

## ABSTRACT

An Abstract is an aberrant creature that is out of phase with our reality. It is bonded to another creature using a dark ritual (some may suspect it is called *bind abstract*). It normally takes a DC 45 Fortitude to resist the binding, but once bound, the connection is permanent. The abstract slowly begins to change the physiology and psychology of the person it is bound to over time.

The effect of having an abstract bound is treated as a series of virulent afflictions. There are six possible afflictions that the victim can be affected by (chosen at random or by GM). Every day the victim needs to make a hard saving throw of their level. Failure means that they move to the next stage. Each stage lasts for one day. When they reach the last stage there is a permanent effect and the next day they begin a new affliction pathway. The victim always begins on stage 1 of one of the afflictions. Two successes on stage 0 means that they can no longer be affected by that particular affliction, but they begin a new affliction pathway the next day.

The only way to be fully cured on the abstract would be to cast a *remove curse* followed by a *remove disease*, both on consecrated ground of a good deity, with a DC of 45. This destroys the bond with the abstract and removes it from the victim. Any permanent effects that the victim has acquired can then be dealt with through magical means.

Base sanity is determined by five times your Wisdom score (max 99). To roll a sanity check you roll a percentile die. A success is a result that is less than or equal to your sanity score, a failure is a result that is higher than your sanity score.

### ABSTRACT AFFLICTIONS

#### Belly Tentacle

**Saving Throw** Fortitude

**Stage 0** no ill effects.

**Stage 1** You feel a gurgling in your belly. You can't tell if you're constipated or about to have diarrhea. No bowel changes.

**Stage 2** Today your belly is really hurting you. You begin to have bowel issues.

**Stage 3** Your belly hurts so much you have a -1 penalty to Acrobatics checks.

**Stage 4** Your belly restricts your movement so that you have a permanent -2 penalty to Acrobatics checks. At any point in the future, the first time in a day that you experience an event where you must exert yourself (like combat), a ghostly intangible tentacle bursts out of your body and attacks the nearest creature (you if no one else is around) within 10 feet causing 1d6 points of damage to you as it bursts out. The tentacle deals 1d6+STR B damage and is in the brawling group with the agile, finesse, and reach traits. You use your highest proficiency bonus for attacks. You must make a sanity check the first time you see the tentacle.

**Failed Sanity** You are fearful of releasing the tentacle by avoiding combat. Your hesitancy can cost you mobility. You have a -1 penalty to AC.

**Succeed Sanity** If you make your sanity check you can choose to embrace the tentacle. You gain a tentacle attack that you control, it won't randomly emerge anymore or cause you damage. All future saving throws dealing with abstract afflictions have a -1 penalty (cumulative with other penalties).

#### Hand Eye

**Saving Throw** Fortitude

**Stage 0** No ill effects.

**Stage 1** Today, your left hand is sore.

**Stage 2** The center of your palm is slightly raised and hardened.

**Stage 3** The raised center of your palm is much larger and is restricting your manual dexterity. You have a -1 penalty to anything you do that uses your left hand.

**Stage 4** An eye opens in the palm of your hand. You have a permanent -2 penalty to anything you do that uses your left hand. Make a sanity check.

**Failed Sanity** You are freaked out by the eye. You cover it up as best you can. You cannot use your left hand.

**Succeed Sanity** You may choose to embrace the eye. If you do, you gain a +1 circumstance bonus to perception checks. All future saving throws dealing with abstract afflictions have a -1 penalty (cumulative with other penalties).

## **Lung Tooth**

**Saving Throw** Fortitude

**Stage 0** No ill effects.

**Stage 1** Today, you have a slight tickle in your throat and a slight cough.

**Stage 2** Today, you have a substantial cough.

**Stage 3** You have repeated uncontrolled coughing fits. You have a -1 penalty to stealth checks.

**Stage 4** You cough throughout the day. You have a permanent -2 penalty to Stealth checks. With physical exertion (like combat), you may double over and cough up a huge amount of mucus. Upon further inspection you may see teeth and hair mixed in. The first time you see it make a sanity check.

