

THANATOR

You straddle the border between life and death through focus and grit, dancing with death in a surge of adrenaline.

INITIAL PROFICIENCIES

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

PERCEPTION

Expert

SAVING THROWS

Expert in Fort
Trained in Reflex
Expert in Will

SKILLS

Trained in Intimidation
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSE

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in Thanator class DC

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution

HIT POINTS

12 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You hurl yourself headfirst at your foes, heedless of danger, and every hit you take makes you stronger. You'll have to make yourself the center of attention and risk your life to unlock your full potential.

During Social Encounters...

Your regular near-death experiences give you a unique perspective on things. Living for thrills and excitement, you are often the one seeking new risky adventures for you and your friends.

While Exploring...

Your combat experience keeps you on your toes and alert to potential dangers. You might make yourself an obvious easy target for an ambush in order to protect the most vulnerable party members.

In Downtime...

You may go looking for a brawl in a fighting pit, engage in dangerous activities like free climbing, or even join a revolution to overthrow a tyrannical ruler.

You Might

- Have a very unique perception of life and death.
- Be prone to boredom, seeking or even triggering exciting situations.
- Refuse to give up or back down from anything.

Others Probably...

- Are wary of your presence and your battle scars.
- See you as having some type of death wish.
- Feel both impressed and intimidated by your strong determination

Table A-1: Thanator Advancement

Your Level	Class Features
1	Adrenaline flow, ancestry and background, blood for blood, hard to kill, initial proficiencies, manifestation, thanator feat
2	Skill feat, thanator feat
3	Adrenaline surge, general feat, morbid stoicism, skill increase
4	Skill feat, thanator feat
5	Ability boosts, adrenaline homeostasis, ancestry feat, skill increase, zone of focus
6	Skill feat, thanator feat
7	General feat, juggernaut, skill increase, weapon specialization
8	Skill feat, thanator feat
9	Ancestry feat, lightning reflexes, skill increase, thanator expertise, vigilant senses
10	Ability boosts, skill feat, thanator feat
11	General feat, light armor expertise, resolve, skill increase, weapon mastery
12	Skill feat, thanator feat
13	Ancestry feat, skill increase, undying warrior
14	Skill feat, thanator feat
15	Ability boosts, general feat, greater juggernaut, greater weapon specialization, skill increase
16	Skill feat, thanator feat
17	Ancestry feat, living on the edge, skill increase
18	Skill feat, thanator feat
19	General feat, light armor mastery, skill increase
20	Ability boosts, skill feat, thanator feat

Class Features

You gain all of the following abilities as a thanator. Abilities gained at higher levels than 1st always list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. The proficiencies are noted at the start of this class.

Adrenaline Flow

You distill adrenaline into necromantic energy using a trance-like state known as adrenaline flow. As long as your current Hit Points (including temporary Hit Points) are lower than your maximum Hit Points, you are in adrenaline flow and you gain the listed benefits of your manifestation.

Normally, you gain and use adrenaline flow only in combat encounters; when an encounter ends, you lose adrenaline flow. At the beginning of an encounter, if your current hit points are lower than your maximum hit points, you enter adrenaline flow the first time you lose hit points.

Blood for Blood

You gain the Blood for Blood reaction.

BLOOD FOR BLOOD ↻

THANATOR

Trigger An enemy within reach hits you with a melee Strike or a melee spell attack roll.

Rather than trying to protect yourself or avoid the hit, you use it as an opportunity to attack. You gain weakness to the triggering Strike equal to your level. Make a melee Strike against the triggering creature.

Hard to Kill

Your dance with death is one that keeps you one step further from its final embrace. You gain the Diehard general feat.

Manifestation

Thanators manifest their unusual adrenaline powers in various ways, called manifestations. Manifestations often reflect the personality of a thanator, albeit sometimes a hidden one. You choose a thanator manifestation (page 7).

Thanator Feats

At 1st level and every even-numbered level, you gain a Thanator class feat.

