



— ◆ TALES OF MAR DE ORO ◆ —

PATHFINDER SECOND EDITION REMASTERED CONVERSION PACK

*A complete conversion guide for
Pathfinder Second Edition Remastered in Mar de Oro.*

— ◆  ◆ —
SEA • SKY • FAITH • EMPIRE

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A direct route from the fiction to the rule you need at the table.

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I. USING THE CONVERSION

The fastest Pathfinder conversion is the one that does not rebuild Pathfinder.

Core rule

LEAST FRICTION *Use Pathfinder as written unless this conversion explicitly says otherwise.*

Mar de Oro is built around credible danger, meaningful agency, predictable stakes, and consequences that follow the fiction. Pathfinder Second Edition Remastered already provides a tight action economy, degrees of success, encounter math, firearms, siege engines, vehicles, chases, troops, hazards, and downtime. This conversion uses those systems rather than reproducing them.

What this conversion adds

- Mar de Oro setting assumptions for classes, ancestries, firearms, and Fortera.
- Fortera Overdraw.
- Embedding as a downtime activity.
- Resonance Tuning as a rank-2 spell.
- A routing layer for battles, troop command, artillery, ships, and scale changes.
- PF2e-native expressions of Mar de Oro creatures and phenomena.
- Soul Shattering as a narrative layer on return-to-life effects.

What remains native Pathfinder

Normal Strikes, skill actions, saving throws, initiative, Stealth, detection, conditions, proficiency, multiple attack penalty, spellcasting, counteracting, item bonuses, weapon runes, vehicle rules, siege weapon rules, troop rules, chases, hazards, and encounter XP remain unchanged unless a specific Mar de Oro rule says otherwise.

The play loop

1. The world acts.
2. Establish what the characters can perceive, know, or reasonably infer.
3. Players choose what they do.
4. Use the Pathfinder procedure that answers the immediate question.
5. Apply the result and its consequences.
6. Let the world react.
7. Advance time, clocks, and pressures.

RESOLUTION *Fiction first. Use the native Pathfinder rule that best answers the fiction.*

II. CHARACTERS AND SETTING ASSUMPTIONS

Character options stay Pathfinder. Their meaning belongs to Mar de Oro.

Classes

All Pathfinder Second Edition Remastered classes are playable when their abilities can be expressed coherently in Mar de Oro.

Spellcasting classes use their normal Pathfinder mechanics. Their traditions are different practices and interpretations of Fortera rather than separate supernatural cosmologies.

Tradition or approach	Mar de Oro interpretation
Arcane	Study, mathematics, apparatus, formalized pattern, engineered Fortera technique.
Occult	Resonance, memory, performance, symbolic pattern, cognition, and retained structure.
Divine	Faith, liturgy, revelation, disciplined religious interpretation of Fortera.
Primal	Living systems, ecology, weather, natural pattern, biological and environmental resonance.

Characters and institutions may disagree about what Fortera means. The disagreement is part of the setting. The mechanics remain Pathfinder.

Wish

Wish is unavailable in Mar de Oro. It cannot be learned, cast, researched into existence, reproduced, or embedded.

Ancestries and heritages

Use Pathfinder ancestry and heritage mechanics normally. Playable peoples are integrated throughout the societies of Aeon. Ancestry does not determine nationality, culture, religion, profession, allegiance, morality, language, or class.

Rarity and access

Pathfinder rarity often reflects Golarion. Mar de Oro uses its own availability. Firearms are ordinary technology across much of the setting, so a character whose culture, profession, military service, or circumstances reasonably provide firearm access has that access even if the Pathfinder item is normally uncommon.

Access does not grant proficiency. A character who can buy a musket still uses their normal Pathfinder proficiency.

Magic items and runes

Use normal Pathfinder item mechanics. In the fiction, runes, spell effects, magical ammunition, talismans, and similar mechanics are expressed through Fortera, embedding, material engineering, resonance, or another setting-appropriate process.

SETTING CONVERSION *Keep the Pathfinder mechanic. Translate the explanation.*

III. FIREARMS

Pathfinder already has a firearm engine. Mar de Oro only maps its weapons into it.

Firearm rule

Use the firearm rules from Pathfinder Guns & Gears Remastered as written. Weapon proficiency, Strike actions, reload actions, range increments, critical behavior, traits, ammunition, runes, and class abilities work normally.

Mar de Oro mapping

Mar de Oro weapon	Pathfinder handling
Pistol	Use an appropriate native flintlock pistol profile.
Musket	Use an appropriate native flintlock musket profile.
Boarding Gun	Use an appropriate native blunderbuss profile.
Early Rifle	Use an appropriate native long firearm or arquebus profile.
Officer or dueling pistol	Use an appropriate native dueling-pistol profile.
Carbine	Descriptive category. Choose the native shoulder firearm that best matches the individual weapon.
Swivel Gun	Use a siege weapon, not a personal firearm.

Armor, reload, and criticals

Do not import the fifth-edition firearm Advantage, +2 versus armor, bonus-action reload, or special critical rules. Pathfinder's AC, proficiency, traits, reload economy, critical system, and multiple attack penalty already balance firearm lethality.

Smoke, rain, and poor powder

Use Pathfinder's existing circumstance penalties, concealment, environmental effects, or equipment consequences when the fiction establishes wet powder, poor ammunition, heavy smoke, or similar problems. Ordinary shots do not require a separate Mar de Oro misfire roll.

Volley fire

Do not use the fifth-edition Volley procedure. At Personal Scale, multiple shooters use ordinary Pathfinder encounter rules. When a whole body of troops is firing together, use troop or skirmish rules.

FIRE PRINCIPLE *Aimed fire attacks an individual. Massed fire attacks occupied space. Pathfinder supplies the resolution.*

Kalthoff Repeater

The Kalthoff Repeater is the one custom personal firearm because its rate of fire is important to the setting.

Use the nearest appropriate two-handed Remastered firearm profile for damage, range, traits, proficiency, runes, and critical behavior. The Kalthoff changes only the reload economy.

- Magazine: 30 shots.
- A Strike consumes one shot but does not require the normal Reload action between shots.
- Multiple Strikes still use normal Pathfinder actions and multiple attack penalty.
- Replenishing the magazine is a maintenance task measured in minutes, not a normal combat Reload.
- Neglect, contamination, or water exposure can disable the repeating mechanism when the fiction supports it; servicing restores it.

