

## Gnosite

*Roaming the world in search of new experiences and knowledge, gnosites make for great traveling companions. Their many lifetimes of experience provide excellent stories, and gnosites are always happy to share. Despite their cultural tendency toward pacifism—gnosites prefer to resolve conflicts through understanding and compromise—their nigh-impenetrable skin and strong connection to elemental earth makes them dangerous adversaries and powerful allies.*

Gnosites are earthen beings living through a cycle of reincarnation, roaming the world one lifetime after another. They wander for millennia, discovering new societies and cultures through each incarnation. Gnosites despise traveling alone, and so often seek to join adventuring groups or merchant caravans, whom they delight with endless fireside stories. Their natural empathy, bolstered by the wisdom of many lifetimes, and their stoicism in the face of physical danger combine to make them valuable and beloved companions of any group living on the road.

If you want to play a character who inspires respect and is dedicated to protecting the lives of others, you should play a gnosite.

### You might...

- Seek new adventures and experiences unfelt by past incarnations.
- See a situation from every point of view or a conflict from multiple perspectives.
- Consider violence a last resort.

### Others probably...

- Assume you are simple-minded or mistake you for an artificial construct or earth elemental.
- Both appreciate and be alienated by your ability to understand anyone's perspective, regardless of morality.
- Appreciate your endless source of fantastic stories.

### Physical description

Despite being living rocks, not all gnosites are hulking, moving mountains. At the moment of reincarnation, a gnosite's essence melds with clay and stone to form a new body of a shape and morphology best suited for its mineral composition, allowing their structure and appearance to vary widely. They most frequently adopt the form of average size humanoids to facilitate social integration. Being mostly made of non-organic material, gnosite's bodies do not age in the conventional sense of the term, giving little indication of the time that has passed since their last incarnation; however, someone with an eye for stonework would be able to estimate the age of a gnosite's body as they would any other structure.

### RARITY

rare

### HIT POINTS

10

### SIZE

Medium

### SPEED

20 feet

### ABILITY BOOST

Constitution

Wisdom

Free

### ABILITY FLAW

Intelligence

### LANGUAGES

Common

One uncommon language; work with your GM to determine which languages might be most appropriate.

Additional languages equal to your Intelligence modifier (if it's positive).

Choose from the list of common languages and any other languages to which you have access.

### TRAITS

Earth

Gnosite

Humanoid

### LOW-LIGHT VISION

You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

### ENVIRONMENTAL RESISTANCE

Gnosites' stone bodies, while still being damaged by the elements, do not feel them as harshly as flesh might. While in the Material Realm, you treat environmental heat and cold effects as if they were one step less extreme.

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## SPECIAL

Gnosites cannot be resurrected by any magical means, nor can any effect cause them to rise as undead.

## Origins

While many assume gnosites originated from the Plane of Earth as kindred of earth elementals, evidence suggests otherwise. Testimonies of gnosites who traveled to this elemental plane talk of feelings of discomfort and unease, as if their connection to the material plane was pulling them back—calling them home. Additionally, archaeological evidence shows the presence of gnosites among the oldest empires known to the Material Realm, scholars and gnosites alike have mostly accepted their native status. Any search for further details, however, leads the seeker into an ancient debate. Of the generally accepted theories, two stand out the most. The first, born from simple deduction, pins gnosites as divine creations (like most of the ancestries roaming the Material Realm), possibly by a dead or lost deity. However, what this theory offers in simplicity, it lacks in evidence. The second theory, highly contested by scholars but widely accepted among druids, claims the gnosites to be a living manifestation of

primal forces—siblings, perhaps, to the creatures known as leshies—or even an extension and necessary part of the Material Realm’s own magical ecosystem.

