

Optional Rule: Mantles

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What is the Mantle System?

The Mantle System is a system based off of the Dresden Files Accelerated (DFA) Mantle system where there are different ‘Mantles’ that a character can have. Each Mantle has their own ‘Core Stunts’ (stunts that anyone that takes the Mantle automatically gets and do not count toward the Refresh count), usually one or two, and more ‘Additional Stunts’ (stunts that are common for the Mantle, but are not required or automatically gained and count toward the Refresh count) that the player can choose from.

What are Mantles?

Mantles, or Mantles of Power, are a symbol of power and ability that a person that has trained for them or are worthy of them can wield. They are a representation of how a person pushes their power onto the world and each mantle is unique from another. Not only that, but two people that have the same mantle are unique from each other. Mantles have powers and abilities that are similar to each other, however how a person uses and controls the Mantle can be vastly different. For example, two people that have the Cleric mantle have the Divine Spells Core Stunt (explained below) that allows them to cast spells of a Divine nature. However, one may use that stunt to inflict harm upon their foes while another may use it to buff their allies.

Why the Mantle System?

There are two main reasons that you may want to use the Mantle System in your Pathfinder Fate Accelerated (PFFAE) game.

- 1) They help maintain the idea of ‘Classes’ and ‘Archetypes’ that Pathfinder has.

Each class in the Pathfinder universe is a collection of abilities that every single member of that class has access to as they level up. Every fighter is going to gain the ‘Bravery’ ability that allows them to resist Fear Effects. Every Ranger is going to gain access to an animal companion. Mantles help keep that same idea while allowing for the freedom of choice that Fate Accelerated has.

- 2) They allow for quick and easy character creation, so players can get into the game as fast as possible.

Instead of spending hours trying to come up with the perfect character concept in PFFAE that matches as closely as possible to the Pathfinder class that the player wants to emulate, they can simply choose a Mantle that does most of the tedious work for them. Which will allow them to get the character quickly into the game and playing. This can especially be good for players just joining a game in progress or for players playing a ‘one-shot’ (a game that is going to only last for one session). When a player chooses a Mantle, the Core Stunts are automatically gained and a

list of Additional Stunts are there for the player to choose from, or they can create a stunt based off of them. With one or two choices, half of the character creation is done.

Creating a Character with Mantles

When creating a character with the Mantle System, you do everything up until you choose your stunt(s). When you are ready to choose your stunts, choose a Mantle. You gain everything within your chosen Mantle's Core Stunts. These are free stunts that do not cost Refresh to gain. Once you do that, you can take any of the Additional Stunts under the Mantle, or create a new stunt of your own appropriate to the Mantle (or your character as a whole), as long as you have the Refresh cost for them. The rest of Character Creation is the same.

Advancing a Mantle

When you would gain a new stunt, you can choose an Additional Stunt from your Mantle, or create a new stunt appropriate for the Mantle (or your character as a whole). You cannot choose a stunt from another Mantle, but you can decide to Multiclass into a new Mantle (detailed below).

Multiclassing with Mantles

As Fate Accelerated (and Pathfinder Fate Accelerated as well) is a freeform, narrative game, it is simple to multiclass with the Mantle System. When you wish to add a new Mantle to your character, you choose ONE stunt from the Mantle's Core Stunts to take (representing your character training/learning the new Mantle's power). From then on, when you can gain a new stunt, you can choose from either Mantle's stunts (including the other Mantle's Core Stunts that you have not gained yet).

Where Are the Prestige Classes?

The Prestige Classes, as they are structured in Pathfinder, are stronger versions of various concepts (such as the Arcane Archer being a magical archer). However, when translating to PFFate, they provide nothing that cannot be done with an Aspect or two normally anyway. If you would like to keep the idea of Prestige Classes, you can either create a whole new Mantle, or rename your character's Mantle into the Prestige Class's name. Remember that you have a lot of flexibility in PFFate, even with the Mantle System.

Editing Mantles

Feel free to edit Mantles as needed for your game, and feel free to work on any aspect of them with your GM to come up with your best version of the Mantles. These Mantles are not meant to be the final say on how these Pathfinder classes should operate in the Fate Accelerated system, nor are they perfect for your own version of the class.

Creating a New Mantle

As with most RPGs, you are always free to create your own homebrew Mantles. The main thing to remember as you create the new Mantle is to not worry about keeping balance between all of the Mantles. Mantles are the representation of power for a character, and no two Mantles should be exactly the same, or similar, to another. Another thing to keep in mind is that you do not need to reinvent the wheel with its stunts. Feel free to modify stunts from other Mantles for use with your new one. See ‘Commander’ for an example of a Homebrew Mantle.

Enemies With Mantles

You may find that using the typical rules for creating mooks and enemies allows for the party to just stomp over all of their foes. If you find that enemies are too weak, you are free to give any enemies Mantles. Typically, you want to give mooks, or minor enemies, a Mantle’s Core Stunts and that is it, to show that they are skilled but only as far as what their Mantle gives them immediately. Or, you can leave them untouched as they are not supposed to be something that gives the players a hard time. Stronger enemies, like significant enemies, could gain an additional stunt or two along with their Mantle, to show their stronger and more skilled upbringing. Major enemies could get the full treatment with a Mantle or two, all of the Core Stunts of the Mantles, with multiple additional Stunts as needed.

Alternate Classes and Mantles

Pathfinder has three alternate classes that are nearly similar to their parent classes with a few differences. To help keep that idea, we have lumped together these alternate classes with their parents and will detail their differences within their Mantle. Usually, this is a single change to the Mantle’s Core Stunts.

Let’s See the Mantles

NOTE: All of the mantle descriptions for Pathfinder Classes are from d20pfsrd.com.

Core Classes

Cleric

In faith and the miracles of the divine, many find a greater purpose. Called to serve powers beyond most mortal understanding, all priests preach wonders and provide for the spiritual needs of their people. Clerics are more than mere priests, though; these emissaries of the divine work the will of their deities through strength of arms and the magic of their gods. Devoted to the tenets of the religions and philosophies that inspire them, these ecclesiastics quest to spread the knowledge and influence of their faith. Yet while they might share similar abilities, clerics prove as different from one another as the divinities they serve, with some offering healing and redemption, others judging law and truth, and still others spreading conflict and corruption. The ways of the cleric are varied, yet all who tread these paths walk with the mightiest of allies and bear the arms of the gods themselves.

Core Stunts

- **Divine Spellcaster:** As one in tune with your patron god, you can call upon their aid by prayer and scripture. This allows you to cast spells of a Divine nature. The level and strength of spells that you can cast depends on your Divine Archetype according to the PFFAE rules.
- **Channel Energy:** Choose Channel Energy (Positive) or Channel Energy (Negative). Once per conflict, as an action, you can call upon your deity to channel their power all around you. To determine the shifts of the Channel, roll Flashy Divine.
 - **Channel Energy (Positive):** You heal all living beings and damage all undead beings in your zone, splitting the shifts amongst the targets as normal.
 - **Channel Energy (Negative):** You deal damage to all living beings and heal all undead beings in your zone, splitting the shifts amongst the targets as normal.

Additional Stunts

- **Selective Channel:** You can choose who you affect with your Channel Energy Core Stunt.
- **Strengthened Channel:** When you Channel Energy, you can add +1 to your roll. This stunt can be taken multiple times.
- **Empowered Channel:** When you Channel Energy, once per session, you can make it so that you do not need to split the shifts between your targets. In this case, all of your targets get the full effect of the channel.
- **Extra Channel:** You can use Channel Energy an additional time per scene.
- **Favored Weapon:** You gain a +1 to Attack whenever you use your deity's Favored Weapon.

Bard

Untold wonders and secrets exist for those skillful enough to discover them. Through cleverness, talent, and magic, these cunning few unravel the wiles of the world, becoming adept in the arts of persuasion, manipulation, and inspiration. Typically masters of one or many forms of artistry, bards possess an uncanny ability to know more than they should and use what they learn to keep themselves and their allies ever one step ahead of danger. Bards are quick-witted and captivating, and their skills might lead them down many paths, be they gamblers or jacks-of-all-trades, scholars or performers, leaders or scoundrels, or even all of the above. For bards, every day brings its own opportunities, adventures, and challenges, and only by bucking the odds, knowing the most, and being the best might they claim the treasures of each.

Core Stunts

- **Bardic Performance:** Bards are the masters of mashing music and inspiration together into a beautiful arrangement. Their songs and speeches can bring out the best in people, allowing them to concentrate on picking a lock, or giving the strength to hold out for a little longer. Or, they can bring out the worst, grating on the listener's eardrums or distract them in the midst of combat. When you use this stunt, it takes an action to start the performance up. However, you can freely keep it going without spending any action. And you can end it immediately without any action. As long as the targets of the performance can hear it (or see it if it is a visual performance, such as a dance), they gain the effects of the performance. You can do various things with performances, including the below options.
 - **Fascinate:** You can cause one creature either in your zone or in an adjacent to become fascinated with you. You give them the **Fascinated With <Your Name>** aspect that can be invoked once for free. Any turn where you continue this performance resets the amount of free invokes. Stopping this performance removes the aspect and any invokes on it.
 - **Inspire Courage:** You can inspire your allies to be fearless in battle. You give all allies in your zone a +1 to Attack and Defend rolls.
 - **Inspire Competence:** You can inspire your allies to become more skilled. You give all allies in your zone a +1 to Overcome and Create Advantage rolls.
 - **Soothing Performance:** You can help calm the emotions of an ally in your zone. While doing this performance, you suppress any Aspects that deal with irregular emotions due to magical effects, such as Fear Effects and Rage effects (this does not suppress a Barbarian's Rage Stunt)
- **Bardic Spells:** Bards are a unique breed as they are one of the few that can masterfully cast both Arcane and Divine spells. The strength of spells you can cast of each type is based on your Arcane and Divine Archetypes.

