

Gallys, the World Shattered

When the core of the world cracked, those living on its surface found hell on earth as their cities, nations, and way of life were shattered into many different pieces. Whole continents rose into the sky, floating hundreds of miles above craters that quickly filled with water, lava and sometimes worse. The land that remained attached to Gallys found regular natural storms, earthquakes, tsunamis and more awaiting them. Decades later, structures and systems were built to protect against all, the elements have calmed, and people live in relative stability, and as of now, peace.

However, the storms of change are approaching. Rumors of cults worshipping elemental lords are on the rise. Tensions between the monstrous races of the United Frontier and the races of the Blood Treaty only get worse. And some wonder if the gods have abandoned the world.

The need for adventurers is ever-present.

Will you answer the call?

In the world of Gallys, there are races, powers, and equipment not found in other worlds. Here, you will find civilized monsters, such as Dragonborne, Goblins, Bugbears, and more. Firearms exist, and they are used on par with crossbows and bows. And adventurers can come from many walks of life and can be anything they want, such as Commanders, and fight in new ways like the Harrier. This document is to list all of the new options to the Pathfinder 2E system for this world so that GMs and Players alike can reference them easily.

List of New Character Options:

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Ancestries

Dragonborne

Born from the magics of dragons and another ancestry, the dragonborne is an ancestry of crafters and peacekeepers. They are the clearheaded members of the United Frontier's council, usually the last ones to make a vote and constantly the ones breaking ties in the council's decision making. And any weapon made in the United Frontier has passed through a Dragonborne crafter at some point in the process. Yet, they are not afraid to fight, using their powerful sense of honor to fend off invaders or rescue dear allies. They will never bow, and they will always stand with their allies no matter the cost.

YOU MIGHT...

- Hold a nearly fatal sense of honor, never fleeing from an ally.
- Be the voice of diplomacy.
- Be able to craft the best jewelry, equipment or decor.

OTHERS PROBABLY...

- Appreciate your ability to clearly assess a situation.
- Get annoyed by your stubbornness and honor.
- Like your hardened scales and great strength.

PHYSICAL DESCRIPTION

The Dragonborne is one of the largest and stockiest ancestries of the United Frontier. Anywhere from 6 foot 3 inches all the way

to 8 feet at the peak of adulthood, they tower above the rest with their natural body-builder like muscle. Their heads are a softer version of a dragon's snout. Their eyes can be of any color and have cat-like irises. Their heads can include frills at the jaw and they have hair that grows out between their scales. Some have frills that go from the top of the head down to the back, sliding up through their hair.

Most Dragonborne bear scales that cover their whole body excluding the front of their torso. These scales can be of any color under the sun, but their skin tends to resemble human skin along with human skin colors. They are not usually exceptionally hard, however through injury or trauma, they can become stronger.

They do not wear shoes or any other kind of footwear for the most part. However, whenever they need to, their shoes more resemble wraps that expose their talon-like claws more than actual shoes. Similarly, their gloves are usually fingerless.

SOCIETY

Dragonborne is one of the few ancestries that can be found in every town of the United Frontier. They fully integrate themselves into the faction's society, so much so that many do not even remember how the Dragonborne lived before modern times. Those who do still live in clans, leading the nomadic life that was lived before, only joining the Frontier when the need is great.

Those who live with the other ancestries usually live simple lives, crafting or providing their services to many physical

and managerial positions. You can find Dragonborne in the ranks of the military or the general workforce. Rarely do they become adventurers, happy with their stability. Yet, it is not unheard of for a Dragonborne to tire of the monotony.

Those that stick to their nomadic brethren are a lot more aggressive and untrusting, believing that it is necessary to survive in the wilds of the world. You can find a lot more adventurers who were nomadic, using their instincts of hunting and surviving to delve ruins or raid settlements.

ALIGNMENT AND RELIGION

Dragonborne lean toward the neutral alignments, willing to do whatever is necessary for the good of themselves and their allies, whether that be their clan or their friends. They do not fool themselves about how they are noble or horrific. They just do what is necessary and leave it at that.

Dragonborne are on the extreme sides of worshiping. Some worship not at all, valuing their own actions above the actions of a higher being, while others worship near-daily, believing that working together with gods better everyone. Those who worship look to the gods of beauty, crafting, art and honor.

NAMES

Male Names

Sharash, Warlin, Hiroth, Eratrin, Heyax

Female Names

Oriyazza, Malrinne, Fenfyre, Perhime, Jesdrish

Classes

Harrier

You are not one to stand still in anything you do, especially in combat. With a bit of motion, you build up momentum to bring a greater offense or defense, letting your enemies only see a blur before they meet their death.

KEY ABILITY

Dexterity

Your class gives you an ability boost to Dexterity at Level 1.

HIT POINTS

8 plus your Constitution Modifier

You increase your Maximum points of HP by this number at 1st Level and every level after.

INITIAL PROFICIENCIES

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

PERCEPTION

Trained in Perception

SAVING THROWS

Trained in Fortitude
Expert in Reflex
Trained in Will

SKILLS

Trained in Acrobatics
Trained in Athletics
Trained in a number of additional skills equal to 3 plus your Intelligence modifier.

ATTACKS

Trained in Simple Weapons
Trained in Martial Weapons with the Finesse trait
Trained in Unarmed Attacks

DEFENSES

Trained in Light Armor
Trained in Unarmored Defense

CLASS DC

Trained in Harrier class DC

DURING COMBAT ENCOUNTERS...

You move across the battlefield, weaving in, out and between your opponents. With melee weapons you use your Momentum to strike hard and strike true. With ranged weapons, you move around foes, flanking them and dealing unsuspected blows. Or you can use your Momentum to defend yourself, letting your body slide away from danger.

DURING SOCIAL ENCOUNTERS...

You use your natural instinct to get what you need fast, whether it is convincing a

guard to let you by or intimidating a merchant for a discount.

WHILE EXPLORING...

You make a great scout, able to move faster than your party. No one will be able to see you as you blaze by.

IN DOWNTIME...

You may go on runs with your allies, tend to your weapons, or just hang around town.

YOU MIGHT...

