

Section 1. Character

The Tone of Dawn of Legends

Dawn of Legends is an attempt to develop a workable, fun superhero setting through adapting certain elements of Pathfinder 2e existing ruleset.

This setting combines traditional roleplaying aspects of the fantasy genre, updated to a modern setting where extraordinary individuals are becoming more and more commonplace. The game hopes to provide a framework and inspiration for cinematic flair, married with pulp action and heroic adventures!

Players will get to live both sides of their life as a superhero; hero and alter ego. You will work jobs, have friends, have a life. You will have solo hero adventures, have team-ups with smaller groups, and come together as a larger team to face the threats you can't handle alone. You will have the chance to join with Shield or go it independent. All of this will be set in the City that Never Sleeps, New York, home to a million heroic and mundane threats and challenges.

Superhero stories are usually not bloodbaths. In this game, enemies will not automatically die when brought down to 0 HP but will be knocked out. Death is always a possibility, if the PCs are distinctly uncareful or callous, but these situations will be the exception, not the rule. Similarly, PCs will not generally die but be punished for failure in other ways. Losing a battle against a mugger may cost you your money and your reputation; a party wipe might result in lost equipment and imprisonment; a fall from a roof may send you into a coma; and so on. The concentration will be on telling the hero's story; however, death is not impossible if players act recklessly so as to abuse this mechanic, and sometimes a hero's death might be what the story needs.

Basic Mechanistic Framework of Character Creation

This game is primarily run through a Pathfinder Second Edition (PF2) ruleset. Character creation and character abilities and all game mechanics are all based on any Paizo PF2 sourcebook. Legendary Kineticist from Legendary Games is allowed as well. However, the players are encouraged to reskin and rename any ability/feat to both fit a modern time setting and to make their character pop.

For example, perhaps you create the Human Torch as a human sorcerer. Instead of saying your powers come from the heritage of an ifrit, instead you can flavor your backstory with a failed space mission that changed you into a flaming ball of gas. You still get the same bloodline spells, the same spell progression, etc, but instead of "bloodline" talk that is throughout the sorcerer feat list you refer to it as your "inherent powers" or "cosmic energy" or what have you.

Clerics and Champions should re flavor their gods as historical or fantasy gods from Earth's culture. (Greek/Scandinavian/Egyptian/Chinese/etc). Let's stay away from modern religions so as to not cause friction between players.

Some superheroes actually carry weapons from fantasy settings like swords and shield and plate armor, but PCs can also reskin these types of equipment to a modern setting. Heavy armor can be reskinned as high density carbon combat gear, light armor can be a mix of leather and kevlar, and melee weapons can be reskinned as pieces of armor or extensions of your body or astral or energy projection or where your imagination leads you. However, weapons still need to be sheathed in some manner so players can't cheat the action economy, and armor must be removable or be able to morph out of it. None of the PF2 mechanisms are changed except as otherwise explained throughout this document. Familiar and animal companions can be (but don't have to be) re flavored as sidekicks. Players will start at level 2. This is so that everyone can start with an archetype (if you desire) that might be fundamental to your build and backstory. You should have enough conflict in your backstory that you earned enough XP to level up to 2 and earn some money and equipment.

Every player, for free, can also start with the Vigilante Archetype and a superhero costume. You do not have to take Vigilante feats before taking other Archetypes. Your superhero costume can be something that alters you physically and does not involve clothes (like the Hulk or Human Torch or Iceman) or actually be a costume (like Superman or Batman). Anything mechanical in nature (like weapons and armor) you have to pay for.

Players are welcome to pass on the free Vigilante Archetype and/or costume if a secret identity is not important to their character and instead choose an extra Ancestry feat that can only be selected from the list of new Dawn of Legends level 1 Ancestry feats (see page 5).

Currency in this game is done all in credits, which are equivalent to silver pieces. Start the game with 300 credits which is the standard level 2 wealth.

There will be Downtime in this game, which will be the opportunity to make money at your day job. Consider taking a Lore, Crafting, or Performance skill in order to earn money. (page 236 CRB). (Your custom background is a great way to get a Lore skill that can become your day job; see Background section). To get accepted in the game, players must write a compelling origin story that explains why they have powers and lays out their first steps (failing or successful!) in becoming a hero. Give a good feel for your normal life-- who is your alter ego? People with some friends and family and enemies are more interesting than loners, and single people are more interesting than those with established families (because it gives the GM more freedom to play around with your social life and allow for character development). Explain where your character is from and major NPCs that are a part of your life. Keep NPCs to a low number (2-4); don't explain your entire extended family because there has to be room for the GM to develop these NPCs and introduce new NPCs.

Your story must end with you in Manhattan around Central Park on a hot July afternoon of 2017. The game will largely occur in NY City so having your PC live in the city and have a life there will make it much easier for you to participate. Your PC doesn't need to be a NY City native, though.

Every PC has a dwelling in NY City, be it cardboard box, slums apartment, hotel room, or skyscraper penthouse. The cost of your dwelling will be hand-waved as this is a RP decision and not a mechanistic one. Where you live must align with your backstory. Your dwelling will be publicly

discoverable without significant effort, unless you invest in the Secret Hideout reputation award line or take the level 4 Vigilante class feat “Safe House”. Knowledge of NY City is not required... but take a look at the [Google Map NY City around the Central Park area](#). Position your home or job somewhere in this vicinity; at least at the beginning, this is where beginning adventures will happen so you need to have an excuse to be in the neighborhood.

Alignment

This is a superhero game and not a supervillian game. Players are expected to create characters that generally want to do the right thing and help society, though certainly not everyone has the same motivations and sometimes a checkered past is the very thing that can drive one to heroism.

Background

Players will customize their own Background that integrates with their backstory or hero origin story. You may use any 2e background as inspiration, but reskin it to 21st century. The ability boosts and skills must make logical sense with your custom background and not just be powergamed. Custom backgrounds: <https://2e.aonprd.com/Backgrounds.aspx>

“At 1st level when you create your character, you gain a background of your choice. This decision is permanent; you can’t change it at later levels. Each background grants two ability boosts (+2 to each), a skill feat, and the trained proficiency rank in two skills, one of which is a Lore skill. If you gain the trained proficiency rank in a skill from your background and would then gain the trained proficiency rank in the same skill from your class at 1st level, you instead become trained in another skill of your choice.”

Ancestry

Dawn of Legends is set on modern day Earth. That means that the usual cornucopia of ancestries that we see in the Pathfinder Campaign Setting are not present. Humans are by far the most plentiful sentient inhabitants of Earth but as the events of the Chi’tauri invasion showed, they can no longer remain ignorant of life from other worlds.

This is represented in Dawn of Legends.

Human – Humans are the peak of evolution on Earth, dominating the planet in a way no other lifeform has throughout its history. Humans often get their superpowers from accidents or experiments gone wrong... or maybe right. Or perhaps your human has no special powers except a keen mind, a strong body, and high tech gadgetry. Or perhaps your human, through accident or study, has become a champion of the gods and gifted powers that go beyond her mortal companions.

Mutant – Mutants have been among human-kind for generations. All mutants start their lives as humans, but usually by early teenage years the effects of their altered DNA physically emerge, giving them different appearances and often amazing abilities. While some can hide in plain sight because they look very human like, others have no ability to hide in human society and are relegated to the bottom rungs of human society. Some live in sewers, in isolation or in hidden communes. Debates rages as to whether mutations are the next step in inevitable human evolution

or if they should be treated with suspicion and derision. What no one can deny is that these individuals possess sometimes extraordinary inherent abilities.

In this setting, any non-human ancestry is a Mutant.

Extra-terrestrial – We are not alone in the universe. For some this was a world-shattering revelation – quite literally. Since the invasion Earth has been a beacon among the stars as an intriguing place full of nobility and generosity, but also riches and opportunity. Since even before the dawn of humanity, aliens of great power have visited Earth and been hailed as gods (The Greek/Roman and Scandanavian gods in particular; Thor, Hercules, and Ares for example, are well known Marvel superheroes). In our current time, aliens of all kinds have been appearing through the holes ripped in reality; and in addition Earth seems to always attract a crash landing alien of one kind or another. Some have benevolent intentions of communication and exploration, some want to hide among the population and live normal lives, and others are far more insidious.

You may design your own race. Do this by selecting any PF2 race and reskinning it to match your vision for your character. The GM will look to pick 1 of the 6 PCs as an alien, since they are so rare.

Ancestry Feats

The following are possible ancestry feats that you can choose in place of what the PF2 source books offer. Those that are only available at level 1 are marked.

Born in Fire/Cold/Acid/Electric/Sonic-- Your origin story heavily involves one of these five damage types. Gain Resistance 4 and Vulnerability 2 to opposing elements (Fire/Cold, Acid/Electric) Sonic gains Resistance 4 and does not receive a vulnerability (but is also a more rare damage type) (ONLY LEVEL 1)

Cat Eyes-- Your origin story relates to you being able to see in the dark. Gain dark vision 60, and if you already have darkvision, gain darkvision 120. (ONLY LEVEL 1)

Crash Landed: Your spacecraft lost control and crash landed on Earth and you are the sole survivor. You have been able to secretly hide your ship in a place of your choosing and can use it as a home and/or secret base. You have the Fame level 10 “Secret Hideout” reward, and immediate access to the Reputation level 40 “spacebound” reward, but the ship needs repairs for a cost of 6 Reputation points (RP) before you can travel in it. (Normally, the ship costs 8 RP) (Alien only, Level 1 only)

Dextrous Tail -- Your tail has gained strength and dexterity; once per turn it can pick up objects from the ground, take objects from your hands, put objects into your hands, or pull objects from your inventory. (Level 5, Requires Tail.)

Echolocation- Hearing is a precise sense for you.

Jeeves You have a lifelong servant or a construct who is dedicated to you in every way. Give him/her/they any name you desire and skin him according to your wishes. Jeeves is Trained in all Knowledge checks with a proficiency bonus of your level (Wisdom and Int modifier of +2), and a reasonable chauffeur (Trained in Piloting, Dex +2), but his role is limited to your home, your secret base, or your vehicle (Jeeves can't help in dungeons, in other words, meaning it is up to the PCs to also invest in knowledge skills themselves). In vehicle combat, he has a Single Action Point which is only spent on the Drive action on his turn. He will Gun It/Break Hard/180 turn if you spend an Action Point commanding him.

Jeeves the Knowledgable: Jeeves is now an expert on all matters with a +3 Int and Wisdom, and thoroughly insufferable. (Level 5, requires Jeeves)

Jeeves the Scholar: Jeeves continues his studies. He is a master in all Knowledge checks with a +4 Int and Wisdom. (Level 10, requires Jeeves the Knowledgable.)

