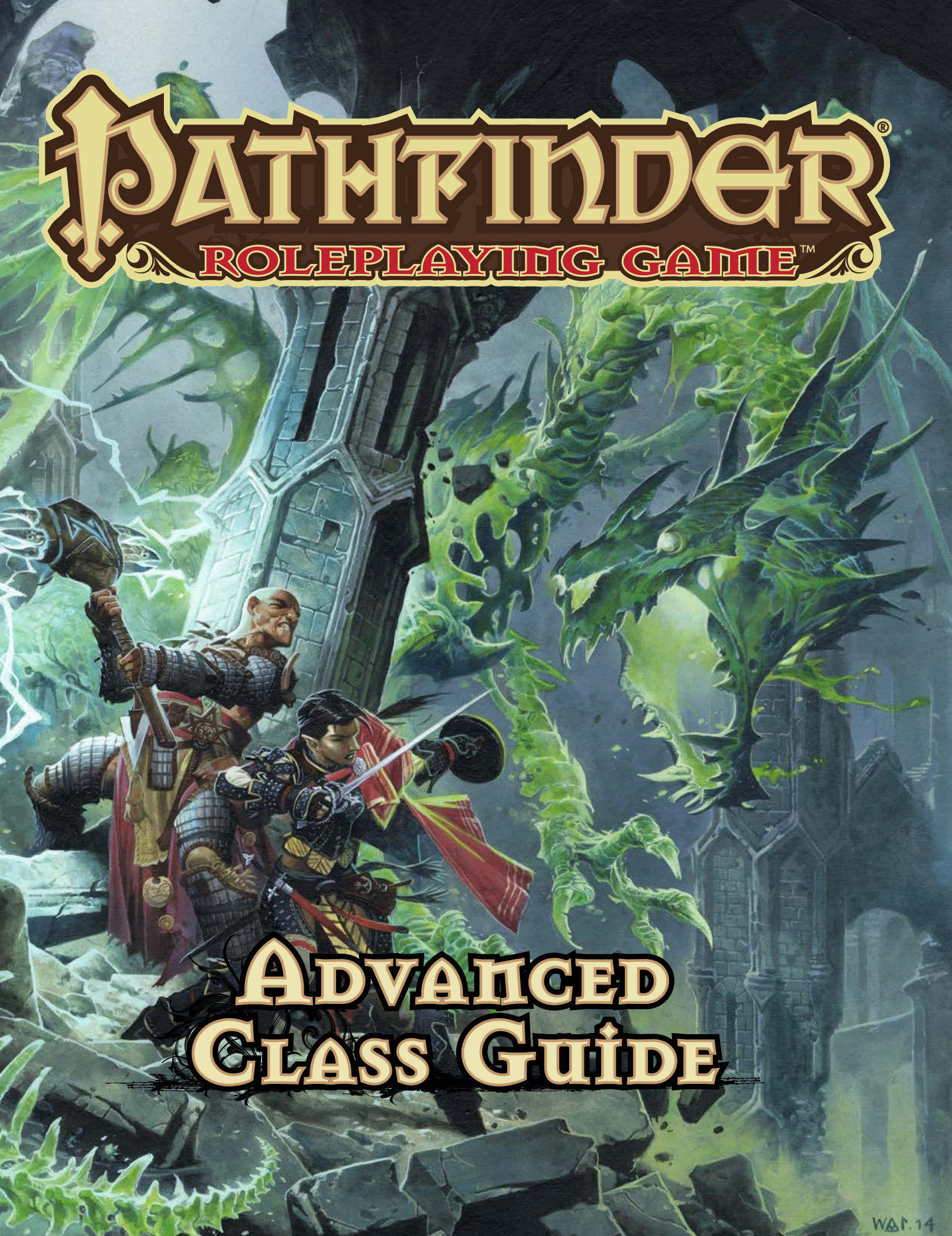
Pathfinder®
Roleplaying Game™
Advanced Class Guide

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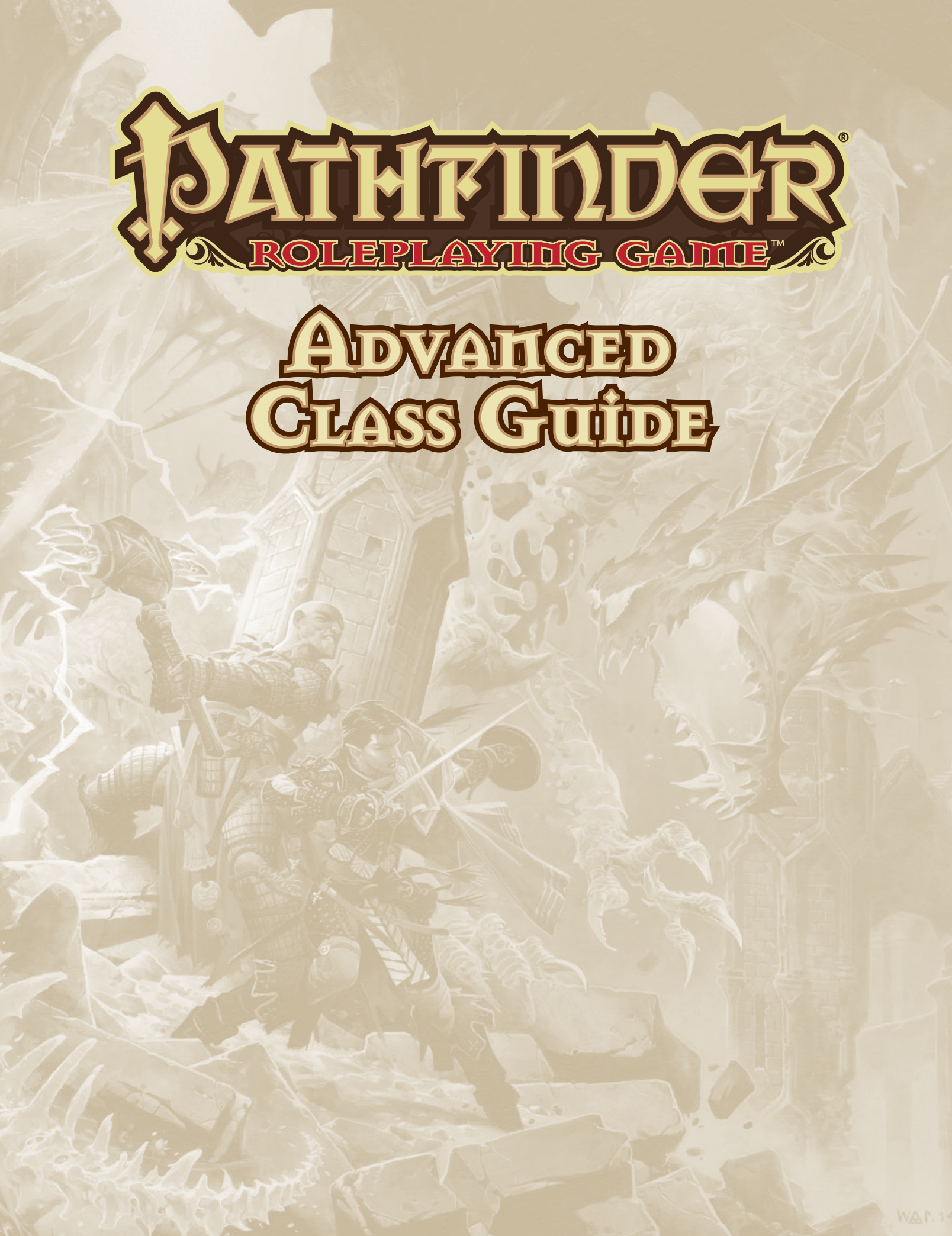

Pathfinder Roleplaying Game

Advanced Class Guide

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This game is dedicated to Gary Gygax and Dave Arneson.

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Introduction

With every injustice, every dark ambition, and every wicked deed come opportunities for exceptional individuals to distinguish themselves. Though the masks of evil are countless, just as innumerable are the faces of heroism. Whether they act with a marksman's precision, a detective's wit, a crusader's righteousness, or an assassin's resoluteness, heroes aren't marked by their tools and talents, but rather by their deeds and convictions. Such distinctive, driven individuals are the main characters of countless Pathfinder Roleplaying Game adventures.

In keeping with the Pathfinder RPG's pedigree of variety and versatility, the *Pathfinder RPG Advanced Class Guide* further explores what it means to be a hero. Roleplaying games and fantasy fiction are rife with diverse characters, and the desire to try everything and the ambition to excel beyond the norm inspired many of the new classes and options in this collection. To that end, the *Advanced Class Guide* opens up a library of new possibilities, helping players of all tastes define their perfect heroes.

Navigating This Book

The organization of this book parallels that of the *Pathfinder RPG Core Rulebook* and the *Pathfinder RPG Advanced Player's Guide*. Each chapter is made up of similar themes and rules content.

Chapter 1—Classes: The heart of the *Advanced Class Guide*, this chapter presents 10 new character classes—classic fantasy concepts that inform the new options introduced throughout the book. The new hybrid classes merge core ideas and abilities from existing character classes with a cornucopia of new powers. The result is the largest collection of classes to enter the Pathfinder RPG since the *Core Rulebook*. The new classes are as follows.

Arcanist: A melding of sorcerer and wizard, the arcanist is an arcane tinkerer and spell-twister, reshaping magic to her whims. Players who like options and variety in their spellcasting should consider this class.

Bloodrager: Blending the wrath of the barbarian with the innate magic of the sorcerer, the bloodrager taps into

his rage to create brutal magical effects. Players who enjoy eldritch savagery and want their magic to support them in combat should consider this class.

Brawler: Unifying two of the game's greatest pugilists, the fighter and the monk, the brawler foregoes mysticism and spiritual training to focus on raw physical mastery. Players who want to take on their opponents in fierce hand-to-hand combat should consider this class.

Hunter: Combining the natural skills and animal mastery of the druid and the ranger, the hunter teams up with a devoted animal ally to confront the enemies of the wilds. Players who want an animal companion to be their character's main feature should consider this class.

Investigator: Mixing the alchemist's arcane insight with the shrewdness of the rogue, the investigator uses his knowledge and a wide range of talents to overcome any challenge. Players who enjoy clever characters who are always prepared should consider this class.

Shaman: The occult mysteries of the oracle and the witch combine in the shaman, an enigmatic spirit-speaker who calls upon powers from beyond. Players who seek new routes to eerie divine powers should consider this class.

Skald: The skald blends the passion and relentlessness of the barbarian with the voice of the bard, inspiring his fellows from the front lines. Players who want to both fight alongside allies in battle and bolster their might should consider this class.

Slayer: Deft stalkers of the most dangerous prey, slayers merge the ranger's combat training with the rogue's crippling attacks. Players who seek to deal death from the shadows should consider this class.

Swashbuckler: Bringing together the martial mastery of the fighter and the style of the gunslinger, the swashbuckler uses fast weapons and bewildering melee skills to lay her opponents low. Players who enjoy quick, daring combatants should consider this class.

Warpriest: Adding the fighter's physical might to the force of the cleric's convictions, the warpriest strikes against enemies of his faith. Players who want to play a battle-hardened divine champion should consider this class.

The chapter concludes with new favored class options available to the races in the *Core Rulebook*, with benefits they can gain when they take a level in one of these classes.

Chapter 2—Archetypes and Class Options: Unlock new powers for your character with dozens of new archetypes and character tools. Along with archetypes for every base class from the *Core Rulebook*, the *Advanced Player's Guide*, *Pathfinder RPG Ultimate Magic*, and *Pathfinder RPG Ultimate Combat*, all 10 new classes from Chapter 1 receive full suites of alternate class abilities. New alchemist discoveries, cavalier orders, magus arcana, and other recognizable options pepper this chapter, but the new classes in Chapter 1 also open the door for new concepts to explore. Aside from rage powers that work equally well for both barbarians and skalds, and a new combat style inspired by the slayer's potential expertise with thrown weapons, gunslingers and swashbucklers can now supplement their stylish fighting with dares. Dares are similar to deeds, except they become active when a character runs out of grit or panache, opening up new ways to play for combatants who live on the edge!

Chapter 3—Feats: Dozens of feats fill this chapter, expanding characters' options for general feats, but also for combat feats, style feats, and teamwork feats. Panache feats, which tie into the new swashbuckler class, also make their debut. Fight with flair using all the skill and finesse of the swordmaster's art!

Chapter 4—Spells: This collection contains new spells for every spellcasting class in the game, including additional selections for the bloodrager and the shaman. Shatter magic in your opponent's mind with *spellcrash*, escape your enemies with *fairy ring retreat*, or flense foes with the terrifying *whip of spiders*!

Chapter 5—Gear and Magic Items: Divided into two sections of vital new adventuring aids, this chapter begins with new nonmagical adventuring gear, including a selection of equipment and a range of alchemical remedies, tools, and weapons. The second, larger section presents a host of new magic items, including weapons, armor, rings, rods, staves, and wondrous items. Many of these new items supplement and enhance the abilities of the classes in this book, but adventurers of all stripes are sure to find something to crave.

Chapter 6—Designing Classes: The *Core Rulebook* gives you details on creating new characters, NPCs, magic items, and more. The *Pathfinder RPG Bestiary* offers an overview of designing new monsters, and *Ultimate Magic* gives you a crash course on writing and balancing new spells. Now, at long last, this chapter presents tips and tricks for the most challenging game design space in the Pathfinder Roleplaying Game: the creation of new classes.

Character classes are among the most expansive, involved, and delicate RPG rules elements to design, with the potential to significantly impact your players' game enjoyment—for better or worse. The design philosophies and considerations offered in this chapter apply to more than just the core classes, though: this discussion also covers how to manipulate existing classes to create imaginative new archetypes, as well as how to tailor classes toward specific flavorful or mechanical ends with your own original prestige classes. Don't feel like waiting for Pathfinder's designers to create the class of your dreams? Get out there and make your own! Note that while players shouldn't feel like this chapter is off-limits, they should always check with their GMs before creating and using a class of their own design.

1 Classes

The troll swung a huge claw, just barely missing as Quinn ducked out of the way and flung another dagger sidearm. The blade sank into the troll's stomach, but the creature only ripped it loose and tossed it away.

Too slow. That poison could bring down an elephant—but by the time it did its work, Quinn would be a smear on the forest floor.

Suddenly, a flaming arrow shot overhead and buried itself in the troll's chest. At the same time, a furry shape launched itself from the cover of the trees and landed on the troll's back.

A voice spoke from behind Quinn. "Need a hand?"

Hybrid Classes

Most heroes progress along a single path—choosing to become a fearsome fighter, pious cleric, or mighty wizard—but some are drawn to many roads. For them, it can be hard to find a balance between abilities offered by disparate classes. Hybrid classes solve this dilemma by blending features from two classes, adding rules to make them work seamlessly together.

Parent Classes: Each of the following classes draws upon two classes to form the basis of its theme. While a character can multiclass with these parent classes, doing so usually results in redundant abilities. Such abilities don't stack unless specified. If a class feature allows the character to make a one-time choice (such as a bloodline), that choice must match similar choices made by the parent classes and vice-versa (such as selecting the same bloodline).

Classes

The ten new classes presented in this book are all hybrids of two existing classes from the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Combat*. The new classes are as follows.

Arcanist: Blending the power of the sorcerer with the versatility of the wizard, the arcanist draws upon a reservoir of power to bend magic to her will.

Bloodrager: Fusing the frenzy of the barbarian with the bloodline might of the sorcerer, the bloodrager calls upon innate power to give himself extraordinary abilities.

Brawler: Focusing on hand-to-hand combat, the brawler mixes the martial artistry of the monk with the specialist training of the fighter.

Hunter: Though both the druid and ranger can have animal companions, the hunter takes this bond to the next level, forming a deadly duo with her savage ally.

Investigator: With the rogue's cunning complemented by the alchemist's magical talent, the investigator is a peerless problem solver.

Shaman: Calling on the divine power of the oracle and the hexes of a witch, the shaman communes with her spirit animal to unleash doom upon her foes.

Skald: Sharing fury through song and deed, the skald takes the rage that lives in the heart of the barbarian and inspires it in others using the performances of the bard.

Slayer: Mixing the precise strikes of the rogue with the special training of the ranger, the slayer hunts down his foes with ruthless efficiency.

Swashbuckler: Combining the prowess of the fighter with the determination of the gunslinger, the swashbuckler is an acrobatic melee combatant.

Warpriest: Blending the cleric's divine might and the fighter's martial skills, the warpriest brings the fight to the enemies of his faith.

Arcanist

Some spellcasters seek the secrets of magic, pursuing the power to make the impossible possible. Others are born with magic in their blood, commanding unbelievable forces as effortlessly as they breathe. Yet still others seek to meld the science of arcane scholars with the natural might of innate casters. These arcanists seek to discover the mysterious laws of magic and through will and expertise bend those forces to their whims. Arcanists are the shapers and tinkers of the arcane world, and no magic can resist their control.

Role: Arcanists are scholars of all things magical. They constantly seek out new forms of magic to discover how they work, and in many cases, to collect the energy of such magic for their own uses. Many arcanists are seen as reckless, more concerned with the potency of magic than the ramifications of unleashing such power.

Alignment: Any.

Hit Die: d6.

Parent Classes: Sorcerer and wizard.

Starting Wealth: 2d6 × 10 gp (average 70 gp).

Class Skills

The arcanist's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the arcanist.

Weapon and Armor Proficiencies: Arcanists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with an arcanist's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor on page 83 of the *Core Rulebook*).

Spells: An arcanist casts arcane spells drawn from the sorcerer/wizard spell list, presented in Chapter 10 of the *Core Rulebook*. An arcanist must prepare her spells ahead of time, but unlike a wizard, her spells are not expended when they're cast. Instead, she can cast any spell that she has prepared consuming a spell slot of the appropriate level, assuming she hasn't yet used up her spell slots per day for that level.

To learn, prepare, or cast a spell, the arcanist must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against an arcanist's spell is 10 + the spell's level + the arcanist's Intelligence modifier.

An arcanist can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1–1. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 in the *Core Rulebook*).

An arcanist may know any number of spells, but the number she can prepare each day is limited. At 1st level, she can prepare four 0-level spells and two 1st-level spells each day. At each new arcanist level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table 1–2. Unlike the number of spells she can cast per day, the number of spells an arcanist can prepare each day is not affected by her Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells an arcanist can prepare.

An arcanist must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the arcanist decides what spells to prepare and refreshes her available spell slots for the day.

Like a sorcerer, an arcanist can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time (see Spontaneous Casting and Metamagic Feats on page 113 of the *Core Rulebook*). However, she may also prepare a spell with any metamagic feats she knows and cast it without increasing casting time like a wizard. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting (unless she has the metamixing arcanist exploit, detailed below).

Spellbooks: An arcanist must study her spellbook each day to prepare her spells. She can't prepare any spell not recorded in her spellbook, except for *read magic* (which all arcanists can prepare from memory).

An arcanist begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level spells of her choice. The arcanist also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the spellbook. At each new arcanist level, she gains two new spells of any spell level or levels that she can cast (based on her new arcanist level) for her spellbook. At any time, an arcanist can also add spells found in wizards' or other arcanists' spellbooks to her own (see Chapter 9 of the *Core Rulebook*).

Arcane Reservoir (Su): An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to 3 + the arcanist's level. Each day, when the arcanist prepares spells, the arcanist's arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + 1/2 her arcanist level. Any points she had from the previous day are lost. She can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the arcane reservoir are used to fuel many of the arcanist's powers. In addition, the arcanist can expend 1 point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

Arcanist Exploits: By bending and sometimes even breaking the rules of magic, the arcanist learns to exploit gaps and exceptions in the laws of magic. Some of these exploits allow her to break down various forms of magic, adding their essence to her arcane reservoir. At 1st level and every 2 levels thereafter, the arcanist learns a new arcane exploit selected from the following list. An arcanist exploit cannot be selected more than once. Once an arcanist exploit has been selected, it cannot be changed. Most arcanist exploits require the arcanist to expend points from her arcane reservoir to function. Unless otherwise noted, the saving throw DC of an arcanist exploit is equal to 10 + 1/2 the arcanist's level + the arcanist's Charisma modifier.

Acid Jet (Su): The arcanist can unleash a jet of acid by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals an amount of acid damage equal to 1d6 + the arcanist's Charisma modifier, plus an additional 1d6 points of acid damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target is also sickened for 1d4 rounds. It can attempt a Fortitude saving throw to negate the sickened condition.

Arcane Barrier (Su): As a swift action, the arcanist can expend 1 point from her arcane reservoir to create a barrier of magic that protects her from harm. This barrier grants the arcanist a number of temporary hit points equal to her arcanist level + her Charisma modifier, and lasts for 1 minute per arcanist level or until all the temporary hit points have been lost. Each additional time per day the arcanist uses this ability, the number of arcane reservoir points she must spend to activate it increases by 1 (so the second time it is used, the arcanist must expend 2 points from her arcane reservoir, 3 points for the third time, and so on). The temporary hit points from this ability do not stack with themselves, but additional uses do cause the total number of temporary hit points and the duration to reset.

Arcane Weapon (Su): As a standard action, the arcanist can expend 1 point from her arcane reservoir to enhance her weapon. The weapon is treated as magic for the purpose of overcoming damage reduction. At 5th level, the weapon gains a +1 enhancement bonus, which increases by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level). These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. An arcanist can also use this exploit to add one of the following weapon special abilities: *dancing, defending, distance, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, spell storing,*

Table 1–1: Arcanist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Arcane reservoir, arcanist exploit, cantrips, consume spells	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		3	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Arcanist exploit	4	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Arcanist exploit	4	3	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	4	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Arcanist exploit	4	4	3	—	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	4	2	—	—	—	—	—
9th	+4	+3	+3	+6	Arcanist exploit	4	4	4	3	—	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	4	2	—	—	—	—
11th	+5	+3	+3	+7	Arcanist exploit, greater exploits	4	4	4	4	3	—	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	4	2	—	—	—
13th	+6/+1	+4	+4	+8	Arcanist exploit	4	4	4	4	4	3	—	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	4	2	—	—
15th	+7/+2	+5	+5	+9	Arcanist exploit	4	4	4	4	4	4	3	—	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	2	—
17th	+8/+3	+5	+5	+10	Arcanist exploit	4	4	4	4	4	4	4	3	—
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	2
19th	+9/+4	+6	+6	+11	Arcanist exploit	4	4	4	4	4	4	4	4	3
20th	+10/+5	+6	+6	+12	Magical supremacy	4	4	4	4	4	4	4	4	4

or *throwing*. Adding any of these special abilities consumes an amount of enhancement bonus equal to the ability's base price modifier. Duplicate special abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added to it before any weapon special abilities can be added. The benefits are decided upon when the exploit is used, and they cannot be changed unless the exploit is used again. These benefits apply only to a weapon wielded by the arcanist; if another creature attempts to wield the weapon, it loses these benefits, though they resume if the arcanist regains possession of the weapon. The arcanist cannot have more than one use of this ability active at a time. This effect lasts for a number of minutes equal to the arcanist's Charisma modifier (minimum 1).

Bloodline Development: The arcanist selects one sorcerer bloodline upon taking this exploit. The arcanist gains that bloodline's 1st-level bloodline power as though she were a 1st-level sorcerer. The arcanist must select an ordinary bloodline with this ability, not one altered by an archetype. As a swift action, the arcanist can expend 1 point from her arcane reservoir to bolster her latent nature, allowing her to treat her arcanist level as her sorcerer level for the purpose of using this ability, which lasts for a number of rounds equal to her Charisma modifier (minimum 1).

She does not gain any other abilities when using this exploit in this way, such as bloodline arcana or bloodline powers gained at 3rd level or higher. If this ability is used to gain an arcane bond and a bonded item is selected, the arcanist can use that item only to cast spells that a sorcerer of that level could cast (limiting her to 1st-level spells unless she spends a point from her arcane reservoir).

If the arcanist already has a bloodline (or gains one later), taking this exploit instead allows her arcanist levels to stack with the levels of the class that granted her access to the bloodline when determining the powers and abilities of her bloodline.

Consume Magic Items (Su): The arcanist can consume the power of potions, scrolls, staves, and wands, using them to fill her arcane reservoir. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1). Using this ability is a move action that provokes an attack of opportunity. When using this exploit, the arcanist adds a number of points to her arcane reservoir equal to 1/2 the level of the spell contained in the item (0-level and 1st-level spells do not recharge the arcanist's arcane reservoir). If used on a potion or scroll, the item is destroyed. If used on a wand, the wand loses 5 charges; if it has fewer than 5 charges, the wand is destroyed and the arcanist gains no benefit. If used on a staff, it loses 1 charge and the arcanist gains a number of points to his arcane reservoir equal to the level of the highest-level spell the staff can cast using only 1 charge; if the staff has no spells that require only 1 charge, the arcanist cannot consume that staff's magic. No more than 1 charge can be drawn from a staff each day in

this way. Points gained in excess of the arcanist's reservoir's maximum are lost. This exploit has no effect on magic armor, weapons, rings, rods, wondrous items, or other magic items besides those noted above.

Counterspell (Su): By expending 1 point from her arcane reservoir, the arcanist can attempt to counter a spell as it is being cast. She must identify the spell being cast as normal. If she successfully does so, the arcanist can attempt to counter the spell as an immediate action and by expending an available arcanist spell slot of a level at least one higher than the level of the spell being cast. To counterspell, the arcanist must attempt a dispel check as if using *dispel magic*. If the spell being countered is one that the arcanist has prepared, she can instead expend an available arcanist spell slot of the same level, and she receives a +5 bonus on the dispel check. Counterspelling in this way does not trigger any feats or other abilities that normally occur when a spellcaster successfully counters a spell.

Dimensional Slide (Su): The arcanist can expend 1 point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per arcanist level to any location she can see. This counts as 5 feet of movement. She can only use this ability once per round. She does not provoke attacks of opportunity when moving in this way, but any other movement she attempts as part of her move action provokes as normal.