A THANATORS' SOURCE OF POWER

Thanathors are considered somewhat of an oddity by many scholars and martial masters alike. While the manifestation of their power is undeniably of necromantic nature, its true source is still unknown. The most accepted theory pins thanathors as natural born warriors with a predisposition for vitamancy. Often gifted with a strong survival instinct, an unshakable willpower or a love of challenges, thanathors are known to be adrenaline seekers. This personality trait is believed to be so intrinsic to their psyche, it subconsciously manifests itself into magical abilities, similar to the way a practitioner of vitamancy would dig into its own life force to conjure magic.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Adrenaline Surge

3th

The more injured you are, the more dangerous you become. If your Hit Points are lower than half your maximum Hit Points, your adrenaline flow becomes adrenaline surge and you gain the additional benefits listed in your Manifestation.

Some Thanator feats have the surge trait. You can only use actions with the trait or benefit from feats with the trait while you are in adrenaline surge.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Morbid Stoicism

3rd

Interactions with death have become so mundane they leave you utterly unphased. When you get a success on a Saving Throw against an effect with the death, negative or positive trait, you get a critical success instead.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this skill increase to become trained in one skill you're untrained in, or become an expert in one skill in which you are already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Adrenaline Homeostasis

5th

You are not afraid of death and consider it a foe to vanquish like any other. You gain the Adrenaline Homeostasis reaction.

ADRENALINE HOMEOSTASIS ↻

SURGE **THANATOR**

Frequency Once per day

Trigger You take damage from a creature that reduces you to 0 Hit Points but doesn't immediately kill you.

The adrenaline flowing through your veins creates a perfect homeostasis of negative and positive energy. You enter adrenaline homeostasis and your wounded condition increases by 1. While in homeostasis, you



remain conscious at 0 hit points and you cannot gain or lose any Hit Points, including Temporary Hit Points. You are still taking damage for the purpose of requirements and effects. (ex. if you gain a condition that lasts for as long as you are taking persistent damage, you still suffer the condition until you've lost the persistent damage condition.) At the end of your next turn, you exit Adrenaline Homeostasis, you fall unconscious and begin dying as normal. If you become unconscious for any other reason, like the effect of a spell, you exit Adrenaline Homeostasis and begin dying immediately.

At 11th level, you can maintain homeostasis for an additional turn, and a third turn at level 17th. For every additional turn you maintain Adrenaline Homeostasis, your wounded condition increases by 1.

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Zone of Focus 5th

Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increases to expert. When you are in adrenaline flow, you gain the critical specialization effects for melee weapons and unarmed attacks.

Juggernaut 7th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Weapon Specialization 7th

You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary.

Lightning Reflexes 9th

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Thanator Expertise 9th

Your proficiency rank for your Thanator class DC increases to expert.

Vigilant Senses 9th

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

Light Armor Expertise 11th

Your proficiency for light armor and unarmored defense increases to expert.

Resolve 11th

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Weapon Mastery 11th

Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Undying Warrior 13th

Feeling the grasp of death tightening, you find an unexpected strength to keep going. You gain the Undying Warrior benefits listed in your manifestation.

Greater Juggernaut 15th

Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you roll a failure on a Fortitude save against an effect that deals damage, you halve the damage you take.

Greater Weapon Specialization 15th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Living on the edge 17th

You can now use Adrenaline Homeostasis once per hour instead of once per day.

Light Armor Mastery 19th

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

Manifestations

Thanators use their heightened state of adrenaline to enhance different aspects of their fighting styles. Your manifestation determines the advantages your adrenaline flow grants you as well as giving access to some of the Thanator feats.

Manifestation of Might

You crystalize adrenaline into raw strength. When in Adrenaline Flow, you can add your Constitution modifier to melee damage rolls instead of your Strength modifier and your melee Strikes deal an additional 3 damage.

Adrenaline Surge

The necromantic energy within you extends to your weapons, making them more dangerous. Your melee Strikes deal an additional damage dice. The additional damage is negative or positive damage (your choice).

If you have weapon specialization, the bonus damage to your melee Strikes while in Adrenaline Flow increases to 6.

Undying Warrior

Being on the edge of death makes you stronger than ever. While in Adrenaline Homeostasis, the number of additional damage dice from adrenaline surge increases to two.

