



PILLARS
OF
ETERNITY

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WELCOME TO PILLARS OF ETERNITY

Obsidian Entertainment invites you to our latest foray into the world of fantasy RPGs. Pillars of Eternity is a spiritual successor to the isometric-style games of the late 90's, such as Baldur's Gate, Icewind Dale, and Planescape: Torment. Pillars of Eternity introduces the new fantasy setting of Eora, the country of Dyrwood, and an as of yet untold story that sheds light on some of the mysteries lurking under the surface of this campaign setting.

Why did we make Pillars of Eternity? It was for more than simple nostalgia. Some of the best told stories have emerged from this "old school" approach to gaming. The techniques of the previous generation were too valuable to leave in our rearview mirror – from narrative depth to richness of atmosphere, compelling characters, and a style of play customized to the user's chosen experience. What's more, we wanted the opportunity to bring new lessons and evolved skill sets to an art form that was already strong in its heyday. Pillars of Eternity will look and play better than its forbearers, and benefit from the wisdom that made them great.

We also wanted to craft an experience that resonated with seasoned players while inviting those for whom this is their first adventure. Since Pillars of Eternity is partially an echo of well-loved games, many of

its themes and mechanics may seem familiar. However, this game is the first expression of a multiverse yet to be explored. Join us on this first step into an uncharted frontier.



HOW TO USE THIS MANUAL

This manual is intended as an introduction and reference guide. It is not required to successfully complete the game by any stretch of the imagination. Nowhere in its pages will it divulge which treasure chests are trapped or which doors should never be opened. The only way to find that out is to play Pillars of Eternity.

Early sections of the manual offer broad details about the game mechanics, such as the types of choices that might influence character generation. The further you go, the more the details get granular and based around hard data.

Pillars of Eternity offers a variety of options for gamers who wish to tailor their experience of the story. This manual should ultimately serve as a presentation of the tools at the gamers' disposal. How you use them is entirely up to you!

INSTALLATION

Place the Pillars of Eternity DVD into your DVD-ROM drive. If your computer is AutoPlay enabled, a window will automatically pop up on your Windows desktop. Double click the install icon to install the game to your hard drive. During installation, you will be prompted to insert multiple DVDs to continue installation. Open your DVD-ROM drive, insert the requested DVD, and hit OK to continue installation.

SYSTEM REQUIREMENTS

Minimum System Requirements

- Operating system: Windows Vista or greater / Mac OSX 10.5 (Leopard) / Ubuntu Linux 12.04 or greater
- Video Card: Model Shader 3 Compatible Video Card, 512 MB or better
- Processor: 2.6 GHz Pentium IV or equivalent AMD Athlon processor
- RAM: 4GB RAM
- Hard Drive: 25 GB Hard Drive Space

Starting Out

The Main Menu presents the available options before starting a game:

1. *New Game*

- Begin a new game of Pillars of Eternity.

2. *Continue*

- Load a saved game.

3. *Options*

- Opens the options menu.

4. *Credits*

- View the game credits.

5. *Exit*

- Exit the game.

CHARACTER CREATION

Once you enter the Character Creation screen, you'll be led through a series of decisions to craft the character you will play on your adventures across Eora.

Gender Selection

You can play as either a male or female character in Pillars of Eternity. Both men and women are found in a wide variety of stations and professions, depending on the culture from which they hail.

Race Selection

Pillars of Eternity has six races to choose from: Aumaua, Humans, Elves, Dwarves, Godlike, and Orlans. Once you've selected your race, you can select the subrace for your particular character. Each race has its own set of modifiers that differentiate it from the other races.

Class Selection

You may choose from eleven different classes: Barbarian, Chanter, Cipher, Druid, Fighter, Monk, Paladin, Priest, Ranger, Rogue, and Wizard. Each class has its own strengths and weaknesses. For more information on each individual class, see the info pane for the classes on the right hand side of the character creation screen.

Attribute Points

You are granted a pool of points to spend across your attributes where you see fit, to further customize your character. Attributes consist of:

Might

- A character's physical and spiritual strength. Affects Damage with all attacks, Healing, and the Fortitude defense.

Constitution

- A combination of the character's overall health and stamina. Affects Endurance, Health, and the Fortitude defense.

Dexterity

- An abstraction of a character's hand-eye coordination, balance, and overall grace. Affects Action Speed and the Reflexes defense.

Perception

- A character's senses, as well as their instinctive ability to pick up on details. Affects Accuracy with all attacks, the Range of all non-melee spells and abilities, and the Reflexes defense.

Intellect

- A character's logic and reasoning capabilities as well as their tactical instincts. Affects the size of all Area of Effects and the Will and Deflection defenses.

Resolve

- A character's inner drive, determination, and the emotional intensity they can project to others. Affects Concentration (to resist Interrupts), Durations of all spells and abilities, and the Will defense.

Culture Selection and Background

Next, you'll be asked to pick a culture that your character hails from, as well as a general background for your character. This selection will influence how denizens of Eora may react to your character throughout the game. It can also affect your base Attributes present different Background options. Each culture will present different Background options.

Appearance and Name

Next, you'll be able to modify the appearance of your character, as well as select a portrait and voice to represent them throughout the game. Finally, you'll be able to input your name.

GAME INTERFACE

Action Bar

The primary toolbar at the bottom of the screen is a constant presence throughout Pillars of Eternity, and the hub of many useful shortcuts.



Left-clicking these buttons perform the various actions listed below:



Attack: Mouse cursor enters Attack mode.



Cancel: Cancel movement and other actions.



Select All: Selects all party members.



Inventory: Opens the currently selected party member's inventory.



Character: Opens the currently selected party member's character sheet.



Journal: Opens the party's journal.



Party Formation: Opens the party formation options.



Camp: Brings up the Resting screen.



Scouting Mode: Toggles Scouting Mode, allowing stealth and the detection of hidden objects.



Area Map: Opens the Area Map.



Stronghold: Opens the Stronghold screen, used for Stronghold management.



Options: Opens the Options Menu.



Pause and Slow Mode: Inner circle of the button slows the game speed. Outer ring pauses the game.

Character Screen

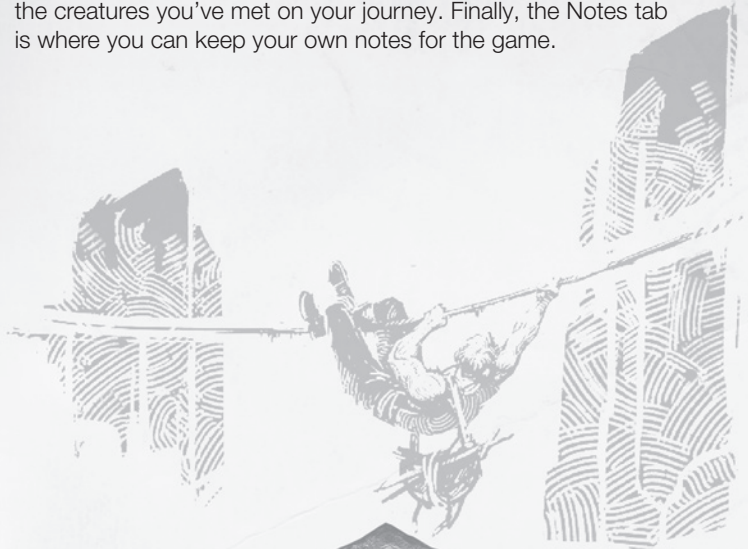


The Character screen is where you can see each party member's attributes and skills, as well as how close to leveling up that character is. To the right hand side of the screen are the combat records for the party as well as individual members. Here you can find information on total damage done, critical hits, damage taken, and more.

Journal



There is a wide variety of information to be found here. Under the Quests tab, you can keep track of the quests your character has encountered, as well as see the individual task progress for each quest. The Journal keeps track of your character's biography as you play the game. The Cyclopedia has information on the creatures you've met on your journey. Finally, the Notes tab is where you can keep your own notes for the game.



World Map

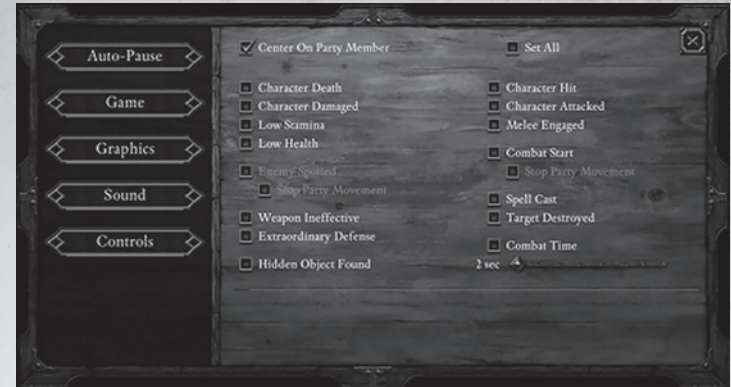


The World Map is how you can transition to other major areas in the game. When a world map appears you may click on any icon on the map to transition to that area.

To dismiss the World Map, left-click an area outside of the World Map user interface.

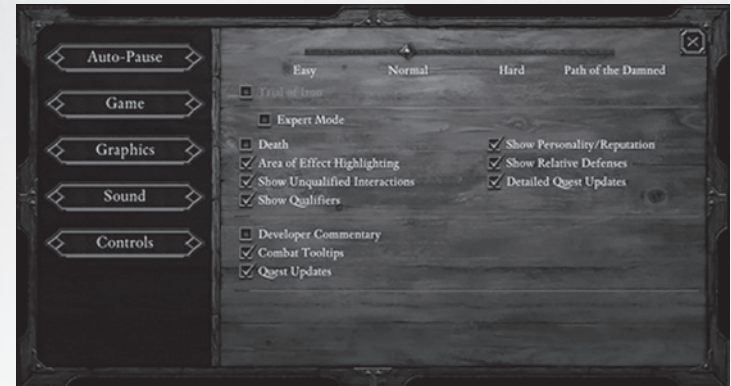


Options Menu



Auto-Pause

These options control when the auto-pause feature activates in-game.



Game

These options allow for customization of the game's difficulty. Choose a variety of game modes to tailor your experience.

Easy

- The Easy difficulty requires minimal micromanagement and forgives mistakes in combat.

Normal

- The Normal difficulty requires strategy and efficiency, but forgives a few mistakes in combat.

Hard

- The Hard difficulty is suited for Infinity Engine veterans who are looking for a challenge. Survival requires micromanagement and optimization of stats through items, spells, and abilities.

Path of the Damned

- In Path of the Damned difficulty, enemies receive a 50% bonus to most stats, and encounters have all enemies from Easy, Normal, and Hard difficulties. This setting cannot be changed once the game is started.

Additionally, there is *Expert Mode*, which disables all of the helper features in the game. Players who want to rely on their own faculties and intuition while playing the game should play Expert Mode.

If *Trial of Iron* is enabled and the party is killed, the game ends and you must start again.

Graphics

These options control the game's resolution and toggle certain options like Colorblind Mode and some other UI features.

Sound

Allows for raising and lowering of the master volume, music volume, and effects volume.

Controls

Allows for remapping of the control scheme for the game.

DEFAULT CONTROLS

Mouse Controls

Mouse Click

On Ground

- Any selected party members will move to the point clicked.

On Character

- If Friendly
 - Speak with the character.
- If Hostile
 - Attack the character.

On Transition

- The entire party runs to the transition and enters another area.
 - or
- A world map screen appears.

On Usable Items

- Use the item.

On User Interface

- Select that user interface item.

Left-click, Hold, and Drag

- Select party members inside the green box that appears.

Right-click, Hold, and Drag

- Rotate the party formation. When released, the party members will move to the location indicated by the user interface.

Middle-click, Hold, and Drag

- Pans the camera.

Scroll Wheel

- Zooms the camera in and out

Edge of Screen

- Moving the mouse toward the edge of a screen will pan the camera in that direction.

Keyboard

Space Bar	Pauses the game. Orders may be given to party members while the game is paused.
I	Toggles the currently selected party member's inventory.
A	Switches the mouse cursor from its normal mode into attack mode. When attack mode is active left-clicking on a character will force an attack against it. After one attack, the cursor switches back into normal mode.
J	Toggles the party's journal. This is where the user will be able to view their quest log, bestiary, journal, and notes.
C	Toggles the currently selected party member's character sheet. This sheet displays all of the statistics related to the member.