This allows rapid repeated fire without creating a second Strike economy.

IV. AMBUSHES AND CREDIBLE DANGER

Pathfinder's own detection and initiative rules handle surprise. The GM still has to design the situation honestly.

No Core HP

Core HP is not used in the Pathfinder conversion. Use normal Pathfinder exploration, Avoid Notice, Seek, Perception, Stealth, detection, initiative, off-guard, and encounter procedures.

Deadly encounters

A mechanically dangerous ambush can still remove meaningful choice if the GM deploys it without any discoverable warning. The safeguard is encounter preparation rather than a new defensive rule.

- Simulate or estimate unusually lethal opening situations before running them.
- Give discoverable signs when the characters could reasonably notice the danger.
- Let preparation, reconnaissance, terrain, and retreat matter.
- Know what defeat means before the encounter starts.
- A failed ambush check can lead to capture, injury, separation, loss, pursuit, or another playable consequence when the fiction allows it.

DEADLY ENCOUNTER *Simulate the threat. Give the warning. Know the failure state. Then use Pathfinder normally.*

Warnings are not protection

A clue can be missed and a warning can be ignored. Once the characters had a fair chance to perceive or reason about the danger, the world follows through. Pathfinder's normal critical hits, dying rules, recovery, and encounter math carry the result.

V. BATTLEFIELDS, TROOPS, AND SCALE

The battlefield is wider than the part the characters can directly act upon.

Three levels of focus

Focus	Use
Wider Battle	Fiction, reports, signals, position, clocks, and consequences.
Skirmish	Pathfinder Battlegry! skirmish rules when PCs command and join bodies of troops.
Personal Encounter	Normal Pathfinder encounter rules when individual characters, creatures, gun crews, rooms, decks, or immediate terrain matter.

If Battlegry! is not being used, run Personal Encounters normally and let clocks carry the wider battle. No Mar de Oro replacement mass-combat engine is required.

Troops

When many soldiers act as one creature inside an ordinary encounter, use Pathfinder's troop rules. Do not place dozens of individual soldiers on initiative unless the fiction requires individual identities.

Wider-battle clocks

- Left Flank Collapsing
- Reinforcements Arrive
- Enemy Reserve Commits
- Battery Located
- Bridge Falls
- Retreat Route Cut
- Enemy Cavalry Manoeuvring
- Airship Support Arrives

BATTLEFIELD *Resolve what the players can act upon. Let clocks carry the battle beyond them.*

Switching focus

Scale follows the question that matters now. If the important question is what a body of troops accomplishes, use the skirmish rules. When the question becomes what a particular character is doing, switch to ordinary Pathfinder encounter play.

Do not run a skirmish encounter and a Personal Encounter simultaneously for the same immediate exchange. The wider battle continues through clocks, reports, visible movement, sound, and consequences while the Personal Encounter is in focus.

Example: the Battery

Captain Ortega commands troops advancing toward an enemy Battery. At first the question is whether her soldiers can cross the approach and force the enemy position. Use Battlegry! skirmish rules.

The Battery begins ranging on the advance. Ortega can redirect the unit, use terrain, coordinate another troop, seek smoke, or pursue another troop-level answer. As long as she is solving the problem through the soldiers she commands, remain in the skirmish.

Then Ortega hands command to her lieutenant and moves through a drainage ditch to attack the gun position personally.

The question has narrowed. Switch to a normal Pathfinder encounter. The Battery is now a physical emplacement with guns, crew, ammunition, observers, earthworks, tools, and cover. Ortega uses her normal character sheet. The gunners use normal creature or NPC statistics. The guns use native siege-weapon rules.

The troops Ortega left behind continue through clocks and the fiction. If she drives off the gun crews, the artillery threat disappears from the wider battle. If she takes too long, Enemy Infantry Closing may advance.

SCALE *Change focus, not reality.*

Same threat, different decision

If Ortega orders the troop through the drainage ditch and the meaningful question remains whether the troop can seize the Battery, stay in the skirmish. If she leaves the troop and the scene turns on her individual actions inside the emplacement, use a Personal Encounter.

VI. ARTILLERY AND SIEGE WEAPONS

Use native siege weapons. Mar de Oro adds battlefield context, not a second artillery damage system.

Personal and battlefield artillery

Use Pathfinder Guns & Gears Remastered siege weapons for individual guns, field pieces, swivel guns, and other artillery. Use their native Aim, Load, Launch, range, damage, crew, and reload procedures. Mounted siege weapons resolve Launch through the listed basic saving throw rather than a normal attack roll.

When artillery is part of a troop-level skirmish, use the appropriate Battlecry! and siege-weapon procedures rather than importing the fifth-edition Battery AC, HP, or damage dice.

Bombardment beyond the immediate map

For distant artillery that can reach the scene but does not need its own tactical position, use clocks and fictional states such as Ranging, Effective Fire, Observer Lost, Battery Relocating, or Counter-Battery.

Observation and geometry

ARTILLERY *Range determines reach. Observation determines engagement.*

Terrain, elevation, firing arc, traverse, smoke, weather, observers, scouts, signals, airships, and Fortera sensing determine whether artillery can actually engage a target. Dead ground and blind angles remain real even when the rules are abstracted.

Direct interaction

When PCs reach a gun position, resolve the scene as a normal encounter. They can attack crews, sabotage ammunition, break firing mechanisms, seize guns, kill observers, or force a retreat. They do not need to reduce a custom Mar de Oro Battery HP pool to zero.

VII. SHIPS AND AIRSHIPS

Vehicles, siege weapons, chases, and one light subsystem layer.

Three naval modes

Mode	Use
Boarding	Normal Pathfinder encounter rules on decks, compartments, rigging, and internal spaces.
Sailing	Vehicle rules for ship-versus-ship action. Ships act as vehicles with mounted siege weapons.
Chase	Use the Pathfinder chase subsystem for pursuit, escape, and extended maneuver.

The switch follows the fiction. When the question is what the vessels are doing, use Sailing or Chase. When it becomes what the people aboard are doing, use a normal encounter.

Vehicle chassis

Each Mar de Oro vessel uses the Pathfinder vehicle stat block, but GM Core does not provide a universal vehicle-by-level construction table. The fleet values below are custom Mar de Oro vehicle statistics calibrated against published GM Core examples, then adjusted for canonical hull size, military construction, national doctrine, speed, and role.

