

PREVIEW

PENUMBRIST

Written by
Jason Bulmahn

Graphic Design by
Jason Bulmahn

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The interplay of light and dark, the gloom that lives between, that is where you are truly at home, playing with shadow like others might splash in water. Pulling and sculpting the shadow, you have learned that there is a great magic hiding there, waiting for you to tap into it, using it to shape the world and the minds of those around you. The secret ways, the hidden lore, the answers to creations greatest questions, all these and more wait for you in the spaces between. The shadow is yours to command, no matter the price.

There is a voice in the darkness, waiting there to guide you, to show you the way to power and greatness. It is your ever-present companion; you ally and confidant. The shadow knows you better than anyone else ever could, but you hardly know anything about it. Did you find the shadow, or did it find you? Only one thing is certain, the shadow promises you greatness, if only you would embrace the dark.

Combat Role You control and shape the battlefield with darkness. While you are most comfortable in these dark spaces, others are left fumbling and helpless. Your shadows do more than just muddle the senses, you magic can confuse the mind as well. Throughout the battle, you summon more and more motes of darkness to your side, unleashing them in deadly waves of darkness.

Exploration Role Outside of combat, you are a master of the strange, the unusual, and the secret. Your knowledge of the occult world is unparalleled and while that might only have limited usefulness in a town or at a court gala, it is invaluable in the dark places of the world, where secrets can turn deadly.

Downtime Role Between adventures, you spend your time doing research, delving into the nature of magic, of the shadows in-between, and how you might use them to enhance your power.

Key Ability

Intelligence – At 1st level, your class gives you an ability boost to Intelligence.

Hit Points

8 plus your Constitution modifier – You increase your maximum number of HP by this number at 1st and every level thereafter.

Initial Proficiencies

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

Perception – Trained in Perception

Saving Throws – Trained in Fortitude, Trained in Reflex, Expert in Will

Skills – Trained in Occultism, Trained in two skills from your calling, Trained in a number of additional skills equal to 2 plus your Intelligence modifier

Attacks – Trained in simple weapons, Trained in unarmed attacks

Defenses – Trained in light armor, Trained in unarmored defense

Spells – Trained in occult spell attacks, Trained in occult spell DCs

Table: Penumbrist Advancement

Your

Level	Class Features
1	Ancestry and background, initial proficiencies, occult spellcasting, blessed by shadow, calling, shadow motes, first bond
2	Penumbrist feat, skill feat
3	2nd-level spells, general feat, lightning reflexes, skill increase
4	Penumbrist feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, great fortitude, skill increase
6	Penumbrist feat, skill feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Penumbrist feat, skill feat
9	5th-level spells, ancestry feat, second bond, skill increase
10	Ability boost, penumbrist feat, skill feat
11	6th-level spells, penumbrist weapon expertise, general feat, resolve, skill increase
12	Penumbrist feat, skill feat
13	7th-level spells, ancestry feat, light armor expertise, skill increase, weapon specialization
14	Penumbrist feat, skill feat
15	8th-level spells, ability boosts, general feat, master spellcaster, skill increase
16	Penumbrist feat, skill feat
17	9th-level spells, ancestry feat, skill increase, third bond
18	Penumbrist feat, skill feat
19	General feat, legendary spellcaster, occult shadowmaster, skill increase
20	Ability boost, penumbrist feat, skill feat