S	Toggles Slow Mode, allowing finer control of characters.
D	Toggles Fast Mode, for rapid travel (disabled in combat).
F	Opens the party formation window.
X	Cancel action.
R	Rest menu.
H	Stronghold menu.
M	Area map.
G	Open grimoire or appropriate spell menu.
P	Party manager.
1, 2, 3, 4, 5, 6	Selects the party member associated with that slot. For example, pressing "1" will select the party member farthest to the left.
Ctrl + 7/8/9/0	Creates custom selection groups.
7/8/9/0	Selects the custom selection groups.
Backspace	Selects all party members.
Arrow Keys	Pan the camera in the arrow key direction.
Esc	Close window / open options menu.
Alt	Toggles Scouting mode.
Tab	Highlights interactive objects in the current camera view.
F5	Quicksave.
F8	Quickload.
=	Zoom in.
-	Zoom out.



COMBAT

Entering Combat

Left click on a hostile target to attack it. Your party will then run to engage the target. Once engaged, you cannot exit combat without fulfilling one of the requirements listed under The Rules of Engagement (below).

Using Abilities and Spells

To use an ability, first left click on the portrait of the character whose ability you'd like to use. The character's available abilities and spells will appear above their portrait. Click an ability once to activate it. Spells that always affect or are centered on the user do not need to be targeted.

For targeted abilities and spells, first click the ability or spell, and then click the target you want to use the ability on (or against) to activate it. If the spell is an area attack, click the area you wish to cast the spell upon.

Attack and Defense

All attacks in Pillars of Eternity rely on using Accuracy to overcome one or more of the target's four defenses. The Accuracy of an attack is determined by the character's class, level, equipment, and special bonuses.

Deflection is used to resist most weapons and the natural attacks of monsters. It is defined primarily by the character's class and level. No attributes affect Deflection. Fortitude helps characters defend against attacks that can physically overpower them, such as knockdowns, poison, or disease (Might and Constitution). Reflexes resist area attacks like fireballs or a dragon's breath (Dexterity and Perception). Mental attacks almost always target the character's Will (Intellect and Resolve). As with Accuracy, characters' defenses all increase as they gain levels.

When an attack is made, the target's appropriate defense score is subtracted from the attacker's Accuracy. That difference is then added to a random number between 1 and 100 to determine the results.

<6 = Miss - No effect on the target.

6-50 = Graze - Damage and durations are halved.

51-95 = Hit - Standard damage and durations.

>95 = Crit - Damage and durations are increased by 50%

Some special abilities (such as rogue's Dirty Fighting) may change one attack result into another, for example a Hit becoming a Crit. In those cases, the conversion will be noted in the Combat Log (see below).

Damage and Damage Thresholds

Damage is typically associated with one of seven damage types: Slash, Crush, Pierce, Burn, Freeze, Shock, or Corrode. Whenever damage is applied, the target will subtract his or her Damage Threshold, though even with very high Damage Threshold, the target will always take a small amount of damage. Many armor types, both worn by the player's characters, and found on enemies, will have special resistances or vulnerabilities to specific damage types. Tooltips and the Combat Log can help highlight these differences.

An eighth damage type, Raw, always ignores armor. It is typically only inflicted by poison, bleeding wounds, or similar effects.

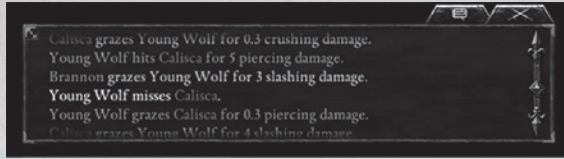
Afflictions

Some enemies and situations may cause Afflictions on your party members. These can be seen above each character portrait and can be hovered over for more information. Some Afflictions can be lost over time, others through healing and resting.



Combat Log

During combat, detailed information will be displayed in the Combat Log on the lower right of the game screen.



The combat log displays important information regarding your party members including:

- Attacks
- Damage
- Ability and Spell Activations
- Character Status
- Quest Information

Hovering over individual attacks will display more detailed calculations showing how the attack was resolved.

Endurance and Health

There are two elements that you should be aware of during combat: your party members' Endurance and Health. As you take damage, your Endurance will deplete. If a character's Endurance becomes totally depleted, that character will fall unconscious. Endurance is regained rapidly outside of combat and some characters (like fighters) can regain it slowly during combat. Health is also lost every time a character takes damage, but characters have much more total Health than Endurance. Health can only be recovered through resting. Once a character's health is totally depleted, they will be maimed or die.

Injuries, Maiming, and Death

During exploration of the world, characters may suffer Injuries. These are long-term Afflictions that can only be healed through rest. Similarly, on some levels of difficulty, the first time a character is reduced to 0 Health, he or she will be Maimed instead of killed. Maimed is a serious condition that inflicts grave combat penalties.

Once a character has been Maimed, further reduction of Health will always result in death.

Injuries and the Maimed condition can only be healed through resting. There is no remedy for death in Pillars of Eternity. Once a character has died, his or her soul belongs to the Wheel.

Resting

In order to recover Health and heal many Afflictions, your party can Rest. You can rest anywhere, provided you have the Camping Supplies to do so. Camping Supplies can be found around the world and purchased in various shops. The amount of Camping Supplies you can carry is dependent on the difficulty setting of the game. Higher levels of difficulty will have more restrictions on supplies.

Your party can also rest inside of Inns (for a fee) and at your Stronghold. Resting at an Inn or the Stronghold will not use up camping supplies.

Scouting

To enter Scouting mode, click on the Scouting button on the main action bar, or hit the Alt key on your keyboard. Scouting mode will allow your characters to carefully explore their environments for hidden objects while staying undetected by enemies. Detection radius is designated by a circle under each individual character that slowly fills with color. When it is full, your character will be detected and may be attacked if the enemy moves close enough.

The Rules of Engagement

When two or more hostile characters come into close (melee) range of each other, this is called an Engagement. Engagement can be broken by several means: the defeat / incapacitation of a foe, a shift in hostility (e.g. from enemy to friend), or by Disengaging (walking away).

When one of the relevant characters moves a significant distance away from the battle, they trigger their opponent's Disengagement Attack. A Disengagement Attack includes an Accuracy bonus, does significantly more damage than a standard attack, and (if successful) will momentarily halt the affected character's movement. These disadvantages make Disengaging an inherently risky practice.

Many characters and monsters have special abilities that interact with the rules of Engagement in unique ways:

- Fighters' Defender mode allows them to Engage additional targets.
- The Escape ability lets rogues break Engagement without provoking a Disengagement Attack.
- Barbarians can use Wild Rush to temporarily ignore the movement stop and hit reactions from Engagement and Disengagement Attacks, respectively.
- The Precise Disengagement talent makes Disengagement Attacks have higher Accuracy.
- The Tactical Withdrawal talent grants higher Deflection against Disengagement Attacks.
- The wizards' Grimoire Slam knocks the target back, which implicitly means that it breaks Engagement.
- Many Afflictions, such as Stun, Paralyze, or Prone, will make the victim unable to maintain Engagement.

STRONGHOLD

At some point in the game, the player is awarded a stronghold and house. They can use this as a base of operations for storage, rest, organization and investment as they desire. The stronghold also has a unique play mechanic surrounding the allocation of resources. This is geared toward making the stronghold a profitable side-venture for the characters.

Resting

Characters are free to rest in the house, though its default trappings are Spartan at best. The player must purchase bedding in order to gain the normal bonuses earned from rest.

Storage

The house contains two containers for easy storage and sorting of extraneous items. The storage chests are located near the entrance.

Companions

The player has the ability to swap out existing party members for those left in-waiting. This takes place at a central fountain area, easily located upon entry. Companions and adventurers can also go on off-screen adventures while they are not in the party.

Mechanical Upgrades

The house comes in a basic state, consisting of a sitting room, bedrooms, and a kitchen. The player can rest, cook, and store items. They can also purchase a variety of upgrades that add practical and cosmetic value to the house.

Cosmetic Upgrades

The house also has a variety of cosmetic upgrades players can purchase. These have no practical impact on the game.

Time in the Stronghold

The stronghold operates on a time cycle encompassing both elapsed time in the world and the player's engagement with the rest of the game. Some events happen with elapsed time, but other events advance as the player completes objectives and quests.

Random Events

Over time, there is a chance for unexpected events to take place at the stronghold. The events are partially dictated by the Prestige and Security of the house, its purchased upgrades, and hirelings in the player's employ.

Collecting Taxes

The house will earn the player money on a scale determined by its Prestige and Security. This sum will be automatically collected for the player.

Adventures

As soon as the Great Hall is restored, an off-screen adventure may become available through the house steward. Idle companions can take these opportunities to earn additional experience, gain wealth, and collect items while the player is engaged in other tasks outside of the house.

If a companion is already dispatched on an adventure, they can be immediately recalled to rejoin the player. However, their unresolved quest will yield none of the benefits or treasure otherwise earned.

Ingredient Generation

Periodically, some stronghold upgrades (e.g. the Botanical Garden) will generate helpful crafting ingredients. These are deposited in a chest in the Great Hall.

Events

A number of unique events (both positive and negative) may take place with the house at the epicenter. The order or appearance of these events is not predetermined. However, the house's Prestige and Security are contributing factors in their frequency and generation.

Upgrades

The player is awarded the house in its less-than-favorable condition. At his or her leisure, the house can be restored and upgraded to increase its aesthetic and practical value. All such upgrades cost both money and in-game time to build. Multiple upgrades can progress concurrently.

Upgrades are useful in that they can unlock a number of fringe benefits. Most upgrades in some way impact either the Prestige or Security of the house. These traits are all-important in determining the success of unexpected events. Other upgrades offer additional buffs to your characters' traits, which are useful in the field.

Hirelings

Once the player has restored the Barracks in the keep, he or she can hire up to eight hirelings that can add to the stronghold's Security and Prestige. They can also be used to provide aid to supplicants and to help defend the stronghold during an attack. The player always prepays for the services of hirelings for a fixed period of time. Some hirelings will automatically leave after their pay-period is up. If the player cannot pay for the services of a hireling, the most expensive hirelings no longer apply their bonuses to the stronghold. The player has to either find the funds or dismiss the hireling to make use of that slot.

Some hirelings of varying classes are constantly available as a standard. Guest hirelings are available as a result of special events and the player's faction reputations. Their availability at the house may only be for a limited time, or their loyalty might be contingent on the player's continued good graces with a particular faction.

Given the extreme personalities of some guest hirelings, their bonuses tend to be higher than that of the standard. In some cases, however, their positive bonus in one attribute can come with an added penalty to another. Select hirelings with budget and a healthy balance of Prestige and Security in mind.

CRAFTING AND ENCHANTING

Throughout the player's exploration of Eora, they will likely pick up a variety of strange objects with no immediate usefulness. These ingredients can be used to create consumable goods (e.g. potions and scrolls) or enchantments for weapons, armor, and shields. Given their many possible applications, it is in the player's best interest to explore their environment and keep an eye out for treasure of less obvious value.

Crafting can be performed outside of combat at any time through the inventory interface. Enchantment can also be performed outside of combat and is accessed from the description panel of any weapon, armor, or shield item.

Crafting Interface

When the player first begins to craft, he or she will see a list of available recipes organized by category. Within each category, items are organized alphabetically. Items that meet all prerequisite requirements (and can be crafted) are called out with a lighter text, while the items that fail to meet the current requirements are dimmed. In instances where the player has enough resources to craft multiples of the same item, this will be noted with an "x" followed by the maximum number of possible repeated craftings (e.g. x4).

RACES AND SUB-RACES

The cultures of Eora are historically peopled by a mixture of diverse racial backgrounds. This means that characters cannot be measured against any predetermined notions about dwarves, elves, or other familiar figures. A dwarf from the Vaillian Republic, for example, might have more in common with a Vaillian elf than he or she would with a dwarf of the Deadfire archipelago. While creating a character, and encountering others along the way, it is more important than ever to consider the innate complexities of personal history and heritage.