Vehicle level is a reference for challenge, piloting difficulty, and overall sophistication. It is not a formula that automatically sets AC or HP. AC represents how difficult it is to land an effective hit, Hardness represents how much damage the structure absorbs, and HP represents how much punishment the vessel can sustain after Hardness.

GM Core anchors and calibrated fleet statistics

GM Core provides worked vehicle examples rather than a hidden progression table. The Cutter, Longship, Sailing Ship, Galley, Airship, and Steam Giant provide the numerical anchors for this conversion. The official Airship is a level-12 vehicle only 90 feet long with 1 pilot and 5 other crew, so it is a useful mechanical reference rather than a physical size ceiling for Mar de Oro warships.

GM Core vehicle	Lvl	AC	Fort	Hard	HP (BT)
Cutter	6	19	+14	10	100 (50)
Longship	8	21	+16	15	140 (70)
Sailing Ship	9	23	+18	15	150 (75)
Galley	10	25	+19	15	170 (85)
Airship	12	28	+22	20	210 (105)
Steam Giant	14	33	+28	20	200 (100)

The official Airship is 90 feet long, 30 feet wide, and 60 feet high. Its small operating crew and 210 HP make it closer to a light or civilian flying vehicle than to a Mar de Oro heavy warship. Mar de Oro military hulls can therefore exceed the official example in Space, Crew, Hardness, and HP while remaining inside Pathfinder's vehicle language.

The fleet distributes defense by doctrine. Albion vessels trade structural margin for superior speed, rapid turning, and strong forward batteries. Valdegracian ships favor structural endurance and broadside weight. Heller vessels sit between them, with La Estrella Veloz fighting on the same tier as the Spectre through greater staying power rather than Albion speed.

La Estrella Veloz and Spectre are peer frigates. Spectre gains the Albion advantages of greater Speed, tighter Turn distance, and a Heavy forward battery; Veloz answers with higher Fortitude, Hardness, and HP.

Aurora Ventus sits one step above those peer frigates in structural toughness, without matching Albion speed or bow fire.

Fleet profiles

Vessel	Lvl	AC	Fort	Hard	HP (BT)	Speed	Turn	Broadside	Forward
Albion Sloop	10	27	+20	15	180 (90)	180 ft	90 ft	Light	Light
Santo-class	10	26	+21	18	200 (100)	120 ft	120 ft	Light	-
Helios Tender	11	25	+23	22	280 (140)	70 ft	180 ft	Support	-
Cazador	12	29	+22	18	220 (110)	135 ft	120 ft	Medium	-
Wight-class	12	29	+22	18	240 (120)	165 ft	100 ft	Medium	Light
La Estrella Veloz	14	31	+26	21	300 (150)	140 ft	120 ft	Heavy	-
Cruzado	14	29	+27	24	330 (165)	85 ft	180 ft	Heavy	-
Aurora Ventus	15	31	+29	25	370 (185)	105 ft	160 ft	Heavy	-
Spectre	14	32	+24	19	270 (135)	170 ft	100 ft	Heavy	Heavy
Banshee-class	17	34	+30	25	400 (200)	150 ft	140 ft	Heavy	Heavy
Justicar-class	20	35	+36	32	700 (350)	90 ft	300 ft	Capital	Heavy

Piloting, Space, and Crew

Piloting checks use the standard DC for the vehicle's level, adjusted for difficult terrain, violent weather, damage, or other circumstances as GM Core directs. Piloting Lore is always appropriate; Sailing Lore, Crafting, or an appropriate Fortera skill can be used when the vessel and task make that skill relevant.

Space and Crew use Mar de Oro's canonical dimensions and complements. Do not reduce a military vessel to the official Airship's six-person operating crew merely to match that example. The vehicle stat block can represent hundreds of crew when the class requires them.

Speed and canonical knots

The listed Fly Speed is calibrated from the established Mar de Oro knot value. A three-action straight-line Drive can move up to three times Speed, so the listed Speed makes that full reckless push approximate the vessel's canonical top speed in open conditions. Normal turns and safer handling use the ordinary one-action Drive procedure.

This preserves the setting's 20 to 45 knot warship speeds without rewriting Pathfinder movement. Albion vessels deliberately sit at the fast end of their class, while heavier Valdegracian and support hulls trade speed for endurance. Full-speed battle runs remain dangerous because the three-action Drive is reckless and imposes the normal control penalty.

Broken vehicles

Use the native Broken vehicle rule. At or below Broken Threshold, the vessel takes a -2 penalty to AC, saves, and collision DC, all related Piloting DCs increase by 5, and its Speeds are halved. At 0 HP the vehicle is destroyed. A flying vessel then falls unless another rule or emergency action prevents it.

Broadsides

A Mar de Oro broadside uses the mounted siege-weapon structure, but represents several guns firing together as one coordinated damage instance. Do not roll once per cannon. The battery Launches once, the target resolves one basic Reflex save, and the target's Hardness applies once to the final damage.

These are original Mar de Oro battery profiles calibrated from Pathfinder siege-weapon cadence and damage bands. They are broader abstractions than a single cannon because a naval broadside represents an entire working battery.

Battery	Level	Launch DC	Damage	Typical use
Light	8	24	8d12 bludgeoning	Sloops and escorts
Medium	12	30	12d12 bludgeoning	Interceptors and light frigates
Heavy	16	35	18d12 bludgeoning	Heavy, command, and strike frigates
Capital	20	40	30d12 bludgeoning	Ship of the line

The listed Launch DC is the default. If the crew member directing the Launch has a higher class DC that the siege-weapon rules allow them to use, use that DC instead.

Defending against a broadside

A controlled vehicle has no ordinary Reflex save entry, so its pilot may attempt the vehicle's appropriate Piloting check in place of the basic Reflex save against a broadside. An uncontrolled or stationary vessel that cannot evade is treated as having failed the save unless another rule provides a defense.

Critical Success: no damage. Success: half damage. Failure: full damage. Critical Failure: double damage. Apply Hardness after the degree-of-success adjustment.

Battery cadence

A Stable battery with a functioning Crew can Launch at most once per round. In Sailing mode, the many individual Aim and Load actions are abstracted into the gunnery crew, provided the target remains within the battery's physical firing arc and the crew can observe it. If either Weapons or Crew is Impaired, the battery requires one full round after Launching before it can Launch again. If Weapons is Disabled, the main battery cannot Launch.

