

# The Aspect

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2013



# The Aspect

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# The Aspect

The woods were silent, as if in mourning.

“Rashka!” Karn yelled, his old hands shaking as he propped himself up on his halberd. The weapon was still wet with blood, some of it his own. “Rashka, come out you blight-blasted Forest King!”

Mist rose from the ground before him, swirling itself into a figure. A man, although far too big to be human, with an unnatural grace and pair of antlers that bespoke an unearthly nature. The being’s eyes were wet, as if he had been crying.

“Hello Karn,” he said.

Karn dropped his halberd and ran at the creature before him, slamming his fist into its face. He hit it again and again, not caring that the being didn’t seem phased. Not caring that the creature he hit could kill him with a thought.

“Where were you!?” Karn yelled. “She believed in you! Right up until they slit her throat she called for you!”

Rashka was silent until Karn, his strength gone, stopped his assault and fell to his knees.

“Within this forest I am supreme,” Rashka said heavily, as if speaking were a terrible effort. “But my power ends at the edge of this wood. I saw, but was powerless to intervene. At least you could raise a weapon against her attackers, my friend.”

“Then bring her back!” Karn yelled. “Raise her! Can’t you even do that for your bride-to-be?”

The woods around Karn darkened, and an edge entered Rashka’s voice. “Even now, Valesé’s spirit rests with the gods of her ancestors, who refuse my petitions that she be released to me. I have no clerics. I have no worshippers. Without an agent to represent me, they heed me not, for they claim I am powerless to oppose them.”

It was too much; Karn’s countenance fell, his strength too spent to even produce tears.

“I would have called you father, Karn,” Rashka said softly, “but I wonder if I might still call you something else. You seek the return of your daughter, but lack the power. I possess the power, but not the means to use it.”

Karn felt Rashka place a hand on his head. A feeling like a cleansing fire shot through Karn, making him gasp. Karn realized his body suddenly felt light, and was beginning to glow.

“Perhaps we might still aid each other.”



## The Aspect

An aspect is a servant of a divine being who has had a portion of that divinity placed inside him. Rather than simply gaining spells from a deity, an aspect is literally part of their god, serving as their representative among mortals. As such, aspects are a favorite of local deities, totem spirits, fey lords, demons, and saints hoping to start their own religions or expand their influence. At their lowest an aspect may be just an empowered servant, but at their greatest, aspects are prophets, and may even become divine beings themselves.

**Role:** An Aspect's strength comes primarily from their ability to take on the form of their patron for a short time, bringing the pure power of divinity to bear against their foes. They also possess a mastery of domains only seen among deity, and are potent spellcasters in their own right. While they lack the finesse and diversity of the cleric, an aspect is a force to be reckoned with both on and off the battlefield.

**Alignment:** An aspect's alignment must be within one step of his patron's, along either the law/chaos axis or the good/evil axis.

**Hit Dice:** d8

**Starting Wealth:** 4d6 x 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The aspect's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 2 + Int modifier.





# The Aspect

Level	BAB	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Aspect, domains, favored weapon, Spells,	0	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	godly bond	1	-	-	-	-	-	-	-	-
3rd	+2	+1	+1	+3	Endowment, boon	2	-	-	-	-	-	-	-	-
4th	+3	+1	+1	+4		2	1	-	-	-	-	-	-	-
5th	+3	+1	+1	+4	Domain, aspect 2/day	3	2	-	-	-	-	-	-	-
6th	+4	+2	+2	+5		3	2	1	-	-	-	-	-	-
7th	+5	+2	+2	+5	Paragon, boon	3	3	2	-	-	-	-	-	-
8th	+6/+1	+2	+2	+6		3	3	2	1	-	-	-	-	-
9th	+6/+1	+3	+3	+6	2 Endowments, aspect 3/day	3	3	3	2	-	-	-	-	-
10th	+7/+2	+3	+3	+7		3	3	3	2	1	-	-	-	-
11th	+8/+3	+3	+3	+7	Domain, boon	3	3	3	3	2	-	-	-	-
12th	+9/+4	+4	+4	+8		3	3	3	3	2	1	-	-	-
13th	+9/+4	+4	+4	+8	Haven, aspect 4/day	3	3	3	3	3	2	-	-	-
14th	+10/+5	+4	+4	+9		3	3	3	3	3	2	1	-	-
15th	+11/+6/+1	+5	+5	+9	3 Endowments, boon	3	3	3	3	3	3	2	-	-
16th	+12/+7/+2	+5	+5	+10		3	3	3	3	3	3	2	1	-
17th	+12/+7/+2	+5	+5	+10	Tap divinity, aspect 5/day	3	3	3	3	3	3	3	2	-
18th	+13/+8/+3	+6	+6	+11		3	3	3	3	3	3	3	2	1
19th	+14/+9/+4	+6	+6	+11	Greater alignment, boon	3	3	3	3	3	3	3	3	2
20th	+15/+10/+5	+6	+6	+12	Godhood	3	3	3	3	3	3	3	3	3

