

SKIN SCRIBE

Similar to sorcerers, skin scribes have an intuitive understanding of magical forces. Unlike other mages however, their knowledge is strongest when it comes to runes and patterns, bits of the programming language left over from the creation of the universe that still have power. After discovering these talents, skin scribes typically seek out others like them, training together and sharing their knowledge. As they discover new symbols of power, they inscribe them on their skin to be activated whenever they need them by funneling their own life force into them.

OVERVIEW

Play Style: Skin Scribes wield powerful and potentially destructive forces with varying degrees of control. Some tend to lean more towards reinforcing their own defenses and healing abilities, others enter a battle with nothing but the destruction of their enemies in mind. Each scribe is different, and their personality and background heavily influences their tactics. All of them, willing or not, have a little bit of masochist in them; the most powerful runes they can utilize require blood to activate, typically that of the caster.

Given the physically demanding practices of your average scribe, they tend to be both physically and

mentally more resilient than other mages. Their grueling fitness regimens leave them more able than most to regain their momentum after a moments rest in battle, and quicker to heal from minor wounds afterwards.

Ability Scores: As mages, a skin scribe's highest ability score should be Wisdom. After that, Constitution is fairly important; higher hit points balances out the lack of powerful armors and helps with the self-inflicted damage required for the more powerful spells.

Skin scribes gain a +2 bonus to Wisdom or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: Hollow eyes are, by nature, skin scribes. They form the marks on their skin at will, it's a short step further to make those marks permanent and funnel power into them. Elves, especially dark elves, are drawn to the moderately-disciplined runic arts practiced by scribes. Along with gnomes and aasimar, there seems to be a greater-than-average likelihood they're born with the types of mystical connections necessary to tap into the symbols of creation and conjuration. Humans and tieflings also display uncanny affinity for the role of skin scribe.

Backgrounds: Skin scribes can come from anywhere, and their abilities can manifest at any time. Though largely naturally occurring, it's not unheard of for one to attain the talent after exposure to certain powerful relics or after traveling through unnatural planes or even after somehow coming into contact with primordial entities. Their tattooed and scarred appearance makes it more likely that they exist on the fringes of society. If there's a circus boasting a freak show rolling through town, it's a safe bet you can find one or two scribes there, in the audience or as an attraction.

Icons: Nearly all the icons would love to have at least a handful of skin scribes under their thumbs, if for no other reason than they can be dangerous when left to their own devices. The runes they pull from the ether are valuable due to the fact that for the most part, they've never been seen before and their effects aren't always apparent. The Three, the Archmage, and the Priestess all keep records of the discovery of new runes, the more sources of these discoveries they have access to, the better. The Lich King also lusts for the power they represent; anything that can describe creation in the language of the gods can surely be used to do the opposite.



GEAR

At 1st level, skin scribes start with no armor, just robes and other loosely fitting clothes to allow them easy access to the marks on their skin. They also make sure to have a dagger and sometimes another implement, such as a totem, wand or staff to further focus their magic.

A normal scribe starts with 25 gp. One that has withdrawn a bit further from society starts with 1d3 x 10 gp.

ARMOR

Access to the symbols on their bodies is the most important thing to a skin scribe in combat, since they need to touch them to activate them. Therefore, scribes almost never wear armor, and even the garments they do wear either cover very little or are very loose and easy to shed. Occasionally, they will wear a small shield, but even something as unobtrusive as a buckler interferes a bit with their casting.

Skin Scribe Armor and AC

Type	Base AC	Attack Penalty
None	10	–
Light	11	-2
Heavy	13	-4
Shield	+1	-1

WEAPONS

A skin scribe is as comfortable with a blade as any normal adventurer tends to be, though they mostly favor smaller weapons like daggers and clawed gauntlets. Perhaps more common is the use of rods and one-handed staffs, ornately carved to emulate the runes on the scribes own skin. Even with these blunt instruments though, there is invariably a small hook, spike or bladed edge with which the scribe can use to inflict small wounds upon themselves so as to use the fresh blood for their most powerful spells.

Skin Scribe Melee Weapons

One-Handed Two-Handed

Small

1d4 dagger, rod –

Light or Simple

1d6 claw gauntlet –

Heavy or Martial

1d8 quarter staff –

Skin Scribe Ranged Weapons

Thrown Crossbow Bow

Small

1d4 dagger 1d4 hand crossbow –

Light or Simple

1d6 throwing axe – –

Heavy or Martial

1d8 javelin – –

Simply put, a skin scribe cannot cast while wielding a two-handed weapon. Should you feel the need to give your scribe one, they take a -2 penalty to attack rolls across the board, and in battle, it will cost you a minor action to either pick up or put down the weapon in between spells.

BASIC ATTACKS

MELEE ATTACK

At-Will

Target: One enemy

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Damage equal to your level

RANGED ATTACK

At-will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: –

SKIN SCRIBE LEVEL PROGRESSION

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Scribe Level	Total Hit Points	Total Feats	Spells					Level-up Ability Bonuses	Damage Bonus From Ability Score
			1st Level	3rd Level	5th Level	7th Level	9th Level		
Level 1	(6 + CON mod) x 3	1 adventurer	4	–	–	–	–		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	5	–	–	–	–		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	3	3	–	–	–		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	1	6	–	–	–	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	–	4	4	–	–		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	–	3	5	–	–		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	–	1	3	5	–	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	–	–	2	7	–		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	–	–	–	4	6		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	–	–	–	2	9	+1 to 3 abilities	3 x ability modifier

SKIN SCRIBE STATS

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Wisdom or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (no armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	13 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 9
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3
Feats	1 per Level

CLASS FEATURES

SCRIBE'S DEATH CURSE

One of the first things a skin scribe learns when they start training with their craft is the Scribe's Death Curse. Meant originally to dissuade enemies from killing scribes in order to attempt to divine the power behind the marks on their skin, they've advanced to a sort of full body booby-trap. Hidden somewhere among the rest of their brands and tattoos, each scribe has one in particular that they slowly funnel power into every waking moment. The more powerful the scribe, the more devastating the effect.

