

Pillars and Paths

[Changelog here!](#)

==> Choose Your Pillar

“Are you stabby, shieldy, or strange?”

In many tabletop games, this would be around the time when you select a class for your character (no no, not like Heir or Prince, more like Fighter or.. ...Bard. Shoosh). In RPGStuck, however, we have created something more flexible, called **Pillars and Paths (PnP)**.

As a first level character, you are entitled to select your Pillar and unlock your first Milestone. Pick the Pillar below that most appeals to you (and hopefully complements the choices you have made so far!) and make note of it on the **Character** tab of your sheet, under the Pillars and Paths section. If a Pillar has more than one Milestone listed, you may select whichever one you like.

In PnP, every character belongs to one of three **Pillars**, and may select abilities (called **Steps**) from **Paths** once every other level. You are welcome to pick whatever Steps you like, but if you collect abilities from Paths that belong to your Pillar, you can unlock unique **Milestones**.

Sentinel

- **Keeper (level 1):** Your Hit Dice have +1 die size, you can use Constitution when determining your armor, and you gain a unique block radius of 5 feet: if you can Block as a reaction, you can do this on all attacks that target or originate within this radius, not just attacks against you.
- **Guardian (2 Steps):** Choose one:
 - **Opportunist:** Your block radius is increased by 10 feet, and whenever you impose Block dice with a reaction within this radius, if the attacker is in the radius, you deal P damage.
 - **Controller:** Any damaging attacks that inflict a negative condition or effect have +1 die size to damage.
- **Resilience (4 Steps):** Choose one resistance. You become proficient with this resistance, adding your Proficiency bonus to it. You cannot choose a resistance in which you are already proficient.
- **Sound Health (6 Steps):** Your Hit Dice have another +1 die size and turn any 1s and 2s on hit die rolls to 3.

Slayer

- **Fighting Style (level 1):** Choose one:

- **Dual Wielding:** You have +1 to hit, and whenever you use a minor action to make a damaging attack that does damage but does not add a modifier to damage, increase that damage by your Strength, Dexterity, or PCM.
- **Combat Precision:** You have +1 to your attack rolls, +1 to your crit range, and +1 to your AC.
- **Heavy Striker:** Once per round, before making a damaging attack, you may take -2 to the attack roll to add 2P to the damage done and turn any 1s and 2s on the damage roll to 3 (if the die goes that high).
- **Positioning (2 Steps):** Choose one:
 - **Pinning Force:** Whenever you deal damage with a ranged attack, you may use your minor action to inflict Cripple (15) on the target(s) for 1 round.
 - **Charge:** As a minor action, move half your base speed towards an enemy.
- **Action Surge (4 Steps):** Once per short rest, as a free action on your turn, you gain an extra major action. This major action must be used to make an attack roll, and the attack deals half damage.
- **Damage Race (6 Steps):** All abilitechs and subpowers have +1 die size.

Strategist

- **Rapidity (level 1):** Once per round, when you Aim, Avert, Assail, or make a skill check in a strife as part of an action or ability, you have +1d3 to your crit range for 1 round. Additionally, once per round, you can Discern as a free action. If you already know at least one hidden feature about your target, you have advantage on this check.
- **Countermeasure (2 Steps):** Once per strife, as a reaction to an attack made from or against a target within 30 feet of you, make a skill check, of your choice. If the skill check beats the attack, the attack does half damage and deals no additional effects, as long as you can justify why the skill you rolled might work in this way.
- **Favored Tactic (4 Steps):** Pick an ability from Pillars and Paths or racial features that is limited in use per strife or short rest. This limit is raised by one.
- **Expeditious (6 Steps):** Your base speed is increased by 10 feet.

Note: Keystones

Some Paths have the keystone tag to them. Keystones are Paths that have some innate potency to them; as a result, once you have a Step from a keystone Path, you cannot take Steps from any other keystone Paths. These Paths will have an entry at the top, separate from the other Steps. This part is innate to the keystone, and is unlocked when any Step is taken from it.

Sentinel Paths Overview

- Bulwark and Immortal have your generalist defensive Steps.

- Dreadnought and Marauder are your generalist offensive Steps.
- Shieldbearer is tailor-made for Shieldkind users.
- Heavy Weapons Guy for the firearm users.
- Arcane Avenger and Tower are made for psions and hybrids.
- Skirmisher and Shadowdancer provides a mix of defense and mobility, the latter being rare in this pillar.
- Ivory, Tantras, and Champion, for those of you using Intelligence, Wisdom, and Charisma, respectively.
- Battlemind is the keystone for any psions or hybrids, regardless of other Steps they may have taken.
- Berserker is the keystone for the offensive sentinels with a variety of Steps dedicated towards putting out the hurt.
- Martial Spirit is the keystone for the team players who need to defend their allies. It can go with just about any Path.
- Hydra is the keystone for the reactive players who want to punish their enemies, with Steps making the most of the Opportunist milestone and debilitating foes.

Slayer Paths Overview

- Adherent is a grab bag for psi-focused hybrids and psions with all your needs.
- Renegade and Starhunter are grab bags for your generalist slayer Steps.
- Allegro and Desperado have your generalist ranged slayer Steps.
- Warden and Zweihander have your generalist melee slayer Steps.
- Anarcanist is the one stop shop for psionic slayers.
- Artillery will also serve ranged slayers, though a few Steps are more for martial slayers.
- Einhander is tailor-made for hybrids mixing specibi and psionics.
- Gun-Fu for dual weapon slayers who mix ranged and melee combat.
- Heavy Weapons Guy is specific to firearms users.
- Hurler for those with throwing specibi.
- Thousand Cuts for the slayers with specibi or psionics that attack multiple times per turn.
- Pirate, Subjugglator, and Wrestler are made for the grapplers.
- Carmine is a grab bag for your hit point spending Steps for the reckless.
- Serpent is for DoT-focused players who don't mind waiting the enemy out.
- Battlemaster is the keystone for the martials who want to get the most out of their specibi usage.
- Seraph is the keystone for the players who make multiple attacks per turn, granting a grab bag of tools to give them an edge.
- Tracer is the keystone for the single-target assassins, focused on tracing and eliminating targets one at a time.

Strategist Paths Overview

- Acrobat and Shadowdancer have Steps that provide and reward mobility in strife.
- Analyst, Sawbones, and Dancer, for those of you building Intelligence, Wisdom, or Charisma.

- [Tactician](#) and [Vanguard](#) are all about team support Steps.
- [Operator](#) and [Skulker](#) were made with the stealthy rogue archetype in mind, focused on Distract and alpha strikes.
- [Abraxas](#), [Aeon](#), [Ancient](#), [Infernal](#), and [Outlaw](#) provide toolkits with just about everything from allied support to controlling the enemy.
- [Inquisitor](#) provides a toolbox for alpha strikes and debuffing the enemy.
- [Mystic](#) and [Tower](#) are for psionic strategists, with a variety of new strife actions and effects.
- [Broodmother](#) and [Host](#) are for players using powers or specibi that grants them minions to use in a strife.
- [Wrestler](#) expands on grappling capabilities and gives it new actions.
- [Harmony](#) is the keystone for high Wisdom players, with Steps that build into each other.
- [Mastermind](#) is the keystone for high Intelligence players. A toolbox to fill out spare actions and ways to alter the flow of strife.
- [Protagonist](#) is the keystone for high Charisma players, with a bit of everything, from bonus damage to allied support that anyone might want.
- [Thaumaturge](#) is the keystone for any martial seeking to expand their strife actions and/or a supernatural flavor. Like all other strategist keystones, it comes with its own new moveset backed by a unique resource.

==> [Choose Your Pillar](#)

==> [Sentinel](#)

[Path of the Battlemind \(keystone\)](#)

[Path of the Bulwark](#)

[Path of the Champion](#)

[Path of the Dreadnought](#)

[Path of the Hydra \(keystone\)](#)

[Path of the Immortal](#)

[Path of Ivory](#)

[Path of the Marauder](#)

[Path of Martial Spirit \(keystone\)](#)

[Path of the Shieldbearer](#)

[Path of the Tantras](#)

==> [Slayer](#)

[Path of the Adherent](#)

[Path of Allegro](#)

[Path of the Anarcnist](#)

[Path of the Artillery](#)

[Path of the Desperado](#)

[Path of the Einhander](#)

[Path of Gun-Fu](#)

[Path of the Hurler](#)

[Path of the Renegade](#)

[Path of the Subjugglator](#)

[Path of a Thousand Cuts](#)

[Path of the Tracer \(keystone\)](#)

[Path of the Warden](#)

[Path of the Zweihander](#)

[==> Strategist](#)

[Path of Abraxas](#)

[Path of the Acrobat](#)

[Path of the Analyst](#)

[Path of the Dancer](#)

[Path of Harmony \(keystone\)](#)

[Path of the Infernal](#)

[Path of the Inquisitor](#)

[Path of the Mastermind \(keystone\)](#)

[Path of the Mystic](#)

[Path of the Operator](#)

[Path of the Protagonist \(keystone\)](#)

[Path of the Sawbones](#)

[Path of the Skulker \(keystone\)](#)

[Path of the Tactician](#)

[Path of the Vanguard](#)

[==> Sentinel/Slayer](#)

[Path of the Arcane Avenger](#)

[Path of the Berserker \(keystone\)](#)

[Path of the Carmine](#)

[Path of the Heavy Weapons Guy](#)

[Path of the Seraph \(keystone\)](#)

[==> Slayer/Strategist](#)

[Path of the Battlemaster \(keystone\)](#)

[Path of the Broodmother](#)

[Path of the Host](#)

[Path of the Outlaw](#)

[Path of the Pirate](#)

[Path of the Starhunter](#)

[Path of the Thaumaturge \(keystone\)](#)

[Path of the Wrestler](#)

==> [Strategist/Sentinel](#)

[Path of the Aeon](#)

[Path of the Ancient](#)

[Path of the Shadowdancer](#)

[Path of the Skirmisher](#)

[Path of the Tower](#)

==> **Sentinel**

"As I breathe, you will not pass the castle gate!"

Path of the Battlemind (keystone)

"My mind is my shield!"

Mental Fortress: When you take any Step in Path of the Battlemind, you gain a psionic **Barrier**. Any damage you take is taken by the Barrier before anything else, such as temporary hit points, but Aegis and similar effects still apply to damage taken this way. The Barrier has a hit point maximum of $(2 \times \text{Lvl}) + \text{PCM}$, and regenerates P hit points whenever you expend a lesser slot, and $2P$ hit points whenever you finish a short rest, long rest, or expend a greater slot.

- ***Mind Shield:*** Once per round, when you gain any negative condition of duration 2 minutes or less, make an Endurance or psi skill check. If this check beats the attacker's DC, the condition(s) is denied. Additionally, your Barrier regens for $3P$ instead of $2P$ when finishing a short rest, long rest, or expending a greater slot.
- ***Disruption:*** As a reaction, you can apply one d4 Block die against an attack targeting AC or resistances. Additionally, your block radius is increased by 25 feet.
- ***Mind Spike:*** Whenever your Barrier takes damage, the attacker takes psionic damage equal to half the damage taken by the Barrier. Additionally, your Barrier regen for expending a lesser slot is increased by your PCM and the Barrier's maximum is raised by your Level.
- ***Mental Shackles:*** Dealing damage with slotted psionic subpowers or Mind Spike imposes Setback (1) on them. If it was a single-target subpower, it imposes Setback (2) instead. This Setback stacks with Setback from other sources.
- ***Collective Wall:*** As a free action, you can have your Barrier apply to an ally within 100 feet, reducing their damage taken with your Barrier. Additionally, your Barrier counts as temporary hit points for the purposes of synergizing with other Steps and effects. Furthermore, half of excess Barrier beyond your maximum is converted to a damage bonus on your next instance of damage dealt (up to $2P$ damage, nonstacking).