Aumaua

The aumaua are a race of large humanoids that originated and typically live and work in warm oceanic climates. Though they are not the most widely traveled racial group in the world (that distinction belongs to Calabandran humans), they have been exploring and settling continuously for the longest period of time, over 20,000 years. Aumaua are physically distinct from other races due to their towering size, “inverted triangle” physique, odd skin and hair coloration and textures, and head shape. Aumaua natural lifespans are typically between 70 and 115 years.

Attribute Bonus: +2 Might

Island Aumaua

Southern (“Island”) aumaua are physiologically similar in many ways, but have coloration that is starkly different from their northern kin. As their nickname suggests, island aumaua originate in a huge archipelago a thousand miles south of the Vaillian Republics. When encountered around Dyrwood, they are often laborers, fishermen, or sailors.

Towering Physique - You have a bonus to your defenses against attacks that include a Prone or Stun effect.

Coastal Aumaua

Northern aumaua live in a conquered mainland region, mostly along the coast. Coastal aumaua cultures are more centralized and urban than their southern cultures, though they are still involved in seafaring.

As the result of an ancient campaign in the northern continent, people in the Dyrwood tend to associate the coastal aumaua with a more aggressive reputation. This is not entirely accurate. However, it has led to a self-fulfilling prophecy whereby many coastal aumaua in Dyrwood are mercenaries, bodyguards, or soldiers.

Long Stride - You gain a bonus to movement speed in combat.

Dwarves

Physically, dwarves are known for being short and thick-limbed. They tend to be extremely sturdy and durable, often attributed to spending millennia living in rocky environments more suited to goats than people. Their natural lifespan is typically between 110 and 190 years.

Attribute Bonuses: +2 Might, +1 Constitution, -1 Dexterity

Mountain Dwarves – Aptapo

(AHP-tah-po, from aptapolare “goat people,” Vaillian)

Mountain dwarves originated in the continent to the east of the Dyrwood, but have spread through the area several times before, with most of the evidence being found in remote mountain ranges.

Mountain dwarves are common in the Vaillian Republics and uncommon in the Dyrwood and Readceras. They are rarely encountered in Aedyr, most often traveling with Vaillian trading ships.

Hale and Hardy - You gain a bonus to defenses against Poison and Disease attacks.

Boreal Dwarves – Enutanik

(eh-NOO-tah-nik, “people of the tundra,” Enutanik)

Most boreal dwarves live in the remote southern island of Naasitaq, where they share the rocky tundra and snow-covered forests with migratory pale elves and the coast-hugging ships of aumaua. Like their northern cousins, Enutanik share an instinctive drive to explore and cover long distances in spite of their small stature.

Boreal dwarves are extremely rare in Aedyr, more common in the Vaillian Republics, and seldom encountered in the Dyrwood or Readceras.

Hunter’s Instincts - You gain a bonus to Accuracy against any creature of the Wilder or Primordial types.

Elves

Elves are the second most common race in Dyrwood and heavily populate both the Aedyr-founded colonies and the deep reaches of Eir Glanfath. Elf-dominated cultures are among the least expansive and colonial, the Aedyr being a notable exception. Physically, elves are known for their speed. They tend to be about 10% shorter than humans and slighter of build.

Attribute Bonuses: +1 Dexterity, +1 Perception

Wood Elves – Sceltrfolc

(SKEL-trr-folk, “sheltered people,” Hylspeak) aka Cythwod (SEETH-wod, “home wood,” Aedyr)

Wood elves cover most of the western continent shared with the Aedyr Empire. In some pre-historical era, a large number of them migrated across the sea to Eir Glanfath. Today’s Glanfathan elves are physiologically identical to those from Aedyr, but share no culture in common. Their natural lifespan is typically 200-310 years.

Distant Advantage - Against any enemy that is more than 4m away, you gain a bonus to Accuracy, Deflection, and Reflexes.

Pale Elves - Glamfellen

(GLAHM-fel-len, “twilight dwellers,” Glamfellen)

Glamfellen appear to be among the most stationary ethnic groups in the known world, migrating within the polar region but seldom venturing far north. They are rare in all northern lands, and most people consider them exotic (if they have seen one at all).

Elemental Endurance - You have a bonus to Burn and Freeze Damage Thresholds.

Humans (“Folk”)

Of all the races in Dyrwood, humans are the most abundant. They run the middle of the road when it comes to physical prowess – stronger than orlan, weaker than aumaua – and as a standard live 60-100 years.

Attribute Bonuses: +1 Might, +1 Resolve

Fighting Spirit: Once per encounter, after being reduced below 50% Endurance, you gain a short-term bonus to Accuracy and damage.

Meadow Folk – Thyrtan

(THEER-tan “fair,” Aedyran)

Meadow folk have traditionally lived at the edge of Sceltrfolc lands, working the open plains. They are the most common humans in Aedyr, Dyrwood, and Readceras. They can also be found in small numbers in the Vaillian Republics.

Ocean Folk – Calbandra

(cahl-BAHN-drah “warm ring,” Vaillian)

Most cultures recognize that Calbandra are currently the most widespread human ethnicity in this part of the world. Ocean folk are the dominant culture of the Vaillian Republics, though they are also common in the Dyrwood.

Savannah Folk – Natlan

(NAHT-lahn “origin” or “original”)

Savannah folk are uncommon in the Dyrwood and Vaillian Republics. They are more common in Readceras and very rare in Aedyr. Though they have migrated north heavily, most of the ethnic group has remained in the same location for well over 10,000 years.

Orlans

Orlans are relatively short (50-60% human-size) humanoids. Physically, they are notable for their small stature, hair-covered bodies, two-toned skin, and exceptionally large, hair-covered ears. They are also, by nature, nocturnal, though most orlans living among other races adapt to a diurnal schedule.

Due to their size, orlans have been victimized and marginalized by most of the cultures with whom they have come into contact. As a result, it is rare to find large communities of them and they have progressively retreated into heavily wooded environments over the last few centuries.

The natural lifespan of an orlan is typically between 50 and 80 years.

Attribute Bonuses: +2 Perception, +1 Resolve, -1 Might

Hearth Orlans

So-called for their relatively sedentary nature, “hearth” orlans originated from the same place as their “wild” kin: the forested parts of the continent to the north of Readceras. While the wild orlans have stayed deep in the forests and jungles of the continent, hearth orlans progressively moved closer to lands settled by other races and established semi-permanent communities. The differences are not just cultural; hearth orlans are dramatically less hirsute than wild orlans, and generally more accepted by other races because of it.

Minor Threat - When attacking any target that is also being targeted by an ally, you convert some of your standard Hits to Crits.

Wild Orlans

Wild orlans are only rarely found in established communities. They are the “original” orlans who lived (and continue to live) in the deepest forests and jungles between the tropics. The most obvious difference between hearth and wild orlans is that the latter are almost entirely covered with hair (or fur, depending on how you look at it). The face and neck of a wild orlan are covered with hair as thick as any other part of their body.

Defiant Resolve - After being subjected to any Will attack, you gain a bonus to all defenses for a short time.

Godlike

The godlike are the children of humanoids (most often humans) who have been “blessed” (or cursed) with the physical manifestation of a divine spark granted by the gods. Godlike manifest their divine heritage in a variety of ways – wings, horns, strange birthmarks, talons, odd eyes – but they always manifest it somehow. Though their appearances vary, they are unmistakably otherworldly when anyone gets a clear look at them.

Godlike are equally uncommon all over the world. No one region seems to have any more or less than another. The life expectancy of godlike tends to be similar to that of the mother’s and father’s race. All godlike are sterile/infertile. They are incapable of reproduction with each other or any other creature. This fact often colors how cultures regard them and their roles in society.

Godlike Variety

It’s not accurate to say that there is only one ethnicity of godlike because most godlike are fundamentally unique. Even if there are physiological similarities between two godlike, the circumstances of their birth and upbringing mean those similarities don’t mean much. In Pillars of Eternity, four types of godlike are available for play: Death, Fire, Nature, and Moon. Due to their unique features, Godlike are unable to wear helms.

Death Godlike

Death Godlike are the most distrusted of their kind. Strange growths cover their eyes - or, in some cases, entire face - giving them a sinister appearance. The growths are transparent for the Godlike but opaque from the outside, hiding their features. Death Godlike are commonly killed at birth because many cultures consider them to be harbingers of doom. Death’s Usher - When Death Godlike attack an enemy with 15% or less Endurance, their damage is increased.

Fire Godlike

The bodies of Fire Godlike often resemble hot metal, burnt wood, or stone, with harmless flames that erupt from the cracks in their skin. Fire Godlike are objects of both reverence and fear in the Deadfire Archipelago. Many locals believe they have the power to awaken volcanos - or that killing one will cause a volcano to awaken. In the Dyrwood, Fire Godlike are often seen as a sign of the blessing of Magran, goddess of war and fire.

Battle-Forged - When reduced below 50% Endurance, Fire Godlike glow like metal in a forge, gaining Damage Threshold and doing a small amount of fire damage to any creature who hits them in melee.

Nature Godlike

Nature Godlike appear to be a fusion of human and animal features, often covered by plants, moss, or fungi. This has led to the common stigma that they are diseased, and many are killed at birth because of it. Many druidic orders have a keen interest in Nature Godlike because of their general curiosity as to how souls occupy animals, plants, and stones.

Wellspring of Life - All Endurance regeneration that occurs over time happens 25% faster for Nature Godlike.

Moon Godlike

Moon Godlike are the most tolerated of the godlike. While their skin tone and a large moon-like growth on their foreheads may be strange to some, their appearances are generally considered more palatable by the other kith. Sailors have many beliefs about Moon Godlike and their propensity to bring luck, though there is little agreement as to what kind of luck they tend to bring.

Silver Tide - Every encounter, when reduced below 75%, 50%, and 25% Endurance, moon godlike generate waves of healing moonlight that restore Endurance to them and their allies.

CLASSES

In addition to their heritage and background, a character's lifelong pursuit says a lot about them, and determines what strengths and skills they bring to bear. The player can choose to create a character from a pool of eleven possibilities:

Barbarian

Barbarians are savage warriors, fighting with pure feral aggression rather than subtle maneuvering or disciplined tactics. Their primary focus in combat is dealing with large numbers of foes, preferably by rapidly cutting them down in a frenzy of attacks.

Chanter

Chanters are historians and storytellers, their memories saturated with generations of oral tradition. The distinguishing power of chanters is their ability to continually chant magical phrases that have a wide variety of effects. Chanters can combine phrases in a variety of ways to suit their needs, adding and removing individual elements as they see fit. They are also capable of casting powerful spells, called invocations, after they have spoken enough phrases in battle.

Cipher

Ciphers are the psychic fighters whose talent descends from Glanfathan "soul hunters." They use mental powers to affect the minds and souls of their enemies. Other classes are capable of manipulating their own souls to gain some effect, but not ciphers. Ciphers specialize in touching the souls of others to produce their own effects. To do this, they rely upon Focus, a resource they drain from enemies in combat through the use of their weapons.

Druids

Druids are the guardians of nature and the stewards of the wilderness, which they protect with a combination of magic spells and melee combat. Their animistic powers allow them to create a variety of powerful supernatural phenomena. All druids also choose a spiritshift form that allows them to take on aspects of a powerful beast.

Fighter

Fighters are trained in the arts of martial defense. They are extraordinarily difficult to hit and extremely durable in combat, capable of holding off a towering ogre or a swarm of xaurips with equal aplomb. Fighters are also reliable in melee, gaining weapon specialization and other abilities that make them valuable centers of any front line.

Monk

The result of years of discipline and teaching, monks have developed the keen ability to draw strength from pain. They tap into their experience of suffering to harness the power of their souls. Not all monks belong to a religious order, and not all are fighters, but anyone who can endure suffering and become stronger for it represents an intimidating force.

Paladin

Paladins are fanatical warrior zealots, devoting themselves to a god, a king, or even a belief, pledging to advance any cause in its name. They are more idealistic than most fighters, and devote themselves to one of five available orders: the Bleak Walkers, the Darcozzi Paladini, the Goldpact Knights, the Kind Wayfarers, or the Shieldbearers of St. Elcga.

Priest

Priests devote themselves to worshipping a particular deity, which is selected during character creation. Religious loyalty imbues the priest with spellcasting abilities, which are crucial to support the adventuring party.