Jeeves the Insufferable: Jeeves continues his studies. He is a Legendary in all Knowledge check but his cheek is nearly enough to scream. (Level 15, requires Jeeves the Knowledgable)

Jeeves the Pilot: Jeeves can now operate any vehicle with an Expert level Proficiency and your character level +3 dexterity modifier, and will accompany you on missions, but insists on waiting in your super car/plane until you return. In vehicle combat, he has 2 Action Points, which are always spent on the Drive action and one of the following action: Gun It/Break Hard/Evasive Action/Target Tracking. (level 5, requires Jeeves).

Jeeves the Spaceman: Jeeves can now operate any vehicle with a Master level training and +4 Dexterity, and will accompany you on missions. He stays with the vehicle, and participates as a combatant driver with 3 actions points on his turn. He can fire installed weapons with Expert firearm proficiency and a Dex of +4, and can take any of the Piloting actions. (level 10, requires Jeeves the Pilot).

Medically Trained: Because of your medical training, you are fast to react to emergencies. When you spend 2 actions to conduct the Assisted Recovery action to help a teammate recover from persistent damage, add 2 to their Flat Check. (Can take multiple times with bonus stacking).

Social Butterfly/Liar/Bully – You have always had a powerful personality and been able to manipulate people. You gain a skill feat for diplomacy, deception, or intimidate but you must meet the requirements for it.

Super Sniffer- Smell is a precise sense for you. (ONLY LEVEL 1).

Sweet Wheels: You have a motorcycle that you have custom built over the course of years. (Fits you and one other person; also this is available at Fame level 10.)

Tail -- You have a grasping tail that once per round can pick up objects from the ground or take objects from your hands as a free action. It doesn't have the dexterity to pull items from your pack. (ONLY LEVEL 1, NO HUMANS).

Tough as Hell – A lifetime of taking the hits that would crumble lesser heroes has moulded you into a piece of iron. You gain the Toughness feat at character creation. (ONLY LEVEL 1)

Trust Fund – This character is extremely wealthy, possibly through their own business dealings or as part of a wealthy family. They begin play with 500 credits (instead of 300) and start the game with Secret Hideout v1 (From Fame level 10)(ONLY LEVEL 1).

Unfamiliar Atmosphere: Your body metabolizes in unusual ways, and you have little need to breathe Earth air. You get a +4 to all air-based spell effects or anything you would normally breathe in, and you can hold your breath for twice as long as normal. (Aliens only, level 1 only)

Vacuum sealed: You do not need to breathe. You are immune to all air-based spell effects or anything that you would normally breathe in, and you also do not need to breathe underwater. (Aliens only, level 5, need Unfamiliar Atmosphere).

New General Feats

Rapid Reload- It takes one fewer action point to reload any weapon with ammunition. (Level 7 required)

Controlled fire: Your automatic weapons and burst weapons do not target friendlies in their cone based attacks (requires Level 7, requires proficiency in the weapon you are using).

Altered Feats

Quick Disguise (requires Expert in deception): You can change clothes--such as into or out of your costume-- as free action. (Altered to be more useful in a superhero setting where secret identities are important).

Vigilante Quick Change Class Feat: Moved to level 2 from level 7. You can change clothes--such as into or out of your costume-- as free action. (Altered to be more useful in a superhero setting where secret identities are important).

(Free action costume change does not mean invisible costume change. People will see it and know what is happening if you do it publicly.)

Vigilante Safe House Feat: This is altered to be the same as the Secret Hideout Feat (described in the Fame system, page 20). Taking this feat can either give you the Secret Hideout or improve it by one step if you already have it.

New Class Feat for Any Class:

Advanced Firearm Master (level 8): Choose an advanced firearm weapon type. You gain proficiency in that group as if it was a martial weapon.

Technology

Science fiction items such as laser guns and computers have their place in the Dawn of Legends. Since aliens exist, so can their advanced technology! Any technological item in the Starfinder setting can be moved over to the Dawn of Legends setting. However, DCs, damage, and price will be altered to match the system from PF2. The GMs will make the adjustments as players present their ideas. Anticipating that at least some players will use guns with their character, and certainly enemies will use guns, see below for a section specifically about both modern and futuristic firearms. PF2 bombs will be used and not Starfinder grenades.

Downtime

Players will have day jobs, and earn money per week. There will not be a set schedule on this; while it is assumed that the players are doing their job nearly every day, we will only roll Earn Income checks on occasion.

When a player rolls Earn Income, this goes to their equipment and superhero needs. (GM note to self: Table 4-2 will generally indicate work earned per week).

When the game glosses over downtime, it will be assumed that money made during this time is paying for their handwaved rent and food and normal expenses.

Superhero Archetypes

Superheroes are often marked by faster than human movement (or strange and inhuman movement) which enables them to catch up to the bad guys and traverse the big metropolis faster so they can keep the plot moving. Pathfinder does not really engage in movement of this sort other than some limited flying, which doesn't happen until mid-game. Similarly, there are certain aspects of being a superhero that just can't be replicated in PF2's rule set... These archetypes are additions meant to let your creativity in superhero building fly (or maybe swing)! Treat them just like normal PF2 archetypes. All of these archetypes require selecting the dedication and one other feat before picking a different archetype.

Leaper Archetype

Level 2: Leaper Dedication. A city of buildings doesn't stop you. You become Trained in Athletics or an Expert if you were already Trained. You leap with supernatural strength and agility. You do not suffer damage after landing from a purposeful jump that is less than or equal to your maximum jump height but you still can be injured by accidental falls or doing things like jumping from tall buildings. This dedication feat changes several aspects of the Leap, High Jump, and Long Jump actions found on page 242 of the CRB.

- You do not use the Leap action, but instead can always use the more effective High Jump and Long Jump with just one action point.
- You do not need to Stride 10 feet before Jumping. Therefore High Jump is only 1 AP. Long Jump is 1 AP. If the horizontal movement of any Jump is twice your Speed (rounded down) it costs 2 action points, and if the movement is three times your Speed it costs 3 actions

points. If the movement is greater than that, the movement takes longer than a single round and bleeds into future rounds.

- Double the vertical height and horizontal distance of your High Jump. The DC is altered to be the standard difficulty DC of your level (instead of a flat DC30).
- Double your horizontal distance of your Long Jump as given in the rules without changing DCs (so a jump of 40 feet would be a DC20)
- Long Jump provokes: When making a Long Jump in battle, you skim over the heads of opponents (large size and smaller) and your movement provokes reactions from all you pass over. You can't jump over creatures more than large sized.
- High Jump provokes: You only provoke reactions from opponents you start and end your jump next to.

Level 4: Tall Bounds. 4x the height of your vertical distance and horizontal distance as given in the rules for High Jump. This ability automatically increases with every level up; continue to increase the jump multiplier equal to your character level.

Level 4: Gorge Jumper. 4x the length of your Long Jump as given in the rules without changing DCs. This ability automatically increases with every level up; continue to increase the jump multiplier equal to your character level. (For example, at 4x, a jump of 40 feet would be a DC10 check. At 10x, a jump of 100 feet would be a DC10 check.)

Level 4: Quiet Jumper: Your jumps no longer provoke reactions from opponents. You add +2 to your Stealth checks to your movement while Jumping.

Level 6: Death from Above (2 action points, Flourish). Do a High Jump and land on your opponent, combining your fall with a single Strike. Your horizontal distance cannot exceed your movement speed.

Roll d4 for every 10 vertical feet you fall from the air (round to the nearest 10 feet). Compare your High Jump athletics check against the Reflex DC of the enemy.

Critical Success: Deal the Xd4 damage to your opponent and knock them prone.

Success: Deal the damage.

Failure: Deal no damage.

Critical Failure: You go prone and take half damage.

Finally, make a single melee Strike against the enemy (Ignore prone condition for either party during this Strike as everything happens simultaneously). At the end of your turn, position your avatar in a square of your choosing next to your target. (Requires Tall Bounds).

Level 6: Slicing Jump (2 or 3 action points). Do a Long Jump, and at a point of your choosing in your jump you Strike at an enemy you pass over or next to. If your horizontal distance exceeds your movement speed by 2x (rounded down), then this action takes 3 action points. You cannot do this action if your horizontal distance would exceed your movement speed by 3x. (Requires Gorge Jumper).

Flight Archetype

Level 2: Flight Dedication. Through mechanical genius, mutation, or odd experiment, you can fly. You become trained in Acrobatics or an Expert if you were already Trained. You start as a weak flier, going at most about 10 mph. You gain a 30 foot fly speed. If you gain another source of flight

through a spell or equipment or other source, it increases your fly speed in an additive manner, for as long as that effect lasts. (Be aware that rules from the Fly action are in effect.

(<https://2e.aonprd.com/Actions.aspx?ID=94>)

Level 4: Expert Flight: You can fly about 180 mph outside of combat. In a tactical combat, gain +5 to your fly speed, and if your Fly action is to hover (move 0 feet), this is a free action for you. You can participate in land based vehicle combat:

Flying option while in land based combat:

No requiring any checks:

- Move one or two squares (1 AP). You are not restricted to moving in a straight direction. You can stop and accelerate at will.

Requires athletics or acrobatics check:

- Evasive Action (1 action), Target Tracking (1 action),

Level 4: Fly by Attack (2 or 3 actions): Take the Fly action once or twice and make a 1 action Attack or Interact at any point of your movement, not provoking reactions.

Level 6: Effortless Fly: You don't provoke reactions from opponents while landing next to them or flying past them. Flying up or diagonal is no longer considered difficult terrain. (Taking off next to an enemy provokes as normal)

Level 8: Man vs. Plane: Your flight speed has gone international. You fly up to 350 mph and can participate in air based vehicle combat (movement 1-2 squares per AP) or in land based vehicle combat with a movement of up to 4 squares per AP, and outside of combat, you are able to rapidly travel from one location to another. In a tactical combat, gain another +5 to your fly speed. (Requires Expert Flight).

Level 10: Spaceflight: Your flight has developed to such an extent that you can fly in a vacuum (though you still need environmental protections). You fly up to 1000 mph and can participate in any space based combat at Medium speed (1-2 squares per AP) or any air based combat at Very Fast speed (1-4 squares per AP). It takes you about four hours to fly around the circumference of the Earth. In a tactical combat, gain another +5 to your fly speed. (Requires: Man vs. Plane).

Speedster Archetype

Level 2: Speedster Dedication. You Zoom and Flash about the battlefield. You become trained in Acrobatics or an Expert if you were already Trained. Gain +10 to your land speed.