**Failed Sanity** You take great pains not to cough. Anything to avoid seeing the mucus you cough up. You are slowed 1. This cannot be removed.

**Succeed Sanity** If you make your sanity check you can choose to overcome your condition. You learn to control your breathing so that you don't cough as much. You also retch your lungs during your Daily preparations to get rid of as much mucus as possible at that time. You also realize that your physiology has changed. You are immune to inhaled poisons and toxins. All future saving throws dealing with abstract afflictions have a -1 penalty (cumulative with other penalties).

## **Nightmares**

**Saving Throw** Will

**Stage 0** No ill effects.

**Stage 1** You wake up feeling tired and unrested.

**Stage 2** You wake up and remember that you had really bad dreams, but you don't remember what they were.

**Stage 3** You remember vague impressions of evil things in your dreams. You are not well rested. You are stupefied 1.

**Stage 4** Your nightmares are taking over your sleep. You are permanently stupefied 2. Make a sanity check once.

**Failed Sanity** You fear going to sleep to avoid the nightmares. You must make a flat check DC 6 to determine if you are able to sleep at all. If you fail you are fatigued the next day.

**Succeed Sanity** You can choose to embrace your nightmares. You begin to revel in the dreams. Once per day your adrenaline filled body gains the quickened 1 condition for 1 round. All future saving

throws dealing with abstract afflictions have a -1 penalty (cumulative with other penalties).

## **Paranoia**

**Saving Throw** Will

**Stage 0** No ill effects.

**Stage 1** You have an eerie feeling that you are being watched.

**Stage 2** You feel like you are never alone, someone or something is always nearby.

**Stage 3** You are beginning to feel that something is out to get you. You have the frightened 1 condition that cannot be removed.

**Stage 4** Fear is taking over your life. You permanently have the frightened 2 condition that cannot be deduced or removed. Make a sanity check.

**Failed Sanity** You are paralyzed with fear. Anytime you fail a Will save you gain the paralyzed condition for 1 minute.

**Succeed Sanity** You can choose to embrace the paranoia. You are constantly prepared for anything. You gain a +4 circumstance bonus to Initiative checks and are not flat-footed at the beginning of combat.

## **Tentacle Fingers**

**Saving Throw** Fortitude

**Stage 0** No ill effects.

**Stage 1** Today, your right hand hurts.

**Stage 2** Your right hand feels a little numb and you feel like you don't have full control over it.

**Stage 3** Your right hand is difficult to control and feels soft, you have a -1 penalty to anything you do with your right hand.

**Stage 4** Your right hand no longer has bone, you have tentacle fingers. You have a permanent -2 penalty to anything that you do with your right hand. Make a sanity check.

**Failed Sanity** Your right hand constantly feels numb. You cannot use it.

**Succeed Sanity** If you make your sanity check you can choose to embrace your tentacle fingers. You find that your dexterity may be better than before. You can use an Interact action as a free action once per round to Change Your Grip on your weapon. All future saving throws dealing with abstract afflictions have a -1 penalty (cumulative with other penalties).

## **AFFLICTION SYNERGY**

Having multiple permanent afflictions upon you takes its toll. There are synergetic effects for having multiple afflictions.

**Two** Your actions are not always your own. During combat, when there are no more enemies roll a flat check DC 5. If you fail, you attack the nearest creature (even if it's an ally). Make the check every round until you succeed.

Also, you learn the Aklo language.

**Three** The taint of the abstract begins to take over. If you are good, move your alignment to neutral. You gain darkvision if you didn't have it already.

**Four.** The taint is beginning to destroy your body. This may manifest as boils, skin peeling off, or your flesh rotting away. You gain the drained 1 condition. Also, you gain resistance mental 5.

**Five** The taint of the abstract has influenced you to the point that it is almost taking over. Your alignment moves to evil, and you gain the evil trait. Your unarmed and natural attacks also gain the evil trait

**Six** The abstract has completely taken control over your body. Your body gains the aberration trait. You no longer exist, you are dead. Your character is now an NPC under GM control.