The first time you're rendered unconscious in a battle, the enemy responsible takes 1d8 pure force damage for each character level. No resistance or defense can lessen the damage, it travels back along the enemy's naked hostility like lightning up a wire.

After the battle, this ability's recharge is a 16+, otherwise you must wait until the next full rest.

Champion Feat: If the damage KOs the enemy, you absorb half as many hit points and remain standing.

NATURAL LINGUIST

Compared to the complexity of the symbols of creation with which a scribe regularly dabbles, mortal languages seem simple and bland. Even upon seeing or hearing a given language for the very first time, it takes no more than a few moments for a scribe to master it, understanding and speaking it with the ease of a native speaker. Should you find yourself upon a quest in foreign lands and lacking a well-traveled bard or translator, a skin scribe can be your best friend.

MAGICAL SIPHON

Your natural ability with the forces that give life to all magic allow you the chance to deflect or avoid hostile magical spells directed at you. Once per battle when targeted by a magic attack, roll a hard save (16+). If you succeed, you only take half damage from the attack.

Champion Feat: If you succeed in rolling a hard save, take no damage.

CLASS TALENTS

TRAP RUNE

Your mastery of runes and symbols has progressed beyond firing them off in the heat of battle, to the more difficult task of semi-permanent inscriptions in the ether. You can now use spells you know as booby traps to protect your camp, inn room, or even the trail behind you from sneaking enemies.

Only one trap rune can be set at a time, and if you use a daily spell, it counts as that day's use whether or not it's activated by another creature. All spells used as traps become close range. If the spell as an area of effect it can hit multiple creatures; if not, it only hits the triggering creature.

Adventurer Feat: Tripped runes do an extra 2d4 damage.

Champion Feat: All trap runes are now area of effect spells, targeting 1d3 + 1 enemies.

Epic Feat: You can now have two trap runes active at one time, and if they don't trigger, daily use spells used aren't expended.

EYE FOR BEAUTY, SILVER TONGUE

Your knack for symbology has given you a certain amount of insight into the elements and patterns in all things that result in beauty. You can see and hear the subtle undertones of life, both natural and man made, that make others smile. And, with a bit of effort, you've learned to incorporate those elements into your speech, the words you choose, and your physical mannerisms.

You gain a permanent +1 to your Charisma, and you receive a +2 bonus to any speech, diplomacy, deception or any other type of check that fancy talk might help with. That's in addition to the applicable backgrounds, of course.

ACCESS TO SORCERY

This talent works almost exactly like the sorcerer's Access to Wizardry class feature. Starting at 3rd level, you can take a sorcerer spell in place of a skin scribe spell that is 2 levels higher than it. For example, you can take a 1st level sorcerer spell in place of a 3rd level skin scribe spell.

Note: If you've also taken the Trap Rune talent, sorcerer spells cannot be used as trap runes.

SPOKEN RUNES

Taking this talent means that even among skin scribes your talent is extraordinary. In addition to being able to see and decipher the symbolic patterns that underlie all reality, you've learned to speak them on occasion as well. This is not an easy, or for that matter, pleasant process; you're basically speaking the names of things in the language of creation, the tongue in which "name" and "create" mean the same thing. The throats of mortals were never meant to convey such syllables. Still, you persist in the attempt, with powerful results.

Twice a day, you can choose to speak a rune instead of activating it in your normal way. When you do, the range specifications of the spell go out the window. If a creature is within earshot, it can be affected by it. And since you don't need your hands for this, you don't provoke opportunity attacks.

In addition, speaking the rune is a truer way of tapping into the energies that power it. If the spell is an attack, you do an additional number of d4s worth of damage equivalent to the level of spell (i.e., a 1st level spell does an extra d4, a 3rd level one does an extra 3d4, and so on.) If the spell is restorative, the same rule applies, but instead of damage the extra d4s go towards restored hit points.

Oh, and it bears mentioning that after doing this the second time in a day, your throat will feel like you've been gargling sand and washing it down with broken glass. There's probably a bit of blood. As previously stated, words such as these were never meant to fall from mortal tongues. Until the next full rest, you cannot speak at all, and will immediately fail any type of charisma check you may be foolish enough to attempt; no one's impressed when you've just coughed bloody mist in their face because you're trying to welsh on your bar tab.

Adventurer Feat: Restoration, but not damage, increases to d6s.

Epic Feat: In addition to the primary target or targets, nearby enemies take 3d12 sonic force damage.

COVETED SECRETS

Your intuitive mastery of runes and your uncanny knack at deciphering new ones has reached levels that causes even the icons take notice, particularly those already inclined towards the mystic arts. You gain an additional relationship point with one of the following icons: the Archmage, the Diabolist, the Elf Queen, the High Druid, the Priestess, or the Three. And you know what? Throw the Prince of Shadows in there too; that shifty bastard has his fingers in everything.