Additional Stunts

- Bardic Knowledge: When trying to Create an Advantage based on your knowledge, at GM discretion, you can add +2 to the roll.
- Jack-of-All-Trades: When Overcoming a challenge with your lowest Approach, you can add +2 to the roll.
- Well-Versed: You gain a +2 when Defending against any Sonic spell or effect.

Barbarian

For some, there is only rage. In the ways of their people, in the fury of their passion, in the howl of battle, conflict is all these brutal souls know. Savages, hired muscle, masters of vicious martial techniques, they are not soldiers or professional warriors—they are the battle possessed, creatures of slaughter and spirits of war. Known as barbarians, these warmongers know little of training, preparation, or the rules of warfare; for them, only the moment exists, with the foes that stand before them and the knowledge that the next moment might hold their death. They possess a sixth sense in regard to danger and the endurance to weather all that might entail. These brutal warriors might rise from all walks of life, both civilized and savage, though whole societies embracing such philosophies roam the wild places of the world. Within barbarians storms the primal spirit of battle, and woe to those who face their rage.

Core Stunts

- Rage: Once per conflict, you can call upon the fury that builds deep inside of your body and soul and unleash it upon your unsuspecting enemies. You do not need to use an action to Rage, and while you are enraged, you gain the **Enraged** aspect. As long as you have that aspect, you can Invoke it once per turn for free. Any other Invokes in that turn require a Fate Point as normal. Also, while **Enraged**, you gain an additional Stress Box (Stress Box 4) that can be used to mark off shifts as normal. Once you lose your Rage, this box disappears. While **Enraged**, you cannot use any actions/stunts that require concentration. You can continue to Rage for free on every turn. When you lose Rage, whether by an effect or your choice, you replace **Enraged** with **Exhausted**. While this is a temporary Aspect that will go away once you have a chance to rest (most likely once combat is over), treat **Exhausted** as a Mild Consequence.

Additional Stunts

- **Rage Power:** Choose one of the following options (or create one of your own). The chosen Rage Power(s) are active while you are **Enraged**.
 - **Animal Fury:** You can attack multiple times when using the Attack action, however both attacks are at a -2 penalty. The second attack is with your teeth, bare hands/claws, feet/talons, etc. This cannot stack with any other stunt that allows for multiple attacks.
 - **Guarded Stance:** Gain a +2 to Defense
 - **Beastial Leaper:** Gain a +2 bonus to Overcoming an Obstacle while Moving
 - **Come and Get Me:** Take a -1 penalty to Defense to gain +2 to your Attacks.
 - **Fearless Rager:** Cannot be Frightened or Shaken
 - **Lethal Accuracy:** When you Attack and Succeed With Style, add an additional +1 Shift.
- **Tireless Rage:** Once per session, you can ignore gaining **Exhausted** after Raging.

Fighter

Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. Still others learn the ways of weaponcraft to hone their bodies in battle and prove their mettle in the forge of war. Lords of the battlefield, fighters are a disparate lot, training with many weapons or just one, perfecting the uses of armor, learning the fighting techniques of exotic masters, and studying the art of combat, all to shape themselves into living weapons. Far more than mere thugs, these skilled warriors reveal the true deadliness of their weapons, turning hunks of metal into arms capable of taming kingdoms, slaughtering monsters, and rousing the hearts of armies. Soldiers, knights, hunters, and artists of war, fighters are unparalleled champions, and woe to those who dare stand against them.

Core Stunts

- **Weapon Mastery:** Choose a weapon type (such as longsword, crossbow or polearm). As long as you attack with that weapon, you gain +1 to the attack.
- **Armor Mastery:** Choose an armor type (such as light armor, medium armor or heavy armor). As long as you have the armor equipped, you gain a +1 to defense.

Additional Stunts

- **Fighting Style:** Choose an option below. As long as you fulfill the requirements, you gain the benefits of the Style. You can take this stunt multiple times for each option.
 - **Two-Weapon Fighting:** As long as you are wielding a weapon in each hand, you can Attack twice with an Attack Action. Each attack, however, is at a -2 penalty.

- Free-Hand Fighting: While holding a weapon in one hand, and the other is free, you gain a +2 bonus on Creating an Advantage to Disarm, Dirty Trick or Sunder.
- Two-Handed Weapon Fighting: While using a Two-Handed Weapon, you gain +2 to Attacks
- Shield Fighting: While wielding a shield, you gain a +2 to Defense
- Ranged Fighting: While using a ranged weapon, you can declare that you are going to Create an Advantage while Attacking. You must do this before you roll. When you do, both the Attack and the Create Advantage take a -2 penalty.
- Bravery: You gain +2 to Defense against any Fear Effects
- Additional Weapon Mastery: You gain an additional Weapon Mastery. This must be a different weapon group than one you have already chosen.
- Additional Armor Mastery: You gain an additional Armor Mastery. This must be a different armor type than one you have already chosen.

Druid

Within the purity of the elements and the order of the wilds lingers a power beyond the marvels of civilization. Furtive yet undeniable, these primal magics are guarded over by servants of philosophical balance known as druids. Allies to beasts and manipulators of nature, these often misunderstood protectors of the wild strive to shield their lands from all who would threaten them and prove the might of the wilds to those who lock themselves behind city walls. Rewarded for their devotion with incredible powers, druids gain unparalleled shape-shifting abilities, the companionship of mighty beasts, and the power to call upon nature's wrath. The mightiest temper powers akin to storms, earthquakes, and volcanoes with primeval wisdom long abandoned and forgotten by civilization.

Core Stunts

- Primal Spellcasting: As one with a close tie to nature, you can cast spells of a Primal nature. The strength of the spells you can cast is determined by your Primal Archetype based on the PFFAE rules.
- Nature Bond: When you gain this Mantle, choose one of the two options below.
 - Domain: Choose a domain to become closely tied to (such as Air, Water, Earth, Animal). Whenever you cast a spell, or do any action related to your chosen domain, you gain a +2 to the spell or action.
 - Animal Companion: You become closely tied with a specific animal in the wild. You immediately gain an Animal Companion.

Additional Stunts

- Nature Sense: You gain a +2 to Overcome rolls when the challenge deals with Nature.

- Woodland Stride: You gain a +2 when Overcoming obstacles to movement that are made by any sort of undergrowth.
- Resist Nature's Lure: You gain a +2 to Defending against Fey effects
- Wild Shape: Once per session, you can use an action to change shape into a Medium size or Small animal. This transformation lasts for a whole scene (or two if the scenes are short). While transformed, your stats become the stats of the form you choose to change into (you and your GM should work together to come up with the stats of your new form). Also, you cannot speak and are limited to the sounds your animal form can make. You can drop this form without an action and freely. Any stress from either of your forms stay with the form, however, Consequences remain (or are retooled as needed). You can take this stunt multiple times, each time you do, gain the next option below.
 - Wild Shape II: As Wild Shape, except that you can now change into any animal between Tiny and Large size or a Small Elemental.
 - Wild Shape III: As Wild Shape II, except that you can now change into a Diminutive to Huge animal, Small to Medium elemental, or Small to Medium plant.
 - Wild Shape IV: As Wild Shape III, except that you can now change into a Small to Large elemental, or Small to Large Plant
 - Wild Shape V: As Wild Shape IV, except that you can now change into a Small to Huge elemental, or Small to Huge Plant

Rogue / Ninja

Life is an endless adventure for those who live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and charm to bend fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Thieves and gamblers, fast talkers and diplomats, bandits and bounty hunters, and explorers and investigators all might be considered rogues, as well as countless other professions that rely upon wits, prowess, or luck. Although many rogues favor cities and the innumerable opportunities of civilization, some embrace lives on the road, journeying far, meeting exotic people, and facing fantastic danger in pursuit of equally fantastic riches. In the end, any who desire to shape their fates and live life on their own terms might come to be called rogues.

Alternate Mantle: Ninja

When the wealthy and the powerful need an enemy eliminated quietly and without fail, they call upon the ninja. When a general needs to sabotage the siege engines of his foes before they can reach the castle walls, he calls upon the ninja. And when fools dare to move against a ninja or her companions, they will find the ninja waiting for them while they sleep, ready to strike. These shadowy killers are masters of infiltration, sabotage,

and assassination, using a wide variety of weapons, practiced skills, and mystical powers to achieve their goals.

To use the Ninja Mantle, exchange the Trap Sense Core Stunt with the below stunt:

- **Ki Pool:** As a Ninja, you have a pool of supernatural energy that flows throughout your body. You gain a number of Ki Points equal to your Focused Archetype and can use these points to do various actions. Unless otherwise noted, all options with Ki Points cost one (1). You can only use one Ki Pool Option per turn.
 - **Ki Attack:** Spend a Ki Point. You can make an additional Attack after making an Attack on your turn. This second Attack can only use your Focused Archetype and can only attack an enemy in your Zone.
 - **Burst of Speed:** Spend a Ki Point. You can immediately move an additional zone for free. All Obstacles between Zones still apply.
 - **Enveloping Shadows:** Spend a Ki Point. You gain a +4 to Stealth Based Create Advantage rolls.

