise, the data is copied. The newly copied data is magically compressed to fit on the held storage device, no matter what its original capacity, but it can only be copied from the storage device one time. It remains in this magically compressed and saved state for 1 day per caster level. Afterward, or after being copied from the magical storage, if

the data is small enough to fit, it remains on the caster's storage device; otherwise, it is truncated to the available space. Data copied to a third storage device functions normally.

SAHIR'S LURE

School enchantment **Level** mesmerist 2, occultist 2, sorcerer/wizard 2, witch 2
Casting Time 10 minutes
Components V, S, M
Range touch
Effect 120-foot radius aura
Duration 1 hour + 10 minutes/level
Save Fortitude negates; **Spell Resistanc** yes

Description
This spell creates a suggestion effect targeting any CR 3 (or lower) fey, magical beast, or outsider which enters the area of effect, such as "Approach to the light post inside the circle and bargain in good faith."

When a valid creature enters the area of effect, they must make a successful Fortitude save or enact the suggestion. If a single, specific type of target creature is set by the caster, either fey, or magical beast, or outsider, but not the others, then increase the save DC by 5. If a target's True Name is used in the casting, increase the save DC by 10; this stacks with the bonus provided by limiting the acceptable target creature type. Once a creature successfully saves against this effect, they are immune to the sahir's lure for the next 24 hours by the same caster.

Creatures must still be either bargained with for service or bound, as per rules for outsider binding. (See *Pathfinder® Roleplaying Game: Ultimate Magic™* .) Creatures willing to bargain generally desire decent exchanges unless intimidated. Intimidated creatures will respond poorly to future interactions.

SENSOR SHROUD

School illusion Level cleric/oracle 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, witch 2
Casting Time Standard action
Components V, S, M
Range close (30 feet + 5 ft/level)
Effect aura, 10-foot radius
Duration 1 round/level
Save Will negates (harmless); **Spell Resistance** yes

Description
When cast, this spell creates a ten-foot radius aura on an object, point in space, or individual. Technological sensors and recording devices do not function or activate inside the aura. Alarms and sensors do not activate. Cameras and other recording devices continue to show or record what was in the area when the spell was cast or when the aura enveloped them. Technological alarms and sensors continue to function normally after the aura passes or expires.

SING THE TENFOLD SONG OF ESSENTIAL NAMES

School enchantment (compulsion); **Level** cleric/oracle 4, medium 4, occultist 4, spiritualist 4, sorcerer/wizard 4, witch 4; **Domain** community 4, knowledge 4; **Subdomain** family 4;
Casting Time 1 round
Components V, S, M (an unhatched, stillborn chicken in the egg)
Range close (25 ft. + 5 ft./2 levels)
Target one creature or individual
Duration 1 round/level or instantaneous
Saving Throw Will negates; **Spell Resistance** yes

Description
This vicious compulsion forces a spirit or individual in the caster's sight to hold in place and sing its name and the names of ten generations of its ancestors, revealing its True Name in the process. Even in cases where the person may not know their lineage, the spell magically reveals it. The target may still defend itself, but it cannot cast spells, use spell-like abilities, or activate other powers that require the use of their voice. Psychic spellcasting requires a caster level check against a DC of (10 + the effect level), or the spell is lost.

Alternatively, the caster may simply force the target to hold still for a single round, becoming flat-footed, and reveal its True Name. If the target has more hit dice than the caster's character level, the caster must make an effective caster level check against a DC of (10 + the target's HD). Failure indicates the name acquired is false. The name is fleeting in the caster's mind, and if the process of copying it down is not begun within a minute after casting, it is lost. As an occult connection generated by a spell-effect, this True Name cannot be recorded by mundane means, and only the caster hears it clearly at the time of the effect.

SOULS THRASH LIKE ABANDONED BANNERS

School necromancy; **Level** adept 4, medium 3, occultist 3, psychic 3, spiritualist 3, sorcerer/wizard 3, witch 3; **Domain** death 3; **Subdomain** psychopomp 3;
Casting Time 1 round
Components V, S, M (a headstone fragment)
Range close (25 ft. + 5 ft./2 levels)
Effect aura, 15-foot radius
Duration concentration, up to 1 minute/ level (D)
Saving Throw Will partial; **Spell Resistance** yes

Description
In harsh, clipped syllables, this spell specifically destroys ghosts and other incorporeal spirits, causing them to manifest as more ragged, patchy, and worn, like old tapestries, until they simply cease to exist. Any such creature that enters the aura may be struck by attacks as if they were corporeal but only takes half damage from nonmagical attack forms, and full damage from magic weapons, spells, spell-like effects, and supernatural effects, and also suffers (1d6/2 levels, maximum 5d6) damage, save for half damage. If a spirit's True Name is known and used as part of the spell, the spirit need not even be present at the time of the casting to be affected. Damage caused by this spell cannot be recovered by undead, except by negative channeling.

SPEAK WITH THE SOUL OF THE CITY

School divination; **Level** adept 3, cleric/oracle 3, medium 3, occultist 3, psychic 3, spiritualist 3, sorcerer/wizard 3, witch 3; **Domain** community 3; **Subdomain** industry 3;
Casting Time 10 minutes
Components V, S
Range personal
Target you
Duration 1 round/level

Description
You contact the genius loci of a city or town and to learn the answer to three questions that can be answered by a simple yes or no. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because genius loci are not omniscient, and can occasionally be deceived or unable to sense events or creatures within their associated site. In cases where a one-word answer would be misleading or contrary to the spirit's interests, a short phrase (five words or less) may be given as an answer instead.

Which target?

The spell, at best, provides information to aid character decisions. The entity contacted structures its answers to further its purposes. If you delay, discuss the answers, or go off to do anything else, the spell ends.

SUMMON SPIRIT I

School conjuration **Level** cleric/oracle 1, medium 1, mesmerist 1, occultist 1, psychic 1, spiritualist 1, sorcerer/wizard 1, witch 1
Casting Time full round action
Components V, S
Range close (30 feet + 5 ft/level)
Effect one simple spirit
Duration 1d4 +1 round per level

Description
Summons a simple spirit (see page 240) to fight or perform tasks for the caster. The caster may command the spirit throughout the duration as a move action that does not provoke attacks of opportunity. The spirit may move beyond the range after being summoned.

SUMMON SPIRIT II

School conjuration **Level** cleric/oracle 2, medium 2, mesmerist 2, occultist 2, psychic 2, spiritualist 2, sorcerer/wizard 2, witch 2

Description
As per *summon spirit I*, but it summons either an awakened spirit (see page 241) or a pair of simple spirits.

SUMMON SPIRIT III

School conjuration **Level** cleric/oracle 3, medium 3, mesmerist 3, occultist 3, psychic 3, spiritualist 3, sorcerer/wizard 3, witch 3

Description
As per *summon spirit II*, but it summons either an advanced spirit (see page 241) or a pair of awakened spirits.



TIME SINK

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, mesmerist 2, psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range Close (25 ft + 5ft/ level).
Targets one creature
Duration 1 minute + 1 minute/level (max 10 minutes)
Saving Throw Will negates; Spell Resistance yes

Description
You cause a creature to become fascinated with an object in their possession or immediately adjacent to them, and cause them to spend the duration focused on the object in lieu of anything else.
If the target fails its Will save, it immediately centers its attention on the object, dropping an already held object if necessary, and gains the fascinated condition. It will not stop focusing on that object until the end of the duration, or unless interrupted by another creature. Another creature may interrupt the target by taking a move action to shout at the target while within 30 feet, or to touch the target. This interaction allows the target to make another saving throw as an immediate action; success indicates the target is no longer fascinated.

TRANSMUTE METAL TO CERAMIC

School transmutation **Level** mesmerist 1, occultist 1, sorcerer/wizard1, witch 1
Casting Time standard action
Components V
Range touch
Target one metal object
Duration 1 minute/level
Save Will negates (harmless); **Spell Resistance** yes

Description
With a touch, you transform a metal object into a ceramic one.

This still permits it to function normally for the duration, but it will not register with metal detectors, and it shatters if critically hit in a sunder attack or if a one is rolled when attacking with the transmuted item, gaining the broken condition. In compound items, like firearms, even the ammunition is transformed, but still functions normally for the duration.

WIREWALK

School conjuration **Level** mesmerist 4, occultist 4, psychic 4, spiritualist 4, sorcerer/wizard 4
Casting Time full round action
Components V, S
Range touch (special, see text)
Target one person
Duration instantaneous

Description
This spell lets you teleport, as per the spell, but requires you travel through the telephone system. You must make a successful phone call to the intended destination. As long as the call is answered, you may travel through the telephone system to the site of the receiving phone. Going straight to voicemail, or texting doesn't count, but answering machines do allow you to travel.

ZERO OUT

School conjuration **Level** mesmerist 1, occultist 1, psychic 1, spiritualist 1, sorcerer/wizard 1
Casting Time immediate action
Components V
Range touch
Target one storage device
Duration instantaneous
Save Will negates(harmless); **Spell Resistance** yes

Description
Copy over the contents of one electronic device, which may or may not be broken or disabled, replacing its contents with all zeros. Any previous data is wiped, replaced entirely with repeating "0" or "NULL." This includes device firmware. Devices held by an individual are permitted a saving throw against the copy. Otherwise, the data is copied. This renders devices inoperable until restored from a backup or source media. Any data not saved to some other backup media is permanently lost. Devices which boot through a network device might only be temporarily disabled, as they download new boot and operating system images.

RITES & RITUALS

With the wide diversity of the supernatural in the world of *Bloodlines & Black Magic*, there are many incantations, ritual magic detailed in *Pathfinder® Roleplaying Game: Occult Adventures™* and *Deep Magic*, available for the occult-aware to learn their power. A variety of instructors exist who might teach incantations from many sources; these sources include rituals encoded within otherwise mundane texts, supernatural manuscripts, human instructors, and even supernatural instructors.

LEARNING INCANTATIONS

Mastering an incantation requires either self-instruction or instruction from someone who has already mastered the incantation. This process requires (10 + 1 day per effective level of the incantation) days of instruction, and that timeframe can be reduced with a successful DC 15 Intelligence or Spellcraft check. An instructor may add their Intelligence bonus to the student's roll, and may make a DC 20 Spellcraft check to also Aid Another on this check. For every 3 the check result exceeds the DC, reduce the time necessary by 1 day. The student or instructor may not Take 10 or Take 20 on any of these checks. Failing with a 1 means the student must learn a different incantation before making another attempt on the failed incantation.

The price for acquiring instruction is a matter of negotiation between the student and the instructor. The value of highly intelligent, supernatural instructors becomes more apparent as they make learning incantations much easier; their prices, however, can be deathly high.

BINDING THE SEVEN-FOLD FELLOWSHIP

(Incantation)
Through the shared experience of the mystery, we each enjoy the enlightenment of the journey and grow.
School divination; **Effective Level** 9th
Skill Check Knowledge (occult) DC 30, 9 successes masterwork tools permitted.
Casting Time 7 hours
Components F, M, S, V
Focus – A ceremonial dagger or athame worth $5000
Material Components – mind-altering incenses worth at least $500.
Other– Must have access to a subterranean space capable of holding all of the participants at once.
Secondary Casters – Up to 10 secondary performers may assist the primary caster.
Range Touch
Target The performers of the incantation.
Duration One year.
Saving Throw None **Spell Resistance** Yes

Description
Through a communal ritual of bloodletting and symbolic rebirth, the participants descend into the underground space, such as a basement, cave, or cellar, filled with mind-altering incenses and shrouded in complete darkness. Then, as the ceremony concludes, each caster leaves a bloody personal mark on the wall before each plunging their hand into a pit of freshly overturned earth. Finally, the casters exit together, reemerging into the world.

Successful completion of the incantation grants each member the following abilities for the next year:

- A +2 insight bonus to a skill check once per day, spent as an immediate action before the result of the check is known

- A supernatural ability, **Call of the Mark**, to send a single communication simultaneously to any number of living participants, regardless of distance between participants, as per the *sending* spell, but with a 50 word limit. This is a standard action which does not provoke attacks of opportunity

- A supernatural ability, **Death Sense**, to know when and how any participant dies while the effect is active, regardless of distance. This is a constant effect, and a free action

- An extraordinary ability, **Locus Sense**, to know the exact distance and direction to the incantation site, as long as the caster is on the same plane. This is a constant effect, and a free action

If the underground space is destroyed, such as through a cave-in or fire, the effect immediately ends. While the effect is ongoing, the space serves as an active occult connection, equivalent to a body part, to all the individuals whose personal marks are on the walls, living or dead. Lesser versions of this incantation exist, with the appropriate fewer Knowledge (occult) checks. Each one is a level lower and offering one less benefit over the course of the year. (EG, the 7th level option only has two benefits, the 6th level option only offers one benefit.)

Backlash
All performers participating in this incantation are exhausted and suffer 2d6 damage.

Failure
Failing three skill checks during the incantation causes it to fail. The performers still suffer Backlash, but the performers also suffer a negative level.

COLLECTED RODS OF UNBREAKABLE WILL

(Incantation)
Alone, we are weak. Together, we create a cabal. We will be feared for ages.
School evocation; **Effective Level** 9th
Skill Check Knowledge (occult) DC 24, 9 successes masterwork tools permitted.
Casting Time 90 minutes
Components F, M, S, V
Focus – A collection of wooden rods and an athame ($5,000).
Material Components — A pool of purified water.
Other – All participants must be the same type of caster (Arcane, Divine, Psychic).
Secondary Casters – Up to 10 secondary performers may assist the primary caster.
Range touch
Target incantation performers, up to 11.
Duration 19 days
Saving Throw None **Spell Resistance** No

Description
The performers gather around a pool of purified water, and each one makes a small cut on their body using the athame. Then, each performer bloodies their wooden rod before stirring it into the water. As the ritual concludes, each performer may contribute spell slots and spells, up to the bonus of the performer's primary casting ability score, to a create a magical reservoir of communal spells. Contributed spells must be of a level usable by all performers, and no higher than 4th level. All participants in this ritual must be the same type of caster (arcane, divine, or psychic).

This pool of spells lasts for 19 days, and may be accessed by all incantation participants during the duration, at any distance, even from other planes of existence. These spells may have metamagic feats applied; a participant using a contributed spell does not need the feat to use the spell. Each member may use a number of spells equal to the number contributed. Using a contributed spell does not remove it from the pool. While the incantation's effects are active, contributed spell slots may only be used to pull spells from the collective pool. For instance, if two 4th-level casters and a 3rd-level caster all contribute two different 2nd-level spells, they may each use their now-contributed 2nd-level slots only to use two of the six spells in the pool.

Casting a spell from the pool is a full-round action which provokes attacks of opportunity; the effect is cast with the caster's CL, not the contributing performer's CL, and the caster must have any necessary components on hand. When a performer exhausts his contributed spell slots, his spells remain in the pool for other performers until the duration ends. Any spells unused at the ritual's expiration return to the contributing performer and may be used normally, as if they had been prepared that day. Spontaneous casters simply recoup the spell slots for normal use, rather than the limited use available during the active effect of the ritual.

If the physical pool is somehow destroyed before the expiration of the effect, the spell slots are lost and may not be used until the effect expires. If all the participants use their contributed spell slots, the effect concludes and the pool must be purified before it can be used again.

Backlash
The performers participating in this incantation take 2d6 damage and suffer a -4 penalty to their Constitution score for the duration of the effect. This ability penalty cannot be removed while the performer has access to the pool; they are effectively under an ongoing magical effect. Dispelling the ritual effect on an individual eliminates the penalty and their access to the pool, as if the performer had used all of their contributed spell slots.

Failure
Failing three skill checks during the incantation causes it to fail completely. The performers still suffer Backlash and also lose the contributed spell slots until the duration expires. In this case, the effect cannot be dispelled until it expires. The pool becomes tainted and must be purified again in a ceremony that costs $5000.

SENSE TRACES OF SHADOWS PAST

(Incantation)
"We can learn what happened here, trust me."
School Divination; **Effective Level** 6th
Skill Check Knowledge (occult) DC 21, 6 successes
Casting Time 60 minutes
Components V, S
Secondary Casters – Up to 10 secondary performers may assist the primary performer
Range personal, each caster (see text)
Effect one structure/area (see text)
Duration 1 minute/primary caster character level
Saving Throw Will negates (harmless);
Spell Resistance yes

Description
Through this incantation, the casters gain the ability to see the echoes of previous supernaturally associated events in a structure or within a 50-foot radius. The may make Perception checks as if they had the Pierce the Veil ability as free actions (even if they do not have the ability) with a +8 insight bonus for the duration. Sometimes, this may even replay psychically significant events to casters, depending on the site.

Backlash
All performers participating in this incantation suffer a -2 penalty on all checks, attacks, and saves while in areas of normal or bright illumination, including normal daylight, for 24 hours. Wearing protective eyewear, such as masterwork sunglasses or welder's goggles, which reduces the level of visible illumination to dim or less, negates this penalty.

Failure
Failing three skill checks during the incantation causes it to fail completely. The casters suffer backlash and gain the exhausted condition.

Hedge Magic

Cantrips for Commoners

Hedge magic is a simpler form of magic, allowing 0th- to 1st-level effects to be cast ceremonially with simple skill checks, and incantations of 4th-level or less to be performed. These spells have normal casting options for other spellcasting classes. The ability to cast a ceremonial spells requires the proper training, represented by the Hedge Magic Initiate feat or levels in a spellcasting class, and either the knowledge of the ceremonial version of the spells or a spellbook with the proper ceremonial spells. Actual ceremonial spellcasting requires a Knowledge (occult) skill check (DC 20 + spell level); success indicates the spell is cast. Unlike incantations, these spells have no backlash aspects, but failure does require the caster to make a DC (15 + spell level) Will save or gain the dazed condition for (5 – their Intelligence ability bonus, minimum 1) rounds and the exhausted condition. If you fail the skill check with a 1, you must make a Breaking Point check or gain (1+ spell level) Breaking Points. You may not Take 10 or Take 20 on skill checks for incantations or ceremonial spells. You still suffer normal Backlash and Failure results from incantations you fail to perform correctly.

A manuscript is a book or document containing a single ceremonial spell, like pages removed from a spellbook, and with an equal cost to scribing such pages in a spellbook. It can be used by a ceremonial caster to cast a hedge magic effect; ceremonially casting a spell from a manuscript or spellbook does not consume the text, unlike a scroll. However, these are simply books or parchment; they can be destroyed by normal means.

The following effects are a sample of hedge magic spells and incantations. Any spell from the Adept spell list can be found in ceremonial form, except those from the evocation school. As a general consideration, hedge magic spells take longer to cast when their duration is longer. No hedge magic spell can be cast in less than a full-round action.

CLEANSING BURST

School abjuration; **Level** adept 0, cleric/oracle 0, medium 0, mesmerist 0, occultist 0, psychic 0, spiritualist 0, sorcerer/wizard 0, witch 0;
Domain community 0; **Subdomain** home 0;
Casting Time 10 minutes
Components V, S, M (a handful of salt)
Ceremonial Casting Time 10 minutes
Range special, see text
Effect one item or one structure inside a circle no more than 40-foot in diameter
Duration 1 hour/ level (D)
Saving Throw none; **Spell Resistance** no

Description
When cast on an object, the spell both mundanely cleans the object and wipes clean any fingerprints or other material that might be used as an occult connection. This effect is instantaneous; new fingerprints or other materials deposited later are unaffected. Cast on a structure, it sweeps away dust and tiny insects, and prevents their return for the duration; magically created swarms and vermin larger than common insects are unaffected by the spell.

MAKE CELLULAR PHONE CALL

School conjuration (summoning); **Level** cleric/oracle 0, medium 0, mesmerist 0, occultist 0, psychic 0, spiritualist 0, sorcerer/wizard 0, witch 0;
Domain community 0; **Subdomain** home 0;
Casting Time Full-round action
Components V, S, M (a broken cellphone)
Ceremonial Casting Time 1 minute
Range special, see text
Effect one cellphone call to a specific number
Duration 1 minute/ level (D)
Saving Throw none; **Spell Resistance** no

Description
Casting the spell imbues the target phone with a magically generated cell phone signal. This signal works in areas which otherwise have no signal available; the incoming phone always shows an inbound call from 212-555-5555. The spell only works on a single phone call. If no one answers, a voicemail

may be left; if no voicemail is available, the spell is lost. Once the first call is made, no additional calls may be affected by this spell; each time a PC makes a new call, they must recast it.

SECRET PALIMPSEST

School conjuration (summoning); **Level** adept 0, cleric/oracle 0, medium 0, mesmerist 0, occultist 0, psychic 0, spiritualist 0, sorcerer/wizard 0, witch 0; **Domain** knowledge/trickery 0; **Subdomain** deception 0;
Casting Time Full-round action
Components V, S, M (a bit of old parchment)
Ceremonial Casting Time 1 minute
Ceremonial Check V, S, M (a bit of old parchment); **Skill Check** Knowledge (occult) DC 20
Range touch
Effect one book, document, or printed item
Duration 1 minute/ level (D)
Saving Throw none; **Spell Resistance** no

Description
With a touch and a quiet word, the caster causes the text and visual contents of a single spread of two pages of printed material to either become blank or filled with some combination of two pages of new text or images of your choice. The caster is meant to observe and handle the contents, but the object must be closely scrutinized before the illusion may be challenged. For instance, if the target is subjected to a successful Appraise or Knowledge check to determine its value, reveal the illusion. Casual interaction is insufficient, however. Characters may also make a character level check (DC 10 + CL) to pierce the illusion. While success reveals the illusion, anyone who beats the DC by 5 or more may read the text beneath (assuming they are fluent) for the duration of the spell.

THE CORNUCOPIA SACK

(Incantation)
"I could carry it all around, but that's just inefficient."
School enchantment; **Effective Level** 5th
Skill Check Knowledge (occult) (DC 22), 3 successes, Knowledge (planes) (DC 22), 2 successes
Casting Time 5 hours
Components F, S, V
Focus – two masterwork bags, backpacks, or other fabric containers, an obsidian knife or silver athame worth $5000 or more
Secondary Casters – None.
Range touch
Target Two bags touched
Duration 1 Day/Character Level
Saving Throw none; **Spell Resistance** Yes (harmless)

Description
With the athame or knife, remove the lining of both bags and swap them with each other. Place one bag inside the other and then plunge the blade through both simultaneously. Then draw the inner bag through the outer bag. The bags may later be mended. The bags need not remain nested throughout the duration and are not expected to remain nested. They are meant to be separate.

For the duration, when reaching into the inner back, the possessor may draw forth an item from it weighing no more than one pound and no larger than 6 cubic inches contained within the outer bag. The items being drawn must be unliving and the individual drawing the items cannot pick which item is drawn, so the item should be relatively identical: arrows or poker chips or small books; otherwise, an item is drawn at random. When the outer bag is empty, nothing may be drawn through the inner bag until the outer bag is refilled. The outer bag may be emptied and refilled any number of times over the course of the duration.

If either bag gains the broken condition, the effect ends. If the bags are later repaired, the incantation can be recast to restore the connection. If the outer bag is only filled with objects unable to pass to the inner bag, then nothing passes through. Objects may only pass from the outer back to the inner bag, and not in reverse. The bags are not considered extraplanar spaces and may normally interact with items such as *bags of holding* or *handy haversacks*.

Backlash
Upon completing the incantation, the primary Caster is exhausted, suffers 2d6 damage, and suffers from mild claustrophobia for the duration of the effect. This means the Caster will not enter an enclosed space such as a car or an elevator, where they cannot see for 100 ft in at least three directions, without a DC 20 Will save each minute.

Failure
Failing 2 consecutive skill checks or three checks before four successes, the Caster is panicked by areas of no illumination to dim illumination without a DC 20 Will save every minute for the duration of the effect. The primary Caster will not enter a squeezed space or remain in a squeezed space without a successful a DC 20 Will save each round.



Hedge Magic Initiate [General]

You've learned to access magic through slow and deliberate actions.

Prerequisites: 12 Intelligence.

Benefit: You may ceremonially cast spells of 0th- or 1st-level from manuscripts or spellbooks. You may learn a number of ceremonially cast spells equal to your character level plus your Intelligence modifier, which you may cast without a spellbook. All casting must be done ceremonially, with or without a spellbook. If you later gain a level in a spellcasting class, you may choose to use ceremonial casting or normal casting when casting a Hedge Magic effect. You may also perform incantations of less than 4th level, if you have a manuscript, or if you've been taught the incantation. You may not create incantations as a result of this feat.

Forgotten Tomes

Spellbooks from the Hidden World exist in a variety of formats and styles. Some are books, but many take the form of objects of all kinds; these relics, artifacts, and oddities often look like something you'd see in a museum. Some others might even be places. Those who possess them prize them all, and they are often well known around the world. Some famous tomes not detailed here include *On Alignment*, a book on alchemy, and *Perspectives of Servitude*, a text on dæmonology. GMs are encouraged to customize the contents of spellbooks to best fit their campaigns.

Gloria ab Astra

Often found gently folded and bound by a silver cord, this blue-purple hide map is studded with silver rivets connected with a fine silver metal ribbon stitched into the material. The text itself, an in-depth look at sorcery and the realm of dreams, is engraved in tiny, yet legible, vermillion lettering written on the ribbon. The locations on the map seem alternatively real, such as "800BC, Crete," or fantastic, like "Coliseum of the Nightmare Khan." If utilized in the Realm of Dream, the map is accurate. The title of the work is embroidered across the top of the map in a flowing Latin script, stitched with a fine mithril thread. It contains 9 spells from a variety of schools and a single incantation. It provides a +4 bonus to checks made in Dream Duels and checks made to navigate or find one's way in the Realm of Dreams.

Contents: 9 spells, 1 Incantation

Half the Battle

Kept in a red US Suzuki corporate three-ring binder and written in a 1987 *Sears Annual Home/Hardware/Leisure* catalog in a combination of rough handwritten sharpie notes, pink highlighted passages, and gold underlined sections, *Half the Battle* is a masterpiece of situational, modern-day divination, exemplifying how to read immediate manifestations of precognition. The cover of the catalog itself bears a more modern sticker bearing the idiom, which gives the book its name. It contains 12 divination spells and two incantations. It provides a +4 bonus to Automatic Writing and Prognostication checks.

Contents: 12 spells, 2 Incantations

True Names are detailed in *Pathfinder® Roleplaying Game: Ultimate Magic™* . Discovering one requires approximately one month and $25000 worth of research and appropriate arcane resources. At the end of that month, make a Spellcraft check with a DC of (15+ the creature's CR). Success indicates you have discovered the creature's True Name. True Names are occult connections, detailed in that section of Chapter 6. Please reference that section for additional details on what can be done with True Names as occult connections. Creatures guard their True Names viciously, hunting those known to possess them and attempting to destroy them absolutely or selling them into slavery in places where they can never utilize a True Name.

Kapala of Shrouded Truths

A yellowing skull the color of fatty wax, this carved bone of an adult human male bears a half-dozen spells etched into its surface with an angular script later traced with a coppery green ink. The spells carved across and inside the unorthodox spellbook exist on the outer surface, the inner dome, even the edge of the mandible. The iridescent color of the text makes the spells easy to identify among the interwoven embossed images of dancing, headless skeletons, theurgy and mentalism insights, and celestial iconography. The crown and mandible both detach with puzzle box-like intricacy, allowing one to read the spells scratched into the interior surfaces or for the Kapala to serve as an improvised container. The spells are written in iambic heptameter, requiring occasional blasts from the whistle carved into the lone vertebra fused to the base of the skull. Those who have heard the whistle claim it sounds eerily like the distant screams of the dying. It provides a +2 bonus to Phrenology checks.

Contents: 6 spells

The Scorpion's Sura

Comprised of 88 pages of yellowed parchment bound in a pebbled black skin of indeterminate origin, the Sura is written in ninth-century Arabic with a neat, tight script. Untitled, it draws its name from the remnant stain on the inside cover, where a previous owner crushed a scorpion. The facing page has no mark. Considered a decent treatise on sihr-related topics, it provides a +4 bonus to Knowledge (planes) checks, and offers a +2 on incantation skill checks to summon creatures. *The Scorpion's Sura* contains 8 spells, 4 incantations, and the True Names of two entities. It is unclear if the True Names are correct.

Contents: 8 spells, 2 Incantations

Attuning to Magical Items

In *Bloodlines & Black Magic*, magical devices require an investment by the bearer to function. ***A person may only have five active magical items at any one time.*** This number does not include bonded items, such as a bonded weapon, a wizard's bonded

casting item, an occultist's implements, or consumable items like potions, scrolls, or wands. Set items, like gloves or boots, count as a single item. Attuning an item is a full-round action which provokes attacks of opportunity, and lasts for 24, unless the item remains in a character's possession, in which case the attunement is continuous until the bearer decides to break the attunement. Breaking attunement is an immediate action, which does not provoke attacks of opportunity; it frees the character to attune to a new item, as long as the character did not attune to the previously attuned item within the past 24 hours, or unless they have not yet attuned to five items. If the character was attuned to the previously attuned item for less than 24 hours, and had attuned to five total magic items, they must wait 24 hours from breaking attunement before attuning to a new item.

For example, Finnegan is attuned to two rings, a pair of boots, and a rod. He finds a belt and decides he would like to attune to it. Then, later in the evening, he finds a pair of goggles a redcap is willing to trade for the belt. He can break attunement to the belt and trade with the redcap, but he can't attune to the goggles; Finnegan must wait for a full 24 hours from the time he breaks his attunement with the belt before he can use the goggles. If he'd only attuned to one ring, the boots, and the rod, Finnegan could have broken the attunement to the belt, and then still attuned to the goggles, because he'd still only attuned to five magical objects in a day.

GMs wishing to make a campaign harder might only allow a character to attune to a number of items equal to their Charisma, Intelligence, or Wisdom modifier, while others may allow PCs to attune to a number of magical items equal to their Hit Dice (or character levels).

ADDING OCCULT COMPONENTS

Arcane magic sometimes takes advantage of rare items used during the casting process which wizards or sorcerers call "power components." Such components also exist for psychic magic, but they must be wrung from the minds of sentient creatures, drawn forth. Fortunately, supernatural creatures have taught men just how to accomplish this task, and wait eagerly in the shadows, hoping to acquire them.



INCANTATION OF MEMORY DISTILLED

"Of course they have value beyond nostalgia. Trust me, you'll learn soon enough."
School enchantment; **Effective Level** 4th
Skill Check Knowledge (occult) (DC 22), 2 successes; Knowledge (nature) (DC 22), 2 successes
Casting Time 40 minutes
Components F, M, S, V
Focus – a small edible foodstuff, a leech, or a fragile item
Material Components – an obsidian knife or athame
Other During a full moon
Range touch
Target creature touched
Duration 24 hours
Saving Throw none; **Spell Resistence** no

Description
You make a small cut on the target creature, using the blade, and transfer a specific memory to the focus object, which may be consumed or destroyed. The transfer of this recollection results in a -4 penalty to a skill or -2 to all other rolls that lasts for 24 hours. The focus object retains the memory until consumed or destroyed. The focus object may be traded, and is accepted as currency in some quarters. The Memory Distilled may be used as a power component for psychic magic, with the following potential benefits. GMs and players are encouraged to work out specific effects for individual spells that best suit their play style. Examples include:

Conjuration – Conjured object or creature's duration is extended by 2 rounds, extend the distance traveled by 10%, reduce the chance of mishap by 10%, increase DC or CL by 1.
Divination – Increase chance of accuracy by 5%, permit an additional question, reduce time necessary to learn information by 2 rounds (minimum 0 or instantaneous), increase provided bonus by +1, or extend duration by 2 rounds.
Enchantment/Charm – Increase DC or CL by 1, permit extra complexity to suggestions or commands, extend duration by 2 rounds.
Evocation – Spell inflicts an additional +1d6 damage, spell inflicts an appropriate condition for 1 round, extend duration by 2 rounds.
Illusion – Increase DC or CL by 1, permit extra complexity to images or effects, extend duration by 2 rounds.
Necromancy – Spell inflicts an additional +1d6 damage, spell inflicts an appropriate condition for 1 round, extend duration by 2 rounds.
Transmutation – Increase DC or CL by 1, increase provided bonus by +1, extend duration by 2 rounds.

Backlash
You cannot actively consume any written or broadcast media for 1d6+1 days. Doing so causes you to gain the Sickened condition for 24 hours unless you successfully make a DC 16 Willpower save. You must make this save each time you actively consume the media, regardless of the source, or if you previously successfully saved when consuming from that source.

Failure
Failing two consecutive skill checks, you suffer 1d4+1 points of damage to a randomly selected Ability Score (Charisma, Constitution, Intelligence, or Wisdom).

OCCULT CONNECTIONS

Usually reserved for ritual magic but incorporated into a few non-ritual spells, occult connections create a deeper link between the magic and the target if the caster supplies the proper components. Occult connections allow a caster to increase the possible range of a spell and possibly modify the Save DC of an effect by incorporating personal aspects of the target or information tailored specifically to the target.

RELICS, OCCULT IMPLEMENTS, & OTHER MAGICAL TOOLS

Over the course of a truly capable and storied character's career, an occultist's implements, a wizard's bonded item, another character's bonded weapon sometimes manages to accumulate a fraction of the power of its own. A truly pious saint's faith might be concentrated in some fragment of their body and refuse to decay, infused with holy power. Those items often gain a reputation, adding a signature bit of magic or skill to the repertoire of a new owner. There have been some willing to go out of their way to steal, purchase, or otherwise acquire the famous implements of someone else so that they could take advantage of that particular edge. Named Implements or Relics, as they are known, require a character level check (1d20 + character's level vs. DC) in order to master them and allow the possessor to use them freely. This is listed in the item's description. Until mastered, they often inflict a penalty of some kind, but can still be used for their intended purpose of casting spells or combat, in the case of bonded weapons.

IMPLEMENTS WITH STYLE

The following are examples of several Named Implements and Relics. Named implements cannot be manufactured, and therefore do not have a construction cost. There is a +2% chance/character level that a Named Implement or Relic will be created when a character dies. If the character is brought back to life for some reason, the Named Implement may only be mastered by the owner, who does not need to make a check. A Relic's previous owner renders a Relic non-functional if they are restored to life. The bonus provided by a Named Implement or Relic should be determined by the GM, and should not be more powerful than a signature power of the previous owner in life. They never grant class abilities, but might augment them in some way, providing extra uses or enhancing the effect. Such items can still be destroyed normally, so Named Implements and Relics tend to appear and disappear over the years. If the previous owner died quite violently, the item might house a haunt, which must be resolved before the item can be mastered.

CORTANA, +3 SHORTSWORD, BONDED SWORD OF OGIER THE DANE

Description

Legend states as Ogier was about to kill the son of Charlemagne, an angel appeared and knocked the weapon from its target, sundering the tip and stating, "Mercy is better than revenge." Cortana imposes no penalty when used for nonlethal damage, and it acts as a Bane weapon when attacking any Archon. It requires a DC 20 check to master. When unmastered, it subtracts 3 points of damage from any attack made with it, to a minimum of 0.

SILVER - THE BONDED WEAPON OF ANNIE OAKLEY

(*+1 silver pistol*)
Aura Strong Evocation

Description

While Annie Oakley's legend as a sharpshooter is undeniable; few know she fought sinister powers of the world in her travels until a vengeful enemy infected her with a terrible, eventually terminal disease. Her death infested this seemingly mundane, if archaic, revolver with a haunt. Once this haunt is defeated, the possessor may attempt to master the weapon, with a DC 19 check. Until it's been mastered, anyone who rolls a 5 or less suffers a misfire. It still fires if it has the broken condition, and can only be destroyed through physical damage (Hardness 10, 30 hit points).

EXCRUCIATING DEATH OF ANNIE OAKLEY CR 6

XP 2,400
LE persistent item-bound haunt (30-ft. radius);
Aura strong conjuration
Caster Level 6th; **Notice** Perception or Knowledge (occult) DC 25 (to hear a faint weeping and coughing when someone handles the weapon)
hp 27; **Weakness** handled using Object Reading, Read Aura or decrepit disguise; **Trigger** proximity;
Reset 1 day

Effect

When an individual handles the pistol, it weeps blood and the area slowly becomes covered in bloody handprints. All creatures within 30 feet are targeted by a *contagion* spell (Fortitude DC 16), inflicting red ache.

Benefit

The pistol may be mastered.

Destruction

The pistol must be cleaned with holy water after killing a creature with it; doing so destroys the haunt.

TABLE: CASTING CHECK MODIFIERS

Caster's Knowledge	Target's Will Modifier
Name only	+15
Secondhand (you have heard of the target).	+10
Firsthand (you have met the target).	+5
Familiar (you know the target well).	+0
Caster knows the target's True Name	-5

CROWLEY'S CARDS
(Tarot Cards of Aleister Crowley)
Aura Moderate divination

Description
Once the personal deck of the renowned occultist, Aleister Crowley, this deck serves as an occultist's divination implement and allows the possessor to use either the Future Gaze or Mind Eye powers once per day without expending a point of mental focus. The duration of the mind eye power is doubled. It requires a DC 22 check to master. When unmastered, any divination spell cast by the possessor has a +3% chance/per casting, cumulative to draw the attention of a minor Goëtic Spirit, who appears in place of the next divination spell and attacks, trying to claim the cards. If successful, the cards disappear for 1d6 months and reappear in a random town store, for sale, cheap.