**Weapon and Armor Proficiency:** An aspect is proficient with all simple weapons, light armor, medium armor, and shields (but not tower shields). He is also proficient with his favored weapon, as determined by his favored weapon class feature.

**Favored Weapon:** The divine spark inside an aspect gives him a favored weapon, similar to that which a deity possesses. He gains proficiency with one martial or exotic weapon of his choice. As this favored weapon is a result of the divine spark inside the aspect, it does not necessarily need to be the same as his patron's favored weapon (although it almost always is.) Alternately, an aspect may choose "unarmed" as his favored weapon, in which case he gains Improved Unarmed Strike as a bonus feat.

**Aspect (Su):** An aspect may manifest the divine spark inside him, taking on the form of his patron for a short while. Activating this ability takes a standard action, is usable once per day, and lasts for 1 minute. This transformation may always be ended early as a free action. While an aspect is manifesting his divine spark, his physical appearance changes into

a form appropriate to his patron, domains, and personality, as determined by the player. This form could be a shining winged humanoid, an iron-clad warrior, or a monstrous beast, although these qualities are mostly superficial. This is considered a polymorph effect. A DC 15 Knowledge (Religion) check reveals the nature of this transformation, while a DC 20 Knowledge (Religion) check identifies the aspect's patron.

For the duration of the transformation, an aspect is considered a native outsider for determining what spells and effects can target him.

While transformed, an aspect gains a +1 sacred (or profane if he is evil) bonus to attack rolls, damage rolls, saving throws, Armor Class, Ability Checks, and Skill checks.

At 5th level and every 4 aspect levels thereafter, an aspect may use this ability an additional time per day, and increases the bonus to attack rolls, damage rolls, saving throws, Armor Class, Ability Checks, and Skill Checks by +1 to a maximum of +5 at 17th level.



**Spells:** While an aspect is a spontaneous divine spellcaster and considers the cleric/oracle spell list to be his spell list for the purpose of magic items, he does not choose his spells known as he gains levels. Instead, the aspect considers all the domain spells from his domains to be his spells known, as soon as he reaches an appropriate level to cast them.

The aspect can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up her spells per day for that spell level. Table: Aspect indicates how many spells at which level the aspect is capable of casting. To cast a spell, an aspect must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an aspect's spell is 10 + the spell's level + the aspect's Charisma modifier.

An aspect does not begin with the ability to cast orisons. When Table: Aspect indicates he gains *o* spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level. An aspect must spend 1 hour each day in quiet meditation to regain his daily allotment of spells.

**Domains:** An aspect gains a large number of domains, similar to a deity's portfolio. The aspect uses their aspect level as their effective cleric level, and uses Charisma in place of Wisdom for the purpose of these domains.

An aspect begin play possessing 3 domains, gaining the powers and adding the domain spells to his list of spells known. At 5th level he gains the spells (but not the powers) of a 4th domain, and gains the spells (but not the powers) of a 5th domain at 11th level. While 2 of an aspect's starting domains must be chosen from his patron's portfolio, the rest of his domains reflect his own divine development and his particular role as an aspect, and thus may be chosen from amongst any he desires. Thus, the warrior aspect of a healing god could still select the war or destruction domain, even if those domains aren't usually part of their patron's portfolio. Likewise, even a god of death and chaos could create an aspect of healing to lead and empower their servants still counted amongst the living. While an aspect may always select a sub-domain in place of a domain, the GM is the final arbiter as to what domains and sub-domains are available to an aspect (An aspect of a deity vehemently opposed to undead would probably not possess the death domain and certainly not the undead sub-domain, although an argument could be made in favor of the murder sub-domain.)