Ranger

Rangers are warriors of the woodlands and masters of the hunt. They have learned how to live in the wilderness and adapt their unique skills in civilized contexts their survival instincts contribute to martial prowess, and the savagery cultivated while living among beasts can be harnessed to devastating effect. Rangers select an animal companion during character creation. This follower stays with the ranger their entire life.

Rogue

Rogues are opportunistic combatants who prey on their enemies' vulnerabilities to inflict devastating wounds with their weapons. They have numerous techniques to quickly disable their targets' ability to fight back or escape. Rogues can be infuriating opponents due to their ability to quickly escape from combat or reposition themselves to a tactically advantageous position.

Wizard

Wizards are gifted individuals who, through rigorous study, are able to channel soul fragments around them through their books, called grimoires, to produce magical effects. Wizards' spells often focus on area damaging effects and personal defense. They have access to a dizzying array of spells, but may only cast out of their currently-equipped grimoire.



SPECIAL ABILITIES

Each available class comes with a repository of unique abilities that become accessible to the player over time. Crafting a well-balanced party often means engaging with the strengths and skills of characters on a granular level, and opens up opportunities to experiment with different combat strategies.

Barbarian Abilities

Frenzy – The barbarian can enter a frenzied state, where their Recovery Time is decreased and they gain a temporary Endurance bonus. During this time, the barbarian suffers a Deflection penalty against incoming attacks. Also, the barbarian's health meter is obscured during this time (the player cannot see how much Endurance or Health the barbarian character has until the Frenzy is over). When Frenzy ends, the barbarian loses the Endurance bonus, which may make him or her go unconscious. 3/rest.

Carnage – When barbarians hit with melee attacks, they automatically make reduced-damage attacks at all additional enemies immediately around the target.

Wild Sprint – The barbarian gains a large movement bonus that lasts just a few seconds. While active, it allows the barbarian to ignore the stop effect from Engagement as well as the hit reaction from a Disengagement Attack. Additionally, their Deflection is reduced during the sprint. 3/rest.

Savage Defiance – Allows the barbarian to rapidly regenerate a large amount of Endurance. 1/encounter.

Blooded – When a barbarian hits 50% Endurance, he or she gains a bonus to damage for as long as his or her Endurance is below 50%.

Thick-Skinned – Grants the barbarian bonus Damage Threshold.

Brute Force – When finesse fails, barbarians rely on brute force. If attacking a target's Deflection, the barbarian will attack the target's Fortitude instead if it is lower.

One Stands Alone – When a barbarian is Engaged by two or more enemies, he or she gains a bonus to melee damage. They cannot be Flanked unless they are Engaged by more than three enemies.

Barbaric Yell – The barbarian lets out a powerful yell that Frightens enemies within 3m. 1/encounter.

Threatening Presence – Enemies coming within 3m of a stationary barbarian have their movement reduced. This does not apply while the barbarian is moving.

Barbaric Shout – The barbarian lets out a battle cry that Terrifies enemies within 4m. 1/rest.

Bloodlust – In any combat, after a barbarian has personally downed at least two enemies, it triggers Bloodlust, increasing his or her Speed for a short duration. After the Bloodlust expires, it can be triggered again by downing at least two more enemies.

Vengeful Defeat – When a barbarian is reduced to 0 Endurance and has melee weapons equipped, he or she immediately makes instant Carnage Full Attacks at everyone in range.

Heart of Fury – In a blur of movement, the barbarian performs a melee attack with each equipped weapon at every enemy within 2m. Each attack does +25% Damage and Carnage applies. Cannot be used while ranged weapons are equipped. 1/rest.

Chanter Abilities

Ancient Memory – Chanters are beloved, in a way, by the soul fragments to whom they speak. In addition to gaining the benefits of individual phrases, as long as the chanter is chanting, he or she and all allies within range benefit from constant Endurance recovery. Because chants do not occur out of combat and are temporarily suspended by roars, the benefits of Ancient Memory are likewise suspended for that time.

1st Level Chants – Chanters gain access to all 1st level chanter phrases.

Chanters can string any number of phrases together into a chant that can be used in combat, with each phrase taking effect as it is chanted and lingering for several seconds after the phrase ends. This allows the chanter to combine overlapping bonuses (or penalties), something which is known as twisting the phrases. Multiple chanters can twist their phrases for bonus effects, too. Note that chants are free actions, in that the character can speak them while attacking or moving or using items.

1st Level Invocations – As described below, chanters can use Chanter Invocations in combat after they have chanted at least three phrases.

Chants

When using phrases, chanters always do so in the context of chants, which are sequences of phrases. Chanting is interrupted if the chanter is knocked unconscious or Charmed, Dominated, Paralyzed, Petrified, or Stunned. When the chanter loses these conditions, he or she will automatically resume chanting. A Charmed or Dominated chanter resumes chanting immediately, but the effects now apply to their new team.

Invocations

Invocations are powerful phrases chanters can use to summon a variety of effects. They can only be used after three phrases have been spoken. After an invocation has been used, the chanter's current chant will not reactivate for several seconds (and the phrase count is reset, no matter what it was previously).

Cipher Abilities

Soul Whip – The cipher's weapons (including ranged) generate a field of parasitic energy (manifesting as purple flames) that lash out at the target. The Soul Whip increases the amount of damage done and generates Focus for the cipher. However, it automatically shuts off when the cipher's Focus reaches its maximum value.

1st Level Cipher Powers – Ciphers may select two 1st level cipher powers. Their ability to use them is limited by their available Focus.

Psychic Backlash – Any hostile attack targeting a cipher's Will defense will automatically invoke a retaliatory strike. It is less accurate than most of a cipher's attacks, but causes a Stun effect. Psychic Backlash does not provoke a Psychic Backlash itself.

Druid Abilities

Spiritshift – Allows the druid to shift his or her form into a hybrid of their natural form and that of an animal spirit, gaining its attack modes and minor special abilities. Druids start with specific spirit forms that are chosen during character creation. This ability lasts until the druid cancels it or the end of battle. 3/rest.

1st Level Druid Spells – The druid gain access to all 1st level druid spells. Druids can cast a fixed number of 1st level spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-rest limit.

Wildstrike – The druid selects a damage type (Slash, Pierce, Crush, Burn, Corrode, Freeze, Shock) that is added to any attack they use that causes any damage to the target.

Fighter Abilities

Knock Down – A forceful, melee-only shove that knocks an enemy Prone but does little damage. 2/encounter.

Defender – The Defender ability decreases the fighter's attack rate, but increases his or her number of Engagement targets to 3 (default is 1). When disabled, the fighter has a bonus to his or her Deflection.

Constant Recovery – Fighters continually regenerate Endurance at a modest rate, even during combat.

Vigorous Defense – Dramatically increases all defenses for the fighter for a short period of time. 1/encounter.

Armored Grace – Reduces the Recovery Penalty for all armor.

Weapon Specialization – The fighter picks a category of weapons and gains a damage bonus with all weapons in that category.

Unbending – For a limited duration, the fighter will recover 50% of lost Endurance from an attack over several seconds. 3/rest.

Confident Aim – A percentage of a fighter's Grazes are converted to Hits. Additionally, the minimum damage for any melee weapon they use is increased by 25% of the range between minimum and maximum.

Guardian Stance – Lowers Accuracy, but increases the Deflection of allies within 1m.

Critical Defense – A percentage of all incoming Crits are downgraded to Hits.

Clear Out – A large, sweeping attack that knocks Prone enemies in a large arc. 2/rest.

Crippling Guard – When a fighter Hits or Crits with a Disengagement Attack, the target is automatically Hobbled for a brief duration.

Into the Fray – The fighter lunges out and pulls an enemy up to 3m away toward them, into immediate melee range. 2/encounter.

Unbroken – This ability only activates when the fighter is at 0 Endurance (unconscious but not dead). When used, the fighter will stand back up with 50% of his or her Endurance. For a short while, his or her defenses and Damage Threshold are both increased. 1/rest.

Monk Abilities

Wounds – Monks can convert incoming damage into Wounds. As monks take damage, they build up their Wound resource. Wounds are the resource that powers many of the monk's abilities. Some of these abilities require a minimum number of Wounds present in order to activate. Talents or traits can impact this ability in positive ways.

Stunning Blows – Attacks from the monk's melee weapons cause a Stun effect. 3/rest.

Swift Strikes – Dramatically increases the monk's Speed with melee attacks for a brief period. 2 Wounds.

Transcendent Suffering – Monks' unarmed damage is higher than normal, and increases as they gain levels.

Long Stride – In combat, monks move significantly faster than other characters.

Torment's Reach – When used, this ability generates a cone of concussive energy from, and beyond, the target. Enemies hit take a Might penalty and suffer Crush damage. 1 Wound.

Turning Wheel – If the monk suffers from a damage over time effect (including Wounds ticking down), he or she adds a proportional fire bonus to his or her melee damage.

Clarity of Agony – When used, this ability reduces the duration of hostile status effects by 5 seconds. It lasts for a brief amount of time, halving both incoming effects and ones that are currently on the monk. 2/rest.

Crucible of Suffering – Whenever a hostile status effect expires on a monk, he or she gains a temporary bonus to Fortitude, Reflexes, and Will.

Force of Anguish – If the monk hits, the target is knocked back a significant distance, bumping other creatures out of the way and even bouncing off of hard surfaces like walls. The target ends Prone. 2 Wounds.

Energizing Blows – A monk's melee Critical Hits cause a Weakened state on the target.

Duality of Mortal Presence – This mode grants different defensive bonuses depending on how the monk switches it. In the default setting, the monk has a bonus to Deflection. On the alternate setting, the monk has a bonus to Fortitude, Reflexes, and Will.

Soul Mirror – This ability passively affects 50% of ranged Misses targeting (only) the monk that attack Deflection. When triggered, the ranged attack returns to its point of origin, attacking the source.

Rooting Pain – Every time the monk gains a Wound, he or she generates a shockwave around himself or herself that does a small amount of damage and inflicts a Stunned condition.

Flagellant's Path – The monk moves with blinding speed toward his or her target, striking every enemy within 2m, ignoring the stop effect from Engagement and Disengagement Attacks and gaining a bonus to all defenses during the movement. A successful hit causes a reduction in all Defenses. 3 Wounds.

Paladin Abilities

Flames of Devotion – The paladin's equipped weapon(s) burst into bluish flame for their next attacks, applying Burn damage if they hit. A missed attack removes the effect from that weapon, as does switching weapons or combat ending. 1/encounter.

Zealous Focus – Allies standing near the paladin have their Accuracy increased.

Faith and Conviction – Paladins have an inherent bonus to all of their defenses. For non-player character paladins, this bonus is fixed. For player character paladins, this bonus increases as they maintain a state of consistency in their chosen virtue (e.g. reputation).

Lay on Hands – Paladins can heal their allies or themselves at short range. The amount of healing it provides increases when the paladin receives Lay on Hands 2. 3/rest.

Inspiring Triumph – Allies within 4m of the paladin gain a temporary bonus to all defenses when the paladin downs an enemy.

Liberating Exhortation – The paladin can command an ally to temporarily ignore existing (not new) hostile effects for a short duration.

The effects are suspended; they do not lose any of their duration, and will resume as soon as Liberating Exhortation expires. 1/encounter.

Zealous Charge – All allies near the paladin have their Movement increased.

Sworn Enemy – The paladin marks an enemy as the focus of his or her righteous fury, gaining an Accuracy and Damage bonus against it until combat ends or the target goes down. 1/rest.

Reinforcing Exhortation – The paladin can command an ally to improve his or her Deflection for a short duration. 1/encounter.

Zealous Endurance – Allies standing near the paladin have their Damage Threshold increased.

Reviving Exhortation – Paladins can command an unconscious (only) ally to get back up with a large instant spike in Endurance, though the target will lose half of the regained Endurance after a short duration. 1/encounter.

Righteous Soul – The paladin has a bonus to defenses against hostile Poison and Disease effects, as well as the Charmed, Dominated, Frightened, and Terrified conditions. Additionally, such effects have their durations reduced by 5 seconds even if they do affect the paladin.

Hastening Exhortation – The paladin can command an ally to increase his or her Speed for a short duration. 2/rest.