Level 4: Fast as a Speeding Car: You run up to 120 mph and can participate in land-based vehicle combat (1-3 squares per AP spent, moving freely in any direction), and outside of combat, you are able to rapidly travel from one location to another. However, in standard tactical combat, moving this speed causes you to slam into walls or explode enemies, friends, and yourself in a grisly spray of blood and guts, so you keep it slower in these situations. In a tactical combat, gain another +5 to your land speed.

Level 4: Straight up: Your running speed exceeds the force of gravity. Gain a climb speed equal to your land speed, but you can't take any other action except Striding while climbing or you will fall back down to Earth. In a tactical combat, gain another +5 to your land speed. If you have "Fast as a Speeding Car", you can run up to 120 mph in vehicle chase scene (up to Very Fast Speed, 1000 ft/round).

Level 6: Speed Bubble (Reaction): Trigger: The enemy misses you. You quickly blinked out of your current position to avoid the hit; you gain 5 resistance to all damage except Force until the end of your next turn as your speed partially pushes you into an ethereal state. You zip to a new random (safe) location 10 feet away and the movement does not trigger reactions. In a tactical combat, gain another +5 to your land speed. (Requires Dedication and 1 other Speedster feat).

Level 8: Turn Back Time (Reaction): Trigger: You are hit by Strike or a single-target spell that uses an attack roll. You move so fast that you disrupt the space time continuum. You can wait until damage is reported to determine if you want to use this reaction. Roll a flat check DC11. If you are successful, you react so fast that you jump back in time and your opponent must retake their action. In a tactical combat, gain another +5 to your land speed. (Requires Dedication and 1 other Speedster feat)

Level 10: Wormhole: By running at top speed for 1 minute, your speed rips a wormhole into the fabric of reality, allowing you to instantly teleport to a location of your choice within five miles. You can't bring passengers. You can't carry extradimensional spaces with you; if you attempt to do so, the wormhole fails. Every level from the time you take this, your wormholes can be another five miles further away. This ability takes a focus point. If you do not yet have a focus point pool, then gain 1 focus point. There is a 1% chance of being teleported into a random Plane everytime you use this ability. (Requires Dedication and 2 other Speedster feats)

Level 16: Time Travel: By running at top speed for 1 minute, your speed rips a wormhole into the fabric of reality, allowing you to instantly teleport to a location and time of your choice. You can't bring passengers. You can't carry extradimensional spaces with you; if you attempt to do so, the wormhole fails. This ability takes a focus point. If you do not yet have a focus point pool, then gain 1 focus point. There is a 10% chance of being teleported into a random Plane everytime you use this ability, and there will be storyline ramifications as determined by the GM. (Requires Dedication and 3 other Speedster feats).

Teleportation Archetype

Level 2: Teleportation Dedication. Walking is for the weak. You use mystical force or high tech marvel to teleport about the battlefield. You become Trained in Occultism or Arcane if your power source is magic based and you become Expert if you were already Trained. You become Trained in K: Technological Sciences if your power source is technological in nature and you become Expert if you were already Trained. When you take a Stride action, you can disappear from your position and reappear at your new destination, moving no further than your movement speed. You must be able to see your destination. Leaving your square provokes attacks of opportunity. You retain your positioning and relative velocity when you teleport.

Level 4: Blind Jump: You don't need to see your destination to teleport to it, but you are still limited by your movement speed. You must have previously visited the location to teleport to it; pictures

are not good enough. Furthermore, gain +5 feet to your movement speed that is only for teleportation.

Level 4: Change Velocity (Reaction): As you teleport, you can change your speed and direction as desired, allowing you to teleport off a speeding train or out of a fall without hurting yourself, for example. The reaction triggers when you are falling or otherwise moving at a speed different than you desire.

Level 6: Teleportation Dodge (Reaction): If you are critically missed in combat, you can take an immediate free Stride action that does not provoke reactions. Furthermore, gain +5 feet to your movement speed that is only for teleportation.

Level 6: Side by side Teleport: You can take one other creature with you on your teleportation. They must be your size or less and within your reach. Willing creatures go automatically but you must be grappling unwilling creatures in order to teleport them. Furthermore, gain +5 feet to your movement speed that is only for teleportation.

Level 8: Combat Blip (3 actions): You can travel your movement speed through teleportation, take 1 action point Manipulate or Attack action, and teleport back to your original location without triggering enemy reactions.

Level 8: Teleport Flanking (2 actions): Starting in melee distance to your opponent, you can teleport to their other side, teleport back, and do a Strike, flanking with yourself. This movement does not provoke reactions.

Level 10: Long Distance Teleportation: You can teleport longer distances in the exact mechanistic manner as the level 6 arcane/occult spell Teleport. (This takes 10 minutes, so it is not a combat ability) <https://2e.aonprd.com/Spells.aspx?ID=338>. This ability takes 1 focus point. Gain 1 focus point if you do not already have a focus point pool. This ability automatically heightens every two levels: level 12: Heightened 7th, level 14: Heightened 8th, Level 16: Heightened 9th, Level 18: Heightened 10th. (Requires Blind Jump).

Atlantean Archetype

Level 2: Swimmer Dedication. You become Trained in Athletics or an Expert if you were already Trained. You gain a swim speed equal to half that of your Land Speed. You gain the services of a young animal companion, who must have a swim speed (certainly it can have other movement types as well). You can choose to walk on water at your land speed instead of swimming through it.

Level 4: Gold Medalist. You are as in home in water as you are on land. Your swim speed equals your land speed, and you can breathe underwater.

Level 6: Mature animal companion. Your animal companion grows up, becoming a mature animal companion. Furthermore, you and it gain an additional +5 swim speed in tactical combat.

Level 8: Swimming Dodger (Reaction): While swimming, if you are targeted by a Strike, gain a +2 circumstance bonus to your AC and then take a Step after the attack is resolved. Or, while swimming, if you are targeted by an AOE and can escape the effect by moving 5 feet, you can do that and avoid the AOE entirely.

Level 8: Mystical Swim: Your companion, through a mystical connection to the plane of water, is able to pull you through the water at incredible speeds. While you hold on or ride it, it can swim at speeds up to 80 mph and get you from place to place extremely quickly. Every level it gains another 10 mph. Furthermore, you and it gain an additional +10 swim speed in tactical combat. (Requires Mature Animal Companion)

Level 12: Splendid Companion: Your companion continues to develop. It becomes a nimble or savage companion (your choice), gaining abilities determined by its type. Furthermore, you and it gain an additional +5 swim speed in tactical combat. (Requires Mature Animal Companion)

Level 18: Specialized Companion: Your animal gains on specialization of your choice. (Requires Splendid Companion). Furthermore, you and it gain an additional +5 swim speed in tactical combat. <https://2e.aonprd.com/AnimalCompanions.aspx?Specialized=true>

Versatile Acrobat Archetype

Level 2: Versatile Acrobat Dedication. You become Trained in Acrobatics or an Expert if you were already Trained. Through technology or innate ability, you gain a climb speed equal to half that of your Land Speed (rounded down to the nearest 5). You can climb without using your hands. Note that exceptionally difficult climbs may still require an Athletics check (<https://2e.aonprd.com/Rules.aspx?ID=399>). You must take one other Versatile Acrobat feat before selecting another dedication feat.

Level 4: Swinger: Through clever use of grapples, ropes, webbing, light posts, flag poles, and/or electric and telephone poles and lines, you can swing through the air, giving yourself a fly speed of 30 ft/round. You must always have one hand free to move in this manner. You must be in an environment that has the right infrastructure to allow this type of movement (Urban settings--always; other settings, GM determined).

Level 4: Leaper: You gain the benefits of the level 2 Leaper Dedication, but not the skill increase, and cannot take the other feats in that Dedication.

Level 4: Swimmer. Your strength and agility on land carries over to water. Gain a swimming speed equal to your Land Speed.

Level 6: Faster Movement: Gain +10 land speed, and your climb speed now equals your land speed. If you have Swinger, you can swing about 60 mph outside of combat, and can participate in Urban land based vehicle combat at Medium speed (Your action economy is similar to that of Expert Flight; see the Flight archetype).

Level 6: Ceiling Dangle: You can dangle and climb from a ceiling or wall at whatever orientation you desire, as long as one limb remains in contact with the surface. You never have to make an athletics check for moving over extremely difficult surfaces or horizontal planes.

Size Shifter Archetype

Level 2: Size Shifter Dedication: You can readily change sizes-- from very small, to very very large! Such powers come with distinct advantages and drawbacks! As a two point action, you can

change size or back to your original size. When you pick this dedication, choose one that cannot be changed: Shrink or Growth. If you choose Shrink, you become trained in your choice of Stealth or Acrobatics or an Expert if you were already Trained. If you choose Growth, you become trained in Athletics or an Expert if you were already Trained. Changing size does not provoke reactions. The size change lasts 1 minute per PC character level or until you choose to cancel it (which is a two point action). After size change ends, you need to wait 10 minutes resting before it can be done again.

Shrink: This ability functions as the level 2 spell Shrink. It can only target yourself.

Growth: This ability functions at the level 2 spell Enlarge. It can only target yourself.

Level 4: Quick Shift: It only takes a single action point to change your size, but you may still only change shape once per round. (Flourish trait)

Level 4: Withstand Change. Your body is more readily able to function at different sizes. Triple the time length of your shape change.

Level 6: Giant: This ability functions as the Heightened (4th) version of Enlarge (Requires Growth).

Level 6: Ant: You can shrink even further, down to the size of an ant. You are normally undetected through vision and sound, though can still be located through magic, technology, or scent. Once you are detected, the enemy can see you unless you are able to hide again through normal stealth methods. Your max speed (any movement type) is reduced to 10 ft/round. You cannot deal damage to enemies or cast spells targeting any creature Small or larger while this size as your abilities lack the strength to make any significant impact. (Requires Shrink)

Level 6: Ant-onio Banderas: You gain a familiar with a miniature saddle that you can ride while in Antman or Atom size. Otherwise, the familiar functions as per normal rules.

Level 8: Versatile Shifter. You have learned to shift your size in the other direction. Gain Shrink if you already have Growth, or vice-versa. This also allows you to start investing feats in the other size direction as well.

Level 8: Dwarf Tosser. (2 AP). Requirements: You are within reach of an ally and have one or more hands free, and are Large size or greater. You toss your friends around the battlefield. Pick up an adjacent ally smaller than you and throw them to an unoccupied space you can see within 30 feet. Their movement doesn't trigger reactions. Your ally ends this movement on their feet and doesn't take damage from the fall (unless there is a vertical drop like from a building). If your ally ends this movement within melee reach of at least one enemy, they can make a melee Strike against an enemy within their reach using their Reaction.