Energy Shield (Su): The arcanist can protect herself from energy damage as a standard action by expending 1 point from her arcane reservoir. She must pick one energy type and gains resistance 10 against that energy type for 1 minute per arcanist level. This protection increases by 5 for every 5 levels the arcanist possesses (up to a maximum of resistance 30 at 20th level).

Familiar (Ex): An arcanist with this exploit can acquire a familiar as the arcane bond wizard class feature, using her arcanist level as her wizard level to determine any of the statistics and abilities of the familiar. If the arcanist receives a familiar from another class, her levels of arcanist stack with the levels from that class when determining the familiar's statistics and abilities (this ability does not stack with a familiar gained through the bloodline development exploit; she must choose one or the other).

Flame Arc (Su): The arcanist can unleash an arc of flame by expending 1 point from her arcane reservoir. This creates a 30-foot line of flame that deals a number of points of fire damage equal to 1d6 + the arcanist's Charisma modifier, plus an additional 1d6 points for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level) to each target in the line. Creatures in the area of effect can attempt a Reflex saving throw to halve the damage.

Force Strike (Su): The arcanist can unleash a blast of force by expending 1 point from her arcane reservoir. This attack automatically strikes one target within 30 feet (as *magic missile*) and deals a number of points of force damage equal to 1d4 + 1 per arcanist level. Spells and effects that negate *magic missile* also negate this effect.

Ice Missile (Su): The arcanist can unleash a freezing projectile by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals a number of points of cold damage equal to 1d6 + the arcanist's Charisma modifier, plus an additional 1d6 points for every 2 levels beyond 1st (to a maximum of 10d6 points at 19th level). In addition, the target is staggered for 1 round. It can attempt a Fortitude saving throw to negate the staggered condition.

Item Crafting: The arcanist can select one item creation feat as a bonus feat. She must meet the prerequisites of this feat.

Lightning Lance (Su): The arcanist can unleash a lance of lightning by expending 1 point from her arcane reservoir and making a ranged touch attack against any one target within 30 feet. If the attack hits, it deals a number of points of electricity damage equal to 1d6 + the arcanist's Charisma modifier, plus an additional 1d6 points for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target's vision is also impaired, causing the target to treat all creatures as if they had concealment (20% miss chance) for 1 round. It can attempt a Fortitude saving throw to negate the impaired vision.

Metamagic Knowledge: The arcanist can select one metamagic feat as a bonus feat. She must meet the prerequisites of this feat.

Metamixing (Su): The arcanist can expend 1 point from her arcane reservoir to add a metamagic feat that she knows to a spell as she casts it without affecting the casting time (though using a higher-level spell slot as normal). She can use this ability to add a metamagic feat to a spell that she prepared using a metamagic feat, although she cannot add the same metamagic feat to a given spell more than once.

Potent Magic (Su): Whenever the arcanist expends 1 point from her arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever she expends 1 point from her arcane reservoir to increase a spell's DC, it increases by 2 instead of 1.

Quick Study (Ex): The arcanist can prepare a spell in place of an existing spell by expending 1 point from her arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. The arcanist must be able to reference her spellbook when using this ability. The spell prepared must be of the same level as the spell being replaced.

School Understanding: The arcanist can select one arcane school from any of the schools available to a character with the arcane school wizard class feature, but does not have to select any opposition schools. The arcanist gains one ability of that arcane school as though she were a 1st-level wizard, using her Charisma modifier in place of her Intelligence modifier for this ability. The ability must be

one gained at 1st level and is limited in its use per day to 3 + the arcanist's Charisma modifier. As a swift action, the arcanist can expend 1 point from her arcane reservoir to bolster her understanding, allowing her to treat her arcanist level as her wizard level for the purpose of using this ability for a number of rounds equal to her Charisma modifier (minimum 1). During this time, she also gains use of the other ability gained at 1st level for her selected school. She does not gain any other abilities when using this exploit in this way, such as those gained at 8th level.

If the arcanist already has an arcane school (or gains one later), taking this exploit instead allows her arcanist levels to stack with the levels of the class that granted the arcane school when determining the powers and abilities of her arcane school.

See Magic (Su): The arcanist can see magical auras. If she expends 1 point from her arcane reservoir, for 1 minute she instantly recognizes magic item auras and spell effects (as per *detect magic*). During this time, she is treated as if she had studied each aura for 3 rounds, and she treats her Knowledge (arcana) check as if she had rolled a 15 on the d20. In addition, if she touches a magic item during this time, she can immediately identify its properties using Spellcraft without needing to spend 3 rounds examining the object. If an enemy possesses the object, the arcanist must first succeed at a melee touch attack in order to touch the item.

Spell Disruption (Su): The arcanist can temporarily disrupt a spell by expending 1 point from her arcane reservoir and succeeding at a dispel check against the spell, as *dispel magic*. This ability suppresses a spell effect for a number of rounds equal to the arcanist's Charisma modifier (minimum 1). If the spell affects multiple creatures, this ability only suppresses the spell for one creature. At the end of this duration, the spell resumes and the suppressed rounds do not count against its total duration. This ability can be used on unwilling targets, but the arcanist must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability has no effect on spells that are instantaneous or have a duration of permanent.

Spell Resistance (Su): The arcanist can grant herself spell resistance for a number of rounds equal to her Charisma modifier (minimum 1) as a standard action by expending 1 point from her arcane reservoir. This spell resistance is equal to 6 + her arcanist level and cannot be suppressed, but it can be ended as a free action on her turn.

Spell Tinkerer (Su): The arcanist can alter an existing spell effect by expending 1 point from her arcane reservoir. To use this ability, she must be adjacent to the spell effect (or the effect's target) and be aware of the effect. She can choose to increase or decrease the remaining duration of the spell by 50%. This ability can be used on unwilling targets, but the arcanist must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability cannot be used on a given spell effect more than once. This ability has no effect on spells that are instantaneous or have a duration of permanent.

Swift Consume (Ex): The arcanist can use the consume spells class feature or the consume magic items exploit as swift actions instead of as move actions.

Cantrips: Arcanists can prepare a number of cantrips, or 0-level spells, each day as noted on Table 1–2. These spells are cast like any other spell, but they do not consume spell slots. As with her other spells, these spells are not expended when cast.

Consume Spells (Su): At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1). Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Greater Exploits: At 11th level and every 2 levels thereafter, an arcanist can choose one of the following greater exploits in place of an arcanist exploit.

Alter Enhancements (Su): An arcanist with this exploit can modify the enhancements placed on a weapon, suit of armor, or shield. The arcanist can use this exploit to change one weapon or armor special ability to another with an equal cost. This ability can be used to change only the item's special abilities, not its enhancement bonus. Using this ability requires the arcanist to touch the item as a full-round action and expend 1 point from her arcane reservoir, and doing so provokes an attack of opportunity. This ability cannot be used on an item in the possession of an unwilling creature. This change lasts for a number of minutes equal to the arcanist's Charisma modifier (minimum 1). The arcanist must have the arcane weapon exploit to select this exploit.

Burning Flame (Su): Whenever the arcanist uses the flame arc exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, each target catches on fire if it fails its saving throw. Until the fire is extinguished, the target takes 3d6 points of fire damage at the start of each of its turns. The target can attempt a Reflex saving throw as a full-round action to extinguish the flames. Applying at least 1 gallon of water to the target automatically extinguishes the flames. The arcanist must have the flame arc exploit to select this exploit.

Counter Drain (Su): Whenever the arcanist successfully uses the counterspell exploit, she regains a number of points to her arcane reservoir, which is determined by the level of the spell countered. Spells of 2nd level or lower do not restore any points to her arcane reservoir. Spells of 3rd and higher restore 1 point to her arcane reservoir for every three spell levels (rounded down), to a maximum of 3 points at 9th level. The arcanist must have the counterspell exploit to select this exploit.

Dancing Electricity (Su): Whenever the arcanist uses the lightning lance exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, all creatures adjacent to the target take an amount of damage equal to half the amount of electricity damage rolled. Adjacent creatures can attempt a Reflex saving throw to halve this damage. Whether or not the target makes its saving throw has no effect on adjacent targets. The arcanist must have the lightning lance exploit to select this exploit.

Energy Absorption (Su): Whenever the arcanist is using the energy shield exploit, and the shield prevents 10 or more points of damage, she can absorb a portion of that energy and use it to fuel her exploits. After absorbing the damage, she can use any exploit that deals the same type of energy damage as the type her shield absorbed, reducing the cost to her arcane reservoir by 1 point. She must use this energy within 1 minute or it is lost. The arcanist does not gain more than one such use of energy per round, and she cannot store more than one use of this energy at a time. The arcanist must have the energy shield exploit to select this exploit.

Greater Counterspell (Su): Whenever the arcanist uses the counterspell exploit, she can expend any arcanist spell slot of the same level or greater than the spell to be countered (instead of the spell level + 1). The arcanist must have the counterspell exploit to select this exploit.

Greater Metamagic Knowledge: The arcanist can select a metamagic feat as a bonus feat. She must meet the prerequisites of this feat. Each morning, when she prepares her spells, the arcanist can expend 1 point from her arcane reservoir to exchange this bonus feat for another metamagic feat, as long as she meets the prerequisites of the new feat. The arcanist must have the metamagic knowledge exploit to select this exploit.

Greater Spell Resistance (Su): Whenever the arcanist uses the spell resistance exploit, the spell resistance is equal to 11 + the arcanist's level. The arcanist must have the spell resistance exploit to select this exploit.

Greater Spell Disruption (Su): The arcanist can disrupt a spell effect or magic item by expending 1 point from her arcane reservoir. This acts like a targeted *dispel magic* with a range of touch. The arcanist can add her Charisma modifier to the dispel check. The arcanist must have the spell disruption exploit to select this exploit.

Icy Tomb (Su): Whenever the arcanist uses the ice missile exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, the target is coated in rime if it fails its saving throw. As long as the ice remains (typically 1 minute per level in a warm area), the target is entangled (although not anchored) and takes 1 point of Dexterity damage at the start of each of its turns. The target can break free from the ice as a standard action by making a Strength check with a DC equal to 10 + the arcanist's Charisma modifier. If the target takes more than 10 points of fire damage from a single attack, the ice melts and the effect ends. The arcanist must have the ice missile arcanist exploit to select this exploit.

Lingering Acid (Su): Whenever the arcanist uses the acid jet exploit, she can expend 2 points from her arcane reservoir instead of one. If she does, the target takes additional damage on the following rounds if it fails its saving throw. The target takes 1d6 points of acid damage on the following

Table 1-2: Arcanist Spells Prepared

	Spells Prepared									
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

round for every 2d6 points of acid damage dealt by the initial attack. On subsequent rounds, the target continues to take 1d6 points of acid damage for every 2d6 points of acid damage dealt on the previous round. The damage continues until the amount of acid damage dealt on the previous round by this effect is 1d6. For example, a 9th level arcanist would deal 5d6 points of acid damage + the arcanist's Charisma modifier, 2d6 points of acid damage on the following round, and 1d6 points of acid damage on the third and final round. The arcanist must have the acid jet exploit to select this exploit.

Redirect Spell (Su): The arcanist can gain control of a spell cast by another spellcaster. As a standard action by expending 1 point from her arcane reservoir, the arcanist can make a caster level check opposed by the creature controlling the spell. If the arcanist is successful, she can direct the spell as a free action for 1 round, making any decisions allowed by the spell. This only functions on spells that can be directed or changed once they have been cast, such as *flaming sphere* or *spiritual weapon*. The spell returns to its owner's control at the start of the arcanist's next turn, unless the arcanist expends another point from her arcane reservoir at the start of her turn to extend the duration of control by another round. She can continue to control the spell for as long as the spell lasts, provided she keeps spending points from her arcane reservoir.

Resistance Drain (Su): Whenever the arcanist is using the spell resistance exploit, she can end the effect as an immediate action whenever her spell resistance successfully protects her from a spell cast by a foe. If she does so, she adds a number of points to her arcane reservoir equal to 1/2 the level of the spell. These points are temporary and are lost after 1 minute unless used. Points gained in excess of her arcane reservoir's maximum are lost. The arcanist must have the greater spell resistance exploit to select this exploit.

Siphon Spell (Su): When the arcanist uses the greater spell disruption exploit, she can siphon some of the power of the targeted spell to restore her arcane reservoir. If the caster level of the spell is equal to or higher than that of the arcanist, and she exceeds the DC of the dispel check by 5 or more, she adds 1 point to her arcane reservoir. If she exceeds this check by 10 or more, she instead adds 2 points to her arcane reservoir. This has no effect on magic items. The arcanist must have the greater spell disruption exploit to select this exploit.

Spell Thief (Su): The arcanist can steal a spell affecting one creature by expending 1 point from her arcane reservoir. If the creature is unwilling, she must succeed at a melee touch attack to steal the spell; the target can attempt a Will saving throw to negate the effect. The arcanist can specify a spell affecting the target to steal, but if she's incorrect or doesn't know what spells are affecting the target, the spell stolen is determined randomly from all those affecting the target. If successful, the spell effect transfers to the arcanist, affecting her for the remaining duration. Unless the effect normally allows for a new saving throw during its duration (such as at the end of each round), this ability doesn't grant the arcanist a saving throw against it. The arcanist cannot use this ability to steal a spell with a range of personal or a duration of permanent. The arcanist must have the spell tinkerer exploit to select this exploit.

Suffering Knowledge (Su): The arcanist can learn to cast a spell by suffering from its effects. When the arcanist fails a saving throw against a spell cast by an enemy, as an immediate action she can expend 1 point from her arcane reservoir to temporarily acquire the spell. She can cast the spell using her spell slots as if it was a spell she had prepared that day. The spell must be on the sorcerer/wizard spell list and must be of a level that she can cast. The ability to cast this spell remains for a number of rounds equal to the arcanist's Charisma modifier (minimum 1).

Magical Supremacy (Su): At 20th level, the arcanist learns how to convert her arcane reservoir into spells and back again. She can cast any spell she has prepared by expending a number of points from her arcane reservoir equal to 1 + the level of the spell to be cast instead of expending a spell slot. When she casts a spell in this fashion, she treats her caster level as 2 higher than normal, and the DCs of any saving throws associated with the spell increase by 2. She cannot further expend points from her arcane reservoir to enhance a spell cast in this way.

Bloodrager

While many ferocious combatants can tap into a deep reservoir of buried rage, bloodragers have an intrinsic power that seethes within. Like sorcerers, bloodragers' veins surge with arcane power. While sorcerers use this power for spellcasting, bloodragers enter an altered state in which their bloodline becomes manifest, where the echoes of their strange ancestry lash out with devastating power. In these states, bloodragers can cast some arcane spells instinctively. The bloodrager's magic is as fast, violent, and seemingly unstoppable as their physical prowess.

Role: Masters of the battlefield, bloodragers unleash fearful carnage on their enemies using their bloodlines and combat prowess. The bloodrager's place is on the front lines, right in his enemies' faces, supplying tremendous martial force bolstered by a trace of arcane magic.

Alignment: Any.

Hit Die: d10.

Parent Classes: Barbarian and sorcerer.

Starting Wealth: 3d6 × 10 gp (average 105 gp).

Class Skills

The bloodrager's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the bloodrager.

Weapon and Armor Proficiency: Bloodragers are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields). A bloodrager can cast bloodrager spells while wearing light armor or medium armor without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, a bloodrager wearing heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components.

Bloodline: Each bloodrager has a source of magic somewhere in his heritage that empowers his bloodrages, bonus feats, and bonus spells. Sometimes this source reflects a distant blood relationship to a powerful being, or is due to an extreme event involving such a creature somewhere in his family's past. Regardless of the source, this influence manifests in a number of ways. A bloodrager must pick one bloodline upon taking his first level of bloodrager. Once made, this choice cannot be changed.

When choosing a bloodline, the bloodrager's alignment doesn't restrict his choices. A good bloodrager could come from an abyssal bloodline, a celestial bloodline could beget an evil bloodrager generations later, a bloodrager from an infernal bloodline could be chaotic, and so on. Though his bloodline empowers him, it doesn't dictate or limit his thoughts and behavior.

The bloodrager gains bloodline powers at 1st level, 4th level, and every 4 levels thereafter. The bloodline powers a bloodrager gains are described in his chosen bloodline. For all spell-like bloodline powers, treat the character's bloodrager level as the caster level.

At 6th level and every 3 levels thereafter, a bloodrager receives one bonus feat chosen from a list specific to each bloodline. The bloodrager must meet the prerequisites for these bonus feats.

At 7th, 10th, 13th, and 16th levels, a bloodrager learns an additional spell derived from his bloodline. These spells are in addition to the number of spells given on Table 1–4. These spells cannot be exchanged for different spells at higher levels.

If the bloodrager takes levels in another class that grants a bloodline, the bloodlines must be the same type, even if that means that the bloodline of one of the classes must change. Subject to GM discretion, the bloodrager can change his previous bloodline to make them conform.

Bloodrage (Su): The bloodrager's source of internal power grants him the ability to bloodrage. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from bloodraging or spells like *bear's endurance*) don't increase the total number of rounds that a bloodrager can bloodrage per day. The total number of rounds of bloodrage per day is renewed after resting for 8 hours, although these hours don't need to be consecutive.

A bloodrager can enter a bloodrage as a free action. While in a bloodrage, a bloodrager gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a –2 penalty to Armor Class. The increase to Constitution grants the bloodrager 2 hit points per Hit Die, but these disappear when the bloodrage ends and are not lost first like temporary hit points. While bloodraging, a bloodrager cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A bloodrager can end his bloodrage as a free action. When the bloodrage ends, he's fatigued for a number of rounds equal to twice the number of rounds spent in the bloodrage. A bloodrager cannot enter a new bloodrage while fatigued or exhausted, but can otherwise enter a bloodrage multiple times during a single encounter or combat. If a bloodrager falls unconscious, his bloodrage immediately ends, placing him in peril of death.

Bloodrage counts as the barbarian's rage class feature for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Fast Movement (Ex): A bloodrager's base speed is faster than is normal for his race by 10 feet. This benefit applies only when he is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the bloodrager's speed due to any armor worn or load carried. This bonus stacks with any other bonuses to the bloodrager's base speed.

Uncanny Dodge (Ex): At 2nd level, a bloodrager can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A bloodrager with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a bloodrager already possesses uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Blood Sanctuary (Su): At 3rd level, due to the power of his blood, a bloodrager can stand confidently amid the effects of spells cast by himself or his allies. He gains a +2 bonus on saving throws against spells that he or an ally casts.

Blood Casting (Su): At 4th level, the bloodrager gains the ability to cast spells even while bloodraging. He can also cast these spells defensively and can attempt concentration checks for these spells while bloodraging. While bloodraging, he can cast and concentrate on only his bloodrager spells (see below); spells from other classes cannot be cast during this state.

Eschew Materials: At 4th level, the bloodrager gains Eschew Materials as a bonus feat.

Spells: Beginning at 4th level, a bloodrager gains the ability to cast a small number of arcane spells drawn from the bloodrager spell list (see page 22). To learn or cast a spell, a bloodrager must have a Charisma score equal to at least 10 + the spell level. He can cast spells he knows without preparing them ahead of time. The saving throw DC against a bloodrager's spell is 10 + the spell level + the bloodrager's Charisma modifier.

Like other spellcasters, a bloodrager can cast only a certain number of spells of each level per day. His base daily spell allotment is given on Table 1–3. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 on page 17 of the *Pathfinder RPG Core Rulebook*). The bloodrager does not need to prepare these spells in advance; he can cast any spell he knows at any time, assuming he hasn't yet used up his allotment of spells per day for the spell's level.

The bloodrager's selection of spells is limited. At 4th level, a bloodrager knows two 1st-level spells of his choice. A bloodrager gains more spells as he increases in level, as indicated on Table 1–4. Unlike spells per day, the number of spells a bloodrager knows is not affected by his Charisma score, but it is affected by any bonus spells he gains from his bloodline. At 8th level and every 3 levels thereafter, a bloodrager can choose to learn a new spell in place of one he already knows. This swap follows all the same rules as for a sorcerer.

Improved Uncanny Dodge (Ex): At 5th level, a bloodrager can no longer be flanked. This defense denies rogues (or other classes with the sneak attack ability) the ability to sneak attack the bloodrager by flanking him, unless the attacker has at least four more rogue levels (or levels in the class granting sneak attack) than the target has bloodrager levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum rogue level required to flank the character.

Damage Reduction (Ex): At 7th level, a bloodrager gains damage reduction. Subtract 1 from the damage the bloodrager takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage reduction can reduce damage to 0, but not below 0.

Greater Bloodrage (Su): At 11th level, when a bloodrager enters a bloodrage, the morale bonus to his Strength and Constitution increases to +6 and the morale bonus on his Will saves increases to +3. In addition, upon entering a bloodrage, the bloodrager can apply the effects a bloodrager spell he knows of 2nd level or lower to himself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the bloodrage. This use consumes a bloodrager spell slot, as if he had cast the spell; he must have the spell slot available to take advantage of this effect.

Greater bloodrage counts as the barbarian's greater rage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Indomitable Will (Ex): At 14th level, a bloodrager gains a +4 bonus on Will saves to resist enchantment spells while bloodraging. This bonus stacks with all other modifiers, including the morale bonus on Will saves he also receives during his bloodrage.

Tireless Bloodrage (Su): At 17th level, a bloodrager no longer becomes fatigued at the end of his bloodrage.

Mighty Bloodrage (Su): At 20th level, when a bloodrager enters a bloodrage, the morale bonus to his Strength and Constitution increases to +8, and the morale bonus on his Will saves increases to +4. Furthermore, the spell he can apply to himself at the beginning of a bloodrage due to the greater bloodrage class feature is not limited to only spells of 2nd level or lower.

Bloodrager Bloodlines

When a bloodrager enters a bloodrage, he often takes on a physical transformation influenced by his bloodline and powered by the magic that roils within him. Unless otherwise

Table 1-3: Bloodrager

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Bloodline, bloodline power, bloodrage, fast movement	—	—	—	—
2nd	+2	+3	+0	+0	Uncanny dodge	—	—	—	—
3rd	+3	+3	+1	+1	Blood sanctuary	—	—	—	—
4th	+4	+4	+1	+1	Blood casting, bloodline power, Eschew Materials	1	—	—	—
5th	+5	+4	+1	+1	Improved uncanny dodge	1	—	—	—
6th	+6/+1	+5	+2	+2	Bloodline feat	1	—	—	—
7th	+7/+2	+5	+2	+2	Bloodline spell, damage reduction 1/—	1	1	—	—
8th	+8/+3	+6	+2	+2	Bloodline power	1	1	—	—
9th	+9/+4	+6	+3	+3	Bloodline feat	2	1	—	—
10th	+10/+5	+7	+3	+3	Bloodline spell, damage reduction 2/—	2	1	1	—
11th	+11/+6/+1	+7	+3	+3	Greater bloodrage	2	1	1	—
12th	+12/+7/+2	+8	+4	+4	Bloodline feat, bloodline power	2	2	1	—
13th	+13/+8/+3	+8	+4	+4	Bloodline spell, damage reduction 3/—	3	2	1	1
14th	+14/+9/+4	+9	+4	+4	Indomitable will	3	2	1	1
15th	+15/+10/+5	+9	+5	+5	Bloodline feat	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+5	Bloodline spell, bloodline power, damage reduction 4/—	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	Tireless bloodrage	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Bloodline feat	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	Bloodline power, mighty bloodrage	4	4	3	2

specified, he gains the effects of his bloodline powers only while in a bloodrage; once the bloodrage ends, all powers from his bloodline immediately cease, and any physical changes the bloodrager underwent revert, restoring him to normal.

Aberrant

There is a taint in your blood that is both alien and bizarre. When you bloodrage, this manifests in peculiar and terrifying ways.

Bonus Feats: Combat Reflexes, Great Fortitude, Improved Disarm, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will.

Bonus Spells: *Enlarge person* (7th), *see invisibility* (10th), *displacement* (13th), *black tentacles* (16th).

Bloodline Powers: While bloodraging, you gain the abilities and immunities of some aberrations, but show signs of your tainted heritage.

Staggering Strike (Su): At 1st level, when you confirm a critical hit the target must succeed at a Fortitude saving throw or be staggered for 1 round. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. These effects stack with the Staggering Critical feat; the target must save against each effect individually.

Abnormal Reach (Su): At 4th level, your limbs elongate; your reach increases by 5 feet.

Aberrant Fortitude (Su): At 8th level, you become immune to the sickened and nauseated conditions.

Unusual Anatomy (Su): At 12th level, your internal anatomy shifts and changes, giving you a 50% chance to negate any critical hit or sneak attack that hits you. The damage is instead rolled normally.

Aberrant Resistance (Su): At 16th level, you are immune to disease, exhaustion, fatigue, and poison, and to the staggered condition.

Aberrant Form (Su): At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet and your bloodrager damage reduction increases by 1. You have these benefits constantly, even while not bloodraging.

Abyssal

Generations ago, a demon spread its filth into the essence of your bloodline. While it doesn't manifest in all of your kin, in those moments when you're bloodraging, you embody its terrifying presence.

Bonus Feats: Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Intimidating Prowess, Power Attack, Toughness.

Bonus Spells: *Ray of enfeeblement* (7th), *bull's strength* (10th), *rage* (13th), *stoneskin* (16th).

Bloodline Powers: The power of the Abyss courses through your veins, causing horrific transformations during your bloodrage.

Claws (Su): At 1st level, you grow claws while bloodraging. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks each deal an amount of damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage resistance. At 8th level, the damage increases to 1d8 points (1d6 if you are Small). At 12th level, these claws become *flaming* weapons, which deal an additional 1d6 points of fire damage on a hit.

Demonic Bulk (Su): At 4th level, when entering a bloodrage, you can grow one size category larger than your base size (as *enlarge person*) even if you aren't humanoid.