Sometimes a being could possess the ability to create an aspect, but is not actually itself a deity. In such a case, the player may select any domains they desire, subject to GM approval.

**Godly Bond (Ex):** All aspects possess a godly bond, as a natural outgrowth of their divinity. This bond takes one of two forms: either a godly icon or a divine companion. Once chosen, the form cannot be changed:

The aspect may choose to bond with a godly icon. This item may be a weapon, a shield, a suit of armor, a holy symbol, a rod, a ring, or an amulet. The aspect must possess the item to be made into a godly

icon. The item does not necessarily need to be of masterwork quality, but is usually an item that bears some personal significance to the aspect.

So long as the aspect is wielding his icon (it is in his hand or equipped on his person,) he may use it to cast one additional spell per spell level per day. In addition, he may enchant his godly icon as if he possessed the prerequisite item creation feats. He must still possess the necessary caster level to meet the prerequisites for the required item creation feats, (level 5 for Craft Weapons and Armor, for example.) If the aspect changes his godly icon, these enchantments do not stay; the item loses its enchantments when it is no longer a godly icon.

These abilities are only usable by the aspect while wielding his icon; the icon has no power in the hands of another.

An aspect may change or replace his godly icon by re-enacting the 24-hour ritual. If a godly icon is damaged, it returns to full health the next day. If it is destroyed, it instantly loses all power, and the aspect must wait 1 week before he may recreate his godly icon. An aspect may transform a pre-existing magic item into a godly icon, in which case it gains the abilities of a godly icon on top of its pre-existing enchantments, and returns to being a normal magic item if it ceases to be a godly icon.

The aspect may also create a bond with a divine companion. See **divine companion** below for more information.

**Endowment (Su):** At 3rd level, an aspect gains the ability to grant divine blessings to his allies. At 3rd level, he can have no more than one endowment granted at a time. At 9th level this increases to 2 endowments, and at 15th level he may have up to 3 endowments granted at the same time. Granting an endowment is a full-round action that requires the aspect to be touching the target, and is considered a permanent magical effect with a caster level equal to the aspect's class level. Withdrawing an endowment is a mental free action. A creature may only possess one endowment at a time. An aspect cannot grant endowments to himself.

An endowment takes one of the following forms:

The target creature gains a +2 sacred (or profane, if the aspect is evil) bonus to one attribute of the aspect's choice.

The target creature gains a +1 sacred (or profane, if the aspect is evil) bonus to all saving throws.

The target creature gains a +2 Dodge bonus to AC.

The target creature gains an aligned subtype (good, evil, lawful, or chaotic) that is not opposed to either the creature's alignment or the aspect's alignment, (evil if one of them is good, lawful if one of them is chaotic, etc.)

The target creature gains a +1 sacred (or profane, if the aspect is evil) bonus to their caster level.





**Boon:** At 3rd level and every 4 levels thereafter (7th, 11th, etc.,) an aspect gains a divine boon, either as a blessing from his patron, or a development of his own divinity.

**Alignment Magic:** Add *forbiddance*, *atonement*, and either *hallow* or *unhallow* to your list of spells known. Add these spells as soon as you are capable of casting them.

**Aspect Movement:** While your aspect class feature is active, you gain either a 30 ft burrow speed, a 60 ft swim speed, or a 60 ft fly speed with maneuverability (good). You choose which this movement type when you first gain this boon. You may select this boon multiple times. Each time it is selected, you gain a different movement type.

**Aura of Awe:** Whenever you activate your aspect class feature, Creatures within 30 ft must succeed at a Will save (DC 10 + half

your aspect level + your Charisma modifier) or become frightened for 1d4 rounds. Whether they succeed or fail, no creature may be affected by your aura of awe more than once in 24 hours.

**Aura of Faith:** While your aspect class feature is active, you grant a +2 morale bonus to Will saving throws to all allies within 30 ft.

**Budding Omniscience:** You may use the spell *vision* as a spell-like ability once per week, using your aspect level as your caster level.

**Channel Energy:** You may channel energy as a cleric a number of times per day equal to your Charisma modifier (minimum: 1), as a Cleric of equal level. This allows you to qualify for and use all feats which have the channel energy class feature as a prerequisite. You channel positive energy if good, negative energy if evil, and if neutral must choose when gaining this boon whether you channel positive or negative energy. Once made, this choice cannot be changed.