Options for Additional Stunts can include:

- **Acrobatic Master:** Spend a Ki Point. You automatically succeed at an Acrobatic based Overcome roll.
- **Slow Fall:** Spend a Ki Point. You gain the benefits of Feather Fall
- **Shadow Clone:** Spend a Ki Point. You gain the benefits of Mirror Image (only between one (1) and four (4) clones can be created in this manner)

Core Stunts

- **Sneak Attack:** The rogue's greatest weapon is stealth, and they show this through their sneak attacks. When you are taking the Attack action against an enemy that has no idea you are there, you gain a +3 to the attack.
- **Trap Sense:** Gain +2 when Defending against Traps

Additional Stunts

- **Camouflage:** Gain a +2 when Creating Advantages to Stealth while in a chosen terrain (such as Woodland, Plains, Urban). This stunt can be taken multiple times for a different type of terrain.
- **Coax Information:** Gain a +2 when Overcoming a challenge to gain information.
- **Improved Sneak Attack:** Gain a +1 when Sneak Attacking
- **Debilitating Sneak Attack:** When you successfully Sneak Attack, you can try to Create an Advantage immediately. Examples of Aspects to create include: **Poisoned, Paralyzed, Hamstrung, and Slowed**

Monk

For the truly exemplary, martial skill transcends the battlefield—it is a lifestyle, a doctrine, a state of mind. These warrior-artists search out methods of battle beyond swords and shields, finding weapons within themselves just as capable of crippling or killing as any blade. These monks (so called since they adhere to ancient philosophies and strict martial disciplines) elevate their bodies to become weapons of war, from battle-minded ascetics to self-taught brawlers. Monks tread the path of discipline, and those with the will to endure that path discover within themselves not what they are, but what they are meant to be.

Core Stunts

- Flurry of Blows: Once per conflict, you can make an additional Attack at no penalty. This attack must be to an enemy in your zone.
- Ki Pool: As a Monk, you have a pool of supernatural energy that flows throughout your body. You gain a number of Ki Points equal to your Focused Archetype and can use these points to do various actions. Unless otherwise noted, all options with Ki Points cost one (1). While you have at least one (1) Ki Point, your unarmed strikes are considered magical. You can only use one Ki Pool Option per turn.
 - Ki Strike: Spend a Ki Point. You can make an additional Attack after making an Attack on your turn. This Attack can target an enemy in your Zone.
 - Burst of Speed: Spend a Ki Point. You can immediately move an additional zone for free. All Obstacles between Zones still apply.
 - Ki Shield: Gain a +2 to a Defense against an Attack

Additional Stunts

- Stunning Fist: Once per session, on a successful attack, you can give your target the **Stunned** temporary aspect that can be invoked by you or any of your allies twice before disappearing.
- Fast Movement: Once per scene, you can move an additional zone for free. Any Obstacles between zones still apply.
- Abundant Step (Requires Fast Movement): As Fast Movement, except that you can ignore any obstacles for the movement.
- Diamond Soul: You gain a +2 to Defense against Spell Attacks

Paladin / Antipaladin

Through a select, worthy few shines the power of the divine. Called paladins, these noble souls dedicate their swords and lives to the battle against evil. Knights, crusaders, and law-bringers, paladins seek not just to spread divine justice but to embody the teachings of the virtuous deities

they serve. In pursuit of their lofty goals, they adhere to ironclad laws of morality and discipline. As reward for their righteousness, these holy champions are blessed with boons to aid them in their quests: powers to banish evil, heal the innocent, and inspire the faithful. Although their convictions might lead them into conflict with the very souls they would save, paladins weather endless challenges of faith and dark temptations, risking their lives to do right and fighting to bring about a brighter future.

Alternate Mantle: Antipaladin

Although it is a rare occurrence, paladins do sometimes stray from the path of righteousness. Most of these wayward holy warriors seek out redemption and forgiveness for their misdeeds, regaining their powers through piety, charity, and powerful magic. Yet there are others, the dark and disturbed few, who turn actively to evil, courting the dark powers they once railed against in order to take vengeance on their former brothers. It's said that those who climb the farthest have the farthest to fall, and antipaladins are living proof of this fact, their pride and hatred blinding them to the glory of their forsaken patrons.

Antipaladins become the antithesis of their former selves. They make pacts with fiends, take the lives of the innocent, and put nothing ahead of their personal power and wealth. Champions of evil, they often lead armies of evil creatures and work with other villains to bring ruin to the holy and tyranny to the weak. Not surprisingly, paladins stop at nothing to put an end to such nefarious antiheroes.

Replace both the Detect Evil and Smite Evil Core Stunts with the following:

- Detect Good: Once per scene, you can use the Detect Good spell.
- Smite Good: Once per session, when you attack you can declare that you are using Smite Good. If the target is Good, you give them the aspect **Smited**, which cannot be tagged or Invoked. While they are **Smited**, which remains until the target is Taken Out or the end of the scene, your Attacks gain half of your Divine Archetype against it and your attacks go through any damage resistances it may have.

Options for Additional Stunts can include:

- Touch of Corruption: Once per scene, you can immediately deal one stress of damage to a living target in your zone.
- Channel Energy (Negative): Once per scene, as an action, you can call upon your deity to channel their power all around you. This damages everyone in your zone.

To determine the shifts of the Channel, roll Flashy Divine. The shifts are split as normal for affecting multiple creatures.

Core Stunts

- Detect Evil: Once per scene, you can use the Detect Evil spell.
- Smite Evil: Once per session, when you attack you can declare that you are using Smite Evil. If the target is Evil, you give them the aspect **Smited**, which cannot be tagged or Invoked. While they are **Smited**, which remains until the target is Taken Out or the end of the scene, your Attacks gain half of your Divine Archetype against it and your attacks go through any damage resistances it may have.

Additional Stunts

- Lay on Hands: Once per scene, you can heal one (1) stress box from a living ally.
- Channel Energy (Positive): Once per scene, as an action, you can call upon your deity to channel their power all around you. This heals everyone in your zone. To determine the shifts of the Channel, roll Flashy Divine. The shifts are split as normal for affecting multiple creatures.
- Divine Bond: You form a bond with your god. This bond can come in one or two forms, chosen when you gain this stunt. If the weapon/mount is destroyed/slain, you cannot make another bond for multiple sessions (of approximately 30 days), and all your weapon Attacks are at -1.
 - Weapon Bond: Your bond with your god becomes a celestial spirit that rests within your weapon. Once per session, you can call upon the spirit to appear. When it does, your weapon glows like a torch. In addition, your weapon attacks gain +1 and your weapon gains a magical ability (such as axiomatic, defending, disruption, or keen).
 - Mount Bond: Your bond with your god takes the form of a divine mount (usually a horse or pony). The mount acts as an animal companion. It can be called once per session and stays until it is dismissed or is Slain.
- Aura of Resolve: You are immune to charm effects, and all of your allies in your zone gain a +2 to Defend against such effects.

Ranger

For those who relish the thrill of the hunt, there are only predators and prey. Be they scouts, trackers, or bounty hunters, rangers share much in common: unique mastery of specialized weapons, skill at stalking even the most elusive game, and the expertise to defeat a wide range of quarry. Knowledgeable, patient, and skilled hunters, these rangers hound man, beast, and

monster alike, gaining insight into the way of the predator, skill in varied environments, and ever more lethal martial prowess. While some track man-eating creatures to protect the frontier, others pursue more cunning game—even fugitives among their own people.

Core Stunts

- **Favored Enemy:** Choose an enemy type at Mantle Creation (such as Humanoid, Giant, Amphibious). Whenever you are fighting against an enemy of this type, gain +1 to Attack and Defend rolls.
- **Favored Terrain:** Choose a terrain type at Mantle Creation (such as Forest, Urban, Desert). While in your Favored Terrain, gain +1 to Create Advantage and Overcome rolls.

Additional Stunts

- **Additional Favored Enemy:** Choose an enemy type not already chosen under this stunt or your Favored Enemy stunt. You gain the benefits of Favored Enemy with this new type. You can take this stunt multiple times.
- **Additional Favored Terrain:** Choose an enemy type not already chosen under this stunt or your Favored Enemy stunt. You gain the benefits of Favored Enemy with this new type. You can take this stunt multiple times.
- **Track:** You can use half of your Primal Archetype to actions dealing with tracking creatures.
- **Hunter's Bond:** Your bond with nature becomes so strong that you gain an animal companion.
- **Ranger Spells:** You have gained favor with nature and have been given the ability to cast spells. The strength of your spells are based on your Primal Archetype. However, you can only cast spells leveled one (1) to four (4).

Sorcerer

Scions of innately magical bloodlines, the chosen of deities, the spawn of monsters, pawns of fate and destiny, or simply flukes of fickle magic, sorcerers look within themselves for arcane prowess and draw forth might few mortals can imagine. Emboldened by lives ever threatening to be consumed by their innate powers, these magic-touched souls endlessly indulge in and refine their mysterious abilities, gradually learning how to harness their birthright and coax forth ever greater arcane feats. Just as varied as these innately powerful spellcasters' abilities and inspirations are the ways in which they choose to utilize their gifts. While some seek to control their abilities through meditation and discipline, becoming masters of their fantastic birthright, others give in to their magic, letting it rule their lives with often explosive results. Regardless, sorcerers live and breathe that which other spellcasters devote their lives to mastering, and for them magic is more than a boon or a field of study; it is life itself.

Core Stunts

- Sorcerer Spells: You have the ability to cast Arcane spells using the power building within you. The strength of your spells are based on your Arcane Archetype.
- Bloodline: You have special blood running through your veins. This blood is what grants you your magical ability as well as gives you other abilities, like the Draconic Bloodline's Claws ability and the Undead Bloodline's Grave Touch ability. You can only have one Bloodline through this stunt, but it can be strengthened by taking additional stunts toward this. Work with your GM to determine what bloodline ability you may gain from this stunt.