Table: Penumbrist Spells Per day

Your

Spell Level

Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	—	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—	—
3	5	3	2	—	—	—	—	—	—	—	—
4	5	3	3	—	—	—	—	—	—	—	—
5	5	3	3	2	—	—	—	—	—	—	—
6	5	3	3	3	—	—	—	—	—	—	—
7	5	3	3	3	2	—	—	—	—	—	—
8	5	3	3	3	3	—	—	—	—	—	—
9	5	3	3	3	3	2	—	—	—	—	—
10	5	3	3	3	3	3	—	—	—	—	—
11	5	3	3	3	3	3	2	—	—	—	—
12	5	3	3	3	3	3	3	—	—	—	—
13	5	3	3	3	3	3	3	2	—	—	—
14	5	3	3	3	3	3	3	3	—	—	—
15	5	3	3	3	3	3	3	3	2	—	—
16	5	3	3	3	3	3	3	3	3	—	—
17	5	3	3	3	3	3	3	3	3	2	—
18	5	3	3	3	3	3	3	3	3	3	—
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The occult shadowmaster class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

Class Features

You gain these ability as a penumbriest. Abilities gained at higher levels list the requisite levels next to the features' name.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level you gain a number of proficiencies, representing your basic training. These are noted under Initial Proficiencies at the start of this class.

Occult Spellcasting

The secrets of the occult world are yours to command. You can cast occult spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells. If you are in an area of dim light, you can substitute the shadow around you for spells requiring material components instead of needing to use a spell component pouch.

At 1st level, you can prepare two 1st-level spells and five cantrips each morning from the common spells on the occult spell list, or from other occult spells to which you gain access. You must be in an area of dim light when preparing your spells, as they magic is whispered from the shadows into your mind. Prepared spells remain available to you until you cast them, or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a penumbriest, the number of spells you can prepare each day increases, as does the highest level of spell you can cast, as show in Table: Penumbriest Spells per Day.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Intelligence, your spell attack rolls and spell DCs use your Intelligence modifier.

Heightened Spells

When you gain spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they are heightened to certain levels.

Cantrips

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up, usually making them equal to the highest-level spell you can cast as a penumbriest. For example, as a 1st-level penumbriest, your cantrips are 1st-level spells, and as a 9th-level penumbriest, your cantrips are 5th-level spells.

Blessed by Shadow

You have been kissed by the shadow and have received its blessing. You gain low-light vision, allowing you to see in dim light just as well as you can see in bright light. If you already had low-light vision, you gain Darkvision instead, allowing you to see in darkness and dim light as well as you can see in bright light.

In addition, while you are in dim light, you gain a +2 circumstance bonus on Perception checks to notice living creatures that are also in dim light.

Calling

A voice called to you from the shadow when you first found the path of the penumbriest and it was this voice that guided you and helped to nurture your power. This calling grants you a class feat, an umbral spell, and one or more proficiencies. While each shadow voice is unique, they belong to a broader group of voices, tied together by a general theme that grants specific bonuses. Once the group of your shadow voice has been selected, it cannot be changed or retrained. Shadow voices and their specific benefits are detailed at the end of the class features, before the descriptions for class feats.

The voice of your calling grants you umbral spells. These spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes in dim light. As long as the time is spent entirely in dim light, it counts as taking the refocus activity, even though you can take other actions or activities during this time.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots to cast, and you can't cast them using spell slots. Selecting penumbriest feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points.

Shadow Motes

The darkness within you draws motes of shadow to you whenever you call upon their power. Whenever you cast a spell with the darkness, negative, shade, or shadow trait, motes of shadow swirl around you granting you power. Each round that you cast or maintain such a spell, the power of the motes grows. After the first round, the motes have a minor strength. This increases to moderate after the second round, and major on the third and subsequent rounds. On any round that you do not cast such a spell, the power of the motes fades at the end of your turn, dropping one level.

Your bond to the shadow and voice grants you various ways to spend these motes. If one of these abilities grants a bonus, the size of the bonus corresponds to the strength of the motes around you. Minor motes grant a +1 status bonus. Moderate motes grant a +2 status bonus. Major motes grant a +3 status bonus. Whenever you spend your motes, you must spend all of them and you do not gain motes on any round in which you spend motes.

First Bond

Upon becoming a penumbriest you are bonded to the shadow, its power flowing through you. You gain the shade trait.