Demon Resistances (Su): At 8th level, you gain resistance 5 to acid, cold, and fire. At 16th level, these resistances increase to 10.

Abyssal Bloodrage (Su): At 12th level, the morale bonus to Strength granted by your bloodrage increases by 2, but the penalty to AC becomes –4 instead of –2. At 16th level, this bonus increases by 4 instead. At 20th level, it increases by 6 instead.

Demonic Aura (Su): At 16th level, when entering a bloodrage you can exude an aura of fire. The aura is a 5-foot burst centered on you, and deals a number of points of fire damage equal to 2d6 + your Constitution modifier to creatures that end their turns within it.

Demonic Immunities (Su): At 20th level, you're immune to electricity and poison. You have these benefits constantly, even while not bloodraging.

Arcane

While others of your kin may be powerful wizards and sorcerers, the eldritch nature of the blood coursing through your veins transforms you into a spell-breaking terror.

Bonus Feats: Combat Reflexes, Disruptive*, Improved Initiative, Iron Will, Power Attack, Quick Draw, Spellbreaker*. (Your bloodrager levels count as fighter levels for the purpose of qualifying for any feats marked with an asterisk [*].) This stacks with any levels in fighter you have.

Bonus Spells: *Magic missile* (7th), *invisibility* (10th), *lightning bolt* (13th), *dimension door* (16th).

Bloodline Powers: When you bloodrage, arcane power transforms you into an arcane juggernaut who can cut down even the most careful caster.

Disruptive Bloodrage (Su): At 1st level, the DC to cast spells defensively increases by 2 for enemies within your threatened area. This increase stacks with that granted by the Disruptive feat.

Arcane Bloodrage (Sp): At 4th level, when entering a bloodrage you can choose one of the following spells and apply its effects to yourself: *blur*, *protection from arrows*, *resist energy* (choose one energy type), or *spider climb*. These effects last for as long as you continue bloodraging, regardless of the spell's normal duration.

Greater Arcane Bloodrage (Sp): At 8th level, when entering a bloodrage, you can apply the effects of either *displacement* or *haste* to yourself. This is in addition to arcane bloodrage, and otherwise works as that ability.

Caster's Scourge (Ex): At 12th level, you gain a number of extra attacks of opportunity equal to your Dexterity modifier (minimum 1). You can use these attacks of opportunity only against spellcasters in your threatened area who cast or attempt to cast defensively. The Spellbreaker feat, the caster's bane bloodrage power (see below), or some similar effect is still required to make attacks of opportunity against spellcasters who are casting defensively. You have this benefit constantly, even while not bloodraging.

True Arcane Bloodrage (Sp): At 16th level, when entering a bloodrage, you can choose one of the following spells and apply its effects to yourself: *beast shape IV* (choose a creature your size or larger only), *form of the dragon I*, or *transformation*. This is in addition to arcane bloodrage and greater arcane bloodrage, and otherwise works as those abilities.

Caster's Bane (Ex): At 20th level, spellcasters with a caster level lower than your bloodrager level always provoke attacks of opportunity from you within your threatened area, even when they cast defensively. You have this benefit constantly, even while not bloodraging.

Table 1-4: Bloodrager Spells Known

	Spells Known			
Level	**1st**	**2nd**	**3rd**	**4th**
1st	—	—	—	—
2nd	—	—	—	—
3rd	—	—	—	—
4th	2	—	—	—
5th	3	—	—	—
6th	4	—	—	—
7th	4	2	—	—
8th	4	3	—	—
9th	5	4	—	—
10th	5	4	2	—
11th	5	4	3	—
12th	6	5	4	—
13th	6	5	4	2
14th	6	5	4	3
15th	6	6	5	4
16th	6	6	5	4
17th	6	6	5	4
18th	6	6	6	5
19th	6	6	6	5
20th	6	6	6	5

Celestial

By way of a celestial ancestor or divine intervention, the blood of angels fills your body with a holy potency, granting you a majestic visage and angelic powers when you enter your bloodrage.

Bonus Feats: Dodge, Improved Initiative, Iron Will, Mobility, Mounted Combat, Ride-By Attack, Weapon Focus.

Bonus Spells: *Bless* (7th), *resist energy* (10th), *heroism* (13th), *holy smite* (16th).

Bloodline Powers: Your bloodline grants a number of resistances and changes your form to something angelic and terrible to behold when you bloodrage.

Angelic Attacks (Su): At 1st level, your melee attacks are considered good-aligned weapons for the purpose of bypassing damage reduction. Furthermore, when you deal damage with a melee attack to an evil outsider, you deal an additional 1d6 points of damage. This additional damage stacks with effects such as *align weapon* and those granted by a weapon with the *holy* weapon special ability.

Celestial Resistances (Ex): At 4th level, you gain resistance 5 to acid and cold. At 12th level, these resistances increase to 10.

Conviction (Su): At 8th level, once per bloodrage you can reroll one ability check, skill check, or saving throw you just made. You must decide to use this ability after the die is rolled, but before the GM reveals the result. You must take the second result, even if it's worse.

Wings of Heaven (Su): At 12th level, you can choose to sprout feathery wings and fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed increases to 80 feet.

Angelic Protection (Su): At 16th level, you gain a +4 deflection bonus to AC and a +4 resistance bonus on saving throws against attacks made or effects created by evil creatures. In addition, you are affected as if subject to a *protection from evil* spell. This effect cannot be dispelled.

Ascension (Su): At 20th level, you become infused with the power of the heavens. You gain immunity to acid, cold, and petrification. You also gain resistance 10 to electricity and fire, as well as a +4 racial bonus on saving throws against poison. You have these benefits constantly, even while not bloodraging.

Destined

Your bloodline is destined for great things. When you bloodrage, you exude a measure of greatness that makes all but the most legendary creatures seem lesser.

Bonus Feats: Diehard, Endurance, Improved Initiative, Intimidating Prowess, Leadership, Lightning Reflexes, Weapon Focus.

Bonus Spells: *Shield* (7th), *blur* (10th), *protection from energy* (13th), *freedom of movement* (16th).

Bloodline Powers: Your future greatness grants you the might to strike your enemies in awe-inspiring ways.

Destined Strike (Su): At 1st level, as a free action up to three times per day, you can grant yourself an insight bonus equal to 1/2 your bloodrager level (minimum 1) on one melee attack. At 12th level, you can use this ability up to five times per day.

Fated Bloodrager (Su): At 4th level, you gain a +1 luck bonus to AC and on saving throws. At 8th level and every 4 levels thereafter, this bonus increases by 1 (to a maximum of +5 at 20th level).

Certain Strike (Su): At 8th level, you may reroll an attack roll once during a bloodrage. You must decide to use this ability after the die is rolled, but before the GM reveals the result. You must take the second result, even if it's worse.

Defy Death (Su): At 12th level, once per day when an attack or a spell that deals damage would result in your death, you can attempt a DC 20 Fortitude save. If you succeed, you are instead reduced to 1 hit point; if you succeed and already have 0 hit points or fewer, you instead take no damage.

Unstoppable (Su): At 16th level, any critical threats you score are automatically confirmed. Any critical threats made against you are confirmed only if the second roll results in a natural 20 (or if the threat is automatically confirmed).

Victory or Death (Su): At 20th level, you gain immunity to paralysis and petrification, as well as to the stunned, dazed, and staggered conditions. You have these benefits constantly, even while not bloodraging.

Draconic

At some point in your family's history, a dragon interbred with your bloodline. Now, the sublime monster's ancient power fuels your bloodrage.

Bonus Feats: Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Power Attack, Skill Focus (Fly), Toughness.

Bonus Spells: *Shield* (7th), *resist energy* (10th), *fly* (13th), *fear* (16th).

Bloodline Powers: The power of dragons flows through you and manifests in a number of ways. At 1st level, you must select a chromatic or metallic dragon type (see the table below). Once chosen, this type cannot be changed. A number of your bloodline powers deal damage and grant resistances based on your dragon type, as noted below.

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Claws (Su): At 1st level, you grow claws. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack, using your full base attack bonus. These attacks each deal an amount of damage equal to 1d6 (1d4 if you are Small) + your Strength modifier. At 4th level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 8th level, the amount of damage increases to 1d8 (1d6 if you are Small) + your Strength modifier. At 12th level, these claws deal an additional 1d6 points of damage of your energy type on a hit.

Draconic Resistance (Ex): At 4th level, you gain resistance 5 against your energy type and a +1 natural armor bonus to AC. At 8th level, your energy resistance increases to 10 and your natural armor bonus increases to +2. At 16th level, your natural armor bonus increases to +4.

Breath Weapon (Su): At 8th level, you gain a breath weapon that you can use once per day. This breath weapon deals 1d6 points of damage of your energy type per bloodrager level. Those caught in the area of your breath weapon can attempt a Reflex saving throw for half damage. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. The shape of the breath weapon depends on your dragon type (as indicated on the above table). At 16th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Dragon Wings (Su): At 12th level, when entering a bloodrage, you can choose to have leathery wings grow from your back, giving you a fly speed of 60 feet with average maneuverability. At 16th level, your fly speed increases to 80 feet with good maneuverability.

Dragon Form (Su): At 16th level, when entering a bloodrage, you can choose to take the form of your chosen dragon type (as *form of the dragon II*, but with good maneuverability, as you would gain from the dragon wings bloodrage power above).

Power of Wyrms (Su): At 20th level, you gain immunity to paralysis, sleep, and damage from your energy type. You also gain blindsense with a range of 60 feet. You have these benefits constantly, even while not bloodraging.

Elemental

The power of the elements resides in you, and at times you can hardly control its fury. This influence comes either from an elemental outsider in your family history or from a moment when you or your ancestors were exposed to a powerful elemental force or cataclysm.

Bonus Feats: Cleave, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus.

Bonus Spells: *Burning hands** (7th), *scorching ray** (10th), *protection from energy* (13th), *elemental body I* (16th). (Spells marked with an asterisk [*] always deal a type of energy damage determined by your element, regardless of the spell's normal effects. In addition, the subtypes of these spells change to match the energy type of your element.)

Bloodline Powers: One of the four elements infuses your being, and you can draw upon its power while bloodraging. At 1st level,

you must select an element: air, earth, fire, or water. Once chosen, this element cannot be changed. A number of your abilities deal damage and grant resistances based on your element, as noted in the table below.

Element	Energy Type	Elemental Movement
Air	Electricity	Fly 60 feet (good)
Earth	Acid	Burrow 30 feet
Fire	Fire	+30 feet base land speed
Water	Cold	Swim 60 feet

Elemental Strikes (Su): At 1st level, three times a day as a swift action you can imbue your melee attacks with elemental energy. For 1 round, your melee attacks deal an additional 1d6 points of damage of your energy type. At 8th level, you can use this ability up to five times per day. At 20th level, all your melee attacks deal this damage, and you don't need to activate this ability.

Elemental Resistance (Ex): At 4th level, you gain energy resistance 10 against your energy type.

Elemental Movement (Su): At 8th level, you gain a special movement type or bonus to your speed based on your chosen element, as indicated on the above table.

Power of the Elements (Su): At 12th level, the energy damage done by your elemental strikes bloodline power bypasses resistance to that energy type, and still deals half damage to creatures that have immunity to energy of that type.

Elemental Form (Su): At 16th level, once per day when entering a bloodrage, you can take an elemental form, as per *elemental body IV*.

Elemental Body (Su): At 20th level, elemental power surges through your body. You gain immunity to sneak attacks, critical hits, and damage from your energy type. You have these benefits constantly, even while not bloodraging.

Fey

One of your ancestors was fey, or the fey realm somehow intermixed with your bloodline. This fact affects your bloodrage in tricky and surprising ways.

Bonus Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Step Up, Intimidating Prowess.

Bonus Spells: *Entangle* (7th), *hideous laughter* (10th), *haste* (13th), *confusion* (16th).

Bloodline Powers: The power of the natural world saturates your being, and manifests itself when you bloodrage.

Confusing Critical (Su): At 1st level, fey power courses through your attacks. Each time you confirm a critical hit, the target must succeed at a Will saving throw or be confused for 1 round. The DC of this save is equal to 10 + 1/2 your bloodrager level + your Constitution modifier. This is a mind-affecting compulsion effect.

Leaping Charger (Su): At 4th level, you are able to leap over overgrowth and similar impediments with ease while charging. When you charge, you ignore difficult terrain (but not other creatures). You can move through it at normal speed, and it does not impede your charge.

Blurring Movement (Su): At 8th level, you become a blur of motion when you move. As long as you move at least 10 feet, you gain the effects of *blur* for 1 round.

Quickling Bloodrage (Sp): At 12th level, while bloodraging you're treated as if you were under the effects of *haste*.

One with Nature (Su): At 16th level, creatures of the animal or plant types don't attack you unless they're compelled to do so by magic or you attack them first. Three times per day, you can transport yourself from one tree to another tree, as *tree stride* with half the transport range. Moving from one tree to another in this manner is a move action. You have these benefits constantly, even while not bloodraging.

Fury of the Fey (Su): At 20th level, when entering a bloodrage, you can choose one type of creature (and subtype for humanoids or outsiders) that can be affected by the *bane* weapon special ability. All of your melee attacks are considered to have the *bane* special ability corresponding to that type. This ability doesn't stack with other forms of *bane*.

Infernal

The Pit lives in your blood. Maybe one of your ancestors was seduced by the powers of Hell or made a deal with a devil. Either way, corruption seethes within your lineage.

Bonus Feats: Blind-Fight, Combat Reflexes, Deceitful, Improved Disarm, Improved Sunder, Intimidating Prowess, Iron Will.

Bonus Spells: *Protection from good* (7th), *scorching ray* (10th), *suggestion* (13th), *fire shield* (16th).

Bloodline Powers: When you bloodrage, hellfire infuses your blood with terrifying effects.

Hellfire Strike (Su): At 1st level, as a swift action up to three times per day you can infuse your attacks with hellfire. When you do, your melee attacks gain the *flaming* weapon special ability for 1 round. At 12th level, you can use this ability five times per day, and the effect is treated as *flaming burst*.

Infernal Resistance (Ex): At 4th level, you gain fire resistance 5, as well as a +2 bonus on saving throws against poison. At 8th level, your fire resistance increases to 10, and the bonus on saving throws against poison increases to +4.

Diabolical Arrogance (Su): At 8th level, you gain a +4 bonus on saving throws against enchantment and fear effects.

Dark Wings (Su): At 12th level, when entering a bloodrage, you can grow batlike wings from your back, giving you a fly speed of 60 feet with average maneuverability. At 16th level, your fly speed increases to 80 feet with good maneuverability.

Hellfire Charge (Su): At 16th level, when you charge, the attack you make at the end of the charge gains the benefit of your hellfire strike without expending a use of it. If you

already have hellfire strike active, the fire damage ignores fire resistance of 10 or lower.

Fiend of the Pit (Su): At 20th level, you gain immunity to fire and poison. You also gain resistance 10 to acid and cold, and you gain the see in darkness ability. You have these benefits constantly, even while not bloodraging.

Undead

The foul corruption of undeath is a part of you. Somewhere in the past, death became infused with your lineage. Your connection to the attributes of the undead bestows frightening power when you bloodrage.

Bonus Feats: Diehard, Dodge, Endurance, Intimidating Prowess, Iron Will, Mobility, Toughness.

Bonus Spells: *Chill touch* (7th), *false life* (10th), *vampiric touch* (13th), *enervation* (16th).

Bloodline Powers: When you enter a bloodrage, the powers of undeath manifest, empowering your attacks with fear and your body with foul resistances.

Frightful Charger (Su): At 1st level, when you hit a creature with a charge attack, that creature becomes shaken for a number of rounds equal to 1/2 your bloodrager level (minimum 1). This effect does not cause an existing shaken or frightened condition (from this ability or another source) to turn into frightened or panicked. This is a mind-affecting fear effect.

Ghost Strike (Su): At 4th level, your melee attacks are treated as if they have the *ghost touch* weapon special ability.

Death's Gift (Su): At 8th level, you gain cold resistance 10, as well as DR 10/— against nonlethal damage.

Frightful Strikes (Su): At 12th level, as a swift action once per bloodrage you can empower your melee attacks with fear. For 1 round, creatures you hit with your melee attacks become shaken. Creatures that are already shaken become frightened. At 16th level, those that are already frightened become panicked. This is a mind-affecting fear effect.

Incorporeal Bloodrager (Su): At 16th level, once per day you can choose to become incorporeal. You take only half damage from magic corporeal sources, and you take no damage from nonmagical weapons and objects. Your attacks deal damage as normal due to your ghost strike bloodrage power.

One Foot in the Grave (Ex): At 20th level, you gain immunity to cold, nonlethal damage, paralysis, and sleep. Your bloodrager damage reduction increases to 8. Unintelligent undead don't notice you unless you attack them. You gain a +4 morale bonus on saving throws against spells and spell-like abilities cast by undead. You have these benefits constantly, even while not bloodraging.

BLOODRAGER SPELLS

Bloodragers gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those with superscripts are drawn from other sources. Those marked with an asterisk (*) appear in Chapter 4 of this book.

1st-Level Bloodrager Spells: *Blade lash**, *blurred movement**, *break*[APG], *burning hands*, *cause fear*, *chill touch*, *color spray*, *corrosive touch*[UM], *ear-piercing scream*[UM], *endure elements*, *enlarge person*, *expeditious retreat*, *feather fall*, *flare burst*[APG], *frostbite*[UM], *hydraulic push*[APG], *icicle dagger*[UM], *jump*, *line in the sand**, *long arm**, *mage armor*, *magic missile*, *magic weapon*, *marid's mastery*[ARG], *mirror strike*[UC], *mount*, *mudball*[ARG], *phantom blood**, *protection from chaos/evil/good/law*, *ray of enfeeblement*, *ray of sickening*[UM], *reduce person*, *returning weapon*[UC], *shadow weapon*[UM], *shield*, *shock shield*[UC], *shocking grasp*, *stone fist*[APG], *stone shield*[ARG], *strong wings*[ARG], *sundering shards**, *thunderstomp**, *touch of combustion*[ARG], *touch of gracelessness*[APG], *touch of the sea*[APG], *true strike*, *unerring weapon*[UC], *warding weapon*[UC], *wave shield**, *web bolt*[ARG], *windy escape*[ARG], *winter feathers*[ARG].

2nd-Level Bloodrager Spells: *Ablative barrier*[UC], *acid arrow*, *adhesive blood**, *animal aspect*[UC], *bear's endurance*, *blindness/deafness*, *blood armor**, *blood blaze*[ARG], *boiling blood*[UM], *brow gasher*[UC], *bullet shield*[UC], *bull's strength*, *burning gaze*[APG], *cat's grace*, *certain grip*[UC], *daze monster*, *death from below*[ARG], *defensive shock*[UM], *delay pain*[UM], *disfiguring touch*[UM], *dust of twilight*[APG], *eagle's splendor*, *elemental touch*[APG], *extreme flexibility**, *false life*, *fire breath*[APG], *flaming sphere*, *frigid touch*[UM], *ghoul touch*, *glitterdust*, *gust of wind*, *gusting sphere*[ARG], *imbue with elemental might*[ARG], *mirror image*, *molten orb**, *protection from arrows*, *pyrotechnics*, *resist energy*, *scorching ray*, *see invisibility*, *shatter*, *slipstream*[APG], *sonic scream**, *spider climb*, *steal breath*[ARG], *stone call*[APG], *stone discus**, *touch of idiocy*, *unshakable chill*[UM].

3rd-Level Bloodrager Spells: *Air geyser**, *animal aspect (greater)*[UC], *aqueous orb*[APG], *beast shape I*, *blood biography*[APG], *blood scent*[ARG], *burrow*[UM], *burst of speed*[UC], *chain of perdition*[UC], *cloak of winds*[APG], *countless eyes*[UM], *draconic reservoir*[APG], *elemental aura*[APG], *eruptive pustules*[UM], *excruciating deformation*[UM], *fire trail*[ARG], *fireball*, *firestream*[ARG], *flame arrow*, *fly*, *force hook charge*[UM], *force punch*[UM], *gloomblind bolts*[ARG], *haste*, *heroism*, *hold person*, *hostile levitation*[UC], *howling agony*[UM], *hydraulic torrent*[APG], *keen edge*, *lightning bolt*, *locate weakness*[UC], *magic weapon (greater)*, *monstrous physique I*[UM], *pain strike*[APG], *paragon surge*[ARG], *phantom steed*, *protection from energy*, *rage*, *raging rubble*[ARG], *ray of exhaustion*, *resinous skin*[UC], *silver darts**, *sleet storm*, *slow*, *stinking cloud*, *thunderstomp (greater)**, *twilight knife*[APG], *undead anatomy I*[UM], *vampiric touch*, *versatile weapon*[APG], *vision of hell*[UM], *water breathing*, *wind wall*.

4th-Level Bloodrager Spells: *Absorbing inhalation*[ARG], *ball lightning*[APG], *beast shape II*, *bestow curse*, *black tentacles*, *calcific touch*[APG], *confusion*, *contagion*, *crushing despair*, *detonate*[APG], *dragon's breath*[APG], *earth glide*[ARG], *elemental body I*, *enervation*, *enlarge person (mass)*, *false life (greater)*[UM], *fear*, *fire shield*, *firefall*[APG], *flaming sphere (greater)**, *ghost wolf*[ARG], *hellmouth lash*[ARG], *ice storm*, *monstrous physique II*[UM], *moonstruck*[APG], *pellet blast*[UC], *phantasmal killer*, *reduce person (mass)*, *ride the waves*[UM], *river of wind*[APG], *shocking image*[UC], *shout*, *stoneskin*, *telekinetic charge*[UC], *touch of slime*[UM], *vermin shape I*[UM], *vitriolic mist*[UM], *volcanic storm*[UM], *wall of fire*, *wall of ice*, *wall of sound*[UM], *wreath of blades*[UC].

Brawler

Deadly even with nothing in her hands, a brawler eschews the fighter's heavy armor and the monk's mysticism, focusing instead on perfecting many styles of brutal unarmed combat. Versatile, agile, and able to adapt to most enemy attacks, a brawler's body is a powerful weapon.

Role: Brawlers are maneuverable and well suited for creating flanking situations or dealing with lightly armored enemies, as well as quickly adapting to a rapidly changing battlefield.

Alignment: Any.

Hit Die: d10.

Parent Classes: Fighter and monk.

Starting Wealth: 3d6 × 10 gp (average 105 gp).

Class Skills

The brawler's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the brawler.

Weapon and Armor Proficiency: A brawler is proficient with all simple weapons plus the handaxe, the short sword, and weapons from the close weapon group. She is proficient with light armor and shields (except tower shields).

Brawler's Cunning (Ex): If the brawler's Intelligence score is lower than 13, it counts as 13 for the purpose of meeting the prerequisites of combat feats.

Martial Flexibility (Ex): A brawler can take a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 4 times per day).

The brawler can use this ability again before the duration expires to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as with Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability, and can be used as a prerequisite for any of the other feats.

Martial Training (Ex): At 1st level, a brawler counts her total brawler levels as both fighter levels and monk levels for the purpose of qualifying for feats. She also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist or a *monk's robe*). This ability does not automatically grant feats normally granted to fighters and monks based on class level, such as Stunning Fist.

Unarmed Strike: At 1st level, a brawler gains Improved Unarmed Strike as a bonus feat. A brawler may attack with fists, elbows, knees, and feet. This means that a brawler may make unarmed strikes with her hands full. A brawler applies her full Strength modifier (not half) on damage rolls for all her unarmed strikes.

Usually, a brawler's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A brawler's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purposes of spells and effects that modify either manufactured weapons or natural weapons.

A brawler also deals more damage with her unarmed strikes than others, as shown on Table 1–5: Brawler. The unarmed damage values given on that table are for Medium brawlers. A Small brawler deals less damage than the amount given there with her unarmed attacks, while a Large brawler deals more damage; see the following table.

Small or Large Brawler Unarmed Damage

Level	Damage (Small Brawler)	Damage (Large Brawler)
1st–3rd	1d4	1d8
4th–7th	1d6	2d6
8th–11th	1d8	2d8
12th–15th	1d10	3d6
16th–19th	2d6	3d8
20th	2d8	4d8

Bonus Combat Feats: At 2nd level and every 3 levels thereafter, a brawler gains a bonus combat feat in addition to those gained from normal advancement. These bonus feats must be ones that affect or improve her defenses or melee attacks. The brawler must meet the prerequisites of the selected bonus combat feat.

Upon reaching 5th level and every 3 levels thereafter, a brawler can choose to learn a new bonus combat feat in place of a bonus combat feat she has already learned. In effect, the brawler loses the bonus combat feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A brawler can change only one feat at any given level, and must choose whether or not to swap the feat at the time she gains a new bonus combat feat for the level.

Brawler's Flurry (Ex): Starting at 2nd level, a brawler can make a brawler's flurry as a full-attack action. When doing so, a brawler has the Two-Weapon Fighting feat when attacking with any combination of unarmed strikes, weapons from the close fighter weapon group, or weapons with the "monk" special feature. She does not need to use two different weapons to use this ability.

A brawler applies her full Strength modifier to her damage rolls for all attacks made with brawler's flurry, whether the attacks are made with an off-hand weapon or a weapon wielded in both hands. A brawler can substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of brawler's flurry. A brawler with natural weapons can't use such weapons as part of brawler's flurry, nor can she make natural weapon attacks in addition to her brawler's flurry attacks.

At 8th level, the brawler gains use of the Improved Two-Weapon Fighting feat when using brawler's flurry. At 15th level, she gains use of the Greater Two-Weapon Fighting feat when using brawler's flurry.

Maneuver Training (Ex): At 3rd level, a brawler can select one combat maneuver to receive additional training. She gains a +1 bonus on combat maneuver checks when performing that combat maneuver and a +1 bonus to her CMD when defending against that maneuver.