Additional Stunts

- Strengthening Bloodline: Gain another ability based on your Bloodline. If you have Cross-Bloodline, this ability can be from either Bloodline.
- Cross-Bloodline: Gain another Bloodline based on the Bloodline stunt detailed above.

Wizard

Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortals, the legends of realms where gods and spirits tread, the lore of creations both wondrous and terrible—such mysteries call to those with the ambition and the intellect to rise above the common folk to grasp true might. Such is the path of the wizard. These shrewd magic-users seek, collect, and covet esoteric knowledge, drawing on cultic arts to work wonders beyond the abilities of mere mortals. While some might choose a particular field of magical study and become masters of such powers, others embrace versatility, reveling in the unbounded wonders of all magic. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their every desire.

Core Stunts

- Wizard Spells: With your careful and focused study, you have gained the ability to cast Arcane Spells. The strength of your spells is based on your Arcane Archetype.
- Arcane Bond: As you have worked to study the fundamentals of magic, you have formed a bond with an object or creature. When you take this Mantle, choose one of the following options.
 - Familiar: You immediately gain a familiar, an animal that can help you with your magic. This familiar cannot be an animal companion, and it must have been a normal animal before becoming a familiar. Familiars

give you a +1 bonus to Create Advantage rolls based on the specific creature that has become your Familiar (you and your GM should work together to determine the situation where you gain this bonus). Familiar traits are:

- They only have one Aspect, mentioning that they are a familiar.
 - They only have one “Good At” and one “Bad At” stat
 - They have one Stress Box
 - They gain the stunt - Spell Deliverer: You can deliver a touch spell from your master to your enemy. You can be in separate zones and your master can use a touch spell through you.
- Arcane Object: You have experimented with a specific object and can use it to give you a boost to your power. Once per session, you can declare that you are using your Arcane Object. When you do, choose an option below.
 - Extra Spell: On your turn, you can cast a spell of Cantrip level for free. This can be before or after any kind of action.
 - Arcane Boost: You can add half of your Arcane Archetype to any Create Advantage or Overcome roll that involves your magic.
 - Power Boost: You can use the power stored in the Arcane Object to cast a spell as if your Arcane Archetype was one (+1) higher.

Additional Stunts

- Specialized Magic: You have studied a specific school of magic above all others. Choose a school of magic (such as Conjunction, Evocation, Necromancy). When you cast a spell of that school, boost the effect of the spell by +1. For example, a wizard specialized in Evocation casting a Cone of Frost may add +1 to the stress damage. Or a wizard specialize in Conjunction may reduce the difficulty of the spell by -1. You may need to work with your GM to determine exactly how your specialization affects the spell you are casting.
- Scribe Scroll: You gain the ability to create your own spell scrolls that you or your allies can use.

Base Classes

Alchemist

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures his own magic potential within liquids and extracts he creates,

infusing his chemicals with virulent power to grant him impressive skill with poisons, explosives, and all manner of self-transformative magic.

Core Stunts

- **Alchemy:** Alchemists, as they are named, are skilled in the art of Alchemy, able to create various items and potions. When you have downtime, or have the appropriate amount of time, you can create alchemical items (the number of items up to GM discretion). Examples of items include:
 - **Potions:** Choose a spell that your Arcane Archetype allows based on the PFFAE rules. Using Clever Arcane, set against the difficulty that a caster would need to cast the spell, you can create a potion that has the spell imbued in it. If successful, the potion will work as intended. If you fail, either the potion is useless, or it has a random effect (GM discretion). The spell must be appropriate to put into a potion, such as Cure Light Wounds, Heroism, or Enlarge Person.
 - **Bombs:** You can create a bomb that you can throw in combat, dealing damage to every enemy in a zone. You can only have a number of bombs on you equal to your Arcane Archetype.
- **Mutagen:** You can create a special concoction that only works for you. This concoction will increase one of your Approaches by +4 while decreasing another Approach by -2. This Mutagen lasts for a scene and you can only use it once per session.

Additional Stunts

- **Poison Resistance:** You gain +1 to Overcome and Defend rolls against Poison Effects
- **Swift Alchemy:** Your ability to create alchemical items improves greatly. You gain the following improvements:
 - **Potions:** Once per session, you can immediately attempt to create a potion, even during the midst of combat.
 - **Bombs:** Once per conflict, you can immediately create a bomb. As long as you do not hold on to it past your turn, you can have more bombs than your Arcane Archetype allows.
- **Targeted Bomb:** You can create a bomb that targets and damages a single enemy rather than a group of enemies in a zone.
- **Elemental Bomb:** Your bombs can inflict elemental damage at their explosion.

While many warriors strive to perfect their art, spending all of their time honing their skill at martial arms, others spend as much effort dedicating themselves to a cause. These warriors, known as cavaliers, swear themselves to a purpose, serving it above all else. Cavaliers are skilled at fighting from horseback, and are often found charging across a battlefield, with the symbol of their order trailing on a long, fluttering banner. The cavalier's true power comes from the conviction of his ideals, the oaths that he swears, and the challenges he makes.

Alternate Mantle: Samurai

Few warriors are more dedicated to honor and the code of the warrior than the samurai. Trained from an early age in the art of war and sworn to the service of a lord, the samurai holds a position of power and respect in many lands, often serving as the voice and justice of the local noble. The samurai takes on his training with zeal, learning the way of the blade (typically a katana), the bow, and the horse. Some even learn how to effectively use firearms, if they are available. The samurai is often the most trusted soldier in his lord's employ. In him, the common folk see honor and sacrifice. He is an honorable warrior, dedicated to the realm and the leaders that guide it.

Replace the Mount Core Stunt with the following stunt:

- **Resolve:** Once per session, when you defeat a target, you can recover a single stress box.

Options for Additional Stunts can include:

- **Weapon Expertise:** Choose one of the following weapon options. When using your chosen weapon and succeed an attack with style, you gain an additional shift of damage.
 - Katana
 - Longbow
 - Naginata
 - Wakizashi
- **Honorable Stand:** Once per session, you can declare a Last Stand. While you are Last Standing, you are immune to Fear, Shaken, and Panic effects. You also can ignore the results of one attack against you. However, if you run away, or drop your Honorable Stand early, you cannot use it again until the end of your next session.

Core Stunts

- **Mount:** You immediately gain a mount appropriate to your size. This mount acts as an Animal Companion.
- **Order:** Cavaliers are a part of an Order, a group of people that follow several edicts. If you fail to follow the edicts of your Order, you lose this stunt, and other stunts related to your Order, and cannot gain it back until the end of your next session. Work with your GM to determine your base benefit of this stunt.

Additional Stunts

- **Challenge:** Once per session, you can issue a Challenge against a single enemy. Your attacks against this target is at +3. However, any Defend rolls against targets not the target of your challenge is at -1.
- **Cavalier's Charge:** When you charge (move and then attack with a melee attack), you gain +2 to the attack.
- **Banner:** You have found, made, or had made a banner showing the crest of your Order. While you have this banner, you and all allies who start in your zone gain +1 to Defend against Fear effects and +1 to Charge Attacks during this round. Your allies must be able to see your banner to gain this benefit.
- **Additional Order Benefit:** You gain an additional benefit with your current Order. Work with your GM to determine your new benefit.

Gunslinger

For a renegade few, battle sounds different than it does for the typical fighter. The clash of steel and the sizzle of spell energy are drowned out by the thunderous rhythm of gunfire—the pounding beat of the gunslinger.

Gunslingers are a bold and mysterious lot. While many treat the secrets of black powder with the same care and reverence that a wizard typically reserves for his spellbook, most gunslingers know that firearms are a secret that cannot remain concealed forever. While current firearms are simple, often imprecise, and even dangerous devices, they are a technology on the move, and one that will become even more powerful when it is fully fused with magic.

Optional Rule: Broken Condition

Guns in Pathfinder, no matter how prolific they are in the world, are fickle creations. They are easily able to backfire on their user, easily able to break, and can be hard for some to handle. To help keep with the idea and theme of guns in Pathfinder, you and GM can decide to use this optional rule.

When using a gun, if the Gunslinger rolls all Minuses (1 or 2 on normal d6s), the gun misfires, becoming broken and the gun gains the **Broken** aspect. They must take an action to repair the gun, removing the aspect, before it can be fired again.

Core Stunts

- **Gunsmith:** You gain a gun when taking this Mantle. You know how a gun works, how to fire it, how to maintain it, and how to fix it when it is broken.
- **Grit:** You gain a pool of points called Grit points. These points are used for Deeds (detailed below) and are representative of your determination and skillful use of firearms. You gain a point of Grit when Succeeding with Style on an Attack with a firearm, or otherwise succeeding on a daring move. You can only have a number of Grit points equal to your Flashy Approach and Grit points go away at the end of a Scene.
- **Deeds:** As a gunslinger, you have access to feats of daring that few do. With your pool of Grit, you can do any of the options below, as long as the trigger takes place, if any. Unless otherwise specified, each option costs one (1) Grit.
 - **Deadeye:** You can attack from two zones away without any penalty.
 - **Gunslinger's Dodge:** When Attacked by a ranged attack, you can add +2 to the Defense roll.
 - **Quick Clear:** You can immediately clear one of your guns of the **Broken** aspect without spending an action.
 - **Pistol Whip:** You can Attack with the butt or handle of your firearm. If the Attack is successful, you give the target the **Pistol Whipped** aspect, which you or your allies can invoke twice before it disappears.
 - **Startling Shot:** You purposely miss your target, giving your target the **Startled** aspect that you or your allies can invoke twice.
 - **Targeting:** When Attacking with a firearm, you can target a specific part of the body such as the arms, legs or wings. If successful, you can give the target the aspect **Shot <Body Part>** which can be invoked by you or your allies twice before disappearing.