Path of the Bulwark

“Their defense crumbles quickly.”

- **Phalanx Formations:** *If there are any allies or objectives adjacent to you or within your block radius, once per round you can either Aim or Avert as a free action, but with +1 die size.*
- **Unstoppable:** *Once per strife, as a reaction, you gain +5 to AC/resistances for 1 round.*
- **Guarded Strike:** *Whenever you impose Block dice on an attack roll or reduce damage taken on a damaging attack (not necessarily taken by you), you gain CON temporary hit points. At the start of each turn, if you have any temp HP from this, it disappears and you add the lost temp HP to your next damage roll.*
- **The Wall:** *You reduce any forced movement taken by 10 feet, and you have advantage on Block dice if you grant them for an ally or the Blocked attack would target an ally.*
- **Harassing Advance:** *Any difficult terrain that you create requires an additional foot of movement spent per foot moved. In most cases, difficult terrain now requires 3 feet of movement for every 1 foot moved, up from 2 feet per 1 foot.*

Path of the Champion

“A mighty warrior must have a mighty roar!”

Custodian Stance: *Certain Steps in this Path let you learn the **Custodian Stance**. Those Steps also imbue the stance with abilities; these abilities are cumulative.*

- **Battlecry:** *As a minor action, make a Charisma attack roll against a target, targeting Will. If you break resistance, you impose one d3 Aim die and one d3 Block die on the target for 1 round. You may roll at disadvantage to target all targets of choice in the strife or to gain +2 die sizes on the dice.*
- **I Am Your Enemy:** *You learn the Custodian Stance. While in this stance, once per round, you may make a Charisma attack roll against all targets of choice as a free action, targeting Will resistance. For each target, if you break resistance, the target has disadvantage on all attack rolls that do not target you for 1 round. Additionally, your block radius is increased by 5 feet.*
- **To the Death:** *As a major action (or as part of a non-damaging major action), you may taunt an enemy by making a Charisma attack roll against them, targeting Will resistance. If you break resistance, they are sent into a reckless flurry; they gain advantage to all attacks, but all attacks and skill checks against them also gain advantage. This effect lasts for 3 rounds, and enemies may choose to be voluntarily hit by this.*
- **Bodyguard:** *You learn the Custodian Stance. While in this stance, as a reaction, you may redirect an attack made within your block radius to yourself. If you use a reaction for*

an ally (such as Blocking for them), you may do this as part of the reaction instead. Additionally, your block radius is increased by 5 feet.

- **Ominous Presence:** *Allies may add your Charisma mod to damage rolls against targets within your block radius.*

Path of the Dreadnought

"I am the only army I need."

- **Decimating Strike:** *Once per turn, when you land an attack, make a second attack (of the same type as the first) as a free action, targeting all creatures within a 15 ft. radius where the edge of this radius is adjacent to you or a target of the first attack, targeting Fortitude resistance. For each target, if you break resistance, you deal P damage.*
- **Bastion:** *At the start of each turn, you may have Ward (P) against all physical damage or against all psionic damage. If you have at least a +8 to Athletics, Endurance, or Sanity, it becomes purely Ward (P).*
- **Din of the Dying:** *Once per strife, take damage and reduce your max HP by your Constitution mod (min 1) as a free action. You may roll (without spending) a hit die and gain it as temporary hit points. After 5 rounds or when the temp HP is depleted, you make a finesse melee attack, against all targets within 10 feet, targeting Fortitude resistance. For each target, if you break resistance, the attack deals Pd6 physical damage. The attack counts as an abilitech and/or subpower for the purposes of synergizing with other Steps and effects.*
- **Goliath's Glory:** *As a free action, spend Level hit points and reduce your max HP by P, then remove all conditions of choice from yourself. You are then immune to all conditions of choice (except Incapacitation from falling to 0 HP) and ignore disadvantage and difficult terrain for 1 minute.*
- **Spiteful Reprisal:** *Once per strife, as a reaction to an attacker inflicting a negative effect on you, make an attack roll (using any stat), targeting their Fortitude resistance. If you break resistance, the target is Exposed and Impaired for 1 round.*

Path of the Hydra (keystone)

"Who stopped the Beast from telling its own story? And why?"

Hail Hydra: *When you take any Step in Path of the Hydra, you gain the Opportunist milestone; if you already have it, it hits for Pd2 damage instead and counts as an abilitech or subpower (your choice) for the purposes of synergizing with other Steps and effects. Either way, your block radius is increased by another 5 feet.*

- **Alcaean Invocation:** *When landing a single-target damaging attack, you may halve the damage dealt to inflict the Enervated condition on the target for 1 minute. An Enervated*

creature takes DoT (P) whenever they have Crippled (10), up to DoT (3P) at Crippled (30). Additionally, the duration of any Cripples on an Enervated creature is increased by 1 round.

- **Dire Setback:** Whenever you inflict a negative condition on a target, the target has Setback (1) for each type of condition for their durations, up to Setback (3). This Setback stacks with Setback from other sources.
- **Herakles' Bane:** Once per round, whenever you would deal damage with Opportunist, you can choose to forego dealing damage to Expose, Impair, or Stick (your choice) the target for 1 round instead.
- **Lernean Scales:** When you Defend as a major action, you grant yourself and all allies within block radius Ward (Lvl/2), and your next Opportunist reaction before the start of your next turn has +1 die size to damage (or +P if die size is inapplicable).
 - **Coils of the Hydra:** When you Defend as a major action, you gain an extra reaction which can only be used to take an action that imposes Block dice (assuming you have one to begin with), and the +1 die size applies to all Opportunist reactions made before the start of your next turn. [Requires Lernean Scales]

Path of the Immortal

"But it refused."

- **Healing Surge:** During a strife, as a minor action, you may roll (without spending) a hit die, replace the Con mod with your level, then heal for that many hit points. Usable twice per short rest.
 - **Second Wind:** After using Healing Surge, your next damaging major action adds the amount healed to the damage roll. [Requires Healing Surge]
- **Stand and Fight:** Once per short rest, as part of rolling for initiative or a minor action, make an attack roll (using any stat) against a target's Will resistance within your movement range. If you break resistance, the target must do their best to end its turns no further from you than at the start of its turns. If they end their turns further away for any reason, they are Impaired for the rest of the strife. This effect lasts for 5 rounds or until the Impairment is triggered.
- **Fury of the True Hero:** Once per short rest, when at half HP (ignoring temporary HP) or lower in a strife, as a free action you may enter a heroic fury. You immediately heal for HP equal to twice your Level and gain Regen (P, 5 rounds). While the Regen persists, you count as being at half HP or less and add +1 die size to your damage rolls while the Regen persists.
- **Lamb's Shield:** When you are healed during a strife, you have Aegis (P, 1 round). Whenever you have Regen, you additionally have Aegis (P) for its duration.

Path of Ivory

"What actually transpires beneath the veil of an event horizon?"

- **Vector Pin:** Once per round as a free action, pick a target. The target has +2 to AC/resistances for 1 round.
- **Memetic Agent:** As a major action, make an Intelligence attack roll against a target within 60 feet, targeting Will resistance. If you break resistance, the target is Impaired for 3 rounds.
- **Field Theory:** You are always considered to be in half cover (but are still visible). If you find other cover, you instead have a +2 bonus to its benefits.
- **Acceleration Stance:** While in the Acceleration Stance, allies within 100 feet of you can add your Intelligence modifier to their damage rolls.
 - **Blueshift:** Once per round while in the Acceleration Stance, you can spend 10 feet of movement to Cripple (10, 1 round) all enemies within range of the stance, and let all allies of choice within range move 10 feet. [Requires Acceleration Stance]

Path of the Marauder

"Towering, fierce, terrible. Nightmare made material."

- **Bloodlust:** Gain Lvl/2 temporary hit points after you successfully land an attack. This can only happen once per turn.
- **Glorious:** Once per turn, upon killing an enemy, you gain Pd6 temporary HP. And once per turn, you gain P temp HP after successfully landing an attack on a creature, if the creature is of your current tier (or higher) and CR 3 or higher.
- **Gracious:** 2P times per long rest, you may add your Constitution modifier twice when rolling a Hit Die, instead of once.
- **Guts and Glory:** When at half HP (ignoring temporary HP) or lower, your damage rolls and Block dice have +1 die size.
- **Spoils of War:** At the end of a strife, if you have any temporary hit points, you may convert up to Level of it to hit points, though you cannot heal above the HP you had at the start of that strife.

Path of Martial Spirit (keystone)

"They were magnificent. I only hope that when it is my time, I may die with half as much dignity as I saw in their eyes in the end."

Pankrator: When you take any Step in Path of Martial Spirit, you gain an ability called **Avoid**. When Block dice from you are used, as a reaction you can expend one die to impose

disadvantage on the Blocked attack instead of rolling it. This imposes disadvantage on the target if the Block dice are applied to an enemy. If the die would last for a duration instead of single use, it lasts for that duration instead. Furthermore, when you Avert, you hold onto the Block dice and can grant them as a free action as desired, though held Block dice only last 1 round.

- **Spirit of Mars:** You have +1 to AC/resistances and +1 die size to Block dice. When you use Avoid, you additionally impose a -1 to hit per +1 die size on the spent die.
- **Improved Defense:** When you Defend as a major action in a strife, all attacks of choice targeting or originating within your block radius for 1 round are Weakened. Your next damaging abilitech is then Empowered.
- **Mountain's Resilience:** You have a special DC equal to $10+P+Endurance$. When an ability imposes a negative condition(s) of duration 2 minutes or less on you, if the ability required an attack roll or skill check, check it. If it does not beat this DC, you ignore those condition(s). Additionally, you can rest for 1 minute outside of a strife to remove any negative conditions/effects that need a short rest or less.
- **Warden's Presence:** Your block radius is increased by 10 feet, and you can add your Constitution modifier to all damage done.
- **Lord of War:** When you Avoid, you can repurpose the expended die as an Aim die, instead Assail for Avoid's beneficiary or yourself (or on the target if those dice are on the target), or grant the Avoid's beneficiary a +4 to their next Distract roll and +1 to any bonuses they gain from it.

Path of the Shieldbearer

"The best lightning rod for your protection is your own spine."

- **Bonus Block:** Every round, you gain an extra reaction which can only be used to take an action that imposes Block dice (assuming you have one to begin with). Additionally, if you have a specibus that can impose Block dice but do not know the abilitech, you learn it. If you are a psion and somehow learn that abilitech again by other means, you instead ignore the die size reduction for being a psion.
- **Bonus Shield Slam:** If you make a one-handed attack roll as a major action, you may follow it up with Slam (from Shieldkind) as a minor action, as a combo attack.
- **Defensive Stance:** While in the Defensive Stance, your movement speed is reduced to 10 feet, but your Block dice have +1 die size, you have +1 to AC/resistances, you reduce all forced movement taken by 10 feet, and you add +P to any temp HP you gain. You must be able to impose Block dice as a reaction to benefit from this stance.
- **Improved Push:** When you use an abilitech that inflicts forced movement, you can either increase the distance moved by 10 feet, or exchange any forced movement for knocking the target Prone instead.

- **Concussive Throw:** As a minor action after making a ranged attack from a melee specibus, Daze and Cripple (10) the target for 1 round.

Path of the Tantras

“A road which has no destination is itself a destination.”