- Have a lot of energy that must get out with movement.
- Not have any sort of patience. Action, and swift action at that, is much better than careful thought.
- Have trained with or lived with a group or mentor specialized with skirmisher and raider techniques.

OTHERS PROBABLY...

- See you as reckless, without thought or common sense.
- Appreciate your ability to get in and out of the middle of the fray.
- Lean on you when something needs to get done quickly.

TABLE 1-1: Harrier ADVANCEMENT

Your Level	Class Features
1	Ancestry and Background, Initial Proficiencies, Harrier Feat, Momentum
2	Harrier Feat, Skill Feat

3	General Feat, Mobility (5 feet), Skill Increase
4	Harrier Feat, Skill Feat
5	Ability Boosts, Ancestry Feat, Mobile Weapon Expertise, Skill Increase
6	Harrier Feat, Mobility (10 feet), Skill Feat
7	General Feat, Mobile Assault, Mobile Defense, Skill Increase
8	Harrier Feat, Skill Feat
9	Ancestry Feat, Light Armor Expertise, Mobility (15 feet), Skill Increase
10	Ability Boosts, Harrier Feat, Skill Feat
11	General Feat, Greater Momentum, Lightning Reflexes, Skill Increase
12	Harrier Feat, Mobility (20 feet), Skill Feat
13	Ancestry Feat, Cross Attack Maneuver, Mobile Weapon Mastery, Skill Increase
14	Harrier Feat, Skill Feat
15	Ability Boosts, Bodybuilder, General Feat, Mobility (25 feet), Skill Increase, Swooping Assault
16	Harrier Feat, Skill Feat
17	Ancestry Feat, Flawless Reflexes, Skill Increase, Vigilant Senses
18	Harrier Feat, Mobility (30 feet), Skill Feat

19	General Feat, Mobile Armor Mastery, Skill Increase, Tumbling Assault
20	Ability Boosts, Harrier Feat, Skill Feat

CLASS FEATURES

You gain these abilities as a Harrier. Abilities gained at higher levels list the level at which you gain them next to the feature's name.

ANCESTRY AND BACKGROUND 1ST

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the Core Rules.

INITIAL PROFICIENCIES 1ST

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

Harrier FEAT 1ST

At 1st level and every even-numbered level thereafter, you gain a Harrier class feat. Harrier class feats are described further down the Harrier section.

MOMENTUM 1ST

You never stop moving, gaining Momentum as you do. Momentum is a pool of points that you can use to alter your class feats (they will include a cost if they need Momentum). Your Momentum pool

maximum is equal to your Dexterity modifier.

You gain Momentum by using any move action excluding Crawl. Each time you do, you gain one point of Momentum once the action ends. However, having a turn where you do not use a move action makes you lose all of your Momentum at the end of your turn (if the only move action you make is Crawl, you still lose the Momentum) and you automatically lose all Momentum when the encounter ends.

SKILL FEATS 2ND

At 2nd level, and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the Core Rules and have the skill trait. You must be Trained or better in the corresponding skill to select a skill feat.

MOBILITY 3RD

At 3rd level and every 3 levels thereafter, you increase your base speed by 5 feet (to a maximum of 30 feet at level 18).

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the Core Rules.

SKILL INCREASES 3RD

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

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already

an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ABILITY BOOSTS **5TH**

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

ANCESTRY FEATS **5TH**

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

The list of ancestry feats available to you can be found in your ancestry's entry.

MOBILE WEAPON EXPERTISE **5TH**

Your ability to use your chosen weapons increases as you learn how to use them effectively.

Your proficiency with Simple Weapons and Martial Weapons with the Finesse trait becomes expert, you become trained with all other Martial Weapons, and you gain the Critical Specialization Effect of all Simple Weapons and Martial Weapons with the Finesse trait.

MOBILE ASSAULT **7TH**

You are a deadly force while on the move, learning how to strike at unexpected places.

When you Strike a target after taking a Stride action, you increase your Attack Bonus for each five feet you moved that turn for that Strike.

For example, if you move fifteen feet in your Stride action, you increase your Attack Bonus by +3.

You cannot do stack this bonus with multiple Stride actions, and it only increases with each unique five feet (you cannot enter the same five-foot square to gain the bonus). This also only affects your next Strike on the turn. This affects any feat that requires you to 'make a Strike,' but if the feat has you make multiple Strikes, it only affects the first Strike.

MOBILE DEFENSE **7TH**

You know how to use your movements to add to your defenses, ducking and dodging out of the way of attacks.

When you make a Stride action, you gain a bonus to your AC equal to +1 per every five feet (or square) moved for the turn.

If you take multiple Stride actions in a turn, you only calculate your new AC for the Stride that you moved the furthest.

MOBILE ARMOR EXPERTISE **9TH**

Your armor has started to feel like your own skin to you, allowing you to easily move and strike with it. Not only that, but you are able to wear heavier armor without as much trouble.

Your proficiency with Light Armor and Unarmored Defense increases to expert and your proficiency with Medium Armor increases to trained.

HONED SENSES **9TH**

Your senses are becoming sharper as you train your eyes to see farther and better.

Your proficiency in Perception increases to expert.

LIGHTNING REFLEXES 11TH

Your reflexes are becoming lightning fast.

Your proficiency with Reflex saves becomes expert.

GREATER MOMENTUM 11TH

You are learning how to better use your own momentum to assist your fighting. Your Momentum pool now has a maximum of twice your Dexterity modifier.

CROSS ATTACK MANEUVER 13TH

As you duck and weave in combat, you can force your opponents to attack each other.

When you use the Tumble Through action and Critically Succeed, you force the enemy you Tumble Through to attack another enemy that you both threaten.

MOBILE WEAPON MASTERY 13TH

Your ability with your weapons grows even further.

Your proficiency with Simple Weapons and Martial Weapons with the Finesse trait becomes Master, your proficiency with all other Martial Weapons becomes expert, and you become trained with Advanced Weapons.

SWOOPING ASSAULT 15TH

You are able to use your unexpected strikes to deal extra damage.

If you use a Stride action, then make a Strike, you can use the number of squares you moved as the bonus to your damage. This replaces the normal bonus to damage (whether it is your Strength or Dexterity). This only works for the first Strike you make after a Stride during the turn. This

affects any feat that requires you to ‘make a Strike,’ but if the feat has you make multiple Strikes, it only affects the first Strike.