## Lifecycle

Gnosites exist in a state of endless reincarnation. When their physical body is destroyed, their essence returns to the earth, there to search for a new location and mineral composition from which to progenerate. How the essence of a gnosite chooses where, when, or what kind of body to rebuild is still a mystery, as the time between their incarnations is the only span of which they possess no memory. The only apparent pattern seems to be a distance, either in time or space, between each incarnation; meaning that each new life starts within a vastly different culture. Even so, stories proliferate of gnosites taking a new body mere days and miles from their previous death, especially when they leave unfinished business. This suggests gnosites may have some kind of agency in their reincarnation, as though the need for completion or sense of responsibility can overtake their curiosity for new experiences and prompt a faster, closer rebirth. Rare legends tell the story of a gnosite going so far as to reincarnate multiple times on the same battlefield, each time within seconds of its destruction, like an immortal warrior of the earth itself. Although these legends have never been confirmed, no gnosite questioned about this notion has ever expressed a reason to doubt them, thinking the phenomenon possible (if unusual) given the mysterious nature of their rebirth.

Eventually, a gnosite will decide its essence has experienced as much as there is to offer and will elect not

to form a new body once destroyed, returning to the earth and, for all intents and purposes, passing on. As no undead gnosites have ever been sighted, nor the essence of a gnosite ever seen in another plane of existence, it is largely accepted that a gnosite who stops reincarnating, rather than being drawn toward any form of afterlife, simply melds with the spirit of the world or dissipates into the aether.

## Overflowing Memories

Those lucky enough to travel with a gnosite might develop the impression that they have a vast but muddled memory. Gnosites seem to blend eras and empires together, seeming so mixed up in their own lives that they cannot provide reliable information about any age. This couldn't be further from the truth. Gnosite memories are flawless, by and large; they simply store information in an unusual fashion. Most gnosites remember stories to perfection, but are terrible with out-of-context information. A gnosite could read half a book filled with runes and not remember a single one of them, but maintain a flawless image of the single rune that caused a friend's death centuries ago. The name of the conqueror leading an opposing army would be wholly foreign to them a mere week after the war, but they would remember the faces of every soldier they exchanged blows with, even a millennium later. This peculiar quirk of memory makes gnosites incredible bards, capable of remembering an infinity of stories and legends, lived or heard; but atypical arcane users or engineers, crafting stories as mnemonic devices around each rune or formula in order to remember it.

## Limitless Empathy

Living through endless lifetimes, traveling with people of all cultures and origins, gnosites' unique lifespan can lead to deep and persistent empathy. Capable of placing themselves in the position of almost anyone, and of looking at situations from many different perspectives, they make excellent devil's advocates—unfortunately, sometimes all too literally. Seeing value in almost any perspective, peacemaking gnosites sometimes clash with more violently righteous allies as their understanding of their foes' perspectives increases, eventually seeking to make peace between the two sides and find equitable solutions. In some cases this ends in redemption and peace, as contentious issues are resolved without further bloodshed. In rare instances, however—particularly where cunning and wily evildoers can hide the grim results of their deeds from the gnosite—these peacemakers may be deceived into taking the wrong side, keeping the peace and preaching tranquility as cover for their allies' cruel oppression.

## Society

Gnosites being few and widely scattered, most never encounter another one of their kind, even over their many lifetimes. This solitude manifests itself in varied ways among individual gnosites. Some desperately crave connection with other peoples, trying to fill the void left by the lack of kindred, while others develop a certain detachment towards the world, as if they are but an observer sent to collect and share knowledge. Some even

## GNSITE ADVENTURERS

Gnosites are born adventurers, always looking to discover something, whether new or old, and often caring very little for treasures compared to their companions. Nobody knows better than a gnosite that you can't take it with you.

Typical gnosite backgrounds include archeologist, courier, field medic, merchant, and nomad. Gnosites' connection with the earth makes them excel as druids and rangers, while their storied memories often guide gnosites to become bards or to develop sorcerous or oracular abilities. Some decide to commit a lifetime to an otherworldly cause, becoming champions or clerics.



take great pride in this purpose. Though rare, history tells of a few gnosites tragically twisted by solitude, unable to relate to living or dead alike. These traumatized gnosites often become agents of chaos and destruction, their empathy having devoured itself in the silence.