This extra point can go towards any type of

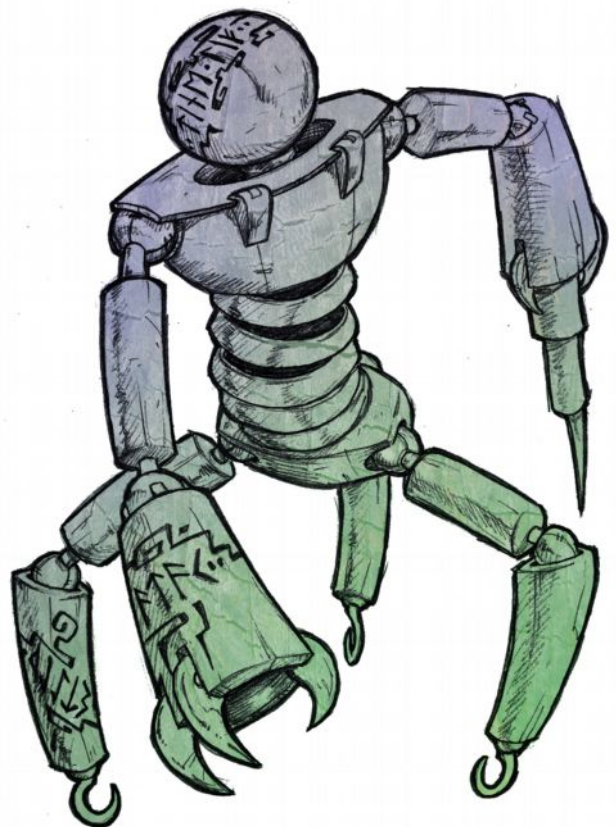
relationship, positive, negative, or conflicted, but you cannot exceed the maximum number points in any category.

SCRIBE'S HOMUNCULUS

Some skin scribes prefer the company of an animate construct over the company of, well, things that can talk back. For those scribes, there's the homunculus: a small construct, normally made of wood like a marionette without strings, and inscribed with runes of power, much like a miniature golem. The runes and the scribe's own power give it a sort of life; the personality they grow is more of a side effect.

Each scribe has a different relationship with their homunculus. To some, they're small companions, a friend off of which to bounce ideas and observations. To others, they're little more than speechless monkeys to carry spell components and perhaps prepare lunch on occasion. Whatever the case may be, they come in a number of forms, but typically they're somewhat humanoid. More often than not they're also covered in nonsense patterns and symbols to hide the actual rune that gives them life from prying eyes.

For the purpose of the game, homunculi follow nearly all the same rules as the wizard's familiar (page 149), with one major exception: it can't actually talk. Click, tap, gesture, or dance yes, but no talking.



1st LEVEL SPELLS

OPEN HAND OF PAIN

Close-quarters spell

At-will

Target: One engaged enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom damage.

Miss: Damage equal to your level.

3rd level spell 3d8 damage.

5th level spell 5d8 damage.

7th level spell 7d8 damage.

9th level spell 9d8 damage.

Adventurer feat: When you miss, do half damage.

Champion feat: Once per battle, you can assign a damage type to this attack and add 4d4 damage to the attack.

Epic feat: You can target one or two enemies with this attack, one for each of your hands.

CONJURE SMALL CREATURE

Ranged Spell

Daily

Effect: Using your own blood to activate a rune, you summon a small creature in the form you wish. Take 2 hp damage. It's formed from ink-like solid ectoplasm and will last for about 10 minutes, and is loosely under your control. You have a 2 out of 3 chance of it obeying you and not just exploding into sticky black ichor*. It may be useful as a somewhat reliable scout outside of battle, or to slip through a crack in a door or window and retrieve something small, say a key, and return it to you. In battle, it may serve as a temporary distraction. If used to attack, it can only do 1d4 damage, and as soon as it is struck it disappears. It's defense stats are half your own.

3rd level spell The chance of the creature behaving in the manner you wish increases to 3 out of 4, and it lasts about an hour.

5th level spell The chance of the creature behaving in the manner you wish increases to 7 out of 8, and it lasts for 6 hours. The creature now has the same defense stats as you.

7th level spell The creature will behave in the manner you wish, and it can last for up to a full day.

9th level spell You can use this spell twice a day.

Champion feat: The creature can shift its form on the fly to suit the situation, making it much harder to detect and much easier for it to get into places it might otherwise have trouble.

SACRIFICIAL BLOOD

Close-quarters spell

Once per battle

Target: You or one ally you are next to

Effect: You take 3 hp worth of damage, and the target can heal using a recovery.

3rd level spell Take 5 hp worth of damage. Add 2d6 to the recovery.