BODYBUILDER 15TH

With your intense training and fighting, you are able to withstand spells and effects that target your constitution.

Your proficiency in Fortitude saving throws becomes expert.

VIGILANT SENSES 17TH

Your senses get even stronger, allowing you to notice details and weaknesses few others could.

Your proficiency in Perception increases to master.

FLAWLESS REFLEXES 17TH

-Your reflexes are nearly flawless, reaching limits that are nearly god-like.

Your proficiency with Reflex saves becomes master.

MOBILE ARMOR MASTERY 19TH

With little effort, you move and glide across the battlefield, your armor unable to restrict you.

Your proficiency with Light Armor and Unarmored Defense increases to master and your proficiency with Medium Armor increases to expert.

TUMBLING ASSAULT 19TH


You have reached the peak of your power. With a blur and a flash, you tumble in and out of your opponent’s reach, adding your power as you do.

When you successfully Tumble Through an opponent, your next Strike has a

+2 to Attack and its damage is increased by +2d6. This affects any feat that requires you to ‘make a Strike,’ but if the feat has you make multiple Strikes, it only affects the first Strike.

CLASS FEATS

1ST LEVEL


Double Slice  **FEAT 1**
Requirements You are wielding two melee weapons, each in a different hand.

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn’t have the agile trait, it takes a –2 penalty.


If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

Momentum 2 This only counts as one attack when calculating your multiple attack penalty.

Momentum 3 This does not count toward your multiple attack penalty.


Point Blank Shot  **FEAT 1**
Requirements You are wielding a ranged weapon.

You take aim to pick off nearby enemies quickly. When using a ranged volley weapon while you are in this stance, you don’t take the penalty to your attack rolls from the volley trait. When using a ranged weapon that doesn’t have the volley trait, you gain a +2 circumstance bonus to damage rolls on attacks against targets within the weapon’s first range increment.

Snagging Strike  **FEAT 1**
Requirements You have one hand free, and your target is within reach of that hand.

You combine an attack with quick grappling moves to throw an enemy off balance as long as it stays in your reach. Make a Strike while keeping one hand free. If this Strike hits, the target is flat-footed until the start of your next turn or until it’s no longer within the reach of your hand, whichever comes first.

Momentum 2 You can immediately attempt to Shove the target (the Shove Action can be found on page 243 of the Core Rules)

Sudden Charge  **FEAT 1**
With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Momentum X For each point of Momentum spent, you can move an additional 5 feet before your Strike.

Momentous Thrower _____ **FEAT 1**

Thrown weapons become especially deadly with your movements. You gain a bonus to damage with your thrown weapon attacks equal to your Momentum. Also, your thrown weapons, no matter if they are normally considered melee weapons or not, are now considered ranged weapons for the purposes of Harrier feats.

Nimble Dodge ↻ _____ **FEAT 1**

Trigger A creature targets you with an attack and you can see the attacker.

Requirements You are not encumbered.

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Momentum X For each point of Momentum you spend, you increase this bonus by +1.

2ND LEVEL

Attack of Opportunity ↻ _____ **FEAT 2**

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit, and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Momentum 2 You can interrupt the manipulate action on a successful Strike.

No Escape ↻ _____ **FEAT 2**

Trigger A foe within reach attempts to move away from you.

You keep pace with a retreating foe. Stride up to your Speed, following the foe and keeping it in reach throughout its movement until it stops moving or you've moved your full Speed. You can use No Escape to Burrow, Climb, Fly, or Swim instead of Stride if you have the corresponding movement type. You cannot use your Mobility with this feat.

Momentum 2 You can use your Mobility with this feat.

Quick Draw ✦ _____ **FEAT 2**

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon. You add your Momentum to the damage.

Dueling Parry ✦ _____ **FEAT 2**

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry attacks against you with your one-handed weapon. You gain a +2 circumstance bonus to AC until the start of your next turn as long as you continue to meet the requirements.

Momentum X You increase the AC bonus by +1 per Momentum point spent. This is reset at the start of your next turn.

4TH LEVEL

Double Shot _____ **FEAT 4**

Requirements You are wielding a ranged weapon with reload 0.

You shoot twice in blindingly fast succession. Make two Strikes, each against a separate target and with a -2 penalty. Both attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made both of them.

Momentum 2 This only takes one action.

Dual-Handed Assault _____ **FEAT 4**

Requirements You are wielding a one-handed melee weapon and have a free hand.

You snap your free hand over to grip your weapon just long enough to add momentum and deliver a more powerful blow to your opponent. Make a Strike with the required weapon. You quickly switch your grip during the Strike in order to make the attack with two hands. If the weapon doesn't normally have the two-hand trait, increase its weapon damage die by one step for this attack. (Rules on increasing die size appear on page 279 of the Core Rules.) If the weapon has the two-hand trait, you gain the benefit of that trait and a circumstance bonus to damage equal to the weapon's number of damage dice. When the Strike is complete, you resume gripping the weapon with only one hand. This action doesn't end any stance or Harrier feat effect that requires you to have one hand free.

Momentum X You can add +1 to damage for each point of Momentum spent.

Quick Reversal _____ **FEAT 4**

Requirements You are flanked by at least two enemies.

You turn your foes' flanking against them with a quick reverse. Make a melee Strike against one of the flanking enemies and make a second Strike with the same weapon or unarmed attack against a different enemy that is flanking you. This second Strike has the same multiple attack penalty of the initial attack and doesn't count toward your multiple attack penalty.

Momentum 2 You immediately Shift to an empty space, if possible.

Momentum 3 You immediately attempt to Tumble Through one of your two targets. If you fail this Tumble Through, you can still Shift as with the previous Momentum level.

Twin Parry _____ **FEAT 4**

Requirements You are wielding two melee weapons, one in each hand.

You use your two weapons to parry attacks. You gain a +1 circumstance bonus to AC until the start of your next turn, or a +2 circumstance bonus if either weapon has the parry trait. You lose this circumstance bonus if you no longer meet this feat's requirement.

Momentum X You increase the bonus to AC by +1 per point of Momentum spent.