Additional Stunts

- **Gun Training:** Choose a type of Firearm (Pistol, Musket, etc). Attacking with the chosen firearm grants a +1 to the attack. This stunt can be taken multiple times for each type of Firearm.
- **True Grit:** Choose one deed. The chosen deed can be used as long as you have at least one (1) Grit point without needing to spend the Grit. This can be taken multiple times for each Deed.
- **Utility Shot:** When using a Firearm to Overcome an obstacle, such as breaking open a lock, you gain a +2 to the roll.

Inquisitor

Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile when righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. They answer to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their goals.

Core Stunts

- **Inquisitor Spells:** As one who fights to root out those against the faith, you have access to your patron's power, allowing you to cast Divine spells. The strength of the spells you can cast are based on your Divine Archetype.
- **Judgement:** Once per session, you can call down judgement upon an enemy. This can come in the form of one of a few options that you can choose one of at the time of judgement. This judgement lasts until the scene ends or the target is taken out of combat.
 - **Destruction:** You gain a +2 to any weapon attack against your target.
 - **Piercing:** You gain a +2 to any spell attacks against your target.
 - **Protection:** You gain a +2 to any Defense from your target's attack.

Additional Stunts

- **Monster Lore:** You gain a +2 bonus to Create Advantage rolls dealing with your knowledge of monsters.
- **Bane:** You can imbue your weapon with power to go against a specific enemy type. Once per scene, you can choose an enemy type. While you are holding onto your weapon, for the rest of the scene, you gain a +2 to Attacks against that enemy type.
- **Detect Alignment:** You can use the spells Detect Evil, Detect Good, Detect Law and Detect Chaos at will. You can only use one of these spells at a time.
- **Cunning Initiative:** You can use your Clever Approach in addition to your Quick Approach to determine Initiative.

Magus

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The magus is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the magus unlocks powerful

forms of arcana that allow him to merge his talents further, and at the pinnacle of his art, the magus becomes a blur of steel and magic, a force that few foes would dare to stand against.

Core Stunts

- **Magus Spells:** As one who has combined the martial with the magical, you have access to Arcane Spells. The strength of spells you can cast is based on your Arcane Archetype.
- **Arcane Pool:** You gain a pool of points called Arcane Points. You can only have a maximum of your Arcane Archetype points. Each session, you immediately gain a number of points equal to your Arcane Archetype. These points can be used to enhance your weapon in a variety of ways, detailed below.
 - **Base Weapon Enhancement:** You can use a number of points from your Arcane Pool to add that much of a bonus to your Attack Rolls for the rest of the scene.
 - **Advanced Weapon Enhancement:** You can add a weapon property to your weapon for your attacks, using one point per attack that you have the weapon property active.
 - **Spellstrike:** You can use a number of points from your Arcane Pool to cast a spell of that level with the range of “Touch.” This can be used immediately after an Attack or Create Advantage Action.

Additional Stunts

- **Spell Combat:** You can add your Arcane Archetype to your Attack Rolls.
- **Free-Hand Fighting:** While holding a weapon in one hand, and the other is free, you gain a +2 bonus on Creating an Advantage to Disarm, Dirty Trick or Sunder.
- **Empowered Casting:** Add this option to your Arcane Pool stunt - Empower Spells: You can add as many Arcane Points as you can to checks to cast a spell. You cannot use this with Spellstrike.

Oracle

Although the gods work through many agents, perhaps none is more mysterious than the oracle. These divine vessels are granted power without their choice, selected by providence to wield powers that even they do not fully understand. Unlike a cleric, who draws her magic through devotion to a deity, oracles garner strength and power from many sources, namely those patron deities who support their ideals. Instead of worshiping a single source, oracles tend to venerate

all of the gods that share their beliefs. While some see the powers of the oracle as a gift, others view them as a curse, changing the life of the chosen in unforeseen ways.

Core Stunts

- **Mystery:** The gods have given you power based on a certain belief or mystery of the world. This grants you abilities based on your chosen mystery and you and your GM should work together to determine the base benefit you gain from this stunt.
- **Oracle Spells:** With your Mystery, you are able to cast Divine spells. The strength of the spells you can cast is determined by your Divine Archetype.

Additional Stunts

- **Strengthened Mystery:** The power of your Mystery is growing. You gain an additional benefit of your Mystery.

Shifter

Whether riding on the wind as a falcon or hiding in some fetid bog waiting to strike, the shifter is a true master of the wild. Both a devoted defender of druidic circles and a fierce predator, the shifter can take on the forms of nature and even fuse them together with devastating effect and unbridled savagery. By way of the druidic discipline of wild shape, they become living aspects of the wild. At first, they are able to assume only a minor aspect, but with time and practice they can fully transform into ever more powerful forms.

Core Stunts

- **Shifter's Aspect (Minor):** Choose an animal when you gain this Mantle. Once per session, you can gain the minor aspect of that animal, gaining the **Minor Aspect of <Animal>** aspect and benefits based off of the animal chosen. This lasts for the whole scene. You and your GM should work together to determine the benefit of this minor aspect.
- **Shifter's Claws:** You can, once per conflict, shift your hands and feet into natural weapons based off of your animal chosen for Shifter's Aspect. These weapons last for the conflict. They can be disrupted and you can drop them at any moment for free.

Additional Stunts

- **Wild Shape:** You can, once per session, transform into your chosen animal for Shifter's Aspect. You gain the traits, form, approaches and more for this form, and you should work with your GM to determine the stat block for your form.
- **Additional Aspect:** Choose an animal you have not already chosen for this stunt or Shifter's Aspect. Any stunt or effect that allows you to use your Shifter's Aspect, you can choose any aspect from this stunt as well, gaining this aspect's benefits instead. This stunt can be taken multiple times.
- **A Thousand Faces:** At will, you can be under the effects of Alter Self. This can only be used when not in an altered shape.
- **Chimeric Aspect (Requires Additional Aspect):** When you use Shifter's Aspect, you can take the benefits of two of your aspects.

Summoner

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the arcane arts forms a close bond with one particular outsider, known as an eidolon, who gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul. But this power comes with a price: the summoner's spells and abilities are limited due to his time spent enhancing the power and exploring the nature of his eidolon.

Core Stunts

- **Summoner's Bond:** You have found and made a bond with a special other-planar being called an Eidolon. After about a minute of rituals, you can summon the eidolon to fight by your side. As long as you are conscious, the eidolon stays summoned. As soon as you go unconscious (either by falling asleep, being knocked out, or dead), the Eidolon is banished and must be summoned back. It cannot be banished by spells like Dispel Magic, but Displacement and Banishment can work as normal. The Eidolon acts as any other summoned creature, with a few notable exceptions:
 - 1) When summoned by a ritual, it's stress is healed completely. However, any Consequences are not gone unless it was Slain before summoning (both Consequences are filled and you either choose for the Eidolon to not absorb the attack or they cannot absorb the attack)

- 2) The Eidolon can gain Evolutions, chosen for the Eidolon at the time of summoning. Evolutions are special Aspects that help define what the Eidolon can do, giving the Eidolon justification for certain actions. An Eidolon can only have up to three Evolutions at a time, unless otherwise determined by stunts.
 - 3) The appearance of the Eidolon is completely determined by the Summoner, but must be a fantastical creature. The Summoner's control is not enough to make it a specific creature, and the Eidolon must have a mark of the Summoner on their body.
- Life Link: Your essence and being is tied with your Eidolon when it is summoned. When your Eidolon is successfully attacked, you can take some of the shifts from the attack and have them damage you instead.

Additional Stunts

- Bond Senses: Once per scene, you can send your perception into your Eidolon. When you do, you can look through its eyes, listen through its ears, smell through its nose and taste with its tongue. You can do this as long as you and your Eidolon are on the same plane.
- Shield Ally: As long as the Eidolon is within your zone, you gain a +2 to Defense
- Greater Shield Ally (Requires Shield Ally): The bonus from Shield Ally goes to +4.
- Maker's Call: Once per conflict, you can call your Eidolon to you immediately. This acts as a Dimensional Door and the Eidolon moves to your zone.
- Transposition (Requires Maker's Call): When using Maker's Call, you can instead trade places with your Eidolon.

Vampire Hunter

Not all beings who stalk the night hunt mortal prey. Out of honor, desperation, or tragic need, a vampire hunter pits his abilities not just against the creatures of the night, but also their terrifying undead overlords: vampires. Most vampire hunters do not survive their first encounters with vampirekind, as no amount of study or training can truly prepare one to face the Nobles of the night. Those few who survive and force themselves to carry on grow more and more like their terrible quarry, becoming dark-garbed bringers of death, feared by the dead and the living alike. Vampire hunters approach their duties with a grim but ironclad resolve so strong it resembles ecclesiastical faith, and it is from this mysterious, selfless dedication that their divine power wells.

Core Stunts

- Detect Undead: At will, you can use the Detect Undead spell.