If you have greater weapon specialization, while you are in adrenaline surge, your bonus damage to melee Strikes increases to 12.

Manifestation of Magic

Your conversion of adrenaline into necromancy is more precise and deliberate than most Thanators. You gain access to manifestations spells, which are a type of focus spell. You gain a focus pool of 1 Focus Point, but you cannot use the Refocus activity, even if you would gain access to it another way. Manifestation spells can only be used while in Adrenaline Flow, and whenever you enter Adrenaline Flow, you recover 1 Focus Point. You gain the *life surge* focus spell and become trained in primal spell attack rolls and spell DCs. Your spellcasting ability is Charisma. Whenever your proficiency rank for your Thanator Class DC increases, so does your proficiency in primal spell attack rolls and spell DCs.

LIFE SURGE

FOCUS 1

UNCOMMON AURA HEALING POSITIVE STANCE

THANATOR

Cast ◆◆ verbal, somatic

Area 15-foot emanation

Duration sustained up to 1 minute

Whenever you take damage from an enemy creature, allies (excluding you) in the area regain 2 hit points.

Heightened (+1) Allies regain an additional 2 Hit Points.

Adrenaline Surge

While in adrenaline surge, you gain fast healing equal to half your level.

If you have weapon specialization, when you enter adrenaline surge for the first time during an encounter, you can cast a manifestation spell with the stance trait as a reaction. You still need to pay a focus point to Cast the Spell.

Undying Warrior

Your manifestation spells become second nature. While in Adrenaline Homeostasis, you can sustain a manifestation spell as a free action instead of an action.

At 15th level, the fast healing granted by adrenaline surge becomes equal to your level.

Manifestation of Focus

The crystallized adrenaline steadies your hands and sharpens your sight. While in Adrenaline Flow, your first attack of each turn gains a +1 status bonus to attack rolls and you automatically succeed the flat check to Strike a concealed target.

Adrenaline Surge

You gain incredible precision, dealing decisive blows to your foes. Your melee Strikes gain the deadly d8 trait, or you increase their deadly trait to d8 if they are already deadly with a smaller die size. The damage dealt from this granted deadly trait is positive or negative damage, your choice.

If you have weapon specialization, the bonus to attack roll granted by Adrenaline Flow increases to +2.

Undying Warrior

Your strikes always aim true, as if they had an unnatural attraction to vital organs. While in Adrenaline Homeostasis, the first melee Strike of your turn that hits becomes a critical hit instead.

If you have greater weapon specialization, the granted trait from adrenaline surge becomes deadly d12 instead.

Manifestation of Alacrity

You fully embrace the frenzy of combat and let it electrify you. While in Adrenaline Flow, your multiple attack penalty is -4 (-3 with an agile weapon) on your second attack of the turn instead of -5, and -8 (-6 with an agile weapon) on your third or subsequent attacks of the turn, instead of -10.

Adrenaline Surge

Fueling necromantic forces into your weapons, you remain standing by leashing the life force of your opponents. While in adrenaline surge, whenever you deal damage to a living or undead creature with a melee Strike, you can recover a number of hit points equal to half your level.

If you have weapon specialization, your multiple attack penalty while in Adrenaline Flow becomes -3 (-2 with an agile weapon) and -6 (-4 with an agile weapon).

Undying Warrior

While in Adrenaline Homeostasis, you become quickened. You can use your extra action only to Strike.

If you have greater weapon specialization, while in adrenaline surge you recover a number of hit points equal to your level instead of half your level when you deal damage with a melee Strike.

Thanator Feats

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

1ST LEVEL

DESTABILIZING STRIKE FEAT 1

THANATOR

You break your opponent's stance before striking. Make an Athletics check to Trip, Shove or Grapple. If it succeeds, make a Strike against the same creature.

INTIMIDATING POSTURE FEAT 1

THANATOR

Prerequisites Trained in Intimidation.