Firing arcs and physical range

Firing arcs remain physical. Use the following geometry whenever a ship weapon entry does not provide a more specific arc.

Broadside arc

Treat a ship's broadside as a 180-degree lateral hemisphere, centered on port or starboard. A broadside has a 45-degree vertical elevation and depression limit unless the individual ship's weapons state otherwise.

Forward batteries

Albion warships carry substantial forward batteries in addition to their broadsides. Unless a ship states otherwise, a forward battery covers a 90-degree horizontal arc centered on the bow and uses the same 45-degree vertical elevation and depression limit. A dash in the fleet table means the ship has no forward battery large enough to resolve as a separate battery profile; small chase guns remain part of the fiction.

Turning and facing

A ship must complete its listed Turn distance before changing facing by 90 degrees. A 45-degree change costs half that distance. Track the distance moved since the ship last changed facing; once the required distance is completed, the facing change can occur as part of that movement.

Altitude changes

A ship may change altitude by up to half its Speed per Drive action without a Piloting check. A greater climb or descent requires an appropriate Piloting check or risks losing control. Altitude change counts as movement for the Drive action.

Close altitude separation

Ships inside 150 feet of one another must maintain a declared altitude separation of at least 50 feet. If they do not, resolve collision or near-miss risk using the normal vehicle and Piloting procedures.

Special ammunition: chain shot

Chain shot can target exposed masts, sails, rigging, or external flight surfaces instead of the hull. It deals no vehicle HP damage. The pilot attempts the same Piloting defense against the battery Launch DC. On a Failure, step Rigging /Lift from Stable to Impaired. On a Critical Failure, step it directly to Disabled. Chain shot cannot bypass an intact hull to strike internal lift banks or protected machinery.

Capital gun decks

The Justicar-class ship of the line uses a Capital Broadside while its Weapons subsystem is Stable and retains a Heavy forward battery. If Weapons becomes Impaired, its coordinated gun decks fall to a Heavy Broadside and its forward battery falls to Medium. If Weapons is Disabled, both main batteries are unavailable.

The Justicar-class is intentionally slow to turn. Its 300-foot Turn distance expresses the inertia of a ship of the line. Its power comes from surviving in the line and bringing a Capital broadside to bear, not from matching a frigate's maneuver.

Subsystem layer

Pathfinder already supplies the whole-vessel HP pool and Broken Threshold. Mar de Oro adds subsystem condition tracks only to show where damage is changing the ship. Do not create separate subsystem HP pools.

Subsystem	States
Hull	Use normal vehicle HP and Broken Threshold. No separate track.
Rigging / Lift	Stable -> Impaired -> Disabled
Weapons	Stable -> Impaired -> Disabled
Crew	Stable -> Impaired -> Disabled
Bridge / Command	Stable -> Impaired -> Disabled

A subsystem steps down when a vessel critically fails against a broadside, suffers a targeted siege effect, takes boarding or sabotage damage, or another consequence clearly damages that part of the vessel. The GM should only mark a subsystem when the fiction identifies what was hit.

Impaired means the subsystem creates a real operational problem, normally a circumstance penalty, lost action, reduced option, or clock appropriate to the situation. Disabled means it cannot perform its primary function until repaired or replaced.

Use the vehicle's single HP pool for structural damage. The native Broken state handles overall degradation, while subsystem tracks record which capabilities are being lost. If both rules impose circumstance penalties to the same check, use Pathfinder's normal bonus and penalty rules rather than stacking duplicate penalties.

Examples

- Rigging / Lift Impaired: reduced climb, list, unstable altitude, or harder Piloting.
- Rigging / Lift Disabled: loss of controlled lift or propulsion appropriate to the vessel.
- Weapons Impaired: one arc or battery unavailable, slowed reload, or reduced fire options.
- Weapons Disabled: the vessel cannot use its main battery.
- Crew Impaired: casualties, confusion, or lost stations reduce available crew actions.
- Crew Disabled: the vessel cannot operate coherently without immediate reorganization.
- Bridge / Command Impaired: signals, helm, orders, or observation become unreliable.
- Bridge / Command Disabled: command and control collapses until restored.

Éterlumin Reserve

Track Éterlumin Reserve separately from HP. Reserve represents remaining usable service, calibration condition, containment integrity, and operational availability.

Reserve is reduced by consumption, leaks, forced operation, failed tuning, containment events, or other circumstances that actually reduce usable service. Repairing hull HP does not automatically restore Reserve.

Physical access

An intact hull protects internal systems from personal firearms. Exposed crew remain vulnerable. A character can damage internal machinery with personal attacks only after gaining physical access through boarding, a hatch, a breach, an exposed mechanism, or another credible route.

SHIP ENGINEERING *Damage, depletion, and miscalibration are different problems.*

Problem	Answer
Damage	Repair the structure or machinery.
Depletion	Resupply the consumed resource.
Miscalibration	Tune the serviceable system.

VIII. FORTERA OVERDRAW

The player chooses to push. The roll determines what pushing costs.

Overdraw

A Fortera user can deliberately force a spell beyond current safe capacity. The caster must already be able to cast the spell through their normal class rules. Overdraw does not teach a new spell, add a spell to a repertoire, replace preparation, or bypass access.

Safe capacity

Safe capacity is the highest spell rank the character can currently cast from an available spell slot. Each rank above that capacity is one Overdraw tier.

A caster whose highest available slot is rank 4 can force a spell to rank 5 at one tier, rank 6 at two tiers, or rank 7 at three tiers. The spell uses its normal heightened effect at the declared rank. If the spell gains no effect from that rank, Overdraw does not invent one.

Containment save

CONTAINMENT *Overdraw DC = standard DC for your character level + 2 per Overdraw tier.*

After declaring the Overdraw, attempt a Fortitude save.

Degree	Result
Critical Success	The working succeeds. Resolve Strain one severity step lower, minimum none. The declared ripple occurs without extra escalation.
Success	The working succeeds. Take the listed Strain. Resolve the declared ripple normally.
Failure	The working can still succeed if the caster accepts it. Take the listed Strain and escalate the field disturbance one step.
Critical Failure	The working can still succeed if the caster accepts it. Resolve Strain one severity step higher, maximum drained 4, and escalate the field disturbance two steps.