The shadow motes are drawn close to you. These motes do not obscure your sight, but as long as you have motes, you are treated as if you are in dim light, granting you the concealed condition to any creature lacking the ability to see in such light. As your location is still obvious, you cannot use this to hide. This shadow has a level equal your half your level, and while it does not counteract any light in the area, light that is of a higher-level overrides it, denying you this benefit.

Shadow Voice

The voice in the darkness, that whispers in your dreams, is unique to you. It knows your secrets, your deepest desires, and your greatest fears. Through this knowledge, it inspires you to power, encouraging you to embrace the shadow and draw power from its hidden strength.

Even though it is unique in character and personality, most voices fall into one of the following three broad categories. Voices of a category grant the same skill training, bonus feats, and umbral spell. In addition, each category grants the same mote ability, allowing you to spend your motes in specific ways.

Jester

The voice that calls out to you from the shadow is sarcastic and wry, making jokes about the world around you that only you can hear. You are trained in Acrobatics and

Performance. You also gain the Dark Humor penumbriest feat. You gain the *laughing gloom* umbral spell.

Mote Ability You can spend your motes before you make a Will saving throw or an Acrobatics or Performance skill check to gain a status bonus on the check equal to the level of your motes.

Snarler

To you, the voice from the darkness is a raging growl, urging you to lash out at those who dare cross you or your allies. You are trained in Athletics and Intimidate. You also gain the Lash Out penumbriest feat. You gain the *black blade* umbral spell.

Mote Ability You can spend your motes before you make a Fortitude saving throw or an Athletics or Intimidate skill check to gain a status bonus on the check equal to the level of your motes.

Whisper

Barely audible to you at all, the shadowed voice urges you to be cautious, to stick to the dark places and avoid notices. You are trained in Diplomacy and Stealth. You also gain the Walk in Shadows penumbriest feat. You gain the *shadow veil* umbral spell.

Mote Ability You can spend your motes before you make a Reflex saving throw or a Diplomacy or Stealth skill check to gain a status bonus on the check equal to the level of your motes.

Penumbriest Feats

At every level that you gain a penumbriest feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Dark Humor ◆

Feat 1

auditory, linguistic, mental, Penumbriest

Prerequisites jester calling

You begin telling an infuriating or embarrassing joke about one creature that turns into a spell. If the next action you use is to Cast a Spell that has one or more targets, you can make a Performance skill check to demoralize to one target of that spell as if you were using the Intimidate skill. If the check succeeds, the frightened condition applies before any saving throw or attack roll is made. If the check fails, the target gets a +2 circumstance bonus to AC against any attack made by the spell and on any saving throw made against the spell. Feats that modify the effects of your demoralize checks do not apply to this attempt.

Lash Out

Penumbri

Prerequisites snarler calling

Trigger A creature that is within 10 feet of you critically succeeds on a Strike against you.

A tendril of shadow emerges from you and lashes out the foe that hit you. Make an unarmed Strike against the triggering creature with a reach of 10 feet. This attack deals 1d6 negative damage plus your Intelligence modifier. If the attack is a critical hit, the target is also enfeebled 1 for 1 minute.

Reach Spell

Concentrate, metamagic, Penumbri

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increase spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Shadow Familiar

Penumbri, Shade

You gain a shadow familiar, drawn from the depths of the plane of shadow. This functions just like an ordinary familiar, but it is partially incorporeal. Although it has no solid form, the shadow familiar cannot pass through solid objects like other incorporeal creatures and other creatures can attempt Strength-based checks against it. It cannot attempt Strength-based checks against creatures that are not also incorporeal. It has resistance against all damage equal to the highest-level of spell you can cast (except force damage and Strikes made with the *ghost touch* property rune), with double this amount against non-magical attacks. A shadow familiar that is hiding inside your shadow (and only your shadow) is invisible.