- **Chi Disruption:** Once per round, when you land a damaging attack, you can halve the damage dealt to also Weaken the target for 1 round. If you have at least a +8 to Perception, you also Expose them for the duration.
- **Clear the Loom:** Whenever you have one of the following effects inflicted on you, you may take P true damage as a free action to ignore it: any negative condition of duration 2 minutes or less, forced movement, being knocked Prone.
- **Worship Iron:** As a minor action, you gain +1 to your AC and resistances and Aegis (P) for 1 round. If you have at least a +8 to Insight, you may Avert as part of the minor action (and the action counts as Averting for any synergies).
- **Crown Doctrine:** Whenever you make attack rolls or skill checks against a single target, your allies may add your Wisdom modifier to their damage rolls against that target for 1 round.
- **Paradoxical Embrace:** Once per turn, when you use a non-damaging major and/or minor action abilitech or psionic subpower in a strife, you may also inflict one of the following conditions on a target of choice within 60 feet: Faded (2), Sundered (2), Doomed (P). These conditions stack with themselves from other sources.

==> Slayer

“Aren’t you tired of being nice?”

Path of the Adherent

“We are all insects. Groping towards something terrible or divine.”

- **Motes of Power:** In a strife, on each of your turns, the first time you land a damaging abilitech, and the first time you land a damaging subpower, you gain one Mote each, up to two Motes a turn. If you would gain a Mote when at three Motes, you add Pd3+PCM to the damage roll that triggered this, then go to zero Motes. This counts as an abilitech and/or subpower for the purposes of synergizing with other Steps and effects.
- **Unfettered Channeling:** Before casting a damaging psionic power, as a free action you may give it +1 die size, but a roll of 4 or less on the d20 causes you to explode, dealing Pd4+PCM damage to all creatures within 10 feet of you, and half that damage to yourself.

- **Surge of Strength:** When you make a damaging combo attack with advantage as a major action, you may give up advantage to make a minor action combo attack as a reaction. You then cannot benefit from advantage for the rest of this turn.
- **Psionic Renewal:** Whenever you cast a psionic subpower on yourself that confers some benefit that lasts 2 minutes or less, you have +1 to hit while this benefit is active. You can have up to +3 to hit in this way.
- **Catalytic Brand:** When landing a single-target damaging abilitech, you may halve the damage done and spend a lesser slot as a minor action to inflict the Catalyzed condition on the target for 1 minute. Whenever a lesser slot is used within 100 feet of a Catalyzed creature, including the initial use of Catalytic Brand), it also imposes Sunder (1), stacking up to Sunder (5), and the caster can Assail as a free action once.

Path of Allegro

"Perfection is not good enough."

- **Agitato:** Once per turn, when you land a damaging ranged attack, you gain a stack of Agitation, gaining +P damage to one ranged damage roll per stack per turn. If you already have 3 stacks when gaining more, you instead reset to no stacks. This effect only persists while in a strife.
 - **Amoroso:** When you land a ranged attack that resets your stacks of Agitation, you can expend a minor action to have the attack deal an additional 2Pd4 damage and Daze the target for 1 round. [Requires Agitato]
- **Amabile & Affettuoso:** When you land ranged attacks against Blinded, Dazed, or Incapacitated enemies, or during a surprise round, your attacks inflict Rupture (P, 3 rounds). Additionally, once per round, single-target attacks against Ruptured targets let you move 10 feet as part of the action.
- **Acceso:** Once per turn, when you land a ranged attack against a target, you can either count the Ruptured condition as double its magnitude or extend its duration by 1 round.
- **Armonioso & Anima:** Once per short rest, as a full-round action, all unseen enemies within a cone equal to your weapon's maximum range or psionic power's range is revealed to you. As part of this action, you may then make a ranged attack against an enemy within this cone. If the damage roll has a damage modifier added, add the damage modifier again. Additionally, weapons do not have disadvantage for rolling to hit beyond normal range. If this attack critically hits or can benefit from Amoroso, you add an additional 2Pd4 damage and can use Amoroso without the minor action cost.

Path of the Anarcacist

"I will show you true power, stop laughing!"

- **Gathering Storm:** Whenever you expend a lesser slot, all psionic damage is increased by P (including any damage from the slot used). This effect stacks twice, to 2P, and resets after a minute without casting a slotted power. If you expend a greater slot, you immediately get the 2P damage bonus (also includes any damage from the greater slot).
- **Collective Psi Theory:** You gain +1 to hit with a psionic attack per each of the following you would be able to add to its damage roll if it hits (to a maximum of +3): Proficiency, a stat mod other than your PCM, Level, Pd(X) dice, Doom.
- **Resonant Hex:** Whenever you deal damage with a psionic attack, as a free action you may also inflict a DoT (P psionic damage, 5 rounds).
- **Arcanoclasm:** Whenever you deal damage with a slotted psionic power, you may burn it out as a free action, rendering the subpower unusable until the end of your next turn. If you add any stat modifiers, Proficiency, or other flat numbers to damage (such as Rupture), you may add each stat mod or type an additional time.
- **Crown of Desperation:** When at half HP (ignoring temporary HP) or lower, your psionic attack rolls have +3 crit range.

Path of the Artillery

"Ultima ratio regum."

- **Prone Position:** You no longer have disadvantage on attack rolls against prone targets. As long as you are prone, all ranged damage rolls have +1 die size.
- **Enhance!** As a minor action you may choose to gain either advantage on your next Perception check, or gain +4 on your next ranged attack roll. You may use this Lvl times per short rest.
- **Steady Aim:** If you have not taken a move action for two turns (12 seconds), you gain advantage on ranged damage rolls until you next move.
- **One in the Hand:** While you are prone and have not taken a move action for two turns (12 seconds), you are able to swiftly reload a single piece of ammo into your weapon after you fire it. This reload is considered part of the action used to make the attack, must meet any other requirements to reload (such as any cache costs), and may be done once per round until the next time you move.
- **One Shot, One Kill:** If you have not taken a move action for two turns (12 seconds), Empowered grants you an additional +1 die size. If the Empowered damage roll benefits from Doom, you may add Doom's magnitude an additional time.

Path of the Desperado

"You see, in this world there are two kinds of people, my friend..."

- **Wandering Deliverance:** Your attacks against Doomed targets have one d3 Aim die (or +1 die size to an existing Aim die). As a major action, you can inflict Doom (P, stackable with other Doom) on a target and give your next attack roll or skill check advantage.
- **Homestead Act:** At the end of each of your turns, if any enemies are within a range equal to your base speed, you have +1 to AC/resistances for 1 round. If you have at least a +8 to Endurance or Intimidation, this is raised to +2 instead.
- **Bucking Buckaroo:** When you land a damaging attack that inflicts Cripple, you can forego the Cripple to remake the attack roll against the target's Fortitude resistance. If you break resistance, the target is knocked Prone.
- **Active Reload:** Choose one:
 - **Lead the Target:** If you Reload as a minor action, you can Aim or Avert as part of the action.
 - **Multitasker:** If you Reload as a major action, you can Defend, Help, Grapple (or escape one), or Shove as part of the action.
- **Aces and Eights:** Once per strife, as part of rolling for initiative or as a free action, make an initiative roll against a target's Reflex resistance. If you break resistance, your next damaging attack roll against them has a d6 Aim die and deals an additional Pd4 damage.

Path of the Einhander

“Since it is so likely that children will meet cruel enemies, let them have at least heard of brave knights and heroic courage.”

Einhander Style: To benefit from the special actions and bonuses in this path, you must be wielding a one-handed weapon in one hand, and have the other hand free (a psionic focus and grappling with the free hand is exempt from this restriction).

- **Versetzen:** You can move through other creatures' space until the end of your turn, but you must end your turn outside it. Additionally, if you move by any means besides a move action (including forced movement), you can increase or decrease it by 10 feet; you can move 10 feet as a minor action but this does not benefit from that bonus.
 - **Follow Up!** At the end of a short rest, pick a damaging at-will subpower or basic abilitech that you know. When you move by means besides a move action (but not forced movement), you can use it as part of the action to move, but it rolls at disadvantage and deals half damage. [Requires Versetzen]
- **Fatal Clash:** P times per short rest, as a reaction to using or being targeted by a melee attack, you and the target (or attacker) make opposed melee attack rolls. If you beat the opposing attack roll, you deal Pd3 damage and knock the target Prone.
- **Swift Hews:** You can Shove with the empty hand as a minor action. Additionally, when you Shove, you can choose to move yourself instead of the target; you gain advantage

on the check when using it in this way and you gain +1 crit range on your next attack roll per 10 feet you move in that way.

- **Duelist's Stance:** You may enter the Duelist's stance only by resting for 1 minute outside of a strife. While you are in this stance, you can impose one d3 Block die as a reaction against attacks targeting your AC or Reflex resistance. As a free action, you may exit the Duelist's stance to take an Aim die's maximum instead of rolling.

Path of Gun-Fu

"When the sun is out, thou better taketh thine guns out."

- **Gun Fury Stance:** While in the Gun Fury Stance, if you add your Strength or Dexterity modifier to damage rolls from ranged abilitechs made against targets within a range equal to half your speed, you may add the other stat's mod and your Proficiency as well. Additionally, you ignore penalties for using ranged weapons in melee range.
 - **Hong Kong Action Theater:** While in the Gun Fury Stance, you may add your Dexterity to initiative rolls an additional time, and may move half your base speed as part of rolling for initiative and as a reaction that can only be made on your turn, but not if immobilized. [Requires Gun Fury Stance]
- **Double Tap:** Once per turn, when you land an abilitech against a target while wielding a weapon with ammo, you may expend a basic abilitech's worth of ammo (min 1) to Assail for the combined total of STR, DEX, and P.
- **Gunmetal Gymnast:** Once per short rest, as a free action, gain +1 to your hit bonus, crit range, AC, and Reflex for 1 minute. If you have at least a +8 to Acrobatics, you get +2 instead.
- **Armed and Dangerous:** You may wield two specibi simultaneously with the same hands, so long as both specibi have the same hand(s) requirements.

Path of the Hurler

"Trust me, throw your weapon away."

- **Lobber:** You arc your throws, ignoring cover bonuses on abilitechs made with thrown specibi. As a reaction to making a damaging abilitech with a thrown specibus, you may also ignore Block dice and Ward on the target as well.
- **Aerodynamics or Elastics:** Your thrown specibi gain 15 ft. of range to ranged attacks and 5 ft. of range to melee attacks.
- **Trick:** You learn two out the following three maneuvers. You can use each maneuver P times per short rest. You can only use one maneuver per turn.
 - **Redo:** When you miss a single-target attack with a thrown specibus, as a minor action, you may repeat the attack against that target with advantage, including any abilities/effects that were wasted on the failed shot.

- **Sneaky Throw:** When you land an attack with a thrown specibus, as a free action, make a Sleight of Hand check against your opponent's Fortitude resistance. If you break resistance, you also inflict Doom (Lvl).
- **Deadeye:** Before you make an attack with a thrown specibus, you may choose to make it a Deadeye attack. If you roll 16-20 on the d20 or critically hit, you deal +100% bonus damage (separate from the crit), but if you do not, your damage is halved.
- **Bullfighter:** After landing two single-target attacks with thrown specibi on a target, the third such attack on the same target has +1 die size and any stat mods it adds to damage are added an additional time.
- **Counterpoint:** Once per strife, as a free action to an enemy taking a reaction or rapid action, make a basic abilitech with a thrown specibus against them, before their action is made. This basic abilitech deals P damage, and the target must pass an initiative roll against your attack roll, or the action is consumed with no effect.

Path of the Renegade

"Guys, the thermal drill, go get it."