You gain the Intimidating Glare feat as a bonus feat. As soon as you meet the requirements for Scare to Death, you

gain it as a bonus feat and it has the surge trait for you. While you are in adrenaline flow, you gain a +1 status bonus to Intimidation checks. When you are in adrenaline surge, this bonus increases to +2.

LEG BREAKER FEAT 1

THANATOR

You slow down your opponents to keep them within your reach. Make a melee Strike against a creature. If the Strike hits, the creature takes a -5 status penalty to its Speed for one minute.

STRIKE THE FEARFUL FEAT 1

THANATOR

Striking fear into your foe's heart, you hit them when they are at their most vulnerable. Make an Intimidation check to Demoralize then make a melee Strike. If the Intimidation check was a success, you gain a +1 circumstance bonus to the Strike.

Level 2

ADRENALINE DRAW FEAT 2

THANATOR

Trigger You enter adrenaline flow

Your body reacts instinctively to the rush of battle. You Interact to draw a weapon.

BEHIND ME! FEAT 2

THANATOR

Trigger An enemy creature you can see targets an adjacent ally with a Strike.

You take the hits so your allies don't have to. You become the target of the attack instead of the triggering ally even if you are not a valid target for the Strike.

INTENTIONAL OPENING FEAT 2

EMOTION MENTAL THANATOR

Frequency Once per turn

You taunt an enemy to create an opportunity. Make an Intimidation check against the Will DC of a creature who can reach you. On a success, the creature must use its reaction to make a Strike against you and becomes flat footed to you until the end of your turn. Make a Strike against the creature.

MORBID ASSESSMENT FEAT 2

THANATOR

You become trained in Necromancy Lore. You can Recall Knowledge using your Necromancy Lore modifier to determine how close to death a creature is. Your GM determines how to convey the information (how many hit points the creature has, or that it "will fall with one more blow," etc), but it should be more precise than the information gathered at a glance.

Level 4

BREAK THROUGH **◆◆** FEAT 4

SURGE **THANATOR**

Prerequisites manifestation of might

You deliver a powerful blow breaking through your enemy's defenses. Make a melee Strike. The Strike treats hardness and resistances to physical damage as half your level lower (minimum 0).

COME HITHER! **◆** FEAT 4

EMOTION **MENTAL** **THANATOR**

You make yourself an enticing target. Make an Intimidation check against the Will DC of an enemy creature within 30 feet. On a success, the creature must use its reaction to Stride towards you. The creature can maneuver around obstacles in order to get to you. If there is an insurmountable obstacle between you and the creature, such as a wall or a cliff, this action has no effect. This counts as forced movement. Regardless of the result, the creature is immune to Come Hither! for 24 hours.

DOUBLE TAP **◆** FEAT 4

SURGE **THANATOR**

Prerequisites manifestation of alacrity
Frequency once per round

The momentum of your strike allows you to make a second one. Make a melee Strike. If it hits, make a second melee Strike. Your multiple attack penalty applies normally.

PROJECTED ADRENALINE **◆** FEAT 4

THANATOR

Make a ranged Strike with a thrown weapon. It counts as a melee Strike for the purpose of adrenaline flow, adrenaline surge, and undying warrior.

RECKLESS OPENING **↻** FEAT 4

SURGE **THANATOR**

Trigger An enemy creature within reach would miss you with a Strike.

You lean into your foe's attack rather than avoiding it, taking them by surprise. The Strike becomes a success instead of a failure. The creature is flat footed until the end of your next turn.

UNBIASED AFFINITY FEAT 4

THANATOR

You blend positive and negative energy as if they were one and the same. You can be healed by both positive or negative energy, but you are susceptible to both positive and negative damage as if you were both living and undead. If an effect would both heal you and deal damage to you, like a three action *heal* or *harm* spell, you are only affected by the healing part of the effect.

WAVES OF HURT FEAT 4

THANATOR

Prerequisites manifestation of magic

You gain the *waves of hurt* focus spell. Increase the number of Focus Points in your focus pool by 1.