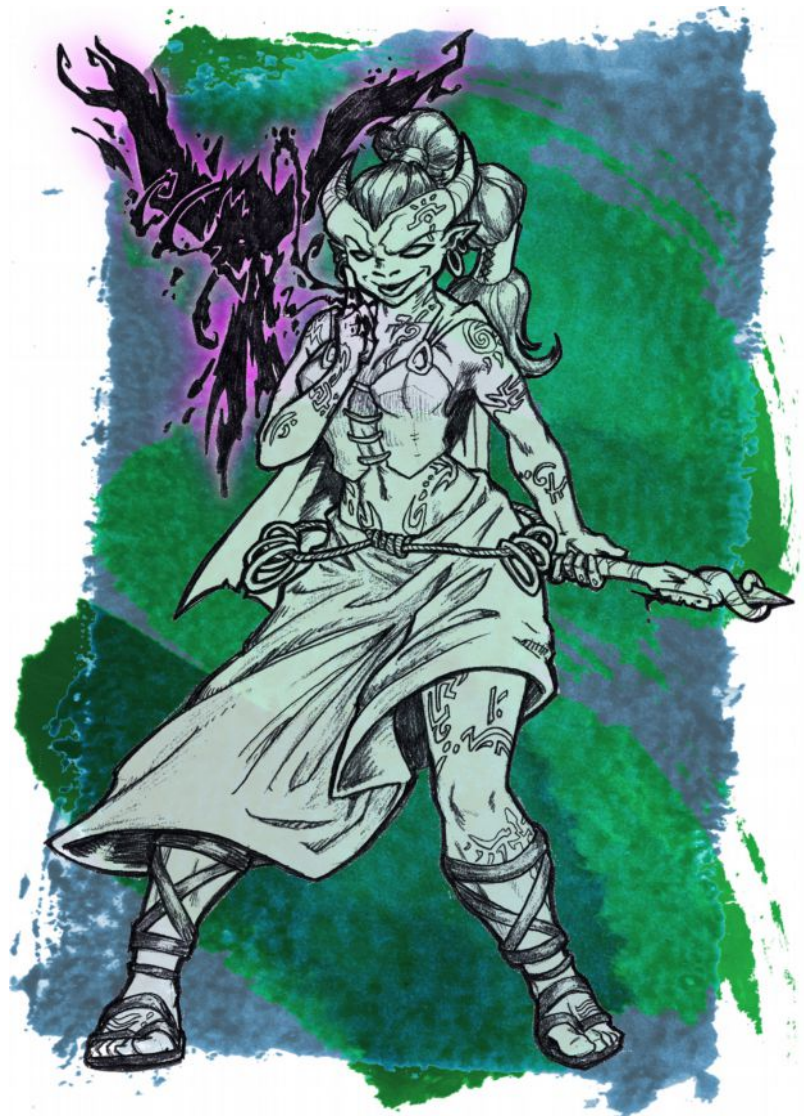
5th level spell Take 7 hp worth of damage. Add 3d6 to the recovery. This spell no longer costs a recovery.

7th level spell Take 10 hp worth of damage. Add an additional 4d6 to the recovery.

9th level spell Take 15 hp worth of damage. Add 5d10 to the recovery.

Champion feat: You can use this spell twice per battle.

Epic feat: Once a day, you can use this spell in response to hp lost from an attack as a free action, rather than as a standard action on your turn.



RUDE OF DEFENSE

Close-quarters spell

Daily

Effect: You gain a +1 bonus to AC for the rest of the battle.

3rd level spell The bonus applies to all defenses.

5th level spell You now receive a +2 bonus to defenses.

7th level spell This spell can now be cast on up to 2 nearby allies in addition to yourself.

9th level spell Anyone affected by this spell also gains resist 20 damage until the end of your next turn.

Adventurer feat: You can use this spell twice a day.

Epic feat: Any melee attack that misses you while this spell is active reflects damage equal to your level onto the attacker.

RUDE OF THE FEEBLE FOE

Close-quarters spell

Special: This spell can be used twice a day.

Target: One enemy

Attack: Wisdom + Level vs. MD

Hit: 2d4 damage, and the target is weakened until the end of your next turn.

3rd level spell 4d4 damage.

5th level spell 6d6 damage, and the target is weakened, save ends.

7th level spell 1d4 x 10 damage, and the target is weakened, save ends.

9th level spell 2d4 x 10 damage, and the target is weakened until the end of the battle.

Adventurer feat: Reroll any damage dice that came up 1. You must accept the second result.

Champion feat: As long as an enemy is weakened by this spell, they must roll an easy (6+) save at the beginning of each turn. If they fail, they fall prone and lose the rest of their turn.

CONDUIT OF DESTRUCTION

Close-quarters spell

Daily

Target: 1d4 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 3d8 + Wisdom force damage, and the targets are knocked back from the caster.

Miss: Half damage

3rd level spell 5d8 damage.

5th level spell 6d10 damage.

7th level spell 3d4 x 10 damage.

9th level spell 5d4 x 10 damage.

Adventurer feat: You can target 1d4 + 1 enemies with this spell.

Champion feat: Targets are also dazed, even on a miss.

Epic feat: Half damage on a miss, and all targets are dazed.

SIGHT OF THE BLIND

Close-quarters spell

Daily

Target: You or one ally you are next to

Effect: For the rest of the battle or about 5 minutes, ignore concealing effects and cover. For targets that are plainly visible, the person affected by this spell receives a +2 bonus to attack rolls. *Note:* The bonus does not apply to targets that are underground or in another realm, such as a rogue that is shadow walking.

3rd level spell The spell affects 2 targets.

5th level spell The spell affects 4 targets.

7th level spell The spell affects the entire party.

9th level spell The spell affects the entire party, and the bonus to plainly visible enemies increases to +4.

Adventurer feat: In addition to one daily combat use, this spell can be used once daily out of battle to detect traps.

Epic feat: This spell can be used at-will outside of combat

PALM OF MYSTIC GROUNDING

Close-quarters spell

Special: You may use this spell a number of times per day equal to your Wisdom modifier.

Free action to cast when attacked by another spell

Target: You

Effect: You can redirect some of the magical energies aimed at you and dissipate them back into the ether from which they came. Take half damage from the attack.