Running Reload  _____ **FEAT 4**

You can reload your weapon on the move. You Stride, Step, or Sneak, then Interact to reload.

6TH LEVEL

Skirmish Strike  _____ **FEAT 6**

Your feet and weapon move in tandem. Either Step and then Strike, or Strike and then Step.

Momentum 1 This feat loses the Flourish trait.

Snap Shot _____ **FEAT 6**

You've learned to react with ranged weapons when a creature is in close quarters. You can use a reaction that normally allows you to make a melee weapon Strike to instead make a ranged weapon Strike. You must be Striking an adjacent target. If necessary for the reaction's trigger, you treat your ranged weapon as if it had a reach of 5 feet. If the reaction has other requirements, such as wielding a specific kind of weapon, Snap Shot doesn't allow you to ignore them; it allows you only to replace a melee weapon Strike with a ranged weapon Strike.

Triple Shot _____ **FEAT 6**

Prerequisites Double Shot

You can quickly fire multiple shots with greater control. When you use Double Shot, you can make the attacks against the same target. You can add an additional action to Double Shot to make three ranged Strikes instead of two. If you do, the

penalty is -4. All attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made all of them.

Momentum 2 This is only one action.

Momentum 3 The penalty is now -2

Revealing Stab   _____ **FEAT 6**

Requirements You are wielding a melee weapon that deals piercing damage.

You drive your piercing weapon into an imperceptible foe, revealing its location to your allies. Make a Strike with the required melee weapon. You don't have to attempt a flat check to hit a concealed creature, and you have to succeed at only a DC 5 flat check to target a hidden creature. If you hit and deal damage, you can drive the required weapon into a corporeal target, revealing its current position. You Release the weapon, and it becomes lodged in the target. If the target is concealed, other creatures don't need to succeed at a flat check to hit it. If the target is hidden, other creatures have to succeed at only a DC 5 flat check to target it. The creatures need to be able to see your weapon to gain any of these benefits, and the target can't become undetected to anyone who sees your weapon. If the target is invisible, the weapon remains visible while lodged in it.

Momentum 2 You do not need a Piercing weapon. It now just needs to be a melee weapon.

Momentum 3 You no longer need a melee weapon. Any melee weapon or a ranged weapon that fires a visible projectile will work.

Water Step _____ **FEAT**
6

You can Stride across liquid and surfaces that don't support your weight. This benefit lasts only during your movement. If you end your movement on a surface that can't support you, you fall in or it collapses as normal.

8TH LEVEL

Blind-Fight _____ **FEAT 8**
Prerequisites master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

Dueling Riposte ↻ _____ **FEAT 8**

Prerequisites Dueling Parry

Trigger A creature within your reach critically fails a Strike against you.

Requirements You are benefiting from Dueling Parry.

You riposte against your flailing enemy. Make a melee Strike against or attempt to Disarm the triggering creature.

Momentum X You increase the damage done by the Strike by +1 per point of Momentum spent.

Mobile Shot Stance ✦ _____ **FEAT 8**

Your shots become nimble and deadly. While you're in this stance, your ranged Strikes don't trigger Attacks of Opportunity or other reactions that are triggered by a ranged attack.

If you have Attack of Opportunity, you can use it with a loaded ranged weapon you're wielding. The triggering creature must be within 5 feet of you for you to do so.

Nimble Roll _____ **FEAT**
8

Prerequisites Nimble Dodge

You throw yourself into a roll to escape imminent danger. You can use Nimble Dodge before attempting a Reflex save in addition to its original trigger. If you do, the circumstance bonus applies to your Reflex save against the triggering effect.

When you use Nimble Dodge and the triggering attack fails or critically fails, or when you succeed or critically succeed at the saving throw, you can also Stride up to 10 feet as part of the reaction. If you do, the reaction gains the move trait. You can use Nimble Roll while Flying or Swimming instead of Striding if you have the corresponding movement type.

Momentum X The distance you can Stride increases by 5 feet per point of Momentum spent.

Sidestep ↻ _____ **FEAT 8**

Trigger The attack roll for a Strike targeting you fails or critically fails.

You deftly step out of the way of an attack, letting the blow continue to the creature next to you. You redirect the attack to a creature

of your choice that is adjacent to you and within the reach of the triggering attack. The attacker rerolls the Strike's attack roll against the new target.

Momentum 1 You immediately Step to an empty space, if able.

10TH LEVEL

Twin Riposte _____ FEAT 10

Trigger A creature within your reach critically fails a Strike against you.

Requirements You are benefiting from Twin Parry

A clever parry with one weapon leaves your opponent open to an attack with the other weapon. Make a melee Strike or use a Disarm action against the triggering opponent.

Agile Grace _____ FEAT 10

Your graceful moves with agile weapons are beyond compare. Your multiple attack penalty with agile weapons and agile unarmed attacks becomes -3 for your second attack and -6 for subsequent attacks (rather than -4 and -8).

Combat Reflexes _____ FEAT 10

Prerequisites Attack of Opportunity

You are particularly swift at punishing foes who leave you openings. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.

Momentum 3 You gain an additional reaction that can be used only to make an Attack of Opportunity.

Furious Sprint _____ FEAT 10

You rush forward. Stride up to five times your Speed in a straight line. You can increase the number of actions this activity takes to 3 to Stride up to eight times your Speed in a straight line instead.

Momentum 2 You do not need an additional action to Stride up to eight times your Speed.

Tumbling Strike _____ FEAT 10

You slip by your enemy's defenses, striking when they are not expecting it. Tumble Through an adjacent target. The action gains the following effects.

Success Make a Strike at your current Multiple Attack Penalty. This counts against your Multiple Attack Penalty.

Critical Success Make a Strike that is guaranteed to succeed. This does not count against your Multiple Attack Penalty.

12TH LEVEL

Dueling Dance _____ FEAT 12

Prerequisites Dueling Parry

Requirements You are wielding only a single one-handed melee weapon and have your other hand or hands free.

Using your free hand as pivot and balance, you both attack and defend with your weapon. While you are in this stance, you constantly have the benefits of Dueling Parry.