Strain

Severity	Tiers over	Strain	Field ripple	Settling
Mild	1	drained 1	x1.5	Weakened field, 1 round
Moderate	2	drained 2	x2	Depleted field, 1 minute
Severe	3	drained 3	x3	Dead Zone, 1 hour
Overload	4+	drained 4	x4	Collapse Zone, 1 day or more

Use the normal Pathfinder drained condition. If a character is already drained, use the higher value rather than adding the values together. Further Overdraw while already drained 4 worsens the field consequence and fiction instead of increasing drained beyond 4.

Containment responses

Response	Use
Accept Strain	Complete the working and resolve the degree of success.
Ground the Working	Lose the effect and expend the slot, but stop further escalation from this working.
Vent	Sacrifice an external resource such as Reserve, lift, pressure, or stored charge when a physical system can actually absorb the consequence.
Break the Pattern	Use an established counter-rhythm, cutoff, grounding path, or other learned method when the fiction makes one available.

OVERDRAW PRINCIPLE *The roll does not decide what the caster attempted. It decides what the attempt costs.*

IX. EMBEDDING

A simple downtime technique, not a second magic-item crafting economy.

Embedding

Embedding is a Mar de Oro downtime activity that binds an eligible spell or Fortera working into a physical object.

Choose an Embedding Depth from 1 up to your character level.

EMBEDDING *Creation time = Depth in days. Useful life after completion = Depth in days.*

No additional Crafting check is required merely to perform the standard technique. The cost is time, access to the working, and the spell slot expended when the embedding completes.

Completion

When the Embedding completes, expend one appropriate spell slot for the effect. The slot then recovers normally. It is not committed for the object's useful life.

The caster must satisfy the normal Pathfinder requirements for knowing, preparing, or otherwise being able to cast the working.

Depth and power

Depth controls longevity, not spell rank or potency. A rank-2 working embedded at Depth 10 takes 10 days to make and naturally lasts 10 days. It remains a rank-2 effect.

If the effect itself exceeds safe capacity, resolve Overdraw separately when the Embedding is completed.

Decay

ENCHANTMENT *Embedding creates the effect. Enchantment slows the decay.*

No Fortera item is intrinsically permanent. Long-lived artifacts are embeddings whose decay has been slowed, stabilized, maintained, or repeatedly tuned over long periods.

Embedded ammunition

Resolve the physical projectile through Pathfinder weapon rules and the embedded Fortera effect separately. The projectile remains ammunition. The embedding remains a Fortera effect.

X. RESONANCE TUNING

The standard working for preserving embeddings and maintaining calibrated systems.

Resonance Tuning

SPELL 2 | Fortera

Traditions	Cast	Range	Duration
arcane, divine, occult, primal	10 minutes	touch	a number of days equal to your level

You establish a stable resonant reference in an existing Fortera embedding or a calibrated Fortera or Éterlumin system. Choose Preserve Embedding or Calibrate System.

Preserve Embedding

Touch one object containing an active Embedding. For the duration, its remaining useful life does not decrease. When Resonance Tuning ends, decay resumes from exactly where it stopped.

An embedding with 3 days remaining that is tuned by a 10th-level caster still has 3 days remaining when the 10-day tuning ends.

Tuning cannot restore an expired embedding, restore a consumed embedded effect, replenish charges, or extend the normal duration of another spell, class feature, summon, condition, or other Pathfinder effect.

Multiple tunings on the same target do not stack. A new casting replaces the previous duration. Repeated tuning can preserve an embedding for as long as practitioners continue spending the required time and spell slots.

Calibrate System

Touch one physically serviceable Fortera or Éterlumin component or coherent system. Tuning corrects ordinary resonant drift and holds the system to a stable reference for the duration.

- resonators
- regulators
- Fortera instruments
- lift references
- Éterlumin controls
- embedded ship equipment
- synchronized engineering systems
- laboratory apparatus

If miscalibration is the only problem, the system returns to normal calibration. If it is physically damaged, incomplete, depleted, or operating outside safe limits, the spell establishes a stable reference but does not solve the other problem.

CALIBRATION *Tuning restores agreement. Repair restores structure. Supply restores capacity.*

Resonance Tuning does not restore vehicle HP, Broken Threshold, Hardness, missing parts, consumed Éterlumin, Dead Zones, Collapse Zones, or physical damage that has already happened.

Overdrawing Resonance Tuning

Resonance Tuning is the only standard Fortera spell where forcing a failed Overdraw automatically produces Catastrophic Tuning Failure.

On a failed or critically failed containment save, the caster can Ground the Working. The slot is expended, the tuning fails, and catastrophe is avoided.

If the caster instead forces the failed tuning to completion, apply the normal Overdraw result and Catastrophic Tuning Failure to the target.

- an embedding loses all remaining useful life
- a resonator ruptures
- a regulator falls violently out of agreement
- an instrument becomes unusable until repaired and tuned again
- a lift reference collapses
- usable Éterlumin Reserve is lost
- a pressure or containment event occurs
- failure propagates into connected systems when the physical relationship supports it

On a critical failure, increase the severity of the physical consequence rather than adding a second generic numerical penalty.

OVERDRAW EXCEPTION *Pushing Resonance Tuning means forcing a system to hold an agreement it cannot safely sustain.*

XI. RESURRECTION AND SOUL SHATTERING

Use native return-to-life mechanics. Mar de Oro changes what return can mean.

Return to life

Use Pathfinder's normal spells, rituals, counteract rules, costs, conditions, and restrictions for returning a dead character to life.

Soul Shattering

When Soul Shattering occurs, resolve it narratively rather than through a random table.

The returned person may be altered in body, apparent age, memory, personality, temperament, identity, or only one narrow aspect of the self. Determine the change from the death, the return, the Fortera conditions involved, the character, and the campaign.

The truth of what happened can remain unknowable. The player retains authorship over how their character understands and responds to the change.

SOUL SHATTERING *Resurrection can restore life. It cannot guarantee continuity.*

XII. CREATURES AND PHENOMENA

Use Pathfinder creature levels and native encounter math. Each entry is built around one readable behavior and one thing the players can learn.

Creature rule

All creatures are ordinary Pathfinder creatures regardless of physical size. Use native size, reach, movement, senses, saves, conditions, resistances, weaknesses, and encounter XP.