Priest Abilities

Holy Radiance – Holy Radiance regenerates Endurance for allies immediately around the priest. Any Vessels caught in the area of effect take Burn damage and are Frightened. For non-player character priests, this bonus is fixed. For player character priests, this bonus increases as they maintain a state of consistency in their chosen virtue (e.g. reputation). 3/rest.

1st Level Priest Spells – Priests gain access to all 1st level priest spells. Priests can cast a fixed number of 1st level spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-rest limit.

Interdiction – The priest condemns his or her enemies, inflicting a Dazed status on them. 1/encounter.

Ranger Abilities

Animal Companion – The ranger begins the game with (and can name) an animal companion that fights at his or her direction. This companion shares Health and Endurance with the ranger (if either one is damaged, the same pool is reduced). Both the ranger and the animal companion die if their Health is reduced to zero, and both can be revived together. Animal companions have high natural Damage Threshold, which increases as the ranger gains levels.

Wounding Shot – The next full attack inflicts damage over time and Hobbles the target. 2/encounter.

Swift Aim – This mode increases the ranger's rate of fire and reload with ranged weapons, attack rate with melee weapons, and reduces accuracy.

Defensive Bond – When both the ranger and his or her animal companion are subjected to an area effect attack, they gain +15 to the targeted defenses and they both use the most advantageous (i.e. lowest) attack roll against them.

Marked Prey – The ranger can designate a single target as his or her marked prey. He or she and their animal companion have a damage bonus against that target until combat ends. Once designated, the target cannot be switched. 1/encounter.

Predator's Sense – The ranger's animal companion gains a damage bonus on any creature suffering from damage over time effects.

Stalkers' Link – When a ranger's animal companion Melee Engages a target, the target is automatically flanked if the ranger has a ranged weapon equipped and is opposite the target. If the target is a barbarian with One Stands Alone, the ranger and his or her companion count as two enemies total.

Takedown – The ranger's animal companion will knock the target Prone with a Fortitude attack. 2/encounter.

Driving Flight – The ranger's shots continue past the first target they hit and can hit another target within maximum range and a 20 degree arc, doing lesser damage.

Binding Roots – The ranger summons roots from the ground to make a single target Stuck. Instant. 5/rest.

Defensive Shooting – When using ranged weapons against any target that is Melee Engaging the ranger, the ranger's Accuracy is increased by 20 and any Critical Hit will call a hit reaction (breaking Engagement).

Vicious Aim – The ranger's attack and reload Speed are reduced, but each attack has increased Accuracy and damage.

Master's Call – When the ranger issues Master's Call, his or her animal companion will immediately move back to him or her at increased speed, ignoring the stop effect from Engagement and gaining a defensive bonus against Disengagement Attacks. It also knocks Prone every enemy coming within 1m of the companion.

Stunning Shots – When the ranger scores a Hit or Critical Hit with a weapon against any target that is Melee Engaged by his or her animal companion, a secondary attack (vs. Fortitude) can briefly Stun the target.

Rogue Abilities

Finishing Blow – This ability gains power the more damaged the target is. When the rogue uses a Finishing Blow, he or she makes a single attack (ranged or melee) at an enemy.

The attack is made with an Accuracy bonus, and does 50% additional damage if it hits. For every 1% under 50% max health the target has, the attack does an additional +3% damage:

45% Health: +65% Damage

35% Health: +95% Damage

25% Health: +125% Damage

15% Health: +155% Damage

5% Health: +185% Damage

Reckless Assault – In this mode, a rogue's Deflection is lowered, but he or she gains a bonus to Accuracy and damage with weapons.

Dirty Fighting – A percentage of the rogue's Hits with any melee or ranged weapon are turned into Critical Hits.

Escape – Escape allows the rogue to break Engagement and immediately move away from their current location. The ability must be targeted on open ground to which the rogue has a clear path. When activated, the rogue immediately breaks Engagement and swiftly hops/rolls/moves to that location. 1/encounter.

Crippling Strike – Inflicts extra damage and Hobbles affected foe. 2/encounter.

Sneak Attack – Sneak Attack applies bonus damage to the rogue's ranged and melee weapon attacks when the target has any of the following statuses: Blinded, Flanked, Hobbled, Paralyzed, Petrified, Prone, Stuck, Stunned, or Weakened. It also applies to any target the rogue strikes with a weapon within the first few seconds of combat.

Coordinated Positioning – The rogue is able to instantly switch positions with one target within a short distance. If this is an ally, the switch is automatic. If it is an enemy, the maneuver is an attack against its Reflexes (successful on a Hit or Critical Hit). The switch is immediate, and cancels Engagement (if any) on the rogue. 2/encounter.

Riposte – Incoming melee attacks that target Deflection and result in Misses have a 20% chance of allowing an Instant Full Attack Riposte. Riposte is only active when the rogue has melee weapons equipped.

Blinding Strike – Inflicts extra damage and Blinds the foe. 1/encounter.

Adept Evasion – A large percentage of all Grazes against a rogue's Reflexes are converted to Misses.

Deep Wounds – All Slash, Pierce, and Crush damage inflicted generate damage over time on the target.

Withering Strike – Inflicts extra damage and Weakens foes. 1/encounter.

Deathblows – Against any target that is afflicted by two or more of the conditions that can allow Sneak Attack, rogues do additional Sneak Attack damage.

Fearsome Strike – Inflicts extra damage while Hobbling and Weakening foes. 1/rest.

Wizard Abilities

Arcane Veil – Dramatically boosts the wizard's Deflection for a short period of time. However, all firearms are able to penetrate this defense.

Blast – When wizards use any implement (i.e. wand, rod, or scepter), they generate a Blast on the target. The Blast does a modest amount of damage to all enemies in a small area around the target (excluding the target).

1st Level Wizard Spells – Wizards can access all 1st level wizard spells immediately. Unlike other wizard spell levels, the wizard does not need to find scrolls or grimoires to use any 1st level spells. However, wizards must have a grimoire equipped to use them. Wizards can cast a fixed number of 1st level spells before resting to recover their uses. They can cast any combination of different spells up to the per-rest limit.

+1 Spell – Every level, wizards can select one new spell of their highest level to know and put in any of their grimoires. Other spells must be discovered or purchased in the world.

SKILLS

While Abilities and Talents are used predominantly in combat, Skills come to play in a variety of different contexts. Skills partially determine how the player character can interact with the world around them – anything as simple as crossing a room or as complex as picking a lock. There are five skills in Pillars of Eternity: Stealth, Athletics, Lore, Mechanics, and Survival.

Stealth

The Stealth skill allows the player and/or the party to move near an NPC (non-player character) without being detected. Whether to slip by a guard unnoticed or to surround a group of bandits in order to make a sneak attack, these situations call for the use of the Stealth skill.

Athletics

Athletics allows characters to jump, climb, swim, or run exceptionally fast. These interactions all typically occur within scripted interactions or (occasionally) conversations. Climbing walls, jumping over a chasm, or diving into a deep section of a river to investigate a glint at the bottom would all be covered by Athletics. In combat, Athletics impacts how much Fatigue a character can endure before suffering skill penalties.

Lore

The Lore skill allows the party to resolve a problem using obscure or occult knowledge. Identifying a mysterious amulet, researching the true name of a demon, or purifying a religious site – all of these tasks require a successful Lore skill check.

Mechanics

The Mechanics skill allows the manipulation of any sort of mechanical device. From opening locks to disarming traps to changing the behavior of a complex machine, the party will need to use their Mechanics skills.

Survival

The Survival skill is a measure of how knowledgeable and capable a

character is in wilderness settings. It can be used to spot tracks in the wild, navigate difficult terrain, or identify animals and plants.

General Use

During any situation where a skill is checked against a challenge's level of difficulty, the party member with the highest relevant skill is represented as the starting benchmark. If their skill outweighs the difficulty score, the player's efforts succeed.

Resource Items

Some items are used in different scenarios to alter how skill checks occur. These items are categorized as ingredients and helpers. Ingredients are used for recipes, and are typically consumed in the process. Helpers come into play during scripted interactions, where the presence of an item during a scenario (e.g. having rope at a ledge) can shift the trajectory of the narrative.

Skill Advancement

At first level, characters only have their class' inherent bonuses to skills. These bonuses are always considered when calculating the character's total skill value for purposes of derived bonuses and overall capability.

As characters gain Talents through advancement, they will also gain bonuses to their skills. Each Talent will list the relevant skills they affect.

DISPOSITIONS

Disposition is how Pillars of Eternity tracks a player's reputation throughout their travels. The player's actions within the game will

often leave an impression on other characters – everyone from city politicians to rural farming communities. Many events or interactions that take place later in the game can be influenced positively, negatively, or simply differently as a result of the player's disposition in a given context.

Faction Reputations

If the player positively or negatively interacts with a member of a faction (e.g. The Dozens, House Doemenel, etc), they will be notified

that they have gained or lost esteem in that faction's view of them. The player's standing with their impacted factions is recorded and updated on their character sheet.

Personality Reputations

The player's overall behavior impacts how the world views them. There is no overt morality or judgment associated to these traits. In other words, a "good" character can get in as much trouble as a "bad" character depending on the type of person they engage with at any given time. Personalities are also not one-dimensional. A player known for their honesty might also develop a reputation of eerie stoicism.

There are ten different personality types available at the player's discretion, based on their actions or deeds. The type of personality a player has cultivated is visible on the character sheet. Each of those types contains three ranks or titles, which reflect how the character has consistently presented themselves over time.

Following each personality are a few examples of how the player might be judged:

Aggressive – hot-headed, bold, or impatient.

Benevolent – charitable, kind, soft, or weak.

Clever – sarcastic, sassy, foppish, or irreverent.

Cruel – merciless, sadistic, brutal, or imperious.

Deceptive – dishonest, manipulative, or shrewd.

Diplomatic – cautious, tame, or courteous.

Honest – guileless, sincere, or straightforward.

Passionate – zealous, romantic, or obsessive.

Rational – practical, standoffish, or cold.

Stoic – tight-lipped, cool-headed, or simple-minded.

Non-player characters may act in ways that reflect how they feel about the player. This can encompass anything from giving gifts to attacking on sight.

SPELLS

Spells are the arcane abilities that characters bring to bear against their foes or in support of their allies. They are made available to specific classes and levels.

CHANTER PHRASES

1st Level Phrases

Aefyllath Ues Mith Fyr – All weapons wielded by allies gain the Burning Lash modifier.

Blessed Was Wengridh, Quickest of His Tribe – Movement rate and Reflexes increased for allies in the area of effect.

Come, Come Soft Winds of Death – Endurance drains from all enemies for the duration.

Dull the Edge, Blunt the Point – Enemy Slashing and Piercing damage is reduced.

Thick Grew Their Tongues, Stumbling O'er Words – Enemy Concentration is reduced.

2nd Level Phrases

The Fox from the Farmer Did Run and Leap – Enemy Disengagement Attacks have reduced Accuracy.

Lo, their Endless Host, the Harbingers Doom – Creates a hazard in which enemies in the area of effect are Frightened.

Rime and Frost Followed the Footfalls of Karth – Allies have hazard auras that cause Freeze damage and Hobbled conditions.

Sure-Handed Ila Nocked Her Arrows with Speed – Speed of ranged attacks and reloads increases for all allies.

One Dozen Stood against the Power of the Saint – Decreases the duration of Frightened and Terrified effects and provides defensive bonuses against new effects of that type.

3rd Level Phrases

Seven Men, Onto the Deck They Went – Allies gain a bonus to Damage Threshold against Freeze, Shock, and a bonus to defense against Prone affliction.

The Dragon Thrashed, The Dragon Wailed – Creates hazard that causes Burn and Slash damage to enemies in the area of effect.

The Silver Knights' Shields Broke Both Arrow and Blade – Increases the Deflection of allies in the area of effect.

At the Sight of their Comrades, their Hearts Grew Bold – Increases the Fortitude and Will of allies in the area of effect.

CHANTER INVOCATIONS

1st Level Invocations

And Hel-Hyraf Crashed Upon the Shield – Enemies' Damage Threshold is dramatically reduced for a short period of time.

Not Felled by the Axe, Nor Broken by the Storm – Increases allied Slash and Shock Damage Threshold.

White Worms Writhed in the Bellies of the Dead – A downed enemy explodes, generating a Crush area of effect and summoning three tiny wood beetles from the body.