At 7th level and every 4 levels thereafter, the brawler becomes further trained in another combat maneuver, gaining the above +1 bonus combat maneuver checks and to CMD. In addition, the bonuses granted by all previous maneuver training increase by 1 each. (For example, if a brawler chooses grapple at 3rd level and sunder at 7th level, her bonuses to grapple are +2 and bonuses to sunder are +1. If she then chooses bull rush upon reaching 11th level, her bonuses to grapple are +3, to sunder are +2, and to bull rush are +1.)

AC Bonus (Ex): At 4th level, when a brawler wears light armor or no armor, she gains a +1 dodge bonus to AC and CMD. This bonus increases by 1 at 9th, 13th, and 18th levels.

These bonuses to AC apply against touch attacks. She loses these bonuses while immobilized or helpless, wearing medium or heavy armor, or carrying a medium or heavy load.

Knockout (Ex): At 4th level, once per day a brawler can unleash a devastating attack that can instantly knock a target unconscious. She must announce this intent before making her attack roll. If the brawler hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the brawler's level + the higher of the brawler's Strength or Dexterity modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target

Table 1-5: Brawler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Unarmed Damage	Special
1st	+1	+2	+2	+0	1d6	Brawler's cunning, martial flexibility, martial training, unarmed strike
2nd	+2	+3	+3	+0	1d6	Bonus combat feat, brawler's flurry (Two-Weapon Fighting)
3rd	+3	+3	+3	+1	1d6	Maneuver training 1
4th	+4	+4	+4	+1	1d8	AC bonus +1, knockout 1/day
5th	+5	+4	+4	+1	1d8	Bonus combat feat, brawler's strike (magic), close weapon mastery
6th	+6/+1	+5	+5	+2	1d8	Martial flexibility (swift action)
7th	+7/+2	+5	+5	+2	1d8	Maneuver training 2
8th	+8/+3	+6	+6	+2	1d10	Bonus combat feat, brawler's flurry (Improved Two-Weapon Fighting)
9th	+9/+4	+6	+6	+3	1d10	AC bonus +2, brawler's strike (cold iron and silver)
10th	+10/+5	+7	+7	+3	1d10	Martial flexibility (free action), knockout 2/day
11th	+11/+6/+1	+7	+7	+3	1d10	Bonus combat feat, maneuver training 3
12th	+12/+7/+2	+8	+8	+4	2d6	Brawler's strike (alignment), martial flexibility (immediate action)
13th	+13/+8/+3	+8	+8	+4	2d6	AC bonus +3
14th	+14/+9/+4	+9	+9	+4	2d6	Bonus combat feat
15th	+15/+10/+5	+9	+9	+5	2d6	Brawler's flurry (Greater Two-Weapon Fighting), maneuver training 4
16th	+16/+11/+6/+1	+10	+10	+5	2d8	Awesome blow, knockout 3/day
17th	+17/+12/+7/+2	+10	+10	+5	2d8	Bonus combat feat, brawler's strike (adamantine)
18th	+18/+13/+8/+3	+11	+11	+6	2d8	AC bonus +4
19th	+19/+14/+9/+4	+11	+11	+6	2d8	Maneuver training 5
20th	+20/+15/+10/+5	+12	+12	+6	2d10	Bonus combat feat, improved awesome blow, martial flexibility (any number)

may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the brawler may use this ability twice per day; at 16th level, she may use it three times per day.

Brawler's Strike (Ex): At 5th level, a brawler's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction. At 9th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 12th level, she chooses one alignment component: chaotic, evil, good, or lawful; her unarmed strikes also count as this alignment for the purpose of overcoming damage reduction. (This alignment component cannot be the opposite of the brawler's actual alignment, such as a good brawler choosing evil strikes.) At 17th level, her unarmed attacks are also treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

Close Weapon Mastery (Ex): At 5th level, a brawler's damage with close weapons increases. When wielding a close weapon, she uses the unarmed strike damage of a brawler 4 levels lower instead of the base damage for that weapon (for example, a 5th-level Medium brawler wielding a punching dagger deals 1d6 points of damage instead of the weapon's normal 1d4). If the weapon normally deals more damage than this amount, its damage is unchanged. This ability does not affect any other aspect of the weapon. The brawler can decide to use the weapon's base damage instead of her adjusted unarmed strike damage—this decision must be declared before the attack roll is made.

Awesome Blow (Ex): At 16th level, the brawler can perform an awesome blow combat maneuver against a corporeal creature of her size or smaller as a standard action. If the combat maneuver check succeeds, the opponent takes damage as if the brawler hit it with the close weapon she is wielding or an unarmed strike, it is knocked flying 10 feet in a direction of the brawler's choice, and it falls prone. The brawler can push the opponent only in a straight line, and the opponent can't move closer to the brawler than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. (Unlike the Awesome Blow monster feat, the brawler can be of any size to use this ability.)

Improved Awesome Blow (Ex): At 20th level, the brawler can use her awesome blow ability as an attack rather than as a standard action. She can use it on creatures of any size. If she rolls a natural 20 on the combat maneuver check, the brawler can immediately attempt to confirm the critical by attempting another combat maneuver check with all the same modifiers as the previous one; if the confirmation roll is successful, the attack deals double damage, and the damage from hitting an obstacle (if any) is also doubled.

Hunter

Hunters are warriors of the wild that have forged close bonds with trusted animal companions. They focus their tactics on fighting alongside their companion animals, making a formidable team of two. Able to cast a wide variety of nature spells and take on the abilities and attributes of beasts, hunters magically improve both themselves and their animal companions.

Role: Hunters can adapt their tactics to many kinds of opponents, and they cherish their highly trained animal companions. As a team, the hunter and her companion can react to danger with incredible speed, making them excellent scouts, explorers, and saboteurs.

Alignment: Any neutral.

Hit Die: d8.

Parent Classes: Druid and ranger.

Starting Wealth: 4d6 × 10 gp (average 140 gp).

Class Skills

The hunter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the hunter.

Weapon and Armor Proficiency: A hunter is proficient with all simple and martial weapons, as well as light armor, medium armor, and shields (except tower shields).

Spells: A hunter casts divine spells drawn from the druid and ranger spell lists (see Chapter 10 of the *Core Rulebook*). Only druid spells of 6th level and lower and ranger spells are considered to be part of the hunter spell list. If a spell appears on both the druid and ranger spell lists, the hunter uses the lower of the two spell levels given for the spell. For instance, *reduce animal* is a 2nd-level druid spell and a 3rd-level ranger spell, making it a 2nd-level hunter spell. Likewise, *detect poison* is a 0-level druid spell and a 2nd-level ranger spell, making it a 0-level hunter spell.

The hunter can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a hunter must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a hunter's spell is 10 + the spell's level + the hunter's Wisdom modifier.

A hunter cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of druid spells of 7th level or higher. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells below.

Like other spellcasters, a hunter can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1–6: Hunter. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1–3 on page 17 of the *Core Rulebook*).

Unlike druids and rangers, a hunter's selection of spells is extremely limited. A hunter begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new hunter level, she gains one or more new spells, as indicated on Table 1–7: Hunter Spells Known. Unlike spells per day, the number of spells a hunter knows is not affected by her Wisdom score; the numbers on Table 1–7 are fixed.

In addition to the spells gained by hunters as they gain levels, each hunter also automatically adds all *summon nature's ally* spells to her list of spells known. These spells are added as soon as the hunter is capable of casting them.

At 5th level and at every 3 levels thereafter, a hunter can choose to learn a new spell in place of one she already knows. In effect, the hunter loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A hunter may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any *summon nature's ally* spells.

Unlike a druid or a ranger, a hunter need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Orisons: Hunters learn a number of orisons, or 0-level spells, as noted on Table 1–7: Hunter Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Chaotic, Evil, Good, and Lawful Spells: A hunter can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Animal Companion (Ex): At 1st level, a hunter forms a bond with an animal companion. A hunter begins play with any one of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The hunter's effective druid level is equal to her hunter level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purpose of determining the companion's statistics and abilities. A hunter may teach her companion hunter's tricks from the skirmisher ranger archetype (*Advanced Player's Guide* 128) instead of standard tricks. The animal companion can use skirmisher tricks when commanded,

Table 1-6: Hunter

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Animal companion, animal focus, nature training, orisons, wild empathy	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Precise companion, track	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Hunter tactics, teamwork feat	3	—	—	—	—	—
4th	+3	+4	+4	+1	Improved empathic link	3	1	—	—	—	—
5th	+3	+4	+4	+1	Woodland stride	4	2	—	—	—	—
6th	+4	+5	+5	+2	Teamwork feat	4	3	—	—	—	—
7th	+5	+5	+5	+2	Bonus trick	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Second animal focus, swift tracker	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Teamwork feat	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Raise animal companion	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Speak with master	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Teamwork feat	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Bonus trick	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Greater empathic link	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Teamwork feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5		5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	One with the wild	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Teamwork feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Bonus trick	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Master hunter	5	5	5	5	5	5

a number of times per day equal to 1/2 its hit dice + its Wisdom modifier.

If a hunter releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. While the hunter's animal companion is dead, any animal she summons with a *summon nature's ally* spell remains for 1 minute per level instead of 1 round per level. A hunter cannot have more than one *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* effect immediately ends.

Animal Focus (Su): At 1st level, a hunter can apply the aspect of an animal to herself as a swift action. She must select one type of animal to emulate, gaining a bonus or a special ability based on the type of animal emulated and her hunter level. The hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Normally, the hunter can emulate only one animal at a time.

The hunter can also apply one of these aspects to her animal companion. Unlike with the hunter herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until the hunter changes it. The companion's aspect can be the same aspect the ranger has taken on, or a different one. The hunter can select or change the animal aspects on both herself and her animal companion as part of the same swift action.

If the hunter's animal companion is dead, the hunter can apply her companion's animal aspect to herself instead of her animal companion. This is in addition to the normal animal aspect she can choose, and (as with a companion's focus) remains in effect until the hunter changes it instead of counting against her minutes per day.

Bat: The creature gains darkvision out to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense with a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Falcon: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th level, this benefit becomes improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

Nature Training (Ex): A hunter counts her total hunter level as both druid levels and ranger levels for the purpose of qualifying for feats, traits, and options that modify or improve an animal companion.

Wild Empathy (Ex): A hunter can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person (see Chapter 4 of the *Core Rulebook*). The hunter rolls 1d20 and adds her hunter level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the hunter and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The hunter can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Precise Companion (Ex): At 2nd level, a hunter chooses either Precise Shot or Outflank[APG] as a bonus feat. She does not need to meet the prerequisites for this feat. If she chooses Outflank, she automatically grants this feat to her animal companion as well.

Track (Ex): At 2nd level, a hunter adds 1/2 her level to Survival checks made to follow tracks.

Hunter Tactics (Ex): At 3rd level, the hunter automatically grants her teamwork feats to her animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

Teamwork Feat: At 3rd level and every 3 levels thereafter, the hunter gains a bonus teamwork feat in addition to those gained from normal advancement. The hunter must meet the prerequisites of the selected bonus teamwork feat.

As a standard action, the hunter can learn a new bonus teamwork feat in place of the most recent bonus teamwork feat she had already learned. In effect, the hunter loses the bonus feat in exchange

for the new one. She can change only the most recent teamwork feat gained, and must meet the prerequisites for the newly selected feat. A hunter can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier (minimum 1). Whenever she gains a new teamwork feat, her previous teamwork feats become permanent.

Improved Empathic Link (Su): At 4th level, the hunter gains an empathic link with her animal companion. This functions like an empathic link with a familiar, except the hunter can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The hunter is blinded while maintaining this connection.

Woodland Stride (Ex): At 5th level, a hunter and her animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect the hunter and her animal companion.

Bonus Tricks (Ex): At 7th level and every 6 levels thereafter, a hunter's animal companion learns a bonus trick (in addition to the bonus tricks gained from the hunter's effective druid level).

Second Animal Focus (Su): At 8th level, whenever a hunter uses her animal focus ability, she selects two animal aspects for herself instead of one, and can apply two aspects to her companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a hunter can take on an aspect.

If the hunter's animal companion is dead and the hunter has applied the companion's animal aspect to herself, that aspect does not count toward her maximum of two aspects at once. The hunter can still apply only one of her dead companion's aspects to herself, not both.

Swift Tracker (Ex): At 8th level, a hunter can move at her normal speed while using Survival to follow tracks without taking the normal –5 penalty. She takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Raise Animal Companion (Sp): At 10th level, a hunter gains *raise animal companion*[UM] as a spell-like ability. Using this spell-like ability gives the hunter a permanent negative level. This negative level cannot be overcome in any way (including by *restoration*), but automatically ends after 24 hours. At 16th level, this ability functions as *resurrection* instead of *raise dead*, but otherwise operates as normal.

Speak with Master (Ex): At 11th level, a hunter and her animal companion can communicate verbally, as if they were using a common language. Other creatures cannot understand the communication without magical aid.

Greater Empathic Link (Su): At 14th level, the range of the hunter's empathic link with her animal companion increases to 10 miles. If the animal companion is within 1 mile, the hunter can communicate with it telepathically.

One with the Wild (Ex): At 17th level, the hunter and her animal companion are respected or even feared by other animals, so long as the animals are approximately of the same type as any of the hunter's current animal foci: bat for bats, tiger for felines, falcon for birds, snake for reptiles, and so on. No animal in this category (including dire varieties) willingly attacks the hunter or her companion unless magically compelled to do so or if the hunter or companion attacks it first.

The hunter and her companion can attempt to demoralize animals in the appropriate category as a swift action, rolling 1d20 and adding the hunter's level and her Charisma modifier to determine the Intimidate check result.

Master Hunter (Ex): At 20th level, a hunter becomes a master hunter, able to track down foes with ease. She can always move at full speed while using Survival to follow tracks without penalty.

Additionally, each day when the hunter regains her spell slots, she chooses one animal focus to be active on herself for the entire day. This focus is in addition to using her animal focus class ability (including the additional focus she is able to use on herself if her animal companion is dead).

Table 1-7: Hunter Spells Known

	Spells Known						
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Investigator

Whether on the trail of a fugitive, a long-lost treasure trove, or a criminal mastermind, an investigator is motivated by an intense curiosity about the world and uses knowledge of it as a weapon. Mixing gumption and learnedness into a personal alchemy of daring, investigators are full of surprises. Observing the world around them, they gain valuable knowledge about the situation they're in, process that information using inspiration and deduction, and cut to the quick of the matter in unexpected ways. Investigators are always evaluating situations they encounter, sizing up potential foes, and looking out for secret dangers, all while using their vast knowledge and powers of perception to find solutions to the most perplexing problems.

Role: Investigators live to solve mysteries and find inventive ways to get out of jams. They serve as advisors and support for their adventuring parties, but can take center stage when knowledge and cunning are needed. No slouches in battle, they know how to make surprise attacks and use inspiration to bring those attacks home.

Alignment: Any.

Hit Die: d8.

Parent Classes: Alchemist and rogue.

Starting Wealth: 3d6 × 10 gp (average 105 gp).

Class Skills

The investigator's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the investigator.

Weapon and Armor Proficiency: Investigators are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and sword cane[UE]. They are proficient with light armor, but not with shields.

Alchemy (Su): Investigators are highly trained in the creation of mundane alchemical substances and magical potionlike extracts.

When using Craft (alchemy) to create an alchemical item, an investigator gains a competence bonus equal to his class level on the skill check. In addition, an investigator can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to attempt such a check.

Like an alchemist, an investigator prepares his spells by mixing ingredients and a tiny fraction of his own magical power into a number of extracts, and then effectively casts the spell by drinking the extract. These extracts have powerful effects, but they are also bound to their creator. Extracts behave like spells in potion form, and as such their effects can be dispelled by *dispel magic* and similar effects, using the investigator's level as the caster level.

An investigator can create only a certain number of extracts of each level per day. His base daily allotment of extracts per day is given on Table 1–8: Investigator. In addition, he receives bonus extracts per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When an investigator mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately become inert if it leaves the investigator's possession, then reactivates as soon as it returns to his keeping—an investigator cannot normally pass out his extracts for allies to use. An extract, once created, remains potent for 1 day before losing its magic, so an investigator must prepare his extracts anew every day. Mixing an extract takes 1 minute of work.

Creating extracts consumes raw material, but the cost of those materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have focus requirements; extracts that duplicate divine spells never have a divine focus requirement.

An investigator uses the alchemist formula list (*Advanced Player's Guide* 32) to determine the extracts that he can know. An investigator can prepare an extract of any formula he knows. To learn or use an extract, an investigator must have an Intelligence score equal to at least 10 + the extract's level. The saving throw DC of an investigator's extract is equal to 10 + the extract's level + the investigator's Intelligence modifier.

An investigator may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract. At 1st level, an investigator starts with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new investigator level, he gains one new formula of any level that he can create. An investigator can also add formulae to his book just as a wizard adds spells to his spellbook, using the same costs, pages, and time requirements. A formula book costs as much as a spellbook. An investigator can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard,

Table 1-8: Investigator

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day 1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Alchemy, inspiration, trapfinding	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Poison lore, poison resistance +2	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Investigator talent, keen recollection, trap sense +1	3	—	—	—	—	—
4th	+3	+1	+4	+4	Studied combat, studied strike +1d6, swift alchemy	3	1	—	—	—	—
5th	+3	+1	+4	+4	Investigator talent, poison resistance +4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Studied strike +2d6, trap sense +2	4	3	—	—	—	—
7th	+5	+2	+5	+5	Investigator talent	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Poison resistance +6, studied strike +3d6	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Investigator talent, trap sense +3	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Studied strike +4d6	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Investigator talent, poison immunity	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Studied strike +5d6, trap sense +4	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Investigator talent	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Studied strike +6d6	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Investigator talent, trap sense +5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Studied strike +7d6	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Investigator talent	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Studied strike +8d6, trap sense +6	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Investigator talent	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Studied strike +9d6, true inspiration	5	5	5	5	5	5

however, cannot learn spells from a formula book. An investigator can also learn formulae from another investigator's or an alchemist's formula book (and vice versa). An investigator does not need to decipher arcane writing before copying formulae.

Inspiration (Ex): An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in his investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 (his inspiration die) to the result of that check, including any on which he takes 10 or takes 20. This choice is made after the check is rolled and before the result is revealed. An investigator can use inspiration once only per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Trapfinding: An investigator adds 1/2 his level (minimum 1) to Perception checks made to locate traps and to Disable Device checks. An investigator can use Disable Device to disarm magical traps.

Poison Lore (Ex): An investigator has a deep understanding of and appreciation for poisons. At 2nd level, he cannot accidentally poison himself when applying poison to a weapon. If the investigator spends 1 minute physically examining a poison, he can attempt a Knowledge (nature) check to identify any natural poison or a Knowledge (arcana) check to identify any magical poison (DC = the poison's saving throw DC). Lastly, once a poison is identified, he can spend 1 minute and attempt a Craft (alchemy) check (DC = the poison's saving throw DC) to neutralize 1 dose of the poison. Success renders the dose harmless. The investigator has no chance of accidentally poisoning himself when examining or attempting to neutralize a poison.

Poison Resistance (Ex): At 2nd level, an investigator gains a +2 bonus on all saving throws against poison.

This bonus increases to +4 at 5th level and to +6 at 8th level. At 11th level, the investigator gains immunity to poison.

Investigator Talent (Ex or Su): At 3rd level and every 2 levels thereafter, an investigator gains an investigator talent. Except where otherwise noted, each investigator talent can be selected only once.

Investigator talents marked with an asterisk (*) add effects to an investigator's studied combat or studied strike. Only one of these talents can be applied to an individual attack, but the decision can be made when the damage is dealt.

Alchemist Discovery (Ex): The investigator can select one of the following alchemist discoveries as an investigator talent: combine extracts, concentrate poison, dilution, elixir of life, enhance potion, eternal potion, extend potion, infusion, mutagen[UM], and poison conversion[UC]. When selecting an alchemist discovery, he must be of a high enough level to qualify for that discovery, using his investigator level as his alchemist level to determine if he qualifies. This talent can be selected multiple times; each time grants a new alchemist discovery.

Amazing Inspiration (Ex): The investigator rolls a d8 as his inspiration die instead of a d6. If he has the true inspiration ability, he rolls 2d8 and adds both dice to the result. An investigator must be at least 7th level to select this talent.

Blinding Strike (Ex)*: When the investigator deals damage with studied strike, the opponent must succeed at a Fortitude saving throw or be permanently blinded. A successful saving throw reduces this effect to dazzled for 1d4 rounds. The DC of this Fortitude save is equal to 10 + 1/2 the investigator's level + his Intelligence modifier. This talent has no effect on creatures that do not rely on eyes for sight or creatures with more than two eyes (although multiple critical hits might cause blindness, at the GM's discretion). Blindness can be cured by *heal, regeneration, remove blindness,* or similar abilities. An investigator must be at least 17th level to select this talent.

Combat Inspiration (Ex): When an investigator uses inspiration on an attack roll or a saving throw, he expends one use of inspiration instead of two. An investigator must be at least 9th level to select this talent.

Confusing Strike (Ex)*: When the investigator deals damage with studied strike, the opponent must succeed at a Fortitude saving throw or become confused for 1d4+1 rounds. A successful saving throw reduces the duration to 1 round. The DC of this Fortitude save is equal to 10 + 1/2 the investigator's level + his Intelligence modifier. Constructs, mindless creatures, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits are not affected by this ability. An investigator must be at least 19th level to select this talent.

Deafening Strike (Ex)*: When an investigator deals damage with studied strike, the opponent must succeed at a Fortitude saving throw or be permanently deafened. A successful Fortitude saving throw reduces the duration of this effect to 1 round. The DC of this save is equal to 10 + 1/2 the investigator's level + his Intelligence modifier. This talent has no effect on deaf creatures. Deafness can be cured by *heal, regeneration, remove blindness,* or similar effects. An investigator must be at least 15th level to select this talent.

Device Talent (Ex): The investigator can use the Use Magic Device skill even if he's not trained in that skill. If the investigator is trained in Use Magic Device, he can use inspiration on any Use Magic Device checks without expending uses of inspiration.

Effortless Aid (Ex): The investigator can use an aid another action as a move action instead of as a standard action. An investigator can expend one use of inspiration to instead perform an aid another action as a swift action.

Eidetic Recollection (Su): An investigator can always take 10 on any of his Knowledge checks, even if he's in immediate danger or distracted. An investigator can expend one use of inspiration to take 20 on a Knowledge check, even if he's in immediate danger or distracted. An investigator must be at least 11th level to select this talent.

Empathy (Ex, Su): When attempting a Sense Motive check, the investigator makes two d20 rolls and takes the higher result. If an investigator uses inspiration on a Sense Motive check, he rolls his inspiration die twice and takes the higher result. Once per day, the investigator can expend one use of inspiration to target a single creature that he can see and hear within 30 feet. Upon doing so, the investigator detects the surface thoughts of the target's mind, as if he concentrated for 3 rounds while using the *detect thoughts* spell, unless the creature succeeds at a Will saving throw. The DC of this save is 10 + 1/2 the investigator's level + his Intelligence modifier. If the target fails, the investigator can continue to detect the surface thoughts of the target creature for a number of rounds equal to 1/2 his investigator level. An investigator must be at least 5th level to select this talent.

Expanded Inspiration (Ex): An investigator can use inspiration on any Diplomacy, Heal, Perception, Profession, or Sense Motive checks without expending a use of inspiration, provided he's trained in the skill.

Greater Combat Inspiration (Ex): Choose a single weapon type (such as sword cane[UE] or short sword). As long as the investigator has at least one use of inspiration in his inspiration pool, he no longer has to expend a use of inspiration to use inspiration on attacks made with this weapon. An investigator must have the combat inspiration investigator talent and be at least 19th level to select this talent.

Hidden Agendas (Ex): An investigator learns to obscure his thoughts and endeavors from prying eyes and even intrusive magic. When an investigator uses inspiration on a Bluff check to pass secret messages or on a Linguistics check to

create forgeries, he can roll his inspiration die twice and take the higher result. In addition, the investigator can use inspiration on a saving throw against a divination spell or effect without expending a use of inspiration. An investigator must be at least 11th level to select this talent.

Inspirational Expertise (Ex): When an investigator succeeds at a Knowledge check to identify a monster's special powers or vulnerabilities, he can expend one use of inspiration as a swift action to grant allies within 30 feet that can hear him a +4 insight bonus on attack rolls against that monster or type of monster for 1 round. An investigator must be at least 7th level to select this talent.

Inspired Alertness (Ex): Whenever the investigator becomes flat-footed, he can expend one use of inspiration to ignore that condition. He must be conscious to do so, and must decide to do so when he becomes flat-footed. Using this ability doesn't require an action.

Inspired Intelligence (Ex): An investigator can use inspiration on any all Knowledge, Linguistics, or Spellcraft checks without expending a use of inspiration, even if he's not trained in that skill.

Inspired Intimidator (Ex): When the investigator succeeds at an Intimidate check to demoralize an opponent, he can expend one use of inspiration to automatically increase the result of the check by 5 for the purpose of determining the duration of the demoralize effect. He can choose to spend multiple uses of inspiration in this manner to further increase the duration of the demoralize effect. An investigator must be trained in Intimidate to select this talent. The underworld inspiration investigator talent has no effect on this talent.

Item Lore (Ex): An investigator can use Spellcraft to identify the properties and command words of magic items without needing to use *detect magic* or similar spells. An investigator must be at least 7th level to select this talent.

Perceptive Tracking (Ex): The investigator can use Perception instead of Survival to both find and follow tracks, using the same DCs given for the Survival skill (*Core Rulebook* 107). An investigator must be trained in Perception to select this talent.

Quick Study (Ex): An investigator can use studied combat as a swift action instead of a move action.

Repositioning Strike (Ex)*: When the investigator deals damage with studied strike, he can perform a reposition[APG] combat maneuver as a free action against the creature damaged by studied strike. This reposition does not provoke attacks of opportunity. An investigator must be at least 13th level to select this talent.