3rd level spell Absorb some of the magical potential of the spell cast at you. You gain an attack reroll to be used once at any time later in the battle.

5th level spell Half plus 2d8 less damage received from attack, and you gain an attack reroll.

7th level spell Receive no damage from the attack, and you gain an attack reroll.

9th level spell Redirect half the damage back at the caster in the form of magical feedback. No statuses can be inflicted by the feedback, just the damage. You do not gain a reroll.

Adventurer feat: When you cast this spell, roll a hard save (16+). On a success, you regain the use of one expended daily spell.

Champion feat: You can use this spell when an ally near you is attacked as well.

3RD LEVEL SPELLS

SHOCK WAVE

Ranged spell

At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 3d6 + Wisdom force damage.

Miss: Damage equal to your level.

5th level spell 5d6 force damage

7th level spell 7d6 force damage

9th level spell 9d6 force damage

Adventurer feat: You can cast this spell at any range without drawing an opportunity attack.

Champion feat: The shock wave can be used to target up to 2 enemies in a group.

Epic feat: The first time you use this spell in a battle it causes 5d4 sonic damage to enemies targeted by it, even on a miss.

CONJURE MEDIUM CREATURE

Ranged Spell

Daily

Effect: Using your own blood to activate a rune, you summon a medium creature in the form you wish. Take 8 hp damage. It's formed from ink-like solid ectoplasm and will last for about 10 minutes, and is loosely under your control. You have a 2 out of 3 chance of it obeying you and not just exploding into sticky black ichor*. It can be useful in battle. The creature's stats, HP and level are half of yours. It will typically not appear as a target to enemies until it has attacked one of them. Attack is +7 vs. AC. The damage it deals is 1d6 per level, and unless given a command each turn by the scribe (standard action,) it will attack the nearest creature that is not the scribe who summoned it, ally or enemy.

5th level spell Take 11 hp damage. You have a 3 out of 4 chance of the creature obeying you.

7th level spell Take 15 hp damage. You have a 5 out of 6 chance of the creature obeying you, and its stats are now equal to yours.

9th level spell Take 20 hp damage. The creature will obey you, and you can use this spell twice a day.

Champion feat: If the creature is not given a command, it will only attack enemies.

Epic feat: You can command the creature for a quick action.

BLOOD OF THE ENEMY

Close-quarters Spell

Once per battle

Target: One engaged enemy and one nearby ally

Attack: Wisdom + Level vs. PD

Effect: 3d4 damage to the enemy, and the ally can use a recovery with a 1d6 bonus to its effect.

5th level spell 3d6 damage to the enemy, 1d8 bonus to the recovery.

7th level spell 4d10 damage to the enemy, 2d8 bonus to the recovery.

9th level spell 6d12 damage to the enemy, 3d10 bonus to the recovery.

Adventurer feat: The ally affected can also make a save against an ongoing effect.

Champion feat: Once a day, you can cast this spell as a free action when you stagger an opponent.

CONSCRIPTION

Ranged Spell

Cyclic (Cast once per battle OR at-will when the escalation die is even.)

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Effect: The scribe can force the target to make a basic melee attack. If the is against itself, it automatically hits. If the attack is against another enemy, treat it as a normal attack using all the enemy's stats, with a +3 bonus to the attack roll.

5th level spell Afterward, the enemy is left dazed, save ends.

7th level spell You can force the enemy to use any attack you've seen.

9th level spell The enemy is left weakened instead of dazed, save ends.

Adventurer feat: If the enemy's attack misses its target, it still does damage equal to your level.

Champion feat: If the enemy's attack misses its target, it does half damage.

Epic feat: The enemy's attack automatically hits any valid target.

FIST OF DESTRUCTION

Close-quarters spell

Daily

Target: One or two engaged enemies

Attack: Wisdom + Level vs. PD

Hit: 6d6 force damage, and the targets are knocked back and prone. They are also dazed, save ends.

Miss: No damage.

5th level spell 6d10 force damage.

7th level spell 4d4 x 10 force damage.

9th level spell 5d6 x 10 force damage.

RUNE OF VICIOUS STRENGTH

Ranged spell

Daily

Target: You or one nearby ally

Effect: You take 5 hp worth of damage, and the target receives a +2 bonus to their next attack and damage rolls.

5th level spell Take 7 hp damage. If the target's attack misses, it still does half damage.

7th level spell Take 10 hp damage. Target also adds 5d8 to their next attack's damage roll, even if the attack misses.

9th level spell Take 15 hp damage. Target adds 5d10 to their next attack's damage roll, even if the attack misses, and the target gets an extra standard action.

Adventurer feat: The target can also reroll 1 attack roll they are unhappy with at some point later in the battle, and must use the second result.

Champion feat: The target can also make a recovery as a free action as soon as this spell is cast on them.

Epic feat: The target gains an extra standard action as well.

RUNE OF FORTIFICATION

Ranged spell

Daily

Target: You or one nearby ally

Effect: You take 5 hp worth of damage, and the target receives a +2 bonus to AC until the end of your next turn.

5th level spell You take 8 hp damage, and the bonus also applies to PD.

7th level spell You take 12 hp damage, and can also apply the bonus to 2 targets.

9th level spell Take 16 hp damage, and the bonus applies to all 3 defenses until the end of battle.

Adventurer feat: The target can also reroll 1 attack roll they are unhappy with at some point later in the battle, and must use the second result.

Champion feat: The target can also make a recovery as a free action as soon as this spell is cast on them.