WAVES OF HURT FOCUS 2

UNCOMMON **AURA** **NECROMANCY** **NEGATIVE** **STANCE**

SURGE **THANATOR**

Cast **◆** verbal, somatic

Area 30-foot-radius emanation

Duration sustained up to 1 minute

Whenever you take damage from an enemy creature, enemy creatures within 30 feet of you take 2 negative damage.

Heightened (+1) The damage is increased by 2

Level 6

BRUTAL RETRIBUTION FEAT 6

SURGE **THANATOR**

Prerequisites manifestation of might

When you use the Blood for Blood reaction, it deals an additional weapon damage die.

CLOSE THE GAP FEAT 6

SURGE **THANATOR**

Prerequisites manifestation of alacrity

You can use the Blood for Blood reaction with the following trigger: "A creature within Striding distance deals damage to you." When you do so, you can Stride up to your speed before making the Strike.

EMBRACE THE PAIN **↻** FEAT 6

SURGE **THANATOR**

Trigger A creature you can see targets you with a spell attack roll or a Strike.

Frequency Once per minute

You willingly take the hit, making a deadly blow into a flesh wound. The creature doesn't roll for the attack, and it is automatically a success.

FATAL MISTAKE FEAT 6

SURGE **THANATOR**

Prerequisites manifestation of focus

You use the opening created by your foe's attack. When you use the Blood for Blood reaction, it gains the status bonus to attack roll of your Adrenaline Flow, as if it was your first attack of the turn.

PAINFUL MAGIC FEAT 6**THANATOR****Prerequisites** manifestation of magic

Whenever you use the Blood for Blood reaction, you can Sustain a manifestation spell as part of the reaction.

TERRIFYING RESILIENCE ◆ FEAT 6**THANATOR****Prerequisite** Expert in Intimidation**Trigger** You use the Adrenaline Homeostasis reaction

Your resilience strikes fear in the heart of your enemies. Make an Intimidation check to Demoralize against the creature which triggered Adrenaline Homeostasis.

VERSATILE MANIFESTATION FEAT 6**THANATOR**

Choose a second thanator manifestation. When you enter adrenaline flow, you gain the benefit of either one of your manifestations, your choice. You cannot change manifestations until you exit adrenaline flow.

Level 8**ACCELERATED FRENZY** FEAT 8**THANATOR****Prerequisites** manifestation of alacrity

While you are in adrenaline surge, you gain a 10-foot status bonus to your Speed. If you have a Climb, Fly, Burrow, or Swim speed, it benefits from the status bonus as well.

COME AT ME! ◆ FEAT 8**AUDITORY** **EMOTION** **MENTAL** **THANATOR** **LINGUISTIC**

You attempt an Intimidation check against the Will DC of a creature within 30 feet of you. Regardless of the outcome, the creature is immune to this effect for 24 hours.

Critical Success The creature becomes obsessed with you. It must use all its actions on its turn for the next minute to either move toward you, make a Strike against you, or Cast a Spell with you as a target. The creature may use other actions at the GM's discretion, so long as they facilitate this aggression against you (such as drawing or using items that will harm you, keep them in the fight longer, or interacting with doors to chase you). The creature can attempt a new saving throw against your intimidation DC at the end of every turn to shake off the obsession. If it becomes impossible for the creature to maintain its assault on you, for example if it cannot physically reach you, or does not know where you are, the effect ends immediately.

Success The creature is enraged by your provocation. As a critical success, except they are only affected for 1 round.

Failure As a success, but the duration is only for the first action or activity on the creature's turn.

Critical Failure The creature is unaffected.

GUARD BREAK ◆ FEAT 8**OPEN** **SURGE** **THANATOR****Prerequisites** manifestation of might

Make a melee Strike against a creature. On a hit, the Strike deals no weapon damage dice. The creature takes a -1 penalty to its AC against your next attack this turn. If the Strike was a critical hit, it takes a -2 penalty instead.

MANUFACTURED CRITICAL ◆◆ FEAT 8**SURGE** **THANATOR****Prerequisites** manifestation of focus

You maximize the efficiency of your weapon in a precise and decisive blow. Make a melee Strike. On a hit, apply the critical specialization effects of the weapon used for the Strike.