You can only select one familiar or master ability for your shadow familiar each day, as the other choice is permanently spent on the incorporeal abilities noted above. The shadow familiar must be the shape of a tiny animal or an exact copy of your shadow, but once this choice is made, your shadow familiar will always be of this shape. If your shadow familiar dies, you must spend a week of downtime in dim light to replace it at no cost.

Walk In Shadow

Penumbri

Prerequisites whisper calling

Requirements You are in an area of dim light.

Moving through shadow, you glide like liquid past foes and obstacles. You may take a single Stride action, moving up to your speed. If you spend the entire action in an area of dim light, you ignore difficult terrain, treat greater difficult terrain as only difficult terrain, and do not trigger reactions from your movement. If, for any

Feat 1

reason, your movement enters an area of bright light or darkness, you immediately stop and lose any remaining movement for that action (although you can spend your other actions to move as normal).

Widen Spell

manipulate, metamagic, penumbri

You manipulate the energy of your spell, causing it to spread out and affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

Feat 1

Feat 1

Feat 1

Penumbri Feat Table

Always a Mote	12	Not Funny	6
Black Dance	10	One With Shadow	14
Cantrip Expansion	2	Quickened Casting	10
Conceal Spell	2	Reach Spell	1
Dark Door	12	Second Voice	4
Dark Focus	14	Shadow Familiar	1
Dark Humor	1	Shadow Form	10
Dark Rage	6	Shadowmaster's	
Dark Reach	18	Secret	20
Effortless		Silent Motes	8
Concentration	16	Silent Spell	4
Endless Tendrils	10	Slashing Shadows	12
Enhanced Familiar	2	Spawn Shadow	6
Eternal Penumbra	20	Split Shadow	8
Furious Tendril	14	Steady Spellcasting	6
Growling Motes	8	Strength From	
Heartsense	4	Darkness	2
Lash Out	1	Touch of Shadow	6
Lasting Barb	14	Umbral Mantel	18
Laughing Motes	8	Umbral Tools	4
Lord of Shadow	20	Walk in Shadow	1
Mote Focus	16	Widen Spell	1
Negative Resistance	2		

Penumbriest Focus Spells

The following spells are gained through feats tied to your shadow voice.

Black Blade

Focus 1

Uncommon, Darkness, Evocation, Penumbriest

Calling snarler

Cast ⬥⬥ somatic, verbal

Duration 1 minute

Drawing from your own shadow, you conjure a weapon made from darkness to wield in battle. The weapon can be any melee weapon you desire, as long as you are at least trained in its use. The weapon has none of the traits of that weapon and it deals 1d6 negative damage plus your Intelligence modifier. If the weapon leaves your hand, it fades away into nothingness, ending the spell.

Heightened (+2) The weapon deals an additional 1d6 points of negative damage with each hit.

Laughing Gloom

Focus 1

Uncommon, Auditory, Fear, Illusion, Mental, Penumbriest

Calling Jester

Cast ⬥⬥ somatic, verbal

Range 30 feet

Duration sustained

You create a creepy, unnerving laughter, emanating from a nearby area of darkness or dim light. Creatures within 30 feet that can hear the laughter are unnerved and distracted by it, taking a -1 status penalty on saving throws against fear and a -2 penalty on Perception checks. If the area where this is emanating from is brought into bright light, the spell ends.

Heightened (+2) You can create an additional location that emanates laughter. The penalties do not stack, but this does increase the area affected.

Shadow Veil

Focus 1

Uncommon, Darkness, Evocation, Penumbriest

Calling Whisper

Cast ⬥⬥ somatic, verbal

Duration 1 minute

You draw a veil of shadow around you that grants you protections. This grants you concealment against any creature that cannot see in darkness, although your position is still obvious and you cannot use this concealment to Hide or Sneak. You also gain a +2 status bonus to saving throws and AC against light effects, although after the saving throw or attack resolves, this spell ends.

Heightened (+2) The spell's range changes to touch and you can affect one additional willing creature.

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