KENNETH'S PEN
Aura faint Transmutation

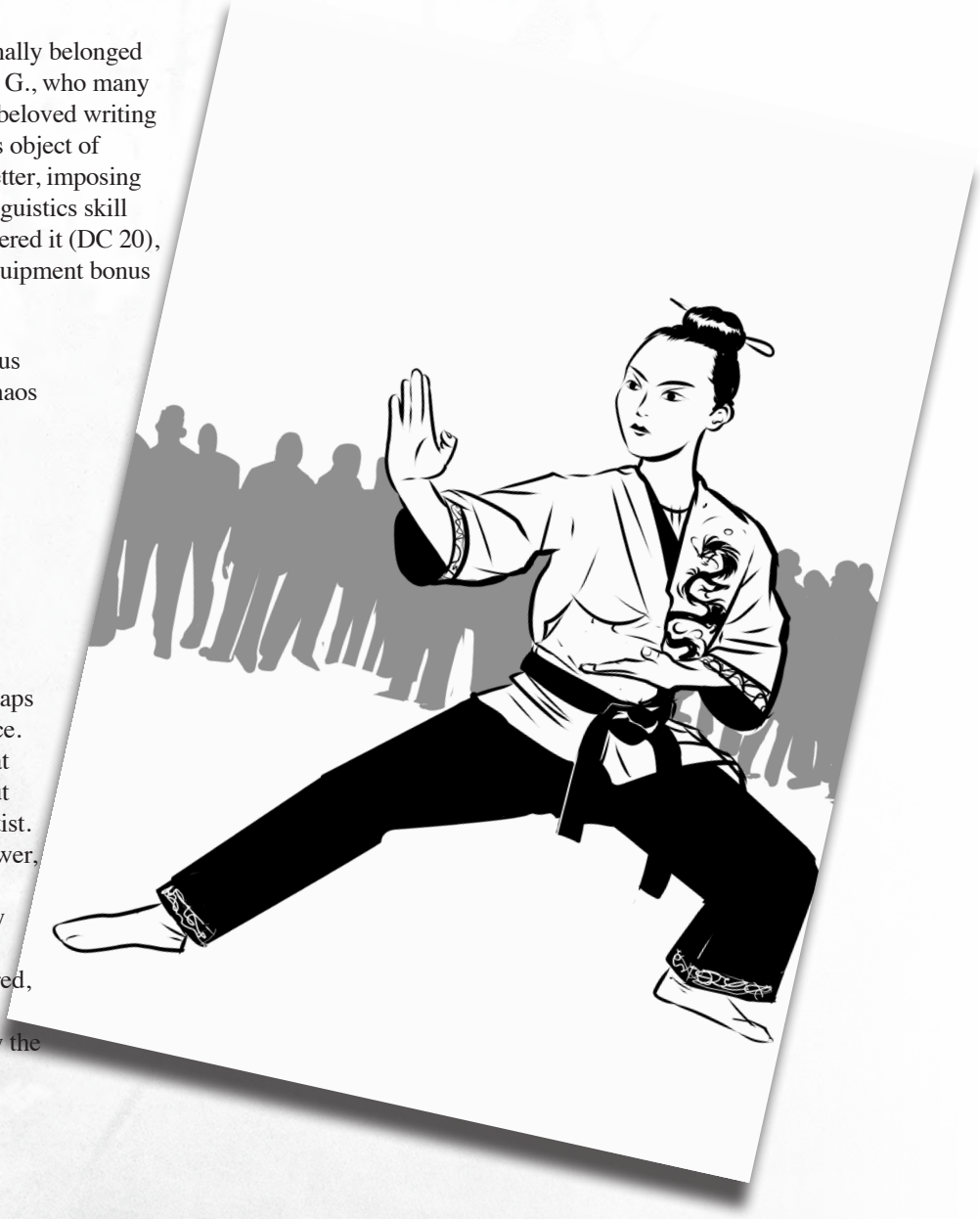
Description
This small, silver pen is rumored to have originally belonged to the renowned ceremonial magician Kenneth G., who many whispered imbued a bit of his essence into his beloved writing tool. In the hands of those unable to master this object of occult power, this pen appears to be a severe fetter, imposing a -4 penalty on all Knowledge (occult) and Linguistics skill checks. In the hands of someone who has mastered it (DC 20), *Kenneth's Pen* provides the writer with a +1 equipment bonus on all Knowledge (occult) and Linguistic skill checks, as well as an additional +4 morale bonus to Will saving throws against spells with the chaos descriptor.

UNSPOILED EYE OF ST. ALBAN
Aura faint Divination

Description
Considered the patron martyr of England, this perfect eyeball floats in a small glass vial, perhaps two inches tall, and two inches in circumference. It can be used as a Divine Focus for classes that require one, or as a necromancy implement, but provides the most benefit to an oracle or occultist. When activating the occultist's soul shroud power, the number of temporary hit points gained is doubled. If the possessor is an oracle, they may increase the DC of a revelation power by 2. It requires a DC 20 check to master. Until mastered, the Unspoiled Eye of St. Alban imposes a -3 penalty on any Charisma-based check made by the possessor.

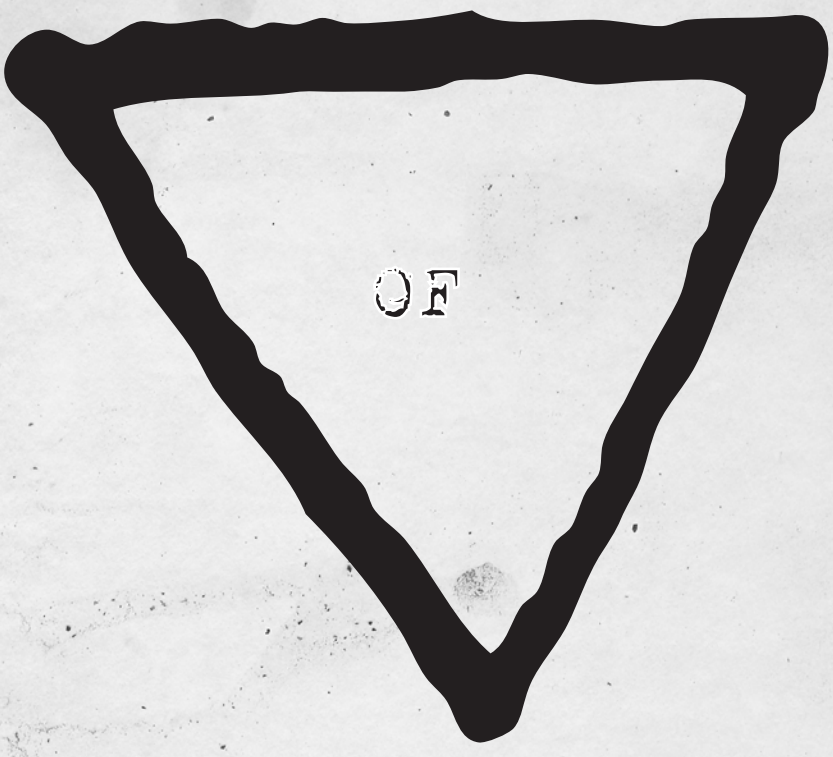
PUNCHING UP

Such connections between objects or information and a creature or individual allow the PCs to engage targets and antagonists with much more power than themselves, but only if they invest the time and effort necessary to acquire these connections. These connections also justify the paranoia of pseudonyms, idiosyncrasies, and strange behaviors common among the occult-aware. Occult Connections provide GMs a way to offer characters story arcs driving towards a final confrontation with a potent enemy, where they must use the collected items in a ritually significant way and thereby weaken or injure the target enough to offer the heroes a fair fight. And they offer escaped enemies a means to strike out against heroes who thought themselves completely insulated against revenge. Just saying.



CHAPTER 11

THE HOUSE



"You've paid us quite enough for our services, my friend," I said. "Be at peace. I know this is hard, but sometimes we have to suffer through the hard part before we can set our minds at ease."

Delilah sighed and blew a line of smoke out the side of her mouth. When Sinda turned to hug her, Delilah was already standing with arms wide like that warm center of the universe you lost when Mom fell over in the back yard. That was something I didn't teach Delilah. Like any performer, she brought her gifts to the field and made them work.

"Thank you," Sinda said, crying a little bit more and holding onto Delilah for support. "I'll never forget this."

"We're always here when you need us." Delilah got her cigarette from the ashtray on the bookcase shelf behind her, where it had been smoking up the Papyri Graecae Magicae and my ancient lead curse tablet in its black iron frame. My books and the various magical impedimenta that clutter my shelves, like the suits in my closet, would forever smell like incense and Marlboro Menthol Lites. I was wearing a black Brooks Brothers three-piece with a gray linen dress shirt and onyx cufflinks set in white gold spiders. At 6'3", I towered over most clients. On my best days, I looked like a pale undertaker, which was not necessarily a drawback in this business.

I shook Sinda's hand instead of a hug and led her down the dark, carpeted hallway, with an arm around her shoulders, to the front door. Before stepping into the hall outside, she leaned in and kissed me on the lips.

"I might call you later."

"As you wish." I bowed like some monk or, in all honesty, probably just like an undertaker. An undertaker-monk. Inwardly, I made a note to put her on the "no entry" list down at the front desk and swore to myself that this was the last time I'd be helping Delilah out with a client.

When I got back to the parlor, Delilah had taken my last cigarette and put it behind her ear. She'd blown out the candles and raised the black satin drapes that usually shrouded the room in heavy darkness. Outside, Bidwell Park stretched into the distance. From the 12th floor condo on the edge of the park, I could see all the way to the Sierra Nevadas. But the sharp midday light seemed painful and ugly after hours of candlelight. Like most of the nicer things I owned, I inherited the condo from my mother. And sometimes I felt like I inherited the view as well, being able to see for miles into the protected wilderness that runs out of the City of Chico to the mountains. Though, I seldom opened the blinds except at dusk.

Delilah sat back down and put a pale bare foot up on the table. "You know she'll be back in no time, looking for a curse on hubby's head." I gently lifted her foot off the table, but she pressed it against my thigh.

"These days, you're about as fun as a thunderstorm. Know that?"

"Since when have you thought thunderstorms were bad?**"**

THINGS UNSEEN

After the shock and terror of learning the world you know is nothing like you imagined, you change; maybe you suddenly sober up and get serious, or maybe you roll out your 'to do' list of vices. Some folks get serious about family, about religion, and about politics – anything to block out the noise of knowing. People deal with trauma, grief, and anxiety issues daily, and most – hell, 99.693% of them have never even seen a real monster. Sure, they gasp in secret glee while feigning horror at the nightly news, but they're disengaged. It's not real to them. It's all music, Netflix, and video games until your little brother gets hit by a drunk driver who mysteriously disappears, or you discover that strange circle in the woods.

As players develop their characters in a *Bloodlines & Black Magic* campaign, it's important that players have fun dealing with the stress of discovering a whole new world. In fact, the very narrative of the players changing as they dive deeper, deeper, and deeper still into the Occult world they thought they knew. Let players explore side quests, or visit the graves of the loved ones; let them use the campaign to tell their stories.

To this end, it's important to note that one of the reasons we created Threshold was to encourage players to focus on their characters' immersion into the supernatural world. Whether by role-playing short psychotic episodes or by creating personality traits that reflect that process, we hope that players will recognize that each failed Threshold save isn't necessarily a death sentence, but is instead a vital and important role-playing opportunity. Of course, by encouraging players to explore this part of their character development, GMs should be mindful of their topics; even horror stories have boundaries. And remember – never push your players!

I SHOT THE SHERIFF

We've all done it.

Maybe we had our character slip out of town under cover of night, and those two guards had it coming. Or maybe, the guards were just corrupt, and your character was doing the town a service; regardless of how they went, we've all killed a few town guards now and again. And most of us, in these fantasy games, didn't think twice about it – they're just NPCs.

Right?

Right?

That's not a mentality that works here. In *Bloodlines & Black Magic*, the PCs' actions matter. When a PC interacts with any character, the impression that PC leaves ***is*** going to inform future encounters. If an NPC walks away unhappy in an encounter, that means they'll probably start there, or worse. In short, those actions are going to translate quickly into future encounters. If Haystack leaves the local town sheriff angry and on the lookout, when he finally does find Haystack, the sheriff is going to be far worse than "indifferent." He's going to be unfriendly.

Moreover, when PCs harm, maim, or worse – kill – these NPCs, those actions will have ramifications, especially in the game. When Daddy doesn't come home from work, you're going to see crying children on the news. If the PCs are responsible, you can bet they're going to find the public's starting attitude considerably lower than normal.

Generally speaking, when a PC comes into contact with an NPC, they leave an impact. Although that impact is generic (and left largely to the GM's discretion), it should have an impact on gameplay; if a PC leaves the local pharmacist in good spirits, he'll probably react favorably to their future requests (although that doesn't mean he'll break the law). Of course, this includes local law enforcement, state law, and especially federal employees – all of whom are likely just 'doing their jobs.' Should a PC come into violent conflict with one of the NPCs, and should they kill them, this should have a direct and immediate impact, both on the story, as well as on all additional social encounters, especially when the PCs are in public. If a group of PCs starts killing off NPCs (even if they are evil cultists), those missing individuals will likely make the nightly news – everything makes the nightly news. Of course, if the PCs have a direct physical connection with any of these missing NPCs, they'll likely make it onto the news, too.

How far (and for how long) an individual's actions might have an impact in the game is going to be entirely up to the GM; players looking for a good mixture of realism and horror might opt to have the world respond a little slower, especially if the PCs called them. Or, the cops might roll by at just the wrong time, forcing them to either mask their actions with magic or by engaging in a very serious bluff – "oh, we're a local film crew. Here's our permit..."

THE SHIFTING SANDS OF FATE

Things don't sit still, and as most experienced GMs already know, the world doesn't go to sleep when the PCs do. Nope, it continues to spin. GMs wishing to keep social encounters spicy while keeping the world around the PCs alive and fluid should invoke the Shifting Sands rule below. However they choose to do it, GMs should aim for that cinematic tension that wins awards and keeps medical dramas on every Monday night.

OPTIONAL RULE: SHIFTING SANDS

Once per encounter (or once each minute), the GM should ask the PCs for a new Diplomacy skill check, either to keep the NPC engaged, distracted, or otherwise placated; the concept here is simple – not every NPC has the patience to deal with PCs' actions. Unless the PCs really wow them during the initial encounter, an NPC's warmth could easily cool during play. To keep things exciting, GMs can ask for additional, random checks, as well. Or, they can ask for checks whenever a PC misspeaks, uses the Intimidate skill, attacks someone, or even when they pause to correct their story. Creative GMs might describe the surrounding crowd's focus as they shift their attention (and possible support) between the PCs and the world around them.

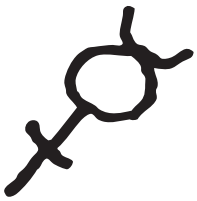
GRUMPY OL' MEN

While there's always the temptation to design new, exciting rules that enhance a game, I don't think this is a place where any of us need another rule. So, consider this advice – from one GM to another. When a PC leaves an NPC particularly angry or upset, that NPC starts future encounters with that attitude (or worse, depending on the offense). So, when a new encounter begins, that sets the new DC for Charisma-based skill checks.

Why?

Because.

People remember.



GMS, PLEASE CONSIDER THE FOLLOWING..

Bloodlines & Black Magic is a modern setting that presents many of the same challenges any of us might face when it comes to violence. Unlike fantasy settings, the modern world has forensics labs, heavily enforced laws, and is – in general – a lot less violent than the fantasy worlds most of us are accustomed to. While GMs will handle their modern games differently, it is important to remember that there are a lot of scientific tools at the state and national level that can be leveraged to bring individuals "to justice." GMs are encouraged to pursue PCs who engage in random acts of violence or who, without any consideration of the consequences, go on criminal sprees (especially any that feature a lot of violence).





THINGS TO CONSIDER...

When you're building or playing through a *Bloodlines & Black Magic* campaign, it's important to remember that the characters are going to have established lives previous to discovering that things do go bump in the night. They're more than just their careers, skill sets, feats, and traits; every character in a *Bloodlines & Black Magic* campaign should have a few essentials, even if they're just written on note cards and shared privately with the GM.

Each character should have:

A SECRET

This is something that only the GM and the specific player know about the character. It could be any number of horrible secrets, or much, much worse. Regardless of the secret, it should have some impact on the group, or at least act in part as a reveal.

A STORY

It doesn't have to be elaborate, but it should add depth to the character. It might be a time when the character threw the winning touchdown, or a memorable moment laughing with their family at breakfast, or even that one firefight uncle Joey will never stop talking about. But it should be something that adds personality and depth.

A FEAR

This doesn't need to manifest immediately, but adding a fear to a character naturally adds depth and color to them, be it needed levity or that last-ditch moment of heroic courage.

A DREAM

Occasionally disguised as an aim or ambition, every character should have something they're driving toward. Maybe they're looking for safety, or looking for a lost relative, or seeking to uncover a secret they know the government is hiding…

A REVEAL

Tied to a secret, a reveal is something that fundamentally changes the character's view of the world, but without requiring validation from the immediate party, environment, or even storyline. Whether you're in space or fighting a demon in hell, suddenly discovering your foe is a relative can quickly change the tone of a scene in an episode. GMs are encouraged to develop their reveals with their players.

The idea here, of course, is that adding all of these elements to the story gives both the GM and the players a chance to steer their campaign in a specific direction, without forcing anyone's hand. Framed as coincidences or even synchronicities, these elements (the discovery of a Secret might have the same gravitas as a Reveal, for instance) can impact the campaign in truly meaningful ways. You can personalize the world as your players explore it, but without painting it on billboards.

A ROUTINE...

In addition to all of those fun elements a new player character is going to have, the players should consider the most mundane aspects of their character. Are they college graduates? Do they have a long lost love they occasionally drunk dial? Are they veterans struggling with personal demons, or just refusing to leave their discipline behind? Up at 4 A.M. and back from their run at 5?

Although it's not outlined on the character sheet, each player should consider outlining a routine for their character; give the GM the tools she needs to tell her best story. Consider the following:

GM – "Hey Jim, it's 2 PM on a Thursday. Where's your character?"

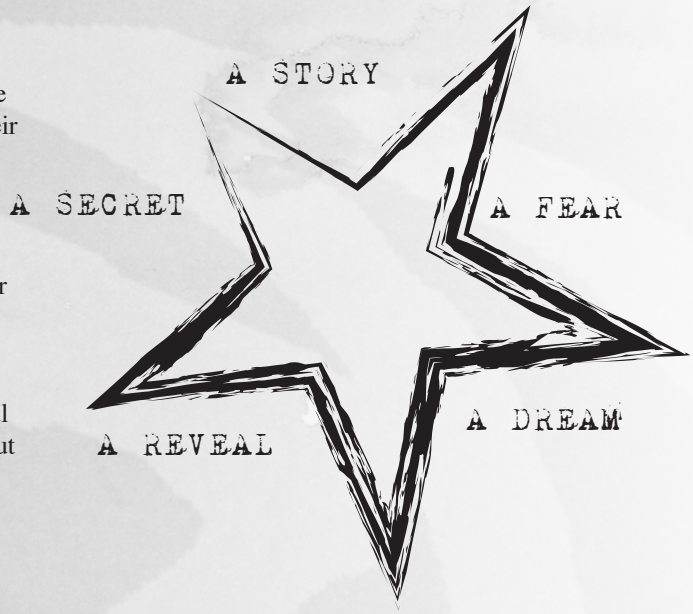
Jim – Shuffles through some papers, looks at note, and asks the GM, "Is this the first Thursday of the month?"

GM The GM nods yes in response. "It is." He says as he looks at a small calendar clipped to his screen.

Jim – Jim continues, "Well, every month Shawn goes to an AA. meeting, so he's downtown taking a late lunch. Or maybe he's taking a half-day. Either way, he's at his meeting." Jim is telling the GM to adjust the story as needed, but ultimately he's downtown at a meeting.

GM – "Jim, you hear several sirens past your meeting. One all but stops outside. Something bad is happening right outside." The GM smiles and glances down behind the screen.

Not only does having a routine give your character some additional depth, it potentially solves a lot of logistical problems, as well. Of course, if not handled delicately, routines could easily cause problems, too. The point of including this concept is fairly simple – it gives the character additional meaning and context. No player or GM should be a slave to this schedule, but should instead see the routine as a tool to enhance his or her character, and when possible, enhance the story as well.



BUILDING A MODERN CAMPAIGN

One of the concepts we wanted to encourage in *Bloodlines & Black Magic* was fairly simple; we wanted sessions to feel like you were in an episode of your favorite supernatural show, with GMs and players determining precisely how dark they wanted to make things. This is one of the reasons we choose to call our pre-created 'adventures' episodes instead; sitting down to an episode should feel like you're about to dive into some damn fine television (hopefully with some damn fine coffee to compliment it). With all of this in mind, GMs setting the mood and theme should reach out and use every modern option at their disposal. If you have the time, build a soundtrack for your episode, matching key encounters with songs or themes. Additionally, you can use songs (and other media) to foreshadow concepts, or even as clues to a wider story.

With this in mind, GMs should easily be able to adapt any of our published episodes and either personalize them, or otherwise incorporate them into their home games. Of course, GMs actively participating in or interacting with the current, active season of *Bloodlines & Black Magic* might influence the larger world through their home games, with PCs easily becoming important NPCs or other figures in the larger, growing world.

Building a modern campaign is more than just interaction, however. It's largely about motives, goals, and an individual's willingness to go into the dark places and fight monsters. While you could spend hours speculating on what your players might want to do, running a modern campaign requires you to be a lot more lenient – you need to be willing to flow as you're telling your story instead of trying to force it. With this in mind, finding your players' motivations (for themselves and their characters) is key. You'll still want to focus on the story you want to tell, but you also want to spend a lot of time listening to your players; if you're quiet enough, wait long enough, your players will tell you exactly what story they want you to tell them.

Of course, if you find yourself dry for ideas, spending a few hours watching any daytime television should fix you. If you can't weed out and twist a story out of one of those classic, do-gooder cop shows, I don't know what to tell you. If you do, however, make sure you watch the villains and their motivations; they are often common themes you can naturally draw out over time in your own stories or games. They are often simple motivations, too: they are things like jealousy, greed, lust, anger, and pride.

Understanding this, GMs should be able to easily weave stories from the episodes we publish, as well as all of the additional groups, locations, NPCs, and other elements we'll be releasing as the world expands and grows.

HORROR TROPES

Bloodlines & Black Magic is a modern game that uses a variant of the traditional Pathfinder Roleplaying Game rules; its focus, however, is of a darker, horror-filled world. This means anyone running a *Bloodlines & Black Magic* game should be designing adventures or campaigns to both challenges the players and also scare the crap out of them. Fortunately, we have a world of influences we can draw from, including modern literature, comics, television, music, and cinema; GMs designing their *Bloodlines & Black Magic* sessions have plenty of tropes to pull from.

Let's take a look at a few.

BLOOD CURRENCY

This trope describes blood as an incredibly precious commodity regarding mortals dealing with the supernatural world. Is it used to purchase favors or as "dosh" among those who walk Beyond the Veil. Does the shedding of blood improve rituals, spells or serve as a material component for summoning demons? Is blood a binding agent used to create supernatural pacts? Does it have healing or psychological properties important to various individuals? Does it provide sustenance, immortality, or youth? Can you use a creature's blood to scry into the future or learn about the past? Will drinking blood provide you with additional power? Is the blood of a supernatural or alien creature so foreign that it possesses qualities that might be beneficial to humans?

In *Bloodlines & Black Magic*, this is an established trope.

COSMIC HORROR

This genre consists of classic pulp, Lovecraftian/Clark Ashton Smith horror in which some powerful, nihilistic, incomprehensible beings lurk beyond the edge of comprehensible reality. These beings aren't bound to morality or the laws of physics. Neither do they care one iota for mortals or their concerns. Sure there are some mortals that seek either their approval or to harness their power. However, all such attempts prove fruitless and typically result in madness or death. It best lends itself to investigative adventures with characters seeking answers to ancient mysteries.

Bloodlines & Black Magic shies away from the cosmic horror trope, although it fully acknowledges there are plenty of great elements that both GMs and PCs can borrow from this genre, especially in terms of dealing with the Veil as being vast, unknown, and ultimately terrifying.

DARKNESS

Darkness is an entity in and of itself. In this trope, darkness exists as energy or even as a sentient creature that is capable of assuming shape and form which can interact on a physical or mental level with mortals. Perhaps the darkness can assume the shapes of mortals. Does the darkness draw life from the living or does contact with beings formed from darkness rob a mortal of it life force or of its soul? Can the darkness be shaped into specific entities and if so, are these entities incorporeal or solid? Are creatures of darkness strictly undead, or can darkness manifest as a unique substance? Darkness can also be an excellent substitution for gas, fog, or other obscuring physical elements.

GOTHIC HORROR

To keep it simple, gothic horror = classic monsters of literature and film such as zombies, vampires, and werewolves. Most gothic horror is solidly rooted in European folklore, and the creatures tend to be mortals who have somehow transcended into horrific monsters. To keep *Bloodlines & Black Magic* gritty, we recommend taking the less refined and more traditional aspects of gothic horror monsters. To make an analogy, let's look at the classic vampire. In many settings, he's refined and almost timeless; he's sipping a fine wine as he sups on your life. In *Bloodlines & Black Magic,* vampires are savage killers; think *30 Days of Night,* not *True Blood* or *Twilight*. As enemies of the PCs, it's important to establish both their role of gothic monsters and why the PCs face off against them. Does the PC fear a family curse or omen? Is the PC on a crusade of vengeance or does she seek to cure the horrid affliction which has befallen a loved one?

RELIGION

Being a contemporary setting, *Bloodlines & Black Magic* invariably brushes up against the topic of religion, especially in our willingness to play around in an occult world that has its close ties to religion. With that said, we take no official stance when it comes to religion. You banish your demons your way, and we'll write adventures about ours! That said, if you want to write adventures about religion, sacred bloodlines, missing grails, or even the breaking of the final seals that lead to the Apocalypse, be our guest. Just make sure you discuss it with all the players and the GM first; if folks aren't comfortable with those themes, don't explore them. It's that easy. In short, be cool to each other.

SPLATTER

This trope centers on – gore – notably the descriptively bloody remains of victims left behind by evil creatures and villains. The star of a splatter campaign isn't a monster, villain, or the heroes; it's the blood itself. Think buckets of blood. *Bloodlines & Black Magic* doesn't employ rules for gore, but creative GMs can easily combine this trope with the blood trope to exciting ends.

THEY'RE WATCHING

With this theme, GMs focus more of the concept of the players constantly being observed, which can be later confirmed through the placement of treasure (hint – scrolls of spells from the school of divination). In *Bloodlines & Black Magic*, this "they" could easily be the Archons, who have suddenly taken an interest in the PCs, or could be any number of governmental agencies. In either scenario, the PCs have either discovered something that can change the universe, or they're about to. Whether or not they succeed, the Archons continue to watch the PCs, guarding against them they way inmates stay safe in prison; by staying vigilant.

GMs who aren't willing to ask for additional Perception checks (especially those who aren't afraid to describe creepy, evil children silently retreating into the woods) is missing out…

THE WITCH

Using this theme, the GM focuses mainly on the witch as a classic villain. Conversely, GMs using this trope for a game in *Bloodlines & Black Magic* could easily align the PCs with one or more heroes who are witches (who might also be modern environmentalists, feminists, or other socially minded activists); perhaps the PCs have to protect the last of several hunted bloodlines.

Regardless of how aligned, the GM can quietly slip clues into the game, giving the PCs more opportunities to discover the witch, her coven, the Goëtic Spirit they have taken as their patron, or any of the other items the GM needs (or just wants) to share with the players.

On the GM's side, this theme could easily involve a second concept (like lust, greed, or even vengeance) that the PCs have to discover, leading to a larger story and hopefully, to a more immersive experience.

THE UNCANNY VALLEY

Working with the Uncanny Valley trope is a little harder for some stories, but if you can convince one of your players to play the deceptive golem (or the phantom-infused mannequin) for a story without spoiling the reveal, you can pull this off. Your players may not trust you as much after shooting for this, either; something to consider. To enhance this theme over a series of sessions, use (or describe) mirrors, as well as places where copies of things are made. Using pairs of objects (an exact set of two identical silver mirrors, two nearly identical photos, and so on) also helps to establish the strange sense of familiarity that comes with the Uncanny Valley.

SURVIVAL

In this trope, the characters face the overwhelming horror that threatens to destroy everything. The terror is widespread, perhaps as the result of a pandemic or catastrophe and is often apocalyptical. There is a scarcity of resources and shelter, and true allies are few and far between. Player character objectives shift from solving mysteries and hunting monsters to figuring out how to survive. These games can be challenging because of the inherent survivalism they create; often the biggest challenge doesn't lie in killing opponents but instead lies in the struggle to keep one's humanity. *The Walking Dead* or *Lost* would be a good example of a survival-themed game.

THAT DELICATE UNEASE

In the world of *Bloodlines & Black Magic*, player characters are only a precious few safe steps on the mundane side of the Veil at any given time. The fact is, once you awaken to this second world, it is almost impossible to turn over and go back to sleep. The alarm clock keeps ringing. You can't return to the flock. The Abyss is staring into you. Do you stare back?

Once you turn your back on the world of 401ks, family picnics, and 24-hour fear-driving television, you embrace something that will always be with you, even when you close your eyes. Reinforcing this atmosphere is essential to running an immersive, memorable game set in *Bloodlines &Black Magic*. While many great GMs will tell amazing stories set in this world, we also think that keeping players on their toes requires special attention, as well as special tools.

In *Bloodlines & Black Magic*, we embody some of that unease tangibly, allowing them to manifest as supernatural events that are, truly, entirely random and meaningless. GMs could use these completely as red herrings, as distractions for their PCs, or as we intend – to enhance the environment around the table, to keep things creepy. GMs who want to keep things truly random can roll a d20; GMs who want to select how the supernatural world manifests can just choose one of the events they like best (or better yet, custom tailor their events to their campaigns).

USING MUSIC

Music can easily enhance or distract a gaming session, and this is especially true for *Bloodlines & Black Magic*. Although we naturally tend to enjoy darker music, any sort of music can change the feel of an encounter. Want to get weird in the country? Try leading into the session with something twangy. You could use some classic rock to introduce a new biker gang, or even some classic goth for the Church when you're downtown Dallas haunting the clubs.

In between the action scenes, car chases, and hauntings, try something dark or atmospheric to maintain the mood; sometimes a low, steady tension is all you need to keep things tuned to the right sort of weird.

If you're not sure where to start, consider some of the following bands for your episodes: Apex Infernal, Atrium Carceri, Desiderii Marginis, Hecq, Herbst9, In Slaughter Natives, Lamia Vox, Randal Collier-Ford, and Sabled Sun. All of this music is atmospheric, but some songs will have words, so be mindful. Additionally, you can easily use a specific song as the background music of the over-arching story.

Additionally, there are countless music mixes online that you, as a GM, can use to amplify the experience you want to establish at the table. If you want to focus on a cinematic experience, considering opening and closing each episode with the same song. You could also cue up a particular song every time the PCs initiate combat (combat music!), or when danger is close by, as well as use music to indicate nearby, a general threat that the PCs have yet to identify. When coupled with sound effects and lowered lighting, this can establish the kind of environment to tell excellent stories.

USING ICONIC SONGS

In *Bloodlines & Black Magic*, music has a lot of room to work, both to establish the mood for an episode, as well as to highlight other, important themes. But, it can also be used to deliver clues, to frame encounters, or as the theme songs for particular villains. If you hadn't already considered it, selecting a particular playlist for a given episode is always a good idea, especially if the music has lyrics or a title that is suggestive of a theme you want to emphasize (or features some piece of information you want to highlight). In *The Unloved Ones*, we use music directly in that adventure, but how a GM mirrors that at their table is entirely up to them.

GMs interested in taking a longer look at some of our influences should check the index for more information.

THE MAGICAL ECONOMY

That potion or wand a character runs across in an isolated market stall or the back of a strange bookstore costs something, but does the weird old man with the wandering eye take Visa or American Express?

In many ways, the economy of the magical world has more in common with the Middle Ages than it does with the modern era. Magical, occult or supernatural goods (basically any item not found in the regular, modern world) are usually not mass produced. Individual artisans create the items and sell the goods themselves without the bother (or cost) of middlemen.

In general, no item worth more than 16,000 gold pieces (which would cost about twenty-one million dollars in modern currency) should be placed within the game; no character – even at the highest of levels – should ever expect to have more than 85,000 to 100,000 gold pieces worth of total magical items. Any ultra-rare exceptions to this should be remarkable, usually signifying the swiftly approaching conclusion of the campaign.

The human or more human-ish craftsmen may take modern cash (or even credit cards) for mundane items, but most do not. Instead, most supernatural objects in *Bloodlines & Black Magic* can only be bought through barter or with dosh.



REMEMBER

Supporting creator-driven products means supporting excellent local and international artists, musicians, and other creators, as well. If you discover new music or other media while reading this book, please consider purchasing original copies from the artists directly!

d20	Supernatural Events
1	The lights flicker on an off for a few seconds.
2	Every working clock stops for 1d4 minutes.
3	The room temperature drops by 20 degrees; it returns to normal 1d4 minutes later.
4	Phone coverage drops off, and every phone in 30 ft. powers down automatically. 1d6 rounds later, the phones automatically power back on.
5	Nearby, a wall appears to ooze blood. The vision lasts only a few seconds, and only one player notices it.
6	All the lighting in 15 ft. dims for a minute. If the environment has normal light, it shifts to low light; if the environment has low light, it becomes darkness.
7	An animal crosses your path. It could be a black cat, a small pack of rats, a crow, or even a black goat. The key to making this encounter creepy is to choose an animal connected to a superstition and make its appearance seem incongruous to the existing environment. The animal should enter, acknowledge the player characters and then exit as quickly as possible. PCs who attack the animal miss and on its action, the animal disappears into the bushes, around a corner, or however seems appropriate. The PCs cannot find it once they lose sight of it.
8	The appearance and disappearance of a cryptic message, preferably written in a language which the PCs cannot read very well. The message forms in the condensation on a mirror or window and fades within a few seconds. The next time the PCs attempt to make air condense on the same surface, the writing is gone.
9	When a PC rolls a natural 20 on a Perception check, they also hear faint sound such as the whimpering of a small child or chains being dragged across the floor upstairs. After that, no matter how many attempts they make to hear that sound, it never reappears.
10	A character finds a small crumpled receipt in her coat pocket. On the back of the receipt is scribbled a cryptic or occult symbol. Running this after the PCs check a coat in an encounter (going out to dinner, for instance) can enhance a story, or act as a powerful red herring. This event can also be used to direct the PCs back onto a story.
11	A small gust of wind whistles through the area. Only the PCs can hear it.
12	An electronic device with an alarm in it goes off for no reason. It could be a clock radio, a bunch of car alarms on the street, a fire alarm, or even an alarm on a cell phone.
13	The next time a character makes a successful Perception check, immediately afterward a sharp pain shoots through her eye or her ears begin to ring painfully. The sensation lasts a single round and does no permanent damage.
14	For a moment, there is a subtle change in air pressure that results in the entire party getting goosebumps.
15	Something invisible brushes up against one of the PCs. If the PC can see the invisible (naturally or through magic), they see the ghost of a small girl dragging a torn, battered teddy bear. She looks back at you sadly before fading.
16	Shifting facts; this event can cause friction in your group and should be handled carefully. If you have a well-established or resilient group, you might consider trying this element/event. Over the course of a series of episodes, gradually change the facts of major NPCs they PCs think they know. Changing their name, altering facts they've previously established, or even revealing deceptions that trusted NPCs might have exploited against the PCs is a good way to create unease and destroy trust. But use this element carefully and discuss it with your players beforehand.
17	The next time a character steps into a transportation device (a bus, car, whatever), it stops for a few seconds. If it has a display, it lights up in a bizarre pattern, then returns to normal. This might be a car that stalls and has the dashboard light up in a weird pattern, a subway, an elevator, or even a ride at an amusement park.
18	A door that the PCs opened or even left open, automatically closes and is relocked with an audible "click" as if by some unseen hand. The PCs do not necessarily need to witness the door closing or relocking.
19	The characters catch a sudden whiff of a vaguely familiar scent such as copper, blood, sulfur, or formaldehyde. No matter how hard they search, they cannot discover the source of the smell.
20	The next time a player character makes a Perception check, all color drains from the environment. The startling effect causes the character to blink after which his sight returns to normal. Alternately, the GM can choose another effect such as the sight becoming more vivid, blurred, or be struck with a flash of static.

GOLD PIECES IN A MODERN ECONOMY

From a design standpoint, prices for supernatural or magic items could follow a strict, weight-based conversion calculation from gold pieces to the American dollar (or the Euro). The math wouldn't be terribly complex, but would be more work than most GMs and players want to entertain. It's simple enough to say, "Hey, a *potion of cure light wounds*, is 50 gp. Cool. You pick one up." That's your typical fantasy game.

If we want to be accurate, we have to establish a baseline. Let's do this by looking at a sample coin, which we'll use as our baseline. Typically it is assumed that a single coin weighs one-third of an ounce and that the weight of 50 coins is a roughly pound. Now, in a strict conversion, we would be talking about the cost of one pound of gold in dollars!

A. POUND. OF. GOLD.

Using today's price point, we'd calcuate that this simply by multiplying today's rate for 1 troy ounce of gold times sixteen - the number of ounces in a pound of gold. We quickly learn that a *potion of cure light wounds* would cost nearly $22k. But none of us want to be constantly doing all that math; it's simply not fun.

Instead, *Bloodlines & Black Magic* uses bartering and dosh as an easy conversion mechanic.

MAGICAL CURRENCY: DOSH

Dosh is a catchall term in the supernatural community for items with magical or occult usefulness. The value comes from how much magical power it contains or how it can be used in rituals and incantations or item construction. Some items that are considered to be Dosh include angel's tears, demon bile, human skulls, magical teeth, monster hides, imbued gemstones, coins from lost continents, art from an alternate reality… if it has lingering traces of magical power or occult significance, it is Dosh.

It is left to the GM to decide on the exact nature of the harvested part(s), though some items could include teeth, skulls, blood, finger bones, eyeballs, preserved internal organs, hair, nails, skin/pelt...etc. For example, after defeating a CR 4 vampire spawn, and making a successful harvest check, the PCs gain 80 gp worth of parts. The GM decides that this is a vial of blood and a single eyeball.

USING DOSH

In a *Bloodlines & Black Magic* game, a character's amount of dosh is listed as an equivalent amount of gold pieces. For example, ghoul skull (dosh) 20 gp. Mechanically, this is done to foster an easier compatibility with the items and economy from *The Pathfinder Core Rulebook*. Thus, if the PCs collect enough dosh to equal 12,000 gp they could exchange it for boots of speed, assuming they can find someone selling a pair.

COLLECTING DOSH

In *Bloodlines & Black Magic* the most common method of collecting dosh is by harvesting parts from supernatural creatures but only certain parts from any monster are imbued with magical significance. Each HD of the creature grants one harvestable part that is worth the equivalent of 100gp of dosh. For creatures without physical bodies, the same ratio applies.

To successfully harvest a creature part, a PC must make a harvest check. This is either a Dexterity check or an Intelligence check (PC's choice) modified by any applicable feats or traits. The DC is 10 + CR of the monster + the number of rounds it took to slay the creature. A critical success grants one extra dosh on top of the usual gained per HD. On the other hand, a critical failure indicates that the harvested part was ruined.

In an encounter, things tend to get shattered, burnt, broken or cracked, so a prolonged battle has a negative effect on the chance of harvesting usable teeth. Additionally, several other factors may impact the difficulty of harvest checks as reflected in the following table.

TABLE: CONDITIONAL MODIFIERS FOR DOSH

Conditions	DC Adjustment
Creature is an aberration or outsider	+2
Destroyed with Elemental damage (fire, ice...etc)	+5
Teeth	-1
Reduced to double its Hit Points before death.	+5
Has no physical body	+10

THE MAGICAL OBJECT MARKET

THE COMPACT OF TOOTH & COIN

The Archons take vicious and violent actions to keep the knowledge of the Hidden World from spreading wider among the humans, and few things attract their attention more than dealing in magical items. Luckily for those who trade in the occult, the Compact of Tooth and Coin offers some protection from the scrutiny and reprisals of the Archons.

It is unclear if the Archons established the Compact themselves or if canny merchants discovered this loophole on their own. By 1760 BC, occult purveyors realized that while the Archons seemed to ignore the exchange of certain, low-level magical objects. Through fatal trial and error, it was discovered that buying and selling magical items up to 3000 gp in value does not draw unwanted attention. Thus was born the Compact of Tooth and Coin.

Anything above that value is too risky. The Exchange and other establishments dealing in the occult rigorously adhere to the Compact for their protection. Brave, or foolish, black market dealers can be found who trade in more powerful items, but they

are constantly at risk of being detected by the Archons and dealt with.

PLAYER TREASURE, INCOME, & TAXES

Let's be realistic for a moment. In a long-term campaign, the IRS would be a concern. After all, given the PC treasure by level table, a hero would be pulling in a significant amount of money in a short period. GMs can choose to hand-wave this if they wish. The other option is to sic the IRS on players who are wave around their wealth too much. The specifics of this are left up to individual GMs, but it is important to remember that the IRS Criminal Investigation Unit is one of the only IRS units whose agents are authorized to carry firearms.