**Clerical Initiate:** You gain the ability to prepare and cast 0-level spells from the Cleric/Oracle spell list, as a cleric of equal level. You must prepare these spells each day when you regain your spell slots for the day, and may cast them without expending spell slots.

**Dimensional Mastery:** Add *dismissal*, *banishment*, *dimensional anchor*, and *dimensional lock* to your list of spells known. Add these spells as soon as you are capable of casting them.

**Diminutive Aspect:** (Requires tiny aspect.) While your aspect class feature is active, you become diminutive size. You gain a +6 size bonus to Dexterity and a -4 penalty to Strength. If you possess multiple boons that alter your size when using your aspect class feature, you may choose which of those sizes you become, and may switch between them as a swift action.

**Dispelling:** Add *dispel magic* and *greater dispel magic* to your list of spells known. Add these spells as soon



as you are capable of casting them.

**Divine Health:** You become immune to all diseases, including supernatural and magical diseases, such as mummy rot.

**Elemental Strikes:** While your aspect class feature is active, all damage rolls you make with weapons or natural attacks deal either 1d6 frost, fire, acid, or electricity damage. You choose which energy type you inflict when you activate your aspect class feature, and you may change the damage type as a swift action.

**Enhanced Spells:** While your aspect class feature is active, increase your caster level by +2.

**Expanded Domains:** You gain the granted powers and abilities of a domain for which you possess the domain spells but not the powers (such as the domains you gain at 5th or 11th level.) You may select this boon multiple times. Each time it is selected, you gain the granted powers and abilities of another domain for which you possess the spells but not the abilities.

**Expanded Magic:** Choose 1 spell from the Cleric/Oracle spell list of the highest spell level you can cast. Add this spell to your list of spells known. Alternately, you may add 2 spells from the Cleric/Oracle spell list that are at least 1 level lower than the highest level spell you are capable of casting. You may select this boon multiple times. Each time it is selected, choose additional spells to add to your spells known.

**Extended Aspect:** Increase the duration of your aspect class feature from 1 minute to 1 minute per level.

**Extra Endowment:** Increase the number of endowments you may grant by 1. You may gain this boon multiple times. The effects stack.

**Fake Life:** Add *animate dead*, *create undead*, and *greater create undead* to your list of spells known, as soon as you are capable of casting them.

**Feral Aspect:** While your aspect class feature is active, you gain 2 claw attacks and a bite attack. The claws deal 1d6 damage (1d4 if you are small size,) and the bite deals 1d8 damage (1d6 if you are small size.) These natural weapons are considered magical for the purpose of overcoming damage resistance.

**Hardened Aspect:** While your aspect class feature is active, you gain a natural armor bonus equal 1/3rd your class level.

**Healer:** Add all cure spells (spells with 'cure' in the name) to your list of spells known, as soon as you are capable of casting them.

**Huge Aspect:** (Requires large aspect.) While your aspect class feature is active, you become huge size. You gain a +8 size bonus to Strength and a +4 size bonus to Constitution, and suffer a -4 penalty to Dexterity. If you possess multiple boons that alter your size when using your aspect class feature, you may choose which of those sizes you become,

and may switch between them as a swift action.

**Inhuman Aspect:** While your aspect class feature is active, you are immune to sneak attacks and critical hits.

**Killer:** Add all inflict spells (spells with 'inflict' in the name) to your list of spells known as soon as you are capable of casting them.

**Large Aspect:** While your aspect class feature is active, you become large size. You gain a +4 size bonus to Strength and a +2 size bonus to Constitution, and suffer a -2 penalty to Dexterity. If you possess multiple boons that alter your size when using your aspect class feature, you may choose which of those sizes you become, and may switch between them as a swift action.

**Life Manipulator:** Add *anthropomorphic animal* to your list of spells known as a 3rd level spell, add *awaken* to your list of spells known as a 5th level spell, and add *Liveoak* to your list of spells known as a 6th level spell. Add these spells as soon as you are capable of casting them.

**Messenger:** You may use *message* as a spell-like ability, using your aspect level as your caster level. Add *whispering wind* to your list of spells known as a 2nd level spell, and *sending* as a 4th level spell. Add these spells to your spell list as soon as you are capable of casting them.