Level 8. Enlarging Strike (2 AP). Requirements: Quick Shift feat. You very rapidly change from a smaller size to a large size and combine that with a melee strike which is modified by your end size. For every size level you alter, do an additional d6 damage. (Atomized-->Ant-->Tiny/Small-->Small/Medium-->Large-->Huge-->Gargantuan.) A highly advanced Enlarging Strike which wouldn't be possible until all sizes are unlocked would deal an extra 6d6 damage (atom to gargantuan is six steps). A low level Enlarging attack may go from Antman to Medium or Medium to Huge (two steps, doing 2d6 damage). You cannot combine an Enlarging Strike and a Quick Shift on the same round.

Level 10: Goliath: You can enlarge to Gargantuan size. The status bonus to melee damage increased to +6 and your reach goes up to a max of 20 feet. You gain clumsy 2 (Requires Giant).

Level 10: Atomized: You can shrink even further, down to the size of a speck of dust. You are largely undetected in most situations. You might be detected through magic or technology if the enemy is highly advanced. Even once you are detected, you remain hidden. Your max speed is reduced to 5 ft/round (any movement type). You cannot deal damage to enemies or cast spells targeting any creature Tiny or larger while this size as your abilities lack the strength to make any significant impact. (Requires Ant)

Density Manipulation Archetype

Level 2: You are my... Density.... Dedication. Whether through technical marvel, innate ability, planned or accidental experimentation, or the mystic arts, you can alter your body density which changes your body's hardness, your strength, and your ability to move and interact with your environment. All of your worn and held equipment are also affected by your density changes. Ranged damage and energy effects are not changed by your density manipulation.

At the beginning of each combat round, optionally gain or lose one step on the following density scale, starting on normal as your base state. Remember these descriptors are density equivalents, not what you turn into, unless you prefer to skin it that way.

Air---Wood---Water ---Normal Density---Granite----Steel-----Lead

Per GM's discretion, maintaining density changes outside of battle and for more than a few seconds at once can cause fatigue, exhaustion, confusion, or other conditions as appropriate. (In Paul's game, density changes are for battle and light problem solving and can't be "pre-buffed" ahead of time in combat).

Shields: If shield blocking, take damage off your shield hardness first, and then what is left is done to both you and your shield. However, if you have DR from this ability, also subtract that amount from the damage done just to you.

Base abilities:

- Air: You gain a fly speed of 10 feet. All of your physical attacks take a penalty of -2/-2 to-hit and damage. Per GM discretion, wind based spells may have additional effects.
- Wood: You can walk on water. You cannot submerge in water because you float to the top. You can move more rapidly, gaining +5 ft land speed. All of your physical attacks take a penalty of -1/-1 to-hit/damage.
- Water: Because you are the same density as water, you can move freely in it. Gain a swim speed equal to your land speed. Your melee attacks are not subject to the normal penalties of underwater combat.
- Normal: No effect
- Granite: You gain DR1 against bludgeon/ piercing/slashing attacks. At this density and higher, you sink and cannot swim but move through water on the bottom as if it is difficult terrain.

- Steel: You gain DR3 against bludgeon/piercing/slashing attacks. Your speed is reduced by 10.
- Lead: You gain DR5 against bludgeon/piercing/slashing attacks. You are immobilized. Enemy attempts to shove you or move you out of your square automatically fail.

Level 4: Rapid Change. You have more fully learned how to alter your density in an efficient manner. You can spend 1 AP or 2 AP to gain or lose one or two additional density steps during your turn. (You always get the 1 point alteration at the beginning of your turn for free)

Level 4: Rapid Movement. You have more fully learned how to move your body through your different density states. Increase all movement speeds by 5 feet. If in Lead density, you do not become immobilized but are set at a 5 foot speed. At level 8, increase all movement speeds by another 5 feet and Lead density is set at 10 foot speed.

Level 6: Weapon Trap. Requires Rapid Change. Reaction trigger: You are hit by a melee weapon or unarmed attack and you are less than normal density. You rapidly alter yourself to a more dense state in order to rip your opponent's weapon from their grasp or even trap the opponent's limbs in your body. Immediately change your density state by 1 step more dense (1-2 steps if you have Rapid Change, 1-3 steps if you have Very Rapid Change, and any number of steps if you have Immediate Change). If the attacker uses a weapon, roll a disarm check. If the attacker uses an unarmed attack, roll a grapple check. If your end state is Granite, Steel, or Lead, gain a +1, +2, or +3 on the check, respectively.

Level 6: Gravity Blow, 2 AP. Requires being greater than Normal Density. Your heavily weighted attack smashes and moves your enemy. Make a melee or unarmed Strike, with the effects altered as below. Counts as 2 attacks for MAP. Crit at any density step: Double damage, and shove an extra 5 feet and do an additional d6 bludgeon if target is shoved into an unmovable object.

- Granite: Deal one extra damage die.
- Steel: Deal one extra damage die, and your enemy is Shoved 5 feet. It takes d6 bludgeon if the target is shoved into an unmovable object.
- Lead: Deal two extra damage die, and your enemy is Shoved 5 feet. It takes d6 bludgeon if the target is shoved into an unmovable object.

Level 6: Phase Punch, 2 AP. Requires being less than Normal Density. You thrust your melee weapon or unarmed attack into an enemy and then quickly increase your density. You can ignore the normal penalty for to-hit/damage while in Air or Wood densities. Immediately change your density state by 1 step more dense (1-2 steps if you have Rapid Change, 1-3 steps if you have Very Rapid Change, and any number of steps if you have Immediate Change). Make a melee or unarmed Strike, do normal damage, and the opponent makes a fortitude save.

- Slashing or Piercing: Fail: Enemy takes d4 persistent bleed. Crit Fail: d4 persistent bleed and Frightened 1.
- Bludgeon: Fail: Enemy is stunned 1. Crit Fail: Stunned 2

Level 8: Very Rapid Change (Required Rapid Change): Each round at the beginning of your turn, you can move one or two step points on the density scale for free. You can also spend 1,2, or 3 AP to gain or lose 1,2, or 3 additional density steps during your turn.

Level 8: Phasing. You gain the following abilities in air, wood, and water densities. These are in addition to the original abilities of the archetype.

- Air: You can move through physical surfaces, though not force effects. You take half damage attempting to move through energy based surfaces (like Wall of Fire). Spend a reaction to be Displaced against a single enemy's bludgeon/slashing/piercing/energy attacks. You use this before the attack's to-hit and damage are announced.
- Wood: Spend a reaction to be Displaced against a single bludgeon/slashing/piercing/energy attack. You can use this before the to-hit and damage are announced.
- Water: Spend a reaction in battle to be Concealed against a single bludgeon/slashing/piercing/energy attack. You can use this before the to-hit and damage are announced.
- Note: Ghost touch abilities will bypass this protection.

Level 8: Diamond Body: As your density increases, your body becomes incredibly hard. Your damage reduction is improved, depending on your density.

- Granite: You gain DR of your $\frac{1}{2}$ your character level, rounded down, against bludgeon/ piercing/slashing attacks.
- Steel: You gain DR of 0.75x of your character level, rounded down, against bludgeon/piercing/slashing attacks.
- Lead: You gain DR of your level against bludgeon/piercing/slashing attacks.

Level 10: Shared Destinies... I mean... Densities! (Focus Spell). Gain 1 FP if you do not currently have a focus point pool. You can touch a single ally, granting them your current Density and associated powers from the base dedication, phasing, and diamond body. The spell lasts 1 minute, but you must stay in contact with the target, with a free hand reaching out and touching them within your reach distance. You can move simultaneously if in the same initiative block.

(Heighten +2: Affect 1 more ally or enemy, assuming all are in physical contact with you).

Level 12: Immediate change: Each round for free at the beginning of your turn, you can set your density to any point in the scale. You can also spend 1 AP to set your density to any point during your turn. (needs Very Rapid Change)

Elasticity Archetype

Level 2: Elastic Dedication. Like Mr. Fantastic, you too have the ability to extend your limbs impossible lengths or manipulate other body parts to adopt other shapes and accomplish a range of superhuman feats. Gain a five foot Reach which stacks with other sources of Reach. Gain a Reaction action that can only be used on Elasticity reactions. Pick one of the following level 2 reactions. (These reactions can also be taken at higher levels as well.)

Level 2: Umbrella Man. Reaction. Trigger: You are falling more than 10 feet. You turn your body into a parachute, slowing down your speed. You have the effects of feather fall.

Level 2: Trampoline. Reaction. Trigger: An ally begins to fall. If you are below them, you can turn into a trampoline and save them from any damage. If you are above them and within Reach, make a Reflex save and catch them before they slip.

Level 2: Bullet Proof. Reaction. Trigger: You are hit by a piercing attack. Your elastic body can redirect bullets and knives. You have a temporary DR Piercing equal to your level, and roll to hit with a Ranged Strike. If you hit, you redirect the attack back at the foe, dealing them half damage of their Strike.

Level 2: Sword Grab. Reaction. Trigger: You are hit by a slashing or bludgeon attack. Your body loops around the sword and pulls. Attempt a disarm check. Crit Success: You negate half of the damage and disarm the enemy. Success: Take the damage as normal, and benefit per a normal disarm success. Fail/Crit Fail: No effect.

Level 2: Bouncy Shield. Reaction. Trigger: You are targeted by a Strike. You flatten a portion of your body into an elastic shield. You do not need to be holding a shield or have a free hand. You gain +2 to your AC.

Level 4: Ally shield (Requires Bouncy Shield). Reaction. You can use your Bouncy Shield reaction to give an ally +2 to their AC who is in your Reach. If your ally is hit, you can spend a second Reaction, if you have it, to give them DR equal to your level, with the both of you splitting the remainder of the damage.

level 6: Bouncy Ball. Reaction: You are hit. You curl up in a ball, letting the force of the blow push you away from the enemy. Roll a d20, round to the nearest 5 (minimum 5), and move away from the enemy that distance. Stop your movement if you hit an object or person.

Non-reaction feats

Level 4: Facial Jello. You can melt your face and body into different configurations, effectively hiding your identity. Gain 1 FP if you do not have an FP pool. Gain Illusionary Disguise as a focus spell; this spell is heightened automatically as normal focus spells.

Level 4: Weapon Jello. Intensive practice has allowed you to transfer your elasticity to your weapons. The three "Fist" feats below, assuming you have them, can be applied to unarmed attacks or to your melee weapons.

Level 4: Altered fists (1 AP) Turn your fists into a slashing or piercing weapon and deal d4 persistent bleed upon a successful hit for the remainder of this round.