But Reny Daret's Ghost, He Would not Rest – Summons a phantom.

The Thunder Rolled Like Waves on Black Seas – Stuns and pushes enemies in the area of effect.

Thrice was She Wronged, and Thrice Justly Avenged – Shoots out three bolts of lightning.

If their Bones Sleep Still Under that Hill, None Can Say – Summons three skeletons.

2nd Level Invocations

The Lover Cried out to the Beloved, "I am Yours!" – Charm effect on all enemies in the area of effect.

Gemisc Slew the Beast, but Soon Faced Its Kin – Summons three worms.

Reny Daret's Ghost Spake, "I'll Catch You, Ben Fidel!" – Terrifies enemies in the area of effect.

Shatter their Shackles, Cast off their Chains! – Decreases the duration of Hobbled, Stuck, Paralyzed, and Petrified effects, and grants bonuses against new effects of that type.

My Son, Do You See Your Sisters Across the Moor? – Summons two will-o-wisps.

At the Sound of His Voice, the Killers Froze Stiff – Paralyzes enemies in the area of effect.

3rd Level Invocations

Seven Nights She Waited While the White Winds Wept – Shoots freezing projectiles in seven directions around chanter.

The Brideman Slew Thirty 'Fore they Crossed Half the Hall – Increases the Might, Constitution, and Resolve of allies in the area of effect.

The Bride Caught their Ruse and Set to Make them Pay – Increases the Dexterity, Perception, and Intellect of allies in the area of effect.

Rise Again, Rise Again, Scions of Adon! – Revives allies in the area of effect with a small amount of Endurance.

Oh, but Knock not on the Door of Urdel and Gurdel – Summons two ogres.

Gernisc's Beast Lit the Night with his Breath – Summons a drake.

CIPHER POWERS

1st Level Cipher Powers

Antipathetic Field – The cipher contacts an enemy's Will and generates a field of Corrode energy between them.

Eyestrike – The target is Blinded and Dazed, nearby targets are Blinded.

Mind Wave – The cipher violently lashes out at an enemy, raw damaging the target and generating a cone of concussive force behind him or her that can knock targets Prone.

Soul Shock – The cipher causes an ally's soul to "crack" and release energy into the physical world. The resulting explosion of electrical energy damages everyone nearby except the target.

Tenuous Grasp – The cipher Frightens and Confuses a single target. .

Whisper of Treason – The cipher bends the mind of an enemy to his or her will, Charming them for the duration.

2nd Level Cipher Powers

Amplified Thrust – The cipher targets an ally with a harmless (to them) effect that immediately bounces to the nearest enemy, doing Pierce damage and initiating a push.

Mental Binding – Main target is immediately Paralyzed, and their soul emits a shockwave that can leave victims Stuck.

Mind Blades – The cipher uses the soul of nearby enemies to generate attacks against the subjects themselves. Each target is attacked once by a Slashing "mind blade" which then moves on to the next nearest target. A target cannot be hit twice by the same instance of Mind Blades.

Phantom Foes – All targets in the area believe they are surrounded by phantom foes, leaving them Flanked for the duration.

Psychovampiric Shield – The cipher drains Resolve from a single target and uses it to temporarily increase his or her Deflection.

Recall Agony – The cipher causes the target to re-experience a percentage of damage moments after the target originally suffered it. The damage ignores the Damage Threshold of the target, but is based on the original (post-Damage Threshold) damage values.

3rd Level Cipher Powers

Ectopsychic Echo – The cipher and an ally generate a bolt of psychic energy that periodically rebounds between them, causing Crush damage to anyone caught in the area.

Fractured Volition – The target is afflicted with Hobbled and Weakened conditions.

Pain Link – Enemies in a small area instantly have their souls linked to the friendly target (which could be the cipher). A percentage of damage done to the cipher (post-Damage Threshold) is applied directly to the enemies (ignoring armor).

Puppet Master – Target is Dominated for the duration.

Secret Horrors – Targets are all Frightened and Sickened by imagined monsters around them.

Soul Ignition – The cipher is able to focus on a single enemy target and cause his or her body to "leak" soul energy and ignite the surrounding air causing a Burn damage over time.

4th Level Cipher Powers

Body Attunement – Target has its Damage Threshold reduced and the cipher gains a Damage Threshold bonus in return.

Mind Lance – Inflicts a high-Interrupt attack against the target that creates a “lance” of force behind it, doing high Pierce damage.

Pain Block – An ally has its Damage Threshold raised and regenerates Endurance over time.

Silent Scream – Inflicts a high-Interrupt attack that deals raw damage, Stuns the target, and raw damage to all enemies in the area of effect.

Wild Leech – Inflicts a mental attack that drains one random attribute from the target (Might, Constitution, Dexterity, Perception, Intellect, Resolve) and grants a similar bonus to the cipher.

5th Level Cipher Powers

Borrowed Instinct – Target takes Intellect and Perception damage, and the cipher receives a temporary spike bonus to Accuracy and all Defenses.

Detonate – Raw damage attack that does relatively modest damage but, against a target with low Endurance, will kill them outright and cause them to explode in a Crush area of effect.

Ringleader – Dominates one target and Charms enemies around that target.

Tactical Meld – Ally gains an ability that allows the cipher to gain a bonus against any target the ally is also attacking for the duration.

6th Level Cipher Powers

Amplified Wave – An ally is the target of this ability, causing a shockwave that causes Crush damage and a Prone effect in a large area.

Disintegration – Target rapidly starts taking raw damage. If the target reaches 0 Endurance, they disintegrate into dust.

Mind Plague – Single target is attacked by both Dazed and Confused effect that rapidly jumps to up to five additional targets.

DRUID SPELLS

Like priests, druids do not need to prepare spells in grimoires to cast them. Druids can cast a fixed number of 1st level spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-rest limit.

1st Level Druid Spells

Charm Beast – Animal enemies hit by this effect are Charmed for the duration.

Dancing Bolts – Enemies in the area of effect are hit by thin bolts of electricity from the sky, doing modest Shock damage.

Nature's Mark – Enemies are outlined in pale green light, decreasing their Deflection and v.

Sunbeam – Targets in a small area take a blast of Burn damage and may be Blinded.

Talons' Reach – Caster creates an oversized projection of beastly talons striking everyone in the area for Slash damage.

Tanglefoot – The caster summons a lingering, sprawling patch of magical vines and other plants that Hobbles anyone caught in the hazard.

Touch of Rot – Targets take initial Corrode damage and receive a Corrode continuous damage effect.

Vile Thorns – Targets take Pierce damage and, if hit, poison can inflict the Sickened affliction.

Winter Wind – Characters in the area are pushed back and take Freeze damage.

2nd Level Druid Spells

Autumn's Decay – Targets in the area of effect take Corrode damage and receive a Corrode damage over time effect.

Blizzard – Targets take Freeze damage and have their attack Speed slowed.

Burst of Summer Flame – Fast spell that causes Burn damage to everyone in the area.

Conjure Lesser Blight – Summons a random lesser blight (flame, wind, rain, earth) to fight for the druid.

Firebrand – The caster wields a massive sword-shaped blade of fire that cannot be deflected. Switching to another weapon ends the spell.

Hold Beasts – Inflicts Paralyze on any animal target in the area of effect.

Insect Swarm – Targets inflicted with damage over time, plus reduced Concentration.

Taste of the Hunt – This is a melee weapon attack that adds raw continuous damage and restores Endurance to the caster.

Woodskin – Allies in the area gain a flat Damage Threshold bonus to Pierce, Burn, and Shock.

3rd Level Druid Spells

Beetle's Shell – Allied target is encased in a shell that prevents him or her from taking actions (including moving) but will absorb a fixed value of damage before shattering.

Infestation of Maggots – Enemies take damage over time based on how wounded they are. More wounded enemy targets take more damage.

Nature's Balm – Creates a rapid regeneration effect on party members.

Purge of Toxins – Reduces the duration of Poison effects by 10 seconds and Disease effects by 5 seconds, and gives defensive bonuses against both for the duration.

Returning Storm – Once cast, the spell will periodically call down a bolt of lightning at a single enemy. The bolt causes Shock damage and a Stun effect.

Spreading Plague – This spell causes Hobbled, Weakness afflictions that hop to a new enemy every 5 seconds.

Stag's Horn – A long, wicked antler flies toward the target, inflicting Pierce damage and leaving a flickering outline that inflicts a penalty to Deflection and Reflexes.

Twin Stones – A pair of boulders fly out from the druid's hands, causing Crush damage as they go. If the boulders strike a solid surface (i.e. one that would cause a bounce), the boulders explode, doing Pierce damage.

4th Level Druid Spells

Boiling Spray – A wide cone of boiling water causes Burn damage and pushes targets back.

Calling the World's Maw – Large, jagged stones jut up from the earth, causing Pierce damage and Prone affliction.

Conjure Blight – Summons a standard blight (flame, wind, rain, earth) to fight for the druid.

Hail Storm – A rain of huge chunks of ice and heavy sleet causes Crush and Freeze damage.

Moonwell – Creates a Endurance healing radius for allies that also grants a small bonus to all defenses.

Overwhelming Wave – Creates a rolling wave of water that smashes everything in its path, causing Crush damage and a Stun affliction.

Wicked Briars – Thick, thorny vines sprout up from the ground to create a hazard. The area Hobbles foes and causes pierce damage to anyone who enters it (and periodically after).

5th Level Druid Spells

Cleansing Wind – A rolling cloud meanders in a straight line, healing Endurance to allies and pushing enemies.

Embrace the Earth-Talon – A single "talon" of curved rock erupts from the ground, doing Slash damage and inflicting a Petrify effect on anyone in the area.

Firebug – A ball of fire rapidly bounces from enemy to enemy, causing Burn damage. Hits up to 8 targets total.

Nature's Terror – The druid gains a terrifying electrical aura that causes Shock damage and Terrifies anyone nearby.

Plague of Insects – Targets are hit with damage over time effects, reduced Concentration and are Sickened.

Relentless Storm – Similar to the spell Returning Storm, but the bolts are weaker and much more frequent.

Wall of Thorns – Creates a wall of thorns, which does Pierce damage to anyone in it or who attempts to cross it. It also applies a Poison effect inflicting a Weakened affliction.

6th Level Druid Spells

Conjure Greater Blight – Summons a greater blight (flame, wind, rain, earth) to fight for the druid.

Garden of Life – Plants spring up from corpses, creating healing auras around them.

Rot Skulls – Creates skull thrown weapons in the caster's hands. The skulls can be thrown at targets for Crush damage and a Disease-based Corrode area of effect.

Sunlance – Calls down a powerful “lance” of sunlight that does high Pierce and Burn damage.

Venombloom – Creates a field of poisonous flowers that do damage over time, Weaken, and Frighten afflicted foes.

PRIEST SPELLS

Unlike wizards, priests do not need to organize their spells into grimoires to cast them, but they have a smaller list of spells overall. Priests can cast a fixed number of 1st level spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-rest limit.

1st Level Priest Spells

Armor of Faith – All allies in the area gain a bonus to their Damage Threshold.

Barbs of Condemnation – This spell strikes the target for Pierce damage and inflicts a penalty to all defenses.

Blessing – Prayer grants a bonus to ally Defenses within a radius.

Divine Terror – The fear of godly intervention inflicts a Frightened affliction on foes in an area of effect.

Halt – The target is Stuck in place.

Holy Meditation – As the caster shares their focus, allies in the area of effect gain a boost to their Concentration.

Prayer against Fear – Grants a bonus to resist any attack containing the Frightened or Terrified afflictions. If those afflictions are already on the target, their durations are reduced by 10 seconds (Frightened) or 5 seconds (Terrified) respectively.

Restore Minor Endurance – Restores Endurance to all allies in the area of effect.

Withdraw – The caster or his/her ally is momentarily phased out (cannot act, cannot be targeted) and regenerates Endurance.

2nd Level Priest Spells

Consecrated Ground – Creates a long-lasting circle of Endurance regeneration on the ground.

Divine Mark – Blast the target with Burn damage and reduce their Deflection for a short duration.

Holy Power – Allies' Might and Resolve are increased.

Iconic Projection – Launches a slow-moving area of effect that heals Endurance in allies it hits and causes Freeze damage to enemies it hits.