HAGGLING & BARTERING FOR ITEMS

There is no fixed price for any item in the supernatural world. The craftsmen or seller determines an item's worth but the prices can change depending on local or regional conditions, supply and demand, especially because of the interaction between buyer and seller. A homeless person buying a scrap of food will pay much less than a PC occultist no matter how many ranks in diplomacy and bluff the character has.

Haggling In general, haggling is left up to individual GMs to manage. However, for those who want a suggested mechanic, simply use table below (adapted from the starting attitude table from the Diplomacy skill section in *The Pathfinder Core Rulebook*).

TABLE: PRICE ADJUSTMENT DCs

Price Adjustment	Diplomacy DC
+25%	Suceed by 15 or more.
+10%	Succeed by 10 or more.
No adjustment	The baseline is 15 plus the creature's Charisma modifier.
-10%	Fail by 5 or less.
-25%	Fail by 6 or more.

A merchant's starting attitude is set by the GM and depends on how the PCs approached him as well as any local conditions, racial bias or any other factors.

Barter As with haggling, bartering for items is left for individual GMs. However, in general, most merchants will happily exchange one of their goods for an item of equal value (or several items whose combined total equals the value). The gold piece value of magical items as presented in *The Pathfinder Core Rulebook* should be used as a baseline for bartering.

A successful diplomacy check can convince a merchant that the item a PC is offering is worth more than it is. Use the table above to determine a price result.

Some merchants will ignore the value of their goods to gain something of the PCs that catches their eye even if they are giving away something expensive for something nearly worthless. In these cases, the GM must determine any possible result.

CREATING NPCS

As noted in earlier chapters, the great majority of individuals the PCs encounter are normal people. Few of these individuals require a stat block, and the GM may safely assume that a 1st-level player character can readily best these average Joes or Janes in any class skill or ability in which they possess. As with everything else, there exist exceptions and handful of ordinary citizens do acquire extraordinary skills. In game terms, such individuals are given levels in an NPC class. These classes represent additional training or education who the individual may have learned during the course of one's life. The class provides the NPC with additional hit points, a skill set, and some feats. Frequently, these abilities are tied to a career, but they can also be tied to personal interests, sport, or even family tradition.

While they allow characters to advance themselves, NPC classes are far more limited than the player classes.

All NPC classes have additional requirements that give them a soft cap at 3rd level. To advance beyond 3rd level in an NPC class, your Primary Ability score must be at least 16. 3rd level is also the highest level an NPC class can attain if you want to multiclass. ***NPC classes do not progress beyond 5th level***. Any character with NPC levels that seeks to gain power beyond 5th-level may only do so by taking levels of a player character class.

There are five NPC classes – Adept, Aristocrat, Commoner, Expert, and Warrior. In addition to the player classes, an individual may gain levels in any of these classes. These classes have been modified to reflect their place in modern society.

THE ADEPT

Adepts are individuals born with a sixth sense that ties them to the realm beyond the veil. Some believe themselves in communication with the world of dead; others think themselves magicians, or as divine vessels receiving inspiration through their strength of faith. Despite their personal beliefs, every adept's powers are strictly drawn from psychic energy and strongly tied to the Goëtic Spirits.

Alignment Any.
Primary Ability Score Wisdom
Hit Die d6.
Class Skills A 1st-level adept chooses 6 skills from either the Cultural or Practical Career skill groups.
Skill Ranks per Level 2 + Intelligence modifier.

CLASS FEATURES

All of the following are class features of the adept NPC class.

Weapon and Armor Proficiency: Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor or shield.

Spells: An adept casts psychic spells, which are drawn from the adept spell list. Like an occultist, an adept must choose and prepare her spells in advance.

To prepare or cast a spell, an adept must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom modifier.

Adepts gather the psychic energy they need to cast spells thorough meditation or prayer. Each adept must choose a time each day during which she must spend an hour in quiet contemplation to regain her daily allotment of spells. Time spent resting does not affect whether an adept can prepare spells.

Like other occultists, an adept can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Adept.** In addition, she receives bonus spells per day if she has a high Wisdom score.

Where **Table: The Adept** indicates that the adept gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Occult Focus: Each adept has a particular heirloom or fetish depending on the adept's magical tradition. The item serves as an occult focus for casting spells, and the adept cannot cast spells without it.

Pierce the Veil: At 2nd level, an adept gains Pierce the Veil as a bonus feat.

Adept Spell List
Adepts choose their spells from the following list.

0 Level: *create water, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic, stabilize, touch of fatigue*.

1st Level: *bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep*.

2nd Level: *aid, animal trance, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, invisibility, mirror image, resist energy, scorching ray, see invisibility, web*.

THE ARISTOCRAT

Aristocrat is a catchall term that represents a range of individuals whose lives were in sculpted by their association with society's upper crust. This may include actual nobility, but more often it represents people with great corporate, financial, or political influence. These individuals my have been born to their positions or worked their way up to them. Conversely, it may also represent an individual born into a powerful family who has denounced materialism and power, but cannot shed the fact he remains the scion to his family name.

Alignment Any
Primary Ability Score Charisma
Hit Die d8.
Class Skills A 1st-level aristocrat chooses 8 skills from either the Academic, Cultural, or Political Career skill groups.
Skill Ranks per Level: 4 + Intelligence modifier.

TABLE: THE ARISTOCRAT

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	Silver Spoon
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	

CLASS FEATURES

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with light armor, as well as a single shield (their choice). The aristocrat is also proficient with a number of specific types of common or advanced firearms equal to their Intelligence modifier.

Silver Spoon a 1st level aristocrat gains the Rich feat (in *Bloodlines & Black Magic*, increase the character's starting wealth by +2).

TABLE: THE ADEPT

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day 0/1st/2nd/
1	+0	+0	+0	+2	Spells, occult focus, pierce the veil	3 / 1 / -
2	+1	+0	+0	+3		3 / 1 / -
3	+1	+1	+1	+3		3 / 2 / -
4	+2	+1	+1	+4		4 / 2 / 0
5	+2	+1	+1	+4		4 / 3 / 0

THE COMMONER

Commoners are everyday people. They consist of shopkeepers and school children, farmers, artists, homeless people, homemakers, and businesspeople. A commoner typically only possesses those the skills they need to succeed at the life they've chosen and remain bound to the mundane reality in which they grew up.

Alignment Any
Primary Ability Score Wisdom
Hit Die d6
Class Skills A 1st level commoner chooses 7 skills from either the Practical Career skill group, plus any one additional skill.
Skill Ranks per Level 2 + Intelligence modifier.

CLASS FEATURES

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons, nor is he proficient with any type of armor or shield. Commoners are proficient with a number of specific types of firearms equal to their Intelligence modifier.

Ignorance Once per day a commoner can automatically succeed on a paradigm check to avoid the negative mental effects of witnessing a supernatural event. If he succeeds, he remains traumatized by the event and instead forms a mundane reason to explain the phenomenon. Ignorance doesn't prevent the commoner from being physically or mentally damaged by powerful effects; it only prevents his threshold score from advancing.

TABLE: THE COMMONER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+0	Ignorance
2	+1	+0	+0	+0	
3	+1	+1	+1	+1	
4	+2	+1	+1	+1	
5	+2	+2	+2	+2	

TABLE: THE EXPERT

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	Skill Focus
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	Skill Focus

THE EXPERT

Experts represent individuals that relentlessly pursue a specific area of interest. Many are pushed by intellect into the fields of law, politics, science, and engineering. Still, a master craftsman, a superior artist or musician, or anyone whole-heartedly devoted to becoming a master in their field may be considered an expert.

Alignment: Any
Primary Ability Score: Intelligence
Hit Die: d8
Class Skills A 1st-level expert chooses 10 skills from either the Academic, Covert, Cultural, Political, or Practical Career skill groups.
Skill Ranks per Level 6 + Intelligence modifier.

CLASS FEATURES

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency The expert is proficient in the use of all simple weapons and with light armor, but not with any



type of shield. Experts are proficient with a number of specific types of common or advanced firearms equal to their Intelligence modifier.

Skill Focus At 3rd-level, and a gain at 5th-level, the Expert gains Skill Focus as a bonus feat.

THE WARRIOR

Warriors represent those individuals who rely upon their physical attributes to accomplish their jobs. Athletes, criminals, nightclub bouncers, police officers, and soldiers are all examples of characters that might take the warrior NPC class.

Primary Ability Score any physical
Alignment Any
Hit Die d10.
Class Skills A 1st-level expert chooses 6 skills from either the Covert or Physical Career skill groups.
Skill Ranks per Level 2 + Intelligence modifier.

TABLE: THE WARRIOR

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save
1	+1	+2	+0	+0
2	+2	+3	+0	+0
3	+3	+3	+1	+1
4	+4	+4	+1	+1
5	+5	+4	+1	+1

CLASS FEATURES

The following is a class feature of the warrior NPC class.

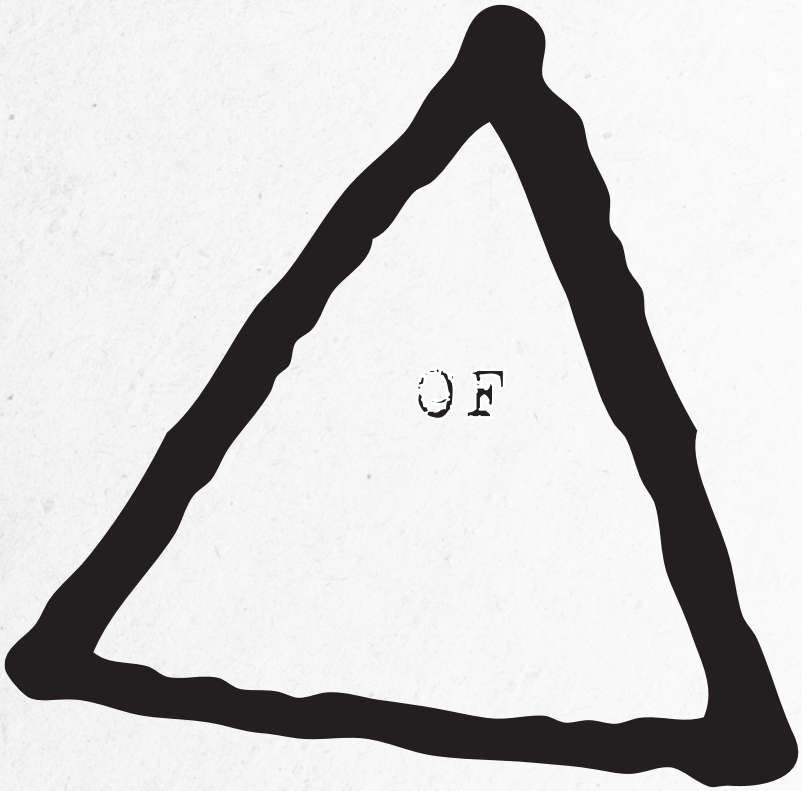
Weapon and Armor Proficiency

The warrior is proficient in the use of all simple and martial weapons and with all types of armor and shields. Warriors are proficient with common and advanced firearms, but not with specialized or restricted weapons.



CHAPTER 12

THE TOWER



Delilah stood and went over to the little altar I kept to Santisma Muerte, Saint Death, by my ceiling-high bookcase of necromantic texts. Some of them were real treasures, preserved in glass cases I had custom made. Last time I suggested to Delilah that she should read the classic texts of her field, she laughed in my face.

She lit a coil of my good dhoop incense, red sandal, a tiny petrified snake of it in a circular maze-coil, its head glowing an angry orange. "But a hundred Sindas don't mean a thing, and you know it, Damien."

My real name was James Butterworth. Unlike Delilah, I wasn't blessed with a magical-sounding name. Hence, "Damien Black." To my former student's credit, she had her last name officially changed from Keernan to Moon years ago – Delilah Moon, Spiritual Advisor in red cursive on her business card.

"You know," I said, making a flourish with my hands as I opened the empty box of menthols and peered inside, "one place money doesn't grow is on imaginary trees."

"That's my point." She fanned smoke into the ebony statue of Santisma Muerte. The smoke clung to the statue's carved folds, rising around the little scythe as if the figure were heat-blackened with mystical power – Lady Death, Saint Death, the female grim reaper with a rope cincture around her waist, the scythe in one hand, and a miniature hourglass in the other. The Lady comes to us all – maybe to menthol cigarette smokers before others.

"I always said I'd teach you enough to have a living. I believe I've done that."

"Don't be an asshole, Jim. Five long years of companionship and doing your housework and looking the other way while you 'got acquainted' with your clients. And now it's see ya, good luck?

"Go easy on the dhoop. Red sandalwood's going extinct."

"You're damn impossible," she said, and I nodded. At least, in that, we agreed. Though the last bit about my clients wasn't exactly true. About eight years ago, I spent the night with a client in the condo. It was the last bad decision in a long line of bad decisions I'd made with that person. Delilah had been staying in my spare bedroom at the time. And, even though we sometimes slept in the same bed, I'd always assumed she'd had a boyfriend or a girlfriend – more likely the latter back then. But she hadn't, and she never forgave me for my indiscretion.

"You have abandonment issues," I said.

"You just have issues, Jim. One of the many is forgetting all about the people who need you. Think about it." Delilah ran her fingers over the necromantic texts, her eggplant-purple nails clicking on the spines. Then she turned toward me and leaned against the bookshelf behind her, arms resting flat on the shelf as if she were in a chorus line. She grinned, kicking one of her white, flat-bottomed sandals at me. It had little silver bells where rivets held the straps together. It tinkled when it hits me in the knee.

"You can't say no to me," she said. "You never could."



THE ARCHONS

Cassandra leaned back, took a drag from her clove, and slowly exhaled, letting the smoke twist, turn, and curl in the air like a thin, translucent tentacle stained with chemicals. She smiled at a private thought, knowing it would unnerve her guest, then looked away. She glanced over at her library, then back at her clove, before brushing her bangs out of her long, dark hair and looking directly at her guest, a much younger man.

Then, she spoke.

"I don't know what to tell you, darling. The Archons could be anything. Most folks associate them with angels, and those who think they're in the know often proclaim that they are truly archangels, those same beings that Solomon commanded so long ago. But I'm not so sure. I've heard too many tales and read, even more, books, that lead me to believe they're something entirely different, something from beyond our world – something sent to slow our progress and supplant our own, native spirits. Of course, if I had uttered those words a few centuries ago, I would have been burned as a heretic, or worse. And I'm not stupid. For all intents and purposes, these beings are gods, beings so powerful that they could burn entire cities before breakfast, without so much as lifting a wing. The sad thing is, our modern world doesn't know the truth, and if the average Joe saw one on the street, he'd swear he saw an angel, drop to his knees, and start praying. The rest of us might, in our ignorance, try to run. It wouldn't matter in either case. We're nothing to them. Ants. Protoplasm. Pond scum. Take your pick."

ABOUT THE ARCHONS

Only a rare few individuals know who and what the Archons truly are. To most people (at least those who seek answers beyond the Veil), they are powerful angels, celestial beings that could, with a touch, cure diseases, raise the dead, or wipe a small city from the face of the earth. Luckily for those same cities, the Archons are too busy elsewhere, fighting invisible wars against the outer darkness, running celestial domains few men will ever see, and stamping out their old enemies – namely the Goëtic Spirits they drove from Earth well over two millennia ago.

Were any of us unlucky enough to gaze upon one of the Archons for even a brief second, we'd face a towering giant that resembles a humanoid cloaked in fire, with layers of feathered, pure white wings – layers upon layers of wings. Most of us would probably assume the Archons are Seraphim of the highest order, but we'd be wrong – very, very wrong. Because while the Archons certainly fit the Hollywood or Hallmark version of angels, they are anything but – they are alien creatures that care little for our individual lives, and instead focus on maintaining a universal coherence that is far beyond the cusp of our understanding. The fact is, the Archons are more akin to universal superintendents, celestial managers who sit atop fiery thrones while they oversee the operation of a mechanical universe that is both invisible and indivisible, the literal stuff of stars, Will, and old wives' tales. They rule a world that resonates with indiscernible patterns, using rules and laws that would baffle even the best-trained physicist.

That knowledge doesn't come cheap, either. You won't find the Archons listed in any occult appendix, and you simply won't find them referenced online – they've made sure of that. Those who have learned of the Archons' existence have gone to great lengths to do so, spending decades courting strange shadows, learning forbidden lore, diving into ancient history, and exploring the long corridors of space and time. You see, there's a bit of information floating around about the Archons, but you have to know where to look, who to ask, what to discard, and how to piece all of it together. All without ending up dead, mad, or worse.

Of course, the Archons aren't alone in their tasks, and they have legions of lesser servants, spirits of light, sound, harmony, and will – beings that most of us would call lesser angels, at least here in the West. These beings, with their missions and particular portfolios, are the creatures your occultist friends read about online, the creatures they think are the true angels of the hidden worlds, the powers you summon when you want to best an enemy or discover hidden treasures. Some of them even favor us, too. But they aren't interested in our wellbeing. In fact, those Archons who stood as allies to mankind defected and joined the ranks of the Goëtic Spirits long ago. The current Archons do not. Instead, they continue to carry on their original, mysterious tasks, and they only favor us when our actions align with theirs.

HIERARCHY OF THE ARCHONS

In *Bloodlines & Black Magic*, the Archons operate under a strict, but secret hierarchy. This hierarchy is topped by the Seven of the Secret Names, whose true names are hidden. These Archons are known by their common names and titles, which are:

Anzreala, Grand Archon of Pillars and Cities
Leshiræl, Grand Archon of Flames and The Infernal
Haziliah, Grand Archon of Spirits and Lightning
Nannareal, Grand Archon of Secrets and Whispers
Yasazziel, Grand Archon of Glittering Things and Earthly Delights
Sehrial, Grand Archon of Watchman and Spies
Hetrathreal, Grand Archon of War and Wealth.

Beneath these Archons are the lesser archons, who are divided as follows:

The **Ashmeræl** – Those Who Watch
The **Anavakha** – Those Who Deliver
The **Umuniah** – Those Who Serve
The **Nemanah** – Those Who Smite
The **Anerriel** – Those Who Teach Secrets
The **Babdaih** – Those Who Whisper
The **Veniel** – Those Who Bring Love.

Beneath these Archons are the Grand Hosts, each with their numbers, leaders, consorts, and guides. Listing those is beyond the scope of this current document, however.

THE SEVEN OF SECRET NAMES

"People ask me: if the Seven are truly so powerful, why don't they rule the world? Short, simple answer: they do. Everything exists,

as they desire; all creatures great and small bow and dance – unknowingly or otherwise – to the vast unsung symphony of their hidden design. Longer, scarier answer: they mostly do, and the naked truth that you know that they don't -- not just yet, at least – makes you an extremely expendable liability in their weird old war."

-John Churchstreet

Highest of the high and wisest of the wise, firstborn children of the Creator and heirs of the towering Celestial, hidden queens of an incomprehensibly complex cosmos, faceless masters behind the deepest of mysteries: the great Seven of Secret Names bend, craft and reshape our world moment by moment according to the inscrutable instruction of their shadowy council, answering to none.

WHAT WE KNOW

The Archons are spiritual agents of pure supernatural righteousness, ageless wisdom and universe-spanning goodness, and they can prove this using magic (see **Cosmic Good & Street-Level Evil**, below). They aren't omniscient or omnipotent; they cannot be everywhere at once, they can be tricked, and strange forces we either don't understand or cannot name often limit their influence in unexpected ways. Within the broad parameters of those relatively scant limitations, however, the Seven Grand Archons are decidedly the outright scariest things in our universe.

WHAT WE THINK WE KNOW

Each one of the Seven possesses an array of unique abilities, defining them above and beyond the powers granted as Trumpet Archons [see the *Pathfinder Roleplaying Game Bestiary* for details]. Although they share a single over-arching goal to preserve and reinforce the Veil in any number of ways, each one of the Seven also has several "pet projects" at any given time; these smaller-scale jobs can take centuries to complete and are often deeply elaborate – by human standards – in scope and design, comparable to the founding of a worldwide manufacturing empire or a hidden political dynasty.

Above all, no one has ever successfully killed an Archon, nor inconvenienced all seven enough to make them retaliate together in force.

WHAT WE DON'T KNOW

Do the Grand Archons, as a collective, pursue secondary goals beyond merely maintaining the Veil and keeping the Goëtic Spirits humbly in-line? Many sorcerers suspect that they must, as occasionally another of the Seven will pick up, adapt and continue a seemingly discarded "side project" left half-completed by another of her sisters; this hints at greater designs yet-incomprehensible to humanity.

Is there a single master plan, one that guides the individual actions of each of the Grand Archons? The sisters often refer to certain "clockwork of cosmic design" – a set of schemes or strategies allegedly far beyond the comprehension of mortals, pertaining to the maintenance of top-to-bottom multiplanar harmony – but is this merely a metaphor ... or is it something more concrete?

Can the sisters be replaced if they are slain? As far as we know, the Grand Archons are the same figures of myth and half-whispered urban legend that they have always been, since the time before time ... but immensely powerful Goëtic Spirits and their cults have gravely injured the sisters in ages now long past. Is it possible that mechanisms exist to elevate lower-tier angels (or even mortals) to their illustrious ranks? Are the current Seven of Secret Names truly the originals, or have some of them ascended to their position by clandestine violence?

COSMIC GOOD & STREET-LEVEL EVIL

The core *Bloodlines & Black Magic* universe continues to operate under the base assumptions of the nine-point Alignment system, but – mechanically – this subsystem has few "moving parts," so to speak: that is, no class in the game requires the maintenance of any specific alignment or code of conduct, no class in *Bloodlines & Black Magic* possesses the out-of-the-box ability to magically detect or to discern alignment (yet), and no class in the game possesses straightforward access to powerfully aligned spells like *blasphemy*, *chaos hammer* or *magic circle against evil*.

In fact, except the Tier 2 Religious Path Talent 'Sense Moral Character' and a few easily altered feats, a GM so inclined could remove Alignment from her campaign entirely without changing any rules. Even if a GM decides to incorporate Alignment in a strong and thematic way, PCs might never know that the system is active: a dedicated player could obtain a *wand of detect evil* and the skill ranks in Knowledge (occult) to properly wield the thing, of course, but remember that mundane humans of 4th -level and lower – even those sincerely committed to evil – reveal no aura under a divination of this type.

Most creatures need an alignment only as a quick throwaway descriptor, useful in briefly summarizing the broadest outlines of their ideology or personality.

All of that goes out the window with the Seven of Secret Names, however: the Grand Archons shine like a sky-darkening solar eclipse with an overwhelming, soul-stunning aura of law and goodness ... even as they stride from a burning orphanage with blood on their hands. There is no act so wicked, no betrayal so vile, that it could tarnish their righteousness; all mortal works of cruelty, tyranny, and iniquity pale by comparison to the utter holiness of their very design.

THE SCARIEST THING IN THE UNIVERSE ...

Within the text of *Bloodlines & Black Magic*, the Seven of Secret Names are intended to fill much the same "ecological niche" as the mightiest undead great wyrm red dragon, arch-lich or demon prince in a more traditional sword-&-sorcery fantasy-adventure campaign: while there might, theoretically, be yet more-powerful creatures or more-dangerous coalitions hidden somewhere far off-stage, these are the ultimate threats that any PC could ever face.

Above all, because the underground investigators and criminal occultists of *Bloodlines & Black Magic* are not purely martial heroes, hewing through swarms of degenerate sub-humans with impunity and facing horrid, mindless beasts vomited from the Pit with magic sword in hand, it is important the "apex predator" role of this setting is filled with creatures that are intelligent, well-spoken, sophisticated, cunning, fashionable, eloquent and urbane.

The Seven of Secret Names are not the Tarrasque. They are not interested in destroying the world. They do not – with few exceptions – want your soul, your treasure or your kingdom. They can be met, talked-to and bargained-with.

They come to dinner parties and gallery openings, sometimes.

They are all the more terrifying because of this.

ANZREALA, GRAND ARCHON OF PILLARS & CITIES

She is tall and beautiful, cold and hard, classically statuesque; Anzreala is a sculptor of steel, neon and glass who wields the twin instruments of social trust and mortal terror to grow and shape her playthings.

If she believes that there is a chance that your actions will lead – directly or indirectly – to a major terrorist attack that she did not orchestrate, she will kill you and everyone you know as a quiet, professional matter of self-preservation.

SUSPECTED ABILITIES

It is known that Anzreala is immune to firearms, as per the Gunsmoke Blessed Creature template. She possesses a greater number of followers than any of her other sisters – save, perhaps, Yasazziel – so it is likely that Anzreala also possesses the Suzerain Creature Template [see the *Advanced Bestiary*].

BLESSINGS

Those who serve Anzreala directly are most likely to possess the Streets Mystery.

LESHIRÆL, GRAND ARCHON OF FLAMES & THE INFERNAL

Few beings in the universe could be described as more businesslike than Leshiræl: she is taciturn, humorless efficiency carved in icy-cold flesh. She takes great care to maintain an aura of precise and absolute control, as she has focused all of her incomparable abilities upon the singular, impossible task of re-arranging the very Infernal. To this end, she has begun carving a vast city of torment into the plane itself, seeking to pair an appropriate punishment with each sinner.

At the moment, she has only a very small domain under her direct control: a towering megalopolis-prison containing nearly twenty-five million damned souls out of the countless billions inhabiting the Infernal. Her fiefdom is growing every day, however, as her sorrowful inmates – draped in white-hot chains – lay bricks of iron and silver to pave over this smoldering realm of absolute choice.

SUSPECTED ABILITIES:

As a master over living fire and bedrock of brimstone, it is believed by most scholars that Leshiræl possesses the Magma Creature Template [See Green Ronin's *Advanced Bestiary*],

BLESSINGS

Worship of Leshiræl is more common than religious service to any of the other Seven; creatures killed by her followers are said to be somehow "dedicated" to her region of control within the Infernal. Those granted spell-power traditionally gain the Flame, Godclaw, Metal or Volcano Mystery.



HAZILIAH, GRAND ARCHON OF SPIRITS & LIGHTNING

Usually seen only on the far side of a dim-lit computer monitor or through the dark lens of a cellphone camera, Haziliah is simultaneously everywhere and nowhere. She is the black heart of the Internet, queen of the digital wasteland and sys-admin of the gods, able to arrive at a moment's notice – like a searing gray bolt from the roiling heavens – anywhere she deems necessary.

She's the reason that occultists across the modern world still communicate primarily through hand-written letters sealed in wax.

Haziliah watches the world with ten-thousand-thousand hidden eyes; she observes and listens and makes her little adjustments: deleting YouTube accounts and killing users who come too close to tearing the Veil, scrubbing Wikipedia pages, moderating Dark Net chats, sending and receiving email from every corner of the world at speed beyond thought. It's amazing what you can accomplish with just Internet access, genius-level intellect, the ability to teleport, no need to eat or sleep, epic-scope magic and complete immunity to everything.

SUSPECTED ABILITIES

Without a doubt, Haziliah possesses both the Thunder Child Creature Template and the Savant Creature Template [*Advanced Bestiary*], with a focus on Computer Use. She may have other, as-yet-unseen abilities.

BLESSINGS

Haziliah does not act through mortal agents, preferring to get her hands dirty personally whenever the great show of shows gets boring or frustrating. She does occasionally answer desperate, suitably contrite pleas for intervention that are addressed directly to security cameras in coffee shops.

NANNAREAL, GRAND ARCHON OF SECRETS & WHISPERS

It is an open secret among occult researchers that Nannareal never reveals her interests, nor her presence, to anyone; instead, the Grand Archon of Secrets and Whispers always takes great care to cloak her activities behind several layers of lies, masks, misdirections, and illusions. She often appears in the guise of one of her sisters ... although she has been known to assume the form of mortals, Goëtic Spirits, lesser angels and even stranger entities when it suits her.

As recompense for her occasional identity theft, Nannareal allows her sisters free use her name and august title, as they desire: for this reason, any individual claiming to be – or to represent – Nannareal can be trusted only to be acting in the service of another Archon entirely.

Woe be to the mortal who attempts to engage in such chicanery, however. Few things arouse the interest of Nannareal like unauthorized use of her power, and her interest is very dangerous curse indeed.

SUSPECTED ABILITIES

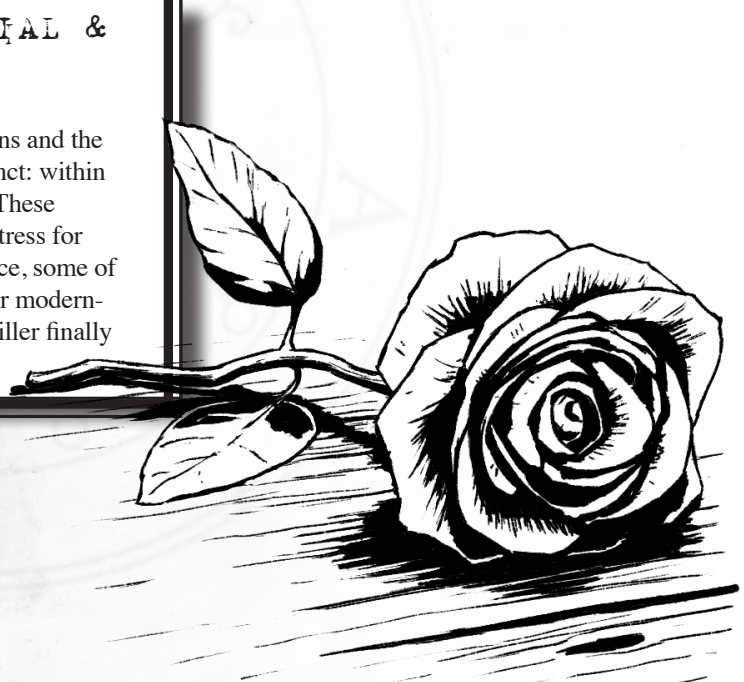
Most scholars attribute abilities in line with both the Rogue Creature Simple Class Template [see the *Pathfinder Roleplaying Game Monster Codex*] as well as the Inveigler Creature Template [see Green Ronin's *Advanced Bestiary*] to Nannareal, although she might possess mastery over any number of other, more-surprising techniques or gifts.

BLESSINGS

Any spellcaster with access to the Intrigue Mystery should be suspected as acting in service to Nannareal. Of course, maybe that's just what she wants you to think...

ABHORRENT HEAVENS, THE CELESTIAL & THE INFERNAL

The key difference between any one of the Abhorrent Heavens and the very foulest churning pit of the deep Infernal is subtle but distinct: within an Abhorrent Heaven, *one person* is having a wonderful time. These grotesque realms, home to souls perfectly selected by their mistress for obsession and malice, are obscene in the extreme. On the surface, some of these blood-splattered abattoirs may appear as 1950s suburbs or modern-era cities, but all merely hide the hunger of a psychotic spree-killer finally unleashed from all consideration of consequences.



YASAZZIEL, GRAND ARCHON OF GLITTERING THINGS & EARTHLY DELIGHTS

If any of the Grand Archons could be described as a 'manic pixie dream girl,' it's Yasazziel. An apex chatterbox and immortal patron of all bright-painted social butterflies, it can be somewhat difficult to separate signal from noise when it comes to Yasazziel and her direct wishes. Considering how much she says, Yasazziel is not particularly clear; her (supposed) motivations have been detailed at elaborate lengths, but it can be difficult to parse exactly what she means by what she says.

In short, she claims to want to reward those who – in life – resisted their strongest impulses for the sake of society, law, and order, giving them a safe place to express their creative spark for all eternity to an audience who "gets it."

SUSPECTED ABILITIES

By some unknown means, Yasazziel possesses the capability to create demiplanes within the greater realm of the Celestial; she uses these so-called 'Abhorrent Heavens' as her playground, stealing away souls from across the multiverse to serve either as artists or as subjects. Depending on how you categorize and quantify such ability, this potentially establishes her as the most-powerful Grand Archon of them all.

BLESSINGS

Yasazziel is known to impart access to the Joy Mystery to those mortals who serve her. Just as often, however, Yasazziel simply unleashes a creature from one her Abhorrent Heavens upon the world – usually taking the shape of a kyton or barbed devil – in the vague general direction of a problem, expecting her sisters to clean up the resultant mess.



SEHRIAL, GRAND ARCHON OF WATCHMAN & SPIES

Smiling, friendly to a fault, charming, gracious and beautiful, Sehrial is only one of the Grand Archons who will deign to appear in a mortal guise that is shorter than the humans around her. She has a calm, relaxed grin, and often adopts a slight Southern drawl to her speech: always eager to lend an ear.

Of course, all of this is a carefully constructed lie.

It can be assumed when dealing with Sehrial, that she is seeking information; it's also safe to believe that she already knows whatever it is you think you're keeping secret from her and that she is, in fact, after some other type of detail altogether. Among the rare occultists who have dealt with her privately and lived, all universally encourage a campaign of total, painful honesty when dealing with her ... and to remember that anyone looking to play the game against Sehrial has already lost: she only shows herself when victory is already assured.

SUSPECTED ABILITIES

Any details about Sehrial's abilities have likely been corrupted; as the patron of all counterintelligence campaigns, she's never to be trusted.

BLESSINGS

Mortals in service to Sehrial are usually blessed with the Lore Mystery, although some have been appointed with the Mystery of the Dark Tapestry.



HETRATHREAL, GRAND ARCHON OF WAR & WEALTH

She is the power behind the throne, the church, the Pentagon, the military-industrial complex itself: tall, commanding, professional, rapturous in her beauty and occasionally given to outbursts of eerily human rage or levity, Hetrathreal is – in many ways – the archetypal Archon: when young occultists first imagine what the Archons are like, it's her they're picturing.

You can find her dining at the country club or sidle up to the bar on certain back-alley streets in Washington D.C.; she might be smoking a cigar in a boardroom in Tokyo or sipping whiskey at 10 Downing Street in London. She plays chess in the afternoons in New York and takes late-night walks along the canals of Venice.

Above all, she gets what she wants: blood, oil, and prosperity.

SUSPECTED ABILITIES

As befits her purpose as champion against all threats to the order and stability of the multiverse, Hetrathreal is known to possess the Fighter Creature Simple Class Template [*Monster Codex*].

BLESSINGS

Hetrathreal's servants are legion, though only the most powerful of her followers are blessed with the Battle or Life Mystery.

CASSANDRA'S CURSE

Cassandra, now a little more comfortable, leaned deeper into her velvet chair, letting her hair fall back in her face. Her guest Michael remained focused on her words, staring deeply into her emerald colored eyes as she spoke. He knew that she was exercising her will on him, enchanting him with both her words and her nature, focusing on him in a way that would unnerve lesser men. But he, too, had studied in the shadows for a long time, and he suspected she was unaware of the charm that secretly altered him to her mesmerizing powers, reinforcing his will even as she sought to subvert it to hers. He returned her smile, letting her finish her clove. When she stabbed it into her crystal ashtray on her ebon desk, he sat up and asked her another question.

"*So, what about the fallen spirits, the beings the Archons defeated in their rise to power?*"

He suspected he knew the answer, but like all things in his secret world, each exchange was a test, a challenge to his power. His conversations with Cassandra were no different.

"*Oh darling, you know as well as I that those beings are too numerous to list. Of course, my knowledge of them is fairly specific, as I've only dealt with the ancient jinn and their companies. I've always had a thing for the red spirits of the desert, I suppose, although that's probably due to my interest in the old, monstrous goddesses of ancient Sumer – Ninhursag, Ningal, and their kin. It's probably in my blood.*"

She smiled, pushed her dark hair back, and went on.

"*We occultists have a harder time with the Goëtic Spirits or did so until we started sharing notes sometime in 1904. In either case, most of them are forgotten or defeated gods, beings who lack worshippers and who have, over the millennia, went into hiding. Some of them were nature spirits, kami, fey, that sort of thing. They have their own, distinct and individual interests, and if Mathers is correct, their personalities, as well. Of course, they're all still far more powerful than any single one of us, but compared to the far more popular conquerors, the Archons, only a few could even hope to stand against them. Their powers are, as you might imagine, quite diminished. That's probably why they work together, referring to themselves as 'legion,' at least in popular culture. You see, while the Archons have power, the Goëtic Spirits have the numbers. And they are everywhere.*"

Cassandra picked up another clove, lit it, and continued.

"*No, Michael, they are far too numerous to list. I think that's why most occultists really get into spiritual hierarchies and try to sort out who is the duke of this or the marquees of that. Worse, most of them don't spend the time to figure out their ancient names, or even bother to try and give them some of their power back, doing dumb things like addressing them in English when they should be carving their names out in red ink, in true cuneiform. But that's what you get when your average occultists accept the lie, treating them like devils and demons – which they are not.*"

Cassandra inhaled, then continued.

"Don't get me wrong, darling… they're not all forgotten or defeated gods, either. Like I said, some of them are ancestral spirits, some are cultural heroes, and others are even stranger, ancient beings who have long sought to serve humanity as allies and teachers. In fact, I sometimes describe them as the Dactly, those old Greek spirit-healer-magicians who once taught mankind how to read, cut herbs, heal the sick, and the magic of numbers. The sad fact is, none of them have a collective mission, and unlike the Archons, they have no real hierarchy. They are massive collective of spirits, some helpful, others selfish, and some, over time, downright bastards. And yes, some of them are monsters, the sorts of beings you'd do better not to summon. You know, the things that possess men and do evil in their names…"

ABOUT THE GOETIC SPIRITS

A collective of spiritual beings under siege by the Archons and their followers, Goëtic Spirits are a conquered, diverse group of outsiders. Ranging from a wide range of cultures, locations, and times, these entities are sometimes referred to as 'the little gods,' a direct reference to their original positions as tribal or ancestral spirits, cultural heroes, or even ancient, forgotten gods. While these little gods still maintain a great deal of power (especially in

comparison to that of mankind), many of them do so only through their ties to the historical or mundane world – keeping what little power they have secret names that still haunt the neglected corners of dusty libraries.

Unlike the Archons who conquered them, the Goëtic Spirits are fiercely independent beings, with loose hierarchies (when and if those exist) and who work toward their own, individual ends. Additionally, most of these spirits are unique expressions of the cultures or aeons that spawned them, behaving much in the same way they did when they stepped outside of time, crystalizing their states against the ravages of time, memory, and ignorance.

Of course, not all of these Goëtic Spirits are good, and many of them are selfish, self-focused beings whose sole concern is their survival. This means that some have stopped helping humanity, and in instead, have focused on carving out new territories in the realms beyond Earth, creating hidden kingdoms in the Astral, the Ethereal, and even in the Infernal. Worse, some have embraced evil, accepting the titles their conquerors' servants bestowed on them. It is this fact alone that causes some confusion, especially among occultists who see most of these creatures as little more than demons or devils – even if they once were quite different beings. While this isn't a universal truth (some spirits remain both good and helpful, actively working to help mankind evolve), more than enough of these spirits have served beside mankind to reinforce the simple fact that they, unlike the Archons, want to watch humanity become.

Goëtics are a race of neutral, independent incorporeal outsiders who were overthrown by the Archons well over two millennia ago. Goëtic Spirits have the wildly diverse abilities that are often linked to their cultures. The following traits are suggestions for most Goëtic Spirits:

A Goëtic Spirit possesses the following traits:

Darkvision 60 feet and low-light vision.
Immunity to death effects, disease, and poison.
Resistance to cold 10 and fire 10.