- **Marked for Death:** When you inflict Doom, it also inflicts DoT (P, 5 rounds). When a target with Rupture from you takes damage from an attacker (including yourself), if Rupture's bonus damage was applied at least twice on that attacker's turn, any DoTs on the target immediately damage the target again (duration is unaffected).
- **Surefire:** When you use an abilitech or subpower that makes multiple attacks (at once or otherwise), you may make one less initial attack (if it immediately makes any) (but still consume any ammo or resources) to make the other attacks from it at advantage. If the abilitech or subpower imposes disadvantage on the attacks, you may alternately remove the disadvantage.
- **Black Market Overclock:** Choose one:
 - **Automatics:** Your Momentum abilitechs have a maximum of 6 attacks. Additionally, your basic abilitechs also add +1 bonus attack to Momentum abilitechs (you may still only gain +2 bonus attacks per turn) and no longer reset the bonus.
 - **Technical:** When using the #1 part of an Encore abilitech or an abilitech that Empowers (the condition) a subsequent abilitech, you can Aim or Assail as part of the action. The Aim or Assail lasts an extra round.
- **Screwdriver Special:** Once per round, when you land a damaging attack, you can halve the damage dealt to Rupture (2P, 1 round) the target. If the attack already Ruptures, you may choose to make it non-stacking in exchange for raising the Rupture dealt by 2P.
- **Illegal Body Mod:** Choose one:

- **Extension:** If an attack or ability you use grants/imposes a stackable or scaling hit bonus, hit malus, or stackable/scaling AC/resistance bonus/malus (Fade and Sunder count for this purpose), the initial bonus and its cap are increased by 2.
- **Reverb:** When you benefit from any bonus to your attack rolls or skill checks during a strife (including advantage) that lasts one round or less, you gain +1 to all attack rolls and skill checks afterwards for the duration of the strife. This may stack up to +3.

Path of the Subjuglator

“And his name is...!”

- **Fast Hands:** If you make a single target combo attack with your major action, you may grapple as a minor action. If you can grapple a target as a major action by other means (such as Hookchain's Grab), you may use that as a minor action instead.
- **Submission Hold:** When you are grappling a target, you may grapple them with both hands as a free action if your other hand is also free. While grappling a target with both hands, the target is Exposed and Impaired.
- **Iron Vise:** As a free action, you may inflict Fade (2) and Sunder (2) on a target that you are currently grappling. Fade and Sunder from Iron Vise stack with themselves from other sources.
- **Psionic Enforcer:** When you use psionic powers on a target that you are grappling, you have advantage on your psionic attack roll and you can count any hands used to grapple them as being free for the purposes of using psionic powers against them.
- **Punch Down:** As a minor action, you may inflict Pd4 damage on a target you are grappling. If you deal damage to a target you are grappling through a minor action in some other way, take +1 die size to it instead.

Path of a Thousand Cuts

“As many times as it takes.”

- **Flurry Stance:** While you are in the Flurry Stance, whenever you make an attack roll with a damaging abilitech or subpower, you may make two attacks which deal half damage (even true damage), and round up for damage. Both attacks have to be the same attack (you can't use two different abilitechs with one major action for example), cannot be an attack that uses ammo, makes multiple attack rolls, or deals damage after the initial attack, and both attacks consume the same action and resources, if any.
 - **Controlled Flurry:** When you are in Flurry Stance, the two attacks you make may be different attacks, as long as both attacks have the same cost, if any. You cannot make an attack you would otherwise be unable to make with that action (for example, you cannot make a combo attack as a minor action and use this

feature to make an attack that would require a major action alongside it), but the split actions still only cost as if you only did one of them. [Requires Flurry Stance]

- **Relentless:** If you miss an attack roll with a specibus or subpower, your next attack roll with either one this turn has advantage.
- **Sharp Strikes:** You add +P damage to all damage rolls with abilitechs or subpowers.
- **Torrent of Blows:** When you deal damage to a target, or a target takes damage from an effect from you, three times in the same round, you automatically hit them a fourth time for 2P damage, using the same attack profile as the third attack or ability that triggered this Step. This fourth attack does not count as one of the three requisite attacks to trigger it an additional time.

Path of the Tracer (keystone)

"I've got you in my sights."

Target Lock: When you take any Step in Path of the Tracer, you gain an ability called **Trace**. As a major action, you trace a target you can see. You always know their exact location, and this effect lasts for 1 minute or until the target reaches 0 HP. Additionally, your next successful attack against that target deals 100% bonus damage. You may only have one target Traced at a time.

- **Improved Tracking:** Attack rolls against Traced targets have one d3 Aim die.
 - **Advanced Tracking:** Attack rolls against Traced targets, instead a d3 Aim die, can either claim advantage, have a d6 Aim die, or +2 die sizes to an existing Aim die. [Requires Improved Tracking]
- **Trigonometry:** Your attacks against Traced targets ignore hit maluses.
- **Never Truly Miss:** As a reaction, you can automatically deal your STR or DEX modifier as damage to a Traced target.
- **Vital-Point Targeting:** Traced targets have Doom (P, stackable with other Doom).

Path of the Warden

"I told you I would tell you my names."

Adalruna: Path of the Warden uses a resource called Runic Points (RP). You gain 1 RP for each Step taken in this Path, and RP is regained on a short or long rest. Some Steps in this Path are runes that can be supercharged; supercharging a rune costs 1 RP and 2P hit points besides whatever action cost is specified in the Step.

- **Runes of Frost:** You gain 2P temporary hit points at the start of a strife. The runes can be supercharged as a free action to gain 4P temp HP.
- **Runes of Thunder:** If a damaging melee attack adds your Strength or Dexterity modifier, add either modifier again, of your choice, to the damage roll. The runes can be

supercharged as a minor action to either Daze all targets within 30 feet of yourself, or double Daze one target within 30 feet.

- **Runes of Fog:** You have +1 to AC/resistances. The runes can be supercharged as a reaction to impose disadvantage on all attacks against you for 2 rounds.
- **Runes of Blood:** Once per short rest, as a minor action, you enter a martial trance, gaining +2 to hit and AC/resistances for 1 minute. The runes can be supercharged as a minor action to reactivate this trance when out of uses.
- **Runes of Snow:** At the start of each of your turns, you have +1 to hit and crit range against any targets within a range equal to your base speed for 1 round. The runes can be supercharged as a free action to mark an enemy within said range, granting an additional +2 to hit and crit against that target for 2 rounds.

Path of the Zweihander

“Practice chivalry and learn art which adorns you and will glorify you in battle.”

- **Hurricane:** Once per strife, as a major and minor action you may make three melee basic weapon or melee at-will psionic attacks, all of them with disadvantage.
- **Close and Personal:** When you make a damaging attack against a target within a range equal to half your base speed or less, you may use a reaction to deal an additional Pd2 damage. This counts as an abilitech and/or subpower for the purposes of synergizing with other Steps and effects.
- **Bloodthirst:** Whenever you deal damage with a two-handed melee attack, as a free action you may also inflict a DoT (P physical damage, 5 rounds).
- **Wind Up:** As a minor action, the first damaging attack with a two-handed melee attack on your next turn deals an additional Pd6 damage, but your base speed is reduced by 10 feet on your next turn. The attack counts as an abilitech and/or subpower for the purposes of synergizing with other Steps and effects, but does not stack with itself.
- **Mordhau:** Your two-handed melee attacks with weapons inflict Sunder (2), and your two-handed melee attacks with psionics inflict Fade (2).

==> Strategist

“I love it when a plan comes together.”

Path of Abraxas

“Ich wollte ja nichts als das zu leben versuchen, was von selber aus mir heraus wollte.”

- **Open Floor Samba:** Once per strife, as a minor action or as part of rolling for initiative, expend a lesser slot to make two psionic attack rolls, both against all targets within 30 feet, one targeting Fortitude and the other targeting Will. For each target, if you break

Fortitude, they are Exposed for 1 round. For each target, if you break Will, they are Impaired for 1 round. For each target, if you break both, the Impair becomes an Incapacitation.

- **Railbird:** Once per short rest, as a reaction on your turn, make an attack roll against a target within 50 feet, targeting Reflex resistance. If you break resistance, you steal their minor action, removing their minor action on their next turn and gaining an extra minor action to use on your turn at any point for the duration of that strife.
- **Zodiac Age:** Choose one:
 - **Phantom Outline:** If you perform one or more damaging attacks as part of a full-round action, for each attack made, move 10 feet after the action resolves (or add 10 feet to the distance moved if it already does), to a maximum of 50 feet. You may then Avert as part of the action.
 - **Psi Rider:** When you spend a lesser slot as part of an ability that requires landing an attack, you can spend a minor action to Empower your next attack roll. If the ability already spent a minor action, you can spend your reaction and 10 feet of speed instead.
- **Royal Fork:** When you land a damaging attack that inflicts Daze, you can forego the Daze to remake the attack roll against the target's Will resistance. If you break resistance, the target is Weakened for 1 round.
- **Sinclair's Psychic Avenger:** When you land a single-target critical hit, as a free action you may deal Pd2+PCM damage on a different target within 50 feet of the critically hit target. This ability counts as a lesser slot subpower (and as expending said lesser slot) for the purposes of synergizing with other Steps and effects.

Path of the Acrobat

"There is elegance in all the Ojutai do—even their killing."

- **Acrobatic Strike:** Once per strife, when you land a combo melee attack as a minor action, make an Acrobatics or Intimidation check, as a free action, against that target's Reflex resistance. If you break resistance, the target is knocked Prone and has a -1 hit malus for 1 round. If you have at least a +8 to Acrobatics or Intimidation, you can impose one d3 Block die or add +1 die size to an existing Block die instead.
- **Shadow Boxing:** Once per round, when you Dash or move by any means besides a move action, you may make a finesse melee attack against all targets within range at any point during that movement. This attack deals P physical damage.
- **Leap Over:** After making a combo attack as a major action, make an Athletics or Acrobatics check as a minor action. You jump a distance equal to the check (rounded to the nearest multiple of 5 if necessary), and this jump does not cost movement. You can move through the space of anyone whose Reflex resistance you break with this check, and you can move through other creatures' space, but you must end your turn outside it.
- **Blur:** If you move more than your base speed by any means this round, you have Aegis (P) against the next instance of damage you take. When you use Defend, you gain

Aegis (P, 1 round) and half cover against all attacks, or +2 to its bonuses if you already have it, for 1 round.

- **Tripwire Binding:** *Once per strife, as a major action, make an Acrobatics check against a target within 60 feet, targeting Reflex resistance. If you break resistance, the target is Crippled (half) for 1 minute.*

Path of the Analyst

"I'm coming up with 32.33 uh, repeating, of course, percentage of survival."

- **Expose Weakness:** *Once per round, when you use a skill check to break a target's resistance or beat their check, you also inflict Rupture (P, 1 round) on the target.*
- **Signal Denial:** *As a major action, make an Engineering or Occult check against a target within 50 feet, targeting Fortitude resistance. If you break resistance, the target can neither grant beneficial effects or count as an ally to others, nor benefit from the same from others. Furthermore, they have disadvantage on skill checks, cannot gain bonus dice, cannot gain positive effects or conditions (such as temp HP or Empowered). This lasts for 1 minute. You can only signal jam one target at a time.*
- **Fire Support:** *You may add your Intelligence modifier to all your ranged damage rolls made against targets adjacent to an ally. If that ally has a block radius, you can use it on any targets within that radius.*
- **Combined Arms:** *Once per damage roll, when an ally benefits from a beneficial effect conveyed by you, or you benefit from an effect conveyed by an ally, add your Intelligence modifier to the roll.*
- **Blackjack:** *As a major action, make an Investigation check against a target within 30 feet, targeting Fortitude resistance. If you beat their resistance, the target is Incapacitated for 1 minute or until damaged. Usable once per short rest per target.*

Path of the Dancer

"Are we human?"