Instill Doubt – Targets in the area of effect are Dazed for the duration.

Prayer against Infirmary – Grants a bonus to resist any attack containing the Sickened or Weakened afflictions. If those afflictions are already on the target, their durations are reduced by 10 seconds (Sickened) or 5 seconds (Weakened) respectively.

Repulsing Seal – Triggers an area of effect that knocks enemies Prone when they pass over it.

Restore Light Endurance – Restores Endurance to all allies in the area of effect.

Suppress Affliction – All negative status effects on allies are suspended/delayed for 5 seconds (even if already present).

3rd Level Priest Spells

Circle of Protection – Allies gain bonuses to all defenses when inside the circle.

Despondent Blows – Lowers Melee Accuracy and Critical Hit chance.

Dire Blessing – 20% of ally Hits are converted into Critical Hits.

Pillar of Faith – Does Crush damage to the target and knocks enemies Prone in a small area of effect.

Prayer against Restraint – Grants a bonus to resist any attack containing the Hobbled or Stuck afflictions. If those afflictions are already on the target, their durations are reduced by 10 seconds (Hobbled) or 5 seconds (Stuck) respectively.

Restore Moderate Endurance – Restores Endurance to all allies in the area of effect.

Warding Seal – Blasts area for Shock damage when an enemy steps on it.

Watchful Presence – All affected allies have a waiting effect on them that will last until the end of combat or until triggered. When any affected character drops below 20% Endurance, Watchful Presence will heal a significant amount of Endurance on the character.

4th Level Priest Spells

Barring Death's Door – This short-duration spell will prevent an ally's Health from dropping below 1. It will prevent a character from being Maimed or Killed (depending on the difficulty setting), even if subjected to a powerful spell like the wizard's Death Ring. It has no effect on Endurance loss, so a character could very easily fall in battle, but they will be spared the more severe effects that could come from total Health loss.

Devotions for the Faithful – Allies gain a bonus to Accuracy and Might, while enemies get a penalty to Accuracy and Might.

Shining Beacon – Creates a zone of holy light. Enemies in the area of effect suffer penalties to all defenses and take Burn damage over time.

Prayer against Bewilderment – Grants a bonus to resist any attack containing the Daze or Confused afflictions. If those afflictions are already on the target, their durations are reduced by 10 seconds (Dazed) or 5 seconds (Confused) respectively.

Restore Major Endurance – Restores Endurance to all allies in the area of effect.

Searing Seal – Blasts an area for Burn damage, also Blinding foes.

Triumph of the Crusaders – Allies gain a bonus that restores Endurance every time they defeat an opponent. The ally must strike the "finishing" blow to gain the benefit.

5th Level Priest Spells

Champion's Boon – The target gains a bonus to Might, Perception, and Damage Threshold.

Pillar of Holy Fire – Targets in the area of effect are hit for Burn damage.

Prayer against Imprisonment – Grants a bonus to resist any attack containing the Paralyzed or Petrified afflictions. If those afflictions are already on the target, their durations are reduced by 10 seconds (Paralyzed) or 5 seconds (Petrified) respectively.

Restore Critical Endurance – Restores Endurance to all allies in the area of effect.

Revive the Fallen – Revives and restores a modest amount of Endurance to unconscious allies (only) in the area of effect. This has no effect on characters who have already been Maimed or Killed in combat.

Salvation of Time – Extends the duration of all beneficial effects on allies for an additional 10 seconds.

Shields for the Faithful – Grants a Deflection bonus to all allies in the area of effect.

6th Level Priest Spells

Cleansing Flame – The priest hurls a ball of holy fire at an enemy. It does continuous Burn damage to the target (for five seconds) and accelerates the timers of beneficial status effects – excluding healing – and of continuous damage effects. When the five seconds is up, the Cleansing Flame leaps to another enemy within 3m and at the end of that five seconds, it will do it a final time. If no additional targets are in range, the spell expires.

Crowns for the Faithful – Increases the Perception, Intellect, and Resolve of all allies in the area of effect.

Minor Intercession – Restores Endurance to all allies in the area of effect and shortens the durations of various negative status effects by a small amount.

Prayer against Treachery – Grants a bonus to resist any attack containing the Charm or Dominate afflictions. If those afflictions are already on the target, their durations are reduced by 10 seconds (Charm) or 5 seconds (Dominate) respectively.

Spark the Souls of the Righteous – Allies gain a mobile hazard centered on them that causes Shock damage to enemies that come within 1m.

WIZARD SPELLS

Wizards can cast a fixed number of spells before they must rest to recover their uses. They can cast any combination of different spells up to the per-se limit, but may only cast spells from their currently equipped grimoire. Grimoires can carry a limited number of spells, so powerful wizards must switch grimoires to access their full arsenal of spells.

1st Level Wizard Spells

Arkemyr's Dazzling Lights – Target is Dazed and suffers a Will penalty.

Chill Fog – The targets are wreathed in a Fog that inflicts Blindness (vs. Fortitude) on entry and Freeze damage (vs. Fortitude) over time.

Eldritch Aim – The caster's Accuracy is significantly boosted for a short duration (no longer than it takes them to cast their longest spell).

Fan of Flames – Creates a cone of fire that does Burn damage to everyone caught inside.

Fleet Feet – Increases movement rate.

Ghost Blades – Spectral knives fly out in a cone area, causing Pierce damage over time. The target's Movement is also reduced.

Jolting Touch – An electrical current travels from the caster and damages the target, then jumps to the nearest available target within 2m twice, doing reduced damage along the way.

Kalakoth's Sunless Grasp – The caster inflicts a large amount of Freeze damage and lowers Accuracy.

Slicken – The floor takes on a slimy consistency. Everyone entering the area (including allies) has their Reflexes attacked (on entry and at regular intervals after) to avoid going Prone.

Minoletta's Minor Missiles – A barrage of arcane bolts attack a single target.

Spirit Shield – The caster gains a bonus to Damage Threshold and Concentration.

Concelhaut's Parasitic Staff – Summons a magical glowing quarterstaff into the wizard's hands. The wizard gains a bonus to hit with the staff and regains Endurance from successful strikes.

Thrust of Tattered Veils – Generates a precise thrust of Crushing force that does little damage but has a high Interrupt. This fast-casting spell is often used to disrupt enemy spellcasting.

Wizard's Double – Creates a single duplicate image of the caster that grants a high Deflection bonus against a single attack.

2nd Level Wizard Spells

Bewildering Spectacle – Targets are briefly Confused.

Binding Web – Targets in the area are Stuck.

Bulwark against the Elements – The caster gains small levels of additional Damage Threshold against Burn, Freeze, Corrode, and Shock.

Combusting Wounds – Targets take additional damage over time whenever they are wounded.

Concelhaut's Corrosive Siphon – Inflicts Corrode damage over time and restores Endurance to the caster.

Curse of Blackened Sight – Targets are Blinded for the duration.

Fetid Caress – Targets are Paralyzed and those nearby may be affected by a Sickened condition from a cloud of vile stench that rises from the target.

Infuse with Vital Essence – Grants the caster a short-term spike in current and maximum Endurance.

Merciless Gaze – Increases Critical Chance for the caster.

Miasma of Dull-Mindedness – Inflicts penalties to the targets' Perception, Intellect, and Resolve.

Mirrored Images – Much like Wizard's Double, but it creates a number of lower-fidelity images. After each attack against the wizard, an image disappears and the bonus is reduced.

Necrotic Lance – Creates an instant Corrode hit in a line with a small damage over time effect.

Ray of Fire – The caster extends an infernal line that inflicts damage over time to those it strikes, and persists to causes its own damage over time.

Rolling Flame – The caster lobbs a slow-moving ball of flame that inflicts Burn damage to anyone hit by it. The ball can bounce off of hard surfaces.

3rd Level Wizard Spells

Arcane Dampener – Suspends beneficial effects on enemies for short duration.

Arduous Delay of Motion – Lowers the targets' Speed and Movement for a short period of time.

Concelhaut's Draining Touch – Does a large amount of Corrode damage to the target and grants a portion of it to the caster. The touch also leaves the target Weakened.

Crackling Bolt – A lightning bolt fires from the caster's hands, which goes ricocheting off of walls and into unfortunate targets.

Deleterious Alacrity of Motion – Significantly improves the caster's Speed and Movement for a short period of time, but does Endurance damage directly to him or her for the entire duration.

Expose Vulnerabilities – Reduces targets' Damage Threshold, Deflection, and lowers their Concentration.

Fireball – The caster summons a fireball that explodes in a scorching circle of destruction.

Llengrath's Displaced Image – The caster appears offset from his location by a few inches to a few feet continuously for a short duration, increasing his or her Deflection and Reflex defenses during that time.

Minoletta's Bounding Missiles – This spell is similar to Minoletta's Minor Missiles, but each arcane missile bounces to one additional target and does slightly more damage, but has shorter overall range.

Kalakoth's Minor Blights – This spell creates a ranged weapon in the wizard's hands. This ranged weapon is one of four that does Burn, Freeze, Corrode, or Shock damage to anyone caught in the (small) area of effect. After the wizard throws one "minor blight," it randomly changes to another blight, which lasts until the spell ends or the wizard switches weapons.

Noxious Burst – The wizard summons a Cloud that Sickens any targets caught inside and does a small amount of Corrode damage.

Ryngrim's Repulsive Visage – Targets near the caster are Sickened and Terrified.

4th Level Wizard Spells

Confusion – Enemies within the area of effect are Confused for the duration.

Dimensional Shift – The caster and one ally are able to immediately switch locations, leaving a shockwave between them. The shift also causes a Stun effect to attack the Fortitude of every individual caught in the "line of fire."

Essential Phantom – Summons a ghostly double of the caster that fights with its bare hands, doing Shock damage. Other than the appearance of the caster, it shares no other properties.

Flame Shield – The caster is engulfed in fire, which damages anyone who damages him or her with a melee attack. It also provides additional Damage Threshold against Freeze damage.

Ironskin – The caster's skin becomes as tough as iron. This defense lasts for 10 attacks that cause damage to the target (against a damage over time effect or a multi-projectile attack like Spell Missile, each application of damage counts as an attack). After the 10th attack, the effect expires.

Minor Grimoire Imprint – This spell can only target an enemy wizard who currently has a grimoire equipped. It attacks the target's Fortitude. If successful, the caster temporarily gains the use of one random enemy grimoire's spells of 3rd level or lower. The spell will always be one that is not in the caster's grimoire currently (unless all spells overlap perfectly, in which case the spell fails). If the caster chooses to cast that spell, it does not count against his or her total numbers of spells that can be cast for that level.

Minoletta's Concussive Missiles – Fires five Deflection-targeting force missiles that strike the target with the impact of Spell Missile but also create a small Reflex shockwave around the target, hitting bystanders.

Minor Arcane Reflection – The caster erects a field of arcane energy around himself or herself, similar to the Arcane Veil. However, Minor Arcane Reflection has the ability to reflect an incoming hostile targeted (only) spell, sending it back to the original caster. The Reflection can try to reflect spells up to 3rd level – and up to 10 total levels of spells – before it expires. A failed attempt at reflection counts toward the limit. When an incoming spell targets the caster, the Reflection attacks the enemy's Will. If it succeeds in the attack, the spell is reflected. If two casters both have Arcane Reflections up, the attack can potentially bounce back and forth repeatedly until one caster fails his or her attack – or exhausts his or her Reflection.

Wall of Flame – The caster creates a hazardous vertical sheet of flame that causes Burn damage to any creature that moves through it.

5th Level Wizard Spells

Arkemyr's Wondrous Torment – A single enemy's Will is initially targeted by this spell, but its effects can spread over time. The spell damages the target's Resolve and Intellect for the duration. When it would normally expire, two less powerful versions of the effect spawn on the nearest enemy targets. If the attack misses the initial target (completely), it immediately spawns the two weaker versions.

Blast of Frost – Creates a conical area of effect that does Freeze damage to anyone caught in the area.

Call to Slumber – A small group of enemies are knocked Prone by a powerful sleep effect for a short period of time.

Cital's Spirit Lance – Creates a pike out of magical energy that does Pierce damage and causes a foe-only Blast explosion.