Spiritsense (Su) A Goëtic Spirit notices, locates, and can identify living and undead creatures within 60 ft, as if it possessed the blindsight ability.

Lesser Possession (Su) A Goëtic Spirit can, as a move action, freely enter into an inanimate object it is adjacent to. While possessing inanimate objects, the Goëtic Spirit cannot interact with its environment at all (including the item it is possessing), but can still observe its surroundings with all of its normal senses. While possessing an inanimate object, the Goëtic Spirit cannot communicate with others, nor take any action that would reveal its presence. It may leave the inanimate object as a move action, appearing in an adjacent square.

Greater Possession (Su) Once per day, a Goëtic Spirit can, as a standard action, attempt to possess another living creature as if it had cast the spell *possession, greater.* When the spirit attempts to possess another living creature in this fashion, that creature is entitled to Will saving throw (the DC is equal to 10 + the Goëtic Spirit's Hit Dice). If the target fails, the Goëtic Spirit may occupy its body for a number of hours equal to its Hit Dice. While possessing a living creature, the goëtic spirit must is treated as having successfully cast the *possession, greater* spell and is limited in all ways by that spell. Once a Goëtic Spirit has left the target's body, that creature is immune to the Goëtic Spirit's Greater Possession ability for 24 hours.

Manifest (Ex) A Goëtic Spirit can, as a move action, manifest in an ectoplasmic form. It may remain in this form for a number of hours each day equal to its Hit Dice, but these hours need not be consecutive. While in its ectoplasmic form, the Goëtic Spirit gains DR 5/magic. If it possesses 5 Hit Dice or more, this increases to DR 10/magic.

STORIES OF THE ARCHONS

In *Bloodlines & Black Magic*, the Archons represent the ultimate ordering of the universe, although by whose hand and to what end remains to be seen. Popular myths would have most people believe the Archons have always been the servants of the Grand Architects of the Universe, regulating the universe's slow and steady unfolding. Whether that's true, the Archons do work behind the scenes, keeping everything running smoothly. But they haven't always remained behind the curtain, and stories abound of them in many cultures, often as winged men and women, descending from the celestial realms to interact with mankind. In many of these ancient stories, they are simply angels. In some, they are the Annunaki, the princely offspring of Anu. In others, they are noble Valkyrie, the Faravahar, ancient shining Ælves, or even the Nephilim, come to mate with the daughters of men. In many of these stories, there is a war in the heavens, with these beings set against one another, some favoring mankind, while others remain loyal to the heavens themselves. In all of these stories, these beings represent order over chaos, whether that is through the path of personal enlightenment or a strict adherence to divine laws. But are these stories true?

Those who trade secrets from beyond the Veil tell a different tale, one in which the Archons overthrew the Grand Architects of the Universe, ousting them in brief, but violent ambush and anointing themselves the new rulers, taking up their royal scepters and their crowns of fire. Those who keep these stories swear that there was no true war, but rather a series of distinct battles, spread across the Great Tree of All Life, each corresponding with the clash of various cultures and kingdoms here on Earth. And if these stories are even remotely true, then the Archons are not the kind creators of mankind, but rather its new, cruel taskmasters.

But eternity is a long time, and some stories change with each telling.

There are others who whisper that the Goëtic Spirits were the original servants of mankind, bestowed with great magic by a singular power, the original Grand Architect of the Universe so that they might awaken humanity to their gifts, giving them the Secret Fire and teaching them both art and science. In these stories (and some of their variations), the Archons are invaders, a race of advanced, ancient outsiders who overthrew the Grand Architect in the absence of its servants. Over time, as the Goëtic

Spirits returned, they were ousted and forced back to Earth. In these stories, the Goëtic Spirits act as the Nephilim, marrying the daughters of mankind and creating the various bloodlines that populate the Earth. Acting as terrestrial wardens, these spirits held dominion over all of the Earth, while the Archons ruled the heavens. The Archons, in the fullness of their power, saw the rise of the bloodlines as a curse, and over time, began to visit Earth to wipe them out, defeating Earth's champions and hunting down rogue spirits, sometimes in their full form, other times using human proxies. At the height of the great magical bloodlines, miracle workers roamed the Earth, delivering prophecies, healing the sick, and penning magical tomes of great power – until the Archons could tolerate them no longer.

A little over two millennia ago, in a surprise move, the Archons descended in force, severing the magical connection most of the Goëtic Spirits had with their perspective bloodlines, and banished those same spirits to the other planes, forcing them to carve out new homes in the Astral, Ethereal, and Infernal planes. At the same time, the Archons elevated their bloodlines, setting them up as a new, hidden aristocracy on Earth. With the other bloodlines in hiding, asleep, or scattered like leaves in the wind, they set out to manifest their destinies, founding modern empires, built atop the bodies of countless human tragedies, wars, or worse.

Today, the hard lines between truth and propaganda are thinning, and the Archons know it. They know the power of an inclusive world, and make easy use of alienation, isolating any who seek the truth and turning society against them. Of course, most individuals consider these stories little more than fun fiction or crackpot conspiracies. The few individuals who do heed them, do so at their risk, knowing that even openly agreeing to such "nonsense" could result in ruined careers, social mockery, or a few fading moments in the limelight. Most people, however, are too invested in one another, spending their days, mindlessly consuming sitcoms and social media.

The fact is, even the most educated humans have a hard time determining Earth's true history, which is something the Archons are perfectly happy with.

Cosmological Perspectives: Order vs. Chaos

In many of Earth's myths, the war in heaven is a classic tale, one that sets the table for the classic battle between good and evil. In *Bloodlines & Black Magic*, however, this story is a little different (or can be, depending on how the GM wants to tell it). The primary conflict in the setting pits the collective "good" of *an ordered universe*, controlled by the Archons and their servants against the individual occultists and the Goëtic Spirits they interact with, many of which have their own goals and agendas.

While it would be easy enough to equate order with good, this is not always the case. History is filled with horrible events, from fascist regimes systematically destroying life to chaotic freedom fighters founding whole new nations. In short, evil is not always chaotic, and order is not always good.

Taking this into account, GMs have a lot more room to play with. They can easily twist traditional tales, reversing roles, playing with ethics and questioning the motives of everyone involved – from the lawful paladins who serve the Archons and society, to the self-focused occultist with her magical blood and Goëtic connections. Of course, none of these scenarios are defined, and villains could easily become heroes, and if the heroes of the setting aren't careful, they could become the villains.

No Gods in Heaven

In *Bloodlines & Black Magic*, there are no true deities, and the few divine spellcasters (a handful of oracles) able to cast divine spells get them from the Archons. Players wishing to play one of these classes could certainly do so with a GM's permission but should understand that they may never know the true source of their power. In general, these classes are discouraged, as the setting embraces the classes and magical system from *Pathfinder® Roleplaying Game: Occult Adventures*. By default, all magic is considered psychic magic, and any healing or other miracles are a result of the application of human willpower, using archaic tools and forgotten methodologies – the magic of the past executed wondrously in our modern world.

Bloodlines & Black Magic also acknowledges the many faiths of humankind but elects not to comment on them. What people believe is their concern. We'll not be weighing in (or promoting) one particular faith, story, or religion over another. If players or GMs have strong convictions about one of these topics, they should discuss them before they begin a campaign, clearly establishing the ground rules for their games long before anyone has a chance to get hurt. The modern world, as portrayed in *Bloodlines & Black Magic*, is dark and mature, and everyone playing in it needs to know that before moving forward.

An Important Note for GMs & Storytellers

Remember, if a theme starts to cut a little too "close to home" for a player (or group), take a step back, breathe, and make sure everyone is in agreement.

This setting should never be used to promote personal bias, to attack others, or to reinforce stereotypes.

Let's be better than that!



Alignment in Bloodlines & Black Magic

Bloodlines & Black Magic uses the Pathfinder Roleplaying Game's standard alignment system to the letter, and players should review Chapter 7 of the *Pathfinder® Roleplaying Game Core Rulebook™* when making their characters. With that said, players should understand that the Archons (and some of their servants), do not operate under these constraints; instead, they determine their alignments according to greater, often invisible universal laws. Their actions are often above earthly scrutiny, as their understanding of the larger universe often informs their decisions. As a result, nearly all Archons and their servants possess the **Aura of the Conquerors**, detecting as lawful good entities, regardless of their actions.



Cults & Collectives

There are thousands of hidden orders, secret fraternities, and Old World brotherhoods in the world today, and that fact is no different in *Bloodlines & Black Magic*. And much like our world, the people in *Bloodlines & Black Magic* are no less likely to believe stories of witches, psychic powers, haunted dolls, or Goëtic Spirits – even when presented with the facts. With so many individuals in the dark, either by their hand or by those dedicated to keeping them 'safe,' it's easy to understand how folks might never learn of the secret, or worse, hidden world. As a result, it is easy to understand how these groups might quietly spread, eventually becoming powerful entities in their own right!

Joining

How a particular group, cult, or organization approaches a PC is listed under each entry. Generally speaking, most groups will be cautious and careful, some even going to use layered contacts before ever meeting with PCs directly. Likewise, discovering contacts among specific groups should be equally challenging; PCs should have to work overtime to discover these groups.

Once they find them, however...

Membership Has Its Privileges

Many of the following groups accept members from the larger communities they operate, which means that PCs can join them. PCs often join specific groups because they align with their vision of reality, although they also sometimes join groups for much simpler reasons – things such as cash, fame, power, or even just access to secrets the larger world will never know.

Each of the following groups lists special items (feats, Capstone abilities) that they grant access to. Simply put, as long as each PC is in good standing with the group that taught them (or gave them access to) the feat, membership in that group serves as the prerequisites for that feat. This allows some PCs to take feats that would not normally be available to them. If a PC leaves an organization, they also lose its support, meaning they may no longer qualify for certain feats. If a PC leaves a group but still meets all of the feat's other prerequisites, then that PC may keep that feat. If they do not, the GM should consider them swapping the feat for something new when they level next.

Feat Unlocks

Unless otherwise noted, joining a particular group gives you automatic access to the feats it "teaches" PCs, even if they would not normally meet the prerequisites. Should a PC leave a group, they also lose access to those feats unless they, without access to the group, also meet all of the prerequisites for the feat on their own.

CAPSTONE ABILITIES

Once learned, these abilities cannot be unlearned.

The following groups are active (and can be joined) in *Bloodlines & Black Magic*.

APOCROPHITES

Founded by a small group of occultists, sages, and alchemists, the Apocrophites established themselves firmly in the 15th century. Staunch and dedicated, these individuals committed their lives to prevent the spread of evil occultism. At present, the four highest-ranking hierophants of their order claim possession of the *Twenty-Four Scrolls of Apocrypha*, loudly proclaiming – by the power of tradition and possession – authority over their small but influential order. Of course, regular readings of Apocrophitic Law is sure to remind all of the cabals of their duties, responsibilities, and most important matter at hand – their sacred charge to expel the demons of the world back into the hells from which they clawed.

With the group sworn to secrecy and to avoid being targeted by demons, their primary goal remains to call supernatural beings into mortal form to slay them and thus ensure the future of humanity and escape the preordained doom depicted in the *Apocrypha*.

Hailing from a number of monotheistic faiths, Apocrophites are dedicated, well trained, and willing to die in the fight to reclaim the Earth from the very hells others unleashed. Unquestioning and willing to kill in the name of a new, hidden god, these cultists are easily one of the Invisible World's bigger problems, especially as they spread from north Africa into most of Europe and Australia.

JOINING

When it comes to the matter of a man's potential, the Apocrophites exempt no one from their search; when they do search for those with special gifts, however, they always – as a matter of principle – start with their flock first. When they do discover these special individuals, they make a big production of welcoming them into the flock, often showering them with lavish, ego-friendly gifts, taking them to remote outings on tropical islands. Of course, Apocrophites are quick to point out that only the True Touched can ever pass the Trial of Seven Sufferings – which marks the entrance into their order a vital event worth celebrating.

Apocrophites have strict guidelines barring those with personal relationships (such as spouses and children), as well as taking in anyone with huge debt or other financial obligations, as they deem completing such commitments is necessary before one can study their sacred lessons. They also tend to stress the importance of morality, making a point to exclude unlawful, evil-minded men, unless those same individuals come openly seeking redemption, the list of their sins easy on their lips.

FEAT UNLOCKS

At 3rd level Apocrophite members gain access to the following feats: Abeyance (Blood Hex) , Consumption (Blood Hex), Extra Blood Hex (Blood Hex), and Uncertainty (Blood Hex).

CAPSTONE ABILITY

Apocrophites can, in addition to those unlocked under their class, select either of the following Capstone Abilities. They must still meet all of the capstone ability's prerequisites.

PULL BACK THE VEIL (SU)

Prerequisites Ability to cast psychic spells and the class ability Pierce the Veil

A number of rounds per day equal to 3 plus your Wisdom modifier, you can rend the veil between the worlds, pulling together bits of the mundane to entangle supernatural foes. When your PC pulls back the Veil, you force each supernatural creature within 30 ft. who has less than 7 hit dice to make a Reflex save (DC = 17 + your Wisdom modifier). Those who fail gain the grappled condition, as fibers of light and shadow coalesce into tentacles, pulling the unnatural creatures down to the earth, attempting to grapple, pin, and eventually strangle them. Targets attempting to escape the effects must succeed on either a CMB or Escape Artist skill check (DC = 20 + your Wisdom score modifier) in order to do so.

IRON BLADES AGAINST ABADDON (SU)

Prerequisites Psychic Weapon

A number of minutes per day equal to 3 plus your Charisma modifier, you may bless your bonded or psychic weapon, granting it one or more magical weapon traits whose total cost is equal or less than a +3 bonus. Accordingly, you may combine abilities, provided their total cost does not exceed a +3 bonus. Thus, you could have an *advancing bane tire iron*, but never a *dancing tire iron*. Additionally, you can simply apply a generic +3 bonus to the weapon, gaining that bonus to hit and damage on all attack rolls. This ability can only be used with melee weapons. It does not function with modern firearms at all.

> Is it starting to get a bit weird yet? Or are you dreaming of something Wyrd?

THE CABAL

Initially, a small game design study formed in the Midwest, the Cabal left that industry to work on internal projects, and eventually expanding their scope and publishing everything from roleplaying games to occult-themed novels. In 2017, the company was sold to a private group of investors who immediately rescinded all of Cabal Entertainment's licenses, canceled all of their planned engagements, and took all of their content offline. The company simply went silent.

Years later, Cabal Entertainment opened its doors. When it did, its whole approach to business was different. The company was poised and professional, but also carried something unnatural about it; there was an alien feel to the company, the idea that something else had a hand in play. A few of the executives who left Cabal claimed it had an air of 'supernatural dread,' as if it only tolerated humanity because it had to.

Today, Cabal isn't much different. Joining the Cabal is incredibly difficult, as most would expect. Run by a small group of investors, many of whom are unknown to the general public, the "entertainment group" spends most of its time on the sci-fi fantasy convention circuit, meeting "fans" and recruiting new members where it can. Because it favors those with magic in their blood, most of Cabal's members come from one or more lineages (although many do not realize that impact). Of course, even if they did, would those ties be reciprocated?

JOINING

Joining the Cabal comes via invitation, and only after a trusted agent of the group has observed the potential member for at least twelve months. Once someone accepts the invitation to join the group, they must pass a number of tests before they are fully embraced as lifetime members. Only about a third of applicants gain entrance into the mysterious group.

FEAT UNLOCKS

At 3rd level, a member of the Cabal gains access to the following feats: In the Pit, Improved Dodge, and Leadership.

CAPSTONE ABILITIES

Members of the Cabal can, in addition to those unlocked under their class, select either of the following Capstone Abilities.

DREADSPEAKER (SU)

Prerequisites Ability to cast psychic spells, Perform (oratory) 7 ranks

A character who selects this capstone ability gains the ability to speak dread-inducing words. When the player speaks, she causes everyone who can see and hear her within 30 ft. to gain the shaken condition unless they succeed on a Will save (DC 10 + ½ their level + their Charisma modifier). This effect lasts for as long as the individual speaks and for 1d6 rounds afterward. When a character successfully saves against this ability, they are immune to its effects for up to 24 hours (even if those effects originate from a new individual). A character who gains this ability may speak for a number of rounds per day equal to 3 + ½ their character level + their Charisma modifier. This is a sonic-based, mind-affecting effect.

They must still meet all of the Capstone Ability's prerequisites.

DREAMBREAKER (EX)

Prerequisites Base attack bonus +5

A character who selects this capstone ability becomes a harrowing opponent in melee combat, distracting and harassing enemy psychics in combat. While adjacent to the character, characters who cast psychic spells suffer a -2 penalty on attack rolls to deliver psychic spells, and a -4 penalty on any concentration checks. Additionally, characters using this ability can take an immediate action, each round, to step up to five feet next to an opponent attempting to move away from them (as if they possessed the feat Step Up). These penalties do not apply if the player character is ever dazed, helpless, staggered, stunned, or unconscious.



HERALDIC ORDER OF THE LAST RECKONING

Victor Madiera, former gang leader (and later on, Brazilian crime lord), formed the Heraldic Order of the Last Reckoning after leaving prison in 2004. Claiming he was changed by a series of divine revelations he had while in solitary confinement, Victor's complete and utter change – from hardened killer to gentle, insightful guru – has stunned more than a few of his former critics. Although he presents a passionate plea for global change, his underlying message is fairly nihilistic; everything dies in the end. Of course, if he can unlock the secrets to this divine patterns – a feat he's already set out to achieve – before the last minute ticks, claims he'll be able to save all of his followers, if not the whole of the globe.

Presenting a philosophy with one foot in Transhumanism and the other in Western Occultism, Victor – who sometimes goes by Adam X – teaches his followers that the Last Reckoning is inevitable, but also necessary. In fact, many in the group believe that the world and universe are in a state of metamorphosis, which is only a few minutes away from universal evolution; they only need to trigger it. When they do, the Earth will enter its final stage and become transformed.

Victor doesn't know the precise date when this shall occur. However, he believes it will come soon. In fact, he teaches his flock that only to the biblical Adam knew the precise date; he learned this the moment he ate of the Tree of Knowledge. After taking counsel with the archangels, he wisely decided to weave this knowledge into the celestial weave, letting it unravel over time, through the dreams of his descendants. Victor believes that if his family unlocks all of this information early, they'll learn the combination or code that he believes unlocks a cosmic gateway that enables all of Adam's descendants to escape doom, allowing them to evolve into the progenitors of a new species when the world is rebirthed.

JOINING

The Heraldic Order of the Last Reckoning targets people who are angry, desperate, naive, and who lack any skill at deductive reasoning; basically, anyone dumb enough to drink the juice. Such individuals tend to be weak-willed and fear-filled people who indulge and even delight in his Victor's demagoguery. Still, there is a place within his order for those who are shrewd, manipulative, and willing to play along with what they assume is just Victor's charade — if in fact, that is what it is.

FEAT UNLOCKS

At 3rd level, Last Reckoning members gain access to the following feats: Adept Channel, Diviner's Delving, and Eldritch Eye.

CAPSTONE ABILITIES

Members of the Last Reckoning can, in addition to those unlocked under their class, select either of the following Capstone Abilities.

COMPLETELY NORMAL (SU)

Prerequisites ability to cast psychic spells

For a number of rounds equal to 7 plus your Wisdom modifier, you can completely suppress all of your psychic or magical auras. For the duration, any attempts to determine if you possess such powers automatically and utterly fail; you appear as nothing but a mundane human – impotent, meek and forgettable. While your aura is suppressed, you gain a +4 bonus on all Perception and Sense Motive skill checks while actively using Pierce the Veil.

LORD'S VENGEANCE (SU)

Prerequisites ability to Pierce the Veil, Psychic Weapon.

For a number of rounds equal to 7 plus your Charisma modifier, you can focus all of your psychic energy into a single point, wrapping it around your weapon like a mantle of power. While active, your bonded weapon gains the *brilliant energy* magic weapon trait.

LORDS IN GLASS'S SHADOW

In tin-foil chat rooms and conspiracy forums, they whisper about a secret group of media overlords who struggle to conceal the truth and control the flow of information. Countless screeds and rants and manifestos litter the Interwebs, with mostly wrong theories about them, but on one small point, they're correct.

The Lords in Glass's Shadow are real.

Created by Australian cable tycoon, Reginald Bales IV, the Lords in Glass's Shadow believe their mission to be the protection of the Known World's status quo, to keep the occult hidden from the public. This council of 7 magnates knows of the existence of monsters and the paranormal, but work to ensure stories and reports are "debunked," quashed, or otherwise explained away while their agents discreetly eliminate the actual threats by whatever means necessary.

Bales serves as a level 7 oracle but dedicated unwittingly to the Archons. He believes he is chosen by a higher power to protect humanity. Reginald acts as chairman of the committee of Lords, and guides the larger operations of the Lords. This involves coordinating the pool of more than a hundred analysts who work covertly as researchers and fact checkers for media outlets owned by Bale's conglomerate around the world. The analysts then pass leads to station chiefs, who often maintain covers as line producers and editors, and then potential events are assigned to field agents.

They work fairly constantly to conceal or whitewash the existence of the paranormal as misidentified elements of the mundane throughout the world. Even in cases where a witness refuses to follow their narrative, the Lords then proceed to discredit the individual through misinformation, false quotations, and journalistic hit-pieces meant to destroy a person's reputation as untrustworthy and deranged. Unfortunately, they don't realize they secretly prosecute the Archons' agenda, and while they know of people who possess Bloodlines, the Lords think such "polluted degenerates" can be redeemed. This leads to a number of members with little or no understanding of their emerging bloodline powers and absolutely no comprehension or knowledge of the bloodline families.

JOINING

The Lords recruit their agents through both happenstance and careful observation. Occasionally, a journalist or other individual is in the right place at the wrong time, and the Lords extend that person the opportunity to join the organization and fight or act against the active threat. Such volunteers are considered disposable and probationary; while they warned against revealing the true nature of particular event, some do, and then do not live to regret their indiscretion. A few survive and go on to become valued operatives of the Shadow. Other brave souls are watched at a distance, their investigations or research alerting the analysts of the Lords, and they are either carefully integrated into the struggle or involuntarily transferred to other projects which divert them from the larger war waged by the organization and warned not to resume their efforts. Communication between prospective members and the Lords is always done by an agent in the field, either acting as an emissary or participating in an operation, to keep the larger organization insulated from discovery.

FEAT UNLOCKS

At 3rd level, members of Glass's Shadow gain access to the following feats: Diehard, Psychic Disciple, Quick Favor.

CAPSTONE ABILITIES

Members of Lords in Glass' Shadow can, in addition to those unlocked under their class, select either of the following Capstone Abilities. They must still meet all of the capstone ability's prerequisites.

COVER STORY (EX)

Prerequisites Organization Membership, Charisma 12 or higher

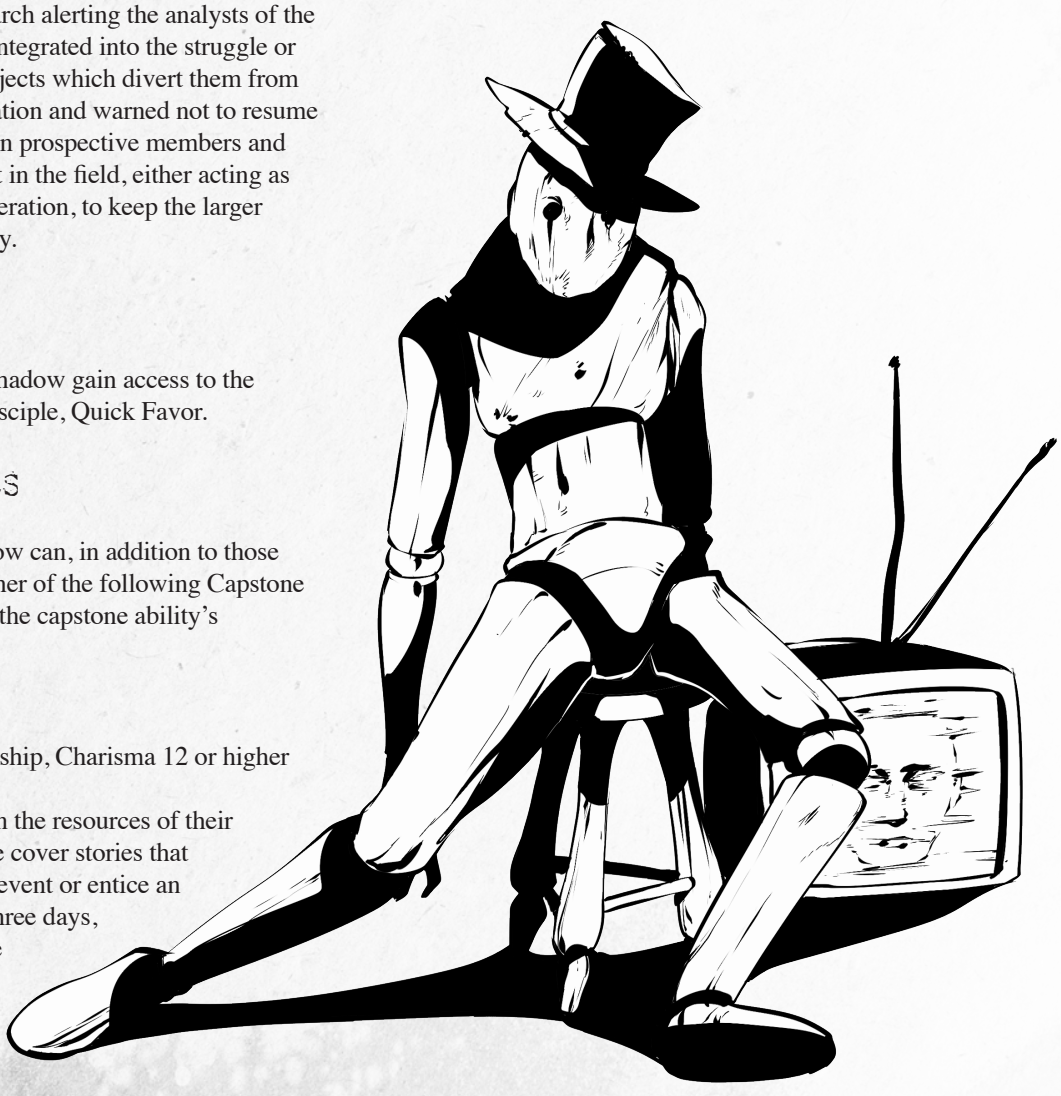
Glass Shadow agents can call upon the resources of their organization, allowing them to create cover stories that conceal the results of a supernatural event or entice an individual to assist them. Once per three days, the agent can make a call and choose one of the following benefits: Cause a combat encounter to be ignored as gang activity or an industrial accident, eliminating an investigation or warrant. Gain limited access to a highly restricted military or civilian area during business hours under a pretense. Gain unauthorized access to a highly regulated civilian area outside of business hours. Cut red tape, permitting agents to avoid law enforcement or legal issues if no one was killed in a situation or encounter. Or a benefit of the player's choice similar to the ones above but approved by the GM.

A Cover Story's effect becomes active 1d4 hours after being initiated.

STATIC AURA (SU)

Prerequisites Ability to cast psychic spells or the Psychic Sensitivity feat or the Psychic Disciple feat, Knowledge (occult) 3 ranks.

Once per day, for a number of rounds equal to 2 plus your Charisma bonus (minimum 2 rounds), you may activate a 30-foot radius aura centered on you, as an immediate action which does not provoke attacks of opportunity. This aura causes those outside the aura to ignore what happens inside the aura unless they make a successful Will save (DC 22 + Charisma bonus). Surveillance equipment automatically fails this save. You may designate a number of creatures up to your character level; these creatures are unaffected by the aura. Affected creatures inside the aura when it



is activated must make successful Will saves or treat unaffected creatures as if affected by invisibility and sanctuary effects (CL equal to your character level).

These benefits end when the aura ends; suppressing the aura is a free action, but does not affect the duration.

OBSIDIAN HEART

The Obsidian Heart is a North American fraternal collegiate secret society designed to recruit, unite, and indoctrinate the societal elite in the participation of occult practices to advance their success. Members seek to teach its pledges the secrets of petitioning Goëtic Spirits to further their agendas, including the acquisition of wealth and power. Such goals are attained through the execution of power rituals. Initiates are taught these rituals with the expectation that upon graduating and returning to the "real world," they will apply their skills in the corporate world and later merger their acquisitions with the collective. Individuals who fail to grasp the primary tenets are quickly removed, often by force; others simply disappear.

Although their peers would call them agents of the Illuminati, members of the Obsidian Heart are fairly straightforward in their ambitions; they aim for acquiring power, influence, and financial success in the mundane world, as well as in the Secret World. While they are aware of the Archons, everyone in the OH has been taught to avoid them at all costs. Instead, the call on a select set of traditional Goëtic Spirits, all of who happily share their secrets.

Recently, the Obsidian Heart is most interested in the acquisition of property and altering education so that only those attaining higher education become indoctrinated, allowing them to retain a stranglehold on both political and financial power.

JOINING

This organization spends years watching and investigating potential applicants, most of whom are legacies submitted by an older relative who are also members of the organization. They are incredibly secretive, heatedly deny the existence of their society. The seek only intelligent and educated individuals of high social standing who place their need to build in power and reputation above the needs of other, less important individuals.

FEAT UNLOCKS

At 3rd-level, Obsidian Heart members gain access to the following feats: Confabulist, Nameless One, and Masked Intent.

CAPSTONE ABILITIES

Members of Obsidian Heart can, in addition to those unlocked under their class, select either of the following Capstone Abilities. They must still meet all of the Capstone Ability's prerequisites.

ASTAROTH'S BLESSING (SU)

Prerequisites ability to cast psychic spells.

Twice per day, as a standard action (that provokes an attack of opportunity), you may call on Astaroth the bless you and your allies, granting you and up two additional allies access to a pool of 11 Insight Points, which can be spent to gain an equal insight bonus on a single d20 roll. All of the PCs who gain access to this pool share it equally, so anyone spending points from the pool decreases it for everyone else (if you spend two points before anyone else did, the next person to use it would only have 9 points to draw from. If you spent another 2, then the next person would only have 7, and so on).

MAMMON'S BLESSING (SU)

Prerequisites none

Whenever you attempt to determine the outcome of anything related to your career or business affairs (such as a merger, corporate buyout, or liquidation of assets) you may perform a ritual allowing determine the safest course of action. This ritual takes 10 minutes, but is otherwise identical to the *augury* spell. You may only perform this ritual twice per day.

OMEGA ASSOCIATION

An alliance of various black book government agencies that are aware of supernatural threats and work in secret to hunt and study them, the Omega Association is truly a force in the Secret World. Found all over the world, Omega agents come from groups like the CIA, MI6, and FSB among others. Although they know a lot, the Omega Association does not know of the greater conflict between Archons and Goëtic Spirits, nor do they have any knowledge about the bloodline families. What they do know is this – there are magical creatures that threaten their world, and they are the ones tasked to stop those threats.

Despite only possessing a hint of the real struggle at hand, the various Omega agencies have highly trained agents and access to the best equipment available. The power of these men in black cannot be discounted. Although their struggle is far less glamorous than Hollywood often portrays it, the proud members of the Omega Association know they are bringing an end to true horrors, especially when those horrors can walk between angles and haunt the shadows where the innocent rest peacefully. It is this knowledge that drives so many of the Omega Association, whose motto, "Silens Semper, Semper Expergiscere" indicates their willingness to wait out the long night, patiently lurking, waiting for the real monsters to appear.

JOINING

The Omega Association recruits from the best of the best, recruiting its agents from esteemed groups like the US Navy Seals, M16, the CIA, FSB, the KGB, Interpol, and Mossad. On occasion, the Omega Association will recruit specialist civilians, as well

as gifted psychics willing to harness their abilities for "the good fight." Omega recruits with a vengeance, as the fight against the dark, takes larger numbers of their loyal agents each year, their numbers growing at an alarming rate. Although they are aggressive when they recruit, there is a need for it; they have a lot to teach people and little time to do it.

FEAT UNLOCKS

At 3rd level, members of the Omega Association gain access to the following feats: Armor Training, Advanced Armor Training, Exotic Firearms Proficiency, and Focused Shot.

CAPSTONE ABILITIES

Members of the Omega Association can, in addition to those unlocked under their class, select either of the following Capstone Abilities. They must still meet all of the capstone ability's prerequisites.

ACCESS TO THE ARMORY (EX)

Prerequisites Pierce the Veil, Exotic Firearms Proficiency

PCs who select this Capstone Ability gain a powerful weapon, as well as the knowledge to repair, charge, and fire it. PCs who gain this capstone gain access to the following three weapons:

The **AN-94LRE** PCs who gain this masterwork weapon are selecting an expensive, but effective long-range experimental sniper rifle; designed to fire modified, smart variants of the traditional 7.62, this weapon can also fire traditional ballistics of the same caliber. While loaded with the DuroCore rounds, the AN-94LRE bestows a +2 equipment bonus to hit and damage, while halving all range increment penalties; when fitted with a smart scope, this rifle only bestows a -1 penalty for every 3 range increments, out to a maximum of -5 at 2,400 ft.

The **M "Tories Sun" X-99e** PCs who gain this masterwork weapon gain access to a truly deadly personal defense weapon – the MX-99e is compact, light, and makes excellent use of its state of the art, lightning fast recoil adjustment system. Akamoto Juntoku designed this weapon to combat armored foes, as well as to combat drones and some lightly armored vehicles. The Omega Association has modified this weapon to make it even more dangerous against armored and now, supernatural foes. When targeting foes within 30 ft., PCs can enter smart mode and, as a full-round action that does not provoke an attack of opportunity, fire this weapon at a single 10 ft. square; this weapon ignores everything but full cover, dealing 6d4+6 to everything in those squares. It takes the 1d3 rounds to cool and reload the MX-99e after firing it in this manner.

The **Styr AUG-X93e** PCs who gain this masterwork weapon discover its true dangers; it can compensate for the user's shooting habits while auto-correcting its munitions in flight to ensure maximum lethality. Once per minute, this weapon can be overclocked to empty an entire drum of ammunition into a single target square. When fired in this fashion, the weapon targets a single square (AC 10) and deals 8d10 points of damage to everything in that square. It takes the 1d4 rounds to cool and reload the AUG-X93e after firing it in this manner.

Additionally, Omega Agents get access to the following two sets of advanced body armor.

AXLABA Short for **Armslite® Xtra Light Anti-Ballistic Armor**, this set of light but powerful armor is at the edge of extreme protection performance; used exclusively by presidents, princes, and Omega Agents, this light armor can stop ballistics that would tear through traditional plate carriers.

AXHe Short for **Armslite® Xtra Heavy Experimental**, this set of heavy body armor can withstand massive amounts of damage, preventing gross or precision damage to large and small impact areas by compensating internally through quick-acting, smart chemical nanites. The first of many "next-gen" body armors, the AXHe was designed to enhance soldiers hunting armored or robotically enhanced foes.



TABLE: OMEGA SPECIAL WEAPONS

Rifle	Damage	Critical	Range	Misfire	Capacity	Weight	Type	Special
AN-94LRE (7.62 x 39mm)	3d12+2	18-20	160 ft.	1	7	9.5 lbs.	Ballistics	DuroCore
M "Tories Sun" X-99e (9mm)	3d4+3	19-20	60 ft.	1	45/180	13.3 lbs.	Ballistics	SMRT, S/B5/A
Styr AUG-X93e (5.56)	2d10	19-20	120 ft.	1	30/50/90	12.5 lbs.	Ballistics	SMRT, S/B3/A

TABLE: OMEGA SPECIAL ARMOR TYPES

Armor	Type	AC Bonus	DR (rounds)	Max Dex	Armor Penalty	Speed	Weight	Protection Level
AXHe	Heavy	+8	30 (90)	+1	-2	20 ft	30 lbs.	IV-B
AXLABA	Light	+5	20 (50)	+3	None	30 ft.	14 lbs.	III-B

ORDER OF ST. CYPRIAN

When the Order of Solomon's Temple, better known as the Knights Templar, was destroyed during the 14th century, a core group of knights and supporting clerics went into hiding. They worked in secret to continue the mission for whom their order was founded: to protect civilization from supernatural threats. One hundred years later, during the Spanish Inquisition, the Templars emerged to protect the great wizard families of Europe who were being systematically destroyed. This union of mage and knight gave rise to the Order of St. Cyprian.

Today, the Order of St. Cyprian continues to protect humanity from the horrors of the supernatural world. They are aware of both the Invisible World and the bloodline families but view both Archons and Goëtic Spirits as demons intent on plaguing humanity. Though a small organization when compared to Umbra Dei or the Omega Association, what the Cyprians lack in number they make up for it with magic. For where most of the modern world has forgotten magic, the arcanists of the Order of St. Cyprian have not.

Typically, the Order dispatches their agents in teams of two, a knight and a mage, to combat supernatural threats and root out any eldritch corruption of the human world. While the knight is normally a battle-tested Templar, the Mage may serve as a healer as well as a combatant, unleashing arcane or psychic magic to dispatch those who would stand against them.

JOINING

Joining the Order of St. Cyprian is difficult, but far from impossible – especially once the order makes itself known to you. A collection of dedicated individuals, the Order of St. Cyprian's primary task is simple – ensure that magic is kept in secret, and therefore, sacred. While their objectives often run concurrent to that of the Omega Association, their reasons for doing so are often vastly different. The Order of St. Cyprian tends to recruit directly from the occult and religious communities, especially in remote or insular communities.

FEAT UNLOCKS

At 3rd level, members of the Order of St. Cyprian gain access to the following feats: Craft Wand, Craft Wondrous Item, Forge Ring, and Scribe Scroll.

CAPSTONE ABILITIES

Cyprians can, in addition to those unlocked under their class, select either of the following Capstone Abilities. They must still meet all of the capstone ability's prerequisites.

ARCANE RESERVOIR (SU)

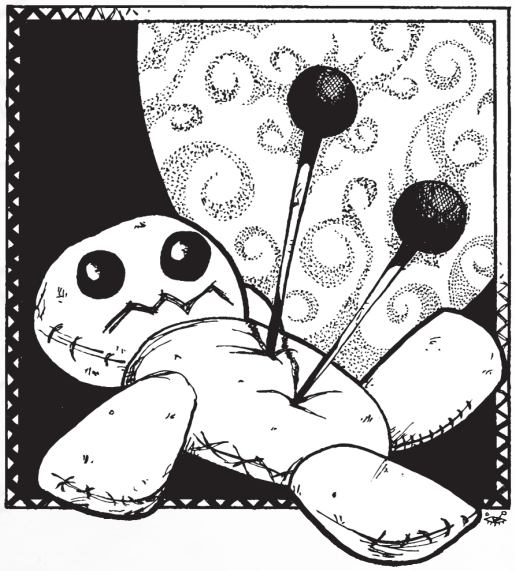
Prerequisites Ability to cast psychic spells or the Psychic Sensitivity feat or the Psychic Disciple feat, Knowledge (occult) 7 ranks.

PCs who select this Capstone Ability gain a pool of magical energy from which they can draw to power their psychic spells, or even to activate other special abilities. The PC's maximum arcane pool is equal to 10 + their Intelligence modifier. Each day, when it recharges (normally when the PC is preparing their spells for the day), it replenishes 7 plus the character's Intelligence modifier in total points. PCs with this capstone ability can expend 1 point from their arcane reservoir as a free action whenever they cast a psychic spell. When they do this, they change the type of magic from psychic to arcane, but may also add one of the following effects: the PC can choose to increase the caster level by 1, increase the spell's DC by 1, gain a +1 to attack with that spell, gain a +2 insight bonus to a Concentration check, or to gain a +2 to penetrate SR with that spell. The PC can expend no more than 1 point from their reservoir on a given spell in this way.