Creature Level is retained because Pathfinder encounter building depends on it. The levels and numbers below are the conversion's baseline statistics and use normal Pathfinder encounter math.

CREATURE PRINCIPLE *The stat block tells you what happens when force is used. Understanding changes what other actions become possible.*

Moon-Affected

Moon-Affected are people whose bodies have become unusually resonant with Fortera. Lunar resonance is one trigger among many. Strong Sources, Dead or Collapse Zones, unstable Éterlumin, and major field disturbances can also provoke transformation.

Moon-Affected

CREATURE 7 | Large Humanoid

Perception. +15; tremorsense 30 feet while touching a continuous surface

Skills. Athletics +18, Fortera Lore +15, Survival +15

Defense. AC 25; Fort +18, Ref +14, Will +15; HP 135

Speed. 40 feet, climb 30 feet

Resonance Sense. The Moon-Affected senses the direction and relative intensity of significant Fortera, Source activity, quickened Éterlumin, and major field disturbances within 120 feet.

Overbuilt Frame. The Moon-Affected gains a +2 circumstance bonus to saves and checks against forced movement, Grapple, and effects that would knock it prone.

Control. When a significant Fortera trigger acts on an unmastered Moon-Affected, it attempts a DC 25 Will save. Practiced individuals gain a +2 circumstance bonus. Mastered individuals automatically control ordinary triggers and can transform or return voluntarily with one action.

Claw [1 action]. +18, reach 10 feet; Damage 2d8+8 slashing.

Bite [1 action]. +18, reach 5 feet; Damage 2d10+8 piercing.

Sudden Pursuit [2 actions]. Stride up to twice toward a perceived creature, object, place, or resonance, then make a Claw or Bite Strike. If it moved at least 20 feet, a creature hit must succeed at a DC 25 Fortitude save or fall prone.

Human Trace. A creature that meaningfully invokes an important person, duty, object, song, place, or other established anchor can spend one action to let the Moon-Affected immediately attempt another Control save with a +2 circumstance bonus. Success creates a moment of control, not automatic pacification.

Source Beast

A Source Beast is an intelligent, persistent Fortera correction entity. The first manifestation forms where an unresolved contradiction acquires a body. That place does not tether it.

SOURCE BEAST *The chamber created the first body. It did not create a leash.*

Source Beast

CREATURE 10 | Huge Fortera Manifestation

Perception. +21; tremorsense 60 feet, resonance sense 1 mile

Skills. Fortera Lore +22, Survival +21, Society +19

Defense. AC 30; Fort +22, Ref +19, Will +21; HP 205

Speed. 50 feet, climb 40 feet

Intelligent Correction. The Beast remembers people, tactics, routes, deceptions, and previous encounters. It can wait, circle, test defenses, ignore irrelevant attackers, or choose violence only when it serves the correction.

Resonant Fixation. A person whose Fortera presence became part of the unresolved contradiction can remain perceptible to the Beast across great distance while that contradiction persists.

Correcting Body. Track the Beast's Correction Level, starting at 0. Each time a manifestation is destroyed by force without genuine progress toward the contradiction, increase the level by 1. Each level adds 15 HP to the next manifestation and +2 damage to one chosen Strike. Each level also grants one visible adaptation keyed to the method that destroyed it.

Adaptation. Choose one adaptation for each Correction Level: resistance 10 to the damage type that harmed it most; +2 circumstance bonus to AC against the repeated attack method; or +2 circumstance bonus to saves against the condition or control method relied upon. The adaptation must have a visible physical or Fortera explanation.

Claw [1 action]. +23, reach 10 feet; Damage 2d10+11 slashing.

Bite [1 action]. +23, reach 5 feet; Damage 2d12+11 piercing.

Broken Distance [2 actions]. The local Fortera field briefly ceases to agree on distance. The Beast relocates to a visible unoccupied space within 60 feet, then makes one Claw or Bite Strike. This is not conventional teleportation.

Correction Response [reaction]. Trigger: one source deals 20 or more damage to the Beast. Choose one: Reinforce, gaining +2 circumstance AC against that source until the start of the Beast's next turn; Reorient, moving up to 15 feet without triggering reactions; or Close the Seam, reducing the triggering damage by 10.

Manifestation Collapse and Return

At 0 HP, the current body collapses and the immediate encounter ends. If the contradiction remains unresolved, the Beast reforms after an interval appropriate to the fiction and not necessarily at the original Source.

Any destruction by force can raise the Correction Level, whether caused by the party, a garrison, a navy, a rival, or another creature. Each rise also makes the Beast more expressive. On its return the GM reveals one additional true detail about the contradiction.

Understanding

There is no universal Diplomacy check that pacifies the Source Beast. Genuine progress means learning something true about the contradiction, demonstrating a more coherent correction, or partially addressing the root.

Each time the party makes genuine progress, lower the Correction Level by 1. Remove the most recent adaptation first, then the corresponding 15 HP and +2 damage hardening, in reverse order. The returning manifestation is visibly calmer.

Correction Level never falls below 0. Reaching baseline through understanding does not make the Beast weak. It means the next step is resolution: the Beast stops manifesting, or returns willing to communicate, coexist, or cooperate rather than correct.

FEEDBACK INSTRUMENT *A tougher, more adapted return means force is failing. A calmer, less adapted return means understanding is working.*

Blackwake Ray

Blackwake Ray

CREATURE 9 | Gargantuan Beast

Perception. +19; pressure-current sense 300 feet

Skills. Athletics +21

Defense. AC 27; Fort +21, Ref +17, Will +18; HP 185

Speed. 10 feet, fly 60 feet

Pressure Current Sense. Detects significant heat, venting, pressure release, and large airborne vibration within 300 feet.

Night Membrane. In dark sky, cloud, or heavy smoke, checks to visually detect the Ray beyond 60 feet take a -2 circumstance penalty.

Wing Sweep [1 action]. +21, reach 20 feet; Damage 3d10+9 bludgeoning.

Grip [1 action]. +21, reach 10 feet; Damage 2d12+9 bludgeoning. On a hit against a Large or smaller creature, the target is grabbed.

Settle. The Ray can attach across a vessel. Its body can obstruct lift, venting, rigging, or flight surfaces. Hard operation while it remains attached can advance an appropriate ship clock.