Level 4: Enlarged fists (1 AP) Inflate your fists to a very large size. For the remainder of this turn, you can hit two enemies in a single Strike, if they are adjacent to each other. Use the same to-hit/damage roll against both. This counts as a single strike for MAP.

Level 6: Dense fists (1 AP) Increase the density of your fists by adding layer after layer of excess elastic flesh to them. For the remainder of this turn, add 1 damage die to your Strikes.

Level 6: Compression. You can flatten yourself paper thin, flowing through minute openings or into pipes or other small cracks. Your speed is locked at 5 feet when in this form; your slow speed keeps you in a more of a liquid state allowing you to flow like a thick goop.

Level 8: Quick Reflexes. Gain another Reaction action that can only be used on Elasticity reactions. Gain another Level 2 Elasticity reaction feat.

Level 10: Longer Reach. Add another five feet to your Reach.

Level 12: Full Body Inflation (2 AP). Gain 1 FP if you do not have an FP pool. Duration: 1 minute. You are able to expand your body size, going up one size and increasing reach by 10 feet. Add +4 damage to melee strikes. You are clumsy 1.

Multiple Personality Archetype

Level 2: Legion Dedication. Mental illness or normal superhero shenanigans have left you holding multiple personalities in your body. If the transformation is more supernatural than natural, the transformation could even change your gender and ancestry and physical attributes. If desired, this archetype could be integrated with the vigilante dedication with the different personalities taking on the vigilante's different roles. You do not need to pick another multiple personality feat to start a new archetype.

Mechanics: Build a second character. Through an hour long ritual or perhaps hour long mental breakdown, you are able to switch these personalities from one to the other. Your HP does not change when you make the transformation, but your max HP does change. Your characters must share the same equipment (or at least be willing to hold both sets of equipment), and must both take the same multiple personality dedication and feats at the same time (and the same vigilante dedication/feats if applicable).

This build is subject to GM approval.

Feat available at any level: Conflicting Personality: Sometimes, your other personality shines through. Pick a class/archetype/ancestry feat that your other personality has and you can use this feat as well. The maximum feat level you can select is equal to the Level you pick this, minus 2. For example if you pick this feat at level 6, you can select a class/archetype feat of level 4 or below from your other personality.

Level 8: Triplets: Add a third personality (build a third character)

Level 10: Rapid Shift: Your personality shift can be reduced to 1 minute.

Level 14: Quadruplets. Add a fourth personality (build a fourth character)

Level 16: Immediate shift: Your personality shift can be reduced to 3 AP. (Requires Rapid Shift)

Improvised Weapons

A classic superhero troupe is using whatever is at hand to fight the enemy. The PF2 rules mostly leave improvised weapons to GM discretion. As they could be a major part of a superhero's build, more specificity is required. This is how improvised weapons are scaled in this game:

- GM may put restrictions on what items are nearby but there will normally be something nearby you can grab and use. It takes 1 action point to pick up an item nearby, or 2 action points to rip out something secured to the ground or in the Large category.
- If you pick up or try to use a Large item, you gain the Encumbered condition. You can avoid this penalty with the “Do You Even Lift, Bro?” feat or the “A Stronger Mind” feat.
- Handwraps of Mighty Blows can be magically enhanced and this affects your Improvised Weapons. For example, striking runes on handwraps of mighty blows can be RP’ed to allow you to lift bigger and more damaging items; for example, you can wield cars when you get a 2d12 damage die; and trucks and vans when you get a 3d12 damage die.
- Improvised weapons do not give you reach unless your class feats allow it.

Estimate improvisational weapons as one of three categories:

Small (most light items you can hold in one hand; playing cards, books, coins, baseballs). Requires one hand. d4 damage, agile and finesse traits. Ranged increment: 60. As a shield (with the right feat): Hardness 3, HP(BT): 6 (3). AC Bonus +1

Medium (chairs, cinder blocks, lumber, most moderately sized heavy items (10-30 pounds). Requires one hand. d8 damage. Ranged increment: 30. As a shield (with the right feat): Hardness 3, HP (BT): 12 (6). AC Bonus +2

Large (Streetlights, mailboxes, motorized vehicles, requires two hands) d12 damage. Ranged increment: 15. As a shield (with the right feat): Hardness 5, HP (BT): 20 (10). AC Bonus +2 (+4). Like a tower shield, you must Take Cover for the +4 AC to take effect.

Brawler Archetype

Level 2. Brawler Dedication. This archetype replaces and expands the Weapon Improviser Archetype from the Advanced Players Guide. This archetype uses improvised weapons. See the clarified rules for that, above.

You are an expert at grabbing and then wielding or throwing anything within reach with your great strength... mailboxes, lightposts, maybe even the occasional car or truck.

- You don’t take -2 to hit with improvised weapons
- Your improvised weapons count as simple attacks in terms of proficiency bonus. Whenever you gain a class feature that grants you expert or greater proficiency with any weapon, you also gain that proficiency with improved weapons.
- You must pick two more Brawler feats before you can take another dedication feat.

Level 4: Improvisational Maneuvers: Your melee improvisational weapons can Grapple or Shove your opponent and your ranged improvisational weapons can Disarm or Trip. These attacks gain these weapon traits.

Level 4: Collateral Damage: It is now a free action point to pick up a small or medium category item, or 1 action point to rip out something secured to the ground or in the large category.

Level 4: Mighty Thrower: Double your ranged increment for throwing improvised weapons.

Level 6: Improvised Shield: Improvised weapons are as good as a shield in your hands (the type of shield dependent on what you are holding, see stats above). You can use Improvised weapons as a shield. Gain 1 of these: Shield Block or Reactive Shield; you can choose Improvised Shield a second time to gain the other. You can't use a Large item this way unless you have the "Do You Even Lift, Bro?" feat.

Level 6: Car Catcher (Reaction): If an enemy throws an improvised weapon, thrown weapon, or a grenade at you or at a neighboring ally within your reach, make a Reflex check. If your Reflex check is higher than their To-hit roll, you catch the item and take no damage. Grenades can be used the next round. (Must have a free hand). You can't catch a Large item unless you have the "Do You Even Lift, Bro?" feat

Level 6: Do You Even Lift, Bro?: You can pick up and wield Large items with no Encumbered penalty. It only costs 1 AP to pick up something secured to the ground or in the large category, or 0 AP if you also have Collateral Damage feat.

Level 8: Improvised Critical: You can apply critical specialization effects to improvised weapons you wield. For any given improvised weapon, the GM determines which critical specialization effect is most applicable, based on the type of object it is.

Level 8: Pole Wielder: You've developed the strength to hold long melee improvised weapons at the very edge. You gain 10 foot reach for appropriate sized improvised weapons (GM discretion).

Level 10: Shattering Strike (1 action): This is a normal Strike unless it crits, in which case the improvised weapon shatters to pieces, dealing an extra 3d6 damage. This extra damage is not doubled from the critical hit.

Telekinetic/Magnetism Archetype

Level 2: Telekinetic Dedication. You can pull, move, alter, and manipulate items with your mind. You could play this as the power of Magneto, and only be able to move certain types of materials, or as a general Telekinetic like Scarlet Witch, and be able to move all sorts of items.

This archetype uses improvised weapons and is the mental version of the Brawler. See the clarified rules for that (page 21). Note: there are also telekinetic spells (three of them) in the CRB which you could consider if you wanted to play a telekinetic spellcaster, or the Aether kineticist from Legendary Kineticist. (You can't take this archetype if you are using Legendary Kineticist).

Feat Level 2: Telekinetic Dedication: You are no brute using your actual muscles; you can pick up and move objects with your mind; these objects count as improvised weapons and you can throw them from a distance.

- You don't take -2 to hit with improvised weapons while throwing them with telekinetics.
- Your improvised weapons count as simple attacks in terms of proficiency bonus. Whenever you gain a class feature that grants you expert or greater proficiency with any weapon, you also gain that proficiency with improvised weapons.
- You are unable to physically grab live or animate objects as any movement causes you to lose your grip.
- You use your intelligence, wisdom, or charisma modifier (pick one which can't be changed) instead of your Strength modifier for damage with telekinetically thrown improvised weapons (to-hit is still modified by Dexterity).

- Picking up an object with your mind costs 1 action point and you can reach distant items equal to their ranged increment.
- If you are not using the item offensively, you can carry, move, and manipulate objects telepathically but it takes Concentration, and you can't move objects further away from you than their ranged increment (as given in the improvised weapons section).
- Cover for enemy is determined by the direction of where the thrown item comes from.
- You must see what you are throwing, moving, or manipulating.
- You must pick two more Telekinetic feats before you can take another dedication feat.

Level 4: Improvisational Maneuvers: Your telekinetic improvisational weapons can Grapple, Shove, Disarm, or Trip. These attacks gain these weapon traits. The improvisational weapon must make logical sense with the type of attack (i.e ropes can grapple but balls can't.). You can use your selected attribute (int, wis, cha) in place of Strength to modify your Athletics skill.

Level 4: Easy lift: You can reach objects at twice the ranged increment; it is now a free action to lift a 1 or 5 bulk category item, or 1 action point to rip out something secured to the ground or in the 10 bulk category.

Level 4: Cast About: Double your ranged increment of throwing improvised weapons and non offensive object manipulation. You don't have to see what you are picking up, moving, or manipulating, as long as you saw it earlier and it hasn't changed position since.

Level 4: Melee Telekinetics: You like to keep things up close and personal. You don't have to just throw improvised weapons, you can choose to hold onto them and batter your foes with them. You can now wield improvised weapons as melee weapons at a distance of their ranged increment. These Strikes use Strength to hit rather than Dexterity to hit, and still use your mental stat for damage. Weapons used in this way must "walk" around the battlefield at a speed equal to the ranged increment of the item; doing so takes one of your action points. You can only mentally wield one weapon at a time. These weapons are not considered to threaten (for flanking, reaction purposes)

Level 4: Armor Crush. Gain the following focus spell. If you don't have a focus point pool, gain 1 FP. (Level 2 spell)

You reach out and grab the enemies armor, clothes, or skin, and slowly smush your victim into paste. Opponent get a Fortitude Basic save, 3d6 bludgeon damage, and furthermore:

Crit Succeed: No effect

Succeed: Opponent is immobilized for 1 round

Fail: Opponent's armor, if worn, also takes full damage.

Crit failure: Opponent's armor takes double damage.

Reminder of armor HP and broken threshold

Material	Hardness	HP	BT
Cloth (explorer's clothing, padded armor)	1	4	2
Leather (hide, leather, studded leather)	4	16	8
Metal (breastplate, chain mail, chain shirt, full plate, half plate, scale mail, splint mail)	9	36	18

(Heighten +1: Do another d6 damage)

Level 6: Telekinetic Deflection: Trigger: You are the target of a Strike or single target spell. You grab something loose nearby with your mind and whip it in front of you to deflect the blow. Gain +2 circumstance bonus to AC against this attack.