Khachaturian's Encore: *Path of the Dancer uses a resource called Dancer Points (DP). You gain 2 DP for each Step taken in this Path, and DP is regained on a short or long rest.*

- **Provocative Dance:** *As a major and minor action, spend 2 DP and make a Performance check against a target within 50 feet, targeting Will resistance. If you break resistance, the target is Exposed and Incapacitated for 1 minute or until they take damage. If you fail to break resistance, the target is Exposed for 1 minute instead. Alternately, you may target everyone within 50 feet, but the conditions only last for 1 round or until they take damage.*

- **Marin Karin:** As a major action, spend 2 DP and make a Persuasion check against an adjacent target, targeting Will resistance. If you break resistance, the target is compelled to act as you bid them for 3 rounds, though they will not take suicidal or impossible actions. If you fail to break resistance, they are Exposed and Impaired for the duration. Usable once per strife per target.
- **Feign Surrender:** As a reaction, spend 1 DP make a Deception check against all targets within 50 feet, targeting Will resistance. For each target, if you break resistance, they have disadvantage to hit you. If an attack is made by or against you, you have advantage to hit for 1 round, but any disadvantage is lost and you cannot reuse this Step while that advantage lasts. Lasts 1 minute or until the advantage kicks in.
- **Wait Your Turn:** As a minor action, spend 1 DP and make an Intimidation check against up all targets within 50 feet, targeting Will resistance. For each target, if you break resistance, the target is Stuck for 1 round.
- **All Eyes on Me:** As a major action, spend 1 DP and make a Performance check, then all allies within 50 feet of you have advantage on all attack rolls and skill checks while the effect is active. While the performance is ongoing, your allies may also check Performance or use yours in place of a Stealth check to Distract. Lasts for 1 minute, but is inactive if you cannot be seen.

Path of Harmony (keystone)

“Harmony makes small things grow, lack of it makes great things decay.”

Enlightenment: Path of Harmony uses a resource called Balance Points (BP). You have a maximum of 5 BP when you enter this Path. You gain 1 BP whenever you land an attack roll or skill check, up to 2 BP per round. You lose all BP after 1 minute out of a strife. Additionally, whenever you add stat modifiers to a damage roll, you add your Wisdom modifier as well.

- **Unwavering Stance:** You may enter the Unwavering Stance only by resting for 1 minute outside of a strife. While you are in this stance, you can impose one d6 Block die as a reaction against attacks targeting your Fortitude or Will resistances. As a free action, you may exit the Unwavering stance to take a Block die's maximum instead of rolling.
- **Mantrika Mahakala:** Your damaging attacks inflict Doom (P, stackable with other Doom). You can add Doom's value an additional time if you spent 5 BP as part of the attack. Whenever you inflict Doom or attack/grapple a Doomed or grappled target, you may Assail as a free action once and gain an additional BP from it. You cannot gain more than 2 BP per round.
- **Mental Discipline:** Select a psionic subpower. If you do not know this subpower, you learn it, and if you already know it, the at-will and lesser versions of it have +1 die size. In either case, the subpower now uses Wisdom as the casting stat. You may spend 5 BP to cast the subpower as if you had expended a lesser slot.

- **Moment of a Perfect Mind:** Whenever you damage a target or use Mental Discipline or Insightful Attacks, you can spend 5 BP (spend no BP if already using an ability that spends 5 BP) to gain a damage boost; for each stat whose modifier is added to the roll (regardless of how many times a given stat mod is added), add that stat's modifier an additional time. Additionally, the damage becomes true damage and inflicts Lethal (3*Lvl).
- **Insightful Attacks:** Whenever you spend BP, you gain a damage bonus to any damage rolls that result from the ability that spent it, adding your Wisdom modifier for 2 BP spent, twice your Wis mod for 4 BP, or thrice your Wis mod for 5 BP. Whenever you make a damage roll, you can choose to spend BP as a free action to trigger this ability.

Path of the Infernal

“There never was an apple, in Adam's opinion, that wasn't worth the trouble you got in for eating it.”

Original Sin: Path of the Infernal uses a resource called Sin Points (SP). You gain 2 SP for each Step taken in this Path, and SP is regained on a short or long rest.

- **Intercessory Chant:** When you Dash, Defend, Help, or use a minor action to Aim, Avert, or Assail, as part of the action you may spend 1 SP to heal yourself or an ally within 50 feet for Pd3 hit points. This counts as an abilitech and/or subpower for the purposes of synergizing with other Steps and effects.
- **Lovely Little Lies:** As a major action, spend 1 SP and make an Investigation or Insight check against a target within 50 feet, targeting Will resistance. If you break resistance, the target is Exposed and Impaired for 1 minute, or until it ends its turn adjacent to you, or pinches itself as a full-round action for Pd4 damage to end the effect.
- **See No Evil:** As a major action, spend 2 SP and make an Engineering or Perception check, insidiously gesticulating at all targets of choice within 50 feet. Each target must spend their next turn without directly acting against you to the best of its ability and end its turn unable to draw line of sight to you. If they fail to do this, they are Blinded for 2 rounds. Alternately, if they have not moved, they may beat your check with a Perception check of their own as a move action, but suffer the same Blind if they fail. Regardless, on the following turn, you may substitute the check result in place of an attack roll, but only against a target who was not Blinded from this Step.
- **Devil's Due:** As a major action, spend 2 SP and make an Occult or Animal Handling check against a target within 50 feet, targeting Fortitude resistance. If you break resistance, the target gains DoT (2P, 1 minute). If the target dies, it jumps to the nearest enemy within 50 feet and gives them the DoT (2P, remaining duration). If there are none available, but you are within range, it jumps back to you and instead heals you for 2P hit points for every jump it made during its duration (including the jump back to you).

- **Fiendish Composure:** When at half HP (ignoring temporary HP) or lower, your skill checks in a strife have a +2 bonus. This is raised to +4 for skill checks made as part of a major action.

Path of the Inquisitor

“The present fate of men may be summed up in three words: Unrest, Confusion, Misery!”

- **Keen-Eyed Attack:** As a minor action or as part of rolling for initiative, you may make an Insight, Investigation, or Deception check against a target, targeting Will resistance. If you succeed, you may add Pd4 damage to a future attack against that foe. This benefit expires if it isn't used within one minute, or if you make another check to use Keen-Eyed Attack.
- **Moonmarked:** As a major action, aggressively gesture at a target. Your next attack roll against them has advantage, you can Aim at the target as a free action once per round, and you ignore any hit maluses on attacks against them, for 1 minute or you use Moonmarked on another target.
- **Karamazov's Mien:** When you Avert, you can choose to place it on an enemy instead of an ally. When you place Block dice on an enemy in any way, you can alternately Cripple them for a magnitude equal to the die roll times five, for 1 round.
- **Witch Hunt:** If a creature uses an action to grant a beneficial effect to itself or an ally, you have advantage to hit them for 1 round.
- **Eye for an Eye:** As a reaction to being hit by a damaging attack roll, make an Occult, Medicine, or Deception check against that attack roll. If you beat the roll, any effects besides damage you take from the attack is also imposed on the enemy. Usable once per strife.

Path of the Mastermind (keystone)

“ALL ACCORDING TO KEIKAKU!” (Editor's note: keikaku means plan)

Master of Tactics: When you take any Step in Path of the Mastermind, you can Help as a minor action and it has a range of 100 feet. Additionally, you use your Intelligence modifier instead of Dexterity when rolling for initiative.

- **Calculating:** When using Avert or Aim, the die has +2 die sizes, and your Assail may grant +1 die size to the damage roll instead of adding a stat mod.
- **Anatomically Accurate:** If your damage roll adds any modifiers, add your Intelligence modifier.
- **Outmaneuver:** As a major action, switch positions with another target. If the target is unwilling, make an Investigation check against their Will resistance and switch places anyway if you break resistance. The range of Outmaneuver is equal to one and a half

times your speed. Once per strife, you can Outmaneuver in place of Discerning, if the target has already been Discerned.

- **Ditch:** When rolling for initiative, you can ditch an opponent. Make an Investigation check against the target's Will resistance. If you break resistance, the target has disadvantage to attack rolls against you as long as you have not damaged them.
- **Spark of Genius:** Once per strife, as a free action you can add your Intelligence modifier to a d20 roll made by yourself or an ally. And once per strife, as a free action you can subtract your Int mod from a d20 roll made by an enemy.

Path of the Mystic

"The magic of old must be preserved. No matter how feared."

- **Anchor of Light:** As a major action, expend a lesser slot and make a psionic attack against a target within 60 feet, targeting Will resistance. If you break resistance, the target is tethered to their current location, unable to move more than 10 feet away from it for 2 rounds. If they move beyond this range by any means, the anchor breaks and deals Pd8+PCM damage in the process. The target may use a major action to sever the anchor for half the damage; if the anchor expires naturally it also deals half damage. This ability counts as a lesser slot subpower for the purposes of synergizing with other Steps and effects.
- **Runic Warding:** When you confer some sort of beneficial effect or remove negative effects from an ally, the ally also gains Aegis (P, 1 round).
- **Cursed Mirror:** As a major action, make a psionic attack roll against a target within 60 feet, targeting Will resistance. If you break resistance, whenever you take damage, up to P damage is transferred from you to that target instead, lasting for 3 rounds. Additionally, if you have any negative conditions of duration 2 minutes or less at the time of the attack, you inflict all of them on the target as well, with the same durations as they had on you when cast.
- **Witching Hour:** When you impose an effect with a duration of 2 rounds or longer, as a minor action you may increase its duration by 1 round.
- **Leviathan's Maw:** As a free action, you may mark a target for consumption. Whenever an attack roll damages that target, the attacker heals for their Con mod. Each attacker, including yourself, may heal in this way once per round, and the mark lasts until the end of the strife. Usable once per short rest.

Path of the Operator

"Bravo Six, going dark."

- **Flank Tactics:** When you make attack rolls or skill checks against a target, if said target (or all targets if multiple) is adjacent to a minion or ally, or within an ally's block radius, take +2 to the attack roll or skill check.
- **Covert Ops:** You are immune to *Blind*, can perceive your surroundings normally as if you had eyes, but without relying on light or sight, and gain +4 to *Stealth* checks in a strife when using darkness, psionic illusions, or other obscuring effects.
- **Shadow Ops:** When you use a psionic subpower as a major action, you can expend one lesser slot as a minor action to become *Invisible* for 1 round (and you may retroactively count the major action as being made while *Invisible* in this way).
- **Master of Ambush:** Once per round, a single-target damaging attack against a target that has yet to take a turn in the strife, or is *Incapacitated*, deals an additional Pd4 damage. This counts as an *abilitech* and/or subpower for the purposes of synergizing with other Steps and effects.
- **False Flags:** As part of rolling for initiative, you may move up to a distance equal to the initiative roll (rounded to the nearest multiple of 5 if necessary). You then gain the tens digit as a bonus to all your attack rolls and skill checks until the end of the first non-surprise round.

Path of the Protagonist (keystone)

“Style as a hallmark of victory.”

Dramatis Personae: *Path of the Protagonist* uses a resource called *Luck Points (LP)*. When you take any Step in this Path, you have a maximum of 3 LP, and some Steps in this path give you additional max LP. LP is regained on a short or long rest. You also gain the **Heroic Pose** ability that can only be used in a strife. As a major action, you pose dramatically and regain 3 LP. Alternately, pose even more dramatically as a full-round action, regaining 7 LP and having advantage on your next attack roll or skill check.