Llengrath's Safeguard – When the caster hits 50% Endurance, he or she immediately causes a Prone attack on every foe within 2m. Additionally, he gains a bonus to Damage Threshold and boost to all defenses for a short time.

Malignant Cloud – Creates a cloud of virulent poison which does raw damage (ignoring Damage Threshold) to anyone in the cloud every few seconds until they leave, and for a few seconds after.

Ninagauth's Bitter Mooring – Target is hit with a Stuck affliction and becomes an anchor for a persistent ray from the wizard that does Freeze damage to enemies caught between the target and the wizard.

Ryngrim's Enervating Terror – Enemies in the area of effect are Terrified and Weakened for the duration.

Torrent of Flame – Similar to the spell Fireball, except that the projectile is self-targeting and excludes the caster from its effects.

Wall of Force – Creates a semi-permeable barrier that Hobbles and causes Crush damage to enemies passing through it.

6th Level Spells

Arcane Reflection – Similar to Minor Arcane Reflection, but affects spells up to 5th level and will reflect up to 15 levels of spells.

Arkemyr's Capricious Hex – Targets are randomly subjected to one of several afflictions, each with an equal chance of appearing, although at different durations: Dazed, Sickened, or Paralyzed.

Chain Lightning – Similar to Crackling Bolt, but the lightning leaps to the nearest enemy targets up to six times before expiring.

Citzal's Martial Power – Disables spellcasting (and grimoire switching) on the caster for the duration, but gives the wizard bonuses to Deflection, Accuracy, Might, Constitution, and Dexterity.

Death Ring – Creates a ring of black energy that spreads out in all directions causing Corrode damage to everything it strikes. Targets below a certain Endurance threshold are subjected to a separate effect that can utterly annihilate them if the attack is successful.

Gaze of the Adragan – The targets are Petrified for the duration.

Minoletta's Precisely Piercing Burst – In a radius immediately around the caster, all enemy targets take Pierce damage that bypasses their Damage Threshold.

Ninagauth's Freezing Pillar – Slams a huge gleaming shard of ice into the ground, doing Freeze damage to anyone in the immediate area of effect. A circle of frost slowly spreads from the pillar, near the ground, creating a Freeze hazard that also inflicts the Hobbled affliction on anyone it touches.

EQUIPMENT

Different types of items can be acquired as a result of completing quests, looting corpses, or merely exploring Pillars of Eternity's environment. These items are divided into six categories: Equipment, Consumables, Ingredients, Quest Objects, Currency, and Miscellaneous Objects. This section of the manual will focus primarily on Equipment.

Equipment specifically relates to the types of items that characters can hold or wear on their person. The Inventory Screen shows the available slots on a character where they can equip items: head, neck/back, hands, waist, feet, weapons, and rings (2). These items have practical applications, such as boosting a player's defensive skills or contributing some magical effect.

Weapons

Weapons are the implements of war that characters use most prominently in combat. They are broadly divided into melee (hand-to-hand) or ranged types, with different benefits and pitfalls separating them.

Equipped weapons can be organized into sets, whereby a character can swap out their present weapon(s) for another preselected set. This allows the player to change out their combat strategy at a moment's notice, opting for a different approach mid-battle.

Weapons are not restricted by player size or class. A spindly Wizard can equip a Great Sword. However, there may be reasons why a Barbarian (for example) is the more advantageous bearer of such a weapon.

Melee weapons are for characters who engage their enemies face-to-face. Some examples are daggers, axes, rapiers and quarterstaves. They will often do different types of damage at varying speeds, either of which can be decisive factors when bringing them to bear in a fight.

Slash

Dagger	A broad-bladed short melee weapon. Bonus: Increased Accuracy. (Fast)
Sabre	Curved, single-edged mid-sized sword. Bonus: Inflicts damage over time effect.
Great Sword	Broad-bladed two-handed sword. Bonus: Best of Slash/Pierce.
Hatchet	Small woodcutter-style axe. (Fast) Bonus: Deflection bonus.
Battle Axe	Mid-sized traditional "bearded"-style axe. Bonus: Increased Critical damage.
Poleaxe	Long pole weapon with axe blade and opposed hammer head. Bonus: Best of Slash/Crush.

Pierce

Stiletto	Thin-bladed stabbing melee weapon. Bonus: Negates Damage Threshold. (Fast)
Sword	Single- or double-edged mid-sized straight sword. Bonus: Best of Slash/Pierce.
Estoc	Narrow-bladed two-handed piercing sword. Bonus: Negates Damage Threshold.
Rapier	Narrow-bladed mid-sized stabbing weapon. Bonus: Increased Accuracy. (Fast)
Spear	Single-handed stabbing pole weapon. Bonus: Increased Accuracy.
Pike	Two-handed stabbing pole weapon. Bonus: Increased Reach.

Crush

Club	Short cudgel, light enough to be fast. Bonus: Increased Accuracy. (Fast)
Mace	Mid-sized flange-headed crushing weapon. Bonus: Negates Damage Threshold.
Morning Star	Two-handed spiked head on a pole. Bonus: Higher Interrupt.
Flail	Short-handled ball-and-chain weapon. Bonus: Negates Deflection bonuses. (Fast)
War Hammer	Gothic-style hammer-and-spike mid-sized weapon. Bonus: Best of Pierce/Crush.
Quarterstaff	Two-handed wooden shaft weapon, swung like an axe. Bonus: Increased Reach.

Ranged weapons are intended for any character wishing to keep their distance from direct combat. They are separated into bows, crossbows, firearms, and implements. Bows and crossbows are the most common, featuring relatively fast reloads and good damage. Firearms can inflict massive damage, but are inaccurate and take a long time to reload. Implements are the fastest attacking and feature flexible damage types, but do the least damage.

Bows

Hunting Bow	Simple bow used by commoners for hunting. Bonus: Fast attack speed.
War Bow	Large, heavy-pull military-style longbow. Bonus: High damage.

Crossbows

Arbalest	Large, heavy-pull crossbow with a cranequin and stirrup for cocking. Bonus: Fast reload.
Crossbow	Mid-sized crossbow with “ordinary” cocking (no crank or stirrup). Bonus: High damage.

Firearms

Arquebus	Two-handed matchlock smoothbore longarm. Bonus: High damage.
Blunderbuss	One-handed matchlock scatter gun. Bonus: Fast reload, multiple projectiles.
Pistol	One-handed matchlock pistol. Bonus: Fast reload.

Implements

Rod	Larger than other implements, held in the middle, cylindrical. Bonus: Best of Pierce/Slash
Scepter	Ends in a prominent “head” (sphere, skull, gem, crown, etc.). Bonus: Best of Slash/Crush.
Wand	Tapers to a point. Bonus: Best of Pierce/Crush.

Shields can be equipped in a character’s off-hand. All shields fall into one of three categories: small, medium, and large. As they increase in size, shields grant greater Deflection bonuses, but at the cost of Accuracy penalties for outgoing attacks.

- **Small** - Buckler-sized, held in the hand, facing forward from the knuckles. Typically (but not always) round.
- **Medium** - The traditional “heater” shield size. Worn on the arm.
- **Large** - Kite shield-size. Worn on the arm.

Armor

Armor is the protective clothing worn on a character’s body. This can range from simple rags to ornamental steel plates. The core benefit of wearing armor is the benefit to a player’s Damage Threshold, which reduces the harm of incoming attacks. As armor grows more cumbersome, an increase to Damage Threshold can come at the cost of penalized Recovery Time.

Like weapons, armor can be equipped by characters of any size or class. Similarly, there are practical reasons why one character might be better suited to a particular armor than another.

Types of armor found in Pillars of Eternity are as follows:

- **Cloth** – Simple clothing, light and unrestrictive.
- **Padded** – The lightest proper armor, either an undercoat or independent suit.
- **Hide** – Layers of animal hide, primitive and crudely fashioned.
- **Leather** – Boiled, hard leather shaped into fitted pieces of armor.
- **Scale** – Overlapping horn or metal (or even drake) scales sewn to a cloth or leather backing.
- **Breastplate** – A solid breastplate with minimal backing, typically worn over ordinary clothing or light padding.
- **Mail** – Interlocking riveted metal links, typically in the form of a hauberk.
- **Brigandine** – A mid-length coat of small metal plates sandwiched between and riveted to cloth/canvas backing, typically worn with padded cloth sleeves.
- **Plate** – The heaviest armor, plate consists of large (usually) steel plates over mail with a light padded jacket underneath.

Weapons, armor, and shields can be modified to increase their value and bonuses. Bonuses are also found on unique or enchanted weapons/armor acquired throughout the game.

TABLES

Table 1: Character Ability Scores

Score	Defensive Bonus*	Might Damage and Healing Bonus	Constitution Endurance and Health Bonus	Dexterity Accuracy Bonus	Perception Interrupt Bonus	Intellect Duration and AoE Size Bonus	Resolve Concentration Bonus
1	+1.5	+2%	+2%	+1	+3%	+5%	+3%
2	+3	+4%	+4%	+2	+6%	+10%	+6%
3	+4.5	+6%	+6%	+3	+9%	+15%	+9%
4	+6	+8%	+8%	+4	+12%	+20%	+12%
5	+7.5	+10%	+10%	+5	+15%	+25%	+15%
6	+9	+12%	+12%	+6	+18%	+30%	+18%
7	+10.5	+14%	+14%	+7	+21%	+35%	+21%
8	+12	+16%	+16%	+8	+24%	+40%	+24%
9	+13.5	+18%	+18%	+9	+27%	+45%	+27%
10	+15	+20%	+20%	+10	+30%	+50%	+30%
11	+16.5	+22%	+22%	+11	+33%	+55%	+33%
12	+18	+24%	+24%	+12	+36%	+60%	+36%
13	+19.5	+26%	+26%	+13	+39%	+65%	+39%
14	+21	+28%	+28%	+14	+42%	+70%	+42%
15	+22.5	+30%	+30%	+15	+45%	+75%	+45%
16	+24	+32%	+32%	+16	+48%	+80%	+48%
17	+25.5	+34%	+34%	+17	+51%	+85%	+51%
18	+27	+36%	+36%	+18	+54%	+90%	+54%
19	+28.5	+38%	+38%	+19	+57%	+95%	+57%
20	+30	+40%	+40%	+20	+60%	+100%	+60%
21	+31.5	+42%	+42%	+21	+63%	+105%	+63%
22	+33	+44%	+44%	+22	+66%	+110%	+66%
23	+34.5	+46%	+46%	+23	+69%	+115%	+69%
24	+36	+48%	+48%	+24	+72%	+120%	+72%

Score	Defensive Bonus*	Might Damage and Healing Bonus	Constitution Endurance and Health Bonus	Dexterity Accuracy Bonus	Perception Interrupt Bonus	Intellect Duration and AoE Size Bonus	Resolve Concentration Bonus
25	+37.5	+50%	+50%	+25	+75%	+125%	+75%
26	+39	+52%	+52%	+26	+78%	+130%	+78%
27	+40.5	+54%	+54%	+27	+81%	+135%	+81%
28	+42	+56%	+56%	+28	+84%	+140%	+84%
29	+43.5	+58%	+58%	+29	+87%	+145%	+87%
30	+45	+60%	+60%	+30	+90%	+150%	+90%

* Might and Constitution affect Fortitude, Dexterity and Perception affect Reflexes, Intellect and Resolve affect Will. No attributes affect Deflection.

Table 2: Experience and Advancement Table

Level	Required XP	Cumulative Bonus to All Defenses and Accuracy
1	0	0
2	1,000	+3
3	3,000	+6
4	6,000	+9
5	10,000	+12
6	15,000	+15
7	21,000	+18
8	28,000	+21
9	36,000	+24
10	45,000	+27
11	55,000	+30
12	66,000	+33

Table 3: Druid, Priest, and Wizard Spells per Rest

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	4	2	-	-	-
4	4	3	-	-	-
5	4	4	2	-	-
6	4	4	3	-	-
7	4	4	4	-	-
8	4	4	4	2	-
9	4	4	4	3	-
10	4	4	4	4	-
11	4	4	4	4	2
12	4	4	4	4	3

Druids, priests, and wizards may cast the listed number of spells from each level before their spells are exhausted. Boldfaced and italicized numbers represent a shift to per encounter uses, so a 10th level priest would be able to cast four 1st level spells each encounter.



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