Improved Dueling Riposte **FEAT 12**

Prerequisites Dueling Riposte

Your weapon whirls and darts, striking foes whenever the opportunity presents itself. At the start of each of your turns, you gain an additional reaction that you can use only to make a Dueling Riposte. You can use this extra reaction even if you are not benefiting from Dueling Parry.

Momentum 2 You gain an additional reaction that you can make a Dueling Riposte with.

Spring Attack  **FEAT 12**

Requirements You are adjacent to an enemy

Springing away from one foe, you Strike at another. Stride up to your Speed, but you must end that movement within melee reach of a different enemy. At the end of your movement, make a melee Strike against an enemy now within reach. You can use Spring Attack while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Momentum 2 You can make an additional Strike against the same target or another target adjacent to you.

Distracting Shot **FEAT 12**

The sheer power of your attacks, or the overwhelming number of them, leaves an enemy flustered. If you critically hit a target with a ranged weapon, or hit it at least twice on the same turn with a ranged weapon, it's flat-footed until the start of your next turn. This can only work on one enemy per turn.

Distracting Strike **FEAT 12**

The sheer power of your attacks, or the overwhelming number of them, leaves an enemy flustered. If you critically hit a target with a melee weapon, or hit it at least twice on the same turn with a melee weapon, it is flat-footed until the start of your next turn. This can only work on one enemy per turn.

Reactive Interference  **FEAT 12**

Trigger An adjacent enemy begins to use a reaction.

Grabbing a sleeve, swiping with your weapon, or creating another obstruction, you reflexively foil an enemy's response. If the triggering creature's level is equal to or lower than yours, you disrupt the triggering reaction. If the triggering creature's level is higher than yours, you must make an attack roll against its AC. On a success, you disrupt the reaction.

14TH LEVEL

Guiding Riposte **FEAT 14**

Prerequisites Dueling Riposte

By shifting your weight and angling your weapon, you guide your opponent to a more favorable position. When you use Dueling Riposte to Strike and you hit, you can move the target up to 10 feet into a space in your reach. This follows the forced movement rules found on page 475 of the Core Rules.

Improved Twin Riposte **FEAT 14**

Prerequisites Twin Riposte

Your weapons are a blur, blocking and biting at your foes. At the start of each of your turns, you gain an additional reaction that you can use only to perform a Twin Riposte. You can use this extra reaction even if you are not benefiting from Twin Parry.

Twin Weapon Flurry ❖ _____ **FEAT 14**

Requirements You are wielding two weapons, each in a different hand.

You lash out with both your weapons in a sudden frenzy. Strike twice, once with each weapon.

Whirlwind Strike ❖ _____ **FEAT 14**

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

Defensive Roll _____ **FEAT 14**

Frequency once per 10 minutes

Trigger A physical attack would reduce you to 0 Hit Points.

Dropping into a roll to disperse the force of the blow, you can partially evade a lethal attack and stay conscious. You take half damage from the triggering attack.

Momentum 3 You only take quarter damage from the triggering attack.

16TH LEVEL

Greater Distracting Shot _____ **FEAT 16**

Prerequisites Distracting Shot

Even a single missile can throw off your enemy's balance, and more powerful attacks leave it flustered for longer. If you hit an enemy with a ranged weapon, it's flat-footed until the start of your next turn. If you critically hit your prey or hit it twice on the same turn with a ranged weapon, it's flat-footed until the end of your next turn instead. This can only work on one enemy per turn.

Greater Distracting Strike _____ **FEAT 16**

Prerequisites Distracting Strike

Even a single blade can throw off your enemy's balance, and more powerful attacks leave it flustered for longer. If you hit an enemy with a melee weapon, it's flat-footed until the start of your next turn. If you critically hit your prey or hit it twice on the same turn with a melee weapon, it's flat-footed until the end of your next turn instead. This can only work on one enemy per turn.

Twinned Defense ❖ _____ **FEAT 16**

Prerequisites Twin Parry

Requirements You are wielding two melee weapons, one in each hand.

You're always ready to use your off-hand weapon to interfere with attacks against you. While you are in this stance, you constantly gain the benefits of the Twin Parry action.

Graceful Poise  _____ **FEAT 16**

Prerequisites Double Slice

With the right positioning, your off-hand weapon can strike like a scorpion's stinger. While you are in this stance, if you make your second Strike from Double Slice with an agile weapon, Double Slice counts as one attack when calculating your multiple attack penalty.

Momentum 3 Double Slice counts as only one attack no matter which melee weapon you have.

18TH LEVEL

Swift River _____ **FEAT 18**

Trigger Your turn ends and you have a status penalty to your Speed or are immobilized or slowed.

You flow like water, avoiding all restraints. End one status penalty to your speed, or end one immobilized or slowed condition affecting you.

Impossible Flurry _____ **FEAT 18**

Requirements You are wielding two melee weapons, each in a different hand.

You forgo precision to attack at an impossible speed. Make three melee Strikes with each of the required weapons. All of these Strikes take the maximum multiple attack penalty, as if you had already made two or more attacks this turn.

Momentum 4 The penalty is one less from maximum, as if you had already made one attack this turn.

20TH LEVEL

Tumbling Master _____ **FEAT 20**

You are a master of weaving in and out of foes. When you Tumble Through an enemy, you always act as if you succeeded with the effects of Tumbling Strike, even if you fail the Tumble Through. Not only that, but if you have Tumbling Strike, you change the Tumble Through effects to the following.

Success Make two Strikes that are guaranteed to succeed. This does not count against your Multiple Attack Penalty.

Critical Success Do the Success effect, plus you can immediately make another Tumbling Strike to another adjacent target, or the same target for free. This can only be done once per turn.

Ultimate Mobility _____ **FEAT 20**

With your training in moving through many different environments, you are no longer affected by any difficult terrain.

Archetypes

Harrier

You are not one to stand still in anything you do, especially in combat. With a bit of motion, you build up momentum to bring a greater offense or defense, letting your enemies only see a blur before they meet their death.

Harrier Characters

Harriers are a good accompaniment to any character that takes the to the front line, or who wish to always be on the move such as barbarians, fighters and rogues.