While it is impossible to tell how many lives a gnosite has lived, their self-perception, particularly as it relates to their own nature and mysterious origins, often reveals their age in the roughest sense. Younger gnosites tend to express their curiosity the way ancestries of shorter life span do; they rove out with excitement and eagerness, neglecting to ponder upon their own existence or purpose in favor of the here and now. Older gnosites, however, often possess a temperament familiar to elves and dwarves; they ponder existential questions or strike a curious balance between conviction and uncertainty, one characteristic of centuries-long lives.

Being near-timeless and with no cultural or biological imperative, it is somewhat unusual for a gnosite to engage in conventional romantic relationships. It is, however, quite frequent for them to find a bonded companion without equal, resulting in a deep and fulfilling platonic friendship.

## Alignment and religion

Gnosites aren't known to favor any specific deity, and when they do, they often worship in curious or atypical ways; many are older than the religions of the present era, after all. However, the appropriate context and circumstances can lead a gnosite to worship a particular deity or pantheon, or practice a specific philosophy, over the course of a single lifetime. Their unusual empathy typically guides gnosites to neutral alignments, but otherwise they can be found anywhere on the ethical and moral spectrum.

## Names

A gnosite name is often a common name of the region in which it most recently reincarnated, as they often take a new name when forming a new body. This is often simply a nickname given to them by their first traveling companion. A gnosite will answer to the name of a previous body, provided it remembers it—some of its lives may have been particularly uneventful, leaving it with few (if any) related tales to tell.

## Sample Names

Arcos, Boulder, Crag, Daev, Dagur, Kito, Koko, Krog

## Gnosite Heritages

### Ancient Gnosite

Your essence is ancient. You've decided this life will be your last before returning to the earth, whether due to fulfillment, weariness, or perhaps a desire to finally experience the fervor of someone with everything to lose. You gain the Diehard feat, and you gain 12 Hit Points from your ancestry instead of 10.

### Caldera Gnosite

Your latest reincarnation arose from volcanic rock or nearby to flowing magma, giving you the look of a cooled lava flow. You gain the Inner Fire action.

### INNER FIRE

**FIRE** **GNOSITE** **PRIMAL**

**Frequency** once per minute

You focus on the intense heat within your body's core, willing it to return to its primal state. Your exterior cracks to make way for the molten stone within, granting you an additional 1 fire damage per weapon damage die on your unarmed Strikes until the end of your next turn.

### Earthbound Gnosite

Your many reincarnations have reinforced your connection to the earth. Select a cantrip from the primal spell list. You can cast this cantrip as an innate primal spell at will, heightened to half your level.

### Granite Gnosite

Your current body is made from solidified magma forged deep beneath the earth. You gain resistance to slashing damage (except magical) equal to half your level (minimum 1).

### Schist Gnosite

Glistening with tiny crystals along densely layered bodies and gleaming in a way no portrait could ever capture, schist gnosites are spectacular marvels in person. Against creatures that can see you, you gain a +1 circumstance bonus on skill checks to Make an Impression and to Perform.

## Ancestry Feats

At 1st level, you gain one ancestry feat, and you gain an

additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a gnosite, you select from among the following ancestry feats.

## 1st Level

### CAPTIVATING STORYTELLER FEAT 1

#### GNOSITE

You've got a knack for telling stories in a way that draws people in; a time-honored tradition, if ever there was one among the gnosite. You become trained in Performance (or another skill if you are already trained in Performance), and you gain the Fascinating Performance skill feat.

### LIVING ARMOR FEAT 1

#### GNOSITE

Your stone body is armor in and of itself. Your living armor is medium armor in the composite armor group that grants a +3 item bonus to AC, a Dex cap of +2, a check penalty of -2, a speed penalty of 0 feet, a Strength value of 14, and the comfort trait. You can never wear other armor, nor can you remove your living armor. Finally, you can etch armor runes onto your living armor as with any other armor of its type.

### LORE BREADTH FEAT 1

#### GNOSITE

Thanks to your many lifetimes, you didn't learn about history, you lived it. You become trained in Society, and you gain the Additional Lore skill feat, even if you don't meet its prerequisites.