- **Warrior of the East:** As a full-round action, spend 2 LP and move in a straight line, moving one and a half times your base speed. You then make one basic or at-will attack, of your choice, against each target within 10 feet of you at any point during this movement. Additionally, your maximum LP is increased by 3.
- **A Certain Set of Skills:** In a strife, when making an attack roll or skill check, spend 1 LP as a free action to gain advantage on it. Additionally, your maximum LP is increased by 3.
- **Panache:** When rolling for damage, spend 1 LP as a free action to add half your Charisma stat to it. You can only do this once per roll. Additionally, your maximum LP is increased by 3.
- **Dramatic Flourish:** Once per strife, spend 1 LP when you make an attack roll to make a check with some Charisma skill and use that instead. Your attack deals an additional Pd6+CHA damage, even if it misses, also counts as a skill check for the purposes of

synergizing with other Steps and effects, and you heal for half this extra damage. Additionally, your maximum LP is increased by 3.

- ***It's All About Me:*** *Whenever you benefit from an ally's effect that grants a hit bonus, Block dice, temporary hit points, flat bonuses to damage, or damage reduction, you add +3 to the magnitude of its effect.*

Path of the Sawbones

"Dammit, I'm a doctor, not a soldier!"

- ***Field Surgery:*** *As a major action, make a Medicine check while adjacent to an ally (this cannot self-target). You perform a rather gory quick field surgery that heals them for 2Pd4+WIS hit points, but this gains a number of die sizes equal to the tens digit of the check. You may use this at range or on yourself instead, by throwing pills or gel capsules or magic beans or whatever your SM will let you get away with, up to 60 feet if ranged, but this halves the healing done. You have a number of uses of Field Surgery per long rest equal to your total modifier in Medicine.*
- ***Time Out!:*** *Once per strife, as a reaction to an ally being damaged, you may call for a time out. Enemies have disadvantage to attack you or the ally long enough for two rounds or until you or the ally perform a damaging or healing action; the disadvantage-ending action has +1 die size to the damage done, +2 sizes if healing.*
- ***Intense Study:*** *When you Discern, you spy a weak point on a creature, gaining +1 to hit for 1 minute. If you have at least a +8 to Medicine, you get one d3 Aim die for the duration (or +1 die size to an existing Aim die) and increase its duration by 1 minute instead. Calling out this weak point allows allies in earshot to benefit from this bonus.*
- ***Pills Here!:*** *As a minor action, throw adrenaline at an ally within 60 feet, allowing them to take their turn during yours instead of at their normal initiative step. The player then skips the turn they would've taken normally. You may use this on yourself to instead Dash for this turn. Usable once every three rounds.*
- ***Tranquilizer:*** *As a free action, when you land a damaging attack, you can halve the damage done to Weaken the target for 1 round. You can choose to forego all damage to Weaken them for 2 rounds instead. If you have at least a +8 to Medicine, you also Impair them for the duration.*

Path of the Skulker (keystone)

Still can't find that quote.

Hidden Hand: *When you take any Step in Path of the Skulker, you gain an ability called Ambush. When you Ambush, you Distract but you have +2 to the skill check, and if your opposed check is successful, you also gain a +2 hit bonus on the next attack. Whenever you Distract, you may choose to Ambush instead (such as through Chained Stratagems).*

- **Improved Ambush:** Your Ambush gains +1 to its crit bonus, hit bonus, and skill check. Additionally, you can Ambush as part of rolling for initiative, and Ambush from this lasts until used.
- **Sneak Attack:** If you make a damaging attack that benefits from Ambush, it has +1 die size to damage. If the target has at least two negative conditions, it becomes +2 die sizes instead.
- **Hammer and Anvil:** When you Ambush a target within an ally's block radius, you also inflict your hit bonus as a hit malus on the target for 1 round. If your Ambush is successful, you also grant its benefits to that block radius ally.
- **Preparation:** The benefits of Ambush now last until the end of your next turn. Additionally, when you Dash, Defend, or use a non-damaging abilitech or subpower as a major action (or perform any of these as part of a major action), you can Ambush as part of it, and have advantage on the skill check when doing so.
- **Aerial Traverse:** When you Ambush a target, you can move 10 feet as part of the action. Alternately, when you use a minor action that lets you move in any way, you can Ambush as part of that action.

Path of the Tactician

"First, distract target. Then block his blind jab. Counter with cross to left cheek. Discombobulate."

- **As a Team!:** Once per round, as a free action, when an ally makes a skill check, you give them advantage on the check.
- **Focus Fire:** When you Aim as a minor action, you can instead target an enemy to inflict Fade or Sunder instead. The magnitude of this condition is 1, plus 1 per step up from d3 that the Aim die would've had.
- **Chained Stratagems:** Once per round, when you use a major action to Dash, Grapple, Shove, Defend, Help, or Ready (or perform any of these as part of a major action), an ally may also Aim, Assail, Avert, Distract, or move 10 feet. Alternately, you may do one of those five listed actions instead, if an ally performs one of the triggering actions.
- **Incite Treason:** Once per strife, as a minor action, declare an enemy within a 50 ft. radius to be suspect and make an Acrobatics, Investigation, Animal Handling, or Persuasion check. All other enemies each are Impaired by the accusation for 2 rounds unless they pass an opposing Insight check as a reaction or one of them attacks the suspect (regardless of if it hits or misses).
- **Loss Prevention:** Whenever you directly heal yourself or an ally, they heal for an additional P hit points. Furthermore, whenever you or an ally heal to full HP, half of the excess hit points are converted to temporary hit points (up to 2P temp HP). Healing from short rests also counts, with allies able to benefit if you are with them.

Path of the Vanguard

“But from now on, we fight as a Clan. No warrior will go into battle alone. Where one fights, we all fight!”

- **March!:** As a minor action, you or an ally immediately moves up to half their base speed as a free action, ignoring difficult terrain. If you move as part of any action other than a move action, you can do this to increase the distance moved in that way by half base speed instead; if you do this for an ally, they can forego immediately moving to use it in the same way on their turn.
- **Defensive Youth Roll:** Once every three rounds, as a reaction to being attacked, you may grant yourself Aegis (P), then move 10 feet after the attack has resolved. If you did not take damage, you move 20 feet instead. Alternately, you may spend the reaction to let an ally do this instead.
- **Tactical Deployment:** If you Dash as a major action, you may instead let an ally in the strife immediately move for the bonus speed you would have received. Additionally, if you have not yet moved this turn, you may forego your movement to let an ally move for half the foregone movement.
- **Incoming!:** As a reaction, you and all allies have +2 to AC/resistances for 1 round. If you or your allies use an ability that grants further bonuses to AC and/or resistances during that duration, it gains a +1 bonus.
- **Triage Protocols:** When you heal a target during a strife, increase the healing done by your Level for every +3 crit range on yourself or the target at the time. Twice per short rest, when healing during a strife, the healing is Empowered and grants Aegis (P, 1 round).

==> Sentinel/Slayer

“Don’t you know who I am?”

Path of the Arcane Avenger

“Life being what it is, one dreams of revenge.”

- **Akedah Narrative:** As part of rolling for initiative, you may spend up to three lesser slots. For each lesser slot spent, pick a target. The target is Exposed and Incapacitated for 1 round.
- **Twicefold Betrayal:** As a major action, expend a greater slot and sap energy from all enemies within a 50 feet radius. Each enemy gains Rupture (2P, 3 rounds). For every enemy Ruptured, you gain Aegis (P, 3 rounds), up to Aegis (5P).

- **The Eleventh Rite:** Whenever you expend a lesser slot in a strife, you gain P temporary hit points. This increases to $2P$ if the lesser slot dealt no damage or was spent through a Step.
- **Catalytic Lock Engaged:** Whenever you expend a lesser slot in a strife, pick a target with DoT within range of whatever spent that slot; all DoTs on the target immediately deal their damage (duration is unaffected). If the action that spent the slot would inflict a DoT or one can be inflicted as part of it, it is not counted for the instant damage, but add $+P$ to the DoT's magnitude.
- **Melancholic Ire:** While you have temporary hit points or are Warded, whenever you impose Block dice as a reaction, you may also Assail as part of the action.

Path of the Berserker (keystone)

“Rip and tear, until it is done.”

Berserker Stance: You learn the **Berserker Stance**. While in this stance, you have Ward (P). The stance lasts 1 minute or if you end your turn without having attacked or grappled a target or having taken damage since the start of your last turn.

- **Improved Guardian:** Choose one:
 - **Opportunism:** You gain the Opportunist milestone. If you already have it, you can choose to Assail as part of the reaction, or forego any damage to Expose the target for 1 round instead.
 - **Controller:** You gain the Controller milestone. If you already have it, you can either gain another $+1$ die size on the damage roll for a total of $+2$ die sizes, or forego the die sizes to pick one negative condition inflicted by the attack; this condition's duration is extended by 1 round.
- **Fire and Iron:** When you deal damage, you may relinquish some or all of your temporary hit points to add it to that damage roll, including temp HP you would gain as a result of that attack. You also add $+P$ to any Assails you benefit from and any temp HP you gain.
- **Dangersense:** When you Avert, it has $+2$ die sizes and lasts for 1 round. If an attack roll lands on you during that round anyway, you can freely Assail once at the start of your next turn.
- **Bloodborne Rally:** At the start of each of your turns, if you've taken at least P damage from a single instance of damage since the start of your last turn, if you damage the target that dealt that damage and the damage roll benefits from Assail, you heal for the sum total of all Assails and any other flat damage bonuses on the target, capped at the amount of damage taken from that single instance.
- **Furious Strike:** When you miss an attack, you may take P true damage to be Empowered (1 round). Alternately, you may give yourself -4 to a damaging attack roll on your turn to gain Empowered until the end of that turn.

Path of the Carmine

"I sectioned my tibia for the soup."

- **Iron Baptism:** As a free action on your turn, roll a Hit Die (without spending it) with advantage, then reduce your max HP by the roll. You gain Regen (average HD size minus three plus any modifiers, 3 rounds) and your next three instances of damage deal additional damage equal to half the max HP reduction.
- **Vermillion Wind:** Once per short rest, as a free action, your blood begins to boil, gaining +P to all damage dealt, +P to all healing dealt and/or taken, and dealing 2P damage on a missed damaging attack (or +2P damage if already dealing damage on miss) for 1 minute. However, you must spend P hit points at the start of each of your turns, and if you would be reduced below 1 HP from this, you drop to 1 HP instead and the effect prematurely ends.
- **Thanergetic Byproduct:** When you take at least 2P damage through self-inflicted means or reduce your max HP through a Step, you may choose to take P true damage to Empower your next damage roll.
- **Lavish Bloodburst:** Once per turn, when you add Pd(X) dice as a bonus to a damage roll, count how many die sizes it is above Pd3. You may take P times that number (min 1) (if 2Pd(X), multiply by 2 too) true damage to HP, then add +2 die sizes to both the damage roll and the bonus dice. If you are somehow adding multiple sets of bonus dice, you must take the highest possible self-damage but may add +2 die sizes to all sets.
- **Wreath of Higanbanas:** As a major action, or as part of a major action that heals another, you may reduce your max HP by 2P to heal an adjacent target for Pd3+CON hit points (or add it to the healing done). This counts as an abilitech and/or subpower for the purposes of synergizing with other Steps and effects.

Path of the Heavy Weapons Guy

"Strength and muscle and jungle work!"

Bullet Wizard: The Steps in Heavy Weapons Guy require a currently equipped weapon with ammo/charges in order to be used, and must be used on any steps that specify a basic abilitech. If a step requires you to spend ammo, you must spend a minimum of one.