TOWER (EX)

Prerequisites Ability to cast psychic spells or the Psychic Sensitivity feat or the Psychic Disciple feat, Knowledge (occult) 7 ranks.

When a PC selects this Capstone, they gain a single, remote, secure, safe place to study. This location comes complete with a small staff of arcane apprentices, whom the mages train in exchange for their services. A PC who selects this capstone also gains a small garrison of lower-level knights, who work as the tower's private security, but who also secretly work as spies for the Order. This tower remains magically provisioned and, unless the individual betrays the order, magically protected by it.



SOCIETY OF THE ALL-SEEING EYE

Founded in 1919 by the famous magician Charles Alexander, the Society of the All-Seeing Eye is an open secret, an organization of diviners, magicians, and occultists who continue to seek the mysteries of the modern world. Dedicated to occult technologies that never really took off, the Society of the All-Seeing Eye makes regular use of weird science and spirit-infused tools, while also making excellent use of modern science to try to measure that which they just know exists in the Invisible. Although they lay claim to dozens of patents, the society has yet to produce – at least for the mundane world – a vast number of odd treasures and trinkets, all of which carry their mark; when you see a triangle with a single eye superimposed, you know you're using something crafted by the Society of the All-Seeing Eye.

Split evenly between mesmerists, occultists, and the occasional psychic, most of the people who join the Society of the All-Seeing Eye have absolutely no psychic abilities whatsoever; they come because they're curious, because they're skeptics, or because they're trying to impress someone. And the society knows it. So, slipping one new potential member an introduction each week is easy enough, especially when you're less interested in them, as much as you are keeping their dues up to date. Although they have a higher turnover rate than some of their peers, they also make excellent use of this to filter out the best of those who pass through, constantly upgrading and expanding as they do.

Today, the Society of the All-Seeing Eye has a small newsletter, annual talent shows, lessons on stage magic, and a small office in Austin, Texas.

JOINING

Joining the Society of the All-Seeing Eye is easy enough, and anyone visiting one of their events more than twice will likely receive an invitation. Once that invitation comes, potential members are expected to act on it within 30 days, else which they must wait a full year before approaching the society again. The inner offices of the Society of the All-Seeing Eye holds internal recruitment, as well, but that process is private and takes years to complete.

FEAT UNLOCKS

At 3rd level, members of the Order of the All-Seeing Eye gain access to the following feats: Craft Magic Arms and Armor, Craft Wondrous Item, and Forge Ring.

CAPSTONE ABILITIES

Members of the Society of the All-Seeing Eye can, in addition to those unlocked under their class, select either of the following Capstone Abilities.

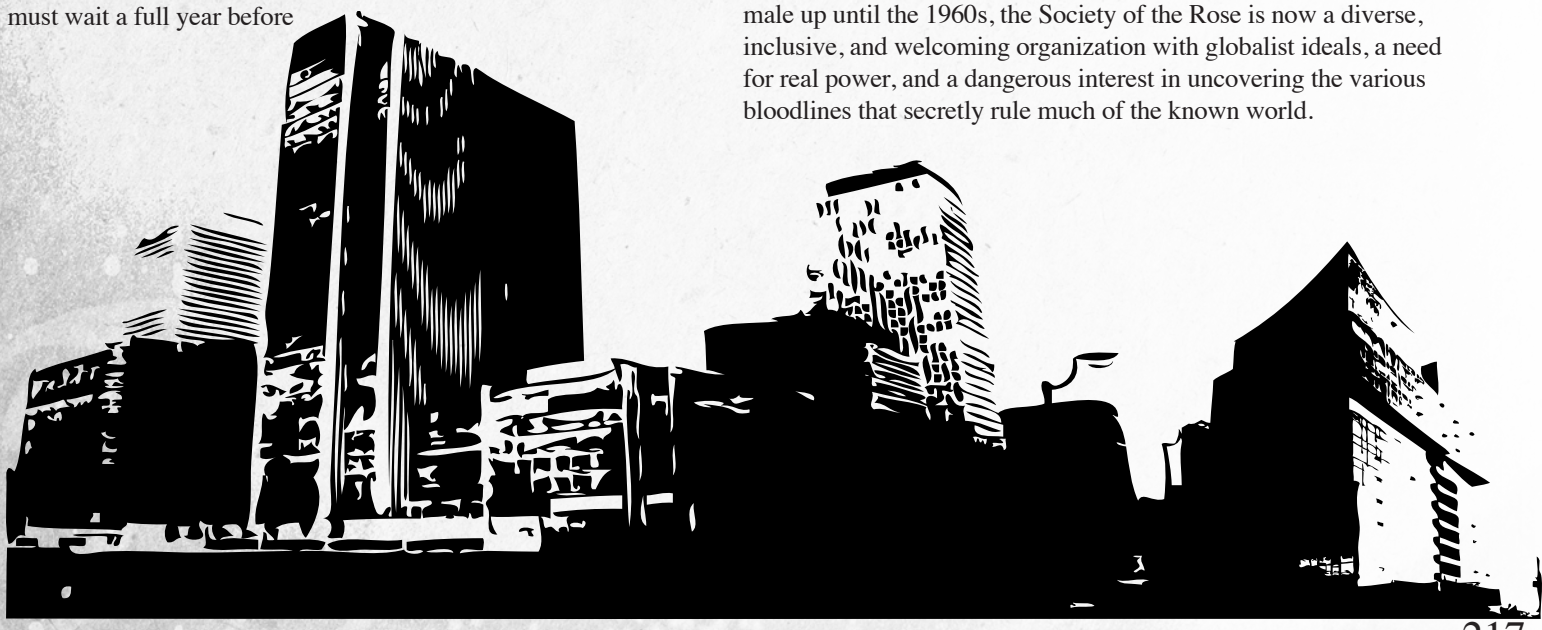
PRETTY LITTLE LIAR (SU)

Prerequisites ability to cast psychic spells.

A PC who selects this Capstone Ability learns to sweeten their words with their magic, twisting outlandish tales into absolutely believable stories; a PC with this capstone ability can deceive truth-detecting magic (and technology). A creature using this sort of magic against the PC must succeed at a caster level check against a DC of 25; failure means the magic doesn't detect their lies or force them to speak only the truth. Anyone using truth-detecting magic against the PC must make two DC 25 Knowledge (engineering) skill checks to successfully detect and record the falsehood.

SOCIETY OF THE ROSE

Born an Age of Enlightenment fraternity in 1766, the Society of the Rose could easily claim English roots if it hadn't been born in the heart of Boston before North America could lay claim to America. An organization whose membership was traditionally male up until the 1960s, the Society of the Rose is now a diverse, inclusive, and welcoming organization with globalist ideals, a need for real power, and a dangerous interest in uncovering the various bloodlines that secretly rule much of the known world.



While some claim that the Society of the Rose had a hand in the American Revolution, it has never made a claim itself; in fact, its members often refute such accusations with a kind smile or a dismissive wave. While the possibility will always secretly dwell in their minds, they also know the social power of denying such ridiculous claims; it grants them a mythic quality that allows them to recruit smarter, more resourceful, and better-trained agents for their operations.

Although the Society of the Rose presents itself as a noble organization with high ideals, long-term, ranking members often come to learn later in their surprisingly long lives – the Society of the Rose only protects those in whom it has invested; everyone else is simply a tool toward a brighter end. The Order proudly tells its members that it will stand up when the great, global awakening happens, although some of its members have begun to voice their douhts. Some whisper a schism is coming.

JOINING

Joining the Society of the Rose is a rather simple affair, primarily since the order actively seeks recruits from among those who are still getting a grip on the Invisible World. Presenting itself as an almost Luciferian order (often by making theatrical shows of wealth, power, and prestige), the Society of the Rose often seeks out human psychics, adepts, and wealthy occultists – all of whom complement the order nicely.

Of course, while the Society of the Rose makes some big promises to its members, it often comes through on them, especially when there are Goëtic Spirits involved.

FEAT UNLOCKS

At 3rd level, members of the Society of the Rose gain access to the following feats: Psychic Adept, Psychic Disciple, and Psychic Sensitivity.

CAPSTONE ABILITIES

Members of the Society of the Rose can, in addition to those unlocked under their class, select either of the following Capstone Abilities. They must still meet all of the Capstone Ability's prerequisites

AURA OF THE ROSE (SU)

Prerequisites Ability to cast psychic spells or the Psychic Sensitivity feat or the Psychic Disciple feat, Knowledge (occult) 7 ranks.

PCs who select this capstone ability gain the ability to activate their aura, infusing it with their latent psychic power and aiding their allies as a result. When an individual activates their Aura of the Rose, all of their allies within 30 ft. of them gain the following benefits:

- Each ally gains fast healing 1.
- Each ally gains a +1 sacred bonus to their saving throws.
- Each ally gains a +1 sacred bonus to their AC.
- Each ally gains a +1 sacred bonus to hit with their bonded or psychic weapon.

PCs may activate this ability as a swift action that does not provoke an attack of opportunity. PCs with this capstone ability may activate it for no more than 7 + their Charisma modifier's bonus in rounds each day. There is no limit how often it can be activated, provided the PC has rounds remaining to do so.

CHAPTER HOUSE (EX)

Prerequisites Knowledge (occult) 7 ranks.

PCs who select this Capstone gain 'the life' they've been working for; they gain a large property (or mansion) in a remote, quiet area. This property comes with a financial windfall: members mysterious receive large cash gifts from distant relatives, win the lottery, or otherwise logically come into large amounts of cash. You also gain the Mastery of the Inner Circle feat. You do not need to possess a bloodline to gain this feat in this fashion. Individuals who select this capstone often go on to research remote places that will benefit the order in the future, as well as continue to grant them the power and prestige they need to successfully operate in the secret parts of the world.

UMBRA DEI

Though other religious groups have their answer to the supernatural, the Church's Umbra Dei is by far the largest and best organized. Established during the Second Council of Nicaea in 787 AD, Umbra Dei was charged with defending the world from supernatural threats. Though the group has undergone significant changes during the following centuries, its impact has been felt throughout history. Umbra Dei was partially responsible for both the Spanish Inquisition and the Salem Witch Trials.

The archbishops of the Church and the agents of Umbra Dei are aware of both the supernatural and the bloodline families. However, they view any information about the Archons and Goëtic Spirits as a clash between angels and demons – with members of the Umbra Dei favoring the Archons as their hopefuls. Deeply religious with a longstanding attachment to the Church, this order of holy adherents does not balk at the thought of using magic, provided it comes from the holy champions of the Divine.

Knowing the world is as dark as some only fear, agents of Umbra Dei have, over the centuries, decreased in numbers quite a bit. Of course, over those long centuries that have also confiscated many arcane devices, and today some of their agents can deploy armed with some of those same weapons.

JOINING

The Umbra Dei recruit almost exclusively from their flock, although the occasional operative will pluck out a potential agent from the general public, grooming them for the cold splash of water that discovering the Invisible World is. Those smart enough to discover the Umbra Dei on their own and who seek entrance are

almost always admitted; these rare individuals are often treated like direct agents of the divine.

FEAT UNLOCKS

At 3rd level, members of Umbra Dei gain access to the following feats: Bless Equipmen, Cut Your Loses, and Divine Protection.

CAPSTONE ABILITIES

Members of Umbra Dei can, in addition to those unlocked under their class, select either of the following capstone abilities. They must still meet all of the capstone ability's prerequisites.

ANGELIC MERCY (SU)

Prerequisites 7th level, ability to cast psychic spells.

PCs who select this capstone ability learn how to channel the life around them, using it to heal those who sorely need it. A number of times per day equal to 3 plus their Wisdom modifier, PCs using this ability generate a pool of 1d4 healing points. Every time they activate that pool (as a swift action that does not provoke an attack of opportunity), they may sacrifice a single point of healing to channel 1d6 points of positive energy to allies within 30 ft. Each round, the PC may sacrifice a single point of Constitution to replenish this pool, gaining an additional 1d4 healing points each time they do.

BLINDING LIGHT (SU)

Prerequisites 7th level, Pierce the Veil.

PCs who select this capstone ability learn how to harness the latent psychic energy in a 30 ft. space, manipulating it and condensing it, then releasing it suddenly in a blast that blinds everyone for 1 round unless they succeed on a Fortitude saving throw (DC 17 + your Charisma modifier). The PC may use this ability a number of times per day equal to 3 plus their Charisma modifier.

PERSONALITIES

From the barista to the banker, there are no safe bets when it comes to who's who in the darker corners of the occult world of *Bloodlines & Black Magic*. Both the Goëtic Spirits and their counterparts, the Archons, employ thousands of agents around the world; one is as likely to swap stories as one is to swap dosh in the right places, cloaked in a darkness no mundane lights can truly pierce.

Some of the personalities that bring color to these hidden places follow below:

ALICE KWAN,

Master of the Unseen

(NG female shadow-blooded brawler 4/psychic 2)

The stately Mrs. Kwan runs a small academy where she teaches martial arts, along with physical therapy, alternative medicine, and music lessons. Anyone who has seen her spar knows she could've been an Olympian or a movie star, but she abhors the spotlight. Mrs. Kwan's humble daily occupations are a cover for her life of unseen secrets – of the invisible world and its deep shadows. By night she can be found meditating, studying rituals, or weaving darkness itself into cloak and weapon. Her studio hides a potent artifact in plain sight – an enormous scrying mirror that permits glimpses into other worlds. For those willing to train hard, Mrs. Kwan can be an excellent guide through the Veil, and she takes silent delight at opening others' eyes; though this dark-eyed woman cautions that such awakening is irreversible – and profoundly dangerous.



CHERRY ICE (IMERIA CHERNIKOVA)

(TN female dragon-blooded slayer 7)

A semi-retired assassin and monster-slayer, this severe woman looks stunning in her immaculate white trench coat, with a shaved-to-the-scalp haircut that reveals a multitude of wicked scars. While some think she was nicknamed for her pale white skin and cherry-red lipstick, "professionals" know the epithet stuck during a bloody spate of vampire-slaying referred to ominously as the "long night in Alaska." Supremely lethal with wooden stakes and her trademark katana, Cherry continues to train daily; she is as much a killing machine today as she was on her first mission. Cold and bitter from a lifetime of loss, she doesn't 'fight the good fight' anymore. However, under the guise of accepting contract work in exchange for weapons, valuable items, dosh, or huge amounts of cold hard cash, Cherry can be hired to bodyguard a sympathetic innocent from supernatural threats, or, more commonly, provide expert advice on how to slay a particular monster.

"DOCTOR" JEAN

(LN neutral gendered human expert 2/investigator 3)

"Doctor" Jean dresses in ratty blue jeans and a mostly clean lab coat with a pocket full of tongue depressors that taste like cigarettes. Everyone can hear the air quotes around "doctor" when said aloud, though patients who ask impertinent questions

about medical degrees get kicked to the curb and blacklisted. Unflappable and intensely self-medicated, the dear "doctor" has seen everything from GSWs to vampire bites, doesn't ask questions, and will treat anybody who limps through the door with a bloody grocery bag full of cash, or fresh organs to trade. Jean's tiny secret clinic always has 'Girl From Ipanema' playing on loop in the cramped waiting room, where the only things to read are dirty tabloids, dot-matrix printouts from conspiracy blogs, and dog-eared children's magazines from the 1980s. Well known across the occult underground, "Doctor" Jean's clinic has a near-sacred status as neutral ground.

THE GUARDIAN
(CG neutral-gendered unique Goëtic Spirit psychic 4)

This faithful hound sniffs and growls and wags its tail like any normal dog would, but when the shadows roar its bearing becomes kingly, and its eyes glow with supernatural power. An ancient, powerful spirit inhabits the dog; its essence damaged and its abilities hobbled during a war in the heavens, it had made Earth its new home. Limited to possessing small beasts, the Guardian has, nevertheless, tirelessly pursued its mission: protecting the children of prophecy – those destined to be soldiers in the coming second war against the Archons. The Guardian has taken many forms over the centuries, including dogs, cats, and one very memorable serpent, each time working to protect the humans it loves. Sadly, it has also failed many times, watching its hopes for the future burned to ash again and again. Whether called Duke, Mr. Scruffy, or Rutger Schnauzer, the Guardian plays its role as a loyal watchdog, preparing for the final battle.

JOHNNY TRENCH COAT
(CN male jinn-blooded alchemist 3)

Johnny "Trench Coat" Smoak thinks he's a playmaker in the Invisible World, but he's an obsequious toad, shameless gossip, and loathsome opportunist – the last guy you'd ever want knowing your real plans, or phone number. However, Johnny remains tolerated because he's an equal-opportunity gossip and a half-skilled alchemist, vending potions in little-used liquor bottles lining the inside of his trench coat – which he keeps flashing open in back alleys to show off his inventory, no matter how many times people cringe and tell him to stop doing that. Johnny is happy to make black market connections for an immodest fee – he's always bragging about his Australian cousins (the Shaitan's Own) who run an international smuggling ring and can sell you any illicit good imaginable. Johnny always survives, scuttling away from any fight and playing yes-man to whoever is in power.

JOSEPHINE LAUGHING EAGLE
(LG female spirit-blooded expert 4/mesmerist 3)

Josephine Laughing Eagle is a well-respected attorney licensed to practice law in multiple states, with associates across the country. Her law firm is the chief litigator for the mundane interests of the members of the Totem Nations, so she's plenty busy with legitimate clients and won't take just any case. However, she has a soft spot for righteous causes and has been known to waive up-front fees for heroes in a bind – if she believes their freedom is in the best interests of the greater good. Discreet and occult savvy, she's your one phone call when you have a legal problem with unspeakable paranormal complications, though you'll owe her favors for years. The careful counselor prefers to do things by the book, but she isn't naïve; she keeps her subtle skills of mesmerism a closely held secret, reserved for emergencies beyond the law.

LUCIUS ENTWOOD SR
(CG male fey-blooded medium 4)

This elderly gentleman spends his days playing chess at the local barbershop, dispensing unsolicited advice and arguing with his friends over trivia. His grandsons run a successful chain of funeral homes, which Lucius founded forty years ago, but the senior Mr. Entwood is happily retired from the business. Despite his bragging on other topics, Lucius never discusses the dark parts of his past: fending off ghosts, zombies, and fouler things, which once threatened folks around here. His body isn't what it used to be and his memory isn't perfect, but tenacious old Lucius still has strength enough to lead a séance and commune with the spirits. Lucius doesn't adventure anymore – that's a young man's game; however, he can still smell the stenches of danger and death, and he's the type to pull someone aside who needs help but won't ask for it.

MADAME ZANZIBAR
(N female undead spiritualist 4)

This antique fortune-telling machine is a rickety brass-and-wood box, with a creepy mannequin of an 'old gypsy woman' behind its dusty glass. The ghost of a deceased spiritualist inhabits the machine. Though the fortune-teller appears perpetually out of order to the mundane world, and has been known to vanish mysteriously and reappear elsewhere when not observed, when fed a nickel dipped in the blood (of any of the bloodlines), the mannequin will point her crooked finger toward Weal or Woe in answer to one well-phrased question (as per the spell augury). After the first novelty reading, for any future fortune-tellings Madame Zanzibar demands her customers perform esoteric errands per instructions printed out on ragged ticker tape that spits from a slot in the machine. One day, enough successful errands may complete Madame Zanzibar's complicated revenge against the cabal of underworld thugs who murdered her, allowing her soul to move on.

MADDIE-BETH WYZNEWSKI
(NG female human occultist 5)

Magda Wyznewski was a foul-mouthed octogenarian occultist who made the wrong enemy; her great-granddaughter Bethany Wyznewski was an innocent 7-year-old girl in the wrong place at the wrong time. Now they're cursed and soul-swapped, trapped in each other's ageless, ill-fitting bodies for eternity. "Maddie-Beth" (the occultist trapped in her great-granddaughter's body) has been toiling tirelessly for 30 years to break the curse, all while forced to remain essentially home-bound with "Nanna" (the child trapped in her great-grandmother's elderly frame). As furious as she is about the situation, Maddie-Beth remains patient and cautious, unwilling to expose her great-granddaughter's body or soul to further risk. Out of resentful necessity, Maddie-Beth runs a discreet occult item consulting business, trading her expert appraisal, psychometry, and

research skills with outside intermediaries who can still operate in the adult world and bring her what she needs to further her work.

PAGLIACCI, THE BOOKWORM

[LN male imp investigator (occult librarian) 4]

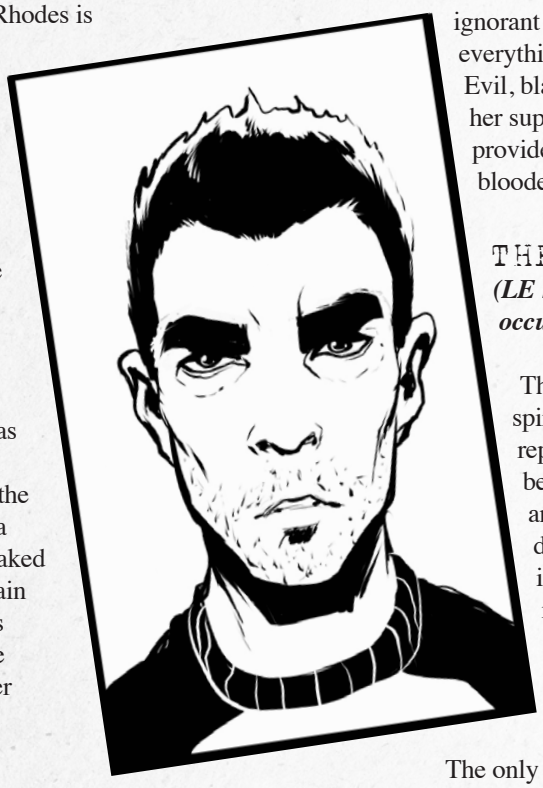
This fussy little book imp lives in the attic of the local library, where he has a nest lined with special books he has "re-shelved" into his private collection. Pagliacci savors rare tomes like fine aged cheeses – hoarding them, sniffing them, and occasionally taking an exquisitely forbidden nibble. Guilty about his closeted bibliophagy, Pagliacci presents himself as an academic and doesn't tell new faces about his odd appetites (or his secret laboratory in the basement). Pagliacci stress-eats, so he obsesses over keeping calm lest he absent-mindedly chew through something important.

The imp has been hiding in the mundane world his entire life and is terrified of being sent back to Hell, so he avoids public appearances at all costs. For those who can look past Pagliacci's devilish appearance and nervous quirks, his encyclopedic knowledge and insightful research skills are beyond priceless.

PROFESSOR KILLIAN RHODES, THE MONSTER EATER

(LN male advanced ghoul vigilante 2)

The urbane and well-heeled Killian Rhodes is an accomplished professor of anthropology, with a keen interest in cryptozoology – disciplines which benefit from his personal experience, as he has been one of the living dead for hundreds of years. This brilliant ghoul long ago perfected the art of passing for human, relishing the simple pleasures of teaching classes, leading museum tours, and hosting dinner parties. However, the ghoul half of Killian's identity still hungers for flesh; rather than stoop to base pursuits such as murder or grave-robbing, the professor has quietly grown a client base among the underworld which uses his services as a "cleaner." When summoned to gore-soaked crime scenes or the fresh corpse of a slain monster, the professor commonly holds a handkerchief to his face – not so stifle the smell, but rather to conceal his eager salivation.



RYAN BOCELLI, THE GHOST IN THE MACHINE

(CN male unique spirit expert 3)

Ryan used to be an above-average computer guy, paying his way through community college by pulling shady "data security" jobs... until he launched a fateful attack on a server linked to shadowy megacorporation Ark Neurologics. While he was gazing through a bleeding screen into an abyss of forbidden data, Ryan's spirit was sucked into his computer while his body collapsed into a perpetual vegetative state. Now, trapped in electronic purgatory, Ryan is trying to survive, but he needs cold hard cash to pay the bills, so his ignorant sister and off-the-grid hospice care facility don't pull the plug on his body. Accessible online as "ghostdawgsays," Ryan's extralegal computer skills are available for hire, but he's weird, paranoid, and intensely risk-averse if any "big" target is suggested, as he's leery of drawing any unwanted attention that could get him deleted for good.

SISTER MILLICENT KAMPF, THE IRON ROSARY

(LG female seraphic-blooded inquisitor 6)

Sister Millicent is as old as dust but still hard as iron. Fueled by righteous fervor and bitter-old-lady spite, this judgmental, uncompromising nun detests hearing about evil running amok. When prompted by one too many odd news reports or fearful whispers from the congregation, Sister Millicent leaves her life of quiet devotion and wreaks holy havoc on whomever or whatever has disturbed the peace, cleansing the unclean – or at least beating them back into the shadows. While experienced in practical lore for witch-hunting and monster slaying, she is willfully ignorant of the larger occult cosmos and frames everything concerning Heaven and Hell, Good and Evil, black and white. Likewise, she devoutly believes her supernatural abilities are the work of divine providence and has no idea about her status as a blooded individual (and tool of the Archons).

THE STYGIAN

(LE neutral-gendered unique Goëtic Spirit occultist 6)

This ominous yet accessible disembodied spirit inhabits earthly bodies of water and has a reputation as an information broker for matters beyond the Veil, particularly the comings and goings of spirits, jinn, and other trans-dimensional entities. The Stygian proclaims it 'knows all' because it drinks forgotten memories directly from the river Styx, but such puffery is total nonsense – this shameless supernatural gossip has no actual connection to the eponymous underworld waterway, it is just a huge fan of the band by the same name. The only thing the Stygian loves more than classic rock is human sacrifice, though mortals who wish to barter for answers without resorting to murder can make do with a fattened calf or exotic beast; in exchange for such lesser payment the Stygian will 'ask around' half-heartedly, usually providing accurate intelligence – unless something else pays it more to keep quiet.

TRENT DUTCHMAN, ASPIRING CULTIST

(CE male non-blooded adept 1/warrior 2)

Trent was a big deal in high school – honor roll, prom royalty, captain of the fencing team – until he got expelled for cheating, dealing steroids, and strangling the principal's cat. Now, this entitled bully works at his rich dad's restaurant, smiling insincerely, up-selling appetizers, and skimming cash. Trent wants to make his life great again. He has heard the dark whispers of The Master, and he needs that power. Trent's ready to prove himself – he's juiced up, blasting it at the gym every night, and he's not afraid of stealing things or hurting people if that's what it takes to please The Master. He's got a sweet super-duty pickup truck, Dad's big revolver, and that special dagger he nabbed from the cemetery. Frankly, Trent will be stoked when this crummy world burns because then everyone who ever told him 'no' is going to pay.

MONSTERS

Monsters play a special role in any *Bloodlines & Black Magic* game, and keeping their frequency low should always highlight that. While fantasy games rely on a staple of low-level, easy-to-slaughter baddies to help players raise their characters past level 1, and onto the path of survivability. However, in *Bloodlines & Black Magic*, we instead use immersion into the setting, completing episodes, and even completing story-aligned objectives as ways to level characters. The result plays into how one should expect – monsters are rare, and therefore, scary.

When running a *Bloodlines & Black Magic* campaign, GMs should look for special ways to use monsters, embracing modern takes on older themes, as well as looking to Hollywood to how they use monsters, either to wonderful or to terrible effect. When you look at fiction, what do you want to emulate? What sort of monsters do you want to use? And most importantly, how do you keep them scary?

Want to make a traditional monster scary? Consider applying one of the following:

Controls Something – Foes with an innate control over something in our environment can make things a lot darker, primarily when used to suggest violence without enacting it. While a crazed hobo with a kitchen knife is going to worry most, discovering the spirit in your hotel room can turn on the natural gas by itself can be even more terrifying, especially if it does so right before you wake up one morning. Spirits or entities that display an innate control over something (such as water or air) can become genuinely terrifying, especially when they exercise those abilities against the PCs. GMs should be able to find monsters with these racial abilities easily and should not need to adjust CRs.



Immunity to Bullets – We, consistently as a species, rely on firearms to solve our problems. In fact, when it comes to violence, we almost exclusively fall back on shooting first and asking why later; fear of the other keeps this scary. What happens when the bullets just bounce off? While most supernatural creatures are resistant to some forms of damage at lower levels, PCs can bypass these resistances by using their psychic weapons. But to do that, those same PCs have to get up real close and personal, and that's not something everyone wants to do when it comes to monsters. So, when the gunfire does start, and the bullets bounce off, and folks start yelling or worse, panicking, have fun with this immunity. In *Bloodlines & Black Magic*, this is easily accomplished giving the foe the following and adjusting its CR by +1.

> **Immunity (ballistics) (Su)**
>
> A creature with Immunity (ballistics) takes no damage from firearms of any sort; this includes enchanted and blessed firearms. This does not include other missile weapons.
>
> **Format**: Immune ballistics; **Location**: Defensive Abilities.

Make It Smart – There are dozens of horror movies based around the idea that most animals, when given human intelligence and abilities, turn on their masters. We've all seen the classic examples, the moments when the giant dog holds the kids hostage in their parents' car, or when the shark has had enough and finally starts to hunt down innocent swimmers. The dangerous, smart, and strong ape. Or deadly dinosaurs – all of them seem to be a little scarier when you give them a little intelligence. In *Bloodlines & Black Magic*, this is easily accomplished by "awakening" the animal via the *awaken animal* spell and adjusting its CR by +1.

Unwilling Host – Nothing makes us recoil in horror like discovering (or worse, suddenly recognizing) that the monster we're fighting is a loved one, or worse, possesses one of our loved ones. Shackled with a moral decision, a lot of groups will shy away from destroying these monsters, especially if there is a chance of saving their friend, the unwilling host. While it doesn't warrant adjusting its CR, GMs should certainly consider awarding PCs who saved their friend more XP, as if they had overcome a more difficult foe.

ADJUSTING MONSTERS FOR 07

In theory, any monster from the core Pathfinder rule-set can work within the context and framework of your *Bloodlines & Black Magic* campaign, as the rules are designed to be fully "forward compatible"; however, care should be taken to ensure that a creature

facing off against your PCs is not unbalanced or overwhelming.

For example, a party lacking either clerics or paladins – like most parties in a *Bloodlines & Black Magic* game – is unlikely to fare particularly well against evil outsiders or undead, and "low CR" challenges can easily end up being too dangerous or outright deadly to an unprepared party.

THE HALF-SUMMONED CREATURE TEMPLATE

In the eldest of times, before the rise of the Archons and the falling of the Veil, it is said that potent demon-binders and God-empowered sword-saints alike freely twisted the threads of our multiform reality to their whim, drawing forth divine and profane spirits bodily into this world through gaping rents in abused space-time, forcing their conjured slaves to serve as guardians, spies, weapons, tools, toys, and even companions.

Much has come to an abrupt end in the modern era, of course, and it is this forbidden art – more so than any other -- that might be considered utterly lost. There are still some truly bizarre and phantasmagorical creatures lurking unseen in the dim. neon-lit twilight, unknown to humanity – until they strike. Whether they were drawn here in days now long-since passed or only recently called up and bound by mad experiments of truly cataclysmic power, these beings represent the most dangerous and inscrutable horrors of the current age.

Half-summoned creatures are, above all, only partially real: composed just as much of failing mystical bonds, shifting shadow and sparkling glamour as they are of flesh and bone, blood and steel. These limitations cripple many such beasts with any number of grave disadvantages, yet their dualistic nature also transforms them into near-perfect predators, all-but-undetectable in a mundane world.

CREATING A HALF-SUMMONED CREATURE

"Half-Summoned" is an acquired template that may be applied to any creature that does not possess the gunsmoke-blessed creature template (**see pg.161**), referred to hereafter as the base creature. A half-summoned creature uses all the base creature's statistics and abilities except as noted here.

CR A half-summoned creature has a final CR equal to one half of the base creature's CR, rounded up. This template is usually applied last, only after all other templates and modifications have been applied.

Type A half-summoned creature gains the [extraplanar] subtype and is treated as a summoned creature for purposes of effects such as *protection from evil*.

Senses A half-summoned creature treats all non-magical and mundane creatures as invisible and undetectable; it cannot see, hear, smell or otherwise locate mundane humans or animals except during its *Hunger Season* (see below). A half-summoned creature suffers no penalties when detecting creatures with a bloodline.

Armor Class A half-summoned creature's natural armor bonus, deflection bonus to AC and all insight, luck, profane and sacred bonuses to AC (if any) are each halved, rounded down (minimum 1). Other types of bonus or penalty to AC – such as size, shield, armor or dodge – are unaffected.

Saves A half-summoned creature suffers a -5 penalty to all saves or a penalty equal to one half its hit dice (rounded up), whichever is greater.

Defensive Abilities Decrease the numeric value of any ability the half-summoned creature possesses to one half, rounded down. Thus, channel resistance +5 becomes channel resistance +2; damage reduction 10/silver becomes 5/silver, fire resistance 30 becomes 15, SR 20 becomes SR 10, regeneration 7 becomes 3, etc.

Immunities other than firearm immunity (see below) become Resist 30 and a +8 bonus to all saves versus that effect.

Immunity (ballistics) (Su) A half-summoned creature takes no damage from firearms of any sort; this does not include enchanted and blessed firearms, nor does it include other missile weapons.

Speed A half-summoned creature moves at one half the base creature's speed in all movement modes.

Special Abilities: A half-summoned creature gains the following special abilities:

Diminished Spell-Power (Ex) If the base creature possesses a caster level for any of its abilities, decrease that caster level to half (rounded down). In addition, the half-summoned creature cannot use any spell-like ability (expect at-will abilities) more than 1/day.

Faded Existence (Su) Half-summoned creatures are, in truth, partially illusory: collapsing and unnatural memories stripped from a fever-dream, spawned from the hemorrhage of an inhuman psyche not born of this reality's continuum. Any creature who interacts with a half-summoned creature can make a Will save (DC 5 + 1/2 the half-summoned creature's HD plus its Charisma modifier) as a free action to recognize the half-summoned creature's true nature: upon a successful save, the victim suffers only half damage (rounded down) from all subsequent melee and ranged attacks, special abilities, spells and effects created by the half-summoned creature. A creature succeeding at this save would suffer only one negative level when struck by a half-summoned vampire's slam attack, for example, and would suffer no negative levels at all if struck by a half-summoned vampire spawn.

Half-Real Flesh (Su) If the base creature has multiple special abilities, select any one of those special abilities and remove it. If the base creature possesses multiple natural attacks, the half-summoned creature gains only half the normal number of attacks (rounded down, minimum one).

This is often accompanied by an outward physical change to the half-summoned creature's appearance; for example, a half-

summoned iron golem might lose its breath weapon and possess only a single arm with which to make slam attacks; a half-summoned basilisk, however, would retain both its bite and gaze.

Hunger Season (Ex) Choose a number of specific dates each year equal to the half-summoned creature's total hit dice, starting at midnight or at sunset and ending once more within 24 hours. The precise date of this chosen time may adjust from year to year – being tied to lunar cycles, to the equinox, to eclipses or to the movement of far-off stars and comets, for example – but a half-summoned creature may gain no more than one such day per hit die per solar year. These days do not need to be consecutive.

Each date usually has especial significance to the half-summoned creature, to the creature's creator/summoner or to the local culture: it might be an anniversary, a holy day for a now-forgotten faith, the date of an important death, betrayal, loss or victory or another specific day of powerful emotional resonance to at least some creature.

Any character using Diplomacy to Gather Information or an appropriate Knowledge skill to uncover more about a half-summoned creature can – in most cases – determine at least one exact date with successful check [DC 10 + 1/2 the half-summoned creature's hit dice].

A half-summoned creature loses the Torpid special quality (see below) and does not treat non-magical and mundane creatures as invisible during its Hunger Season. Instead, a half-summoned creature in the throes of its Hunger Season will usually actively seek out and investigate potential prey.

Invisibility to the Mundane (Ex) A half-summoned creature is always invisible to non-magical creatures, including all mundane humans and animals. This includes images of the half-summoned creature captured in photographs and other recordings but does not include sound or scent: animals can always smell half-summoned creatures, and even humans may notice a strange odor coming from the basement. This ability is constant – a half-summoned creature remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the half-summoned creature gains a +20 bonus on Stealth checks when moving, or +40 when standing still. ***Any creature with the ability to Pierce the Veil automatically ignores this invisibility*** and freely perceives a half-summoned creature.

Repelled By Sacred Ritual (Ex) A half-summoned creature can be repelled and held at bay via the deliberate recitation of prayer or other holy ritual, even by a mundane individual. If any creature has performed some warding action within the last round as a move action – such as burning sage, ringing a bell, making the sign of the cross, presenting silver, counting the rosary, sprinkling clean water, muttering a heartfelt prayer or even reciting the Hippocratic Oath – a half-summoned creature may not move any closer to that target than 10 feet; a half-summoned creature already within 10 feet of the warded individual cannot choose to move any closer. A half-summoned creature repelled in this way may not look directly at a warded individual, granting the warded individual total concealment against a half-summoned creature; likewise, a half-summoned creature affected by this ability may not touch a warded individual nor make any melee attacks against them.

A half-summoned creature repelled in this way may, after spending one full round turned away, attempt to overcome such a ward as a free action. Overcoming this ward requires a Will save (DC: 10 + the character level of the warded individual + their Wisdom or Charisma modifier [their choice]). Each immediately subsequent round that a half-summoned creature attempts to overcome such a ward, it gains a +1 cumulative bonus on Will saves to break this ward. A half-summoned creature may choose to spend a move action attempting to overcome a ward, in addition to the free attempt it automatically gains.

A half-summoned creature overcoming a ward does so in three stages: upon first succeeding at the Will save, above, a half-summoned creature may choose to look directly at the warded individual. Upon succeeding a second time, the creature may move within 10 feet of the warded creature; a half-summoned creature may, at this time, choose to make melee weapon attacks against the warded foe, but still may not make any bodily contact. Upon succeeding a third time, the half-summoned creature is fully released from the effects of such a ward and may bite or grapple with impunity.

Reversal (Ex) Immediately upon the death, surrender, retreat or escape of a half-summoned creature from the area, any supernatural, spells or spell-like effects created by the half-summoned creature are undone. This does not include direct hit-point damage but does include ability drain, death effects, energy drain, paralysis, magical fear and any number of other effects.

Torpid (Ex) During those long, empty periods when its Hunger Season does not grip it, a half-summoned creature remains at rest approximately 90% of the time, gathering what limited strength it enjoys. It does not feed during this time. It may quietly wander the echoing halls – or silently stalk the windswept streets and woodlands near its lair – in the early hours, but it can best be described during this time as both lost and deeply inattentive. While it sleeps, often for days or weeks at a time, a torpid half-summoned creature will usually instinctively bury and conceal itself.

A half-summoned creature in a torpid state can be roused, however, by the sound and smell of gunfire, and will often rise to investigate. Unable to see mundane humans, it is a danger during this activity only to other magical creatures (including those with a bloodline).

Abilities All of the half-summoned creature's ability scores are decreased by -4 from the base creature's total to a minimum of 1.

Thus, for example, a half-summoned creature with a base Strength of 5 or better suffers a -2 to attack and damage rolls, a -2 to Climb and Swim checks, -2 to CMB checks and a -4 (including Dexterity modifier) to CMD.