**Petition for Aid:** Add *lesser summon planar ally*, *summon planar ally*, and *greater summon planar ally* to your list of spells known. You gain each spell as soon as you are capable of casting it.

**Quick Aspect:** While your aspect class feature is active, increase your base move speed by +50 ft.

**Restoration:** Add *lesser restoration*, *restoration*, and *greater resurrection* to your list of spells known as soon as you are capable of casting them.

**Seer:** Add *augury*, *divination*, and *commune* to your list of spells known. You gain each spell as soon as you are capable of casting it.

**Spell Resistance:** While your aspect class feature is active, you gain Spell Resistance equal to 10 + your class level.

**Summon Divine Companion:** As a full-round action, you may summon your divine companion to your side. The divine companion immediately appears adjacent to the aspect. This ability is the equivalent of a spell of a level equal to one-third the aspect's level.

**Summoner:** Add all summon monster spells to your list of spells



known as soon as you are capable of casting them.

**Tiny Aspect:** While your aspect class feature is active, you become tiny size. You gain a +4 size bonus to Dexterity and suffer a -2 penalty to Strength. If you possess multiple boons that alter your size when using your aspect class feature, you may choose which of those sizes you become, and may switch between them as a swift action.

**Tracked Gift (Ex):** You gain a telepathic connection with any creature you have granted an endowment. This connection works across any distance, and even across planes.

**Transformation:** Add *polymorph* and *baleful polymorph* to your list of spells known as 5th level spells. Add *greater polymorph* to your list of spells known as a 7th level spell. Add these spells as soon as you are capable of casting them.

**True Life:** Add *raise dead*, *resurrection*, and *true resurrection* to your list of spells known as soon as you are capable of casting them.

**Viewing:** Add *clairaudience-clairvoyance* to your list of spells known as a 3rd level spell. Also, add *scrying* and *greater scrying* to your list of spells known. Add these spells as soon as you are capable of casting them.

**Paragon (Ex):** At 7th level, an aspect has become a paragon of divine might. The aspect may grant spells to clerics, and may be the subject of commune spells and other spells that target a deity.

When the aspect grant spells to a cleric, the cleric does not necessarily worship the aspect, but rather chooses to use the aspect as their desired conduit to the aspect's patron and divinity in general as opposed to using another god, temple, or religious leader. These clerics gain the aspect's favored weapon and must choose their domains from among any of those the aspect possesses. Any cleric that gains their spells through the aspect gains a +1 morale bonus to their caster level so long as they are within 30 ft. of the aspect and can both see and hear him. An aspect is always aware of a cleric petitioning him for spells during their required hour of meditation, and can deny granting those spells as a free action.

In addition, the aspect gains one of the two following benefits. Once chosen, the ability cannot be changed.

The first option is for the aspect to become an ecclesiastical paragon: The aspect gains the Leadership feat as a bonus feat. In addition, whenever the aspect builds a place of worship staffed by his own clerical followers, the aspect gains a bonus to his leadership score. He gains a +1 bonus for a shrine, a +2 bonus for a temple, and a +3 bonus for a cathedral. He only gains one such bonus per settlement. If not playing with the construction rules presented in Ultimate Campaign, the aspect instead gains a bonus to his leadership score equal to 1/3rd his class level.

The aspect's followers are religious devotees, and gain a +1 bonus to morale checks. In addition, all buildings and

structures constructed primarily by followers only cost 3/4ths the normal amount of resources.

The second option is to become an Inspirational Paragon. The aspect becomes a source of divine and inspirational power for his allies. As an immediate action, the aspect may allow an ally within 60 ft. to reroll one d20 roll that it has just made before the results of the roll are revealed. The ally must take the second roll, even if it is worse. An ally cannot benefit from this ability more than once in a 24-hour period.

**Haven:** At 13th level, the aspect gains a small personal demiplane, as the spell *lesser create demiplane*, except it is permanent and cannot be dispelled. Once per day, the aspect can teleport herself and one willing creature per aspect level to this haven as per *plane shift*, except he always arrives exactly at the threshold of the haven. This haven is bare and made of earth, wood, stone, or another basic material, but plants, animals, furniture, and other objects can be brought there. The aspect can teleport himself and his allies out of his haven at will, but can only return to the spot from which they last left. If the aspect's patron has a home on another plane, this haven connects to the patron's home plane via a permanent portal. The demiplane is comprised of 40 10-ft cubes in size, and details such as the demiplane's composition, light level, etc., are decided by the aspect when he first gains the haven.