Epic feat: The target gains an extra standard action as well.

SACRED PALM

Close-quarters spell

Special: You may use this spell a number of times per day equal to half of your Wisdom modifier, maximum twice per battle.

Target: Up to 3 engaged enemies

Attack: Wisdom + Level vs. PD

Hit: 3d8 holy damage. Undead, demonic creatures and any type of toad are susceptible to this attack and take an additional d8 damage, and are vulnerable until they make a hard save (16+).

Miss: No damage, but susceptible targets are vulnerable until the end of your next turn.

5th level spell 5d10 holy damage, additional 2d10 to susceptible enemies.

7th level spell 2d4 x 10 holy damage, 3d4 x 10 holy damage against susceptible enemies.

9th level spell 4d4 x 10 holy damage, 6d4 x 10 holy damage against susceptible enemies.

Champion feat: Vulnerability affects any enemy hit with this spell.

Epic feat: When casting this spell, you regain 4d8 hp.

5TH LEVEL SPELLS

UNWILLING SACRIFICE

Ranged spell

Special: This spell can be used twice a day but only once per battle

Free action to cast

Target: Up to two nearby allies, or you and one other ally

Effect: When an enemy drops to 0 hp, move to it and use its dying blood to activate a rune. The target(s) can heal without expending a recovery, with a 4d4 bonus to regained hp.

7th level spell 5d6 bonus to regained hp.

9th level spell 5d8 bonus to regained hp.

Champion feat: You can use this spell 3 times a day.

Epic feat: The targets of this spell gain a +3 bonus to saves until the end of the battle.

CONJURE LARGE CREATURE

Ranged spell

Daily

Effect: Using your own blood to activate a rune, you summon a large creature in the form you wish. Take 12 hp damage. It's formed from ink-like solid ectoplasm and will last for about 10 minutes, and is loosely under your control. You have a 3 out of 4 chance of it obeying you and not just exploding into sticky black ichor*. It can be useful in battle. The creature's stats, HP and level are equal to yours. It will appear as a target to enemies as soon as it is summoned. Attack is +10 vs. AC. The damage it deals is 1d8 per level, and unless given a command each turn by the scribe (standard action,) it will attack the nearest creature that is not the scribe who summoned it, ally or enemy. In addition, it will inflict fear onto any medium or smaller enemies engaged with it with MD 16 or below until it is staggered.

7th level spell Take 16 hp damage. You have a 7 out of 8 chance of the creature obeying you.

9th level spell Take 20 hp damage. The creature will obey you.

Champion feat: If the creature is not given a command, it will only attack enemies.

Epic feat: You can command the creature for a quick action.

CONJURE SWARM

Ranged spell

Daily

Effect: Using your own blood to activate a rune, you summon a medium swarm in the form you wish. Take 10 hp damage. It's formed from ink-like solid ectoplasm and will last for about 10 minutes, and is loosely under your control. You have a 3 out of 4 chance of it obeying you and not just exploding into sticky black ichor*. It can be useful in battle, as well as outside of combat as a scouting force, or in any other way you could creatively see fit to use it. The swarm's MD, HP and level are equal to yours. It's AC and PD are equal to yours +2. It will appear as a target to enemies as soon as it is summoned. It's attack is +8 vs. AC. The damage it deals is 1d6 per level, and unless given a command each turn by the scribe (standard action,) it will attack the nearest creature that is not the scribe who summoned it, ally or enemy. In addition, it has resistance to physical attacks and will ignore the first 10 points of damage it receives each round.

7th level spell Take 15 hp damage. You have a 5 out of 6 chance of the swarm obeying you. It can last up to an hour if summoned outside of combat.

9th level spell Take 20 hp damage. You have a 7 out of 8 chance of the swarm obeying you.

Champion feat: If the swarm is not given a command, it will only attack enemies.

Epic feat: You can command the swarm for a quick action.

FIST OF MOLTEN STONE

Close-quarters spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Effect: In a dramatic fashion, after activating the rune, you swing your fist near enough to the ground for whatever substance it's made of to liquify and flow around your entire forearm. Describe the result however you wish, I like to think of it as a giant, perpetually swirling gauntlet of rock and lava. For the initial attack, it is malleable enough to strike any one nearby enemy for 10d6 damage. Afterward, the stone solidifies somewhat, and will allow one more attack sometime later in the battle as a basic melee attack with a +1 bonus to the attack roll and using d10 for the damage roll. After that second attack, hit or miss, the stone will crumble away. Until the second attack is made, the stone casing acts like a buckler, imparting a +1 bonus to AC like any other small shield.

Miss: Half damage from the initial attack, and the rest of the effect still applies.

7th level spell 10d8 damage.

9th level spell 10d12 damage.

Champion feat: The stone fist weapon will last for the rest of the battle.

Epic feat: You gain a +2 bonus to AC and PD as long as you're wielding the stone fist weapon.

CONDUIT OF THE PRIMAL PREDATOR

Close-quarters spell

Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Effect: Using your own blood to activate the rune, you channel the ruthlessness and skill of predators that walked the earth before man existed, the most dangerous beasts imaginable. Take 10 hp damage, and move to engage a nearby enemy. The ether from which you draw power forms claws, fangs, talons, or any other type of vicious instrument used by predatory animals as you lash out at your foe. The target takes 5d10 damage and is also stunned until the end of your next turn.

7th level spell Take 15 hp damage. 8d10 damage, and the target is stunned, save ends.