At the GM's discretion, a specific half-summoned creature might lose a greater or lesser number of points from certain abilities, just so long as the final result is both appropriately equal

and in line with the story goals of the half-summoned creature; for example, a half-summoned hill giant or chimera might suffer a -8 penalty to each of its mental ability scores and a -0 of its physical ability scores: making the creature utterly bestial, insane and animalistic, rather than a dumb-human-level-intelligence foe.

A GM who simply wants to use one of these beasts "on the fly" – without having to do a whole lot of math – can apply the Advanced Creature template to a monster, instantly offsetting these penalties. Similarly, the Advanced Creature template can be used to "round up" the CR of a creature to an even, easily divisible number.

Feats The half-summoned creature may lose access to certain feats due to a failure to meet the ability score prerequisites or other requirements. In such an instance, these feats may be retrained.

THE BLOODCRAZED

Ours is a hellish existence, one that is torn between our euphoric understanding of the secret bloodlines who rule the hidden realms and the harsh knowledge that is only by consuming their blood that we might attain true power in this world. Some of us, caught like a fly in the spider's web, understand only our most savage nature as a result. We become cannibals, madmen, or worse – true monsters. Others among us have embraced the blood, learning to measure our response to its power, tempering our lives in pursuit of the magic in the blood. We dine as true nobles, able to see beyond life's trivialities and social programming, attaining wisdom that only this secret blood can unlock. But even we must be careful. The addiction is ever at the edge of our vision, a temptation to take a little more.

One of my occultist friends reminded me of Deuteronomy 12:23. I read it and laughed. He can stay in his armchair and pontificate about Crowley and Regardie. I know the truth. The blood is the life.

~Andre Heigger
From *Liber de Sanguine*

Bloodcrazed are humanoids that have repeatedly been exposed to, and later addicted to, the magical properties of one the secret bloodlines. Although this exposure is often accidental and frequently a singular (and temporary) experience, the euphoric and often unforgettable event often inspires these humans to seek out additional experiences – turning these men and women into junkies of the worst sort. While most sane humans actively fight against the tide of 'losing themselves to the blood,' those who willingly give in or otherwise embrace this addiction become bloodcrazed.

History is filled with stories of the bloodcrazed, many of who are mistaken for other supernatural creatures, including witches, vampires, ghouls, maddened cannibals, and similar supernatural monsters. Most of this confusion is born based on their appearance, as well as their savage acts, with most onlookers outright disregarding their other human needs, focusing solely on their inhuman appetite.

Nearly all bloodcrazed appear to be normal humans, although most, over time, grow pale and anemic, the flesh around their eyes darkening as they grow increasingly more dependent on the blood that has given them a whole new life.

CREATING A BLOODCRAZED

"Bloodcrazed" is an acquired template that can be added to any living, non-bloodline humanoid (referred to hereafter as the base creature). A bloodcrazed uses all the base creature's statistics and special abilities, except as noted below.

Challenge Rating Same as base creature +1

Type Same as the base creature.

Alignment Any evil

Senses Bloodcrazed gain the scent universal monster ability, but can only use it to detect those from one of the seven bloodlines.

Attacks Bloodcrazed gains a bite attack that deals 1d4 points of damage (1d6 points of damage for large creatures).

Special Attacks The bloodcrazed retains all of the base creature's special attacks and gains those described below:

Blood Frenzy (Ex) When exposed to blood from one of the bloodlines, the bloodcrazed risks flying into a frenzy. Bloodcrazed who succeed on a Will save (DC equal to 10 + their Hit Dice) overcome this urge. When it does succumb, it gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts until the bloodcrazed has consumed at least its daily consumption requirement (see below) or 1 minute, whichever is shorter. If the bloodcrazed did not consume enough blood to end its frenzy, it immediately gains the fatigued condition for 1d4 minutes.

Abilities A bloodcrazed gains a +2 to their Strength score.

Skills A bloodcrazed gains a +2 racial bonus to their Perception skill checks.

SPECIAL **Daily Consumption** Bloodcrazed are addicted to the blood of the seven bloodlines and must feed on it daily. Each day, a bloodcrazed must consume a number of ounces of blood equal to its Hit Dice or suffer severe withdrawals, which last until the bloodcrazed feeds again. While suffering from these withdrawals, the bloodcrazed suffers a -2 penalty to its Constitution score and suffers a -4 penalty to Will saves to resist going into a blood frenzy.

NOBLE BLOODCRAZED

Noble bloodcrazed are exceptional humans who have learned to harness the magical properties of one the secret bloodlines, focusing on a singular bloodline exclusively. Having fully embraced the secret nature of the blood, these wicked humans now prey upon that bloodline alone, seeking it out above all others and consuming it to maintain powers few mortals outside of the hidden worlds truly understand. Unlike normal other bloodcrazed, noble bloodcrazed humans have adapted to the magic in the blood, and gain magical abilities as a result.

Although people occasionally confuse noble bloodcrazed with their lesser cousins, this confusion is often short-lived, especially when these human monsters turn the full weight of their savage power against those living with such simple assumptions. Like bloodcrazed, the noble bloodcrazed appear to be normal humans, although without the anemic appearance or the dark circles that commonly identify their weaker cousins.

CREATING A NOBLE BLOODCRAZED

"Noble Bloodcrazed" is an acquired template that can be added to any living, non-bloodline humanoid (referred to hereafter as the base creature). A noble bloodcrazed uses all the base creature's statistics and special abilities, except as noted below.

Challenge Rating Same as base creature +2

Type Same as the base creature

Armor Class The base creature's natural armor class increases by +1

Alignment Any evil

Senses Noble bloodcrazed gain the scent universal monster ability, but can only use it to detect those from the particular bloodline it hunts. Additionally, the range of their scent ability is doubled against this bloodline.

Attacks The noble bloodcrazed gains a bite attack that deals 1d4 points of damage (1d6 points of damage for large creatures).

Special Attacks The noble bloodcrazed retains all of the base creature's special attacks and gains those described below:

Blood Frenzy (Ex) When exposed to blood from one of the bloodlines, the noble bloodcrazed risks flying into frenzy. Noble bloodcrazed who succeed on a Will save (DC equal to 10 + their Hit Dice) overcome this urge. When it does succumb, it gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. The frenzy lasts until the noble bloodcrazed has consumed at least its daily consumption requirement (see below) or 1 minute, whichever is shorter. If the bloodcrazed did not consume enough blood to end its frenzy, it immediately gains the fatigued condition for 1d4 minutes.

Bloodmarked Hunter (Ex) When hunting its favored bloodline, the noble bloodcrazed gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of that bloodline. Likewise, it gets a +2 bonus on weapon attack and damage rolls against them.

Bloodpool (Su) The noble bloodcrazed gains a reservoir of psychic power upon to mimic its bloodline's powers. This bloodpool has a number of points equal to ½ the noble bloodcrazed Hit Dice + its Constitution modifier. The pool refreshes once per day when the noble bloodcrazed feeds.

Each day, the noble bloodcrazed can spend a number of points from its bloodpool to gain one or more of the bloodline's racial traits, spending a number of points equal to the BP cost of that racial trait. Once selected, this trait lasts for 24 hours or until all applicable uses have been exhausted (in the case of supernatural or spell-like abilities).

Selecting and calling up one of these racial traits is a taxing endeavor that requires the noble bloodcrazed concentrate, spending no less than a full round action to initially activate these abilities. Once one of these racial abilities is activated, the noble bloodcrazed employs them using the actions outlined in their descriptions (often a standard action).

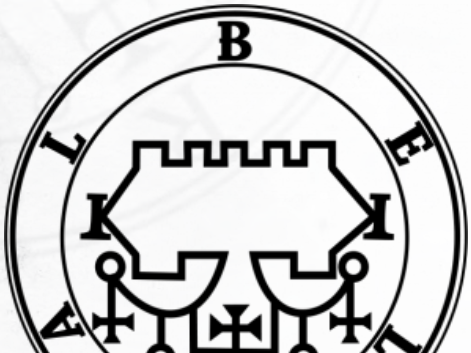
Abilities A noble bloodcrazed gains a +2 to their Strength score.

Skills A noble bloodcrazed gains a +4 racial bonus to their Perception skill checks.

SPECIAL

Daily Consumption Noble bloodcrazed are addicted to the blood of a specific bloodline (selected when the template is chosen) and must feed on it daily. Each day, a noble bloodcrazed must consume a number of ounces of blood equal to twice its Hit Dice or suffer severe withdrawals, which last until the noble bloodcrazed feeds again. While suffering from these withdrawals, the bloodcrazed suffers a -2 penalty to its Constitution score, halves its bloodpool, and suffers a -4 penalty to Will saves to resist going into a blood frenzy.





THE MAGIC NUMBER



Chapter Thirteen is intended mostly for GMs and storytellers, but players can also use it, for inspiration and to gain insight into the larger world we've built. In fact, it might be fun to think of chapter thirteen as the backer-fueled, night-drive into the worst parts of a haunted amusement park.

All of the NPCs in this chapter are Sovereigns – individuals empowered to act as agents of more powerful beings in the Invisible World. Some might serve as agents for particular bloodlines, while others could serve powerful Goëtic Spirits or even their hated enemies, the Archons. Of course, we didn't define these relationships. Instead, we left it up to GMs, although we certainly made a few suggestions.

Will we officiate some of these suggestions in the future? We plan to but will do so only at the tail end of our first (and subsequent seasons).



ARTHUR DODGE

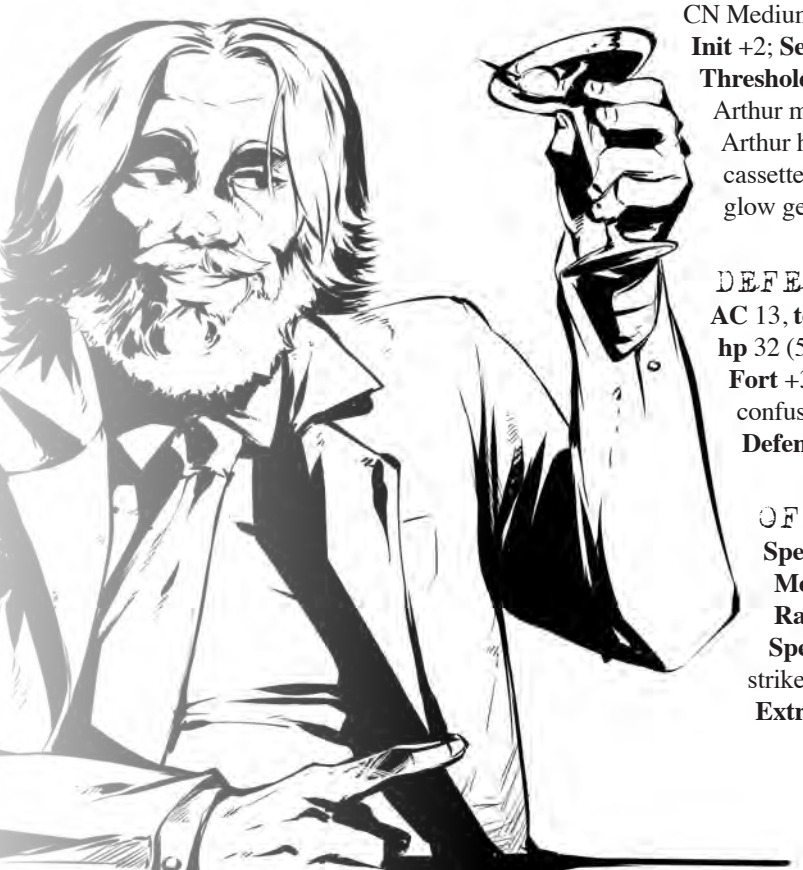
Profession A thief of considerable skill, Arthur Dodge is in far more demand in the Invisible World than he is the mundane world, although he's probably neglecting a few warrants here and there when he assesses potential targets – a lesson he learned the hard way a long, long time ago.

Beyond the Veil An alchemist of some repute, Arthur has been breaking into places he shouldn't go for as long as the Goëtic Spirits have been tempting humanity with the promise of Wisdom, Understanding, and Wealth.

Possible Associates Arthur might belong to any number of organizations or could be the powerful mind behind a guild of international thieves.

Making Contact Arthur filters all of his communications through his two trusted agents – Mr. Jacob Blackwood and Mr. Marcus Killian, both of whom own and operate Killian Contracting, a private security firm that specializes in protecting important persons and celebrities.

Arthur Dodge CR 4
XP 1,200
Male human investigator 5
Bloodline jinn; **Bloodline Points** 2, **Bloodline Traits** *Eyes of the Desert, Jinn's Luck, Sila's Sanction*
CN Medium, **Arcana** Strength
Init +2; **Senses** low-light vision, pierce the veil; Perception +9 (+11 traps)
Threshold 2, **Threshold Pool** 3, **Oddities** 2
Arthur must keep some part of his body decorated at all times.
Arthur hears their whispers at the end of songs on his collection of older cassette tapes. If he's wearing his favorite cassette player, spirits and ghosts glow gently in his presense.



DEFENSE
AC 13, **touch** 12, **flat-footed** 11 (+1 armor, +2 Dex)
hp 32 (5d8+6)
Fort +3, **Ref** +7, **Will** +4; +4 vs. psychic and supernatural effects that induce confusion, insanity, or madness
Defensive Abilities *jinn's luck, trap sense +1;* **DR** 5/silver

OFFENSE
Speed 30 ft.
Melee mwk brass knuckles +6 (1d3+2)
Ranged H&K VP9SK +5 (2d6)
Special Attacks psychic weapon, studied combat (+2, 4 rounds), studied strike +1d6
Extract Prepared (CL 5th)

2nd—*cure moderate wounds, invisibility, resist energy*
1st—*cure light wounds, endure elements, expeditious retreat, monkey fish*[ACG]

STATISTICS

Str 13, **Dex** 14, **Con** 12, **Int** 18, **Wis** 8, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 16
Career Criminal Path (Thief); **Career Skill Group** Covert **Tier 2** (bonus +2; **modifier** Dexterity +2)
Tier 1 — Grifter (+2)*
Tier 2 — Snatch (see ability)
Lifestyle Established **Monthly Incomes Gross** $5000 **Net** $1400.
Feats Alertness*, Bonded Weapon*, Deft Hands*, Psychic Strike, Skill Focus* (Bluff), Skill Focus* (Diplomacy).
Traits Ghost
Skills Appraise +12, Bluff +14, Computer Use +6, Craft (alchemy) +14, Diplomacy +14 (5), Disable Device +13, Disguise +3, Escape Artist +7, Knowledge (local) +9, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth +10 (+12 in urban terrain), Street +4;
Racial Modifiers +2 Bluff, +2 Diplomacy, +2 Stealth in urban terrain.
Languages English 2, Russian 2
SQ alchemy, boastful banter, bonded weapon (brass knuckles), eyes of the desert, glib talker 1/day, grifter +2, inspiration 6/day, investigator talents (expanded inspiration, underworld inspiration), keen recollection, poison lore, sila's sanction, swift alchemy, trapfinding +2.
Combat Gear 9mm rounds (5, 10 round magazine), smoke pellet (5).
Other Gear heavy jacket, masterwork brass knuckles, H&K VP9SK, formula book (all prepared extracts plus: **1st**—*heightened awareness*[ACG], *jump, longshot*[UC], *shield*; **2nd**—*blur, see invisibility, spider climb*), hipster essentials, masterwork thieves' tools.
* This ability's effects have been calculated into Arthur's statistics.

HISTORY

Arthur grew up on the streets as a young child and had a penchant for pickpocketing. He was quite good until he tried to pick the pocket of a wealthy businessman with all the right connections; Arthur grew up in and out of juvenile. Still, Arthur was a quick study. In juvenile, Arthur learned to hone his craft among a group of wary preteen punks.

On turning 18, Arthur once again took to the streets and quietly became mildly independent. Then, Arthur's fates returned to remind him of his first love; one day, while Arthur was about to lift the watch of a man on the subway, he encountered his oldest foe – it was the wealthy businessman who years before had caught Arthur. Arthur pushed back both his fear and his anger, looking the man up and down.

The man only smiled in return.

This man was Abe Faria, a Fortune 500 CEO. Amused by what the fates had delivered to him a second time, Abe invited Arthur to lunch, starting a professional relationship that changed both their lives. Over the course of a decade, Arthur and Abe grew close, the former studying everything from business to marketing to social engineering under the older man. Eventually, Abe taught Arthur his first alchemical recipe.

Arthur and Abe grew closer, much to the dismay of Abe's surviving family, many of whom saw Arthur as a clear threat to any inheritance they might hope to receive. Although Abe waved away threats to his safety with a hearty laugh, Arthur knew it would be his undoing. Less than six months later, Abe would be dead - the victim of an unknown assassin.

Arthur is now 38. Inclined to suits, Arthur is a natural when it comes to the roguish-hispters fashion the entrepreneurs and startup CEOs casually chat up at dinner parties. Unlike most hipsters, Arthur looks more like a college running back than anything else; he prides himself on being "someone you should think twice before messing with." As nimble as people a third his age, Arthur is equally comfortable lifting a watch or trading business tips on any given afternoon – that is, when he's not looking for Abe's murderer.

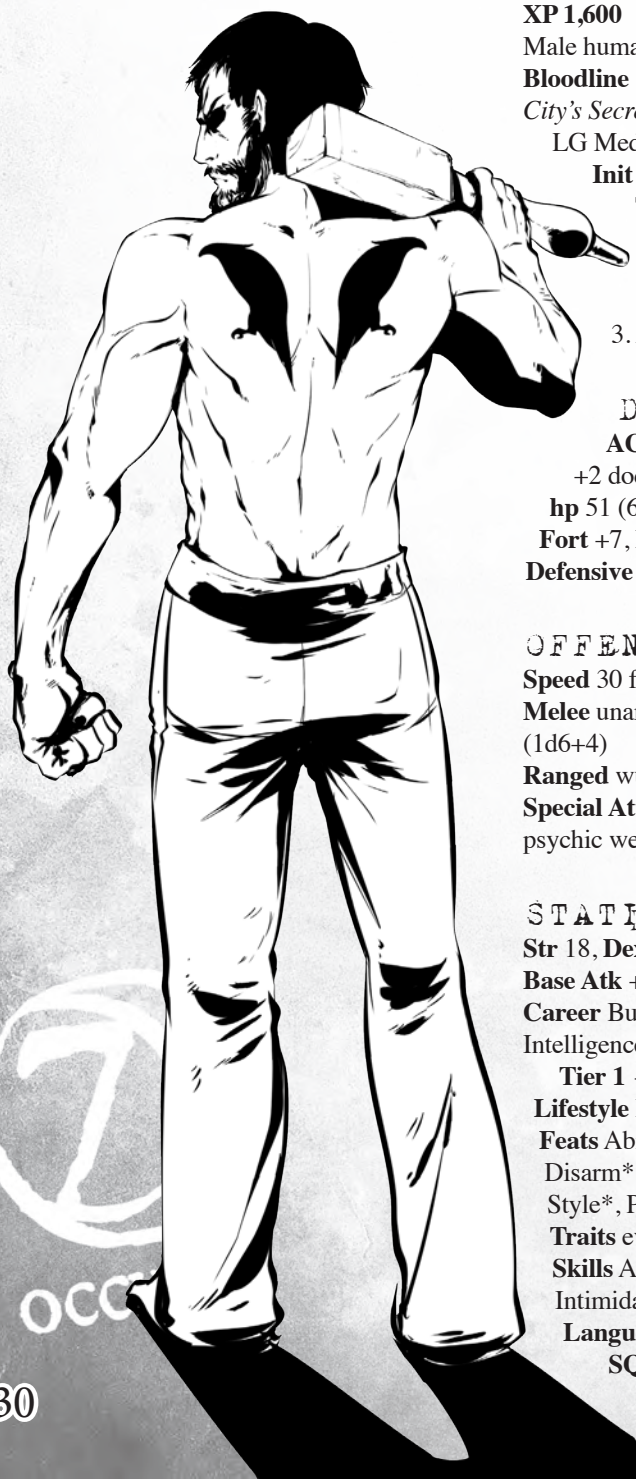
ANGEL RAVENSON

Profession Angel Ravenson is a quiet, disciplined man who trains nightly. During the day, he runs errands, visits his favorite gym, and even works on expanding his network of personal tattoos – a link he shares with his brother.

Beyond the Veil Although he understands very little of what happens beyond the veil, his taste of the things that creep in the shadowy parts of reality has turned him into a hunter in the truest sense of the word. Although he will form bonds with other occult-minded characters, he has a dim view of the supernatural in general.

Possible Associates Angel Ravenson has been researching the Order of St. Cyprian, although he doesn't know that they keep an eye on him, as well.

Making Contact Finding Angel is an easy task when you know where to look in New York. If you're out of state, you'll be hopping on a plane if you want any 'face time' with the man who owns and operates Ravenfire Information Services.



Angel Ravenson CR 5
XP 1,600
Male human brawler 6
Bloodline shadow, **Bloodline Points** 0, **Abilities** *Black Moon's Vision, City's Secret Defense, Shadow of Magic*.
LG Medium humanoid (human); **Arcana** Knight of Disks
Init +4; **Senses** darkvision 60 ft., pierce the veil; Perception -1
Threshold 3, **Threshold Pool** 3 **Oddities** 3
1. Angel can speak to crows and ravens.
2. Cats favor Angel, going out of their way to brush up against him. It's the weirdest thing.
3. Angel always knows which way north is.

DEFENSE

AC 17, **touch** 16, **flat-footed** 11 (+1 armor, +3 Dex, +3 dodge; +2 dodge in urban terrain)
hp 51 (6d10+14)
Fort +7, **Ref** +8, **Will** +1
Defensive Abilities *City's Secret Defense, Shadow of Magic*; **SR** 12

OFFENSE

Speed 30 ft.
Melee unarmed strike +12/+7 or +10/+10/+5 (1d8+5) or bo staff +11/+6 or +9/+9/+4 (1d6+4)
Ranged wushu dart +9/+4 (1d6+4)
Special Attacks knockout strike 1/day (DC 17), martial flexibility (swift action) 6/day, psychic weapon.

STATISTICS

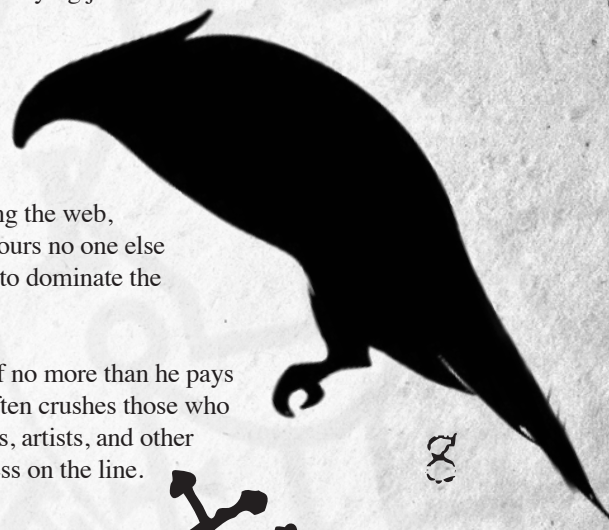
Str 18, **Dex** 16, **Con** 14, **Int** 14, **Wis** 8, **Cha** 10
Base Atk +6; **CMB** +13 (+15 disarm, trip); **CMD** 28 (30 vs. disarm, trip)
Career Business Owner **Career Skill Group** Practical; **Tier** 1 (bonus +1; **modifier** Intelligence +2).
Tier 1 — Rumor Mill*
Lifestyle Established **Monthly Incomes Gross** $7,500; **Net** $4,100
Feats Ability Training* (Str), Bonded Weapon*, Combat Expertise, Dodge*, Improved Disarm*, Improved Trip*, Improved Unarmed Strike*, Judo Style*, Mix Martial Arts Style*, Psychic Strike, Quick Draw, Round House, Weapon Focus* (unarmed strike)
Traits evil eye
Skills Acrobatics +12, Climb +13, Computer Use +11, Craft (electronics) +11, Intimidate +9, Stealth +12, Street +8 (+10 in NYC).
Languages English 2, Enochian 1, Ugothic 1; crowspeak
SQ AC bonus +1, black moon's vision, bonded weapon (bo staff), brawler's

cunning, brawler's flurry, brawler's strike (bonded), close weapon mastery (1d6), conference 3/day, deep web, martial training, unarmed strike.
Gear heavy jacket, bo staff, wushu dart (10), duct tape (2), electrical tool kit (deluxe), lock release gun, multipurpose tool, pen-testing gear, wiretap detector, keys (house, SUV), wallet (credit cards, debit card, health insurance card, ID, $500 cash), AIS keycard.

SPECIAL ABILITIES

Crowspeak (Su) Angel can speak with and understand crows and ravens.

A quiet man with a dedicated (if questionable) hobby, Angel Ravenson has made a careful and controlled exploration into the darkness. He's fought everything from oni to redcaps, carefully doing research before and after his battles. Although he lacks any kind of real background in the occult, Angel is a smart man who just so happens to be excellent at destroying just about anyone in a fist fight.



Originally from Michigan, Angel spent his early years in college pursuing a degree in veterinarian science – which he later abandoned in favor of Information Science. Apparently unsuited for college and easily distracted, Angel eventually left the academic community with no degree, but enough experience to start his first business. Quicker with computers than he was his homework, Angel spends most of his days surfing the web, evaluating potential targets, and running the back end of his business. Able to work the hours no one else wanted to, he quickly landed several lucrative clients, eventually expanding his business to dominate the surrounding region.

Having long ago purchased most of his necessities, Angel makes a point to pay himself no more than he pays his highest-paid employee, creating a culture of fairness and justice in a world he feels often crushes those who dare to dream. A fan of opportunity and meritocratic thinking, Angel encourages creatives, artists, and other small business owners whenever he can, although never to the point of putting his business on the line.





THE MAGNIFICENT CHARLES CHRISTIANSEN

Profession An accomplished stage magician and former con man, Charles now travels around North America, performing locally in small clubs in big cities, while helping his allies at night.

Beyond the Veil Charles deals almost exclusively with creatures on this side of the veil, knowing how ineffective his powers can be, especially among creatures as powerful as the fey.

Possible Associates Charles Christiansen is believed to be a member of The Society of the Rose.

Making Contact PCs most likely encounter Charles during a performance. Beyond that, he's difficult to contact and avoids meeting new people until he can thoroughly research them, a process which may take several weeks. Conversely, he trusts his friends and readily agrees to meet with anyone who his close associates can vouch for.

The Magnificent Charles Christiansen CR 3
XP 1,200
Male human mesmerist 4
Bloodline fey, **Bloodline Points** 0, **Abilities** *Fey Footed*, Fey Site*, Pixie's Blessing*, Thornskin**
CG Medium humanoid (human); **Arcana** Wheel of Fortune
Init +2; **Senses** darkvision 60 ft, Perception +1
Threshold 2, **Threshold Pool** 0, **Oddities** 1
1– Christian gives people an unsettling feeling that they've met him before.

DEFENSE

AC 14, **touch** 12, **flat-footed** 12 (+2 Dex, +2 natural)
hp 27 (4d8+4)
Fort +1, **Ref** +6, **Will** +7
DR 3/cold iron

OFFENSE

Speed 40 ft.
Melee masterwork spring blade +3 (1d4-1/x20 p/s)
Ranged masterwork spring blade +5 (1d4-1/x20, 10ft. p/s)
Special Attacks bold stare (disorientation[OA]), hypnotic stare (-2), mesmerist tricks 4/day (misdirection, psychosomatic surge, spectral smoke), painful stare (+2 or +1d6+2)
Mesmerist Spells Known (CL 4th; concentration +6)
2nd (2/day)–anticipate *thoughts*[OA] (DC 16), *enthrall* (DC 16)
1st (4/day) – *beguiling gift*[APG] (DC 15), *charge object*[OA], *fumbletongue*[UM] (DC 15), *telempathic projection*[OA] (DC 15)
0 (at will) – *daze* (DC 14), *detect psychic significance*[OA], *haunted fey aspect*[UC], *open/close* (DC 14), *prestidigitation, touch of fatigue* (DC 14)

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 14, **Wis** 13, **Cha** 18
Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)
Career Criminal (con-man, magician); **Skill Group** Covert; **Tiers** 2 (bonus +2, **modifier** Charisma +4).
Tier 1– Grifter*
Tier 2– Glib Talker*
Lifestyle Established **Monthly Incomes Gross** $5,000 **Net** $1,100
Skills Bluff +13, Diplomacy +11 (+14 to shift attitude), Knowledge (local)+9, Perception +8, Perform (magician) +11, Sense Motive +8, Sleight of Hand +9, Stealth +9 (+11 in

cities or dense urban sprawl), and Street +9
Feats Antagonize[UM], Catch Off-Guard, Extra Mesmerist Tricks[OA], Pierce the Veil, and Psychic Strike.
Traits Ghost, One in Millions, **Drawbacks** Felonious Background.
Languages English 2, Ugothic 1, Dutch 1
SQ consummate liar +2, touch treatment 5/day (Minor)
Combat Gear set of 10 mwk spring blades
Other Gear A shoulder bag containing a deck of marked cards, a deck of normal playing cards, a small journal with pen, a 50 ft. ball of string, a small mirror, a USB charger, and a small portable MP3 player, fake ID, multipurpose tool.
* This ability's effects have been calculated into Charles's statistics.

HISTORY

A former con man and grifter, Charles "The Magnificent" used to work the Vegas strip performing quick street illusions and sleight-of-hand tricks to drunken tourists while boosting their watches, wallets, bracelets, and other glittering trinkets. Charles was forced to flee Vegas after security cameras outside the Belagio accidentally caught his "act" on tape. For a few years after that, he worked the carnie circuits, traveling as side-show magician, where he pulled similar scams. It was during one of these tours when he encountered a midget ringmaster known as Heinrich Von Heinrich who also happened to be an oracle in the service of the Society of the Rose. Heinrich saw through Charles, yet he also saw goodness in the young man. During their weeks of traveling together, he mentored him in the occult arts and guided him through several spirit journeys beyond the veil. Drawn in by Heinrich's teachings Charles was inducted into the society and has sworn to use his powers to help humanity rather than leech off it.

He continues traveling, however he now prefers to do so alone or in the company of others within the society. As an accomplished performer, he makes a point to keep his show fresh and exciting, never settling on the same act for the same venue, ever. While he appears to have kept to his word, there are some within the society who remain skeptical with regard to his motivations. These individual contend that Charles travels to unravel some complex occult pattern possible connected to evil tied to one of his past lives.



DR. CLIVEN BEECHER OSTROLOW, PH.D



Profession Dr. Ostrolow is a tenured professor at Atlantic University in Virginia Beach, VA, focusing mainly on esoteric studies.

Beyond the Veil When he isn't teaching students about all things "theoretically" esoteric, spiritual, and supernatural, he is touring the world to seek out new knowledge of the strange. He supplements his travel funds by giving lectures of such things he finds.

Possible Associates University of Virginia, and several other colleges interested in occult or supernatural studies.

Making Contact The gregarious Dr. Ostrolow can be contacted through the university. He has a call service and usually returns calls within a few days, unless the caller can impress him with DC 25 Diplomacy check. If successful, he returns the call within a few hours to satiate his curiosity.

Dr. Cliven Beecher Ostrolow, Ph.D CR 6
XP 2,400
LN Middle-aged male human mesmerist 7
Bloodline seraphic, **Bloodline Points** 3; **Abilities** *Angel's sight*, fear no evil*, King Solomon's touch*, ready for hell**
Medium humanoid (human); **Arcana** Death*
Init +3; **Senses** low-light vision, Pierce the Veil, true sight (7 minutes); Perception +11
Threshold 5, **Threshold Pool** 2, **Oddities** 3
1– Right eye shifts wildly in the presence of spirits,
2 – Smells strongly of licorice after dusk,
3 – When riding in vehicles with combustible engines, he sometimes causes them to stall.

DEFENSE

AC 12, **touch** 11, **flat-footed** 10 (+1 armor, -1 Dex, +2 dodge)
hp 58 (7d8+23)
Fort +4, **Ref** +6, **Will** +8 (+12 when emotionally stable); +2 vs. death effects, fear effects.
Defensive Abilities Archon's Will*

OFFENSE

Speed 30 ft.
Melee unarmed strike +7 (1d3+2) or dagger +6 (1d4+1/19-20)
Ranged Uberti Cattleman II +5 (2d6+2)
Special Attacks bold stare (disorientation, timidity), hypnotic stare (-2), manifold tricks, mental potency (+1), mesmerist tricks 7/day (astounding avoidance, compel alacrity, gift of will, psychosomatic surge), painful stare (+3, +2d6), psychic weapon
Spell-Like Abilities (CL 7th; concentration +11)
4/day – *cure light wounds*
1/day – *augury*
Mesmerist Spells Known (CL 7th; concentration +11)
3rd (2/day)– *dispel magic, remove curse*
2nd (4/day) – *detect thoughts* (DC 16), *investigative mind*[ACG], *knock, suggestion* (DC 16)
1st (5/day) – *burst of insight*[OA], *charm person* (DC 15), *detect secret doors, expeditious retreat, vanish*[APG]
0 (at will) – *detect magic*, *detect psychic significance*[OA], *light*, *mage hand, prestidigitation, read magic*

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 16, **Wis** 12, **Cha** 18
Base Atk +5; **CMB** +6; **CMD** 15
Career Academics (Professor); **Career Skill Group** Academic;
Tiers 3 (bonus +3; **modifier** Intelligence +3)
Tier 1 – Decoder*
Tier 2 – Researcher*
Tier 3 – See The Plot*
Lifestyle Comfortable, **Monthly Incomes Gross**, $8,000 , **Net** $2,500
Skills Bluff +17, Computer Use +9, Diplomacy +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (occult) +17, Knowledge (religion) +13, Linguistics +16, Perception +11, Perform (dance) +12, Sense Motive +11
Feats Ability Training* (Int), Bonded Weapon*, Boxing Style*, Improved Initiative*, Improved Unarmed Strike*, Psychic Strike, Reflexive Training*, Skill Focus* (Knowledge (occult)), Toughness*.
Traits dabbler*
Languages Aramaic 1, English 3, Enochian 1, French 1, Latin 1, Sanskrit 1, Spanish 1, Ugothic 2
SQ bonded weapon* (Uberti Cattleman II .45 Colt), career insight 5/day, consummate liar, touch treatment 7/day (moderate)
Combat Gear 1 box of .45 Colt (50 rounds)
Other Gear Uberti Cattleman II (.45 Colt), dagger, heavy jacket, satchel, smart phone w/USB charger, laptop, notebook (3), pencil (2), pen (2 black ink, 2 blue ink, 1 red ink), multipurpose tool, 2004 Ford Taurus wagon, keys (car, house, office), wallet (credit card, debit card, health insurance card, ID, $1,000 cash), passport, university key card.
* This ability's effects have been calculated into Cliven's statistics.

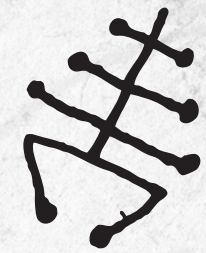
HISTORY

As a young man, Cliven learned reality than the mundane following a near-fatal head injury he suffered when a car hit him while he was riding his bike. Awakening from a weeklong coma, he claimed to have existed in several different worlds at the same time, and was able to discorporate and watch himself from these alternate dimensions. Following the experience, Cliven spent the majority of his life in pursuit of a deeper understanding of alternate realities and dimensions. He equally enjoys sharing his pursuits and frequently funds his expeditions by performing lectures upon the subject, both at public and private educational facilities.

Curiously, upon returning from his post-doctoral studies in Morocco, he contracted several strange phobias concerning modes of travel, specifically flying as well as automobiles. He now refuses to travel by any means other than draft animals, trains, or by ship. Still, despite his phobia, the doctor is quite worldly and will proudly describe setting his foot on every continent.

On a side note, Dr. Ostrolow is quite the accomplished dancer and adores ballroom dancing, specifically Latin dance, which he claims invigorates his spiritual humors. Pressing him reveals he shared this pastime with his now-deceased wife, and he becomes quite favorable to anyone gracious enough to invite him out to go dancing.



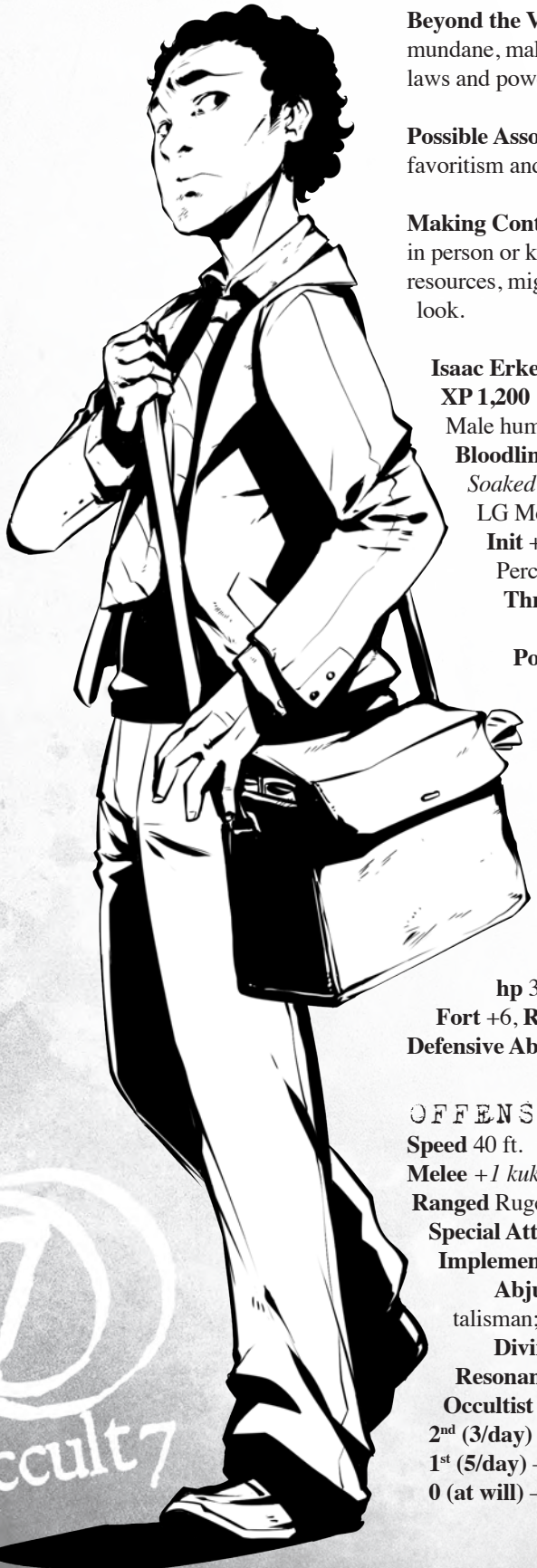


I feel like this is an alchemical symbol of some sort, but I'm not sure. The symboly below reminds me of the rune Isa, but the curving line seems to suggest restriction or a particular kind of focus. Kind of reminds me of a Bunsen burner, too.



ISAAC ERKENS

Profession A skilled lawyer with an eye for the fine details, Isaac has been a contract lawyer for nearly a decade, despite his youthful appearance. Able to navigate the obtuse and sometimes odd-angled laws of the universe, Isaac's contractual expertise is in equal demand on both sides of the veil.