SURGING REVIVAL ◆ FEAT 8**NECROMANCY** **THANATOR****Frequency** Once per day**Trigger** You succeed a recovery check.

Your will to fight goes beyond your consciousness. You recover a number of hit points equal to your level plus your Constitution modifier.

TILL DEATH DO US PART FEAT 8**THANATOR****Prerequisites** manifestation of magic

You gain the *till death do us part* focus spell. Increase the number of Focus Points in your focus pool by 1.

TILL DEATH DO US PART FOCUS 4**UNCOMMON** **NECROMANCY** **STANCE** **SURGE** **THANATOR****Cast** ◆ verbal, somatic**Range** touch**Duration** sustained up to 1 minute

You connect your life force to your foe's. Make a melee spell attack roll against a living or undead creature. On a hit, the creature becomes bound to you. Whenever you lose hit points, the creature loses half as many hit points. Whenever you regain hit points, the creature regains as many hit points.

Level 10**FEROCIOUS WILL** ◆ FEAT 10**THANATOR****Trigger** You use the Adrenaline Homeostasis reaction**Requirements** The triggering creature is within reach

The surprise to see you still standing leaves your opponent defenseless for a moment. Make a melee Strike against the triggering creature.

SECOND WIND FEAT 10

NECROMANCY **SURGE** **THANATOR**

Frequency Once per day

You gain a number of temporary Hit Points equal to half your maximum Hit Points until the end of your next round. You become drained 1.

STUN WITH FEAR FEAT 10

OPEN **SURGE** **THANATOR**

Your presence is frightening enough that it can leave your foes unable to act. Make an Intimidation check against the Will DC of a creature within 30 feet of you. The creature becomes stunned 1 on a failure, and stunned 2 on a critical failure. Regardless of the outcome, the creature becomes immune to Stun With Fear for 24 hours.

ADRENALINE REFOCUS FEAT 10

THANATOR

Prerequisites manifestation of magic

When you enter adrenaline surge for the first time during an encounter, you gain a Focus Point.

Level 12

EYE OF THE STORM FEAT 12

THANATOR

Prerequisites Intentional Opening

Make an Intimidation check and compare the result against the Will DC of up to three creatures who can reach you. Each creature which fails its saving throw uses their reaction to make a Strike against you and become flat-footed until the end of your turn. Make a Strike against each creature who failed their saving throw, up to a maximum of 3. Apply your multiple attack penalty as normal.

FEARSOME PRESENCE FEAT 12

AURA **EMOTION** **MENTAL** **THANATOR**

Prerequisites master in Intimidation.

The sight of your resilience is terrifying to your enemies. When an enemy enters or begins their turn within 10 feet of you while you are in adrenaline surge, they must succeed a Will save against your Intimidation DC or be frightened 1 (or frightened 2 on a critical failure). Regardless of the outcome, they become immune to fearsome presence for 24 hours.

NECROMANTIC INJURY FEAT 12

SURGE **THANATOR**

Prerequisites manifestation of might

You deliver a powerful blow in an attempt to wound your opponent. Make a melee Strike. If the Strike hits, it deals additional persistent negative damage or positive damage

(your choice) equal to 1d6 plus 1 per weapon damage die.

RESIDUAL DAMAGE FEAT 12

SURGE **THANATOR**

Frequency Once per hour

Prerequisites manifestation of alacrity

Your attacks leave a little residual necromantic energy behind, which you unleash all at once. Each creature that you damaged with a Strike this turn takes 4 points of positive or negative damage (your choice) for each of your Strikes that dealt damage to it. At 15th level, the damage increases to 8.

SURGICAL PRECISION FEAT 12

THANATOR

Prerequisites manifestation of focus

The precision of your strikes leaves lasting damage. When you critically hit a creature, it becomes clumsy 1 and enfeebled 1 for 1 minute.

Level 14

LEG CHOPPER FEAT 14

THANATOR

Prerequisites Leg Breaker

When you use Leg Breaker, the creature's Speed is reduced by half instead of the -5 status penalty.

