

New Skills and Skill Adjustments

Aetherial

Source *Pathfinder 2e (Arcana), Final Fantasy VII, XI, XIV, T, TA*

Aetherial measures how much you know about magic and magical creatures. Even if you're untrained, you can Recall Knowledge.

You gain a specific subcategory of the Aetherial skill from your class, as despite it all coming from the same source, there are various traditions of manipulating the aether. For instance, Aetherial (Black) would allow you to understand and explain how an aetherial flow may function from the eyes of a Black Mage, where you'd know how to weave it to create destructive results; in opposition of a White Mage who would know how to use it to mend wounds. The GM decides the exact details of these methods for their world.

- [Recall Knowledge](#) about aetherial theories; magical traditions; creatures of arcane significance (like dragons and primals); and the various planes.

Aetherial Trained Actions

- [Decipher Writing](#) about aetherial theory.
- [Identify Magic](#) to understand aetheric effects.
- [Learn a Spell](#) from a matching tradition.

Aetherial Subcategories

Below is a list of Aetherial Subcategories and how they may interact with aether.

- **Arcane**
 - Arcane uses shapes and plots to manipulate aether into various forms, capable of creating various effects that can even alter the weather itself.
- **Black**
 - Black focuses often on destructive use of aether, commonly using one's internal store to influence external sources to form devastating spells.
- **Blue**
 - Blue focuses on mimicking how creatures manipulate magic, studying the ways they create the effects so they too can unleash those beastial spells.
- **Green**
 - Green specializes in altering aetherial flows for protection, taking lessons from other traditions to create impressive magical shields and barriers.
- **Red**
 - Red combines lessons from Black and White into a unique subset, resulting in unusual and interesting ways of casting familiar spells.
- **White**
 - White focuses on restorative methods one can achieve through aetherial manipulations, often through taking external aetherial upon themselves to create the effect.

Aetherial Trained Actions

Borrow a Spell

Concentrate Exploration

If you're a spellcaster, you can attempt to temporarily borrow a spell from someone else's spell list so long as you both can cast from the same tradition. The GM sets the DC for the check based on the spell's level and rarity; it's typically a bit easier than Learning the Spell

Success You learn the borrowed spell as part of your normal spell list until the next time you prepare spells.

Failure You fail to understand the spell. You can't try to temporarily learn this spell again until your next daily preparations.