- Vampiric Focus: As you have fought the undead and its ilk throughout your life, you have learned how to fight fire with fire, or in this case, vampiric power with vampiric power. Choose an option below when you gain this Mantle. Once per session, you can activate your Focus for no Action. It lasts for the whole scene and while it is active, you gain its effect.
 - Vampiric Agility: You can move an additional zone for free.
 - Vampiric Call: You gain an additional Stress Box. It automatically disappears when your Focus does.
 - Vampiric Cunning: You gain +1 to your Clever Approach.
 - Vampiric Heart: You gain a +2 bonus to Defending against Lightning and Cold damaging spells. Also, and affect that senses living creatures does not perceive you.
 - Vampiric Might: You gain +1 to your Forceful Approach
 - Vampiric Momentum: You are under the effects of Feather Fall, Spider Climb and Freedom of Movement
 - Vampiric Resilience: You gain +2 to Defend against Energy Drain effects.
 - Vampiric Resolve: You gain +2 to Defend against mind altering effects.
 - Vampiric Sight: You gain Darkvision for a zone.

Additional Stunts

- Stake: Any piercing weapon or sharp tool (such as a piton) counts as a wooden stake in your hands for the purposes of vampire weaknesses.
- Vampiric Spellcasting: You gain the ability to cast Divine spells. The strength of spell you can cast is based on your Divine Archetype. However, you can only cast spells leveled between one (1) and four (4).
- Vampire Tracker: You can track gaseous forms as if they leave a physical trail.
- Remove Vampirism: You can prevent a creature killed by a vampire from becoming a vampire spawn through a ritual that takes 10 minutes. If the creature comes back to life and is killed by a vampire again, they can become a vampire spawn.
- Critical Reflexes: When you successfully attack with style, you can immediately pull out an item you have and use it. The item must be small, such as a vial of holy water or wooden stake.

Vigilante

Being a renowned hero can be dangerous to your health and prosperity. Fighting against corruption and the evil that lurks within society makes you a target and, even worse, puts your friends and family in danger. For those who must maintain a social persona, being a part of the greater community while secretly fighting against powerful forces within it requires leading a double life.

By day, the vigilante maneuvers through society, dealing with other nobles or influential individuals. By night, he dons a disguise and an utterly different set of goals, taking the fight to his foes and solving problems with a blade when words will not suffice.

Core Stunts

- **Dual Identity:** You have two identities that you play. One that you use in normal company, socializing and mingling with the common and not so common folk. The other is one that you use to stalk the night, one with different goals and morals, fighting when words are not enough. Create two sets of Names, Approaches, Aspects and Alignments. One set is for your Social Identity. The other is for your Vigilante Identity. While Names, Approaches and Aspects can be completely different from each other, each set's Alignment must be within one step of each other (on either Law/Chaos or Good/Evil axis). You can only have one of these Identities "active" at any given point in time. You can be in either Identity when you start a scene (assuming you have had time to switch between the Identities). However, switching Identities during a scene requires a minute of work and must be out of sight to protect your secret. Any spell to scry on you can only work if you are currently in the Identity they are trying to scry.
- **Seamless Guise:** You know how to act in your current Identity. When someone suspects your other Identity, you can gain a +4 bonus to any rolls to not reveal your Identity.

Additional Stunts

- **Unshakable:** You gain a +2 bonus to Defend against attempts to Intimidate you.
- **Startling Appearance:** You gain a +2 bonus to Attack a target that is completely unaware of your presence. If the Attack is successful, the target takes a -2 penalty to Attacks against you for the rest of the turn.
- **Stunning Appearance (Requires Startling Appearance):** As Startling Appearance, except that if your attack is successful, the target is Stunned for the turn (unable to act).

Witch

Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

Core Stunts

- Witch Spells: You have communed with a patron, giving you power that little others know of. This allows you to cast Arcane spells. The strength of spells you can cast are based on your Arcane Archetype.
- Familiar: You immediately gain a familiar, an animal that guides you with your magic. This familiar cannot be an animal companion, and it must have been a normal animal before becoming a familiar. Familiars give you a +1 bonus to Create Advantage rolls based on the specific creature that has become your Familiar (you and your GM should work together to determine the situation where you gain this bonus). Familiar traits are:
 - They only have one Aspect, mentioning that they are a familiar.
 - They only have one “Good At” and one “Bad At” stat
 - They have one Stress Box
 - They gain the stunt - Spell Deliverer: You can deliver a touch spell from your master to your enemy. You can be in separate zones and your master can use a touch spell through you.
 - If you are ever separated from your Familiar, you cannot cast your spells until your familiar is returned to you.
- Hex: You gain a magical trick that either empowers you or disempowers your enemies. Choose an effect of your Hex when you gain this Mantle. Once per conflict, you can use an Action to activate the Hex. The Hex lasts the whole turn. Examples of effects can be:
 - Iceplant: You are under the effects of Endure Elements and gain a +1 to Defense.
 - Distraction: You give a -2 penalty to Casting a Spell to a target of your choice.

Additional Stunts

- Additional Hex: You gain a second Hex effect to use in combat.
- Major Hex (Requires Additional Hex): Your Hexes are getting stronger. You immediately gain a new Hex with a stronger effect than a normal one. Such effects can be:
 - Hag’s Eye: This acts as an Arcane Eye. Unlike other Hexes, this can be used for the whole scene.
 - Agony: You can give a target the aspect **Nauseated** for the rest of the turn.

Hybrid Classes

Arcanist

Some spellcasters seek the secrets of magic, pursuing the power to make the impossible possible. Others are born with magic in their blood, commanding unbelievable forces as effortlessly as they breathe. Yet still others seek to meld the science of arcane scholars with the natural might of innate casters. These arcanists seek to discover the mysterious laws of magic and through will and expertise bend those forces to their whims. Arcanists are the shapers and tinkers of the arcane world, and no magic can resist their control.

Core Stunts

- Exploiter's Spells: As one who can exploit the Arcane power within you and around you, you are able to cast Arcane spells. The level and strength of spells that you can cast depends on your Arcane Archetype according to the PFFAE rules.
- Arcane Reservoir: You have tapped into the laws of magic, able to control it and exploit it as you see fit. In doing so, you have manifested a reservoir of power that you can tap into at will. When gaining this Mantle, choose one Exploit below. Once per scene, you can tap into this reservoir to do your chosen option.
 - Arcane Barrier: When Defending against an Attack, you can add half of your Arcane Archetype (rounded down) to the Defense.
 - Arcane Weapon: When Attacking with a Weapon, you can add half of your Arcane Archetype (rounded down) to the Attack.
 - Dimensional Slide: When Moving, you can move one zone for free. This ignores obstacles.
 - Face Thief: You gain the benefits of Disguise Self, changing your appearance by magical means.
 - Spell Disruption: You can suppress the effects of a spell for one round of combat, or about six seconds. This negates the spell's effects for the duration. You cannot use this on a spell of instantaneous or permanent duration.
 - Counterspell: You can completely negate the effects of a spell as it is being cast. You must enter a contest with the caster of the spell, using Quick Arcane. If successful, the spell ends immediately.
 - Theurge: You have learned how to tap into the powers granted by a deity you worship, if any. You can cast a Divine spell at a strength of your Divine Archetype halved (rounded down).

Additional Stunts

- Additional Exploit: You can choose another option under Arcane Reservoir.

- Consume Spells: By spending a Fate Point, you can use Arcane Reservoir an additional time.
- Greater Exploit: You are getting better at exploiting your Arcane Reservoir. Choose one Greater Exploit below. Once per scene, you can tap into your Reservoir to use your Greater Exploit.
 - Greater Theurge (Requires Theurge Exploit): Your ability to tap into the Divine has grown stronger. You can cast a Divine spell at a strength of your Divine Archetype.
 - Counter Drain: When you counterspell successfully, either by the Counterspell exploit or another means, you can siphon the spell's power, allowing you another use of your Arcane Reservoir for the scene.
 - Spell Thief: You can touch a creature affected by a magical effect and steal it. Roll Clever Arcane vs. a Great (+4) difficulty. If successful, you are now under the magical effect and the creature no longer is.
 - Redirect Spell: You can temporarily take control of a spell in the scene. You and the caster of the spell must enter a Clever Arcane contest. If successful, for one round, you control the spell's effects. You cannot use this on a spell that has an instantaneous or permanent duration.
 - Greater Spell Disruption (Requires Spell Disruption Exploit): Your ability to disrupt magical effects is stronger than ever. You can immediately attempt to temporarily disrupt any magical effect for one round.
 - Dimensional Seal (Requires Dimensional Slide Exploit): For the scene, you can prevent any instantaneous movement such as teleportation, summoning or Dimensional Slide effects in a single zone.

Bloodrager

While many ferocious combatants can tap into a deep reservoir of buried rage, bloodragers have an intrinsic power that seethes within. Like sorcerers, bloodragers' veins surge with arcane power. While sorcerers use this power for spellcasting, bloodragers enter an altered state in which their bloodline becomes manifest, where the echoes of their strange ancestry lash out with devastating power. In these states, bloodragers can cast some arcane spells instinctively. The bloodrager's magic is as fast, violent, and seemingly unstoppable as their physical prowess.

Core Stunts

- Bloodline: You have special blood running through your veins. This blood is what grants you your magical ability as well as gives you other abilities, like the Draconic Bloodline's Claws ability and the Undead Bloodline's Grave Touch ability. You can only have one Bloodline through this stunt, but it can be strengthened by taking additional stunts toward this. Work with your GM to determine what bloodline ability you may gain from this stunt.