### MAGMA GNOSITE FEAT 1

#### GNOSITE

**Prerequisites** caldera gnosite heritage

Your magmatic body easily withstands heat and flames. You gain resistance to fire equal to half your level.

### MAINSTAY FEAT 1

#### GNOSITE

Through your many incarnations, there is something you have always gravitated towards; a comfortable groove your essence fits into with ease. You become trained in a skill of your choice and gain the Assurance skill feat for a skill of your choice in which you are trained. When you use Assurance with this skill, you get a result of 11 plus your proficiency modifier, instead of 10 plus your proficiency modifier.

### PALEOGLOT FEAT 1

#### GNOSITE

One of your past incarnations had an unmatched love for languages. You begin play knowing one additional language, chosen from common languages and others you have access to, and gain a +1 circumstance bonus to Decipher Writing when deciphering ancient versions of languages you know.

### STONE FIST FEAT 1

#### GNOSITE

Your impressive stone fists strike like pounding hammers. The damage die for your fist unarmed Strike increases to 1d6, and you do not take a penalty when using your fists to make lethal attacks.

## 5th Level

### EARTH MAGIC FEAT 5

#### GNOSITE

The last time you reincarnated, you took a bit of primal magic with you, giving your new body some of those abilities. Select a common 1st-level spell with the earth trait from the primal spell list. You can cast this spell as a 1st-level primal innate spell once per day.

### HANDCARVER FEAT 5

#### GNOSITE

You are able to coax stone into new shapes with your bare hands as though carefully shaping clay. You can Craft stone items without tools at no penalty, and when you successfully Force Open a stone object, you critically succeed instead. If you roll a critical success, you can Force Open the object without damaging it, and can return it to its sealed state without leaving evidence of tampering.

### IMPENETRABLE SKIN FEAT 5

#### GNOSITE

**Prerequisites** granite gnosite heritage

Made of pure granite, your skin cannot be pierced easily. You gain resistance to piercing damage (except magical) equal to half your level (minimum 1).

### LIVING JUGGERNAUT FEAT 5

#### GNOSITE

**Prerequisites** Living Armor

The stone your body is made from is so thick and strong it rivals the best crafted armors. Your living armor item bonus increases to +5, its maximum Dexterity bonus decreases to 1, and it becomes heavy armor. If your proficiency in heavy armor increases to expert or greater, you gain the armor specialization effect of your rocky body.

### MAGMA STRIKE ◆◆ FEAT 5

#### GNOSITE

**Prerequisites** Stone Fist, powerful fist class feature, or a similar ability

Your fist swells and cracks open, revealing a bright magma core. Make a melee unarmed Strike; this Strike deals an additional 1d12 fire damage. If you are at least 13th level, you deal an additional 2d12 fire damage instead.  
Special If you are under the effects of Inner Fire while

making a Magma Strike, the bonus fire damage from Magma Strike is 1d12+2, or 2d12+4 if you are at least 13th level.

### MOUNTAIN AFFINITY FEAT 5

#### GNOSITE

Your deep understanding of stone's true nature allows you to climb easily. You gain a climb Speed of 15 feet while Climbing unworked rock or stone.

### 9th Level

### INDESTRUCTIBLE GNOSITE FEAT 9

#### GNOSITE

**Prerequisites** granite gnosite heritage

Your body is so solid you are practically indestructible. Your resistance to slashing (and to piercing if you have the Impenetrable Skin feat) no longer excepts damage with the magical trait.

### ROCK MANIPULATOR FEAT 9

#### GNOSITE

**Prerequisites** Earth Magic

The spark of primal magic within you grows stronger. Select a common 3rd-level spell with the earth trait from the primal spell list. You can cast this spell as a 3rd-level primal innate spell once per day.

### WHISPERS OF THE STONE FEAT 9

#### GNOSITE

Your connection to the earth allows you to feel your surroundings. You gain tremorsense as an imprecise sense with a range of 30 feet.