Reflexive Grip [reaction]. Trigger: the Ray is damaged while attached to a vessel. It tightens reflexively, stepping Rigging/Lift down one state if the fiction and damage support it.

Reducing drive output, cooling the vessel, and descending without harming the Ray can remove the attracting stimulus and cause it to release.

Drowned Choir

Drowned Choir

CREATURE 4 | Huge Swarm

Perception. +11; lisesense vibration 60 feet while submerged

Skills. Athletics +12

Defense. AC 20; Fort +12, Ref +10, Will +9; HP 70

Speed. swim 20 feet

Swarm Defenses. Use normal swarm immunities. Weakness 5 to area damage and 5 to splash damage.

Stored Vibration. The colony can retain up to three important sounds or pressure patterns it genuinely experienced and reproduce one with structural accuracy.

Tendril Envelopment [2 actions]. Each creature in the Choir's space attempts a DC 21 Reflex save. Critical Success: unaffected. Success: slowed 1 until the start of its next turn. Failure: grabbed. Critical Failure: restrained until it Escapes, DC 21.

Reproduce Pattern [1 action]. The Choir reproduces one stored sound or pressure pattern. It cannot invent speech or signals it never absorbed.

Hushmoth Swarm

Hushmoth Swarm

CREATURE 3 | Medium Swarm

Perception. +10

Skills. Stealth +11

Defense. AC 19; Fort +8, Ref +11, Will +9; HP 45

Speed. 10 feet, fly 40 feet

Swarm Defenses. Use normal swarm immunities. Weakness 4 to area damage and 4 to splash damage.

Interference Field. Within 20 feet, creatures take a -2 circumstance penalty to hearing-based Perception and to checks that rely on spoken coordination, auditory signals, or Fortera instrumentation. This does not automatically prevent spellcasting.

Powder Bloom. When the swarm takes damage in an enclosed space, the Interference Field expands to 30 feet until the end of the swarm's next turn.

Wing Cloud [1 action]. +12; Damage 2d4+5 slashing to a creature sharing the swarm's space.

Ventilation, damp screens, and other credible dispersal methods can suppress the field without killing every moth.

Bellmouth

Bellmouth

CREATURE 1 | Small Beast

Perception. +7; echolocation 60 feet

Skills. Stealth +6

Defense. AC 16; Fort +7, Ref +6, Will +7; HP 22

Speed. 20 feet, swim 30 feet

Pattern Memory. Stores up to three complicated audible or pressure patterns after hearing them once.

Perfect Pattern [1 action]. Reproduce one stored pattern accurately enough that a mechanism genuinely keyed to that pattern can respond. The Bellmouth does not understand the pattern's meaning.

Frightened Discharge [2 actions]. Frequency once per 1d4 rounds. Creatures in a 15-foot emanation attempt a DC 17 Fortitude save. Critical Success: no effect. Success: half of 3d6 sonic damage. Failure: 3d6 sonic damage and deafened 1 round. Critical Failure: double damage and deafened 1 minute.

The Last Crew

COMPLEX HAZARD 5 | Phenomenon

The Last Crew is a retained coordinated pattern of a vessel's final emergency. It has no conventional body to attack.

Sequence. Write three to six actions from the final emergency. One is incomplete or missing. The phenomenon repeats the sequence.

Observe the Loop. After watching one complete cycle, a character can Recall Knowledge or Investigate using an appropriate skill against DC 22. Success identifies the missing action or a useful part of the pattern. Critical Success also reveals why it mattered.

Assigned Role. A character who directly interrupts the sequence attempts a DC 22 Will save. Failure imposes a -2 circumstance penalty on actions that directly oppose the repeated task until the end of the character's next turn. Critical Failure also makes the character slowed 1 for that turn as the retained pattern overwhelms attention.

Resolution. Completing, answering, or deliberately changing the unfinished action can resolve the phenomenon. Attacking the images does not.

Reef Shepherd

Reef Shepherd

CREATURE 15 | Gargantuan Beast

Perception. +28; water vibration 300 feet

Skills. Athletics +32

Defense. AC 36; Fort +31, Ref +23, Will +27; HP 360

Speed. 10 feet, swim 40 feet

Armored Reef. Attacks directed into the mature reef-back gain a +4 circumstance bonus to AC and the Shepherd has resistance 15 to physical damage from those attacks. Eyes, mouth, existing wounds, underside, and other exposed anatomy use normal AC and do not gain this resistance.

Living Island. Structures, vegetation, and creatures can exist on the Shepherd's back. Sudden movement threatens anything not secured.

Tail Sweep [2 actions]. +31, reach 30 feet; Damage 4d12+17 bludgeoning. On a hit, the target must succeed at DC 36 Fortitude or be pushed 20 feet.

Displace the Sea [2 actions]. Creatures in water within 60 feet attempt a DC 36 Fortitude save. Success: half 6d10 bludgeoning. Failure: full damage, pushed 30 feet, and prone. Critical Failure: double damage, pushed 60 feet, and prone.

Roll or Dive [2 actions]. Creatures standing on the Shepherd attempt DC 36 Reflex. Failure: thrown or carried below the surface as appropriate; critical failure also takes 4d10 bludgeoning.

Defensive Movement. When seriously harmed, the Shepherd normally moves, dives, rolls, or changes the surrounding water rather than selecting individual enemies to kill.

Roadback

Roadback

CREATURE 6 | Huge Beast

Perception. +14; tremorsense 120 feet

Skills. Athletics +17, Survival +14

Defense. AC 24; Fort +17, Ref +11, Will +14; HP 110

Speed. 30 feet

Deep Sense. While touching the ground, detects the general direction of major underground pressure changes, buried machinery, and significant Source disturbances. This is warning, not precise mapping.

Unstoppable Migration. The Roadback gains a +2 circumstance bonus to saves against forced movement and effects that would knock it prone. Ordinary fences, rubble, and light structures do not impede its movement.

Shoulder [1 action]. +17, reach 10 feet; Damage 2d10+8 bludgeoning.

Trample [3 actions]. Large or smaller, hoof or body, DC 24 Reflex, 2d10+8 bludgeoning. Use the normal Trample structure.

A herd is multiple Roadbacks responding to the same underlying disturbance.

Rain Saint

COMPLEX HAZARD 3 | Phenomenon

Pattern. Choose two to four repeated human actions supported by the rain and local Fortera memory.