9th level spell Take 20 hp damage. 10d12 damage, and the target is weakened, save ends.

Epic feat: For the rest of the battle, the only way you can fail a disengage check is by rolling a 1.

NAME RUNES

Even among all of the runes known to skin scribes, names of powerful primordial beings are very potent and rare. Unlike other runes, in order for names to be effective, they must be inscribed in some manner on the tongue (branded, tattooed, carved, etc.) and then spoken to activate. The name runes are large and intricate, and only one can fit on a scribe's tongue.

When the name is spoken, it is done so in the named entity's native tongue. The languages of primordials are harsh and complex, and unnatural for the throats of mortals. All spoken rune rules apply to name runes, although you don't need the talent to use name runes.

Special: A skin scribe who has deciphered the name of a primordial being has also probably learned the ritual necessary to expunge the rune in order to make way for another if they choose. It is a fairly complex ritual that takes a day to complete and can only be done when gaining a level until level 10, at which point they can perform it once a month.

NAME OF THE PRIMORDIAL EARTH

Ranged spell

Daily

Target: 1d6 nearby enemies

Attack: Wisdom + Level vs. PD

Effect: Take 15 hp damage, and all effected enemies take 3d4 x 10 earth damage as the ground quakes and shifts, and are knocked prone.

Miss: Half damage, and the targets are knocked prone.

7th level spell 3d6 x 10 earth damage.

9th level spell 3d8 x 10 earth damage, and the targets are hampered, save ends.

Epic feat: Every affected enemy must make a hard check at the beginning of every turn until the end of the battle. If they fail, they are knocked prone.

NAME OF THE PRIMORDIAL WIND

Ranged spell

Daily

Target: 1d6 nearby enemies

Attack: Wisdom + Level vs. PD

Effect: Take 15 hp damage, and all effected enemies take 3d4 x 10 wind damage as the air whips around and through them viciously, and are knocked prone.

Miss: Half damage, and the targets are knocked prone.

7th level spell 3d6 x 10 wind damage.

9th level spell 3d8 x 10 wind damage, and the targets are confused, save ends.

Epic feat: Every affected enemy must make a hard check at the beginning of every turn until the end of the battle. If they fail, they are knocked prone.

7TH LEVEL SPELLS

CONJURE TWIN MEDIUM CREATURES

Ranged Spell

Daily

Effect: Using your own blood to activate a rune, you summon two medium creature in the form you wish. Take 14 hp damage. They are formed from ink-like solid ectoplasm and will last for about 10 minutes, and are pretty much under your control. You have a 5 out of 6 chance of them obeying you and not just exploding into sticky black ichor*. They can be useful in battle. The creatures' stats, HP and level are equal to yours. They will appear as a target to enemies immediately upon summoning. Their attack is +11 vs. AC. The damage they deal is 1d6 per level, and unless given a command each turn by the scribe (standard action,) as a team they will attack the nearest creature that is not the scribe who summoned them, ally or enemy. Each creature can be commanded individually with the same standard action.

9th level spell Take 25 hp damage. You have a 7 out 8 chance of the creatures obeying you.

Champion feat: If the creatures are not given a command, they will only attack enemies.

Epic feat: You can command the creatures for a quick action.

FIST OF THE RAGING CYCLONE

Close-quarters spell

Daily

Target: One or two nearby enemies in a group

Attack: Wisdom + Level vs. PD

Effect: You summon raging winds from the air around you to cloak your fist in a cyclone so tightly wound it's nearly a solid gauntlet of razor sharp force. When you lash out, the coiled winds spiral out violently, causing 10d12 damage and knocking the targets prone. The winds do not immediately die down either, aggressively pinning the enemies down; the targets are stuck until the end of your next turn.

Miss: Half damage and the targets are knocked prone.

9th level spell 4d6 x 10 damage, and the targets are stuck, save ends.

Epic feat: You can target 3 enemies with this spell, and for the rest of the battle you gain a +3 bonus to disengage checks.



RUPE OF THE HIDDEN REALMS

Ranged spell

Daily

Target: You

Effect: For the rest of the battle or about five minutes, your senses expand to encompass much more of reality than is normally possible. You can sense traps, teleporting enemies, and the essence of magical things in general. How you use these senses is up to you, pending approval of your GM.

In addition, you can also briefly fold space between two nearby points. There doesn't have to be a line of sight between the points, but they must be near to each other. A shimmering window will open, allowing for things no larger than a full-grown man to pass through. It remains stable for a maximum of 30 seconds, but is more likely to flicker closed when it's most dramatic.

And y'know what? The side of the fold nearest the caster glimmers around the border with spectral blue light, and the other fold glimmers with spectral orange light. No cake, though. The cake is a lie.

9th level spell The two points can be far, up to 100 yards from each other, and the window can remain open and stable for the duration of the spell

NAME OF THE PRIMORDIAL WATER

Ranged spell

Daily

Target: 1d6 nearby enemies

Attack: Wisdom + Level vs. PD

Effect: Take 20 hp damage, and all effected enemies take 3d6 x 10 water damage as the rushing fluid rises out of the earth and rages violently around the enemies, pummeling them and flowing into their lungs. When the flood finally abates, the targets are prone and weakened until the end of your next turn.

Miss: Half damage, and the targets are knocked prone.

9th level spell 3d8 x 10 water damage, and the targets are weakened, hard save (16+) ends.

Epic feat: Staggered enemies take double damage.