### SUDDEN RECOLLECTION FEAT 9

#### GNOSITE

You reach into your endless memory, dredging up old stories to expand your horizons. Once per day, you may cast *hypercognition* as an innate occult spell. When you do so, you gain a +1 circumstance bonus to Performance checks for the next minute, as you are inspired by the tales rushing back into your mind.

### 13th Level

### ONE WITH THE MOUNTAIN FEAT 13

#### GNOSITE

**Prerequisites** Mountain Affinity

You are one with the mountain and the mountain is one with you; for you, climbing is just like walking. Your climb Speed when Climbing on rock surfaces becomes equal to your Speed. In addition, you can Climb using only your feet.

### STONE COMMANDER FEAT 13

#### GNOSITE

**Prerequisites** Rock Manipulator

Earth and stone follow your commands, as if they were extensions of your body. Select a common spell of 5th level or lower with the earth trait from the primal spell list. You can cast this spell as a 5th-level primal innate spell once per day.

### STONE TALKER FEAT 13

#### CONCENTRATE DIVINATION GNOSITE PRIMAL

**Frequency** once per day

You have a connection with stone and earth that allows you to gather echoes of their surroundings. By touching an unworked stone surface of your size or larger for ten minutes, you may ask a single question of the stone and receive answers from it, allowing you to learn about the surrounding area with clear line of sight or within 60 feet as though the stone had tremorsense as a precise sense. The stone is not able to tell you things that would require a Recall Knowledge check on its part, but its descriptions are adequate to allow you to attempt your own checks regarding creatures or events it tells you about.

### TECTONIC DRIFT FEAT 13

#### GNOSITE

You meld into the stone as if you were a part of it, allowing you to move through it. You gain a burrow Speed of 15 feet. You may Burrow through unworked natural stone at half speed, though you must hold your breath while doing so. You cannot Burrow through worked stone or other unnatural stone formations.

### 17th Level

### EARTHWALKER FEAT 17

#### GNOSITE

**Frequency** Once a week

You learn to travel the earth the same way your soul does during reincarnation. You may cast *earth warp* (see below) once per week as a 7th-level primal innate spell.

### EARTH WARP SPELL 7

#### RARE TRANSMUTATION EARTH

**Traditions** primal

**Spell List** elemental

**Cast** 1 minute (material, somatic, verbal)

**Range** touch; **Targets** you and up to 5 willing creatures touched

**Duration** 8 hours

Touching a natural stone surface connected to the earth, like the side of a mountain or the wall of an underground cavern, you and the spell's other targets melt into the stone and can travel through the earth at breakneck speeds so



long as you remain in physical contact with one another. As a group, you have a burrow Speed of 60 feet while navigating spaces that require fine control of your movement, or a travel Speed of 100 miles per hour over wider areas. Though blind, you and any creatures you bring with you have a general sense of direction, knowing which way is magnetic north (if applicable), which way is down, and how far away and in what direction the nearest surface is. While in this state, you do not need to breathe, cannot speak, and may communicate telepathically with the creatures you brought along with you. If at any point you or one of the creatures accompanying you exit the earth, the spell ends, placing all affected creatures in the nearest unoccupied space to the creature that exited first.

If a creature breaks physical contact or the duration of the spell ends before a creature willingly exits the earth, they take 10d6 force damage and are shunted out of the earth into the nearest unoccupied space. If a target of the spell is carrying a creature in an extradimensional space, the spell fails.

## EMBODIMENT OF THE EARTH FEAT 17

CONCENTRATE MANIPULATE GNOSITE PRIMAL

TRANSMUTATION

**Frequency** Once per day

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You become a conduit of the stone and earth of the Material Realm, transforming into a powerful juggernaut. You become a Large earth elemental battle form, as if affected by 7th-level *elemental form*. This effect lasts for 1 minute or until you Dismiss it.

## TECTONIC SHIFT FEAT 17

GNOSITE

**Prerequisites** Tectonic Drift

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Rock offers you little resistance, and you navigate through it with ease. Your burrow Speed when Burrowing through unworked natural stone becomes equal to your Speed.