Touch. A creature touching the Rain Saint attempts a DC 20 Will save. Critical Success: experiences the retained sensory fragment and can ask the GM one precise sensory question. Success: experiences the fragment while remaining fully functional. Failure: dazzled and off-guard until the start of its next turn. Critical Failure: the same, and slowed 1 for one round.

Interference. Supplying a matching name, object, gesture, or missing action can change the sequence when it genuinely fits the retained pattern.

End. The Rain Saint disappears when the supporting rain ends.

Keel Leech

Keel Leech

CREATURE 4 | Large Beast

Perception. +10; vibration sense 30 feet

Skills. Athletics +13

Defense. AC 21; Fort +13, Ref +8, Will +10; HP 68

Speed. 10 feet, climb 20 feet

Hull Cling. The Leech gains a +4 circumstance bonus against forced movement while attached to a surface.

Feeding Fault. While attached to an operating vessel, choose one relevant symptom such as list, delayed helm response, excess Éterlumin consumption, instrument disagreement, or ascent drag. The vessel suffers a -1 circumstance penalty to one relevant Piloting or engineering check until the Leech is identified.

Stored Pressure. If killed or torn away while the nearby drive remains active, creatures in a 10-foot emanation attempt DC 21 Reflex. Failure: 4d8 bludgeoning; success: half. Also step Rigging/Lift or Reserve down if the fiction supports it. Safely venting or shutting down the local system prevents this burst.

Clamp [1 action]. +13, reach 5 feet; Damage 2d8+6 piercing.

Borrowed Tide

Borrowed Tide

CREATURE 5 | Large Swarm

Perception. +12

Skills. Stealth +13

Defense. AC 22; Fort +13, Ref +14, Will +10; HP 85

Speed. 10 feet, swim 20 feet

Swarm Defenses. Use normal swarm immunities. Weakness 5 to area damage and 5 to splash damage.

False Survivor. At more than 30 feet, a creature that first sees the colony around human-shaped debris attempts a DC 22 Perception check. Success recognizes the mismatch. A knotted line thrown toward it reveals the colony immediately when organisms grow around the line instead of deliberately catching it.

Cover [2 actions]. Creatures sharing the swarm's space attempt DC 22 Reflex. Failure increases Coverage by 1, maximum 3. Critical Failure increases Coverage by 2.

Coverage	Effect
1	Speed penalty 10 feet.
2	Off-guard and cannot use reactions.
3	Restrained; takes 2d6 piercing at the start of each turn.

A creature can spend an action and succeed at DC 22 Athletics, Acrobatics, or another credible method to reduce Coverage by 1.

XIII. GM QUICK REFERENCE

The shortest route from Mar de Oro fiction to Pathfinder mechanics.

Routing

- Individual characters and creatures: normal PF2e encounter rules.
- Bodies of soldiers inside encounters: troop rules.
- Commanded military action: Battlecry! skirmish rules when available.
- Wider battle: fiction and clocks.
- Artillery: native siege weapons plus battlefield context.
- Ship-versus-ship: vehicle rules with mounted siege weapons.
- Pursuit: chase subsystem.
- Boarding: normal encounter rules.

Firearms

- Use Guns & Gears Remastered firearm profiles as written.
- Do not import 5e armor modifiers, reload rules, Volley dice, or Core HP.
- Kalthoff Repeater changes only reload economy: 30-shot magazine, normal Strikes and MAP.

Fortera

- Class magic stays Pathfinder and is interpreted as Fortera.
- Wish is unavailable.
- Overdraw DC = standard DC by character level +2 per tier.
- Overdraw uses Fortitude and four degrees of success.
- Embedding takes Depth days and naturally lasts Depth days.
- Resonance Tuning is rank 2, all four traditions, 10-minute cast, duration equal to caster level in days.
- Forcing failed Overdraw on Resonance Tuning causes Catastrophic Tuning Failure.

Ships

- One vehicle HP pool.
- Hull uses normal HP and Broken Threshold.
- Rigging/Lift, Weapons, Crew, and Bridge/Command use Stable, Impaired, Disabled.
- Éterlumin Reserve is separate from structural HP.
- Damage, depletion, and miscalibration require different answers.
- At Broken Threshold: -2 AC, saves, and collision DC; related Piloting DCs +5; Speeds halved.
- Broadside arc: 180-degree lateral hemisphere to port or starboard; 45 degrees elevation and depression.
- Albion warships also carry substantial forward batteries; default forward arc is 90 degrees centered on the bow.
- Turn 90 degrees after completing listed Turn distance; 45 degrees costs half that distance.
- Change altitude up to half Speed per Drive without a check; greater changes require Piloting.
- Within 150 feet, maintain at least 50 feet declared altitude separation or resolve collision / near-miss risk.

Creatures

- Use Creature Level and normal PF2e encounter XP.
- Moon-Affected: control and Human Traces matter.
- Source Beast: force raises Correction Level; understanding lowers it.
- Reef Shepherd and Roadback are environmental forces as much as combatants.
- Last Crew and Rain Saint are phenomena expressed as hazards.

FINAL PRINCIPLE Use Pathfinder first. Add a Mar de Oro rule only when the setting asks a question Pathfinder does not already answer.

APPENDIX. DEPENDENCIES AND COMPATIBILITY

Rules dependencies, licensing, and compatibility notes.

Rules dependencies

Book	Use in this conversion
Pathfinder Player Core / Player Core 2	Core character and spell rules.
Pathfinder GM Core	DCs, encounters, hazards, chases, vehicles, and GM procedures.
Pathfinder Guns & Gears Remastered	Firearms, vehicles, siege engines, gunslinger and inventor support.
Pathfinder Battlecry!	Optional but preferred for skirmish combat and commanded troops.

A table without Battlecry! can run all personal action with normal Pathfinder rules and carry the wider battle through clocks.

ORC and compatibility

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FIELD PLATE I

FORTERA MANIFESTATIONS



SOURCE BEAST



MOON-AFFECTED



BORROWED TIDE

FIELD PLATE II

RETAINED PATTERNS & INFESTATIONS



LAST CREW



RAIN SAINT



HUSHMOTHS



KEEL LEECH



TALES OF MAR DE ORO

PATHFINDER SECOND EDITION REMASTERED CONVERSION PACK

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