- Bloodrage: Once per conflict, you can call upon the fury that builds deep inside of your body and soul and unleash it upon your unsuspecting enemies. You do not need to use an action to Rage, and while you are enraged, you gain the **Enraged** aspect. As long as you have that aspect, you can Invoke it once per turn for free. Any other Invokes in that turn require a Fate Point as normal. Also, while **Enraged**, you gain an additional Stress Box (Stress Box 4) that can be used to mark off shifts as normal. Once you lose your Rage, this box disappears. You can continue to Rage for free on every turn. When you lose Rage, whether by an effect or your choice, you replace **Enraged** with **Exhausted**. While this is a temporary Aspect that will go away once you have a chance to rest (most likely once combat is over), treat **Exhausted** as a Mild Consequence.

Additional Stunts

- Blood Sanctuary: You gain a +2 bonus to Defend against spell effects from your allies (such as a Fireball that affects everyone in a zone)
- Fast Movement: You can move an additional zone for free.
- Spell Casting: You gain the ability to cast Arcane spells through your bloodline. The strength of spells you can cast are based on your Arcane Archetype. However, you can only cast spells leveled one (1) to four (4) and you cannot do so while you are Bloodraging.
- Blood Casting (Requires Spell Casting): You can cast spells even while Bloodraging.

Brawler

Deadly even with nothing in her hands, a brawler eschews using the fighter's heavy armor and the monk's mysticism, focusing instead on perfecting many styles of brutal unarmed combat. Versatile, agile, and able to adapt to most enemy attacks, a brawler's body is a powerful weapon.

Core Stunts

- Maneuver Training: Choose a combat maneuver (such as Grapple, Bull Rush, or Trip) when gaining this Mantle. When Creating an Advantage with the chosen maneuver, you gain a +2 bonus.
- Knockout: Once per session, on a successful attack, you can give your target the **Stunned** temporary aspect that can be invoked by you or any of your allies twice before disappearing.

Additional Stunts

- Additional Maneuver Training: You can choose an additional combat maneuver to use Maneuver Training with.

- Close Weapon Mastery: When attacking unarmed, or with a monk weapon, you gain +1 to the attack.
- Awesome Blow: As an Action, you can attack a target your size or smaller with amazing power. If the attack is successful, they take damage as normal, and they are shoved into a new zone. If there are appropriate obstacles in the zone, the target takes an additional shift of damage.
- Greater Awesome Blow (Requires Awesome Blow): When using Awesome Blow, you can hit and move creatures of any size. Not only that, but if the creature is your size or smaller, you can move them an additional zone (they must move in a straight line)

Hunter

Hunters are warriors of the wilds that have forged close bonds with trusted animal companions. They focus their tactics on fighting alongside their companion animals as a formidable team of two. Able to cast a wide variety of nature spells and take on the abilities and attributes of beasts, hunters magically improve both themselves and their animal companions.

Core Stunts

- Hunter's Bond: Your bond with nature becomes so strong that you gain an animal companion.
- Hunter Spells: You have gained favor with nature and have been given the ability to cast spells. The strength of your spells are based on your Primal Archetype. However, you can only cast spells leveled up to six (6).

Additional Stunts

- Empathic Link: At will, you can see through your animal companion's eyes. You are blinded while you do.
- Woodland Stride: You and your animal companion are not impeded by non-magical undergrowth.
- Animal Focus: You have learned to give your animal companion the aspects of a specific animal. Choose an animal when you gain this stunt. You can give your animal companion the aspect **<Animal> Focused**. This gives your animal companion the traits of that animal, such as darkvision, scent and blindsense.
- Speak with Animal: You and your animal companion can communicate as if you are using a common language. No one else can understand what you are saying without magical aid.

Investigator

Whether on the trail of a fugitive, a long-lost treasure trove, or a criminal mastermind, investigators are motivated by an intense curiosity about the world and use knowledge of it as a weapon. Mixing gumption and learnedness into a personal alchemy of daring, investigators are full of surprises. Observing the world around them, they gain valuable knowledge about the situation they're in, process that information using inspiration and deduction, and cut to the quick of the matter in unexpected ways. Investigators are always evaluating situations they encounter, sizing up potential foes, and looking out for secret dangers, all while using their vast knowledge and powers of perception to find solutions to the most perplexing problems.

Core Stunts

- **Alchemy:** You are skilled in the art of Alchemy, able to create various items and potions. When you have downtime, or have the appropriate amount of time, you can create alchemical items (the number of items up to GM discretion). Examples of items include:
 - **Potions:** Choose a spell that your Arcane Archetype allows based on the PFFAE rules. Using Clever Arcane, set against the difficulty that a caster would need to cast the spell, you can create a potion that has the spell imbued in it. If successful, the potion will work as intended. If you fail, either the potion is useless, or it has a random effect (GM discretion). The spell must be appropriate to put into a potion, such as Cure Light Wounds, Heroism, or Enlarge Person.
 - **Bombs:** You can create a bomb that you can throw in combat, dealing damage to every enemy in a zone. You can only have a number of bombs on you equal to your Arcane Archetype.
- **Inspiration:** You have a knack of figuring out clever ways to get out of jams or figure out a solution to problems. Once per scene, when you are using your Clever Approach to Overcome or Create an Advantage, you can gain +3 to the roll. This can be used on any rolls to create Alchemical Items with Alchemy as well.

Additional Stunts

- **Trapfinding:** You gain +2 to any rolls to find a trap.
- **Greater Inspiration:** You can use your Inspiration stunt an additional time per scene.
- **Studied Combat:** Once per conflict, before making a Create Advantage roll, you may declare that you have studied your target. If your GM approves, you gain a +3 to the Create Advantage roll.
- **Studied Strike (Requires Studied Combat):** As Studied Combat, except that you can also use it for an Attack action instead of a Create Advantage action.

Shaman

While some heroes speak to gods or consort with otherworldly muses, shamans commune with the spirits of the world and the energies that exist in every living thing. These divine adventurers draw upon their power to shape the world and expand the influence of their spiritual patrons. Shamans have strong ties to natural spirits. They form powerful bonds with particular spirits, and as their power grows they learn to call upon other spirits in times of need.

Core Stunts

- Shamanistic Spells: You have communed with the spirits of nature and are able to cast spells. Your spells are based on your Primal Archetype.
- Spirit Animal: You have communed with animalistic spirits so deeply that you have made a connection with an animal tied to the spirit. This creature acts as the Wizard's Familiar stunt.

Additional Stunts

- Hexes: You gain the ability to use Hexes like the Witch's Hex Core Stunt.
- Wandering Spirit: Once per session, you can make a temporary bond with a spirit animal not tied to your spirit. You gain the second spirit animal as a familiar for the scene.
- Additional Hex: You gain a new Hex to use.

Skald

Skalds are poets, historians, and keepers of lore who use their gifts for oration and song to inspire allies into a frenzied rage. They balance a violent spirit with the veneer of civilization, recording events such as heroic battles and the deeds of great leaders, enhancing these stories in the retelling to earn bloodier victories in combat. A skald's poetry is nuanced and often has multiple overlapping meanings, and he applies similar talents to emulate magic from other spellcasters.

Core Stunts

- Raging Song: Skalds are the masters of mashing music and inspiration together into an angry arrangement. Their songs and speeches can bring out the strength and ferocity hidden within, allowing them to fight on, move faster, or even raise the dead back into battle. When you use this stunt, it takes an action to start the performance up. However, you can freely keep it going without spending any

action. And you can end it immediately without any action. As long as the targets of the performance can hear it (or see it if it is a visual performance, such as a dance), they gain the effects of the performance. You can do various things with performances, including the below options.

- Inspired Rage: Allies that can hear/see the Skald are **Enraged**, similar to the Barbarian's Rage Core Stunt. However, when the song ends, those affected are not **Exhausted**, and *any* use of the **Enraged** aspect requires a Fate Point.
- Song of Marching: Allies that can hear/see the Skald can move an extra Zone for free.
- Dirge of Doom: Once per session, the Skald can bring a Taken Out ally back into the scene. When this happens, the ally restores their stress boxes, however, they must keep any consequences and temporary aspects that they had when they were Taken Out.
- Skald Spells: Skalds, like Bards, are a unique breed as they are one of the few that can masterfully cast both Arcane and Divine spells. The strength of spells you can cast of each type is based on your Arcane and Divine Archetypes.

Additional Stunts

- Rage Power: Choose one of the following options (or create one of your own). The chosen Rage Power(s) are active while you are **Enraged** and affect any ally that is under your Raging Song.
 - Animal Fury: You can attack twice when using the Attack action, however both attacks are at a -2 penalty. The second attack is with your teeth, bare hands/claws, feet/talons, etc. This cannot stack with any other stunt that allows for multiple attacks.
 - Guarded Stance: Gain a +1 to Defense
 - Bestial Leaper: Gain a +1 bonus to Overcoming an Obstacle while Moving.
 - Fearless Rager: Cannot be Frightened or Shaken
 - Instinct Totem: When an enemy Attack Succeeds with Style against you, roll Combative vs. the number of shifts. If you succeed, the Attack instead simply Succeeds.

Slayer

Skilled at tracking down targets, slayers are consummate hunters, living for the chase and the deadly stroke that brings it to a close. Slayers spend most of their time honing their weapon skills, studying the habits and anatomy of foes, and practicing combat maneuvers.

Core Stunts

- **Sneak Attack:** As with the Rogue, a Slayer's greatest weapon is stealth, and they show this through their sneak attacks. When you are taking the Attack action against an enemy that has no idea you are there, you gain a +2 to the attack. Also, when you successfully Sneak Attack a foe, you can immediately use your Studied Target Core Stunt for free.
- **Studied Target:** Once per scene, you can take the time to study a creature, focusing your attention on its movements, traits, and behaviors. In combat, this takes an Action. Doing so gives you a +1 to any roll against/targetting your Studied Target. You can change your Studied Target, but this takes time as if you are using Studied Target again.

