



Essentia provides a player with the means to alter d20 rolls in dramatic situations, reflecting the luck that can change crushing failure into heroic success. Your character has a limited amount of essentia and they must be used wisely, since the character's supply doesn't replenish until they are able to get a full night worth of rest.

You can expend essentia to improve the result of an attack roll, a skill check, an ability check, a level check or a saving throw. Certain class features and feats allow you to use essentia in different ways, but this is their most basic use.

When you expend essentia, you add the amount expended to your d20 roll to help you meet or exceed the target number for the roll. You can declare that you are expending essentia after you have already rolled the d20, but you must do so before the DM reveals the result of your roll (whether the attack roll or check or saving throw succeeded or failed). You can't expend essentia on a skill check or ability check when you are Taking 10 or Taking 20.

You can only expend essentia once in a round. If you expend one or more essentia on a special action (see below), you can't expend more in the same round to improve a die roll, and vice versa. If a character suffers from the debilitating affects of an undead creatures' Spirit Drain ability, they temporarily lose a set amount essentia as dictated by the Dungeon Master and possibly succumb to Spiritual Exhaustion or become Spiritually Crippled.

At 1st level, the player determines their Soul/Spirit score, and this score represents their force of will and desire to continue to exist on the material plane as a corporeal entity. The player adds up all of her characters ability scores. The sum of her abilities scores is then divided by eight. The player then takes the dividend and adds her characters Wisdom modifier. This end result is the characters Soul/Spirit score.

The player now references her Soul/Spirit score on the ability score chart. The amount of essentia listed two columns to the right of the score is the amount the character starts the game with, before adding any modifiers from background abilities, feats or class features.

ESSENTIA: AN ACHILLES HEEL

As beneficial and invaluable a resource as essentia can be, there is an inherent danger in letting it drop past a certain point and an even greater risk in using too much all at once.

When the character expends or loses enough essentia that her essentia pool drops to half, they must make a Fort save (DC 10 + 1 per point of essentia burned/lost) or succumb to Spiritual Exhaustion and become fatigued. Characters that become spiritually exhausted are unable to expend any more essentia until they get a full night worth of rest and wake up the following day with their full allotment of essentia.

Characters that lose up to or more than 75% of their essentia pool are in serious danger of becoming Spiritually Crippled. Such characters that do lose three quarters of their essentia pool automatically become spiritually exhausted and fatigued. The character must then make a Will save (DC

10 + 1 per point of essentia burned/lost) or become spiritually crippled. A spiritually crippled character cannot do anything but the most basic of tasks in order to stay alive. A character that is spiritually crippled regains an amount of essentia after a full days rest that puts them at half their normal allotment, improving their status to spiritual exhaustion.

A character that has their essentia pool completely depleted through the attack of an undead creature automatically become spiritually crippled and is unconscious and helpless. Characters that are completely drained of their essentia that continue to be fed upon by the unliving lose an amount of hit points per round for the same amount that would normally drain essentia.

SPECIAL ACTIONS

Instead of altering the result of a d20 roll, you can also expend essentia to perform one of the special actions described below. In addition, some prestige classes and feats allow you to expend essentia to gain or activate specific abilities.

Activate Class Feature: You can expend 10 essentia to gain another use of a class feature that has a limited number of uses per day.

Hasten Infusion: On his turn, an artificer can expend 2 essentia to imbue an infusion in 1 round, even if the infusion's casting time is normally longer than 1 round.

Luck bonus: Whenever you need to roll a d20 to accomplish a task (an attack roll, skill roll, an ability check, a level check, a saving throw or whatever else), the character may expend five essentia in order to activate their Luck Die. When the Luck Die is activated, it is immediately rolled and added to the result of the d20 roll. See the Luck Dice feature on page xxx.

Second Wind: When the character is mortally wounded (at or below 25% of maximum hit points), they may expend essentia in order to heal themselves. The healing ratio is 4 hit points per point of essentia expended.

USING ESSENTIA

In a Tale of the Twin Suns campaign, the players should not roll damage at the same time that they roll for their attacks. They must decide whether to expend essentia to improve their attack rolls before they know how much damage a successful attack would deal.

Similarly when fighting an opponent that has concealment, the player should make the attack roll, decide whether to expend essentia, and then roll the miss chance for concealment.

The general rule is that a player must decide whether to expend essentia before making any determination about success, failure or the effect of a d20 roll.