The aspect adds *lesser create demiplane*, *create demiplane*, and *greater create demiplane* to his list of spells known as soon as he is capable of casting them. If the aspect uses these spells to expand the size of his haven, the additions are not permanent, although he may make them permanent through a 1 minute ritual by spending the diamond dust that would be required via the *permanency* spell. Expansions to his haven cannot be dispelled, although any other demiplane he might create are treated as normal.

In addition, spirits of devoted dead (those who followed the aspect in life) may choose to continue serving the aspect in death, taking up residence in his haven. These spirits cannot leave the haven (unless they are choosing to abandon the haven to continue their eternal rest in a different location,) and have a limited ability to interact with objects in the haven, possessing the same physical attributes as an *unseen servant*, although the spirits retain their memories and intelligence, and are mostly visible, manifesting themselves as they looked in their physical prime.

**Tap Divinity (Ex):** At 17th level, the aspect has begun to tap deeper into his inherent divinity. He no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the aspect still dies of old age when his time is up. In addition, the aspect may now speak with any living creature.



**Greater Alignment (Ex):** At 10th level, the aspect begins to manifest powers depending on his alignment. The aspect chooses one aligned subtype (good, evil, law, or chaos,) that is not opposed to his own alignment (evil if he is good, law if his is chaotic, etc.) He gains that subtype. In addition, he gains 5 Damage Resistance, which is opposed by the opposite of his subtype (DR 5/good if he has the evil subtype, DR 5/law if he has the chaotic subtype, etc.)

Alternately, the aspect may choose neutrality, in which case he does not gain an aligned subtype, and instead gains DR 5/-.

**Godhood (Ex):** At 20th level, the aspect has awakened his own true divinity. He no longer is dependent on his patron's power, and in many ways has become co-equal. The aspect changes his creature type to outsider (native). In addition, he adds *miracle* and *overwhelming presence* to his list of spells known. If any of these spells are already on his list of spells known, he may add a different spell of 9th level or below in place of each.

The aspect can now be communicated with through prayer across any distance, including across planes. Once per person per day, as a free action, the aspect may respond to a prayer as if he had been targeted by a *sending* spell. In addition, once per day he may contact anyone who has prayed to him that day as by the *dream* spell, sending them messages while they sleep.

At level 20, if the aspect dies, his spirit returns to his haven, where he may continue to empower clerics, command servants, and answer prayers. He may manifest an image of himself once per day for no more than 10 minutes at a time to speak to any who have prayed to him that day, in addition to his other means of communication.

## Divine Companion

At 2nd level, an aspect may choose to gain a divine companion, created from the very godstuff that empowers the aspect himself. While a divine companion is technically a completely separate life form, it is empowered by, and completely loyal to, the aspect who created it.

Creating a divine companion requires a ritual that lasts 24 hours. If a divine companion is destroyed (either by an enemy or voluntarily dissolved by the aspect,) a new one may only be created after 1 week, and requires another 24 hour ritual.

A divine companion is similar to a summoner's Eidolon, in that it has the outsider creature type, it also possesses a base form and applies evolutions as the aspect gain levels, these evolutions may be changed whenever the aspect gains a level, and the details of the divine companion's physical form are up to the aspect (although it always appears as a fantastical creature.) In most other ways, however, a divine companion has much more in common with a druid's animal companion. A divine companion heals naturally, and is not a summoned creature. This means that the divine companion does not possess the ex-

traplanar subtype, it cannot be dismissed or banished, and is not called through a 1 minute ritual. It does not disappear when the aspect is knocked unconscious, asleep, or dead, and if the divine companion dies or is voluntarily dissolved by the aspect, it is dead rather than sent to another plane. If a divine companion dies or is voluntarily dissolved, the aspect must wait 1 week before he may create a new divine companion. The aspect does not need to choose the same base type or evolutions as the former divine companion.

Unlike an eidolon, a divine companion does not share magic item slots with its master, and a divine companion may wear armor if it possesses the prerequisite feats. Count the aspect's class levels as summoner levels when meeting the prerequisites for eidolon evolutions.