CRITICAL SURGE FEAT 14

OPEN **SURGE** **THANATOR**

Prerequisites manifestation of focus

Make a melee Strike. It critically succeeds if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

INVIGORATING BREATH FEAT 14

THANATOR

Prerequisites Surging Revival

Your will to fight has grown beyond consciousness. Whenever you succeed on a recovery check and lose the dying condition, you recover a number of Hit Points equal to your Constitution score plus your level.

TERRIFYING RESILIENCE, GREATER FEAT 14

THANATOR

Prerequisites Terrifying Resilience

Seeing you take a blow that would kill others is a chilling sight for your enemies to behold. When using the Terrifying Resilience action, compare the result of your Intimidation check against the Will DC of each enemy creature who can see you within 30 feet.

ONE MORE ◆ FEAT 14**SURGE** **THANATOR****Prerequisites** manifestation of alacrity**Frequency** Once per hour**Trigger** You hit and roll damage against a creature you have already hit and damaged with a Strike this turn.

Make a Strike against the same creature. Your multiple attack penalty applies normally.

Level 16**CENTER OF ATTENTION** FEAT 16**AUDITORY** **EMOTION** **MENTAL** **THANATOR****Prerequisites** Come at Me!

Felling your opponents one by one is not enough anymore: it's time to take them all on at once. When you use the Come at Me! action, it affects every enemy creature within 30 feet.

DEATH STARE ◆ FEAT 16**THANATOR****Prerequisites** Intimidating Posture, legendary in Intimidation**Trigger** You use the Adrenaline Homeostasis reaction

The adrenaline filling your veins terrifies your foes. You can attempt a Scare to Death action against the creature which triggered Adrenaline Homeostasis.

FOCUSED HOMEOSTASIS FEAT 16**SURGE** **THANATOR****Prerequisites** manifestation of magic

When you use the Adrenaline Homeostasis reaction, you gain a Focus Point.

NECROMANTIC IMMERSION FEAT 16**THANATOR****Prerequisites** Unbiased Affinity

The constant flow of necromantic energy flowing through your body has made you completely immune to its dangers. You become immune to positive and negative damage.

Level 18**AURA OF IMMORTALITY** FEAT 18**THANATOR****Prerequisites** manifestation of magic

You gain the Aura of Immortality focus spell. Increase the number of Focus Points in your focus pool by 1.

AURA OF IMMORTALITY FOCUS 9**UNCOMMON** **AURA** **STANCE** **SURGE** **THANATOR****Cast** ◆ verbal, somatic; **Requirements** You are in Adrenaline Homeostasis**Area** 30-foot emanation**Duration** until you exit Adrenaline Homeostasis

While Aura of Immortality is active, allies within 30 feet of you can use the Adrenaline Homeostasis reaction. When an ally uses Aura of Immortality, their wounded condition increases by 1. Allies cannot extend the duration of Adrenaline Homeostasis.

INSTINCTIVE EDGE FEAT 18**THANATOR**

You can use Adrenaline Homeostasis as a free action once per day.

PERFECTED MANIFESTATION FEAT 18**THANATOR****Prerequisites** Versatile Manifestation

Whenever you enter adrenaline flow and choose a manifestation, you also gain the adrenaline flow benefits of your other manifestation. You do not gain the adrenaline surge and undying warrior benefits.

SECOND LIFE ◆ FEAT 18**THANATOR****Requirements** You are in Adrenaline Homeostasis**Frequency** Once per day

You immediately lose the effects of Adrenaline Homeostasis and regain a number of hit points equal to half your number of maximum Hit Points.

Level 20**ADRENALINE STATE** FEAT 20**THANATOR**

While you are in adrenaline flow, you gain the benefits of your manifestation's adrenaline surge as well even if your Hit Points are higher than half your maximum Hit Points.

BLOODBATH FEAT 20**THANATOR**

At the start of each enemy's turn, you gain an extra reaction you can use only during that turn to perform Blood for Blood.

UNDYING WARRIOR FEAT 20**THANATOR**

When you use the adrenaline homeostasis reaction, your wounded value increases by 1, no matter how many rounds you extend its duration.