Harrier Dedication **FEAT 2**

Prerequisites Dexterity 14

You gain a skill feat and the Momentum class feature. You also become Trained in Athletics and Acrobatics. If you are already trained in one of those skills, you can train in another skill of your choice. If you are already trained in both, you can choose two other skills to become trained in. You become trained in Harrier class DC.

Special You cannot gain another dedication feat until you have gained two other feats from the Harrier archetype.

Mobility **FEAT 4**

Prerequisites Harrier Dedication

You gain the Mobility Harrier feature. Starting at the level you gain this feat, and every five levels, you increase your base speed by 5 feet.

Basic Movements **FEAT 4**

Prerequisites Harrier Dedication

You gain a 1st or 2nd level Harrier Feat.

Advanced Movements **FEAT 6**

Prerequisites Harrier Dedication

You gain a Harrier feat. For the purpose of meeting its prerequisites, your Harrier level is equal to half your character level.

Mobile Assault **FEAT 8**

Prerequisites Harrier Dedication

You gain the Harrier's Mobile Assault feature.

Mobile Defense **FEAT 10**

Prerequisites Harrier Dedication

You gain the Harrier's Mobile Defense feature.

Commander

Your force of personality or strategic cunning has grown to the point that you are trusted to command your allies in combat.

Commander Characters

Any class can become great Commanders, able to lead from the front line or analyze tactical strategies from the back. This archetype adds a strategic element to combat, allowing you to give your actions to another character.

Commander Dedication **Feat 2**

ARCHETYPE DEDICATION

Prerequisites Intelligence 14 or Charisma 14

Choose either Deception, Diplomacy, or Intimidation. You become Trained in your chosen skill. If you are already Trained in your chosen skill, you must choose one of the others. If you are Trained in all three choices, you can choose any other skill to become Trained in.

You automatically gain either the Forward! or Fall Back! Feat.

Special You cannot select another dedication feat until you have gained two other feats from the Commander Archetype (not including the Feat chosen with this Dedication).

Forward! **Feat 2**

ARCHETYPE

Prerequisites Commander Dedication

Target An ally within Thirty feet of you

You command an ally to Stride up to their speed plus five times your Intelligence or Charisma Modifier.

Fall Back! **Feat 2**

ARCHETYPE

Prerequisites Commander Dedication

Target An ally within Thirty feet of you

You command an ally to Step away from an enemy. With this Step, they move five feet times your Intelligence or Charisma Modifier (minimum five).

To Battle! **Feat 4**

ARCHETYPE

Prerequisites Commander Dedication

Target An ally within Thirty feet of you

You command an ally to Stride up to half their Speed and immediately make a Strike. The Strike uses your Intelligence or Charisma Modifier and Proficiency Bonus as its bonus to attack. This does not affect your Multiple Attack Penalty for the turn.

Attack! **Feat 4**

ARCHETYPE

Prerequisites Commander Dedication

Target An ally within Thirty feet of you

You command an ally to Strike a single target. They add your Intelligence or Charisma Modifier to the attack roll. This uses your Multiple Attack Penalty for the turn, and your Multiple Attack Penalty increases as if you attacked.

Put That Shield Up!  _____ **Feat 4**

ARCHETYPE

Prerequisites Commander Dedication
Targeted Ally must have a Shield equipped
and is not already Raising it

Target An ally within Thirty feet of you

You command an ally to Raise Their Shield, allowing them to use the Shield Block Reaction.

Defend Me!  _____ **Feat 4**

ARCHETYPE

Prerequisites Commander Dedication
Chosen Ally must have used the Raise
Shield action on their turn

Trigger An enemy declares an attack
against you

Target An Ally adjacent to You

You command an ally to block the triggering attack with their shield, adding their shield's AC bonus to your AC for this attack.

Mystic Gunner

With some training and practice, you have learned how to combine the arts of Firearms and Magic to create a deadly combination. No foe will be able to match your accuracy and power as you mix bullets and arcane to tear through foes.

Mystic Gunner Characters

Characters who use magic can gain great benefit to using firearms with their power. Mystic Gunners can use the same amount of actions to shoot a bullet and cast a spell, but have more accuracy in the fact that they only have to roll a single attack roll.

Mystic Gunner Dedication **Feat 2**

ARCHETYPE **DEDICATION**

Prerequisites Able to Cast Level One Spells

You become Trained in Crafting. If you are already Trained in Crafting, you can choose another skill to be Trained in. You immediately gain the Arcane Shot Feat allowing you to shoot both bullets and arcane cantrips.

Special You cannot gain another Dedication Feat until you gained two other feats from the Mystic Gunner Archetype (not including Arcane Shot).

Arcane Shot **Feat 2**

ARCHETYPE

Prerequisites Mystic Gunner Dedication

With immense practice and training, you are able to cast a spell when you fire your gun. The bullet carries the spell with it, allowing both to hit at the same time.

When using Arcane Shot, you must use the Action for Arcane Shot as well as the Actions you normally would use to Cast the chosen Spell. For example, in order to use Arcane Shot with Acid Splash, you must use Three Actions (one for Arcane Shot plus two for Casting Acid Splash). You must have the required number of actions available to use Arcane Shot with the chosen spell. This counts as Casting a Spell for any relevant effects and for using up Spell Slots.

You can only cast spells that deal direct damage to a single target. For example, you cannot use Invisibility or Fireball with Arcane Shot. You also cannot use Focus Spells nor use any spells stored within Magic Items with Arcane Shot.

Range has no effect on spells you can cast with Arcane Shot. Their range becomes the firearm's range, no matter if it is shorter or longer.

You only roll one attack roll for Arcane Shot. If it hits, both the firearm shot and the spell hit. Critical Hits and Critical Fumbles use the effects of both the firearm and spell if any. The Critical Specialization for firearms only use the firearm's damage. You cannot use the spell for the Critical Specialization. Misses and Critical Fumbles still use up the Spell Slot and Critical Fumbles still jam the firearm. Jammed firearms cannot shoot Arcane Shots.

When first gaining this feat, you can only cast Cantrips with Arcane Shot.

Special There are feats that allow you to use Arcane Shot with higher-level spells.

Increasing Arcane Shot _____ **Feat**
2+

ARCHETYPE

Prerequisite Mystic Gunner Dedication,
Able to cast Level One Arcane Spells

You are able to Cast Level One spells with Arcane Shot.