Beyond the Veil Isaac's work beyond the veil isn't much different than his work in the mundane, making exceptions for his exotic clientele and unique contracts - as well as the laws and powers that bind them.

Possible Associates Isaac keeps his professional ties tight and easy to navigate, avoiding favoritism and nepotism with equal glee.

Making Contact Isaac is one of those lawyers everyone has heard of, but few have met in person or know fully how to reach. Some PCs, especially if they can leverage their resources, might be able to locate Isaac in the mundane, provided they know where to look.

Isaac Erkens CR 4
XP 1,200
Male human occultist 5
Bloodline spirit, **Bloodline Points** 3, **Abilities** *Blessing of the Vision Quest, Dream Soaked Strength, Soul of the Swift*
LG Medium **Arcana** King of Cups
Init +1; **Senses** aura sight, darkvision 60 ft., low-light vision, pierce the veil; Perception +17
Threshold 4, **Threshold Pool** 2, **Oddities** 2

Power of the Law – Isaac exudes an aura of law and legality that chaotic creatures find discomforting. Creatures aligned with chaos suffer a -2 penalty to all d20 rolls while within 30 ft. of Isaac. Creatures who succeed on a DC 16 Fort save reduce this penalty to -1.

Who Are You Again? – People constantly mistaken Isaac for one of his assistants, an intern, the guy from the mail room, and any other number of minor figures in and around the office.

DEFENSE

AC 12, **touch** 11, **flat-footed** 11 (+1 armor, +1 Dex)
hp 32 (5d8+6)
Fort +6, **Ref** +3, **Will** +14; +2 vs. illusions
Defensive Abilities determined*, lucid soul*, will of the white lodge*

OFFENSE

Speed 40 ft.
Melee *+1 kukri* +6 (1d4/18-20)
Ranged Ruger LCRx +2 (2d6)
Special Attacks dream-soaked strength, psychic weapon
Implement Schools
Abjuration (great-grandfather's pocket watch, 2 points)—Resonant warding talisman; Focus mind barrier (10 points), planar ward, unraveling
Divination (*Father Simon's Guide to Spirits*, *Tome of "Others,"* 6 points)—**Resonant** third eye*; **Focus** future gaze, sudden insight +2
Occultist Spells Known (CL 5th; concentration +8)
2nd (3/day) – *locate object, resist energy, see invisibility*
1st (5/day) – *comprehend languages, identify, shield*
0 (at will) – *detect psychic significance*[OA], *read magic, resistance*

STATISTICS

Str 8, **Dex** 12, **Con** 12, **Int** 16, **Wis** 16, **Cha** 13
Base Atk +3; **CMB** +4 (+5 disarm with kukri); **CMD** 13
Career Path legal; **Modifier** Intelligence; **Career Skill Group** Political
Tiers 2 (bonus +3)
Tier 1 – Legal Intuition (+3)*
Tier 2 – Determined (+2)*
Lifestyle Established **Monthly Incomes Gross** $6,000 **Net** $2,400
Feats Alertness*, Bonded Weapon*, Cosmopolitan*, Hermetic Eye, Iron Will*, Psychic Strike, Weapon Finesse.
Traits millennial*
Skills Computer Use +8, Diplomacy +7, Knowledge (history) +11, Knowledge (planes) +10, Knowledge (politics) +11, Knolwedge (religion) +10, Knowledge (occult) +11 (+13 to activate/identify magic items), Linguistics +10, Perception +17, Sense Motive +14, Stealth +5 (+9 in crowds); **Racial Modifiers** +2 Perception, +2 Sense Motive.
Languages Ancient Greek 2, Aramaic 2, English 3, Enochian 3, Spanish 2, Ugothic 2
SQ blessing of the vision quest*, bonded weapon* (kukri), career path* (legal), implements* 3, legal intuition 3/day, magic item skill*, mental focus (8), object reading, shift focus.
Combat Gear 25 rounds .38 in 5 speed-loaders.
Other Gear light bulletproof vest (DR 5; 20 rounds), *+1 kukri,* Ruger LCRx .38 SW Special, shoulder bag, smart phone w/USB charger, notebook (3), pencil (2), pen (2 black ink, 2 blue ink, 1 red ink), multipurpose tool, 10 candles, lighter, incense (6 packages; 20 sticks per package), tarot deck, small flashlight, essential oils, small flask, small portable MP3 player, small laptop, apartment keys, great-grandfather's pocket watch, *Father Simon's Guide to Spirits*, *Tome of "Others"*, wallet (credit card, debit card, ID, health insurance card, $200 cash).
*This ability's effects have been calculated into Isaac's statistics.

HISTORY

Isaac still looks and dresses as a student, despite being out of law school for several years, and is often mistaken for an intern when dealing with legal matters at more "prestigious" institutions. He typically wears a striped tie and matching socks, dark trousers, a collared shirt, and a knit jumper underneath a blazer. Isaac is of average height and build, with curly dark hair a little too-long to be considered neat, and a chestnut complexion. He takes his shoulder bag everywhere, as it holds much of what he could need in the event his services are needed at a moment's notice. He also always has his great-grandfather's pocket watch within arm's reach.

His first foray into the supernatural was while he was still in school. One day while at a local coffee shop, he by chance overheard two young men hashing out how one would write a legal document to ensure the trade of arcane secrets for the writing of a novel. The document needed to be binding for one party, while allowing the other party freedom to pursue their own goals. As the two men looked to be students, especially given the great number of law books as well as fables, Isaac assumed they were trying to make a homework assignment more interesting with a hypothetical scenario. He had long been interested in mythology himself, being of Greek descent, and used to do the same with his friends. After asking to join them, he eagerly offered his legal assistance. After a few hours, and several rough drafts later, Isaac's first supernatural contract was completed, though he didn't yet know the world he had unwittingly stepped in.

Unfortunately for Isaac, he was a little too good at that first job, and that chance encounter made the supernatural community aware of his legal expertise. He as since had more "unorthodox" clients than he was, is, and will probably remain to be comfortable with. Today, Isaac does everything from writing contracts for (and against) demons, to finding the best wording for non-backfire curses, to scribbling waivers for mediums who don't want to hear about how its unfair that your grand aunty June had no interest in saying anything nice to you. Though he is fluent in many languages, he uses only English in his contracts, as nearly every entity he has as a client knows it.

His continued exposure to the supernatural has taught him a few tricks, such as the ability to learn about objects just by handling them, and he has some limited spellcasting ability. Also, Isaac's dealings with spirits have changed him.

Isaac is good at what he does, rarely turning away a client, though it's often out of self-preservation rather than obligation. Despite the constant danger, he feels he is doing good by aiding the supernatural community to maintain civil relations.

PHRAXOS, SPIRIT OF THE DOMAIN



In the Mundane – In the mundane world, Phraxos appears in many guises or genders, each for any number of reasons. Phraxos is fond of looking the part, primarily as a 'man of wealth and taste.' Phraxos adopts this persona when it wants to make an impression on those easily swayed by money, fame, or political power. In this guise, Phraxos plays on its age and experience, hitting all of the globalist benchmarks without missing a beat. At other times, Phraxos appears as the wise old woman, taking on the guise of a Voodoo priestess or a polished businesswoman. Phraxos has even taken the appearance of a simple bum to disarm those classists unable to look beyond their bank accounts. Regardless of its mundane mask, Phraxos always appears as a natural creature of its race and type.

In the Invisible – Stepping beyond the Veil, Phraxos is a strange creature indeed. A beast of seeming opposites and contrasting visions, Phraxos is a bit of a chimera. While in its realm, Phraxos adopts a hermaphroditic or even an animal-human hybrid form; it delights in pretending to be Pan, even if these little moments of mischief have long-reaching impacts. In its domain, Phraxos sometimes takes on the form of an aged human male with softer features and feathered, but well-kept silver hair. In this form, Phraxos often wears a dark grey or black guayabera (cigar shirt), loose-fitting slacks, and a pair of weathered but cared-for leather loafers.

PHRAXOS, SPIRIT OF THE DOMAIN

Medium outsider (natural, spirit); **Manifestation** corporeal (**CR** 12/**XP** 19,200)
Init +7; **Senses** darkvision 120 ft., pierce the veil (true sight); Perception +18
Aura Phraxos projects a field of invisible energy that stimulates its allies within 20 feet. Allies inside of Phraxos's aura gain a +2 bonus to Initiative checks and saving throws. Phraxos can, as a move action that does not provoke an attack of opportunity, bestow a bit of his aura to another being. When it does, it extends this benefit to its target for up to a week.

DEFENSE

AC 25, **touch** 20, **flat-footed** 19 (+3 Dex, +4 deflection, +3 dodge, +5 natural)
hp 152 (16d10+64); **fast healing** 5
Fort +9, **Ref** +8, **Will** +15
DR 10/magic; **Resist** cold 10, electricity 10, fire 10; SR 23
Weakness vulnerability to silver



OFFENSE

Speed 30 ft.
Melee +20 *The Aristos* (1d6+4/x3 plus poison)
Space 5 ft.; **Reach** 5 ft. (10 ft. while using the feat lunge).
Legion Spells Known (CL 12th; concentration +17)
6th (3/day) – *guards and wards* (DC 22), *night terrors*[HA] (DC 22)
5th (3/day) – *breath of life, break enchantment, dismissal* (DC 21)
4th (3/day) – *cure critical wounds, dimensional anchor, remove curse*
3rd (6/day) – *cure serious wounds, explosive runes* (DC 19), *slow* (DC 19), *summon spirit III*[B&BM]
2nd (6/day) – *cure moderate wounds, detect thoughts* (DC 18), *sahir's lure*[B&BM] (DC 18), *see invisibility, summon spirit II*[B&BM]
1st (6/day) – *cause fear* (DC 17), *cure light wounds, feather fall, mage armor, summon spirit I*[B&BM]
0 (6/day) – *daze* (DC 16), *detect magic, ghost sound* (DC 16), *haunted fey aspect*[UC] (DC 16), *light, read magic, resistance, touch of fatigue* (DC 16)

A NOTE ON PHRAXOS

Phraxos is provided as an example Goëtic Spirit manifesting in its physical form; similar to the other templates provided in this book, this example is intended to give GMs some variety in how they present these powerful beings. Although legendary heroes could attempt to destroy Phraxos's form, most heroes in a bloodlines game would have a difficult time doing so.

Lastly, Phraxos employs a variety of lesser spirits on all of its properties. Examples of these spirits are provided on pages (240-241).

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 21, **Wis** 20 **Cha** 22
Base Atk +16; **CMB** +18 **CMD** 31
Domain Phraxos maintains five domains in the mundane, each known only to Phraxos and the staff specific to that location. Phraxos maintains several residencies in Europe, two in the Americas, and one deep in Southeast Asia. Phraxos's domain in the Invisible is known simply as The Waiting Room. It only comes with an invitation. Beware the siren's song.
Feats Combat Reflexes, Dodge, Great Fortitude, Improved Dodge, Improved Initiative, Improved Natural Armor, Lunge, Toughness.
Skills Bluff +19, Craft [weapons] +18, Diplomacy +22, Intimidate +19, Knowledge (occult) +24, Knowledge (planes) +24, Knowledge (pop) +22, Knowledge (religion) +24, Linguistics +14, Perception +18, Sense Motive +22, Stealth +16, Street +18, and Survival +18.
Languages Arabic 3, English 3, Greek 3, Mandarin 3, Russian 3, Spanish 3, and Thai 3.
SQ Lord of the Domain, The Law of Three.

SPECIAL ABILITIES

Lord of the Domain (Su) While physically manifested inside of its domain in the mundane, Phraxos may cast the following spells, each once per day, as a spell-like ability: *arcane sight, ghostly disguise*[UM], *nondetection*, and *selective alarm*[UI].

The Law of Three (Su) So long as at least three of its corporeal manifestations remain alive, Phraxos' true form remains impervious to all attacks and effectively immortal. Like all the great Goëtics, each of Phraxos' seven physical manifestations must be destroyed within seven days before the mighty entity's true form can be harmed.

Treasure Phraxos wields *The Aristos*; an ancient Greek shortsword called a xiphos dating from 498 BC; this silver and black blade looks as new as the day it was forged. This *+2 axiomatic shortsword* rarely leaves its sheath, however; Phraxos abhors aggressive and brutal violence but also knows the importance of being able to defend others in need. Phraxos carries this blade with that spirit in mind. Phraxos also wears *Máska Mou* – a minor relic that shields Phraxos against physical and magical attacks.

Lore Like many of the Goëtic Spirits, Phraxos was ancient when the Earth was still young. As a result, a variety of cultures and societies have created a wide array of stories, myths, and legends around the Spirit of the Domain. PCs who succeed on a Knowledge (occult), Knowledge (planes), or Knowledge (religion) skill check, learn variations of the following:

DC 10 – There is a powerful Goëtic Spirit named Phraxos who "commands a legion of spirits." It is a lawful spirit.
DC 15 – Phraxos staffs its mundane domains with powerful witches, skilled occultists, and minor spirits.
DC 20 – Phraxoss' domain in the Invisible is a place called **The Waiting Room**. Only those with invitations may enter.
DC 25 – Phraxos has three closed domains located in remote parts of the mundane world. Each of these domains is staffed and defended by one of Phraxos' many cults.
DC 30 – You get an invitation.

SIMPLE SPIRIT (TYPE I)

N Medium undead (incorporeal); **Manifestation** incorporeal (**CR** ½; **XP** 200)
Init +3; **Senses** darkvision 60 ft., pierce the veil; Perception +5
Aura – This simple spirit has a weak aura that radiates necromantic energies, but only in trace amounts.

TABLE: SPIRIT POWERS

d8	Purpose	Ability
1	…to guard an object	Gain the ability to cast *sleep* as a Legion spell 3/day.
2	…to hide an object	Gain the ability to cast silent image as a Legion spell 3/day.
3	…to recover an object	Gain the ability to cast *locate object* as a Legion spell 3/day.
4	…to destroy an object	Gain the ability to cast *shatter* as a Legion spell 3/day.
5	…to guard a person	Gain the ability to cast *shield other* as a Legion spell 3/day.
6	…to locate a person	Gain the ability to cast *see invisible* as a Legion spell 3/day.
7	…to spy on a person	Gain the ability to cast *vanish*[APG] as a Legion spell 3/day.
8	…to destroy a person	Gain the ability to cast *true strike* as a Legion spell 3/day.
9	…to guard a location	Gain the ability to cast *hold portal* as a Legion spell 3/day.
10	…to solve a mystery	Gain the ability to cast *fox's cunning* as a Legion spell 3/day.
11	…to trigger an event	Gain the ability to cast *mage hand* as a Legion spell 3/day.
12	…to do something else	Varies according to the GM's needs.

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)
hp 10 (1d8+2)
Fort +2, **Ref** +3, **Will** +5
DR 5/salt or silver**; Immune** undead traits
Weakness vulnerability to both silver and salt; these vulnerabilities are negated in the presence (within 30 ft.) of active gunfire (anyone discharging a firearm) for a full minute afterward.

OFFENSE

Speed 30 ft.
Melee +2 slam (1d6+2/x2)
Space 5 ft.; **Reach** 5 ft.
Legion Spells Known (CL 1st; concentration +3)
0 (4/day) – *daze* (DC 12), *ghost sound* (DC 12), *haunted fey aspect* (DC 12)

STATISTICS

Str 14, **Dex** 16, **Con** —, **Int** 10, **Wis** 12, **Cha** 14.
Base Atk +0; **CMB** +2; **CMD** 15
Domain None
Feats Iron Will
Skills Fly +7, Intimidate +6, Knowledge (religion) +4, Perception +5
Languages Ugothic 2

Treasure None

Lore Countless simple spirits – soulless, incorporeal things that feed on necromantic energies – roam the invisible world. These creatures are eager to explore the mundane and readily answer summons, often seeking to slip away before their master properly dismisses them. Additional information about simple spirits is included below:

DC 10 – Simple spirits are a universal, occult truth in every culture and society.
DC 15 – Simple spirits can be driven away with salt or silver.
DC 20 – Simple spirits can imitate ghosts and the fey, but are neither.

AWAKENED SPIRIT (TYPE II)

N Medium undead (incorporeal); **Manifestation** incorporeal (**CR** 1; **XP** 400)
Init +3; **Senses** darkvision 60 ft., pierce the veil; Perception +6
Aura – This awakened spirit has a weak to moderate aura that radiates necromantic energies.

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)
hp 17 (2d8+4)
Fort +2, **Ref** +3, **Will** +6
DR 5/salt or silver; **Immune** undead traits
Weakness vulnerability to both silver and salt; these vulnerabilities are negated in the presence (within 30 ft.) of active gunfire (anyone discharging a firearm) for a full minute afterward.

OFFENSE

Speed 30 ft.
Melee +4 slam (1d6+2/x2)
Space 5 ft.; **Reach** 5 ft.
Legion Spells Known (CL 2nd; concentration +5)
1st (2/day) – *hypnotism* (DC 13),
0 (4/day) – *daze* (DC 12), *ghost sound* (DC 12), *haunted fey aspect* (DC 12)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 12, **Wis** 12, **Cha** 14.
Base Atk +1; **CMB** +4; **CMD** 17
Domain None
Feats Iron Will
Skills Fly +8, Intimidate +7, Knowledge (religion) +6, Perception +6, Stealth +7
Languages Ugothic 3

Treasure None

Lore Having learned to respond to their surroundings, these awakened spirits often adopt and guard areas or items; like all spirits, awakened spirits can be appeased and over time, even nurtured. Additional information about awakened spirits is included below:

DC 10 – Awakened spirits are aware of their surroundings.
DC 15 – Awakened spirits do not possess souls, but do possess limited sentience. These spirits may bargain with PCs, as well as betray them.
DC 20 – Awakened spirits sometimes pretend to be more powerful than they are; skilled occultists can perform specific tests to identify these spirits.

ADVANCED SPIRIT (TYPE III)

N Medium undead (incorporeal); **Manifestation** incorporeal (**CR** 2; **XP** 800)
Init +7; **Senses** darkvision 60 ft., pierce the veil; Perception +7
Aura – This advanced spirit has a moderate aura that radiates necromantic energies.

DEFENSE

AC 15, **touch** 15, **flat-footed** 12 (+2 deflection, +3 Dex)
hp 23 (3d8+6)
Fort +5, **Ref** +4, **Will** +6
DR 5/salt or silver; **Immune** undead traits
Weakness vulnerability to both silver and salt; these vulnerabilities are negated in the presence (within 30 ft.) of active gunfire (anyone discharging a firearm) for a full minute afterward.

OFFENSE

Speed 30 ft.
Melee two slams +5 (1d6+3/x2)
Space 5 ft.; **Reach** 5 ft.
Legion Spells Known (CL 3rd; concentration +6)
1st (2/day) – *cause fear* (DC 13), *thunderstomp*ACG
0 (4/day) – *daze* (DC 12), *ghost sound* (DC 12), *haunted fey aspect* (DC 12)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 12, **Wis** 12, **Cha** 14.
Base Atk +2; **CMB** +5; **CMD** 18
Domain None
Feats Improved Initiative, Iron Will
Skills Fly +9, Intimidate +8, Knowledge (religion) +7, Perception +7, Stealth +8
Languages Ugothic 3
SQ singular purpose

SPECIAL ABILITIES

Singular Purpose (Ex) – Each advanced spirit has an additional ability or set of abilities based on its purpose. When summoning or encountering an advanced spirit, GMs should consult the chart below to determine the additional abilities that the advanced spirit gains:

Treasure None

Lore Advanced spirits are often created when they are summoned, their purpose spoken aloud as they step over from the Invisible into the mundane.

DC 10 – Advanced spirits are summoned or created to pursue a singular task, such as guarding a location or defending a magician.
DC 15 – Advanced spirits do not possess souls, but are otherwise extremely intelligent. These spirits make good use of their talents and abilities to carry out their tasks.
DC 20 – Advanced spirits are chaotic by nature; each advanced spirit may possess one or more magical abilities directly related to its task or purpose.

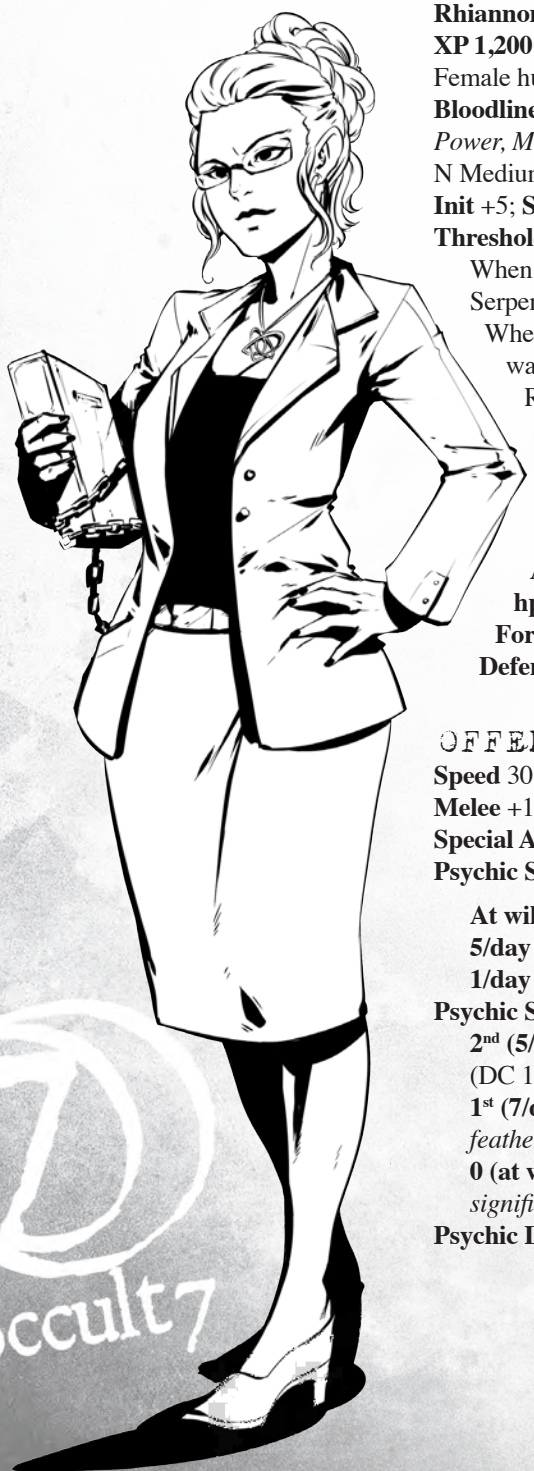
RHIANNON 'MATCHMAKER' DRUAGA

Profession An accomplished international family lawyer, Rhiannon spent most of her teens and twenties securing the best education Europe could provide. A top-rated lawyer, she takes her clients through an agency operating out of Switzerland.

Beyond the Veil Rhiannon is a force few have learned to reckon with, a fact she uses to her advantage when dealing with her social inferiors. Comfortable dealing with spirits, blooded humans, occultists, or even agents of the Archons – Rhiannon has a reputation for excellence that leaves only fools envious.

Possible Associates Rhiannon can be reached through either House Druaga directly in Albania, through her international offices in London, or through her Hong Kong office. Her agency in Switzerland also handles her contacts while she's abroad.

Contacting Rhiannon Anyone seeking to contact Rhiannon is advised to set a meeting up, as she's not fond of surprises - especially surprises from beyond the veil. Unless you have met her or have her contact information, all associated checks to reach her are DC 30 or higher.



Rhiannon Druaga **CR 4**
XP 1,200
Female human psychic 5
Bloodline dragon, **Bloodline Points** 0, **Bloodline Traits** *Dragon's Sight, Great Mantle of Power, Mist Touched*
N Medium; **Arcana** The Empress
Init +5; **Senses** low-light vision, pierce the veil, sense bloodline; Perception +10
Threshold 5, **Threshold Pool** 3, **Oddities** 5

When Rhiannon gets angry, nearby speakers begin to hum gently.
Serpents can understand Rhiannon some of the time.
When Rhiannon activates Pierce the Veil, her eyes turn a milky-white. They remain this way for up to a minute after she ceases using the ability.
Rhiannon knows when folks are about to call or text her.
Unless they speak to her, most people have a hard time recalling information about Rhiannon. No matter her attire, everyone instead remembers her wearing gray.

DEFENSE

AC 12, **touch** 12, **flat-footed** 10 (+2 Dex)
hp 20 (5d6)
Fort +1, **Ref** +3, **Will** +5
Defensive Abilities emotional push 2/day (+3)

OFFENSE

Speed 30 ft.
Melee +1 rapier +6 (1d6+1/18-20)
Special Attacks phrenic amplifications (relentless casting, will of the dead), phrenic pool (5)
Psychic Spell-Like Abilities (CL 5th; concentration +8)

At will – *share memory*[UM] (willing only)
5/day – *vanish*[APG]
1/day – *detect thoughts* (DC 14)

Psychic Spells Known (CL 5th; concentration +8)
2nd (5/day) – *bullet shield*[UC], *enthrall* (DC 15), *mind thrust II*[OA] (DC 15)
1st (7/day) – *charm person* (DC 14), *comprehend languages, feather step*[APG], *mage armor, shield*
0 (at will) – *arcane mark, detect magic, detect psychic significance*[OA], *message, read magic, telekinetic projectile*[OA]
Psychic Discipline rapport

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 16, **Wis** 12, **Cha** 16
Base Atk +2; **CMB** +1; **CMD** 13
Career Academics (Professor); **Career Skill Group** Academic; **Tiers 3** (bonus +3; modifier Intelligence +3)
Tier 1 – Decoder*
Tier 2 – Researcher*
Tier 3 – See The Plot*
Lifestyle Comfortable, **Monthly Incomes Gross**, $8,000 , **Net** $2,500 **Feats** Alertness*, Bonded Weapon*, Cosmopolitan*, Lookout[APG], Psychic Strike, Skill Focus* (Diplomacy), Weapon Finesse*
Traits Reactionary.
Skills Appraise +10, Bluff +10, Diplomacy +17, Knowledge (bloodlines) +8, Linguistics +11, Perception +10, Perform (oratory) +10, Sense Motive +11; **Racial Modifiers** +2 Bluff, +2 Diplomacy.
Languages Albanian 2, Cantonese 2, English 2, Enochian 2, Greek 2, Ugothic 3
SQ active listening, bonded weapon (rapier), detect thoughts, dragon's sight*, emotional bond, great mantle of power, mist touched*, team player.
Combat Gear *wand of false life* (15 charges).
Other Gear *+1 rapier*, *Libro Annulorum*, tailored suit, yoga gear, purse (smart phone, credit card, debit card, ID, passport, $2,000 cash)
* This ability's effects have been calculated into Rhiannon's statistics.

HISTORY

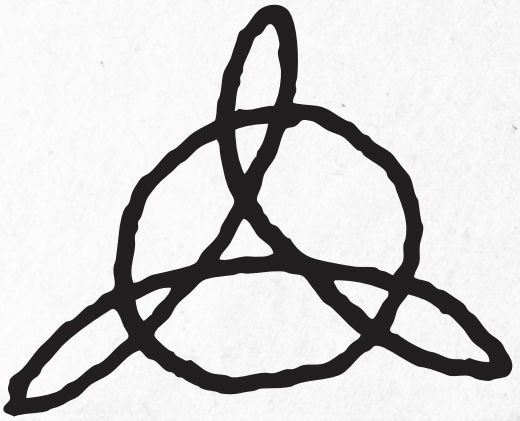
Originally from Albania, Rhiannon Druaga has since married into House Liang – although she and her wife both agreed she should maintain her name. An expert in international law, Rhiannon has acquired a reputation and several names in the Secret World that match it, including the Lady of Details and the Weaver. In her professional life, Rhiannon is an international lawyer specializing in family law (marriage, divorce, inheritance, etc.)

Rhiannon constantly seeks to strengthen her lineage and her line, often by arranging meetings of fate for those willing to share their intimacies with The Matchmaker. She delights in arranging relationships for her lesser, but still beautiful members of her family to powerful Western families, political interests, and in a rare few cases, other lineages.

While most would think she thrives on it, Rhiannon doesn't care must for politics; she uses what she learns to improve her arrangements, arrangements that are handed down to her form higher up the family hierarchy. Even when she's given exceptionally difficult "prospects" to work with, she prides herself on one simple fact – she's the professional no one else can be. She's so confident in her abilities she always guarantees the best matches possible, given the preferences of those involved. After all, not everyone wants children, and as one might imagine this makes her an excellent negotiator and a practiced conversationalist, when it suits her.

Rhiannon isn't all sweetness and charm, as she guarantees her matches, no matter what. And when they don't, she sees to the cleaning up of her messes. What doesn't work and what becomes a problem doesn't remain so for long. More than a few of her familial foes have had a nasty accident on the way home, slipped in the shower, or had a horrible fall.

Like her mother before her, Rhiannon is one of many in a long line of "weavers"– those dedicated to expanding the family. She carries the *Libro Annulorum*, a tome of enchantments said to sing back to the ancient Greece. True or not, the book is always with her.



ROMAN DRUAGA

Profession An accomplished musician and performer, Roman finds running a tavern more to his liking than his original calling, which keeps him happily in the city of Sheboygan, Wisconsin, where he runs the Limelight – a blues- and jazz-inspired, bar-restaurant fusion.

Beyond the Veil No one knows precisely what he does on Wednesday nights, but most folks assume Roman is doing more than just playing D&D with his buddies. In truth, Roman maintains a haven for a local spirit, an elemental with both sentience and awareness. Although it disappears now and again, the elemental has become more frequent as late. When it appears to others, it looks like a column of angry smoke fused with shadow and light.

Possible Associates Roman is well connected and knows nearly everyone in the city of Sheboygan, from the mayor down to individual members of the city's various committees. As a musician and tavern owner, he's also well known in the blue collar and artistic communities, which he fondly supports.

Contacting Ol' Rome Contacting Roman is hit or miss. If you absolutely want to put eyes on the man on any given weekend, head over to the Limelight, where the heart of southern-style food, craft beer, and jazz and blues command with an almost magical presence.

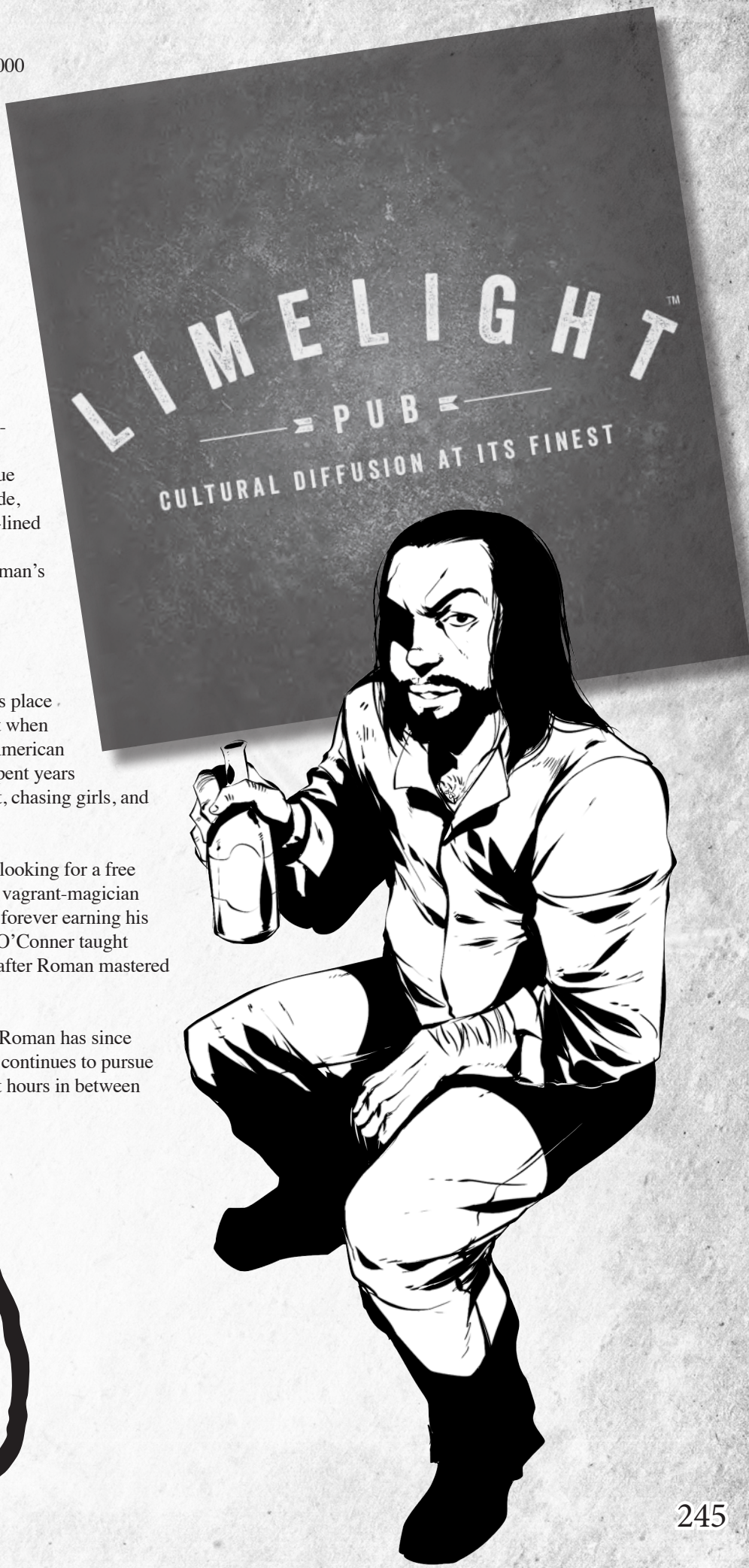
Roman Druaga CR 3
XP 800
Male human psychic 4
Bloodline shadow, **Bloodline Points** 3, **Bloodline Traits** *Black Moon's Vision, Dark Lore*
N Medium; **Arcana** The Emperor
Init +2; **Senses** darkvision, Pierce the Veil, Perception +1
Threshold 3, **Threshold Pool** 4, **Oddities** 2
1. At night, Roman exudes the faint scent of burnt iron.
2. In the presense of spirits his iris shift to a luminescent amber color.

DEFENSE
AC 14, **touch** 13, **flat-footed** 11 (+3 Dex, +1 armor)
hp 18 (4d6)
Fort +0, **Ref** +3, **Will** +5
Defensive Abilities drug resistance

OFFENSE
Speed 30 ft.
Melee cold-iron dagger +2 (1d4 p/s 19-20x2)
Ranged Taurus 738 +5 (2d6 p/b/20x2; cap 7, range 20ft., misfire 1, concealable);
cold-iron dagger +5 (1d4 p/s 19-20 x2, range 10 ft)
Special Attacks phrenic amplifications (mindtouch[OA], overpowering mind[OA]), phrenic pool (5 points)
Psychic Spell-Like Abilities (CL 4th; concentration +6)
1/day—*detect thoughts* (DC 12)
Psychic Spells Known (CL 4th; concentration +6)
2nd (4/day)—*anonymous interaction*[ACG] (DC 15), *mad hallucination*[UM] (DC 15)
1st (7/day)—*alarm, charm person* (DC 14), *egorian diplomacy* (DC 14), *polypurpose panacea*[UM]
0 (at will)—*detect poison, flare* (DC 13), *message, prestidigitation, read magic, telekinetic projectile*[OA]
Psychic Discipline psychedelia

STATISTICS
Str 10, **Dex** 16, **Con** 9, **Int** 17, **Wis** 12, **Cha** 13
Base Atk +2; **CMB** +2; **CMD** 14 (can't be tripped)
Career Artistic, Business Owner; **Career Skill Group** Cultural, Practical;
Tier 3 (**bonus** +3; **modifier** Intelligence +3)
Tier 1 — Raw Talent (+3)*
Tier 2 — Performer's Inspiration (+3)*
Tier 3 — Rumormill*

Lifestyle Established **Monthly Incomes Gross** $6,000 **Net** $2,400
Skills Bluff +7, Diplomacy +9, Knowledge (occult)+12, Knowledge (planes) +11, Perform (harmonica)+8, Sense Motive +8, Sense Motive +7, Street +7
Feats Bonded Weapon (cold-iron dagger), Expanded Phrenic Pool[OA], Pierce the Veil, Psychic Strike.
Languages English 3, Enochian 2
SQ cognatogen (+4 mental, -2 physical, 4 minutes)
Combat Gear Taurus 738 TCP (4 mags), cold-iron dagger
Other Gear a recycled shoulder bag (made from automobile leather and seatbelts), a smart phone, a USB charger and associated cables, a flask of micro-distillery bourbon, a small mirror, a laser pointer, a journal and pen, beard oil, and copy of the latest issue of *Wired*, a black harmonica case with a custom made, silver-plated harmonica, a wire tap detector, Kevlar-lined bullet proof jacket.
* This ability's effects have been calculated into Roman's statistics.



HISTORY

A southern boy at heart, Roman struggled with his place in the South throughout his teens, only yielding to it when it came time to attend university. A man of classic American ideals, Roman sought out a classic education then spent years on the road after college, playing music, creating art, chasing girls, and embracing life for all its worth.

Ambushed in his 20s by a dangerous urban spirit looking for a free ride, Roman woke to his new reality when a nearby vagrant-magician named O'Conner jumped to the young singer's aid, forever earning his gratitude and loyalty. The two became fast friends; O'Conner taught Roman everything he could, eventually moving on after Roman mastered his new skills.

An older, established member of the community, Roman has since set down roots in Sheboygan, Wisconsin. Today, he continues to pursue his odd and eccentric interests, but often in the quiet hours in between bar close and late morning coffee.

Abraxas, Abraxas, Abraxas,
A pillar painted with night,
O Spirit of Knowledge,
The sender of Mindful Delights.

Abraxas, Abraxas, Abraxas,
A sky without light,
O Spirit of Memory,
The Keeper of Unholy Fires.

Abraxas, Abraxas, Abraxas,
Called without fright,
O Spirit of Lordship,
A Pattern Woven, Fires Unite.



RUSSELL BENNETT

Profession A Desert Storm veteran and former military contractor, Russell now trains the police in urban warfare and anti-terror tactics. He works for a Federal-subsidized, private agency known as the Institute of Urban Tactical Training. A council of ex-military intelligence and tactical specialists manages IUTT. Although the head office is in Chicago, as a field agent, Russell spends the majority of the time traveling around the country.

Beyond the Veil Russell is a veteran hunter who specializes in taking down bestial foes (skin-walkers, werewolves, and yetis), Russell's "travel" almost always coincides with strange animal spottings.

Possible Associates Outside of his day job,

Making Contact Russell can be readily contacted through his agency, provided the phone call seems legit– his answer service analyzes and screens all calls. Anyone seeking Russell's services as a monster hunter should be extremely discreet, as his highly effective, decade-long track record has made him many powerful supernatural enemies.

Russell Bennett CR6
XP 2,400
Male human slayer 7
Bloodline seraphic, **Bloodline Points** 4, **Abilities** *Angel's Sight, Fear No Evil, Herald's Heart, Harbringer's Shield*
LG Medium **Arcana** Justice
Init +7; **Senses** Low-light vision, Pierce the Veil, Perception +3
Threshold 1, **Threshold Pool** 0, **Oddities** 1
1. If Russell accidently catches the eye (DC 15 Reflex avoids) of a stranger, they infrequently feel the compulsion to offer him a confession (DC 15 Will avoids).