**Table: Divine Companion**

Class Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Evolution Pool	Max Attacks	Special
1st	1	+1	+2	+0	4	1	3	3	Darkvision, Empathic link, share spells
2nd	2	+2	+3	+0	8	1	4	3	Evasion
3rd	3	+3	+3	+1	12	2	5	3	—
4th	3	+3	+3	+1	12	2	7	4	—
5th	4	+4	+4	+1	16	2	8	4	Ability score increase
6th	5	+5	+4	+1	20	3	9	4	Devotion
7th	6	+6	+5	+2	24	3	10	4	—
8th	6	+6	+5	+2	24	3	11	4	Telepathic Link
9th	7	+7	+5	+2	28	4	13	5	multiattack
10th	8	+8	+6	+2	32	4	14	5	Ability score increase
11th	9	+9	+6	+3	36	5	15	5	Raise divine companion
12th	9	+9	+6	+3	36	5	16	5	—
13th	10	+10	+7	+3	40	5	17	5	Transmogrify
14th	11	+11	+7	+3	44	6	19	6	Improved evasion
15th	12	+12	+8	+4	48	6	20	6	Ability score increase
16th	12	+12	+8	+4	48	6	21	6	—
17th	13	+13	+8	+4	52	7	22	6	—
18th	14	+14	+9	+4	56	7	23	6	—
19th	15	+15	+9	+5	60	8	25	7	—
20th	15	+15	+9	+5	60	8	26	7	—

**Class Level**

This is the character's aspect level.

**HD**

This is the total number of 10-sided (d10) Hit Dice the divine companion possesses, each of which gains a Constitution modifier, as normal.

**BAB**

This is the divine companion's base attack bonus. A divine companion's base attack bonus is equal to its Hit Dice. Divine companions do not gain additional attacks using their natural weapons for a high base attack bonus.

**Good/Bad Saves**

These are the divine companion's base saving throw bonuses. A divine companion possesses two good saving throws

and one bad saving throw, determined by the creature's base form.

**Skills**

This lists the divine companion's total skill ranks. A divine companion can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Divine companions with Intelligence scores above the base value modify these totals as normal (a divine companion receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). A divine companion cannot have more ranks in a skill than it has Hit Dice. Divine companion skill ranks are set once chosen, even if the creature changes when the aspect gains a new level.



## Divine Companion Skills

The following skills are class skills for divine companions: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, the aspect can choose 4 additional skills to be class skills for his divine companion. Note that divine companions with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

## Feats

This is the total number of feats possessed by a divine companion. Divine companions can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Divine companion feats are set once chosen, even if the creature changes when the aspect gains a

new level. If, due to changes, the divine companion no longer qualifies for a feat, the feat has no effect until the divine companion once again qualifies for the feat.

## Evolution Pool

The value given in this column is the total number of points in the divine companion's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the divine companion. Whenever the aspect gains a level, the number in this pool increases and the aspect can spend these points to change the abilities of the divine companion. These choices are not set. The aspect can change them whenever he gains a level (and through the transmogify spell).

## Max. Attacks

This indicates the maximum number of natural attacks that the divine companion is allowed to possess at the given level. If the divine companion is at its maximum, it cannot take evolutions that grant additional natural attacks. This does not include attacks made with weapons.

## Special

This includes a number of abilities gained by all divine companions as they increase in power. Each of these bonuses is described below.

**Empathic Link (Ex):** The aspect has an empathic link with his divine companion across any distance, even across planes. The aspect can communicate empathically with the divine companion. Because of the link's limited nature, only general emotions can be shared.

**Share Spells (Ex):** The aspect may cast a spell with a target of "you" on his divine companion (as a spell with a range of touch) instead of on himself. An aspect may cast spells on his divine companion even if the spells normally do not affect creatures of the





type (outsider). Spells cast in this way must come from aspect domains and class levels.

This ability does not allow the divine companion to share abilities that are not spells, even if they function like spells.

**Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a divine companion takes no damage if it makes a successful saving throw.

**Devotion (Ex):** A divine companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

**Telepathic Link (Ex):** An aspect and his divine companion share a mental link which allows for telepathic communication across any distance, even across planes.

**Raise Divine Companion (Sp):** The aspect adds raise animal companion to his list of spells known as a 4th level spell, and may use this spell on his divine companion as if it were an animal companion.

**Multiattack:** A divine companion gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the divine companion instead gains a second attack with one of its natural weapons, albeit at a –5 penalty. If the divine companion later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

**Transmogrify:** The aspect adds *transmogrify* to his list of spells known as a 6th level spell, and may use this spell on his divine companion as if it were an eidolon.