- **Covering Fire:** As a reaction, you may expend a basic abilitech's worth of ammo/charges to impose one d4 Block die against an attack against AC. When equipped with a weapon with ammo/charges, your block radius becomes the weapon's normal range.
 - **Danger Zone:** When you make an attack roll with an attack that uses ammo/charges, if you Avert alongside it you can instead impose the Block die on the target of that attack and on everyone within a 5 ft. radius of them. If your

attack isn't single-target, you instead impose it on everyone that was targeted. Either way, you do not need to land the attack to impose the Block dice.

[Requires Covering Fire]

- **Ballistic Bafflement:** *Once per strife, you may throw... something at an enemy, whether it be spare bullets, an empty mag, a full mag, the gun itself. You may make a basic abilitech targeting Will resistance. This attack only deals damage equal to any stat modifiers added to the damage roll, but does not cost ammo. If you break resistance, the enemy finds themselves unable to comprehend your stupidity, and are Crippled (half) and Impaired for 2 rounds. This also counts as being non-damage for the purposes of synergizing with other Steps and effects.*
- **Ordnance Fire:** *If you have not yet moved this turn, you may spend all but 10 feet of speed to make your ranged attack rolls this turn additionally Daze the target(s) for 1 round. Alternately, spend all your speed as a minor action to make your ranged attack rolls this turn Sunder (2) the target(s).*
- **Ballistic Evidence:** *When at half HP (ignoring temporary HP) or lower, you have Ward (Lv/2).*

Path of the Seraph (keystone)

"Provoking black clouds in isolation!"

Uprising: *When you take any Step in Path of the Seraph, you gain an ability called Aerial Break. Whenever you inflict forced movement (or knock targets Prone) through a damaging abilitech or subpower, you can inflict the Airborne condition instead of moving them (or additionally, if knocked Prone), which suspends the target(s) 5 feet midair until the end of your turn. While Airborne, targets cannot take reactions, all attack rolls and skill checks made against them have +1 to hit per 10 feet of forced movement (stacks across multiple instances, to +6), and Prone is modified to grant advantage on all attack rolls instead. Once per turn, when landing a damaging attack you can take -1 die size to push the target 10 feet (or an additional 10 feet) as well.*

- **Ultraviolence:** *Your first damaging attack against an Airborne target has +1 to hit. This bonus increases by +1 with every subsequent attack, +3 if the attack missed, up to +6 to hit.*
- **Closing Rain:** *As a free action, you may add up to your base speed to your current speed, taking -1 to AC/Resistances for every 10 ft. added for 1 round, up to -4. Alternatively, as a free action, you may take -4 to AC/Resistances to gain +4 to hit for 1 round.*
- **Angelic Volition:** *If you make multiple attacks at once as part of an abilitech or subpower, or an ability to the same effect, you may make one additional attack but this attack deals half damage. If it makes one attack per target for some number of targets, you instead gain +1 die size on those attacks.*

- **Jump Cancel:** If you end your turn with at least half your base speed unused, until the start of your next turn, as a reaction to an incoming attack roll you may impose disadvantage on it.
- **Legendary Dark Knight:** Once per short rest, as a free action, you use a non-trademark infringing devil trigger, gaining +1 die size to all damage and +1 crit range for 3 rounds. You may also choose one other Step you know that confers a benefit for a set duration between three rounds and 1 minute whose conditions (if any) are met, such as Runes of Blood or Catastrophe; you gain the effects of that Step's effects for the duration.

Path of the Serpent

“Slowly. Gently. This is how a life is taken.”

- **Venomous Intent:** When you Dash, Defend, or perform a non-damaging major action abilitech or subpower, your next damaging abilitech or subpower also inflicts DoT (P, 5 rounds).
- **Accelerant:** DoTs from your abilitechs and subpowers now stack an additional time. If the DoT was dealt by an Encore or slotted ability, you inflict two stacks instead.
- **Plague Influx:** When you inflict a DoT but the target already has that DoT, you may instead add that DoT's damage value as bonus damage to the attack. You may only do this once per round per DoT.
- **Serpentine Guile:** As a reaction to yourself Averting or having Avert used for you, you may move 5 feet. This is raised to 10 feet if the Block die would be d6 or higher.
- **Coilbound:** When you deal damage to a grappled target with a minor action, you may Aim or Distract (may use grappling skill instead of Stealth) as part of the action.

==> Slayer/Strategist

“Oh honey, now who's being stupid? I've got the most powerful weapon of all.”

Path of the Battlemaster (keystone)

“Taking the Void as the Way, you will see the Way as Void.”

Ni Ten Ichi Ryu: When you enter Path of the Battlemaster, choose a strife specibus. You are now proficient with this strife specibus and immediately learn all its basic abilitechs. You then learn a special attack for every Step you learn (including retroactively) as though it were any other specibus you know. Additionally, your abilitechs have +1 die size to damage, aim, and block dice.

- **War on Three Fronts:** For the purposes of wielding specibi and powers, you are considered to have a third hand with which to wield them. You may alternately use this

third hand to add +1 die size to damage to an already-wielded specibus or power regardless of how many hands it normally uses.

- **Master of Arms:** Once on each of your turns, you may switch specibi as a free action. Whenever you switch to a specibus, you gain a bonus based on its tag. If it has multiple eligible tags, you may choose. You may only benefit from a bonus every other round.
 - **Brutality:** Your next abilitech Dazes for 1 round, or Empowers your next damaging attack if non-damaging.
 - **Finesse:** If the next abilitech used also has the Combo property, Assail once freely on both major and minor versions. Otherwise, you may Distract as part of the next damaging abilitech.
 - **Esoteric:** Pick a condition inflicted by your next abilitech and extend its duration by 1 round.
 - **Reload:** If you can Reload as a minor action, you may do so as part of the switch. Otherwise, take +1 die size to the next damage roll.
- **Sync Kill:** Once per strife, when you slay a creature with Lethal, if you are within a range equal to your base speed, you may choose to move adjacent to them and slay them in an elaborate animation that gives you Aegis (P) or Ward (P) of your choice until the start of your next turn. When your next turn begins, you heal for half the Lethal's magnitude on the slain creature.
- **Ancient Stance:** While in the Ancient Stance, when an attack against you misses, as a reaction you may make an attack roll (using any stat) against them if you are within range. If you hit, they are knocked Prone. You may move 10 feet as part of the reaction, before or after making the attack roll.
- **Sublime Excellence:** Twice per short rest, when making an attack roll or skill check, you can add +2d4 or advantage to the roll, of your choice.

Path of the Broodmother

"Athel Loren shall not suffer the presence of Men, nor Orcs, nor Dwarfs, nor Beastmen."

- **Apiary's Stinger Swarm:** When making damaging attacks against multiple targets, you can add bees to it as a reaction, adding your Wisdom modifier to the damage roll. Additionally, the bees then linger for 1 round afterwards, allowing all damage rolls against those targets to also add your Wisdom modifier to damage. This also applies to area of effect attacks, affecting all targets within the area with bees for 1 round instead.
- **Kill Command Ready:** If you Defend, Help, or Shove as a major action, or your control specibus uses a non-damaging abilitech, its next abilitech is Empowered. Additionally, your control specibus minion has an extra 10P maximum hit points and +2 to its AC/resistances.
- **Elemental Greenwrath:** Whenever your minions benefit from Assail or can otherwise add a stat mod to damage not in their base profile, they have +P to the damage bonus, and when they benefit from Doom they can add Doom's value an additional time.

- **Nature's Guidance:** When you Aim or Avert, you can take -1 die size to the bonus die to grant it to all minions instead of its original target. If you somehow did it as a major action (or part of one), there is no die size penalty. If you have at least a +8 to Engineering, Medicine, or Survival, you have no die size penalty and get +1 die size for the major action.
- **Pale Pendulum:** As a major action, expend a lesser slot and make a psionic attack against a target within 60 feet, targeting Fortitude resistance. If you break resistance, the target takes Pd3+PCM damage and is Ruptured (P, 1 round). You may then Assail as part of the attack. The Assail has a +P bonus but can only be used on an ally or minion. This ability counts as a lesser slot subpower for the purposes of synergizing with other Steps and effects.

Path of the Host

"Through the nightly air stampedes a train of frothing black horses."

- **Raging Howl:** As a major action, spend one lesser slot to make a psionic attack roll against all targets within 100 feet, targeting Will resistance. For each target, if you break resistance, they are Weakened for 3 rounds.
- **Wolfpack:** Choose one:
 - **Alpha Factor:** You have +1 to attack rolls against targets for each of your minions that are adjacent to them, up to +4. You can suspend this until the end of your next turn as a minor action or reaction to give an ally advantage to hit for 1 round.
 - **Wall of Fangs:** For each minion that starts their turn within movement range of an enemy, all of your minions' attacks gain a stacking +1 to hit, up to +6. As a minor action, you can also grant them half the hit bonus as crit range until the end of your turn.
- **War Bond:** Your minions have an extra 2*Level maximum hit points. If the ability, subpower, etc that gives you a minion only gives you one, raise this to 5*Level for that minion. Once per round, when a minion lands a damaging hit or you use a minion to this effect, you can Assail once as a free action.
- **Hueste de Guerra:** Once per strife, as a free action on your turn, select a target within 100 feet. The target is Exposed until the end of your turn. Alternately, all attacks against them have +1 crit range for 1 minute.
- **Confluence:** Choose one:
 - **Moonlit Night:** When you summon a minion using a psionic subpower or after a short rest, you can choose to strengthen your bond with this minion to grant them the ability to Aim, Avert, or Assail on your behalf, once on each turn they act. Only one minion may be enhanced in this way at a time.
 - **Catastrophe:** Once per short rest, as a major action, sacrifice a minion under your control, consigning them to a horrible fate in exchange for boons. You

immediately heal for Lvl hit points, then have +2 to hit, +2 crit range, and +1 die size to your damage rolls for 1 minute thereafter. However, you cannot use, resummon, or in any way recover this minion until you complete a short rest.

Path of the Outlaw

“My grandmother could shoot better than you, and not only is she blind, she's also dead.”

- **Towering Arrogance:** *Twice per strife, when an attack roll misses you, a damaging attack roll of choice against them gains advantage.*
- **Sailor's Vernacular:** *Once per turn, when you pass a skill check against an enemy's DC or resistance, you also insult them for P true damage.*
- **In the Zone:** *After attacking or grappling as a major action, subsequent attack rolls and skill checks this turn add +3 to the roll.*
- **Blood in the Water:** *As a reaction to an enemy taking damage outside your turn, you may move 5 feet. You also gain an extra reaction per round that can only be used on reactions that allow you to move.*
- **Self-Agrandization:** *Whenever you benefit from Assail, Doom, Rupture, or other bonuses to damage, you add +P to each of their total magnitudes (or +P per stat mod for Assail).*

Path of the Pirate

“Yar har fiddle di dee. If I win the grapple, you're coming with me.”