NAME OF THE PRIMORDIAL FLAME

Ranged spell

Daily

Target: 1d6 nearby enemies

Attack: Wisdom + Level vs. PD

Effect: Take 25 hp damage, and all effected enemies take 3d6 x 10 fire damage as raging flames of all colors erupt from everywhere and nowhere all at once. Hot enough to turn sand to glass, in the brief time they are present the sentient fires turn skin to ash and consume massive amounts of atmosphere around the enemies. They are weakened and vulnerable until the end of your next turn.

Miss: Half damage, and the targets are vulnerable until the end of your next turn.

9th level spell 3d8 x 10 fire damage, and the targets are weakened, save ends, and vulnerable until the end of battle.

Epic feat: If you are willing to limit this attack to one enemy and take 50 hp damage yourself, the attack will automatically hit and cause double damage.

9TH LEVEL SPELLS

CONJURE TWIN LARGE CREATURES

Ranged spell

Daily

Effect: Using your own blood to activate a rune, you summon two large creatures in the form you wish. Take 25 hp damage. They're formed from ink-like solid ectoplasm and will last for about 10 minutes, and are mostly under your control. You have a 7 out of 8 chance of them obeying you and not just exploding into sticky black ichor*. The creatures' stats, HP and level are equal to yours. They will appear as a targets to enemies as soon as they are summoned. Their attack is +12 vs. AC. The damage they deal is 1d10 per level, and unless given a command each turn by the scribe (standard action,) they will attack freakin' anything, ally or enemy. In addition, they will inflict fear onto any medium or smaller enemies engaged with them with MD 20 or below until they are both staggered. Each creature can be commanded individually with the same standard action.

Epic feat: If the creature is not given a command, it will only attack enemies.

FIST OF THE INFERNAL BLAZE

Close-quarters spell

Daily

Target: Up to 4 nearby enemies

Attack: Wisdom + Level vs. PD

Effect: You summon wildly dancing flames from the air around you to cloak your fist in a fiery cloak so hot it distorts the air all around you. When you lash out, forks of plasmid energy shoot out, causing 3d12 x 10 damage, minimum 60 and knocking the targets prone. The flames linger on enemies they've touched, dealing 15 ongoing damage, save ends, and the targets are vulnerable until the end of the battle.

Miss: Half damage and the targets vulnerable, save ends.

Epic feat: After using this spell, the spectral flames linger on you for a short time. Add 4d8 fire damage to all damage you inflict for the rest of the battle.

LIGHT OF CREATION

Ranged spell

Special: This spell can be used twice a day

Target: Up to 3 allies plus yourself

Effect: Each target can make a recovery with a 4d8 bonus to hp regained, as well as make an immediate save against an ongoing effect.

Epic feat: This spell affects all allies you can see.

FOG OF DESTRUCTION

Ranged spell

Daily

Target: The entire nearby area to the caster

Effect: A thick, noxious fog pours forth from you, enveloping everything around you that lasts until the end of your next turn. While it is present, you and all allies inside the fog are concealed from all enemies, but it does not affect you or your allies' ability to see the enemies. All enemies in the fog take 20 damage and 10 ongoing damage, save ends. An enemy entering the fog takes an immediate 10 damage and also suffers the 10 ongoing damage. A save against the ongoing damage cannot be made while in the fog. No type of resistance applies to damage caused by the fog. In order to exit the fog, the enemy must pass a hard check (16+). Any enemy that ends its turn in the fog is also weakened, vulnerable and afraid, a hard save to end each effect. Boom.

Epic feat: Enemies must take an additional 20 hp of damage to attempt to leave the fog.

* *Conjured creatures and control:* Conjuring creatures is not a guaranteed success by any means. Basically, a skin scribe summons volatile, near-sentient magical energies from the ether and gives it a physical form. Sometimes this fails, and the ink-like ichor they're formed of erupts comically, leaving the summoner covered in the stuff. One time only, when summoning, make a dice roll to determine if it's successful (a d6 for a 1 in 3 chance, with a 1 or a 2 failing, a d4 for a 3 in 4 chance, with a 1 failing, etc.)

Also, when an adventurer tier scribe summons a creature, the first turn is expended trying to maintain the control necessary for success, and they must wait until their next turn to give the creature a command. Starting at champion tier (character level, not spell level,) this is no longer the case and, assuming the conjuration was successful, they may issue a command at the same time as casting the spell.

Even if the scribe falls unconscious before having a chance to dismiss it, the conjured creature remains until the end of the battle, acting on its own. This may not be a good thing, considering without commands from a scribe it will attack anything. The creatures can be dismissed at anytime during the scribe's turn as a free action. Normally, they'll just melt away, but just for fun, the scribe could cause them to erupt as if the spell had failed, covering nearby enemies in black ink. It doesn't do anything battle-wise, but sometimes it's fun to be an ass.

Finally, if the conjured creature is being used at a distance, such as scouting or infiltration, they cannot be directed while they are absent; the scribe must have direct line of sight to issue commands. Commands are not, however, verbal, so if you're being stealthy, you don't have to worry about being heard. These conjurations aren't rocket scientists, but their not stupid either. You can issue fairly complex instructions and they will follow them; the issue comes when they encounter something you didn't cover in your instructions. Keep that in mind.

Oh, and if you've taken the trap rune talent, it should go without saying conjurations can't be used as traps. The little inky bastards are hard enough to control when you're present and concentrating, all using one for a trap would do is make it look like someone scared the ever-lovin' piss out of a squid.