Special You can take this feat multiple times. Each time you do, the Prerequisite Spell Level increases by one, the Feat Level increases by three, and you are able to Cast the next Level of Spells.

For example, the first time you take this feat, it becomes Feat 5, **Prerequisite** Able to cast Level Two Arcane Spells, and

with gaining this feat, you are able to Cast Level Two spells with Arcane Shot.

The fourth time you take this feat, it becomes Feat 14, **Prerequisite** Able to cast Level Five Arcane Spells, and with gaining this feat, you are able to Cast Level Five spells with Arcane Shot.

Jammed Arcane Shot _____ **Feat 8**

ARCHETYPE

Prerequisites Mystic Gunner Dedication

You are able to use Arcane Shot even when your firearm is Jammed. However, you deal half of the spell's damage to the firearm.

Equipment

Firearm

Firearms is the blanket term for any weapon that includes a mechanism to shoot round lead bullets. A pistol is as much of a firearm as a musket and sword-pistol. There are multiple categories of firearms, requiring special skills and training to use, sometimes making them difficult for people to use. However, half a century after their initial design, they are widely used in all manner of tasks such as hunting, fighting, and home defense. Below is the set of rules for firearms in the world of Gallys.

Attacking with Firearms

Firearms are like any other ranged weapon. So, when rolling an attack for a firearm, you add your Dexterity Modifier, Proficiency Bonus, and other Miscellaneous Modifiers to the roll. There is a risk, however, with rolling attacks for firearms: they can Misfire.

Misfiring

Misfiring is when something happens and the firearm fails to fire its shot. It is a relatively rare occurrence but can have devastating consequences for the gun and the user of the gun.

There are two main ways for a gun to Misfire, though the GM can add more if they feel it is necessary:

- 1) The attacker rolls a natural number (the number before any modifiers are added) equal to or under the gun's Misfire trait (see Firearm Traits below).

- 2) The attacker rolls a Critical Fail.

When a gun Misfires the attack is an automatic miss as if the attack was a Critical Fail. The gun then becomes Jammed.

Jammed Firearms

Jammed firearms are firearms that have some kind of mechanical failure, such as the hammer not striking properly, or a bullet being trapped in the barrel.

Jammed guns can still be fired, though the damage of the gun, no matter the shot hits or misses, is dealt to the gun as well (Hardness reducing the damage as normal).

Unjamming a gun requires two actions to fix the problem. This does not restore any health to the gun, but it does prevent any more damage to the gun when firing.

Categories of Firearms

Firearms come in three categories, matching the categories of standard weapons: Simple, Martial and Advanced.

Simple firearms are firearms such as pistols and blunderbusses, weapons that anyone can find and easily use. They are cheaper and found in most stores, however, they are weaker guns and are specialized in their use.

The next step up is Martial, which are guns such as Muskets and Hand Cannons, which are firearms that are used commonly in military applications. They are strong and reliable but are not so easily found and are

harder to use. It usually takes a lot of training to be able to use Martial firearms.

The highest quality of Firearms is Advanced Firearms, which require great training and are of specialized use. This includes revolvers and rifles. These are very rare and expensive.

Reloading Firearms

Reloading firearms works almost exactly the same as with other ranged weapons. The main difference is that with each Reload action, you reload one shot in the firearm, unless otherwise stated in the firearm's traits. You can only reload up to the firearm's capacity.

Firearm Traits

Most of the traits for Firearms you can find in the Weapons section of the Core Rules. However, there are some traits that are specific to Firearms that should be noted:

- Capacity - Capacity is noted with a number and is how many shots/bullets the firearm can hold before it must be Reloaded (see Core Rules).
- Misfire - Misfire is noted with a number. Whenever you are rolling an Attack Roll for an attack with a firearm, if you ever roll a natural number (the number before any modifiers are added) equal to or lower than the Misfire value, the firearm Misfires. For example, if the firearm has "Misfire 2" and you roll a two or one, no matter the modifiers attached to the roll, the gun misfires.
- Multi-Chamber: This trait means that the firearm has more than one chamber and/or barrel and is noted

with a number after the trait name ("Multi-Chamber 3"). You can fire all of the chambers at once, the damage of the attack becoming one die per chamber fired (so, if you fired two chambers of a Double-Barreled Blunderbuss at once, the damage of the attack becomes 2d8). However, doing so comes with risk. The Misfire rating for the attack increases by 2 per additional chamber fired beyond the first (so firing both of the Double-Barreled Blunderbuss's chambers increases the Misfire rating to 7). Additionally, this uses the ammo from all of the chambers fired.

- Short-Ranged: A weapon with this trait is more effective up close than further away. When firing at half of the weapon's range, use the die indicated next to this trait instead of its normal dice. For example, with the Shotgun, if you fire it at a target within 40ft., you use 1d12 instead of 1d8.

Combining Firearms

You can combine firearms with other weapons to create a single weapon that has multiple ways to attack.

In order to create a non-magical firearm combination, you must pay the cost of both weapons plus an additional 2GP for the extra time, labor and materials to make the new weapon. For example, to combine a pistol and longsword, you must pay the final cost of 4GP (1GP for the Longsword, 1GP for the Pistol, 2GP for the Extra Work).

To determine the price of a magical combined firearm, follow the rules found in the Core Rules, then add another 75% for

adding the runes to both parts of the weapon. Or, you can consider both parts of the weapon separate for the purposes of adding weapon runes. It would make the magic weapon more expensive, but it would add flexibility to get exactly the combination of effects you wish.

Your GM has final say on what weapons are allowed to be combined.

~~Combining firearms in this manner gives you access to the Combination Strike action.~~

~~**Combination Strike** **Action**~~

~~**Prerequisites** Wielding a Combined Firearm~~

~~You strike with both sides of your Combined Firearm at once, delivering a powerful blow that few can stand against.~~

~~Roll two Strikes, one for each part of your Combined Firearm with their full bonuses. If both hit, they are considered one Strike when determining resistances and weaknesses.~~

Critical Specialization Effect

As with other weapons, firearms have a Critical Specialization Effect (an effect that happens when you Critically Hit with specific feats, runes or other effects). The Critical Specialization Effect for firearms is:

Firearms: If there is an enemy that you can draw a straight line from you including your initial target, and if that enemy is within range, your bullet pierces your initial target and flies toward them. Roll a second attack for the second enemy, using the same modifiers as the triggering attack.