Rogue Talent (Ex): An investigator can select one of the following rogue talents in place of an investigator talent: assault leader[APG], black market connections[UC], camouflage[APG], canny observer[APG], charmer[APG], coax information[APG], combat swipe[APG], convincing liar[UC], cunning trigger[APG], deft palm[UC], expert leaper[APG], fast fingers[APG], fast getaway[APG], fast picks[APG], fast stealth, firearm training[UC], guileful polyglot[APG], grit[UC], hard to fool[APG], hold breath[UC], honeyed words[APG], iron guts[UC], lasting poison[APG], ledge walker, major magic, minor magic, nimble climber[APG], peerless maneuver[APG], quick disable, quick disguise[APG], quick trapsmith[APG], resilience, rogue crawl, rope master[UC], stand up, strong stroke[UC], terrain master[UC], trap spotter, or wall scrambler[UC]. Any talent effects based on rogue level use the investigator's class level. If the rogue talent has a prerequisite (such as the major magic rogue talent requiring the minor magic talent), the investigator must meet the prerequisite before selecting that rogue talent. This talent can be selected multiple times; each time, it grants the investigator a new rogue talent.

Sapping Offensive (Ex)*: When the investigator damages a target of his studied combat, that creature cannot make attacks of opportunity for 1 round. An investigator must be at least 5th level to select this talent.

Sickening Offensive (Ex)*: When the investigator damages a target of his studied combat, that creature is also sickened for 1 round. An investigator must be at least 7th level to select this talent.

Stealing Strike (Ex)*: When the investigator deals damage with studied strike, he can perform a steal[APG] combat maneuver as a free action against the creature damaged by studied strike. This steal does not provoke attacks of opportunity. An investigator must be at least 13th level to select this talent.

Studied Defense (Ex): When an investigator with this talent uses studied combat, he can apply that ability's insight bonus to his AC against attacks made by the target of his studied combat instead of to his attack rolls against the target of his studied combat. (The insight bonus on damage rolls remains.) He must choose which type of bonus he gains when using studied combat, and it cannot be changed until he uses studied combat again. An investigator must be at least 9th level to select this talent.

Tenacious Inspiration (Ex): When an investigator rolls his inspiration die, he can roll twice and take the higher result. An investigator must be at least 13th level to select this talent.

*Toppling Strike** (Ex): When the investigator deals damage with studied strike, he can perform a trip combat maneuver as a free action against the creature damaged by studied strike. This trip does not provoke attacks of opportunity. An investigator must be at least 9th level to select this talent.

Unconventional Inspiration (Ex): An investigator with this talent can pick any one skill. He can add his inspiration die to checks attempted with that skill without expending a use of inspiration.

Underworld Inspiration (Ex): An investigator can use inspiration on Bluff, Disable Device, Disguise, Intimidate, or Sleight of Hand checks without expending a use of inspiration, provided he's trained in the skill.

Keen Recollection: At 3rd level, an investigator can attempt all Knowledge checks untrained.

Trap Sense (Ex): At 3rd level, an investigator gains an intuitive sense that alerts him to danger from traps, granting him a +1 bonus on Reflex saving throws to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 6th level and every 3 levels thereafter, these bonuses increase by 1 (to a maximum of +6 at 18th level).

Studied Combat (Ex): With a keen eye and a calculating mind, an investigator can assess the mettle of his opponent to take advantage of gaps in talent and training. At 4th level, an investigator can use a move action to study a single enemy that he can see. Upon doing so, he adds 1/2 his investigator level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to his Intelligence modifier (minimum 1) or until he deals damage with a studied strike, whichever comes first. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

An investigator can have only one target of studied combat at a time, and once a creature has become the target of an investigator's studied combat, he cannot become the target of the same investigator's studied combat again for 24 hours unless the investigator expends one use of inspiration when taking the move action to use this ability.

Studied Strike (Ex): At 4th level, upon successfully hitting his studied target with a melee attack, an investigator can make a studied strike as a free action against that target to deal additional damage. The additional damage is 1d6 at 4th level and increases by 1d6 for every 2 levels thereafter (to a maximum of 9d6 at 20th level). The damage of studied strike is precision damage and is not multiplied on a critical hit; creatures that are immune to sneak attacks are also immune to studied strike.

If the investigator's attack used a weapon that deals nonlethal damage (such as a sap, a whip, or an unarmed strike), he may choose to have the additional damage from studied strike be nonlethal damage instead of lethal damage. If the investigator chose to have an attack with a lethal weapon instead deal nonlethal damage (with the usual –4 penalty), the studied strike damage may also deal nonlethal damage.

The investigator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An investigator cannot use studied strike against a creature with concealment.

Swift Alchemy (Ex): At 4th level, an investigator can create alchemical items with astounding speed. It takes an investigator half the normal amount of time to create alchemical items. He can also apply poison to a weapon as a move action instead of a standard action.

True Inspiration (Ex): At 20th level, an investigator can use inspiration on all skill checks—even for skills in which he isn't trained—and on all ability checks without spending a use of inspiration.

In addition, whenever he uses inspiration on an ability check, attack roll, saving throw, or skill check, he adds 2d6 rather than 1d6 to the result. Some talents can affect this. If the investigator has the amazing inspiration investigator talent, he rolls 2d8 instead. If the investigator uses this ability with empathy, tenacious inspiration, or a similar talent, he rolls two sets of inspiration dice and uses the higher of the two results.

Shaman

While some heroes speak to gods or consort with otherworldly muses, shamans commune with the spirits of the world and the energies that exist in every living thing. These divine adventurers draw upon their power to shape the world and expand the influence of their spiritual patrons. Shamans have strong ties to natural spirits. They form powerful bonds with particular spirits, and as their power grows they learn to call upon other spirits in times of need.

Role: Shamans make for potent divine spellcasters, capable of using divine spells and the power of their spirits to aid their allies and destroy their foes. While they aren't the healers that clerics are, they can fill that role when needed.

Alignment: Any.

Hit Die: d8.

Parent Classes: Oracle and witch.

Starting Wealth: 3d6 × 10 gp (average 105 gp).

Class Skills

The shaman's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the shaman.

Weapon and Armor Proficiencies: A shaman is proficient with all simple weapons as well as with light armor and medium armor.

Spells: A shaman casts divine spells drawn from the shaman spell list (see page 48). A shaman must choose and prepare her spells in advance.

To prepare or cast a spell, a shaman must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a shaman's spell is 10 + the spell's level + the shaman's Wisdom modifier.

Like other spellcasters, a shaman can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1–9. In addition, she receives a number of bonus spells per day if she has a high Wisdom score (see Table 1–3 on page 17 of the *Core Rulebook*).

Shamans commune with their spirit animals to prepare their spells. Each shaman must choose a time when she spends 1 hour each day in quiet contemplation with her spirit animal to regain her daily allotment of spells. A shaman can prepare and cast any spell on the shaman spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily communion.

Orisons: Shamans can prepare a number of orisons, or 0-level spells, each day as noted on Table 1–9. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spirit (Su): A shaman has a mystical connection with the spirits of the world. She forms a lasting bond with a single spirit (see Spirits on page 37), which grants a number of abilities and defines many of her other class features.

At 1st level, a shaman gains the spirit ability granted by her chosen spirit. She adds the spells granted by that spirit to the list of spells that she can cast using spirit magic. She also adds the hexes possessed by that spirit to the list of hexes that she can use with the hex and wandering hex class features.

At 8th level, the shaman gains the abilities given for the greater version of her selected spirit. At 16th level, the shaman gains the abilities given for the true version of her selected spirit.

If the shaman takes levels in another class that grants a mystery (such as the oracle), her spirit and her mystery must match. Subject to GM discretion, the shaman can change her previously selected mystery or spirit to make both conform.

Spirit Animal (Ex): At 1st level, a shaman forms a close bond with a spirit animal tied to her chosen spirit. This animal is her conduit to the spirit world, guiding her along the path to enlightenment. The animal also aids a shaman by granting her a special ability. See the Spirit Animal section on page 47.

A shaman must commune with her spirit animal each day to prepare her spells. While the spirit animal does not store the spells as a witch's familiar does, the spirit animal serves as her conduit to divine power. If a shaman's spirit animal is slain, she cannot prepare new spells or use her spirit magic class feature until the spirit animal is replaced.

Spirit Magic: A shaman can spontaneously cast a limited number of spells per day beyond those she prepared ahead of time. She has one spell slot per day of each shaman spell level she can cast, not including orisons. She can choose these spells from the list of spells granted by her spirits (see the spirit class feature and the wandering spirit class feature) at the time she casts them. She can enhance these spells using any metamagic feat that she knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell (see Spontaneous Casting and Metamagic Feats on page 113 of the *Core Rulebook*).

Hex: A shaman learns a number of magical tricks, called hexes, which grant her powers or weaken her foes. At 2nd level, a shaman learns one hex. At 4th, 8th, 10th, 12th, 16th, 18th, and 20th levels, the shaman learns a new hex. A shaman can select from any of the following hexes or

Table 1-9: Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Orisons, spirit, spirit animal spirit magic	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Hex	4	2	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Hex, wandering spirit	4	3	2	—	—	—	—	—	—	—
5th	+3	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+4	+2	+2	+5	Wandering hex	4	3	3	2	—	—	—	—	—	—
7th	+5	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+2	+2	+6	Hex, spirit (greater)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+3	+3	+7	Hex	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+4	+4	+8	Hex, wandering spirit (greater)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+4	+4	+9	Wandering hex (2 hexes)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+5	+5	+10	Hex, spirit (true)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+6	+6	+11	Hex	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+6	+6	+12	Hex, manifestation, wandering spirit (true)	4	4	4	4	4	4	4	4	4	4

from any of the hexes listed in the description of her chosen spirit. Unless otherwise noted, a shaman cannot select a hex more than once.

Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is equal to 10 + 1/2 the shaman's level + the shaman's Wisdom modifier.

Chant (Su): A shaman can chant as a move action. Any creature within 30 feet that is under the effect of the shaman's charm, evil eye, fortune, fury, or misfortune hex has that effect's duration extended by 1 round. A shaman cannot select both this hex and the witch's cackle hex.

Charm (Su): A shaman charms an animal or a humanoid creature within 30 feet by beckoning to it and speaking soothing words. Doing this improves the attitude of an animal or humanoid creature by 1 step, as if the shaman had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the shaman's Wisdom modifier (minimum 1). A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. At 8th level, this effect improves the attitude of the creature by two steps. This is a mind-affecting charm effect.

Evil Eye (Su): The shaman causes doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a –2 penalty on one of the following (shaman's choice): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the shaman's Wisdom modifier. A successful Will saving throw reduces this duration to just 1 round. At 8th level, the penalty changes to –4. This is a mind-affecting effect.

Fetish (Ex): The shaman receives Craft Wondrous Item as a bonus feat and gains a +4 insight bonus on Spellcraft checks to identify magic items.

Fortune (Su): The shaman grants a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing it to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. The target creature must decide to use this benefit before the first roll is made. At 8th and 16th levels, the duration of this hex increases by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Fury (Su): A shaman incites a creature within 30 feet into a primal fury. The target receives a +2 morale bonus on attack rolls and a +2 resistance bonus on saving throws against fear for a number of rounds equal to the shaman's Wisdom modifier. At 8th and 16th levels, these bonuses increase by 1. Once a creature has benefited from the fury hex, it cannot benefit from it again for 24 hours.

Healing (Su): A shaman soothes the wounds of those she touches. This hex acts as *cure light wounds*, using the shaman's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts as *cure moderate wounds*.

Misfortune (Su): The shaman causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature attempts an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and again at 16th level, the duration of this hex increases by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Secret (Ex): The shaman receives one metamagic feat as a bonus feat. The shaman must meet the prerequisites for the feat.

Shapeshift (Su): The shaman transforms herself into another form, as per *alter self*, for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Changing form (including changing back) is a standard action that doesn't provoke an attack of opportunity. At 8th level, this hex works as *beast shape I*. At 12th level, this hex works as *beast shape II*. At 16th level, this hex works as *beast shape III*. At 20th level, this hex works as *beast shape IV*.

Tongues (Su): The shaman understands any spoken language, as per *comprehend languages*, for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a shaman can use this hex to speak any language, as *tongues*.

Ward (Su): The shaman places a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This effect lasts until the warded creature is hit or fails a saving throw. A shaman knows when a warded creature is no longer protected. A shaman can have only one ward active at a time. If the shaman uses this hex while a previous ward is still active, that previous ward immediately ends. A shaman cannot use this hex on herself. At 8th and 16th levels, the bonuses provided by this ward increase by 1.

Witch Hex: The shaman selects any one hex normally available through the witch's hex class feature. She treats her shaman level as her witch level when determining the powers and abilities of the hex. She uses her Wisdom modifier in place of her Intelligence modifier for the hex. The shaman cannot select a major hex, a grand hex, or a witch hex that has the same name as a shaman hex.

Wandering Spirit (Su): At 4th level, a shaman can form a temporary bond with a spirit other than the one she selected using her spirit class feature. She must make this selection each day when preparing her spells. While this feature is active, she gains the spirit ability granted by the spirit. She adds the spells granted by that spirit to her list of spells that she can cast using spirit magic. She does not add the hexes gained from her wandering spirit to her list of hexes that she can choose from with the hex class feature. At 12th level, she gains the abilities given for the greater version of her wandering spirit. At 20th level, she gains the ability given for the true version of her wandering spirit.

Wandering Hex: At 6th level, a shaman can temporarily gain the use of one of the hexes possessed by either one of her spirits. She must make this selection each day when she prepares her spells. For the purpose of this ability, she can select any hex possessed by her spirit or wandering spirit. If she selects a hex from her wandering spirit and then bonds with another spirit, she loses the hex immediately, although she can then select a different hex to gain using this ability, from either her spirit or her new wandering spirit. At 14th level, a shaman can select two wandering hexes each day instead of one. This ability otherwise functions as the hex class feature.

Manifestation (Su): Upon reaching 20th level, a shaman undergoes a transformation as she manifests as a pinnacle of her main spirit. The nature of this manifestation depends on the shaman's spirit, and is described in the spirit's entry.

SPIRITS

Each shaman must select from the following spirits. Unless otherwise noted, the DC to save against the special abilities granted by a spirit is equal to 10 + 1/2 the shaman's level + the shaman's Wisdom modifier.

Battle

A shaman who selects the battle spirit gains scars from every wound she takes, and the grit of battle always seems to cling to her body. When she calls upon one of this spirit's abilities, she grows in stature—becoming taller and more muscular, with a grimace of rage stretching across her face.

Spirit Magic Spells: *Enlarge person* (1st), *fog cloud* (2nd), *magic vestment* (3rd), *wall of fire* (4th), *righteous might* (5th), *mass bull's strength* (6th), *control weather* (7th), *earthquake* (8th), *storm of vengeance* (9th).

Hexes: A shaman who chooses the battle spirit can select from the following hexes.

Battle Master (Ex): The shaman makes an extra attack of opportunity each round. This ability stacks with the attacks of opportunity granted by the Combat Reflexes feat. At 8th level, the shaman gains the Weapon Specialization feat for a weapon of her choice as a bonus feat. At 16th level, the shaman gains the Greater Weapon Focus feat as a bonus feat, for the same weapon chosen for Weapon Specialization. The shaman doesn't need to meet the prerequisites of these feats.

Battle Ward (Su): The shaman touches a willing creature (including herself) and grants a battle ward. The next time a foe makes an attack roll against the target, the ward activates and grants a +3 deflection bonus to the warded creature's AC. Each subsequent time the warded creature is attacked, the defection bonus decreases by 1 (to +2 for the second time and +1 for the third). The ward fades when the bonus is reduced to +0 or after 24 hours, whichever comes first. At 8th level, the ward's starting bonus increases to +4. At 16th level, it increases to +5. A creature affected by this hex cannot be affected by it again for 24 hours.

Curse of Suffering (Su): The shaman causes a creature within 30 feet to take more damage from bleed effects and causes its wounds to heal at a slower rate. When the cursed creature takes bleed damage, it takes an additional 1 point of bleed damage (even if the bleed is ability damage). Furthermore, when the target is subject to an effect that would restore its hit points, that effect restores only half the normal amount of hit points. This curse lasts for a number of rounds equal to the shaman's level. A creature affected by this hex cannot be affected by it again for 24 hours.

Eyes of Battle (Su): The shaman's senses become magically heightened in the heat of battle. As a swift action, she can grant herself a +10 insight bonus for 1 round on Perception checks made to notice and pinpoint invisible creatures within 30 feet. She can instead use this ability as a swift action to ignore the effects of cover or partial cover (but not total cover) on her next attack, as long as that attack is made before the end of her next turn. The shaman can use this ability a number of times per day equal to her shaman level.

Hampering Hex (Su): The shaman causes a creature within 30 feet to take a –2 penalty to AC and CMD for a number of rounds equal to the shaman's level. A successful Will saving throw decreases this duration to just 1 round. At 8th level, the penalty becomes –4. Whether or not the save is successful, a creature affected by a hampering hex cannot be the target of this hex again for 24 hours.

Spirit Animal: The shaman's spirit animal looks like a fiercer version of its species, with rippling muscles and a stockier frame. It gains a +2 natural armor bonus to AC. If it already has a natural armor bonus, the bonus increases by 2 instead.

Spirit Ability: A shaman who chooses the battle spirit as her spirit or wandering spirit gains the following ability.

Battle Spirit (Su): A shaman surrounds herself with the spirit of battle. Allies within 30 feet of the shaman (including the shaman herself) receive a +1 morale bonus on attack rolls and weapon damage rolls. At 8th level and again at 16th level, these bonuses increase by 1. The shaman can use this ability for a number of rounds per day equal to 3 + her Charisma modifier. These rounds do not need to be consecutive.

Greater Spirit Ability: A shaman who chooses the battle spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Enemies' Bane (Su): As a swift action, the shaman imbues a single weapon she's wielding with the *bane* weapon special ability, choosing the type of creature affected each time she does. The effect lasts for 1 minute. If the weapon already has the *bane* weapon special ability of the type chosen, the additional damage dealt by *bane* increases to 4d6. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

True Spirit Ability: A shaman who chooses the battle spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Paragon of Battle (Su): As a standard action, the shaman assumes a form that combines the effects of *enlarge person* and *deadly juggernaut*[UC] for 1 minute or until dismissed. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of battle. As a full-round action, she can make a full attack and move up to her speed (either before or after the attacks). Whenever she scores a critical hit, the attack ignores damage reduction. She gains a +4 insight bonus to AC for the purpose of confirming critical hits against her. If she is reduced to fewer than 0 hit points, she does not die until her negative hit point total exceeds double her Constitution score.

Bones

A shaman who selects the bones spirit is cadaverously thin, with sunken eye sockets and dead eyes that stare off into the distance. Her body has a faint smell of the grave. When she calls upon one of this spirit's abilities, a ghostly wind whips her hair and clothes about, and the unpleasant stench becomes more prominent.

Spirit Magic Spells: *Cause fear* (1st), *false life* (2nd), *animate dead* (3rd), *fear* (4th), *slay living* (5th), *circle of death* (6th), *control undead* (7th), *horrid wilting* (8th), *wail of the banshee* (9th).

Hexes: A shaman who chooses the bones spirit can select from the following hexes.

Bone Lock (Su): With a quick incantation, the shaman causes a creature within 30 feet to suffer stiffness in its joints and bones, causing the target to be staggered 1 round. A successful Fortitude saving throw negates this effect. At 8th level, the duration increases to a number of rounds equal to her shaman level, though the target can attempt a save each round to end the effect if its initial saving throw fails. At 16th level, the target can no longer attempt a saving throw each round to end the effect, although it still attempts the initial Fortitude saving throw to negate the effect entirely.

Bone Ward (Su): The shaman touches a willing creature (including herself) and grants a bone ward. The warded

creature becomes encircled by a group of flying bones that grant it a +2 deflection bonus to AC for a number of rounds equal to the shaman's level. At 8th level, the bonus increases to +3 and lasts for 1 minute. At 16th level, the bonus increases to +4 and lasts for 1 hour. A creature affected by this hex cannot be affected by it again for 24 hours.

Deathly Being (Su): If the shaman is a living creature, she reacts to positive and negative energy as if she were undead—positive energy harms her, while negative energy heals her. If she's an undead creature or a creature with the negative energy affinity ability, she gains a +1 bonus to her channel resistance. At 8th level, if she's a living creature, she gains a +4 bonus on saves against death effects and effects that drain energy; if she's an undead creature, her bonus to channel resistance increases to +2.

At 16th level, if the shaman a living creature, she takes no penalties from energy drain effects, though she can still be killed if she accrues more negative levels than she has Hit Dice. Furthermore, after 24 hours any negative levels the shaman has are removed without requiring her to succeed at an additional saving throw. If the shaman is an undead creature, her bonus to channel resistance increases to +4.

Fearful Gaze (Su): With a single shout, the shaman causes one target creature within 30 feet to become shaken for 1 round. A successful Will saving throw negates this effect. At 8th level, she makes the target frightened instead. At 16th level, she makes it panicked instead. This is a mind-affecting fear effect. A creature affected by this hex cannot be affected by it again for 24 hours.

Grave Sight (Su): The shaman sees the states of life, death, undeath, and general health in those around her. When using this ability, she can tell whether or not creatures within 30 feet that she can see are living, wounded, dying, or dead, as well as determine if any are undead. Lastly, she can tell if those creatures are poisoned or diseased. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Spirit Animal: The shaman's spirit animal gives off a ghostly glow and seems nearly transparent. The animal is under the constant effects of *blur*, with a caster level equal to the shaman's level.

Spirit Ability: A shaman who chooses the bones spirit as her spirit or wandering spirit gains the following ability.

Touch of the Grave (Su): As a standard action, the shaman can make a melee touch attack infused with negative energy that deals an amount of damage equal to 1d4 points + 1 point for every 2 shaman levels she possesses. She can instead touch an undead creature to heal it of the same amount of damage. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon that the shaman wields is treated as an *unholy* weapon.

Greater Spirit Ability: A shaman who chooses the bones spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Shard Soul (Su): The shaman gains DR 3/magic. This DR increases by 1 for every 4 shaman levels she possesses beyond 8th. In addition, as a standard action she can cause jagged pieces of bone to explode from her body in a 10-foot-radius burst, dealing 1d6 points of piercing damage for every 2 shaman levels she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait 1d4 rounds between uses.

True Spirit Ability: A shaman who chooses the bones spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Shedding Form (Su): As a standard action, the shaman sheds her body and becomes incorporeal. While she is in this form, all of her weapon attacks are considered to have the *ghost touch* weapon special ability. She can use this ability for a number of rounds equal to her shaman level, but those rounds do not need to be consecutive.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of death. Once per round, she can cast *bleed* or *stabilize* as a free action. If she is reduced to fewer than 0 hit points, she automatically stabilizes. She can cast *animate dead* at will without paying a material component cost, although she is still subject to the usual Hit Dice control limit. Once per day, she can cast *power word kill*, but the spell can target a creature with 150 hit points or fewer.

Flame

A shaman who selects the flame spirit has a radiant light behind her eyes and the faint smell of smoke about her. When she calls upon one of this spirit's abilities, a hungry spectral flame dances around her body.

Spirit Magic Spells: *Burning hands* (1st), *resist energy* (2nd), *fireball* (3rd), *wall of fire* (4th), *summon monster* V (fire elementals only, 5th), *fire seeds* (6th), *fire storm* (7th), *incendiary cloud* (8th), *fiery body*[APG] (9th).

Hexes: A shaman who chooses the flame spirit can select from the following hexes.

Cinder Dance (Ex): The shaman's base speed increases by 10 feet. At 5th level, the shaman receives Nimble Moves as a bonus feat. At 10th level, the shaman receives Acrobatic Steps as a bonus feat. The shaman doesn't need to meet the prerequisites of these feats.

Fire Nimbus (Su): The shaman causes a creature within 30 feet to gain a nimbus of fire. Though this nimbus doesn't harm the creature, it does cause the creature to emit light like a torch, preventing it from gaining any benefit from concealment or invisibility. The target also

takes a –2 penalty on saving throws against spells or effects that deal fire damage. The fire nimbus lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Flame Curse (Su): The shaman causes a creature within 30 feet to become vulnerable to fire (*Pathfinder RPG Bestiary* 305) until the end of the shaman's next turn. If the creature is already vulnerable to fire, this hex has no effect. Fire immunity and resistances apply as normal, and any saving throw allowed by the effect that caused the damage reduces it as normal. At 8th and 16th levels, the duration of this hex increases by 1 round. A creature affected by this hex cannot be affected by it again for 24 hours.

Gaze of Flames (Su): The shaman sees through fire, fog, and smoke without penalty as long as there is enough light to otherwise allow her to see normally. At 7th level, the shaman can gaze through any source of flame within 10 feet per shaman level, as *clairvoyance*. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Ward of Flames (Su): The shaman touches a willing creature (including herself) and grants a ward of flames. The next time the warded creature is struck with a melee attack, the creature making the attack takes 1d6 points of fire damage + 1 point of fire damage for every 2 shaman levels she possesses. This ward lasts for 1 minute, after which it fades away if not already expended. At 8th and 16th levels, the ward affects one additional attack. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal is surrounded by a nimbus of flame that gives off light like a candle. This nimbus is warm to the touch, but doesn't cause any damage. The animal is immune to fire damage, but is vulnerable to cold damage (*Bestiary* 305).

Spirit Ability: A shaman who chooses the flame spirit as her spirit or wandering spirit gains the following ability.

Touch of Flame (Su): As a standard action, the shaman can make a melee touch attack that deals 1d6 points of fire damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *flaming* weapon.

Greater Spirit Ability: A shaman who chooses the flame spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Fiery Soul (Su): The shaman gains fire resistance 10. In addition, as a standard action she can unleash a 15-foot cone of flame from her mouth, dealing 1d4 points of fire damage per shaman level she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait 1d4 rounds between uses.