**Improved evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw for half damage, a divine companion takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

## New Feats

**Extra Boon:** Requires boon class feature.

You gain a boon for which you meet the prerequisites. You may gain this feat multiple times. Each time it is gained, select an additional boon.

## Archetypes

### Demigod

Rather than transforming into the form of a patron, a demigod's divinity is self-evident. Perhaps they are the offspring of a god, a god born in mortal form, or absorbed the power of a dying god for themselves. Whatever the method, a demigod develops their own divinity, rather than borrowing it from another source.

**Alignment:** A demigod is under no alignment restrictions, as their power does not derive from an outside force.

**Godly Icon:** A demigod gains a godly icon at 1st level.

This replaces the aspect class feature

**Divine Companion:** A demigod gains a divine companion at 2nd level.

This replaces the godly bond class feature.

**Boon:** A demigod gains a boon at 3rd level, plus another boon every 3 levels thereafter (6th, 9th, and so on,) rather than one at 3rd level and every 4 levels thereafter.

## Aspects in the World

Aspects are special servants of deity, designed to be that deity's arm among mortals. For those gods who already possess strong religious organizations, an aspect might just be one servant among many; perhaps more revered, but still subservient in the ecclesiastical organization. For those beings who lack such organizations, or are themselves only a part of an organization (fey lords, saints, local deities, totem spirits and the like,) the aspect is the representative of that god's will and possibly the starter of that god's religion, or at least their specific monastic order inside a larger religion.

The creation of an aspect bespeaks a great amount of faith in the mortal. As such, an aspect is held to a different moral code than a deity's other followers, based more on enlightenment than rules. On one hand, the aspect is expected to be unyielding in their obseverence of their patron's will, performing sacrifices, obeying direct commands, and being the utmost example to the other faithful. On the other hand, an aspect is a representative of the god himself, and is no more tied to traditions and specific observances than the deity himself.

This does not mean that an aspect is above the law, but rather that the aspect is expected to know



the proper distinction between obeying the letter and the spirit of the law, and to know how to follow the principles of their patron's teachings, rather than being tied down in the semantics of language. Like King David eating the bread that was only lawful for the priests to eat, the aspect seeks to obey his god's higher laws when observances come into conflict. This, however, can be a tricky line for an aspect to walk. Some of the greatest religious men have fallen by thinking themselves above the law, or by assuming they understood which principle was 'more important,' only to find out too late they were just rationalizing their own disobedience. It is exceedingly rare for a deity to withdraw his spark from an aspect, but some have been known to personally reprimand, or even outright kill, an aspect rather than allow him to lead their followers astray.

### Miracles

It would seem at first glance that a god's power is infinite, as evidenced by the clerical spell *miracle*. However, even a god must follow divine laws, which include how, where, and through whom a god may manifest his power. One of the strictest of such laws is that of the Petition; even the most benevolent of gods cannot aid their followers unless asked through prayers of faith. This is why clerics must pray and petition for their spells, and why *miracle* is itself a 9th level spell. As much as the gods would love to grant miracles to their lower-level clerics and fill the world with their wondrous works, they can only grant the power their followers can handle, and can only aid mankind to the degree to which they are petitioned to do so.

While this sounds limiting, it can in fact be empowering. If a deity or aspect does not have *miracle* on his spell list, he may still grant them to those clerics powerful enough to ask for them. Also, the granting of such miracles uses up one of the Cleric's spell slots, not the deity's or aspect's. Whether a divine being's design is the destruction of all or the aiding of mortalkind through its many trials, the difference between victory and defeat is only the prayers of the faithful and the dedication of followers.





## Handling the Entourage

While it is possible to play an aspect who operates alone, it is also possible to create an aspect who develops quite a following, including divine companions, cohorts, and possibly an animal companion to boot! This is intentional- no god would go into battle without his followers- but might not be in accordance with some table's playstyles. It is recommended that players wishing to roll an aspect speak with their GMs about the part followers, cohorts, and companions will play in the adventure, as well as review the guidelines for such characters presented in *Ultimate Campaign*. Aspects can be a good choice for solo adventurers as well, allowing one player to still bring a party with him on adventures, and manage an organization in his down-time.