If the attack hits the second enemy, deal half damage to them. If the second attack was a Critical Hit as well, do this again except deal quarter damage on a hit.

Table 2-1: Simple Firearms

Simple Firearms	Price	Damage	Misfire	Range	Reload	Bulk	Capacity	Hands	Group	Weapon Traits
Derringer	5SP	1d4 P	5	20ft.	-	L	1	1	Firearm	Agile
Pistol	8SP	1d6 P	4	40ft.	1	L	1	1	Firearm	Agile
Double Barrel Pistol	1GP	1d6 P	4	40ft.	1	L	2	1	Firearm	Multi-Chambered 2
Blunderbuss	3GP	1d8 P	5	80ft.	2	1	1	2	Firearm	-
Double-Barrel Blunderbuss	5GP	1d8 P	5	80ft.	2	1	2	2	Firearm	Multi-Chambered 2

Table 2-2: Martial Firearms

Martial Firearms	Price	Damage	Misfire	Range	Reload	Bulk	Capacity	Hands	Group	Weapon Traits
Hand Cannon	4GP	1d8 P	5	60ft.	1	L	1	1	Firearm	-
Musket	6GP	1d10 P	3	100ft.	2	1	1	2	Firearm	-
Double-Barreled Musket	10GP	1d10 P	3	100ft.	2	1	2	2	Firearm	Multi-Chambered 2
Shotgun	8GP	1d8 P	4	80ft.	1	1	1	2	Firearm	Forceful, Short-Range 1d12
Double-Barreled Shotgun	15GP	1d8 P	4	80ft.	1	1	2	2	Firearm	Forceful, Short-Range 1d12, Multi-Chambered 2

Table 2-3: Advanced Firearms

Advanced Firearms	Price	Damage	Misfire	Range	Reload	Bulk	Capacity	Hands	Group	Weapon Traits
Revolver	20GP	1d8 P	3	60ft.	-	L	6	1	Firearm	Agile
Rifle	15GP	1d10 P	2	120ft.	1	1	1	2	Firearm	-
Double-Barreled Rifle	28GP	1d10 P	2	120ft.	1	1	2	2	Firearm	Multi-Chambered 2
Repeater Rifle	50GP	1d10 P	4	120ft.	1	1	6	2	Firearm	-
Repeater Shotgun	50GP	1d8 P	4	80ft.	1	1	6	2	Firearm	Forceful, Short-Range 1d12

Backgrounds

Aeronautical Engineer **Background**

Ever since becoming of age to join your home's school of Aeronautical Engineering, you have headed the call of study. Whether you joined the school or taught yourself, you took the challenge to heart and came out with the knowledge of the intricate systems of Aeroships. Before becoming an adventurer, you were probably a part of an Aeroship's crew, keeping the ship afloat by whatever means necessary.

Gain two ability boosts, one which must be either Intelligence or Strength, and the other is free. Gain Aeroship Lore and the Quick Repair Feat.

Aeronautical Crewman **Background**

You have lived on an Aeroship for much of your life. Whether you were the Outlook, the Rigger, or one of the various Deckmen, you know your way around an Aeroship and know how to stand in a fierce storm or in the midst of combat.

Gain two ability boosts, one which must be either Dexterity or Constitution, and the other is free. Gain Lore (Aeronaut) and the Ship Legs Feat.

Firearm Engineer **Background**

Whether you were mentored into the life of firearms or came into it on your own, you spent a good chunk of your life working with, repairing, and creating firearms. Before you became an adventurer, you could have been an engineer for a shop, military force, or maybe made it a personal hobby for yourself.

Gain two ability boosts, one which must be either Dexterity or Intelligence, and the other is free. Gain Firearms Lore and the Quick Unjam Feat.

Shattering Scholar **Background**

You have spent your life studying the history, cause, and effects of the Shattering, a historical moment that changed the world physically and magically forever. You may have made a massive discovery in the way people think of the Shattering, or maybe you are on your way but are not quite there yet. Either way, you believe that becoming an adventurer will get you to where you want to go.

Gain two ability boosts, one which must be either Intelligence or Wisdom, and the other is free. Gain Shattering Lore and the Elemental Affinity Feat

Elemental Cultist **Background**

You were/are a cultist who worships one of the powerful Elemental Lords who rule over one of the pockets of elemental territory on the surface of Gallys. You have participated in rituals, sermons, and other activities so that one day, the Lord will become powerful enough to break free from their territory to rampage over the rest of the surface.

Gain two ability boosts, one which must be either Charisma or Intelligence, and the other is free. Gain Elemental Lords Lore and the Elemental Focus Feat.

Feats

Ship Legs **Feat 1**

GENERAL

Reduces the penalty of Striding in Difficult Terrain while on an Airship or Aquaship. The first five feet is not difficult.

Special This feat can be taken multiple times. Each time you do, another five feet of movement is no longer difficult.

Quick Unjam **Feat 1**

GENERAL

You are skilled at repairing a jammed gun quickly in stressful situations. You can repair a gun jammed from misfire using the Unjam Action as an Action rather than two Actions.

Special This feat can be taken one more time starting from Level 4. If so, the Unjam Action becomes a Free Action.

Unwieldy Fighting **Feat 1**

Prerequisites Strength 18

You have trained in the effective use of weapons normally used in two hands in a single hand. You can use any weapon with Hands 2 in a single hand. However, any action that directly uses the weapon (such as Strikes and class feats) take a -4 penalty.

Elemental Focus **FEAT 1**

Prerequisites Ability to Cast Spells

Choose an element trait (such as Fire, Cold, Electricity). When you cast spells that deals that element's damage, you increase the damage by +2.

Elemental Affinity **FEAT 1**

Prerequisites Ability to Cast Spells

You have learned how to use the elemental power of your surroundings to aid with your spells. When you are adjacent or within a source of great elemental power, spells that deal that element's power gain +2 damage.