Level 6: Mind Catcher (Reaction): If an enemy throws an improvised weapon, thrown weapon, or grenade at you or at a neighboring ally or neighboring grid square, make an opposed Reflex save. If your Reflex save is higher than their To-hit, you mentally catch the item and take no damage. The item caught can be rethrown the next round, or dropped. You can't catch Large items unless you have "A Stronger Mind" feat.

Level 6: A Stronger Mind: You can pick up and wield Large items with no Encumbered penalty. It only costs 1 AP to pick up something secured to the ground or in the large category, or 0 AP if you also have the Easy Lift feat.

Level 8: Improvised Critical: You can apply critical specialization effects to improvised weapons you use. For any given improvised weapon, the GM determines which critical specialization effect is most applicable, based on the type of object it is.

Level 10: Telekinetic Flight: You are able to telekinetically move yourself and others as you gain power. You gain a flight speed of 30 ft/round. You can also use this ability to move a willing living creature 30 feet in the air as a move action. The movement provokes reactions against you and the moving creature. Furthermore, out of combat, you can also move yourself and allies at the same time at a flight speed of 30 ft/round, as long as your allies stay within 15 feet of you. (Requires A Stronger Mind feat).

New Skills

Piloting (Dex): This skill reflects your skills in operating motor vehicles. With the proper skill feats you can fly aircraft or even spaceships. Normally you don't need to make piloting checks to drive or fly but will need to do so in combat situations.

Piloting Skills Feats

Second Nature: You don't take any penalty driving one handed. (Prerequisite, trained in Piloting)

Evasive: You get a +2 bonus on your Piloting check when taking Evasive Action. (Prerequisite, trained in Piloting)

Steady Hands: You get a +2 bonus on your Piloting check when using the Target Tracking. (Prerequisite, trained in Piloting)

Warmachine: Your vehicles get an extra weapon mount. (Prerequisite, trained in Piloting)

Pilot's License: You can pilot air based vehicles. (Prerequisite, expert in Piloting)

Armor Driver: You can pilot the Tank. (Prerequisite, expert in Piloting)

Spacefarer: You can pilot space based vehicles. (Prerequisite, master in Piloting)

Knowledge: Technological Sciences (Intelligence): This skill wraps up both Starfinder engineering and computers. One who is trained in Technological Sciences can hack computers and security systems, use computers to forge or detect official documents, disable technology based traps, arm explosives, assess stability of buildings and infrastructure, and craft and repair technological devices. (There will be some overlap with Crafting and Thievery Skills; GM will be flexible and allow PCs to use either skills in appropriate situations. As appropriate Technological Sciences can be used as a prerequisite for suitable skill feats; consult GM).

Technological Sciences Skill feats:

Dark Web Access: You anonymously reach out to underworld contacts on the Dark Web. Use Technological Sciences instead of Diplomacy to Gather Information. (Prerequisite: Trained in Technological Sciences.)

Online Shopper: You have written your own program to search for Coupon Codes and insert them automatically into online Shopping Carts. Get a 5% flat discount of the price of items purchased with Credits. For balance purposes, you can't use this to shop for other players. (Prerequisite: Expert in Technological Sciences.)

Robotix: A lifetime of tinkering with circuits and computers has given you mastery over robotics. When Recalling Knowledge about robots, treat your success result as one degree higher. Furthermore, you can use Technological Science instead of Diplomacy when dealing with nerds, scientists, and intelligent robots. (Prerequisite: Master in Technological Science.)

Currency and Loot

Dawn of Legends currency is credits; a rather abstract currency that frees us from having to generate realistic modern day prices to items. In terms of mechanics for PF2, a credit is equal to 1 silver piece.

In the world of Dawn of Legends, if criminals have interesting loot and money and you want to keep it, you can. Furthermore it is expected you will save items and money when raiding enemy bases, similar to normal Pathfinder. These goods do not need to be given over to the police as evidence though it can be returned to rightful owners if you can figure out who that is.

Furthermore, there are pawn shops where you can sell unneeded items for 50% off, similar to Pathfinder. These mechanics are a handwaving over modern day morals & expectations to keep things easier on the GM for distributing new gear and money.

Section 2. Fame Track and Reputation Points

Fame represents how the general public perceives you, whether positively or negatively. This perception precedes you, speaking on your behalf when you are absent and determining how you can expect to be treated by those who have heard of you.

You gain Fame on the Fame Track when word of your deeds spreads. If you are able to establish a strong or noteworthy reputation, you may be extolled for your actions and afforded resources beyond those obtainable by lesser-known individuals. Similarly, you can use your reputation to influence people socially, politically, and financially.

You begin play with a Fame equal to your character level + your Charisma modifier, and then subtract 5 if you are a Mutant. Everytime you pass an increment of 10 on the Fame track, you earn 2 Reputation Points (RP). RP can be spent on a variety of rewards. Rewards are gated; you need a better and better Fame to spend your RP on greater and greater rewards.

Through the course of the campaign, your words and deeds help you build a reputation. Though a hero performs many deeds, not all are significant enough to warrant a change on the Fame track and this is left to the GM's discretion.

Note: When the descriptions say "Publically", this means enough people see it that your actions become well known. This requires several witnesses, not just one person. Very public actions may gain you more Fame; GM discretion.

Examples of Events that can earn or lose Fame (not comprehensive)

Roll multiple critical rolls in the same encounter. Fame points: # of critical rolls - 1

Publically save someone from getting hurt. 1

Publically return a possession to the rightful owner. 1

Help the police catch a criminal. 1

Successfully convert an NPC to your deity. 1

Gain a level in a PC class. 1

Publically collaborate with a famous hero. 1

Succeed at a public Make An Impression (Diplomacy). 1

Have a neutral story about you in the press 1

Critically Succeed at a public Make An Impression (Diplomacy). 2

Sack the base of a powerful villain 2

Beat a villain who is significantly more powerful than you. 2

Publically receive a medal or similar honor from a public figure 2

Publically debate and win against a person who defamed you 3

Clear your name after being accused of wrongdoing 3

Earn a formal title (such as the Devil of Hell's Kitchen) 3

Have a positive story about you in the press 3

Craft or find a powerful magic or technological item that becomes your symbol 5

Have your secret identity publically revealed 10

With your secret identity revealed, run for a major public office and win 10

Negative Event

Losing a battle in public -1

Publically witnessed breaking the law -1

Critically fail a public Make and Impression -1

Cause extensive property damage -1

Fleeing from the police -2

Be accused of wrongdoing -2

Publically retreat from a battle -5

Have a negative article about you in the press -1 to -5

Make a deal with a villain, and have the details go public -10

Be convicted of a crime (GM discretion)

Fame 10. This is the typical Fame of a hero who has completed a couple of adventures. People are starting to mention you in passing conversations. Your face may be in the news once in a while.

Arcane Study I (2 RP): With the help of a wizard or technologist (i.e. any higher level Hero who utilises technology) you gain the ability to prepare a weak arcane spell. Gain a spell cantrip permanently that you can skin to be arcane or divine or technological in nature.

Character Witness (1 RP): If you happen to find yourself in trouble with authorities as a result of false accusations, an influential benefactor steps forth to vouch for your honor, absolving you of any wrongdoing (One time use as this is a rare situation).

Palm Greaser (1 RP) In any settlement of at least 50,000 inhabitants, you may locate a corrupt official. If you're imprisoned or fined for crimes committed in the settlement's jurisdiction, you may take advantage of this contact. You pay no fines and escape sentencing. (One time use as this is a rare situation).

Power Stunt (1 RP): You can use a super power in a new or novel way at a moment when it is most important, giving you a critical success at your action. (One time use)

Investigator (1 RP): You secure the assistance of a knowledgeable individual who can point you in the right direction or give you the right clue when all of your Knowledge has failed you. This is a guaranteed success the first time you use it, but afterwards this source will have to roll for their knowledge or make other tit-for-tat requests of you.

Shield Initiate (2 RP - permanent): Shield accepts you into its ranks. You must quit your day job and become a Shield employee. Become trained in one skill that would be more appropriate (GM discretion in allowing it). You can access Shield safe houses in the city that you can use as a home; furthermore you may be sent out on Shield missions.

Sweet Wheels (2 RP): A wealthy admirer gifts you with a motorcycle. You need to be Trained at the Piloting skill to drive it.

Secret Hideout v1. (2 RP): You build a secret room that can hold four people comfortably and more at increasing levels of discomfort; stores only your gear, and has a computer. You can't store a vehicle here. This hideout can either be a stand alone structure or attached to your publicly known place of living. It can be your primary residence or not, as you decide. (This can also be obtained and expanded on with the Vigilante Safe House feat).

Gain a Hero Point (1 RP): Gain a Pathfinder 2e hero point.

Fame 20

This is the typical Fame of a hero or villain who has completed several adventures and whom the public is starting to take notice of.

Arcane Study II (1RP): With the help of a wizard or technologist (i.e. any higher level Hero who utilises technology) you gain the ability to prepare an arcane spell. Gain a first level spell that you can skin to be arcane or primal or divine or technological in nature and that you can use once a day.

Company Sedan (4 RP): You gain a lightly armored four wheeled vehicle that can fit four people. (Upgrade the Sweet Wheels and spend only 2 RP). You need to be Trained at the Piloting skill to drive it.

Favoured Territory (2 RP): Choose a section of NY (One of the boroughs; Manhattan will be divided into sections, consult GM). This is now your favoured territory, and you gain a +2 bonus on any social check within that area. When your Fame reaches 30, you can select this title a second time, gaining a second favoured territory and increasing the bonus in your first favoured

territory to +4. When your Fame reaches 55, you can select this title a third time, gaining a third favoured territory and increasing the bonus in your first favoured territory to +6 and in your second to +4. (Each expansion costs another 2 RP).

Intense Student (2RP): You can boost a skill to the next trained level, as long as you meet the level prerequisite (master-->level 7, legendary→ level 11.) You can take this title again once your Fame reaches 30, 40, and 55, selecting a different skill each time.

Planar Pact (2 RP): You gain the services of an imp, mephit, quasit, or similar extraplanar creature.. You can choose a creature with an alignment up to 1 step away from yours on each alignment axis. The creature acts as your familiar, but can only stay summoned for 12 hours and can't be summoned more than once a month. The creature is a called outsider and automatically returns to its home plane at the end of this service.