True Spirit Ability: A shaman who chooses the flame spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) fire elemental, as per *elemental body IV*, with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of flame. The shaman gains fire resistance 30. She can also apply any one of the following feats to any fire spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to have these feats to use this ability.

Heavens

A shaman who selects the heavens spirit has eyes that sparkle like starlight, giving her an aura of otherworldliness. When she calls upon one of this spirit's abilities, her eyes turn pitch black and the colors around her drain for a brief moment.

Spirit Magic Spells: *Color spray* (1st), *hypnotic pattern* (2nd), *daylight* (3rd), *rainbow pattern* (4th), *overland flight* (5th), *chain lightning* (6th), *prismatic spray* (7th), *sunburst* (8th), *meteor swarm* (9th).

Hexes: A shaman who chooses the heavens spirit can select from the following hexes.

Enveloping Void (Su): The shaman curses one creature with the dark void. As a standard action, the shaman can cause one enemy within 30 feet to treat the light level as two steps lower: bright light becomes dim light, normal light becomes darkness, and areas of dim light and darkness become supernaturally dark (like darkness, but even creatures with darkvision cannot see). This effect lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Guiding Star (Su): Whenever the shaman can see the open sky at night, she can determine her precise location and can add both her Wisdom modifier and her Charisma modifier on all Charisma-based skill checks. In addition, once per night while outdoors, she can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's casting time or level. The shaman doesn't need to possess these feats to use this ability.

Heaven's Leap (Su): The shaman is adept at creating tiny tears in the fabric of space, and temporarily stitching them together to reach other locations through a limited, one-way wormhole. As a standard action, the shaman can

designate herself or a single ally that she can see who is within 30 feet of her. She can move that creature as if it were subject to *jester's jaunt*[APG]. Once targeted by this hex, the ally cannot be the target of this hex again for 24 hours.

Lure of the Heavens (Su): The shaman's connection to the skies above is so strong that her feet barely touch the ground. At 1st level, she no longer leaves tracks. At 5th level, she can hover up to 6 inches above the ground or liquid surfaces. At 10th level, the shaman gains the ability to cast *fly* (as per the spell) for a number of minutes per day equal to her shaman level. The duration does not need to be consecutive, but it must be spent in 1-minute increments.

Starburn (Su): As a standard action, the shaman causes one creature within 30 feet to burn like a star. The creature takes 1d6 points of fire damage for every 2 levels the shaman possesses and emits bright light for 1 round. A successful Fortitude saving throw halves the damage and negates the emission of bright light. The shaman can use this hex a number of times per day equal to her Charisma modifier (minimum 1), but she must wait 1d4 rounds between uses.

Spirit Animal: The flesh of the shaman's spirit animal accurately reflects the stars that would be visible in the night sky, no matter where the animal is or the time of day. It can thus be used as a star map. In addition, it gains a fly speed of 5 feet; if the animal already has a fly speed, its fly speed increases by 10 feet. While the animal is flying, a small nimbus of light surrounds it.

Spirit Ability: A shaman who chooses the heavens spirit as her spirit or wandering spirit gains the following ability.

Stardust (Sp): As a standard action, the shaman causes stardust to materialize around one creature within 30 feet. This stardust causes the target to shed light as a candle, preventing it from gaining any benefit from concealment or invisibility. The creature takes a –1 penalty on attack rolls and sight-based Perception checks. This penalty on attack rolls and Perception checks increases by 1 at 4th level and every 4 levels thereafter, to a maximum of –6 at 20th level. This effect lasts for a number of rounds equal to 1/2 the shaman's level (minimum 1). Sightless creatures cannot be affected by this ability. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the heavens spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Void Adaptation (Su): The shaman gains darkvision out to 60 feet. If she already has darkvision, the range instead increases by 30 feet. In addition, the shaman can see in supernatural darkness, is constantly under the effects of *endure elements*, and doesn't need to breathe.

True Spirit Ability: A shaman who chooses the heavens spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Phantasmagoric Display (Sp): The shaman can cast *prismatic wall* and *prismatic spray*, each once per day, with a caster level equal to her shaman level.

Manifestation: Upon reaching 20th level, the shaman becomes the spirit of heaven. She receives a bonus on all saving throws equal to her Wisdom modifier. She automatically stabilizes if she is reduced to fewer than 0 hit points. She's immune to fear effects, and she automatically confirms all critical hits she threatens. If she dies, she's reborn 3 days later in the form of a star child, maturing over the course of 7 days (as *reincarnate*).

Life

A shaman who selects the life spirit appears more vibrant than most mortals. Her skin seems to glow, and her teeth are a pearly white. When she calls upon one of this spirit's abilities, her eyes and hair shimmer in the light.

Spirit Magic Spells: *Detect undead* (1st), *lesser restoration* (2nd), *neutralize poison* (3rd), *restoration* (4th), *breath of life* (5th), *heal* (6th), *greater restoration* (7th), *mass heal* (8th), *true resurrection* (9th).

Hexes: A shaman who chooses the life spirit can select from the following hexes.

Curse of Suffering (Su): The shaman causes a creature within 30 feet to take more damage from bleed effects and causes its wounds to heal at a slower rate. When the cursed creature takes bleed damage, it takes an additional 1 point of bleed damage (even if the bleed is ability damage). Furthermore, when the target is subject to an effect that would restore its hit points, that effect restores only half the normal amount of hit points. This curse lasts for a number of rounds equal to the shaman's level. A creature affected by this hex cannot be affected by it again for 24 hours.

Deny Succor (Su): The shaman can place this hex on a single creature within 30 feet. The target does not heal damage from cure spells and does not benefit from any spells or effects that remove conditions. This effect lasts for a number of rounds equal to 1/2 the shaman's level. A successful Will saving throw negates this effect. Whether or not the saving throw is successful, the creature cannot be the target of this hex again for 24 hours.

Enhanced Cures (Su): When the shaman casts a cure spell, the maximum number of hit points healed is based on her shaman level, not the limit imposed by the spell. For example, an 11th-level shaman with this hex can cast *cure light wounds* to heal 1d8+11 hit points instead of the normal 1d8+5 maximum.

Life Link (Su): The shaman creates a bond between herself and another creature within 30 feet. Each round at the start of the shaman's turn, if the bonded creature is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and the shaman takes 5 points of damage.

The shaman can have one bond active per shaman level. The bond continues until either the bonded creature dies, the shaman dies, the distance between her and the bonded creature exceeds 100 feet, or the shaman ends the bond as an immediate action. If the shaman has multiple bonds active, she can end as many as she wants with the same immediate action.

Life Sight (Ex): The shaman can see the states of life, death, and general health in those around her. When she uses this ability, she can tell whether or not creatures within 30 feet of her that she can see are living, wounded, dying, or dead. She can also tell if those creatures are confused, disabled, diseased, nauseated, poisoned, sickened, or staggered. At 12th level, when using life sight she is able to sense all nearby living creatures; this ability functions similarly to blindsight, but only for living creatures within 30 feet of her. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Spirit Animal: The shaman's spirit animal appears to be a beautiful and very healthy version of its species, and seems especially vibrant and full of life. Her animal companion gains fast healing 1 (*Bestiary* 300); if the spirit animal already has fast healing, its fast healing increases by 1.

Spirit Ability: A shaman who chooses the life spirit as her spirit or wandering spirit gains the following ability.

Channel (Su): The shaman can channel positive energy like a cleric, using her shaman level as her effective cleric level when determining the amount of damage healed (or dealt to undead) and the DC. The shaman can use this ability a number of times per day equal to 1 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the life spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Healer's Touch (Su): The shaman gains a +4 bonus on Heal checks. As a standard action, the shaman can move up to half her speed and touch up to six dying creatures. Each creature automatically stabilizes without the need for a Heal check.

True Spirit Ability: A shaman who chooses the life spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Quick Healing (Su): The shaman calls upon her spirit to enhance the speed of her healing abilities. This ability allows her to channel positive energy or cast a cure spell as a swift action. The shaman can use this ability a number of times per day equal to her Charisma bonus.

Manifestation: Upon reaching 20th level, the shaman becomes a perfect channel for life energy. She gains immunity to bleed, death attacks, and negative energy, as well as to the exhausted, fatigued, nauseated, and sickened conditions. Ability damage and

drain cannot reduce any of her ability scores to lower than 1. She automatically succeeds at saving throws against massive damage. When she is reduced to fewer than 0 hit points, she doesn't die until her negative hit point total exceeds double her Constitution score.

Lore

A shaman who selects the lore spirit appears far wiser and knowing that her age would suggest. Though she can seem unassuming, her eyes give the impression that she is peering deep into all she looks at, seeing the secrets of the essential merely by concentrating.

Spirit Magic Spells: *Identify* (1st), *tongues* (2nd), *locate object* (3rd), *legend lore* (4th), *contact other plane* (5th), *mass owl's wisdom* (6th), *vision* (7th), *moment of prescience* (8th), *time stop* (9th).

Hexes: A shaman who chooses the lore spirit can select from the following hexes.

Arcane Enlightenment (Su): The shaman's native intelligence grants her the ability to tap into arcane lore. The shaman can add a number of spells from the sorcerer/wizard spell list equal to her Charisma modifier (minimum 1) to the list of shaman spells she can prepare. To cast these spells, she must have an Intelligence score equal to at least 10 + the spell's level, but the saving throw DCs of these spells are based on her Wisdom rather than Intelligence. When she casts these spells, they are treated as divine rather than arcane. Each time the shaman gains a level after taking this hex, she can choose to replace one of these spells with a new spell from the sorcerer/wizard spell list.

Benefit of Wisdom (Ex): The shaman relies on wisdom rather than intellect to gain and retain knowledge. She can use her Wisdom modifier instead of her Intelligence modifier on all Intelligence-based skill checks.

Brain Drain (Su): As a standard action, the shaman violently probes the mind of a single intelligent enemy within 30 feet. The target can attempt a Will saving throw to negate the effect. If it succeeds, it immediately knows the source of the mental prying; otherwise, it's wracked with pain and takes 1d4 points of damage for every 2 levels the shaman possesses. On the round following her successful use of this ability, the shaman can take a full-round action to sort through the jumble of stolen thoughts and memories and attempt a single Knowledge check using the victim's modifier for that skill. The random stolen thoughts remain in the shaman's mind for a number of rounds equal to her Charisma modifier (minimum 1), and she can treat the knowledge gained as if she had used *detect thoughts*. This is a mind-affecting effect. Once she successfully affects a creature, she cannot use this hex on that creature again for 24 hours.

Confusion Curse (Ex): The shaman's command of lore can cause weaker minds to become mired in confusion. The shaman chooses a single creature with an Intelligence of 3 or more within 30 feet. That creature must succeed at a Will saving throw or become confused for a number of rounds equal to the shaman's Charisma modifier (minimum 1). Once affected by this hex, the creature cannot be the target of this hex again for 24 hours.

Share Knowledge (Su): The shaman targets a single willing ally within 30 feet and shares her knowledge and experience with that target for a number of minutes equal to her Charisma bonus. During that time, the subject knows the languages that the shaman knows and uses the shaman's skill modifier on all Knowledge checks instead of its own. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal appears to be quiet and unassuming. It gains a +2 bonus on Initiative checks and a +4 bonus on Stealth checks.

Spirit Ability: A shaman who chooses the lore spirit as her spirit or wandering spirit gains the following ability.

Monstrous Insight (Su): The shaman can identify creatures and gain insight into their strengths and weaknesses. As a standard action, the shaman can attempt a Knowledge check to identify a creature and its abilities (using the appropriate skill for the monster's type) with an insight bonus equal to her shaman level. Whether or not the check is successful, she also gains a +2 insight bonus for 1 minute on attack rolls made against that creature and a +2 insight bonus to her AC against attacks made by that creature. These bonuses last for 1 minute. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the lore spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Automatic Writing (Su): Once per day, the shaman can spend 10 minutes in uninterrupted meditation to tap into greater understanding. During this period, her hands produce mysterious writings pertaining to the future. This writing takes the form of *divination* with 90% effectiveness. The shaman can use this ability an additional time per day at 12th, 16th, and 20th levels.

True Spirit Ability: A shaman who chooses the lore spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Perfect Knowledge (Ex): The shaman gains the benefit of the *tongues* spell permanently. She also gains a +10 competence bonus on all Knowledge, Linguistics, and Spellcraft checks.

Manifestation: Upon reaching 20th level, the shaman becomes an unending font of knowledge and lore. She can take 20 on all Knowledge checks, including checks for skills in which she isn't trained. Her understanding of the fundamental underpinnings of reality has also become so

advanced that she can cast *wish* once per day. This doesn't require a material component, but the *wish* cannot be used to grant ability score bonuses or to replicate spells with expensive material components.

Nature

A shaman who selects the nature spirit takes on an appearance that reflects the aspect of the natural world she has the closest connection to. A nature shaman from the forest has a green tinge to her skin and hair, with eyes of sparkling emerald and the scent of green leaves and flowers about her. A nature shaman from the tundra is typically alabaster pale, with platinum hair and crystal blue eyes, and her skin always seems strangely cold.

Spirit Magic Spells: *Charm animal* (1st), *barkskin* (2nd), *speak with plants* (3rd), *grove of respite*[APG] (4th), *awaken* (5th), *stone tell* (6th), *creeping doom* (7th), *animal shapes* (8th), *world wave*[APG] (9th).

Hexes: A shaman who chooses the nature spirit can select from the following hexes.

Entangling Curse (Su): The shaman entangles a creature within 30 feet for a number of rounds equal to the shaman's Charisma modifier (minimum 1). A successful Reflex saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Erosion Curse (Su): The shaman summons the powers of nature to erode a construct or an object within 30 feet. This erosion deals 1d6 points of damage per 2 shaman levels, ignoring hardness and damage reduction. If used against a construct or an object in another creature's possession, the construct or the creature possessing the object can attempt a Reflex saving throw to halve the damage. Once an object or a construct is damaged by this erosion, it cannot be the target of this hex again for 24 hours.

Friend to Animals (Su): The shaman can spontaneously cast *summon nature's ally* spells, as per the druid's spontaneous casting. In addition, all animals within 30 feet of the shaman receive a sacred bonus on all saving throws equal to the shaman's Charisma bonus.

Speak with Animals (Ex): Choose a specific kind of animal: eagle, fox, dog, and so on. The shaman gains the ability to converse with that kind of animal as if she were under the effects of *speak with animal*. The shaman gains the ability to communicate with an additional kind of animal for every 3 shaman levels she possesses (two kinds at 3rd level, three at 6th, and so on, to a maximum of seven at 18th level).

Stormwalker (Su): The shaman can move through nonmagical fog, rain, mist, snow, and other environmental effects without penalty (see Weather, *Core Rulebook* 437). She is never slowed by such effects, and she doesn't need to attempt Acrobatics checks to move across such surfaces. She can also move through magical environmental effects that she created. At 10th level, the shaman can see twice as far as normal through environmental effects, whether or not they are magical in nature.

Spirit Animal: The shaman's spirit animal looks feral, and appears to be in peak physical form. The animal can move through any sort of undergrowth or natural difficult terrain at its normal speed without taking damage or suffering any other impairment. If the animal has a fly speed, it can ignore the penalty on Fly checks for winds up to windstorm strength (*Core Rulebook* 439).

Spirit Ability: A shaman who chooses the nature spirit as her spirit or wandering spirit gains the following ability.

Storm Burst (Su): As a standard action, the shaman causes a small storm of swirling wind and rain to form around one creature within 30 feet. This storm causes the target to treat all foes as if they had concealment, imposing a 20% miss chance for 1 round plus 1 round for every 4 shaman levels she possesses. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *thundering* weapon.

Greater Spirit Ability: A shaman who chooses the nature spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Spirit of Nature (Su): Whenever the shaman is reduced to fewer than 0 hit points, she automatically stabilizes and gains fast healing 1 for 1d4 rounds. At 15th level, this benefit increases to fast healing 3.

True Spirit Ability: A shaman who chooses the nature spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Companion Animal (Su): The shaman's spirit animal takes the form of an animal companion (*Core Rulebook* 51) of her choice, using her shaman level as her effective druid level. The animal retains all the special abilities and the Intelligence score of the spirit animal, but also has the statistics and abilities of an animal companion. If the animal is dismissed, is lost, or dies, it can be replaced in the same way as a normal spirit animal can be.

Manifestation: Upon reaching 20th level, the shaman becomes a spirit of nature. Once per day, she can surround herself with an organic cocoon of silk as a full-round action. While enclosed in the cocoon, she's considered helpless. Eight hours later, she emerges, having changed her type to plant, animal, or humanoid, and having gained superficial physical characteristics of the chosen type as appropriate (*Bestiary* 306–310). She must choose a type that is different from her current type. This effect doesn't alter her Hit Dice, hit points, saving throws, skill ranks, class skills, or proficiencies. The effect is permanent until the shaman chooses to transform again. Each time she transforms, the shaman is cleansed of all poisons and diseases, restored to full hit points, and healed of all ability damage.

Stone

The skin of a shaman who selects the stone spirit takes on a rough, stony appearance. When the shaman calls upon one of this spirit's abilities, tiny gemstones underneath her flesh pulse with a bright glow, like phosphorescent geodes glittering in a dark cave.

Spirit Magic Spells: *Magic stone* (1st), *stone call*[APG] (2nd), *meld into stone* (3rd), *wall of stone* (4th), *stoneskin* (5th), *stone tell* (6th), *statue* (7th), *repel metal and stone* (8th), *clashing rocks*[APG] (9th).

Hexes: A shaman who chooses the stone spirit can select from the following hexes.

Crystal Sight (Ex): The shaman sees through stone, earth, or sand as easily as if it were transparent crystal. Her gaze can penetrate a number of feet equal to her shaman level (or a number of inches equal to her shaman level of metal). The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Lodestone (Su): The shaman causes one creature within 30 feet to become heavy and lethargic. The creature is treated as if it were carrying a medium load (see Table 7–5 on page 171 of the *Core Rulebook*). If the creature is already carrying a medium load, it is instead treated as if it were carrying a heavy load. If the creature is carrying a heavy load, its maximum Dexterity bonus to AC is reduced to +0, it takes a –9 armor check penalty, and its movement speeds are reduced to 5 feet. The effect lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Metal Curse (Su): The shaman causes a creature within 30 feet to become slightly magnetic until the end of the shaman's next turn. Whenever the creature is attacked with a melee or ranged weapon constructed primarily of metal, it takes a –2 penalty to AC. At 8th and 16th levels, the penalty increases by –2 and the duration increases by 1 round. Once affected, the creature cannot be the target of this hex again for 24 hours.

Stone Stability (Ex): The shaman receives a +4 bonus to her CMD when resisting bull rush or trip attempts as long as she is standing on the ground. At 5th level, the shaman receives Improved Trip as a bonus feat. At 10th level, the shaman receives Greater Trip as a bonus feat. The shaman does not need to meet the prerequisites of these feats.

Ward of Stone (Su): The shaman touches a willing creature (including herself) and grants a ward of stone. The next time the warded creature is struck with a melee attack, it is treated as if it has DR 5/adamantine. This ward lasts for 1 minute, after which it fades away if not already expended. At 8th and 16th levels, the ward lasts for one additional attack. A creature affected by this hex cannot be affected by it again for 24 hours.

Spirit Animal: The shaman's spirit animal looks as though it's made out of earth and stone, with tiny gemstones embedded in its flesh. The animal gains DR 5/adamantine.

Spirit Ability: A shaman who chooses the stone spirit as her spirit or wandering spirit gains the following ability.

Touch of Acid (Su): As a standard action, the shaman can make a melee touch attack that deals an amount of acid damage equal to 1d6 points + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *corrosive*[UE] weapon.

Greater Spirit Ability: A shaman who chooses the stone spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Body of Earth (Su): The shaman gains DR 2/adamantine. This DR increases by 1 for every 4 levels beyond 8th the shaman possesses. In addition, as a standard action, she can cause jagged pieces of stone to explode from her body in a 10-foot-radius burst, dealing 1d6 points of piercing damage per 2 shaman levels she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait 1d4 rounds between uses.

True Spirit Ability: A shaman who chooses the stone spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) earth elemental, as *elemental body IV*, with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a being of acid and earth. The shaman gains acid resistance 30. She can also apply any one of the following feats to any acid or earth spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Waves

A shaman who selects the waves spirit has a fluid grace that exhibits itself whenever she moves. When she calls upon one of this spirit's abilities, floating orbs dance about her, sublimating between icy crystals, misty vapors, and globules of water.

Spirit Magic Spells: *Hydraulic push*[APG] (1st), *slipstream*[APG] (2nd), *water breathing* (3rd), *wall of ice* (4th), *geyser*[APG] (5th), *fluid form*[APG] (6th), *vortex*[APG] (7th), *seamantle*[APG] (8th), *tsunami*[APG] (9th).

Hexes: A shaman who chooses the waves spirit can select from the following hexes.

Beckoning Chill (Su): The shaman causes one creature within 30 feet to become more susceptible to the sapping powers of cold for 1 minute. When a creature takes cold damage while under this effect, it is entangled for 1 round.

If the creature takes cold damage while already entangled by beckoning chill, the duration of the entangled condition increases by 1 round. Once affected, the creature cannot be the target of this hex again for 24 hours.

Crashing Waves (Su): The force of a waves shaman's water spells can bring even the mightiest foes to the ground. When the shaman casts a spell with the water descriptor, she does so at 1 caster level higher. If that spell deals damage, the target must succeed at a Fortitude saving throw or be knocked prone. At 8th level, the shaman casts water spells at 2 caster levels higher. At 16th level, her ability to knock creatures prone extends to any spell that deals damage.

Fluid Magic (Su): The shaman's magic is not constrained by the reservoirs of magic that hold others back. She is able to prepare her spirit magic spells in her regular spell slots. If the shaman changes her wandering spirit, any prepared spirit magic spell belonging to that spirit becomes an open spell slot.

Mist's Shroud (Su): The shaman touches a willing creature (including herself) and enshrouds that creature in mist. This grants the creature concealment, as per the *blur* spell. The mist dissipates after it causes an attack to miss because of concealment or after 1 minute, whichever comes first. At 8th and 16th levels, the mist lasts for one additional attack. A creature affected by this hex cannot be affected by it again for 24 hours.

Water Sight (Su): The shaman sees through fog and mist without penalty as long as there is enough light to otherwise allow her to see normally. At 7th level, she can use *scrying*, with any calm pool of water that's at least 1 foot in diameter as the sole focus. At 15th level, this ability functions as *greater scrying*. She can use these abilities for a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Spirit Animal: The skin of the shaman's spirit animal constantly distorts, much as a pond's surface ripples when drops of water fall gently onto it. The animal gains Mobility as a bonus feat. The animal doesn't need to meet the prerequisites for this feat. In addition, the animal can breathe underwater.

Spirit Ability: A shaman who chooses the waves spirit as her spirit or wandering spirit gains the following ability.

Wave Strike (Su): As a standard action, the shaman can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6 points of nonlethal damage + 1 point for every 2 shaman levels the shaman possesses and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any melee weapon she wields is treated as if it had the *quenching*[UE] special ability.

Greater Spirit Ability: A shaman who chooses the waves spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Fluid Mastery (Su): The shaman gains a swim speed equal to her base land speed, as well as the ability to breathe underwater. In addition, she can unleash a torrent of ice and water from her hands in a 15-foot cone as a standard action. This torrent deals 1d4 points of cold damage per 2 shaman level she possesses, and pushes affected creatures back 5 feet directly away from the shaman. A successful Reflex saving throw halves the damage and negates the push. The shaman can use this ability three times per day, but she must wait 1d4 rounds between uses.

True Spirit Ability: A shaman who chooses the waves spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) water elemental, as *elemental body IV*, with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a master of cold and water. The shaman gains cold resistance 30. She can also apply any one of the following feats to any cold or water spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Wind

A shaman who selects the wind spirit appears windswept, and her movements seem lithe and carefree.

Spirit Magic Spells: *Alter winds*[APG] (1st), *gust of wind* (2nd), *cloak of winds*[APG] (3rd), *river of wind*[APG] (4th), *control winds* (5th), *sirocco*[APG] (6th), *control weather* (7th), *whirlwind* (8th), *winds of vengeance*[APG] (9th).

Hexes: A shaman who chooses the wind spirit can select from the following hexes.

Air Barrier (Su): The shaman creates an invisible shell of air that grants her a +4 armor bonus to AC. At 7th level and every 4 levels thereafter, this bonus increases by 2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against her to suffer a 50% miss chance. The shaman can use this barrier for 1 hour per shaman level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Sparking Aura (Su): The shaman causes a creature within 30 feet to spark and shimmer with electrical energy. Though this effect does not harm the creature, it does cause the creature to emit light like a torch, preventing it from gaining any benefit from concealment or invisibility. Furthermore, while the aura lasts, whenever the target is hit with a metal melee weapon, it also takes an amount of electricity damage equal to the shaman's Charisma bonus. The sparking aura

lasts 1 round for every 2 shaman levels the shaman possesses. A creature affected by this hex cannot be affected by it again for 24 hours.

Vortex Spells (Su): Whenever the shaman confirms a critical hit against an opponent with a spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wind Sight (Su): The shaman ignores the penalties on Perception checks caused by wind and the first 100 feet of distance. At 7th level she can, as a standard action, hear or see into any area—as *clairaudience* or *clairvoyance*, using that spell's range—provided air can travel between the shaman and the target area via an unobstructed path. This doesn't require line of effect, meaning the path can turn corners and go through spaces as narrow as 1 inch in diameter. The shaman can use this ability a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Wind Ward (Su): The shaman can touch a willing creature (including herself) and grant a ward of wind. This ward lasts for a number of rounds equal to the shaman's level. When a warded creature is attacked with an arrow, ray, or other ranged attack that requires an attack roll, that attack suffers a 20% miss chance. At 8th level, the ward lasts for 1 minute for every shaman level the shaman possesses. At 16th level, the miss chance increases to 50%. Once affected, the creature cannot be the target of this hex again for 24 hours.