Additional Stunts

- **Blood Reader:** At any time, you can know the Stress Boxes of your Studied Target.
- **Jaguar Pounce:** When you Successfully Sneak Attack a target, you can immediately attempt to **Disarm** or **Trip** them. Roll Focused Roguish, and if you succeed against a target set by the GM, you give the target the appropriate aspect.
- **Trap Sense:** Gain +2 when Defending against Traps

Swashbuckler

Whereas many warriors brave battle encased in suits of armor and wielding large and powerful weapons, swashbucklers rely on speed, agility, and panache. Swashbucklers dart in and out of the fray, wearing down opponents with lunges and feints, all while foiling the powerful attacks against them with a flick of the wrist and a flash of the blade. Their deft parries and fatal ripostes are carnage elevated to an art form. Some may be arrogant and devil-may-care, but behind this veneer lie people deeply dedicated to their craft. Those of smaller races are particularly driven to prove that the right mix of discipline and daring is the perfect counter to size and strength, and enjoy nothing more than taking down lumbering brutes and bullies.

Core Stunts

- **Panache:** You gain a special pool of points called Panache Points, which can be spent on Deeds, the second Swashbuckler Core Stunt. You gain one Panache when you Attack or Overcome with Style. Your GM may also elect to give you Panache when you do something especially flashy and impressive. You can only have as many points as your Flashy Approach and Panache points last for the scene and are gone in the next scene.
- **Deeds:** As a swashbuckler, you have access to feats of daring that few do. With your pool of Panache, you can do any of the options below, as long as the trigger takes place, if any. Unless otherwise specified, each option costs one (1) Panache.

- Parry and Riposte: When you successfully Defend against an Attack, you can immediately Attack back.
- Dodging Panache: When attacked, you can gain a +2 to the defense.
- Swashbuckler's Initiative: You can gain a +2 to any Initiative roll for the combat.
- Swashbuckler's Grace: When moving into a zone with an obstacle, you can gain a +1 bonus to moving through it.
- Precise Strike: When Attacking, you can add +2 to the Attack roll
- Targeted Strike: When Attacking, you can target a specific part of the body such as the arms, legs or wings. If successful, you can give the target the aspect **Injured <Body Part>** instead of dealing damage which can be invoked by you or your allies twice before disappearing.
- Subtle Blade: On a successful Disarm against you, you can automatically turn it into a failure.

Additional Stunts

- Charmed Life: When Defending against a Create Advantage action, you can add +2 to the roll.
- Swashbuckler Weapon Training: You gain a +1 to all weapon attacks with a Rapier, Estoc, or other Finesse-type weapon.
- Love of Danger: When in the thick of battle, you gain a +1 to Create Advantage rolls.
- Extra Panache: You now have a maximum Panache Point limit of twice your Flashy Approach.

Warpriest

Capable of calling upon the power of the gods in the form of blessings and spells, warpriests blend divine magic with martial skill. They are unflinching bastions of their faith, shouting gospel as they pummel foes into submission, and never shy away from a challenge to their beliefs. While clerics might be subtle and use diplomacy to accomplish their aims, warpriests aren't above using violence whenever the situation warrants it. In many faiths, warpriests form the core of the church's martial forces—reclaiming lost relics, rescuing captured clergy, and defending the church's tenets from all challenges.

Core Stunts

- Divine Spellcaster: As one in tune with your patron god, you can call upon their aid by prayer and scripture. This allows you to cast spells of a Divine nature. The level and strength of spells that you can cast depends on your Divine Archetype according to the PFFAE rules.
- Aura: Warpriests have a powerful aura based on their alignment and patron god.

- **Weapon Focus:** Choose a weapon type (such as longsword, crossbow or polearm) when gaining this Mantle. As long as you attack with that weapon, you gain +1 to the attack.

Additional Stunts

- **Channel Energy:** Choose Channel Energy (Positive) or Channel Energy (Negative) based on your Patron God and/or Alignment. Once per conflict, as an action, you can call upon your deity to channel their power all around you. To determine the shifts of the Channel, roll Flashy Divine.
 - **Channel Energy (Positive):** You heal all living beings and damage all undead beings in your zone, splitting the shifts amongst the targets as normal.
 - **Channel Energy (Negative):** You deal damage to all living beings and heal all undead beings in your zone, splitting the shifts amongst the targets as normal.
- **Sacred Armor:** Once per scene, you can enhance your armor to give you a +1 to Defense. This enhancement lasts for a turn.
- **Fervor:** Once per scene, you can touch a creature. If you have a Good Aligned Patron God, or are Good Aligned, you heal it one Stress. If you are Evil Aligned or have an Evil Aligned Patron God, you deal one Stress damage. If you are Neutral or have a Neutral Aligned Patron God, choose either effect.

Occult Classes

Kineticist

Core Stunts

Additional Stunts

Medium

Core Stunts

Additional Stunts

Mesmerist

Core Stunts

Additional Stunts

Occultist

Core Stunts

Additional Stunts

Psychic

Core Stunts

Additional Stunts

Spiritualist

Core Stunts

Additional Stunts

Psionic Classes

Aegis

While the shaper is the master of manipulating ectoplasm and creating any manner of item, the aegis has learned to take ectoplasm and form it into a suit to be worn around his body, granting him a variety of benefits.

The aegis can shape his astral suit into several different forms and is capable of altering its abilities to suit his needs.

Core Stunts

Additional Stunts

Psion

Core Stunts

Additional Stunts

Psychic Warrior

Core Stunts

Additional Stunts

Soulknife

Core Stunts

Additional Stunts

Wilder

Core Stunts

Additional Stunts

Homebrew Classes

Commander

There are those who lead. Lead armies across the battlefield, lead refugees as they escape, lead a mercenary group in hunting a monster, and lead the citizens in throwing a celebration. However, there are those who take it to the next level. Who can lead their group to victory by allowing additional attacks, cheering when avoiding obstacles, and yelling commands. They sacrifice their own actions to allow their allies to fight on.

Core Stunts

- **Command:** Choose one of the following options. On your turn, you can use any of the Commands you know in place of your whole turn. For all Commands, the target of your Command must be able to see and hear you. You roll a Flashy Focused roll against Fair (+2) Difficulty if the target is in your zone. For each zone away from yours, the difficulty increases by +1. If successful, the effects of the Command takes place. Otherwise, the target cannot hear you or is otherwise too focused to pay attention.
 - **Charge:** One Ally can move a single zone and make a basic attack (cannot use any stunts).
 - **Attack:** One Ally can immediately attack a target in their zone.

- Retreat: One Ally can immediately move at maximum two zones (moving to the second zone still requires any appropriate rolls).
- Barrage: One Ally can immediately fire a ranged weapon (if they have one) into their zone or another zone as appropriate.
- Eldritch Volley: One Ally can immediately unleash an offensive cantrip.
- Hold Fast: One Ally immediately gains a new stress box that is gone at the end of conflict, or once it is marked. An Ally can only be given this temporary stress box once per conflict.
- Regroup: For a single Attack, one Ally gains a bonus to their Defense equal to the number of allies in their zone.

Additional Stunts

- Additional Command: You can choose an option under Command that you do not already have. You can take this stunt multiple times as long as there is another Command option to take.
- Inspiring Presence: Choose an Action. As long as Allies in your zone can see and hear you, they gain a +1 to that Action. This can be taken multiple times for each Action.
- Intimidating Presence: Choose an Action. As long as Enemies in your zone can see and hear you, they take a -1 penalty to that Action. This can be taken multiple times for each Action.
- Protect Me: During a turn that you have not made a Command, you can have someone assist in one Defense against an Attack with you as the target. You must have an Ally in your zone. When you do, you can split the damage shifts between you two. Your Ally must be willing.

Harrier

Harriers are scouts, rangers, and bushwhackers who rely on speed and agility to overcome their enemies. A harrier is at her best when she is on the move. Unlike other warriors, who might stand in place to use full-attack actions, the harrier fights best when she dodges between opponents, slips into their ranks, and delivers attacks from multiple angles as she speeds by. She is the fastest warrior on the field and, while her attacks may lack the crushing force of a berserker's axe, she slips beyond a foe's grasp before he can counter-attack.

(From Iron Heroes: A Variant Player's Handbook)

Core Stunts

- Mobile Points: You gain a pool of points called Mobile Points. You gain a Mobile Point whenever you move into a new zone, up to a maximum of your Quick Approach. If you do not move during your turn, you immediately lose all of your

points. In scenes that have just one Zone, your GM can use their own rulings for how you gain Mobile Points, possibly including:

- Attacking a target that had not attacked you last
- Using an Overcome or Create an Advantage action that requires moving to a specific area of the Zone.
- **Mobile Assault:** When you attack, you can use your stockpiled Mobile Points to attack a second time, using as many points as you wish as the only bonus to this attack. You lose any points you used in the second attack.
- **Mobile Defense:** When defending against an attack, you can use your stockpiled Mobile Points to add to your defense. For every two points you use, you can add +1 to your Defense roll.

Additional Stunts

- **Nimble Movements:** You can use your stockpiled Mobile Points to aid you in moving through obstacles. When moving through an obstacle to get into a new zone, you can add +1 to your Roll for each Mobile Point you use.
- **Additional Mobile Points:** Your maximum number of Mobile Points increases by half of your Quick Approach, rounded down.
- **Rushing Assault:** When you Move into a new zone, you can immediately Attack, using your stockpiled Mobile Points as the only bonus for the attack. You must have at least one point to use this.