Solid Connections (1 RP): You can acquire a single item as though it were 25% cheaper. (One time use)

Sacrifice (0 RP): Make a significant monetary sacrifice to gain 2d6 Fame, min 5. You must make a sacrifice representing a great feast in your name, charitable giving, or other expenses that improve your reputation. You can only use this reward once.

Sage (2 RP): Select one Knowledge skill. You can make untrained checks with this skill. You may select this title multiple times, each time selecting a different Knowledge skill.

Secret Hideout v2. (4 RP; 2 RP if you upgrade from v1): Your secret hideout is the size of a small apartment and has access to your living quarters and to a secret entrance/exit to the city streets. It can fit your whole team (not comfortably) and has unlimited storage. It has computer access. You have enough room to store a vehicle in your secret entrance/exit. If this is an upgrade, you can choose to position it in a different location.

Vindicator (2 RP - Permanent): Pick one rival organization as your hated enemy. You gain a +1 bonus on attack and damage rolls against members of that organization. This is a favoured enemy bonus.

Fame 30

This is the Fame of a successful adventurer whose exploits have made her a local hero or local villain.

Arcane Study III (2 RP): With the help of a wizard or technologist (i.e. any higher level Hero who utilises technology) you gain the ability to prepare an arcane spell. Gain a second level spell that you can skin to be arcane or divine or technological in nature and that you can use once a day.

Blood-Bound (RP 2 each - permanent): Undergo a bloody or spiritual ritual with an ally whose Fame is at least 30. The two of you are now linked. Add your HP pools together. Damage and healing to each of you affects this shared HP pool.

Escape Death (1 RP): If you are reduced to 0 hit points or fewer but are not dead, you automatically stabilize; on your next turn, you are healed 2d8+3 hit points and do not receive the

Wounded condition. It must be purchased ahead of time but will not trigger until you need it. (One time use)

Flying Vehicle (6 RP): You obtain a flying vehicle that can fit up to 6 people in it and can fly around the world. It does not have space-faring capacity. (Upgrade the Company Sedan and spend only 2 RP). You need to have the skill feat Pilot's License to drive it.

Shield Officer (RP 2 - permanent): You can select this title only if you have selected the Shield initiate title. Your rank within Shield increases. You become a Captain, and your skill that you selected when you became an initiate goes up one step to Expert (or Master, or Legendary if you are the appropriate level.) You gain a base monthly stipend of 50 credits (in addition to Earn Income Rolls), and you are given a NPC sidekick of your level -2 for Shield missions.

Secret Base v3. (6 RP; 2 RP if you upgrade from v2): Your secret hideout is now a secret base. It is made of numerous rooms including a meeting room and a gym and a garage and has a super computer that gives you +2 on any Knowledge check. There is a secret entrance/exit to the city streets. It can fit your whole team and their land based vehicles, one air based vehicle, and has unlimited storage. If this is an upgrade, you can choose to position it in a different location.

The Tank (6 RP): You obtain an armored land based vehicle that can fit up to 8 people in it. (Upgrade the Company Sedan and spend only 2 RP). You need to have the skill feat Armor Driver to drive it.

Warden (2 RP): You must hold the Favoured Territory title in order to qualify for Warden. Within your favoured territory you hold enough respect that you can arrest, detain, and confiscate possessions from any common citizen you suspect has committed or is committing a crime. This right does not apply when dealing with political figures, or those who have ranks or titles similar to or greater than your own.

Fame 40

This is the Fame of a hero who has achieved celebrity status. Villains at this level are known world wide for their evil plots.

Privileged Meeting (1 RP): You use your reputation to gain the ear of a powerful individual such as a queen, general, politician or CEO. You gain a +2 circumstance on Diplomacy checks for your interactions with this person.

Spacebound! (8 RP): You obtain a futuristic flying spacecraft that can fit 12 people. (Upgrade the Flying Vehicle and spend only 2 RP). You need to have the Spacefarer skill feat to fly it.

Fame 50

At this Fame level and higher, the character is idolized and easily recognized for his or her achievements. A villain is a worldwide conductor of terror.

Shield High Commander (2RP, requires Shield Officer): Nick Who? You are the Commander now. You become the senior member of Shield, answerable only to a board of politicians from the UN. While serving the interests of Shield, you can call upon low-ranking soldiers to fight on your behalf. The soldiers are not magically summoned; you must speak to them as a group or send an officer to gather them for you (which may take anywhere from 1d4 rounds to 1d10 minutes). The

number of soldiers at your command is equal to your Fame, plus one 3rd-level officer for every 20 soldiers and one 5th-level leader for every four officers. These soldiers are usually 1st-level fighters and rogues. These minions serve you for 1 day, but will not betray the interests of the Shield or recklessly throw away their lives for you. Furthermore, your monthly stipend increases to 250 credits a month (in addition to Earn Credits) and your SHIELD skill you picked earlier goes up another step.

Secret Base v4. (8 RP; 2 RP if you upgrade from v3): Your secret base is now a secret complex. It is made of as many rooms as you want of whatever type you desire and can fit hundreds of people. There is a secret entrance/exit to the city streets. It can fit your whole team and has unlimited storage. It has a landing pad and run way and unlimited vehicle storage. If this is an upgrade, you can choose to position it in a different location.

Section 3. Vehicles

Vehicle Types and Features

There are 4 types of vehicle frames that you can buy through the Reputation/Fame System. You can reskin them as you like.

It is harder to hit someone who is in a vehicle. For this reason many vehicle fights are about taking out the vehicle and not the people in it, though, targeting people is always an option. Windows, doors, and cracks in armor mean that no player is immune to attacks in a vehicle, but every vehicle provides some type of cover to the occupants.

HP is scaled to be about 4x normal character HPs since they will take 4x the normal punishment.

You can add firearms to your vehicle to fire in four arcs-- forward, port, starboard, and aft. It takes 8 hours of work to swap out weapons on a vehicle. You need to pay the costs of the firearm and ammunition. Multiple attack penalties apply, and firearm proficiency bonuses/penalties apply. Only the pilot can fire a mounted gun, through controls in the dashboard. It takes one free hand to do so.

Vehicles have weakness to electric 5.

- Motorcycle: 1 weapon slot. HP: 16 HP per character level. Holds 2 people. AC= 13 + level of Pilot. All characters gain lesser cover.
- Sedan: 2 weapon slots. HP: 24 HP per character level. Holds 4 people. AC= 15+level of Pilot. All characters gain cover.
- Tank: 4 weapon slots. HP: 32 HP per character level. Holds 8 people. Resistance: physical 5. AC= 17 + level of Pilot. All characters gain greater cover.
- Air-based (hybrid plane/helicopter): 3 weapon slots. 24 HP per character level. Holds 6 people. AC= 15 + level of pilot. All characters gain cover.
- Spacecraft: 4 weapon slots, HP: 32 HP per character level. Holds 8 people. Resistance: physical 3. AC= 15 + level of Pilot. All characters gain cover.

Vehicle Combat

Combat in vehicles is not much different than normal tactical combat. Vehicle based combats will happen on a square battle grid. There are three map scales, based on the type of combat:

- 1) Land vehicles: 250 ft grid

- 2) Flying vehicle: 750 ft grid
- 3) Space vehicle: 1500 ft grid

Each vehicle must have a pilot. The Pilot cannot be changed once chosen. Initiative is rolled and players act in order.

On the Pilot's turn, they must spend 1 action point to take the Drive action. This causes the vehicle to change speed one step, if desired, and then move at the ranged increment of their current speed. The success/failure of the Drive check has effects on all the players in the vehicles. The Drive action can be any of the 3 actions on their turn. You cannot take the Drive action more than once per round.

Multiple vehicles can all be on the same grid square. This reflects racing side by side. In such situations, no ranged attacks take a ranged penalty and attackers can also use melee weapons

If a vehicle is reduced to 0 HP, it crashes and the passengers all take HP damage as determined by the GM. PC vehicles can be fixed after the battle through the hand-waved day job checks.

Generally speaking, land vehicles go straight or diagonal on their turn, or around a turn if the map requires it. Going around a turn is part of the Drive action and does not require extra actions but does have impact on your Drive check (see Drive action).

Vehicles have construct immunities. If a save is needed, the Pilot uses their own numbers for the check.

Note: Ranged weapons and spells. If you are in the same grid square, there are no ranged increment penalties. If you are 1 grid square away, take a -2 on your shots. If you are 2 grid squares away, it is not practical anymore to shoot guns anymore and those shots automatically miss. If you have a hunting rifle, sniper rifle, or LAW, you can shoot without penalty from 1 grid square away, incur a -2 to hit from 2 squares away, a -4 from 3 squares away, and can't shoot at all from 4 squares away. Spells within the same grid are fully allowable without penalty. Touch range spells from 1 grid space distance or more don't work. I'll have to consider spells from further away on a case by case basis so just let me know what you are planning on.

Note: Heroes not in vehicles: Flight by wings or spells in Pathfinder simply can't keep up with the speeds of vehicle combat. 30 ft fly speed is only 7 mph (a fast jog). However, super speed and fast flight is an important superhero trope. Players who opt into the Flight Dedication archetype or Speedster Dedication or Versatile Acrobat archetype will be able to participate in vehicle combats with the proper feats. Directions are given on those feats. If a Piloting check or Piloting DC is needed for a flier/runner/swinger, you can use Acrobatics or Athletics (your choice) in its place.

Note: Mixing land/air/space combat. Air and space vehicles can participate in land vehicle combat, but not vice versa. However, special attention has to be paid to the scale of the map and how fast the aerial vehicles are traveling. This will be determined by the GM if the situation arises.

Piloting actions:

Drive (1 action, required): Change your speed by one step or stay the same, move at your current Speed, and then make a Piloting check. The check is at the level-appropriate standard DC. These effects last until the beginning of your next turn.

Crit Success: +2 to hit for all passengers.

Success: +1 to hit for all passengers.

Failure: No effect

Crit Failure: All passengers and vehicles incur a -1 to hit, and spells require a DC5 Flat check to cast successfully.

All the following modifiers affect the Drive action Piloting check. They stack with each other

Hand Modifier: The pilot can take a -2 penalty to the Drive check if driving with one hand. Having a hand free allows them to do other actions that round that use hands (like attacking or casting spells).

Speed Modifiers

Stopped or Slow speed: +2 to your Drive check.

Medium speed: +0 to Drive check.

Fast: -1 to your Drive check.

Very fast: -2 to your Drive Check

Land vehicle turning Modifier: You can make a 45 degrees and 90 degree turn during your movement. Taking a turn at a slow speed has no effect on your Piloting check. For 45 degree turns, take a -1 penalty to your drive check for every speed level above slow. (medium: -1, fast: -2, very fast: -3). For 90 degree turns, double those penalties.