Spirit Animal: The shaman's spirit animal crackles with electrical energy when it moves, giving off light like a candle. This electricity deals no damage to the animal or any creature that touches the animal. The animal gains electricity resistance 10.

Spirit Ability: A shaman who chooses the wind spirit as her spirit or wandering spirit gains the following ability.

Shocking Touch (Su): As a standard action, the shaman can make a melee touch attack that deals 1d6 points of electricity damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a *shocking* weapon.

Greater Spirit Ability: A shaman who chooses the wind spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Spark Soul (Su): The shaman gains electricity resistance 10. In addition, as a standard action she can unleash a 20-foot line of sparks from her fingertips, dealing 1d4 points of electricity damage per shaman level she possesses. A successful Reflex saving throw halves this damage. The shaman can use this ability three times per day, but she must wait 1d4 rounds between uses.

True Spirit Ability: A shaman who chooses the wind spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Elemental Form (Su): As a standard action, the shaman assumes the form of a Huge (or smaller) lightning elemental[B2], as per *elemental body IV*, with a duration of 1 hour per level. The shaman can use this ability once per day.

Manifestation: Upon reaching 20th level, the shaman becomes a being of air and electricity. The shaman gains electricity resistance 30. She can also apply any one of the following feats to any air or electricity spell she casts without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. She doesn't need to possess these feats to use this ability.

Spirit Animal

By communing with the incredible powers of her spirit, the shaman forges a cherished bond with one specific servant of that spirit, known as a spirit animal. A spirit animal is a creature chosen by a shaman to serve as a conduit, allowing her to more fully access the magic of her spirit on a daily basis. The shaman's spirit animal also grants her special powers. This ability uses the same rules as the wizard's arcane bond class feature, and the animal is treated as a familiar (see pages 78 and 82 of the *Core Rulebook*), except as noted below.

A shaman uses her shaman level as her effective wizard level when determining the abilities of her spirit animal. A shaman can select any familiar available to wizards to serve as her spirit animal, although her spirit animal is augmented by the power of her chosen spirit. Once selected, the spirit animal cannot be changed. Although a shaman's spirit animal uses the statistics of a specific animal, it is treated as an outsider with the native subtype for the purposes of spells and abilities that affect it.

Levels of different classes that are entitled to gain familiars stack with shaman levels for the purpose of determining any spirit animal abilities that depend on the shaman's level. If a shaman possesses such levels in other classes, her spirit animal always uses the shaman rules for spirit animals, not those used for familiars of other classes (such as witches, wizards, or sorcerers with the arcane bloodline). If the shaman has witch levels, her spirit animal also serves as the conduit to her patron and stores her witch spells. The shaman's spirit animal is treated as a familiar for the purposes of all spells, effects, and abilities that affect familiars.

If a spirit animal is lost or dies, it can be replaced after 24 hours through a special ritual that consumes material components worth 500 gp per shaman level. The ritual takes 8 hours to complete. The new spirit animal must be the same kind of creature as the previous one.

Spirit Animal (Ex): At 1st level, a shaman's spirit animal gains specific abilities, depending upon the type of spirit selected by the shaman using her spirit class feature. These abilities affect the animal's appearance and grant

it special abilities that can aid it in serving the shaman and the spirit it represents and is connected to. These abilities are described in the spirit animal section of each individual spirit description.

Deliver Touch Spells (Su): If a shaman is 3rd level or higher, her spirit animal can deliver touch spells or hexes for her. If the shaman and the spirit animal are in contact at the time the shaman casts a touch spell, she can designate her animal as the "toucher." The spirit animal can then deliver the touch spell just as the shaman would. If the shaman casts another spell before the touch is delivered, the touch spell dissipates. If the shaman activates a hex, her spirit animal can be used to make the touch; she doesn't have to be in contact with the animal to use this ability with hexes.

Shaman Spells

Shamans gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those with superscripts are drawn from other sources. Those marked with an asterisk (*) appear in Chapter 4 of this book.

0-Level Shaman Spells: *Arcane mark, bleed, create water, dancing lights, daze, detect magic, detect poison, guidance, know direction, light, mending, purify food and drink, read magic, resistance, stabilize, touch of fatigue, virtue.*

1st-Level Shaman Spells: *Bane, blend*[ARG], *bless, burning hands, calm animals, cause fear, charm animal, charm person, chill touch, comprehend languages, cure light wounds, dancing lantern*[APG], *detect animals or plants, detect chaos/evil/good/law, detect undead, discern next of kin*, doom, endure elements, entangle, frostbite*[UM], *gentle breeze*, goodberry, heightened awareness*, hex vulnerability*, hex ward*[UM], *hide from animals, hydraulic push*[APG], *inflict light wounds, magic stone, magic weapon, monkey fish*, obscuring mist, pass without trace, produce flame, protection from chaos/evil/good/law, remove fear, sense spirit magic*, sleep, stone shield*[ARG], *summon nature's ally I, thorn javelin*, wave shield*.*

2nd-Level Shaman Spells: *Aid, alter self, animal messenger, animal purpose training*, animate dead (lesser)*[UM], *augury, barkskin, bear's endurance, beastspeak*, bull's strength, buoyancy*, burning gaze*[APG], *calm emotions, commune with birds*[ARG], *cure moderate wounds, darkness, delay poison, eagle eye*[APG], *eagle's splendor, enthrall, false life, flame blade, focused scrutiny*, fog cloud, gentle repose, ghostbane dirge*[APG], *glide*[APG], *guiding star*[APG], *hold person, imbue with elemental might*[ARG], *inflict moderate wounds, levitate, life pact*, owl's wisdom, remove paralysis, resist energy, restoration (lesser), scare, shield companion*, sickening entanglement*, spiritual weapon, summon nature's ally II, summon swarm, tree shape, warp wood, web shelter*[UM], *wood shape.*

3rd-Level Shaman Spells: *Anchored step*, animate dead, aura sight*, bestow curse, blindness/deafness, call lightning, clairaudience/clairvoyance, create food and water, cure serious wounds, daylight, deep slumber, deeper darkness, dispel magic, dominate animal, fins to feet*[ARG], *fly, font of spirit magic*, hex glyph*, inflict serious wounds, magic circle against chaos/evil/good/law, magic vestment, mantle of calm*, mindlocked messenger*, nauseating trail*, pierce disguise*, polymorph familiar*, protection from energy, remove blindness/deafness, remove curse, remove disease, sleet storm, speak with dead, speak with haunt*, stench of prey*, stinking cloud, stone shape, stricken heart*, summon nature's ally III, thorny entanglement*, ward of the season*[ARG], *water breathing, water walk, wind wall.*

4th-Level Shaman Spells: *Adjustable polymorph*, air geyser*, anti-incorporeal shell*, ball lightning*[APG], *command plants, control water, cure critical wounds, curse of burning sleep*, detect scrying, dismissal, divination, divine power, earth glide*[ARG], *false life (greater)*[UM], *familiar melding*[UM], *fear, giant vermin, ice storm, imbue with spell ability, inflict critical wounds, magic weapon (greater), neutralize poison, persistent vigor*, planar ally (lesser), poison, rain of frogs*[UM], *reincarnate, repel vermin, restoration, ride the waves*[UM], *sands of time*[UM], *scrying, sending, slowing mud*, solid fog, spike stones, spit venom*[UM], *summon nature's ally IV, thorn body*[APG], *tongues, wandering star motes*[APG].

5th-Level Shaman Spells: *Animal growth, baleful polymorph, blight, break enchantment, breath of life, call lightning storm, commune, commune with nature, control winds, cure light wounds (mass), curse (major)*[UM], *dispel chaos/evil/good/law, dominate person, feast on fear*, flame strike, ghostbane dirge (mass)*[APG], *grove of respite*[APG], *hex glyph (greater)*, inflict light wounds (mass), insect plague, overland flight, rest eternal*[APG], *stoneskin, summon nature's ally V, true seeing, wall of fire, wall of thorns.*

6th-Level Shaman Spells: *Antilife shell, awaken, banishment, bear's endurance (mass), bull's strength (mass), cone of cold, create undead, cure moderate wounds (mass), dispel magic (greater), eagle's splendor (mass), find the path, fire seeds, flesh to stone, inflict moderate wounds (mass), owl's wisdom (mass), planar ally, raise dead, slay living, snake staff*[APG], *stone to flesh, summon nature's ally VI, wall of stone.*

7th-Level Shaman Spells: *Animate plants, cloak of dreams*[APG], *control weather, creeping doom, cure serious wounds (mass), fairy ring retreat*, harm, heal, ice body*[UM], *inflict serious wounds (mass), liveoak, plane shift, regenerate, restoration (greater), scrying (greater), stone tell, summon nature's ally VII, sunbeam, transport via plants, vision, vortex*[APG], *wind walk.*

8th-Level Shaman Spells: *Animal shapes, blood mist*[UM], *circle of clarity*[UM], *create greater undead, cure critical wounds (mass), destruction, discern location, earthquake, fire storm, horrid wilting, inflict critical wounds (mass), irresistible dance, planar ally (greater), resurrection, stormbolts*[APG], *summon nature's ally VIII, sunburst, whirlwind.*

9th-Level Shaman Spells: *Elemental swarm, energy drain, etherealness, foresight, heal (mass), polar midnight*[UM], *shambler, shapechange, soul bind, storm of vengeance, summon nature's ally IX, tsunami*[APG], *wail of the banshee, winds of vengeance*[APG].

Skald

Skalds are poets, historians, and keepers of lore who use their gifts for oration and song to inspire allies into a frenzied rage. They balance a violent spirit with the veneer of civilization, recording events such as heroic battles and the deeds of great leaders, enhancing these stories in the retelling to earn bloodier victories in combat. The poetry of a skald is nuanced and often has multiple overlapping meanings, and he applies similar talents to emulate magic from other spellcasters.

Role: A skald inspires his allies, and often presses forward to fight enemies in melee. Outside combat, he's useful as a healer and a scholar, less versatile but more durable than a bard.

Alignment: Any.

Hit Die: d8.

Parent Classes: Barbarian and bard.

Starting Wealth: 3d6 × 10 gp (average 105 gp).

Class Skills

The skald's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (oratory, percussion, sing, string, wind) (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the skald.

Weapon and Armor Proficiency: A skald is proficient with all simple and martial weapons, as well as light armor, medium armor, and shields (except tower shields). A skald can cast skald spells while wearing light or medium armor and even while using a shield without incurring the normal arcane spell failure chance. This does not affect the arcane spell failure chance for arcane spells received from other classes. Like other arcane spellcasters, a skald wearing heavy armor incurs a chance of arcane spell failure if the spell in question has somatic components.

Bardic Knowledge (Ex): A skald adds 1/2 his class level (minimum 1) on all Knowledge checks, and can attempt all Knowledge checks untrained.

Cantrips: Skalds learn a number of cantrips, or 0-level spells, as noted on Table 1–11: Skald Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Spells: A skald casts arcane spells drawn from the bard spell list (see pages 224–226 of the *Core Rulebook*). He can cast any spell he knows without preparing it ahead of time. Every skald spell has a verbal component—these verbal components can take the form of song, recitation, or even nonverbal music like percussion. To learn or cast a spell, a skald must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a skald's spell is 10 + the spell's level + the skald's Charisma modifier.

Like other spellcasters, a skald can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–10. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 on page 17 of the *Core Rulebook*).

The skald's selection of spells is limited. A skald begins play knowing four 0-level spells and two 1st-level spells of the skald's choice. At each new skald level, he gains one or more new spells, as indicated on Table 1–11. Unlike spells per day, the number of spells a skald knows isn't affected by his Charisma score; the numbers on Table 1–11 are fixed.

At 5th level and every 3 levels thereafter, a skald can choose to learn a new spell in place of one he already knows. In effect, the skald loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level skald spell the skald can cast. A skald may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A skald need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

Raging Song (Su): A skald is trained to use music, oration, and similar performances to inspire his allies to feats of strength and ferocity. At 1st level, a skald can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level beyond 1st, he can use raging song for 2 additional rounds per day.

Starting a raging song is a standard action, but it can be maintained each round as a free action. A raging song cannot be disrupted, but it ends immediately if the skald is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action each round to maintain it. A raging song counts as the bard's bardic performance special ability for any effect that affects bardic performances. A skald may learn bard masterpieces (*Pathfinder RPG Ultimate Magic* 21).

A raging song has audible components, but not visual components. Allies must be able to hear the skald for the song to have any effect on them. A deaf skald has a 20% chance to fail when attempting to use a raging song. If he fails this check, the attempt still counts against his daily limit.

Table 1-10: Skald

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Bardic knowledge, cantrips, inspired rage +1 (+2 Str/Con), raging song, Scribe Scroll	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Versatile performance, well-versed	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Rage power, song of marching	3	—	—	—	—	—
4th	+3	+4	+1	+4	Inspired rage +2, uncanny dodge	3	1	—	—	—	—
5th	+3	+4	+1	+4	Spell kenning 1/day	4	2	—	—	—	—
6th	+4	+5	+2	+5	Rage power, song of strength	4	3	—	—	—	—
7th	+5	+5	+2	+5	Lore master 1/day, versatile performance	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved uncanny dodge, inspired rage +3 (+4 Str/Con)	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Rage power, DR 1/—	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Dirge of doom	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Spell kenning 2/day	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Inspired rage +4, rage power, versatile performance	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Lore master 2/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	DR 2/—, song of the fallen	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Rage power	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Inspired rage +5 (+6 Str/Con)	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Spell kenning 3/day, versatile performance	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Rage power	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	DR 3/—, lore master 3/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Inspired rage +6, master skald	5	5	5	5	5	5

When the skald begins a raging song and then on each ally's turn, if the ally can hear the raging song, that ally must decide whether to accept or refuse its effects. This is not an action. Unconscious allies automatically accept the song. If accepted, the raging song's effects on that ally last for that ally's turn or until the song ends, whichever comes first.

At 7th level, a skald can start a raging song as a move action instead of a standard action. At 13th level, a skald can start a raging song as a swift action instead.

Inspired Rage (Su): At 1st level, affected allies gain a +2 morale bonus to Strength and Constitution and a +1 morale bonus on Will saving throws, but also take a –1 penalty to AC. While under the effects of inspired rage, allies other than the skald cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. At 4th level and every 4 levels thereafter, the song's bonuses on Will saves increase by 1; the penalty to AC doesn't change. At 8th and 16th levels, the song's bonuses to Strength and Constitution increase by 2. (Unlike with the barbarian's rage ability, those affected are not fatigued after the song ends.)

If an ally has her own rage class ability (such as barbarian's rage, bloodrager's bloodrage, or skald's inspired rage), she may use the Strength, Constitution, and Will saving throw bonuses, as well as AC penalties, based on her own ability and level instead of those from the skald (still suffering no fatigue afterward). Inspired rage does not allow an ally to activate abilities dependent on other rage class abilities, such as rage powers, blood casting, or bloodrager bloodlines; the ally must activate her own rage class ability in order to use these features.

Song of Marching (Su): At 3rd level, a skald can use raging song to inspire his allies to move faster without suffering from fatigue. By expending 1 round of raging song, the skald invigorates allies within 60 feet, who may hustle (*Core Rulebook* 170) for the next hour; this movement counts as a walk (not a hustle) for the purpose of accruing nonlethal damage and fatigue. The skald must continue to perform the song for the remainder of the hour, otherwise its effects end, but only 1 round of raging song is expended for that hour.

Song of Strength (Su): At 6th level, a skald can use raging song to inspire his allies to superhuman feats of strength. Once each round while the skald uses this performance,

allies within 60 feet who can hear the skald may add 1/2 the skald's level to a Strength check or a Strength-based skill check.

Dirge of Doom (Su): At 10th level, a skald can create a sense of growing dread in his enemies, causing them to become shaken. This ability affects only enemies that are within 30 feet and able to hear the skald's performance. The effect persists for as long as the enemy is within 30 feet and the skald continues his performance. It cannot cause a creature to become frightened or panicked, even if the creature is already shaken from another effect. This is a sonic mind-affecting fear effect that relies on audible components.

Song of the Fallen (Su): At 14th level, a skald can temporarily revive dead allies so they can continue fighting, with the same limitations as *raise dead*. The skald selects a dead ally within 60 feet and expends 1 round of raging song to bring that ally back to life. The revived ally is alive but staggered. Each round, the skald can expend another 1 round of raging song to keep that ally alive for another round. The ally automatically dies if the skald ends this performance or is interrupted. The skald can revive multiple allies with this ability (either at the same time or over successive rounds) but must expend 1 round of raging song per revived ally per round to maintain the effect.

Scribe Scroll: At 1st level, a skald gains Scribe Scroll as a bonus feat.

Versatile Performance (Ex): At 2nd level, a skald can choose one category of Perform skill associated with the skald class (see below). He can use his modifier for that skill in place of his modifier for the associated skills listed below. When substituting in this way, the skald uses his total Perform skill modifier in place of the associated skill's modifier, whether or not he has ranks in that skill or if it is a class skill. At 7th level, and every 5 levels thereafter, the skald can select an additional category of Perform to substitute.

The categories of Perform and their associated skills are Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Well-Versed (Ex): At 2nd level, the skald becomes less susceptible to sonic effects. The skald gains a +4 bonus on saving throws against bardic performance, as well as all sonic or language-dependent effects.

Rage Powers (Ex): At 3rd level and every 3 levels thereafter, a skald learns a rage power (see pages 32–34 of the *Core Rulebook*) that affects the skald and any allies under the influence of his inspired rage. This cannot be a rage power that requires the creature to spend a standard action or rounds of rage to activate it. For example, the skald cannot choose terrifying howl (which requires a standard action to activate), but can choose knockback (which is made in place of a melee attack).

Unless otherwise noted, a skald cannot select an individual rage power more than once.

When starting an inspired rage, the skald chooses which rage powers (if any) to add to the song, and all affected allies gain the benefit of these rage powers, using the skald's level as their effective barbarian level. The skald uses his skald level as his barbarian level for the purpose of selecting rage powers that require a minimum barbarian level. If the rage power's effects depend on the skald's ability modifier (such as *lesser spirit totem*[APG]), affected allies use the skald's ability modifier instead of their own for the purpose of this effect.

If a rage power requires another rage power (such as disruptive[APG], which requires superstition), the skald cannot grant that rage power to allies unless he can also grant that power's prerequisite. He may add multiple rage powers to an inspired rage at the same time by means of this ability (such as granting the superstition and disruptive rage powers simultaneously).

If a rage power can be used only a certain number of times per day or per rage (such as renewed vigor), each ally affected by the inspired rage is subject to that limit (with abilities usable once per rage limited to once per inspired rage).

If the skald has rage powers from another source, he (but not his allies) can use those rage powers during an

Table 1–11: Skald Spells Known

	Spells Known						
Level	**0**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

inspired rage. He cannot select a duplicate rage power, unless that rage power can be taken multiple times.

If the skald has the ability to rage from another source, he can use his skald rage powers during that rage as well.

Uncanny Dodge (Ex): At 4th level, a skald gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if he is immobilized. A skald with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a skald already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Spell Kenning (Su): At 5th level, a skald is learned in the magic of other spellcasters, and can use his own magic to duplicate those classes' spells. Once per day, a skald can cast any spell on the bard, cleric, or sorcerer/wizard spell list as if it were one of his skald spells known, expending a skald spell slot of the same spell level to cast the desired spell. A spell cast with spell kenning always has a minimum casting time of 1 full round, regardless of the casting time of the spell.

At 11th level, a skald can use this ability twice per day. At 17th level, he can use this ability three times per day.

Lore Master (Ex): At 7th level, the skald becomes a master of many different types of lore, and can take 10 on any Knowledge check for which he has ranks. Once per day, the skald can take 20 on any Knowledge check as a standard action, instead of spending the normal amount of time that taking 20 requires. He can use this ability to take 20 on a Knowledge check twice per day at 13th level and three times per day at 19th level.

Improved Uncanny Dodge (Ex): At 8th level, a skald can no longer be flanked. This defense denies enemies the ability to sneak attack the skald by flanking him, unless the attacker has at least 4 more levels in a class that grants sneak attack than the target has skald levels.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Damage Reduction (Ex): At 9th level, a skald gains damage reduction. Subtract 1 from the damage the skald takes each time he is dealt damage from a weapon or a natural attack. At 14th level and again at 19th level, this damage reduction increases by 1. Damage reduction can reduce damage to 0, but not below 0. Additionally, the skald grants this damage reduction to all allies affected by his inspired rage.

Master Skald (Su): At 20th level, a skald's inspired rage no longer gives allies a penalty to AC, nor limits what skills or abilities they can use. Allies with rage class abilities may use features dependent on those abilities without restriction, such as a barbarian's rage powers or a bloodrager's blood casting and bloodline abilities. Finally, when making a full attack, affected allies may make an additional attack each round (as if using a *haste* effect).

Slayer

Skilled at tracking down targets, slayers are consummate hunters, living for the chase and the deadly stroke that brings it to a close. Slayers spend most of their time honing their weapon skills, studying the habits and anatomy of foes, and practicing combat maneuvers.

Role: The slayer is elusive, and adept at finding the opportune time and location to strike. Combining the deadliest talents of rangers and rogues, a slayer's abilities are all about getting into combat, dealing with a target, and getting back out again.

Alignment: Any.

Hit Die: d10.

Parent Classes: Ranger and rogue.

Starting Wealth: 5d6 × 10 gp (average 175 gp).

Class Skills

The slayer's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the slayer.

Weapon and Armor Proficiency: A slayer is proficient with all simple and martial weapons, as well as with light armor, medium armor, and shields (except tower shields).

Studied Target (Ex): A slayer can study an opponent he can see as a move action. The slayer then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of slayer class abilities against that opponent increase by 1. A slayer can maintain these bonuses against only one opponent at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target.

If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll).

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to the DCs of slayer abilities against a studied target increase by 1. In addition, at each such interval, the slayer is able to maintain these bonuses against an additional studied target at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place.

At 7th level, a slayer can study an opponent as a move or swift action.

Track (Ex): A slayer adds 1/2 his level (minimum 1) to Survival checks made to follow tracks.

Slayer Talents: As a slayer gains experience, he learns a number of talents that aid him and confound his foes. Starting at 2nd level and every 2 levels thereafter, a slayer gains one slayer talent. Unless otherwise noted, a slayer cannot select an individual talent more than once.

Talents marked with an asterisk (*) add effects to a slayer's sneak attack. Only one of these talents can be applied to an individual attack, and the decision of which talent to use must be made before the attack roll is made.

Deadly Range (Ex): A slayer with this talent increases the range at which he can deal sneak attack damage by 10 feet. A slayer can select this talent more than once; its effects stack. A slayer must be at least 4th level before selecting this talent.

Foil Scrutiny: A slayer with this talent is able to obscure his thoughts and intentions. He gains a +2 bonus on all Bluff and Disguise checks, as well as on Will saving throws to resist mind-reading spells and effects (such as *detect thoughts* and *discern lies*).

Poison Use (Ex): The slayer is trained in the use of poison, and cannot accidentally poison himself when applying poison to a weapon.

Ranger Combat Style (Ex): The slayer selects a ranger combat style (such as archery or two-weapon combat) and gains a combat feat from the 1st-level feat choices for that style. He can choose feats from his chosen combat style, even if he does not meet the prerequisites. At 6th level, he may select this talent again and add the 6th-level ranger combat feats from his chosen style to the style's feat list. At 10th level, he may select this talent again and add the 10th-level ranger combat feats from his chosen style to the style's feat list.

Rogue Talent: A slayer can select one of the following rogue talents in place of a slayer talent: bleeding attack*, camouflage[APG], combat trick, fast stealth, finesse rogue, firearm training[UC], grit[UC], hard to fool[APG], lasting poison[APG], powerful sneak[APG], rogue crawl, slow reactions*, snap shot[APG], sniper's eye[APG], surprise attack, swift poison[APG], terrain mastery[UC], trap spotter, unwitting ally[UC], or weapon training. Any talent effects based on rogue level use the slayer's class level. If the rogue talent has a prerequisite, the slayer must meet the prerequisite before taking that rogue talent. This talent can be selected multiple times; each time, it grants the slayer a new rogue talent.

Slowing Strike (Ex)*: An opponent damaged by the slayer's sneak attack has its speeds halved for 1d4 rounds. A successful Fortitude saving throw negates this effect (DC = 10 + 1/2 the slayer's level + the slayer's Intelligence modifier). Against creatures with multiple types of

Table 1–12: Slayer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st studied target, track
2nd	+2	+3	+3	+0	Slayer talent
3rd	+3	+3	+3	+1	Sneak attack +1d6
4th	+4	+4	+4	+1	Slayer talent
5th	+5	+4	+4	+1	2nd studied target
6th	+6/+1	+5	+5	+2	Slayer talent, sneak attack +2d6
7th	+7/+2	+5	+5	+2	Stalker
8th	+8/+3	+6	+6	+2	Slayer talent
9th	+9/+4	+6	+6	+3	Sneak attack +3d6
10th	+10/+5	+7	+7	+3	3rd studied target, advanced talents, slayer talent
11th	+11/+6/+1	+7	+7	+3	Swift tracker
12th	+12/+7/+2	+8	+8	+4	Slayer talent, sneak attack +4d6
13th	+13/+8/+3	+8	+8	+4	Slayer's advance 1/day
14th	+14/+9/+4	+9	+9	+4	Quarry, slayer talent
15th	+15/+10/+5	+9	+9	+5	4th studied target, sneak attack +5d6
16th	+16/+11/+6/+1	+10	+10	+5	Slayer talent
17th	+17/+12/+7/+2	+10	+10	+5	Slayer's advance 2/day
18th	+18/+13/+8/+3	+11	+11	+6	Slayer talent, sneak attack +6d6
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry
20th	+20/+15/+10/+5	+12	+12	+6	5th studied target, master slayer, slayer talent

movement, the slayer must choose which movement type to affect. If the slayer affects a creature's flight movement, its maneuverability is reduced by one step; if it's airborne at the time, it falls unless it succeeds at a DC 10 Fly check. If the slayer targets a creature already affected by this ability, its speed and maneuverability are not further reduced; the slayer may either extend the duration of that effect by 1d4 rounds or choose another movement type to affect (keeping track of the duration of each affected movement separately).