- **Grappling Cable:** *You may grapple targets within 15 feet, optionally pulling yourself to adjacency on a successful grapple. If you can grapple a target from beyond the normal 5 ft. range by other means, you instead increase that range by 10 feet instead. Additionally, as a major action, you may move an ally within your grappling range to any other point also within your grappling range. You may substitute an object in place of a target, though the SM reserves the right to ask for a check to do so.*
- **Holmgang:** *While you grapple a target, if you or the target(s) takes forced movement, you may force all others to move with it (up to your base speed), maintaining the grapple if you are still within grapple range at the end. When you inflict at least 10 feet of forced movement against a target, you also Expose them for 1 round.*
- **Boarding Hook:** *When you grapple a target as a major action, you can hook them as a minor action, inflicting DoT (P, duration of grapple) or increasing it by P if it already inflicts DoT while grappling. Additionally, if the target attempts to break the grapple (or the grapple is automatically broken by some means), first any DoTs on the target immediately damage the target again (duration is unaffected).*
- **I'm the Captain Now:** *If an ally benefits from an Assail or Distract not from you, you have +1 to crit per Assail or Distract benefitted on your attacks on that target on your*

next turn. Additionally, when you benefit from *Assail* or *Distract*, your allies have +1 to crit per *Assail* or *Distract* on that target for 1 round. Either way, this may stack up to +3 crit range in this way.

- **Hostage Situation:** Once per strife, when you are grappling someone and you take damage from someone you are not grappling, you scapegoat your grappled target (choosing one if you have multiple grappled), transferring up to 2P damage taken from you to them instead.

Path of the Starhunter

"You are always and still a moth to folly's candle."

- **In Starlight Clad:** When you perform a non-damaging major action given as a Step, or modify a non-damaging major action with the effects of at least one Step, your next damaging attack next turn has +1 die size.
- **Fall Solar:** Before using a damaging melee attack, as a free action you may give it +1 die size, but a roll of 4 or less on the d20 causes a backlash, dealing half the base damage to yourself and all targets within the melee attack's range.
- **Icarus Reimagined:** When rolling for initiative, you may choose to inflict *Doomed* (P, stackable with other *Doom*) on yourself. If you do, you may add *Doom*'s magnitude on yourself to one damage roll per turn. Bonus damage from this counts the target as *Doomed* for the purposes of synergizing with other Steps and effects.
- **Crying Suns:** When you deal damage against a *Doomed* target that also has one or more *DoTs*, you may add *Doom*'s magnitude an additional time.
- **Fire, Walk With Me:** When you land a damaging critical hit or deal at least +50% bonus damage in some way, heal yourself for 2P hit points.

Path of the Thaumaturge (keystone)

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn"

Awakening Dreamer: Path of the Thaumaturge uses a resource called *Dreams*. You have a maximum of 3 *Dreams* per Step taken in this Path, and your *Dreams* fully restore on a long rest. You may choose between the **Eldritch Blast** or **Eldritch Smite** basic abilitechs to learn on a strife specibus of your choice. Both are a major action to make an attack with your psionic casting stat. *Eldritch Blast* is a ranged attack with a range of 60 feet and Qd6+PCM damage, while *Eldritch Smite* is a melee attack with a range of 5 feet and Qd8+PCM damage. Either way, if the weapon is wielded in two hands, the chosen abilitech gains +1 die size.

- **Magic is Real:** Pick a psionic power. You then learn a subpower in this for every Step in this Path that you know, including this Step. Whenever you learn any further Steps in this Path thereafter, you learn a subpower from this power, learning all subpowers from it if

you learn all five Steps in this Path. You can expend a Dream to count as expending a lesser slot when casting, but only with the chosen power.

- **Take Flight:** *You can expend a Dream as a free action to gain a fly speed of 30 feet for 1 minute. Alternately, you may expend a Dream as a minor action to become intangible and immediately move half your base speed.*
- **Ogloparry:** *As a reaction, you can expend a Dream to impose one d8 Block die and disadvantage against an incoming attack.*
- **Rainbow Triforce:** *As a major and minor action, you can expend a Dream to make three psionic attack rolls, all against a single target within 60 feet. The three attacks target Fortitude, Reflex, and Will, and have different effects, based on the resistance broken. The Fortitude attack Impairs the target, the Reflex attack Sticks, and the Will attack Exposes. Each of them deal Pd3 damage and last for 1 round. Alternately, you can forego any two attacks to make the third attack have its condition last 3 rounds and count as an abillitech for the purposes of synergizing with other Steps and effects.*
- **Hopes and Dreams:** *As part of using a non-damaging major and/or minor action, you can expend a Dream to heal for your Level, then gain Aegis (Lvl, 1 round).*

Path of the Wrestler

“Blood is thicker than new blood, dude!”

- **Big Hands:** *You may grapple creatures of larger size categories than you without disadvantage. You also gain a climb speed equal to your base speed.*
 - **Huge Hands:** *You may grapple creatures three or more size categories larger than you without disadvantage. Additionally, whenever you grapple creatures, you have advantage to attack rolls against them. [Requires Big Hands]*
- **Turnbuckle Thrash:** *Whenever you inflict damage through forced movement, you may add your Str mod to the total damage done. If you can make grapple checks with another stat's skill, you may use that stat mod instead. If you make a check to inflict this forced movement, you may use Aim dice on the check as though it were an attack roll.*
- **Submission Artist:** *Any creatures you grapple have Setback (2) while they are grappled, and you no longer halve movement when dragging grappled creatures.*
- **Atomic Backbreaker:** *As a full-round action, you may initiate the Atomic Backbreaker on a character you are grappling. This is an attack that automatically hits, dealing 2Pd10+STR damage to the target. Performing the Backbreaker breaks the target free from the grapple, but leaves them Prone.*

==> Strategist/Sentinel

“Remind yourself that overconfidence is a slow and insidious killer.”

Path of the Aeon

"Do what thou wilt shall be the whole of the Law."

- **The Jester:** Once per round, damaging a Doomed target deals the condition's magnitude as damage to all other enemies within 10 feet. When you slay a Doomed enemy, your next Doomed condition you inflict in the same strife has its magnitude increased by P.
- **The Magus:** Once per round, when you land a damaging attack with an area of effect, you deal P true damage to each target. If any allies are also in the area of effect, you grant them P temp HP instead.
- **The Priestess:** Spend a lesser slot to brand an enemy within 60 feet as a major action. Whenever you or an ally gains temporary hit points, or an enemy takes damage from you, the branded target takes P damage. This effect cannot trigger off itself, lasts one minute or until the target takes 10P damage. If the effect expires prematurely from taking 10P damage or the target dying, you heal for Pd3 hit points.
- **The Art:** Whenever you inflict an effect that imposes a hit malus from, hit bonus against, Doom, or Lethal on an enemy, you add +2 to the magnitude of its effect.
- **The Universe:** You reduce all forced movement taken by 10 feet and increase your block radius by 10 feet. Additionally, if an ally within your block radius and unobstructed line of sight in a strife moves by means other than a move action, they can choose to move into adjacency with you instead, regardless of distance; if a condition prevents them from doing this, you or the ally can spend a lesser slot as a free action to remove those conditions first.

Path of the Ancient

"Forward! Remember that from those monuments yonder forty centuries look down upon you!"

- **Ironclad Resolution:** You are always considered to be Warded (0). If you gain Ward by other means, you instead have a +2 bonus to its Fort/Will benefits.
- **Bolstered Faith:** Whenever you grant temporary hit points, its recipients also have +1 die size to all Aim and Block dice while the temp HP persists.
- **Inspired Improvisation:** If you inflict Cripple, Dazed, or Stuck on a target, while those conditions persist Aim dice can alternately be used on skill checks against those targets. When you Aim, the Aim dice have +1 die size.
- **Forward:** Choose one:
 - **Into the Breach:** Whenever you use damaging abilitechs and/or subpowers against a target's AC, you may add the magnitude of any Sunder on them to the attack's crit range. Alternately, you may do this with Fade if it targets resistances.
 - **Press the Advantage:** Abilitechs and subpowers against targets you have Exposed or Impaired have +1 die size, +2 die sizes if both.

- **Fearless Resolve:** Temporary hit points from a Path stacks with itself gained from other Steps in the same Path. Additionally, you add +P to all temp HP you gain or grant, and any temp HP that you grant to others or others grant to you stacks with other temp HP already present.

Path of the Shadowdancer

"Fear not the darkness but welcome its embrace."

Shadow Play: Path of the Shadowdancer has Steps with **Shadewalk**, a special type of movement where you functionally teleport, allowing feats such as moving across chasms and swapping cover without being seen.

- **Shadowstep:** Once every three rounds, you may Shadewalk 20 feet in any direction within line of sight as a reaction. Alternately, when you Dash, you can Shadewalk all movement for the rest of that turn. Independently of the cooldown, you may Shadewalk when moving through any reaction.
- **Doppelganger:** Once every three rounds, as a reaction (or as part of using any other Step in Shadowdancer), 3 mirror images of yourself appear alongside you, in the same space as you, independently of the cooldown. Whenever an attack would be made against you, it targets a mirror image first. Attacks with multiple targets hits one image per target it can hit, and area of effect attacks hit you and all images simultaneously. Images last for 1 round or an attack is made against them.
- **Human Shield:** When you Help, Defend, or perform a non-damaging major action abilitech or subpower, as part of the action you may swap positions with an ally within your line of sight and range equal to your speed.
- **Made You Blink:** If you have not moved yet this turn, when you attack an enemy within range equal to your speed, you may choose to swap places with them. Once per minute, you may ignore the requirement that the target is within your speed's range (they still need to be within the attack's range to make it at all).
- **Clothesline:** Once per turn, when you move through an enemy by any means besides a move action (or adjacent to them at any point during that movement), you may roll an Athletics or Acrobatics check versus their Fortitude resistance. If you break resistance, you knock them Prone. You may only target one enemy in this way per turn.

Path of the Skirmisher

"You're too slow!"

- **Shock Assault:** When you lunge towards your target (moved 20 feet towards the target) before attacking them that same turn, your next attack inflicts Doom (P) on the target (or

+P to Doom's magnitude if the attack would already inflict it) and grants you Aegis (P, 1 round).

- **Signal Modulation:** Twice per short rest, as a free action, you may increase the durations of all negative conditions (of duration 2 minutes or less) on enemies by 1 round and decrease the duration of all such conditions on yourself and allies by 1 round.
- **Hard Target:** At the end of each of your turns, you gain +1 to AC/resistances for every 10 feet you moved by means besides your move action or beyond your base speed, up to +4, until the start of your next turn. When you move allies, you grant them +1 to AC/resistances for every 10 feet moved, up to +4, for 1 round.
- **Escort Protocol:** When an adjacent creature moves away from you (or away from you while within your block radius), you can use a reaction to move up to 10 feet as long as your new position is still adjacent or as close as possible to them. You can increase the distance moved by up to your base speed but if you do, you are Crippled for the additional distance on your next turn.
- **Maneuver Tactics:** In a strife, when you grant Block dice for yourself or an ally and the bonus dice is used, the result can be added to the beneficiary's next skill check against the attacker. If the Block dice persists for a duration instead of one use, use the most recent result.

Path of the Tower

"Against such abominations, we organize our defenses on the principle that one strong and able mind can shield the many."

- **Line in the Sand:** As a major action, you draw up to four lines, each 10 feet long and 30 feet high with one end within 45 feet of yourself. Any enemies that move through or start their turn in this area are Crippled (half) and Dazed for 1 round. The fields last for 1 minute. Usable once per minute.
- **Stalwart Defense:** Whenever you expend a lesser slot in a strife, you have +1 AC/resistances until the end of the strife. This may stack up to +3 in this way. If you expend a greater slot, take the +3 immediately instead.
- **Bad Apple:** Whenever you make a psionic attack with an area of effect, lasting psionic tremors make the area difficult terrain for 1 round. If it already does this, the duration is increased by 1 round instead.
- **Rarefication:** Whenever you expend a lesser slot, take your Con mod, PCM, or Lvl/2, whichever is greatest. You heal for that many hit points. If you expend a greater slot, add any two of choice.
- **Battlements of Academia:** Whenever you use a non-damaging major action abilitech and/or subpower, you gain Aegis (P, 1 round).