Gun it/ Brake Hard (1 action): You change your speed by one step.

Evasive Action (1 action): You serve about or make sharp turns to shake the pursuit. Make a piloting check (No Drive modifiers apply). Crit success: +2 AC to passengers and vehicle. Success: +1 AC to passengers and vehicles. Fail: No effect. Crit Fail: -1 AC to passengers and vehicle. The effect lasts until the start of your next turn. You can't take evasive action and target tracking on the same turn.

Target Tracking (1 action): You hold steady to line up attacks. Make a standard piloting check (No Drive modifiers apply). Crit success: +2 to hit for allies. Success: +1. Fail: No effect. Crit Fail: -1 to hit for allies. The effect lasts until the start of your next turn. You can't take evasive action and target tracking on the same turn.

180 (1 actions): You whip the vehicle around and change direction. Make a Pilot check at the appropriate level standard DC. Success: Your action works. Fail: No effect. Crit Fail: You flip your vehicle and crash, ending the vehicle combat and incurring damage as determined by the GM.

Speed penalties to check:

Slow: No penalty.

Medium: -2 to Pilot check

Fast: -4 to Pilot check

Very fast: -8 to Pilot check

Ramming Speed (1 action). Pilot action. Flourish trait(once per turn). Speed must be slow or higher. If you are in the same grid square as the enemy vehicle, roll a Pilot check vs. the enemy's Pilot DC. Critical Success: Enemy current speed is reduced by two and max speed are reduced by one step for 2 rounds. Success: Enemy current speed is reduced by one step and max speed are reduced by one step for 2 rounds. Fail: Your current speed is reduced by one step. Crit Fail: Your current speed and maximum speed are reduced by one step for 2 rounds.

Modifiers: Motorcycle gets a -1 vs. sedan and a -2 vs. tank. Sedan gets a +1 vs motorcycle and -1 vs. tank. Tanks gets +2 vs. motorcycle and +1 vs. sedan. Fliers/runners/swingers count as a motorcycle.

Shoot out a Tire (1 action, driver or passengers): Strike trait. You attempt to hit a tire at the vehicle's AC+2. If a tire is dealt a cumulative damage = 5*pilots level, the vehicle's speed is immediately reduced by 1 step and the max speed is also reduced by 1 step. Can only be done equal to the # of tires the vehicle has, and successive tires have 1 additional AC. Vehicle damage reduction applies (The Tank has physical resistance 5). Damage to the tires does not cause HP damage to the vehicle's body. Tires are immune to electrical damage.

Attack with mounted weapon (1 action). Multiple attack penalties apply. It only takes one hand to fire a mounted weapon (The vehicle has computer assistance targeting and requires buttons to operate). It uses your normal proficiency and rolls depending on your abilities.

Vehicle Speed

Land based Speeds:

Slow- 30 mph, translates to ~250 feet per round (1 grid square).

Medium- 60 mph, translates to ~500 feet per round (2 grid squares).

Fast- 90 mph, translate to ~750 feet per round (3 grid squares).

Very fast- 120 mph, translate to ~1000 feet per round (4 grid squares).

Air-based vehicles travel at triple the speeds given above.

Spacecraft travel at 6x the speed given above.

Section 4. Firearms

Most of the firearm rules as presented in Guns and Gears remain valid in Dawn of Legends.

Common/Uncommon/Rare:

From Guns and Gears table 4-2; any gun listed is Common, per GM fiat.

Any weapon listed here is uncommon; except for Technological guns which are Rare.

Are these bows or guns/crossbows?

If a player is playing a bow-based character, but wants to reskin their equipment and feats as using a gun, that is fine. Play the game as if they have a bow but are just calling it a gun.

If the player wants to wield Pathfinder 2e firearms, then they can use the equipment and feats in Guns and Gears, and they are technically holding a firearms; they can reskin it as a modern version of a gun.

If a feat or other ability requires a bow or firearms, the player should not be permitted to use it if they are using the other weapon type.

New General Feats related to Firearms:

Controlled fire: Your automatic weapons do not target friendlies in their cone based attacks (requires Level 7, requires proficiency in the weapon you are using).

Advanced Firearm Master (level 9): Choose an advanced firearm weapon type. You gain proficiency in that group as if it was a martial weapon.

Ammunition and Capacity:

Every firearm requires ammunition and it must be tracked. Ammunition of any type costs the same as arrows: 1 credit for 10 shots. Ammo must be purchased in units of 10. Modern guns require bullets; technological weapons require batteries; flamethrower requires fuel cells; however cost is the same for all of these.

Exception: Grenades and Rockets having different pricing.

Capacity

A firearm's capacity is the number of shots it can hold at one time. When firing, you may fire a firearm as many times in a round as you have action points and loaded ammo, incurring the standard multiple attack penalty. The exception to this is the semi-automatic, burst and full auto rules as detailed below.

4. Automatic Fire

Automatic fire takes 3 Action Points and a character can fire in a 30 foot cone). All individuals (including allies within the cone) are targets and each must be rolled separately, with a modifier of -4, but no other multiattack penalties apply. Some types of automatic guns can fire more accurately but for less damage, or less accurately for more damage. In addition, targets are unable to use any concealment/displacement abilities.

Note: Heroes can reskin gun brands/names to their preference

Simple Proficiency

Weapon	Damage	Damage Type	Range Increment	Rate of Fire	Ammo/ Cap	1/2 hand	Bulk	Cost
Pepper spray	1d4 nonlethal	Acid	5 ft.	Single	10 uses/canister	1	L	10
Taser	1d4 non lethal	Electricity	5 ft.	Single	10 uses/1 battery	1	L	10

Rare simple proficiency

Weapon	Damage	Damage Type	Range Increment	Rate	Cap	One or two h	Wt	Cost	Traits
Laser, sonic, static, zero, and corrosive pistols	d6	Depends	30	Single		One	1	60	agile, special crits, below

Rare Martial Ranged Weapons

Weapon	Damage	Damage Type	Range Increment	Cap	1/2 hand	Wt	Cost	Trait
Laser, sonic, static, zero, and corrosive rifles	d10	Depends	70		Two	2	120	see below

Uncommon Martial Ranged Weapons

Weapon	Damage	Range Increment	Rate of Fire	Cap	One or two h	Wt	Cost	Trait
Sniper Rifle	d12	300 ft.	Single	5 bullets	Two	2	120	volley 30 ft deadly d12, special actions see below
Flamethrower	d12	15 max	Scatter	1 fuel cell	Two	3	120	
M72A3 LAW Rocket Launcher	10d6	300 ft	Single	1	Two	3	500	
M79 Grenade Launcher	Varies; grenades are alchemical bombs	100 ft	Single	1	Two.	3	500	see below

All guns have the critical specialization give in Guns and Gears p.152

Sniper Rifle:

Taking your time with a sniper rifle gives it greater accuracy. #1 and #2 below are optional:

1. 1 action to steady gun (which lasts for one shot only) OR 2 AP to set up a tripod (which lasts the whole battle or until you Move). While using a tripod, you are Prone unless there is some surface at waist or shoulder height to use like a table. Failure to do steady the gun gives a -2 status penalty to-hit
2. 1 action to use scope (giving a +2 to-hit status bonus, lasts for one shot only)
3. 1 action to fire.

These actions can be split between turns and held indefinitely; but taking a move action or being moved will nullify them.

M72A3 LAW

The LAW (light antitank weapon) is a reloadable rocket launcher. It comes as a short, telescoped fiberglass and aluminium tube. It takes 3 actions to fire.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage (half-fire, half bludgeon) to all individuals within a 20-foot radius (Basic reflex save vs your Class DC).

The LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode.

Each rocket costs 50 credits.

You can put runes on the rocket launcher. Striking runes add 2 damage die per striking upgrade.

It takes two action to reload the rocket launcher, which includes pulling it out of your gear and then reloading it.

M79 Grenade Launcher

The M79 is a shoulder fired grenade launcher. It fires items with the Bomb trait (i.e. frost vial, bottled lightning, alchemical fire) at long ranges. It takes 1 action to load. The splash damage of your bombs is enhanced to 10 feet rather than 5. Otherwise it follows the alchemical bomb rules. given on page 544 of the CRB. You can put Potency runes on a grenade launcher to increase the accuracy, but not other types of runes, as the power comes from the type of bomb used. It takes two actions to reload, which includes pulling the grenade out.

New grenade type: Tear Gas. A character caught in a cloud of tear gas must make a Basic fortitude save (DC 15) or be sickened 1 (crit fail: sickened 2). This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or he leaves the cloud. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose and mouth provides a +2 bonus on the Fortitude save.

Technological Firearms:

Weapon specialization for tech rifles:

Laser: 2d4 persistent burn damage

Sonic: target is deafened for 2d4 rounds

Electric: target is stunned 2

Cold: target is slowed 2

Acid: 2d4 persistent acid damage

Section 5: Equipment

Remember that both Pathfinder 2e equipment and Starfinder equipment is available in Dawn of Legends.

The pricing of Starfinder equipment will need to be changed by the GM; consult this list for items that have been properly converted.

Starfinder equipment conversion:

Personal Comm Unit (aka smart phone): 10 credits

<http://www.aonsrd.com/TechItems.aspx?ItemName=Personal&Family=Comm%20Unit>

Grappler: 700 credits.

<http://www.aonsrd.com/TechItems.aspx?ItemName=Grappler&Family=None>

Cable: Titanium Cable (5 credits/10 ft) or Adamantium Cable (500 credits/10 ft)

<http://www.aonsrd.com/TechItems.aspx?ItemName=Titanium%20Alloy&Family=Cable%20Line>

level 4 item: Proximity Helmet, flavored as contact lenses. 750 credits.

<http://thehiddentruth.info/player/equipment/items/tech?page=Proximityhelmet>

Custom Items

Smart Watch (that pairs with smart phone): 10 credits

Gasmask: It must be invested as it gives power equivalent to magic effects. This mask gives you a +2 status bonus on Fortitude save against air-borne breathable effects.

Activate (interact) once a day: (1 action). Gain a +4 status bonus on Fortitude save on your next save against an air-borne breathable effect; expires after 1 minute. Cost: 500 credits, level 3 permanent item.

Police Scanner (Desk): 10 credits: Large and must be kept stationary. This machine lets you listen in on police radio chatter.

Police Scanner (Mobile): 100 credits. A mobile police scanner that you can use through your personal comm unit.

Night-vision camera. This Night-Vision Camera takes high resolution pictures, and with its high powered zoom, it operates as a fine spy glass per PF2 CRB, but also gives the user dark-vision. The user must hold steady to use it. [cost= per fine spy glass]