DEFENSE
AC 15, **touch** 11, **flat-footed** 14 (+1 Dex, +4 armor)
hp 55 (7d10+14)
Fort +6, **Ref** +8, **Will** +3; +2 vs fear
DR 5/evil; cold resistance 5 and electricity resistance 5

OFFENSE
Speed 30 ft.
Melee longsword +13/+8 (1d8+6/x20)
Ranged Nexter FAMAS-G2 (5.56) +11/+6 (2d8 /20 x2); range 100ft., misfire 1-3; capacity 20/30); safe, semi, auto).
M203 Grenade Launcher +11/+6 (2d6 /20 x2; Range 50 ft, misfire 1, capacity 1. B/S)
Special Attacks death attack, sneak attack +2d6, studied target +2 (2nd, swift action)

STATISTICS
Str 18, **Dex** 16, **Con** 13, **Int** 12, **Wis** 14, **Cha** 13
Base Atk +8; **CMB** +10; **CMD** 23
Career Military (mercenary); **Career Skill Group** Physical;
Tiers 3 (bonus +3; **modifier** Strength +4).
Tier 1 – Intuitive (+3)*
Tier 2 – Brute (+3)*
Tier 3 – Arms Specialist*
Lifestyle Comfortable **Monthly Incomes Gross** $15,000 **Net** $9,500
Skills Acrobatics +7, Climb +7, Drive +6, Knowledge (military) +8, Knowledge (tactics) +9, Perception (+5 +2 Wis +Rank), Sense Motive +10, Stealth +7, Survival +10, Swim +5
Feats Advanced Armor Training, Advanced Combat Training[B&BM], Advanced Firearms

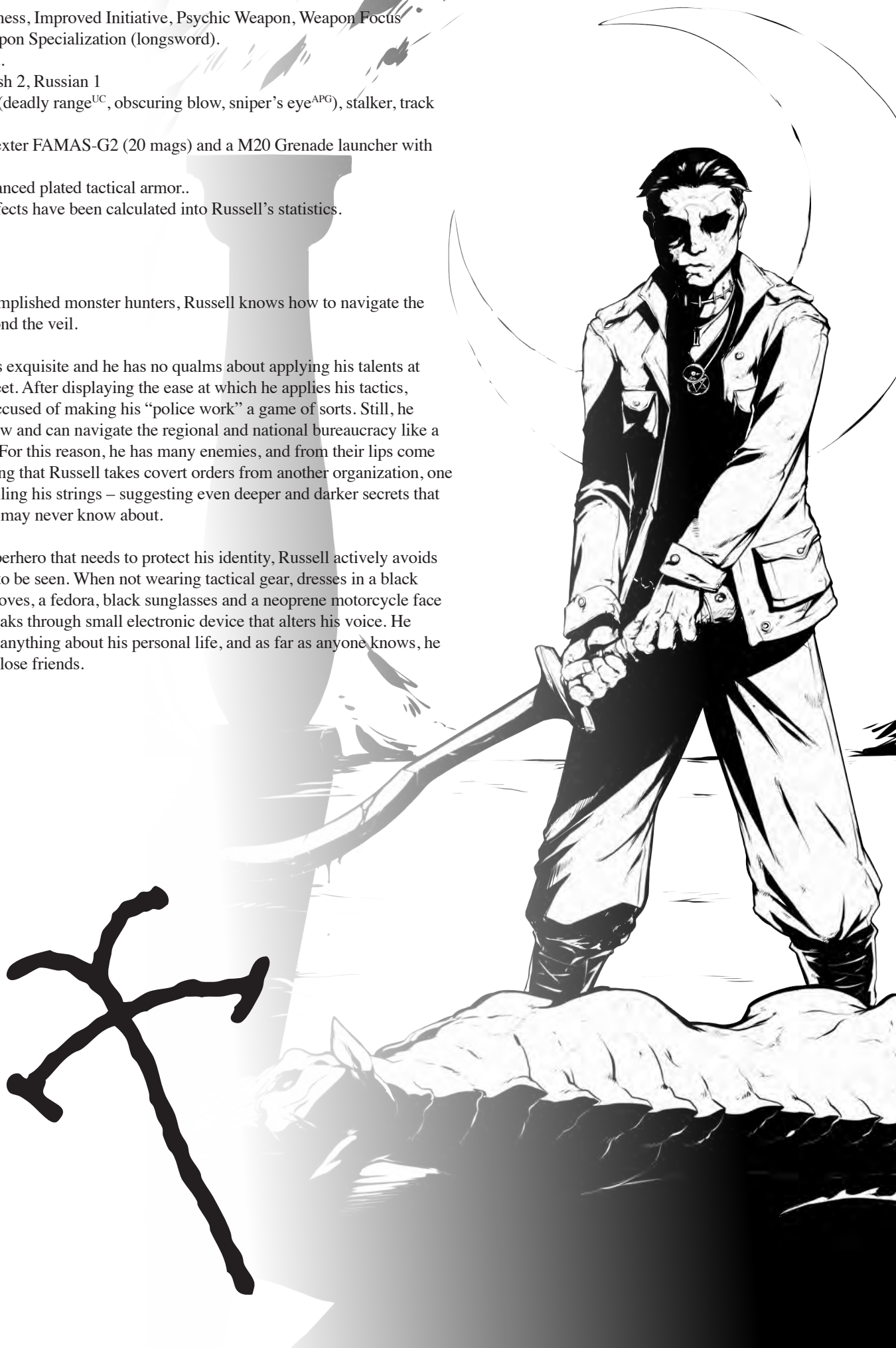
Proficiency, Alertness, Improved Initiative, Psychic Weapon, Weapon Focus (longsword), Weapon Specialization (longsword).
Traits Bodyguard.
Languages English 2, Russian 1
SQ slayer talents (deadly range[UC], obscuring blow, sniper's eye[APG]), stalker, track +3
Combat Gear Nexter FAMAS-G2 (20 mags) and a M20 Grenade launcher with 10 grenades.
Other Gear Advanced plated tactical armor..
* This ability's effects have been calculated into Russell's statistics.

HISTORY

Like most accomplished monster hunters, Russell knows how to navigate the environment beyond the veil.

His skill level is exquisite and he has no qualms about applying his talents at work or in the street. After displaying the ease at which he applies his tactics, he is frequently accused of making his "police work" a game of sorts. Still, he understands the law and can navigate the regional and national bureaucracy like a real professional. For this reason, he has many enemies, and from their lips come whispers suggesting that Russell takes covert orders from another organization, one that's possibly pulling his strings – suggesting even deeper and darker secrets that the waking world may never know about.

Much like a superhero that needs to protect his identity, Russell actively avoids allowing himself to be seen. When not wearing tactical gear, dresses in a black suit and leather gloves, a fedora, black sunglasses and a neoprene motorcycle face mask. He also speaks through small electronic device that alters his voice. He refuses to discuss anything about his personal life, and as far as anyone knows, he has no family or close friends.



RENIER SIGMOUND



Profession Renier Sigmound is a wealthy pharmaceutical rep with a penchant for traveling and celebrating life all over the world. Although he keeps a swank apartment in downtown Boston, Renier's true home is the road, which he plans to make his permanent home once he finally retires from pharmaceutical sales.

Beyond the Veil Beyond the Veil, Renier's life is a lot more complex. In the kingdoms beyond the pale, he works as an escort – ferrying invisible spirits in mortal bodies. Using his ties to healthcare, Renier makes frequent trips to Southeast Asia, fully engaging the medical tourism business as part of his regular trips around the world. What he doesn't tell his clients is this – while they're unconscious and in recovery, spirits from the realms beyond are using their bodies to catch a lift or, for their brand of 'tourism.'

Possible Associates Although he has never confirmed the claims, members of both the Order of St. Cyprian and the Society of the All-Seeing Eye have claimed to associate with Renier, although both for different reasons.

Making Contact Although they loathe doing it, most spiritualists worth their salt can put in a call for Renier – working either through personal contacts or invisible hands. Once the call has been put out, Renier often appears within 1d6 days, almost as if by magic.

Renier Sigmound CR 6
XP 2,400
Male human spiritualist 7
Bloodline infernal, **Bloodline Points** 0, **Abilities** *Devil's charm*, Devil's Tongue*, Lightbringer*, Skin of the Abyss, True Night's Embrace***
NE Medium humanoid (human); **Arcana** Queen of Cups
Init +1; **Senses** darkvision 60 ft, Perception +13
Threshold 2, **Threshold Pool** 0, **Oddities** 1
1. Reinar doesn't appear to age. Although he's 65, he seems to be in his late 30s.

DEFENSE
AC 13, **touch** 12, **flat-footed** 11 (+1 armor, +1 Dex, +1 dodge)
hp 56 (7d8+24)
Fort +8, **Ref** +5, **Will** +8; +2 vs. blinded, dazzled
DR 5/cold iron

OFFENSE
Speed 30 ft.
Melee *+1 kukri* +7 (1d4+2/18-20)
Ranged Beretta 9mm +6 (2d6)
Spell-Like Abilities (CL 7th; concentration +10)
At will – *detect undead, light*
Spiritualist Spells Known (CL 7th; concentration +10)
3rd (2/day) – *fly, summon monster III*
2nd (5/day) – *blur, calm spirit*OA (DC 15), *invisibility, see invisibility*
1st (6/day) – *cure light wounds, expeditious retreat, mage armor, shield, telepathic projection*OA (DC 14)
0 (at will) – *detect magic, detect psychic significance*OA, *mage hand, message, open/close, read magic*

STATISTICS
Str 12, **Dex** 12, **Con** 16, **Int** 16, **Wis** 16, **Cha** 8
Base Atk +5; **CMB** +6; **CMD** 18
Career Military (mercenary); **Modifier** Strength; **Career Skill Group** Physical.
Tier 3 (bonus +3; **modifier** Strength +1)
Tier 1 – Intuitive (+3)*

Tier 2 – Brute (+3)*
Tier 3 – Arms Specialist*
Lifestyle Comfortable **Monthly Incomes Gross** $15,000 **Net** $9,500
Feats Ability Training* (Int), Bloodline Training*, Dosh Expert, Dosh Handler, Hermetic Eye, Reflexive Training*
Traits son of a gun*
Skills Bluff +11 (+12 vs. Goëtic Spirits), Computer Use +10, Craft (chemical) +13, Heal +9, Intimidate -1 (+1 vs. good creatures), Knowledge (nature) +13, Knowledge (occult) +13, Linguistics +17, Perception +13, Sense Motive +13; **Racial Modifiers** +2 Bluff, +2 Intimidate vs. good creatures, +4 Linguistics
Languages English 3, Enochian 3, Latin 3, Middle Egyptian 3, Sanskrit 3, Ugothic 3
SQ analytical 3/day (+3), bonded manifestation (10 rounds/day, incorporeal form), bonded senses (7 rounds/day), conference, devil's charm*, devil's tongue*, etheric tether, know-it-all, lightbringer*, phantom (Thomas Glendenning Hamilton, dedication), phantom recall (1/day), servant of the master (fiendish cat), shared consciousness, skin of the abyss, spiritual interference, true night's embrace*.
Combat Gear 9mm rounds (two 11 round magazines)
Other Gear heavy jacket, +1 kukri, Beretta 9mm, chemical kit, pharmacist's kit, smart phone, laptop, keys, briefcase, wallet (credit card, debit card, ID, $1,000 cash), passport.
*The effects of this ability have already been calculated into Renier's statistics.

Renier Sigmound is the youngest-looking 65-year-old you'll likely ever meet, without them being a vampire. He is a slender, tall, handsome man who works for Phizerr, Inc., a large pharmaceutical company headquartered on the East Coast of the US, where he provides his services to a wide range of clientele. During his earlier years, he investigated the occult, meeting with various mediums, spirituals, and occultists. It wasn't until he meets with a former student of Thomas Glendenning Hamilton that he made his first contact with an actual spirit, Thomas Hamilton himself.

Over the years, Renier and Thomas (or TGH as he prefers to be called) have worked together to provide Renier with perpetual mental and physical youth. In return, Renier provides TGH with greatly enhanced access to the mortal world. Also, Renier spends a good amount of time consorting with less-than-righteous entities, with them granting him additional boons, for a price. He is okay, as the price is usually pain inflicted on others.

Due to his nature, Renier can be seen in many places, from nightclubs to the seediest of places in the city. He has clients all over the map to which he sells his company's medications illegally, allowing him many friends in both low and high places. He has been good about keeping his secret, not to say that anyone hasn't found out, but we don't see those friends anymore. After all, saving faces is the name of the game in this business.

TGH CR —
NE Medium outsider (phantom)
Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE
AC 22, **touch** 14, **flat-footed** 20 (+2 deflection, +3 Dex, +8 natural) in its physical form
or **AC** 25, **touch** 25, **flat-footed** 20 (+10 deflection, +3 Dex, +2 dodge) in incorporeal form
hp 51 (6d10+18)
Fort +6, **Ref** +10, **Will** +9; +4 vs. enchantments
Defensive Abilities defending aura, devotion; **DR** 5/magic (ectoplasmic form)

OFFENSE
Speed 30 ft.; phase lurch (ectoplasmic form)
Melee 2 slams +7 (1d8+1)
Special Attacks dutiful strike, magic attacks

STATISTICS
Str 12, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 15
Base Atk +6; **CMB** +7 (ectoplasmic), +6 (incorporeal); **CMD** 21 (ectoplasmic), 20 (incorporeal)
Feats Bodyguard[APG], Combat Reflexes, Iron Will[BL&BM], Toughness
Skills Diplomacy +11, Perception +9, Sense Motive +9, Stealth +12
SQ deliver touch spells, link, share spells

TITO KARAYOKE

Profession With outlets in only two locations, Kauai (his home in the Pacific) and Las Vegas, Tito Karayoke has turned his long love of the weird and the mysterious into fashionable part of Hawaii's tourist trade. The owner of The Thousand Spirits of Kāne, Tito is an accomplished bartender, a seasoned storyteller, and an expert listener. An easy-going businessman, Tito carries himself with a sense of ease and comfort that is easily one part 1980s comedian, one part bouncer, and one part bourbon-stained nicotine.

Beyond the Veil Perhaps a weird twist of fate, Tito does little work beyond the veil beyond making sure other eyes can't pry. A natural sink for the psychics, Tito's mere presence is enough to unnerve most spirits and occultists alike, since he can easily turn off their 'powers' simply be closing the gap – only a select few, incredibly powerful individuals or spirits can operate around Tito.

Possible Associates Tito Karayoke has contacts with several location companies in both Las Vegas and around Hawaii, which he works with to film 'local attractions' for use as special effects material for bigger-budget films. An older practice that has been replaced largely by CGI, Karayoke still sells these clips (at a respectable profit) to a selection of discerning customers.

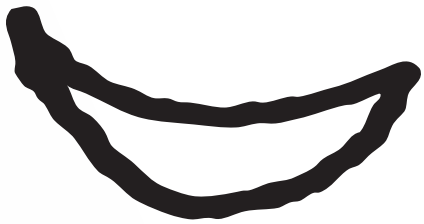
Making Contact If you can get yourself to Hawaii, you can find Tito.

Tito Karayoke CR 4
XP 1,600
Male human expert 2/mesmerist 4
Bloodline spirit, **Bloodline Points** 2, **Abilities** *Dawn's Vision, Dream Soaked Strength, Will of the White Lodge*.
LG Medium humanoid (human); **Arcana** The World
Init +1; **Senses** low-light vision, pierce the veil; Perception +9
Threshold 3, **Threshold Pool** 3 **Oddities** 3

1. Tito's aura is strangely erratic; anyone attempting to cast arcane, divine, or psychic spells within 20 ft. of Tito must succeed on a DC 16 Concentration check or risk losing their spell.
2. Tito loves cats and has an unexplainable need to pet them. Cats, sadly, cannot stand Tito. They must be magically compelled before they will approach him.
3. No matter what, Tito always smells a little like lemons. Do cats hate lemons?

DEFENSE

AC 10, **touch** 9, **flat-footed** 10 (+1 armor, -1 Dex)
hp 44 (6d8+13)
Fort +2, **Ref** +3, **Will** +9



OFFENSE

Speed 30 ft.
Melee +5 boot knife (1d3+1/x20)
Ranged +3 Glock 43 9mm (2d6+1/x20)
Mesmerist Spells Known (CL 4th; concentration +6)
2nd (1/day) – *cat's grace, cognitive block*[OA] (DC 14), *knock*.
1st (3/day) – *cause fear* (DC 13), *charm person* (DC 13), *deja vu*[OA], *hypnotism* (DC 13), and *obscure object*[OA](DC 13).
0 (at will) – *daze* (DC 12), *detect magic, detect psychic significance*[OA], *ghost sound* (DC 12), *prestidigitation*, *touch of fatigue* (DC 12).

STATISTICS

Str 12, **Dex** 9, **Con** 13, **Int** 14, **Wis** 10, **Cha** 14
Base Atk +4; **CMB** +5 **CMD** 14
Career Business Owner **Career Skill Group** Practical **Tier** 1 (bonus +1; **modifier** Intelligence +2)
Tier 1 – I Got This!
Lifestyle Established **Monthly Incomes Gross** $6,500 **Net** $3,100
Feats Skill Focus (Knowledge [occult]), Toughness, Weapon Finesse
Traits Reactionary.**Skills** Bluff +12, Diplomacy +11, Drive +3, Intimidate +11, Knowledge (local) +11, Knowledge (occult) +14, Knowledge (religion) +7, Perception +9, Sense Motive +9, Street +4, Stealth +8
Languages English 2, Tagalog 2
SQ aura of silence, consumate liar (+2)
Gear reinforced leather jacket (+1 AC), Glock 43 (9mm) with two, 6-round magazines, smartphone, car keys, wallet, $500 in cash.

SPECIAL ABILITIES

Aura of Silence (Su) – As described above, Tito naturally projects an aura that disrupts arcane, divine, or psychic spells within 20 ft. Anyone attempting to cast a spell around Tito must succeed on a DC 16 Concentration check or risk losing that spell. Tito can deactivate his aura, but doing so is a full-round action that provokes an attack of opportunity. Conversely, Tito can focus on his aura, increasing the DC to 20 if he does nothing else.

HISTORY

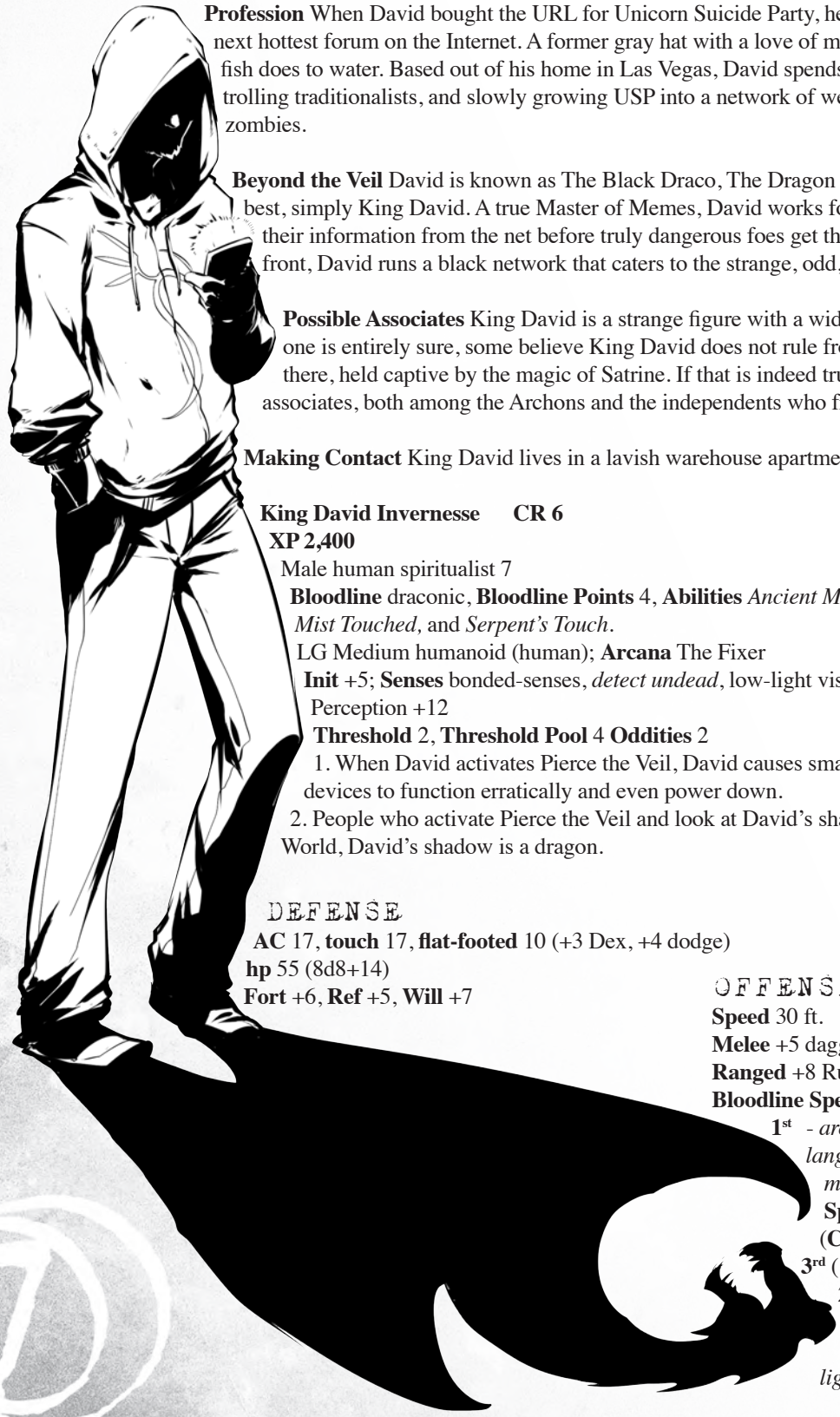
Tito's story is strange and charmed, but for reasons even Tito doesn't fully understand. As a young boy, Tito nearly died from the flu and most of his doctors declared he'd not make a full recovery; everyone expected some lasting damage. Tito surprised everyone by not only surviving his flu, he made a full and complete recovery. The doctors and nurses in Manilla whispered it was a miracle. Tito agreed.

Tito never told anyone of his fever-fueled dreams, of the Grey Kingdom that spanned the endless, smoky planes of Apep's Shadow, nor did he tell them of his Shining Savior, the Lady of Burning Light. Lifting him from his loss and confusion, the Shining Savior nursed Tito back to psychic health, shepherding his spirit while his body regenerated. When he was healed, the Lady of Burning Light promised to return. Forever changed, Tito launched himself into the occult, reading everything he could in hopes of better understanding this figure, the world he had discovered, and more. Growing up in an extremely religious community, Tito had to be careful to hide his interests, making frequent trips into the city for a degree of anonymity.

When he was old enough, Tito took a job in Hawaii that was clearly too good to be true. Working as a caretaker for a wealthy American, Tito has only a single job – keep the man's home safe. After holding the position for three years without incident, Tito's employer invited him to a second interview for his current position. Curious and wondering what sort of situation was developing, Tito played the part to a tee, bumbling his way through the interview with humor and frankness – if he wasn't needed, he would be on his way. Tito's employer laughed and pushed an envelop across the table to Tito. He opened it. Inside, it explained that Tito now owned this home and all of its connected assets; there was only one requirement – he was to be ready when the Lady of Burning Light returned.



TITO KARAYOKE.



Profession When David bought the URL for Unicorn Suicide Party, he had no idea it was going to become the next hottest forum on the Internet. A former gray hat with a love of memes, David took to running USP. like a fish does to water. Based out of his home in Las Vegas, David spends most of his days idly surfing the web, trolling traditionalists, and slowly growing USP into a network of weird allies, anonymous friends, and secret zombies.

Beyond the Veil David is known as The Black Draco, The Dragon of Vegas, and to those who know him best, simply King David. A true Master of Memes, David works for several powerful bloodlines, scrubbing their information from the net before truly dangerous foes get their hands on it. Using his website as a front, David runs a black network that caters to the strange, odd, and asymmetrical souls.

Possible Associates King David is a strange figure with a wide array of associates. Although no one is entirely sure, some believe King David does not rule from Las Vegas, but is rather a prisoner there, held captive by the magic of Satrine. If that is indeed true, then he could have any number of associates, both among the Archons and the independents who frequent Satrine's Sacred Peace.

Making Contact King David lives in a lavish warehouse apartment in Las Vegas.

King David Invernesse CR 6
XP 2,400
Male human spiritualist 7
Bloodline draconic, **Bloodline Points** 4, **Abilities** *Ancient Magic, Dragon's Sight, Mist Touched,* and *Serpent's Touch*.
LG Medium humanoid (human); **Arcana** The Fixer
Init +5; **Senses** bonded-senses, *detect undead*, low-light vision, pierce the veil (*true sight* capstone); Perception +12
Threshold 2, **Threshold Pool** 4 **Oddities** 2
1. When David activates Pierce the Veil, David causes smartphones, laptops, and similar devices to function erratically and even power down.
2. People who activate Pierce the Veil and look at David's shadow see its true form; in the Invisible World, David's shadow is a dragon.

DEFENSE
AC 17, **touch** 17, **flat-footed** 10 (+3 Dex, +4 dodge)
hp 55 (8d8+14)
Fort +6, **Ref** +5, **Will** +7

OFFENSE
Speed 30 ft.
Melee +5 dagger (1d4/x20)
Ranged +8 Ruger EC9s 9mm (2d6)
Bloodline Spells Known (**CL** 7th; concentration +9)
1st - *arcane mark* (1/day), *comprehend languages* (1/day), *message* (1/day), *read magic* (1/day), and *vanish* (6/day)
Spiritualist Spells Known (**CL** 7th; concentration +9)
3rd (1/day) – *bestow curse* (DC 16), *haste*
2nd (4/day) – *calm spirits, false life, ghost whip, inflict pain*OA (DC 15)
1st (5/day) – *cause fear* (DC 14), *cure light wounds, feather fall, mage armor*

STATISTICS
Str 10, **Dex** 16, **Con** 12, **Int** 14, **Wis** 15 **Cha** 11
Base Atk +5; **CMB** +6 **CMD** 22

Career Path Information Technology **Career Skill Group** Academic
Tier 3 (bonus +3; **modifier** Intelligence +2)
Tier 1 – Data Researcher
Tier 2 – Deep Web
Tier 3 – Shadow Web
Lifestyle Comfortable **Monthly Incomes Gross** $10,000; **Net** $4,500
*The effects of this ability have already been calculated into David's statistics.
Feats Dodge, Fighting Style (Aikido, Judo), Improved Dodge, Pierce the Veil, Skill Focus (Computer Use), Toughness.
Traits reactionary
Skills Acrobatics +9, Bluff +4, Computer Use +15, Drive +13, Knowledge (occult) +10, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +6, and Street +8.
Languages English 2, Python 2
SQ bonded manifestation, etheric tether, phantom, phantom recall 1/day, and shared consciousness.
Gear Ruger EC9s 9mm, a cold iron boot knife in a silvered sheath, smartphone, Neveda state drivers license, 300 dosh, and a platinum black credit card.

HISTORY

David's story is a funny one, or so he suggests. Of course, he talks so little about it, most people just assume it's either completely fantastic or as mundane as one could hope for; truly, it's neither. David established an interest in computers early in life, studying them in every capacity he could until he graduated. David traveled and worked a number of entry-level jobs for throughout his twenties, moving overseas shortly before turning thirty. Having accepted a lucrative network engineering position in northern Europe, David moved to Oslo.

Several years in the cold, dark north changed David. When he returned, he was sullen for weeks. He didn't speak. As his belongings slowly returned, so did his spirit. David slowly came around, warming to both friends and family. But everyone knew something or someone had changed David. He was simply not the same man who had left.

David's story in the Invisible is his to tell, and he's a quiet man when it comes to his personal affairs. A master behind the keyboard, David has few places he can't get into, when he puts his mind to it, making him a commodity most of the world doesn't know it needs; those who do keep David on retainer. Although he's quiet about his new profession, his regular gig at Unicorn Suicide Party keeps him more than busy.



ASPARRA CR

CN Medium outsider (phantom)
Init +3; **Senses** darkvision 60 ft.; Perception +4
Aura defending aura (10 ft.)

DEFENSE

AC 21, **touch** 13, **flat-footed** 18 (+3 Dex, +8 natural)
hp 52 (6d10+12)
Fort +3, **Ref** +10, **Will** +7
(+4 morale bonus vs. enchantment spells and effects).
DR 5/magic or slashing

OFFENSE

Speed 30 ft.
Melee 2 slams +7 (1d8+1)

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 7, **Wis** 10
Cha 15
Base Atk +6; **CMB** +7; **CMD** 20
Feats Iron Will, Lightning Reflexes, Step Up, Toughness
Skills *Acrobatics +7, Diplomacy +11, Fly +7, Intimidate +6, Perception +4, Sense Motive +9, Stealth +7*
Languages English 2
SQ devotion, dutiful strike, ectoplasmic phase lurch, magic attacks

TEDDY

Profession Teddy has lived many lives and can access memories many cannot. Most of the skills he keeps at hand today suit his life as a grifter and a hunter, however.

Beyond the Veil Everyone knows who Teddy is. Everyone. To some, he's the Knock-Knock Man, Saint Scourge, Ole' Big Hands, Lost Penny, God's Left Hand, and dozens of others. Anyone who Pierces the Veil around Teddy must immediately make a Reflex save (DC 15 + Teddy's CR) or gain the dazzled condition for 1 minute.

Possible Associates Teddy is the wrath of evildoers everywhere, which often places him nearby the Archons and their agents. While he has made no official declarations favoring them or suggesting an alliance, others have probably thought it.

Making Contact Anyone in North America lucky enough to succeed on a DC 25 Street skill check learns Teddy's last known-location, although 1d4 hours since the sighting. Unless he's interacted with the PCs before, the Knock Knock Man starts all encounters as indifferent, no matter how charming the PCs are.



Teddy **CR 8**
XP 4,800
Male human reincarnated slayer 7
Bloodline fey, **Bloodline Points** 2, **Bloodline Traits** unknown
N Medium; **Arcana** Knight of Swords
Init +5; **Senses** Darkvision 60 ft., low-light vision, Pierce the Veil; Perception +12
Threshold 7, **Threshold Pool** 2, **Oddities** 7

1. Cats hiss when Teddy is nearby.
2. Flowers blossom when Teddy is nearby.
3. Police cannot lock car doors while Teddy is nearby.
4. Teddy glows slightly while on ground connected to the Archons.
5. Teddy can produce a small, stuffed teddy bear from his jacket as a move action that does not provoke an attack of opportunity. He can pull and distribute as many of the bears as there are children (in a one-mile radius).
6. Teddy never runs out of ammunition. Or bears.
7. When they see him, no one remembers the color of Teddy's eyes.

DEFENSE

AC 17, **touch** 14, **flat-footed** 13 (+1 armor, +3 Dex, +1 dodge, +2 natural)
hp 59 (7d10+16)
Fort +8, **Ref** +11, **Will** +7
Defensive Abilities thornskin, unseelie luck

OFFENSE

Speed 40 ft.
Melee unarmed strike +10/+5 (1d3+3) or dagger +10/+5 (1d4+3/19-20)
Ranged shotgun +10/+5 (2d8)
Special Attacks psychic weapon, 2nd studied target, sneak attack +2d6, undead destroyer (7 minutes/day)
Spell-Like Abilities (CL 7th; concentration +7)
1/day—*burst of speed*[UC]

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +7; **CMB** +10 (+11 disarm firearm); **CMD** 24
Feats Ability Training* (Dex), Aspect of the Beast[APG]* (night senses), Elbow Snap, Firearms Proficiency, First Responder*, Improved Unarmed Strike*, Parkour, Power Attack, Reflexive Training*, Skill Focus* (Intimidate), Sprinter*, Vital Strike, Willpower Training*
Traits Body Guard.
Skills Acrobatics +13 (+17 jumping), Climb +9, Disable Device +12, Handle Animal +4, Heal +12 (+15 first aid and treat deadly wounds), Intimidate +10, Knowledge (bloodlines) +4, Knowledge (dungeoneering) +4, Knowledge (firearms) +6, Knowledge (history) +6, Knowledge (military) +6, Knowledge (nature) +4, Knowledge (nobility) +4, Knowledge (tactics) +8, Linguistics +10, Perception +12, Sense Motive +4, Stealth +13, Survival +6
Languages English 2, Enochian 2, French 2, Gaelic (Irish) 2, German 2, Italian 2, Latin 1, Spanish 2, Ugothic 2; tree whisperer
SQ arcana (knight of swords), fey footed*, feysight*, first responder* +6, many lives, risk assessment 3/day, shift adaptation (2 hours), slayer talents (ranger combat style (2), trapfinding), stalker, track.
Combat Gear 24 rounds (12 gauge slug), 24 rounds (12 gauge birdshot), 6 rounds (12 gauge silver slugs), 6 rounds (12 gauge silver birdshot), holy water (4)
Other Gear heavy jacket, Mossberg 500 (12-gauge shotgun), dagger, duct tape (2), first-responder's gear, lockpick set, multipurpose tool, search-and-rescue kit, and a cross.

SPECIAL ABILITIES

Many Lives (Ex) Teddy has lived many lives and has experienced many things. He has the following additional class skills: Handle Animal, Heal, Knowledge (bloodlines, dungeoneering, history, military, nature, nobility, religion), and Linguistics. He has 14 additional skill ranks which have carried over from his previous lives, and is fluent in French, Gaelic (Irish), German, and Italian, in addition to his other languages. Finally, he doubles his tier bonus regarding his career path abilities. All of this increases his CR by +1.

HISTORY

Teddy is a man who has lived many lives, though he only remembers pieces of most of them. In all of them he has battled the darker forces native to the supernatural world, especially those creatures which target children and others unable to defend themselves. He doesn't recall his first life, but he does remember spending time with Genghis Khan, and is fond of quoting the general: "I am the punishment of God...If you had not committed great sins, God would not have sent a punishment like me upon you."

Teddy is cursed to be reincarnated until he has defeated some great evil that has yet to surface. Until then, he is born, lives, fights against the darkness, and dies (usually well before old age), only to do it all again in his next life. In his current life, Teddy works as a traveling emergency worker. This insures he is always in a dangerous location, even those lacking supernatural foes. He fights to help, even against "mere mortals."

Those he hunt call Teddy by many names: The Scourge of the Wicked, Ole' Big Hands, Bag Man of the Almighty, Lost Penny, God's Left Hand, The Knock-Knock Man, and dozens of others. Regardless of the name, he is a veritable boogeyman to evildoers everywhere.

When those he saves ask his name, he simple says, "Call me Teddy." When he saves a child, he also often has a small teddy bear to leave with them.

Name _____

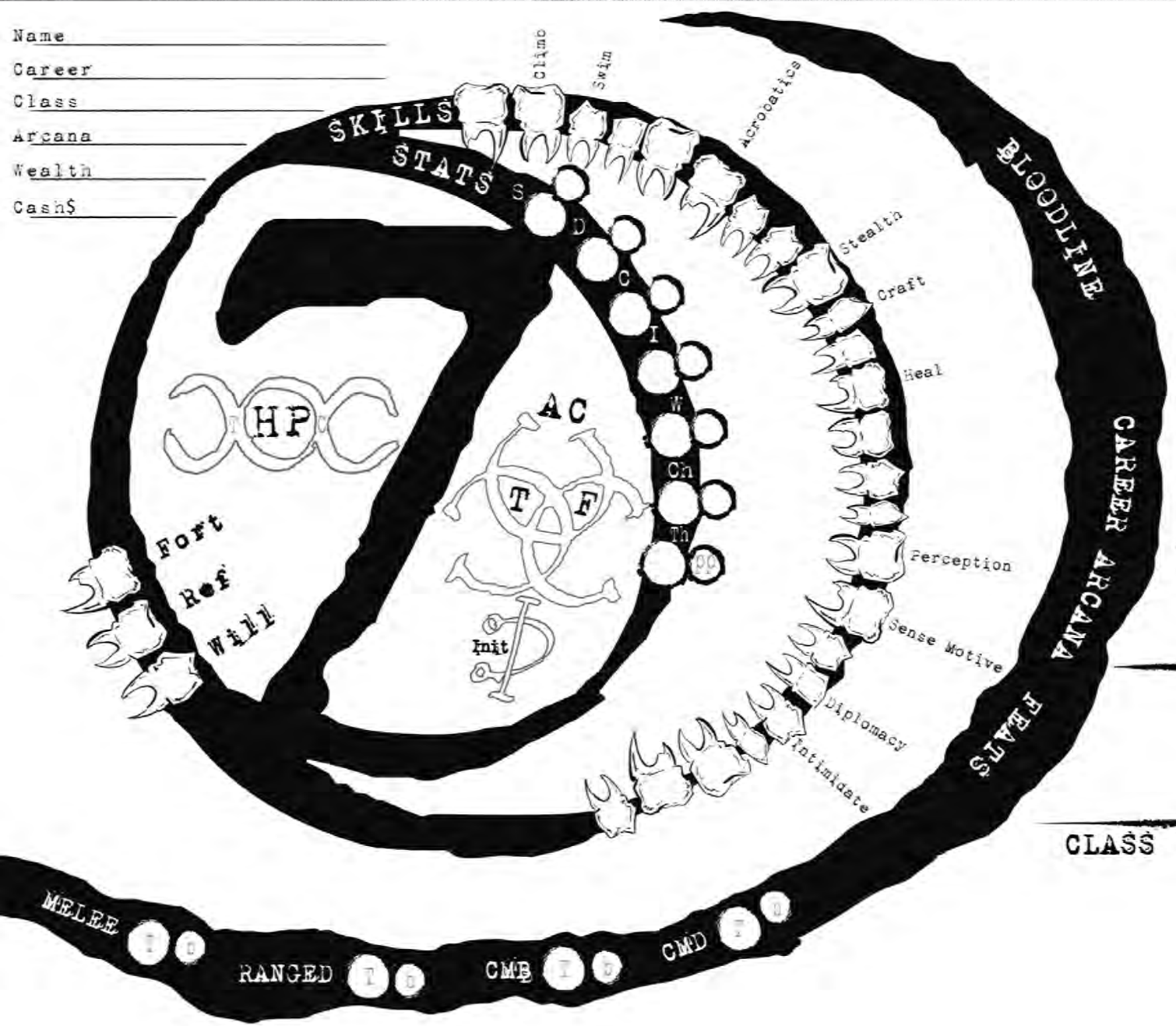
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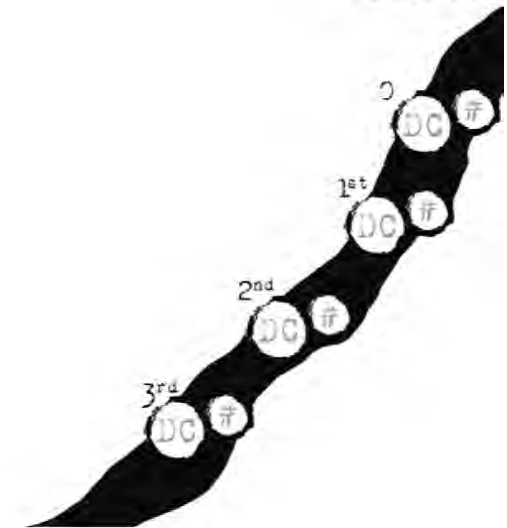
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