Trapfinding: The slayer gains Disable Device as a class skill. The slayer also gains the trapfinding and trap sense rogue abilities, using his slayer level as his effective rogue level.

Sneak Attack: At 3rd level, if a slayer catches an opponent unable to defend itself effectively from his attack, he can strike a vital spot for extra damage. The slayer's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the slayer flanks his target. This additional damage is 1d6 at 3rd level, and increases by 1d6 every 3 levels thereafter. Should the slayer score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (such as a sap, a whip, or an unarmed strike), a slayer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The slayer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A slayer cannot use sneak attack while striking a creature that has concealment.

Stalker (Ex): At 7th level, a slayer gains his studied target bonus on Disguise, Intimidate, and Stealth checks against his studied opponent.

Advanced Talents: At 10th level and every 2 levels thereafter, a slayer can select one of the following advanced talents in place of a slayer talent.

Assassinate (Ex): A slayer with this advanced talent can kill foes that are unable to defend themselves. To attempt to assassinate a target, the slayer must first study his target for 1 round as a standard action. On the following round, if the slayer makes a sneak attack against the target and that target is denied its Dexterity bonus to AC, the sneak attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the slayer as an enemy. If the sneak attack is successful, the target must attempt a Fortitude saving throw with a DC equal to 10 + 1/2 the slayer's level + the slayer's Intelligence modifier. If the target fails this save, it dies; otherwise, the target takes the sneak attack damage as normal and is then immune to that slayer's assassinate ability for 24 hours.

Rogue Advanced Talents and Ninja Master Tricks: A slayer can select one of the following rogue advanced talents or ninja master tricks in place of a slayer advanced talent: deadly sneak[APG], evasion[UC], feat, hunter's surprise[APG], knock-out blow[APG], master of disguise[APG], opportunist, or stealthy sniper[APG]. A slayer can select multiple rogue advanced talents or ninja master tricks by taking this slayer advanced talent multiple times, but can't select the same one more than once.

Slayer Camouflage (Ex): A slayer can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment. A slayer must have the terrain mastery[UC] talent to select this talent.

Woodland Stride (Ex): A slayer with this talent may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. Terrain that is enchanted or magically manipulated to impede motion still affects the slayer as normal.

Swift Tracker (Ex): At 11th level, a slayer can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. When moving at up to twice his normal speed while tracking, he takes only a –10 penalty instead of the normal –20.

Slayer's Advance (Ex): At 13th level, a slayer can move up to twice his base speed once per day as a move action. He can use Stealth as part of this movement, but takes a –10 penalty on his check for doing so. At 17th level, he can use this ability twice per day.

Quarry (Ex): At 14th level, a slayer can as a standard action denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a slayer can take 10 on his Survival checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls made against his quarry, and all critical threats against his quarry are automatically confirmed. A slayer can have no more than one quarry at a time, and the creature must be one of the slayer's studied targets. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the slayer sees proof that his quarry is dead, he can select a new quarry after 1 hour.

Improved Quarry (Ex): At 19th level, the slayer's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 when using Survival to track his quarry while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Master Slayer (Ex): At 20th level, the slayer becomes a master at capturing or killing his studied targets. As a standard action, he can make a single attack against a studied target at his full attack bonus, choosing one of the following effects: kill, knock unconscious for 1d4 hours, or paralyze for 2d6 rounds. If the attack succeeds, the target takes damage normally and must succeed at a Fortitude saving throw or suffer the additional effect. The DC of this save is 10 + 1/2 the slayer's level + the slayer's Intelligence modifier. Whether or not the target succeeds, it cannot be targeted by this ability again (by any slayer) for 24 hours.

Swashbuckler

Whereas many warriors enter battle encased in suits of armor and wielding large and powerful weapons, swashbucklers rely on speed, agility, and panache. Swashbucklers dart in and out of the fray, wearing down opponents with lunges and feints, all while foiling powerful attacks against themselves with a flick of the wrist and a flash of the blade. Their deft parries and fatal ripostes are carnage elevated to an art form. Some swashbucklers may be arrogant and devil-may-care, but behind this veneer lie people deeply dedicated to their craft. Those of smaller races are particularly driven to prove that the right mix of discipline and daring is the perfect counter to size and strength, and they enjoy nothing more than taking down lumbering brutes and bullies.

Role: Combining fancy footwork with quick and precise lunges, swashbucklers dart in and out of battle, harassing and thwarting their opponents. These agile combatants serve as protectors for spellcasters and flanking partners for rogues and slayers, while waiting for the opportunity to demonstrate panache and score the killing blow on some lumbering hulk. Swashbucklers often face death with wry humor, mocking it with jabbing wit.

Alignment: Any.

Hit Die: d10.

Parent Classes: Fighter and gunslinger.

Starting Wealth: 5d6 × 10 gp (average 175 gp).

Class Skills

The swashbuckler's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the swashbuckler.

Weapon and Armor Proficiency: Swashbucklers are proficient with all simple and martial weapons, as well as light armor and bucklers.

Panache (Ex): More than just a lightly armored warrior, a swashbuckler is a daring combatant. She fights with panache: a fluctuating measure of a swashbuckler's ability to perform amazing actions in combat. At the start of each day, a swashbuckler gains a number of panache points equal to her Charisma modifier (minimum 1). Her panache goes up or down throughout the day, but usually can't exceed her Charisma modifier (minimum 1), though feats and magic items can affect this maximum. A swashbuckler spends panache points to accomplish deeds (see below), and regains panache in the following ways.

Critical Hit with a Light or One-Handed Piercing Melee Weapon: Each time the swashbuckler confirms a critical hit with a light or one-handed piercing melee weapon, she regains 1 panache point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the swashbuckler's character level doesn't restore panache.

Killing Blow with a Light or One-Handed Piercing Melee Weapon: When the swashbuckler reduces a creature to 0 or fewer hit points with a light or one-handed piercing melee weapon attack while in combat, she regains 1 panache point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the swashbuckler's character level to 0 or fewer hit points doesn't restore panache.

Deeds: Swashbucklers spend panache points to accomplish deeds. Most deeds grant the swashbuckler a momentary bonus or effect, but some provide longer-lasting effects. Some deeds remain in effect while the swashbuckler has at least 1 panache point, but do not require the expenditure of panache points to be maintained. A swashbuckler can perform deeds only of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times, as long as the swashbuckler has or spends the required number of panache points to perform the deed.

Derring-Do (Ex): At 1st level, a swashbuckler can spend 1 panache point when she makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. She can do this after she makes the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Dexterity modifier (minimum 1).

Grit and Panache

The gunslinger's grit and the swashbuckler's panache represent two paths to gain access to the same heroic pool. Characters with both grit and panache class features combine the two resources into a larger pool of both grit points and panache points.

For the purposes of feat prerequisites, a character with the panache class feature satisfies the prerequisites as if she were a grit user, and vice versa. Swashbuckler levels stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement. For feats, magic items, and other effects, a panache user can spend and gain panache points in place of grit points, and vice versa.

Table 1–13: Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Deeds, panache, swashbuckler finesse
2nd	+2	+0	+3	+0	Charmed life 3/day
3rd	+3	+1	+3	+1	Deeds, nimble +1
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Swashbuckler weapon training +1
6th	+6/+1	+2	+5	+2	Charmed life 4/day
7th	+7/+2	+2	+5	+2	Deeds, nimble +2
8th	+8/+3	+2	+6	+2	Bonus feat
9th	+9/+4	+3	+6	+3	Swashbuckler weapon training +2
10th	+10/+5	+3	+7	+3	Charmed life 5/day
11th	+11/+6/+1	+3	+7	+3	Deeds, nimble +3
12th	+12/+7/+2	+4	+8	+4	Bonus feat
13th	+13/+8/+3	+4	+8	+4	Swashbuckler weapon training +3
14th	+14/+9/+4	+4	+9	+4	Charmed life 6/day
15th	+15/+10/+5	+5	+9	+5	Deeds, nimble +4
16th	+16/+11/+6/+1	+5	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+5	+10	+5	Swashbuckler weapon training +4
18th	+18/+13/+8/+3	+6	+11	+6	Charmed life 7/day
19th	+19/+14/+9/+4	+6	+11	+6	Deeds, nimble +5
20th	+20/+15/+10/+5	+6	+12	+6	Bonus feat, swashbuckler weapon mastery

Dodging Panache (Ex): At 1st level, when an opponent attempts a melee attack against the swashbuckler, the swashbuckler can as an immediate action spend 1 panache point to move 5 feet; doing so grants the swashbuckler a dodge bonus to AC equal to her Charisma modifier (minimum 0) against the triggering attack. This movement doesn't negate the attack, which is still resolved as if the swashbuckler had not moved from her previous square. This movement is not a 5-foot step; it provokes attacks of opportunity from creatures other than the one who triggered this deed. The swashbuckler can perform this deed only while wearing light armor or no armor, and while carrying no heavier than a light load.

Opportune Parry and Riposte (Ex): At 1st level, when an opponent makes a melee attack against the swashbuckler, she can spend 1 panache point and expend a use of an attack of opportunity to attempt to parry that attack. The swashbuckler makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the swashbuckler, the swashbuckler takes a –2 penalty on this roll. If her result is greater than the attacking creature's result, the creature's attack automatically misses. The swashbuckler must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. Upon performing a successful parry and if she has at least 1 panache point, the swashbuckler can as an immediate action make an attack against the creature whose attack she parried, provided that creature is within her reach. This deed's cost cannot be reduced by any ability or effect that reduces the number of panache points a deed costs.

Kip-Up (Ex): At 3rd level, while the swashbuckler has at least 1 panache point, she can stand up from prone as a move action without provoking an attack of opportunity. She can stand up from prone as a swift action instead by spending 1 panache point.

Menacing Swordplay (Ex): At 3rd level, while she has at least 1 panache point, when a swashbuckler hits an opponent with a light or one-handed piercing melee weapon, she can use Intimidate to demoralize that opponent (*Core Rulebook* 99) as a swift action instead of a standard action.

Precise Strike (Ex): At 3rd level, while she has at least 1 panache point, a swashbuckler gains the ability to strike precisely with a light or one-handed piercing melee weapon (though not a natural weapon), adding her swashbuckler level to the damage dealt. To use this deed, a swashbuckler cannot attack with a weapon in her off hand or use a shield other than a buckler. She can use this ability even with thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a

creature from the additional damage of a precise strike. This additional damage is precision damage, and isn't multiplied on a critical hit.

As a swift action, a swashbuckler can spend 1 panache point to double her precise strike's damage bonus on her next attack. This benefit must be used before the end of her turn, or it is lost. This deed's cost cannot be reduced by any ability or effect that reduces the amount of panache points a deed costs (such as the Signature Deed[UC] feat).

Swashbuckler Initiative (Ex): At 3rd level, while the swashbuckler has at least 1 panache point, she gains a +2 bonus on initiative checks. In addition, if she has the Quick Draw feat, her hands are free and unrestrained, and she has a light or one-handed piercing melee weapon that's unhidden and ready to draw, she can draw that weapon as part of the initiative check.

Swashbuckler's Grace (Ex): At 7th level, while the swashbuckler has at least 1 panache point, she takes no penalty for moving at full speed when she uses Acrobatics to attempt to move through a threatened area or an enemy's space.

Superior Feint (Ex): At 7th level, a swashbuckler with at least 1 panache point can, as a standard action, purposely miss a creature she could make a melee attack against with a wielded light or one-handed piercing melee weapon. When she does, the creature is denied its Dexterity bonus to AC until the start of the swashbuckler's next turn.

Targeted Strike (Ex): At 7th level, as a full-round action, the swashbuckler can spend 1 panache point to make an attack with a single light or one-handed piercing melee weapon that cripples part of a foe's body. The swashbuckler chooses a part of the body to target. If the attack succeeds, in addition to the attack's normal damage, the target suffers one of the following effects based on the part of the body targeted (see below). If a creature doesn't have one of these body locations, that body part cannot be targeted. Creatures that are immune to sneak attacks are also immune to targeted strikes. Items or abilities that protect a creature from critical hits also protect a creature from targeted strikes.

- *Arms*: The target takes no damage from the attack, but it drops one carried item of the swashbuckler's choice, even if the item is wielded with two hands. Items held in a locked gauntlet cannot be chosen.
- *Head*: The target is confused for 1 round. This is a mind-affecting effect.
- *Legs*: The target is knocked prone. Creatures with four or more legs or that are immune to trip attacks are immune to this effect.
- *Torso or Wings*: The target is staggered for 1 round.

Bleeding Wound (Ex): At 11th level, when the swashbuckler hits a living creature with a light or one-handed piercing melee weapon, as a free action she can spend 1 panache point to have that attack deal additional bleed damage. The amount of bleed damage dealt is equal to the swashbuckler's Dexterity modifier (minimum 1). Alternatively, the swashbuckler can spend 2 panache points to deal 1 point of Strength, Dexterity,

or Constitution bleed damage instead (swashbuckler's choice). Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Evasive (Ex): At 11th level, while a swashbuckler has at least 1 panache point, she gains the benefits of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. She uses her swashbuckler level as her rogue level for improved uncanny dodge.

Subtle Blade (Ex): At 11th level, while a swashbuckler has at least 1 panache point, she is immune to disarm, steal, and sunder combat maneuvers made against a light or one-handed piercing melee weapon she is wielding.

Dizzying Defense (Ex): At 15th level, while wielding a light or one-handed piercing melee weapon in one hand, the swashbuckler can spend 1 panache point to take the fighting defensively action as a swift action instead of a standard action. When she fights defensively in this manner, the dodge bonus to AC gained from that action increases to +4, and the penalty to attack rolls is reduced to –2.

Perfect Thrust (Ex): At 15th level, while the swashbuckler has at least 1 panache point, she can make a perfect thrust, pooling all of her attack potential into a single melee attack as a full-round action made with a light or one-handed piercing melee weapon. When she does, she makes the attack against the target's touch AC and ignores all damage reduction possessed by the target.

Swashbuckler's Edge (Ex): At 15th level, while the swashbuckler has at least 1 panache point, she can take 10 on any Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check, even while distracted or in immediate danger. She can use this ability in conjunction with the derring-do deed.

Cheat Death (Ex): At 19th level, while the swashbuckler has at least 1 panache point, when she is reduced to 0 or fewer hit points, she can spend all of her remaining panache points to instead be reduced to 1 hit point. Effects that kill the swashbuckler outright without dealing hit point damage are not affected by this ability.

Deadly Stab (Ex): At 19th level, when the swashbuckler confirms a critical hit with a light or one-handed piercing melee weapon, in addition to the normal damage, she can spend 1 panache point to inflict a deadly stab. The target must succeed at a Fortitude saving throw or die. The DC of this save is 10 + 1/2 the swashbuckler's level + the swashbuckler's Dexterity modifier. This is a death attack. Performing this deed does not restore panache to the swashbuckler.

Stunning Stab (Ex): At 19th level, when a swashbuckler hits a creature with a light or one-handed piercing melee weapon, she can spend 2 panache points to stun the creature for 1 round. The creature must succeed at a Fortitude saving throw (DC = 10 + 1/2 the swashbuckler's level + the swashbuckler's Dexterity modifier) or be stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Swashbuckler Finesse (Ex): At 1st level, a swashbuckler gains the benefit of the Weapon Finesse feat with light or one-handed piercing melee weapons, and she can use her Charisma score in place of her Intelligence score as a prerequisite for combat feats. This ability counts as having the Weapon Finesse feat for purpose of meeting feat prerequisites.

Charmed Life (Ex): At 2nd level, the swashbuckler gains a knack for getting out of trouble. Three times per day as an immediate action, she can add her Charisma modifier to the result of a saving throw. She must choose to do this before the roll is made. At 6th level and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of seven times per day at 18th level).

Nimble (Ex): At 3rd level, a swashbuckler gains a +1 dodge bonus to AC while wearing light armor or no armor. Anything that causes the swashbuckler to lose her Dexterity bonus to AC also causes her to lose this dodge bonus. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level).

Bonus Feats: At 4th level and every 4 levels thereafter, a swashbuckler gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those categorized as combat feats. Swashbuckler levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

In addition, upon reaching 4th level and every 4 levels thereafter, a swashbuckler can choose to learn a new bonus feat in place of a bonus feat she has already learned. In effect, the swashbuckler loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A swashbuckler can change only one feat at any given level, and must choose whether or not to swap the feat at the time she gains a new bonus feat for the level.

Swashbuckler Weapon Training (Ex): At 5th level, a swashbuckler gains a +1 bonus on attack and damage rolls with one-handed or light piercing melee weapons. While wielding such a weapon, she gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th (to a maximum of +4 at 17th level).

Swashbuckler Weapon Mastery (Ex): At 20th level, when a swashbuckler threatens a critical hit with a light or one-handed piercing melee weapon, that critical hit is automatically confirmed. Furthermore, the critical multipliers of such weapons increase by 1 (×2 becomes ×3, and so on).

Warpriest

Capable of calling upon the power of the gods in the form of blessings and spells, warpriests blend divine magic with martial skill. They are unflinching bastions of their faith, shouting gospel as they pummel foes into submission, and never shy away from a challenge to their beliefs. While clerics might be subtle and use diplomacy to accomplish their aims, warpriests aren't above using violence whenever the situation warrants it. In many faiths, warpriests form the core of the church's martial forces—reclaiming lost relics, rescuing captured clergy, and defending the church's tenets against all challenges.

Role: Warpriests can serve as capable healers or spellcasters, calling upon their divine powers from the center of the fight, where their armor and martial skills are put to the test.

Alignment: A warpriest's alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis (*Core Rulebook* 166).

Hit Die: d8.

Parent Classes: Cleric and fighter.

Starting Wealth: 5d6 × 10 gp (average 175 gp).

Class Skills

The warpriest's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the warpriest.

Weapon and Armor Proficiencies: A warpriest is proficient with all simple and martial weapons, as well as the favored weapon of his deity, and with all armor (heavy, light, and medium) and shields (except tower shields). If the warpriest worships a deity with unarmed strike as its favored weapon, the warpriest gains Improved Unarmed Strike as a bonus feat.

Spells: A warpriest casts divine spells drawn from the cleric spell list. His alignment, however, can restrict him from casting certain spells opposed to his moral or ethical beliefs; see the Chaotic, Evil, Good, and Lawful Spells section on page 62. A warpriest must choose and prepare his spells in advance.

A warpriest's highest level of spells is 6th. Cleric spells of 7th level or higher are not on the warpriest class spell list, and a warpriest cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of cleric spells of 7th level or higher.

To prepare or cast a spell, a warpriest must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a warpriest's spell is equal to 10 + the spell's level + the warpriest's Wisdom modifier.

Like other spellcasters, a warpriest can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–14. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table 1–3 on page 17 of the *Core Rulebook*).

Warpriests meditate or pray for their spells. Each warpriest must choose a time when he spends 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. A warpriest can prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Aura (Ex): A warpriest of a chaotic, evil, good, or lawful deity has a particularly powerful aura (as a cleric) corresponding to the deity's alignment (see *detect evil* on page 266 of the *Core Rulebook*).

Blessings (Su): A warpriest's deity influences his alignment, the magic he can perform, his values, and how others see him. Each warpriest can select two blessings from among those granted by his deity (each deity grants the blessings tied to its domains). A warpriest can select an alignment blessing (Chaos, Evil, Good, or Law) only if his alignment matches that blessing. If a warpriest isn't devoted to a particular deity, he selects two blessings to represent his spiritual inclinations and abilities, subject to GM discretion. The restriction on alignment blessings still applies.

Each blessing grants a minor power at 1st level and a major power at 10th level. A warpriest can call upon his blessings a number of times per day (in any combination) equal to 3 + 1/2 his warpriest level (to a maximum of 13 times per day at 20th level). Each time he calls upon any one of his blessings, it counts against his daily limit. The save DC of these blessings is equal to 10 + 1/2 the warpriest's level + the warpriest's Wisdom modifier.

If a warpriest also has levels in a class that grants cleric domains, the blessings he chooses must match the domains selected by that class. Subject to GM discretion, the warpriest can change his previously selected blessings or domains to make all of them conform. Warpriest blessings are described at the end of this class entry.

Focus Weapon: At 1st level, a warpriest receives Weapon Focus as a bonus feat (he can choose any weapon, rather than only his deity's favored weapon).

Orisons: Warpriests can prepare a number of orisons, or 0-level spells, each day as noted on Table 1–14. These spells are cast as any other spell, but aren't expended when cast and can be used again.

Sacred Weapon (Su): At 1st level, weapons wielded by a warpriest are charged with the power of his faith. In addition to the favored weapon of his deity, the warpriest can designate a weapon as a sacred weapon by selecting that weapon with

Table 1-14: Warpriest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Sacred Weapon Damage*	Spells per Day 0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Aura, blessings (minor), focus weapon, orisons, sacred weapon	1d6	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Fervor 1d6	1d6	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Bonus feat	1d6	4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Channel energy, sacred weapon +1	1d6	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Fervor 2d6	1d8	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Bonus feat	1d8	5	4	3	—	—	—	—
7th	+5	+5	+2	+5	Sacred armor +1	1d8	5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Fervor 3d6, sacred weapon +2	1d8	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Bonus feat	1d8	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Blessings (major), sacred armor +2	1d10	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Fervor 4d6	1d10	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Bonus feat, sacred weapon +3	1d10	5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Sacred armor +3	1d10	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Fervor 5d6	1d10	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Bonus feat	2d6	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Sacred armor +4, sacred weapon +4	2d6	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Fervor 6d6	2d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Bonus feat	2d6	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Sacred armor +5	2d6	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Aspect of war, fervor 7d6, sacred weapon +5	2d8	5	5	5	5	5	5	5

* The values shown are for Medium warpriests. See the sacred weapon class feature for Small and Large warpriests.

the Weapon Focus feat; if he has multiple Weapon Focus feats, this ability applies to all of them. Whenever the warpriest hits with his sacred weapon, the weapon damage is based on his level and not the weapon type. The damage for Medium warpriests is given on Table 1–14; see the table below for Small and Large warpriests. The warpriest can decide to use the weapon's base damage instead of the sacred weapon damage—this decision must be declared before the attack roll is made. (If the weapon's base damage exceeds the sacred weapon damage, its damage is unchanged.) This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that deal only energy damage.

Small or Large Warpriest Sacred Weapon Damage

Level	Damage (Small)	Damage (Large)
1st–4th	1d4	1d8
5th–9th	1d6	2d6
10th–14th	1d8	2d8
15th–19th	1d10	3d6
20th	2d6	3d8

At 4th level, the warpriest gains the ability to enhance one of his sacred weapons with divine power as a swift action. This ability grants the weapon a +1 enhancement bonus. For every 4 levels beyond 4th, this bonus increases by 1 (to a maximum of +5 at 20th level). If the warpriest has more than one sacred weapon, he can enhance another on the following round by using another swift action. The warpriest can use this ability a number of rounds per day equal to his warpriest level, but these rounds don't need to be consecutive.

These bonuses stack with any existing bonuses the weapon might have, to a maximum of +5. The warpriest can enhance a weapon to have any of the following special abilities: *brilliant energy*, *defending*, *disruption*, *flaming*, *frost*,

keen, or *shock*. In addition, if the warpriest is chaotic, he can also add *anarchic* or *vicious*. If he is evil, he can also add *mighty cleaving* or *unholy*. If he is good, he can also add *ghost touch* or *holy*. If he is lawful, he can also add *axiomatic* or *merciful*. If he is neutral (with no other alignment components), he can also add *spell storing* or *thundering*. Adding any of these special abilities consumes an amount of enhancement bonus equal to the special ability's base price modifier (see Table 15–9 on page 469 of the *Core Rulebook*). Duplicate special abilities don't stack. The weapon must have at least a +1 enhancement bonus before any special abilities can be added.

If multiple weapons are enhanced, each one consumes rounds of use individually. The enhancement bonus and special abilities are determined the first time the ability is used each day, and cannot be changed until the next day. These benefits do not apply if another creature is wielding the weapon, but they continue to be in effect if the weapon otherwise leaves the warpriest's possession (such as if the weapon is thrown). This ability can be ended as a free action at the start of the warpriest's turn (that round does not count against the total duration, unless the ability is resumed during the same round). If the warpriest uses this ability on a double weapon, the effects apply to only one end of the weapon.

Spontaneous Casting: A good warpriest (or a neutral warpriest of a good deity) can channel stored spell energy into healing spells that he did not prepare ahead of time. The warpriest can expend any prepared spell that isn't an orison to cast any cure spell of the same spell level or lower. A cure spell is any spell with "cure" in its name.

An evil warpriest (or a neutral warpriest of an evil deity) can't convert prepared spells to cure spells, but can convert them to inflict spells. An inflict spell is any spell with "inflict" in its name.

A warpriest who is neither good nor evil and whose deity is neither good nor evil chooses whether he can convert spells into either cure spells or inflict spells. Once this choice is made, it cannot be changed. This choice also determines whether the warpriest channels positive or negative energy (see Channel Energy, below).

Chaotic, Evil, Good, and Lawful Spells: A warpriest cannot cast spells of an alignment opposed to his own or his deity's (if he has a deity). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Bonus Languages: A warpriest's bonus language options include Abyssal, Celestial, and Infernal. These choices are in addition to the bonus languages available to the character because of his race.

Fervor (Su): At 2nd level, a warpriest can draw upon the power of his faith to heal wounds or harm foes. He can also use this ability to quickly cast spells that aid in his struggles. This ability can be used a number of times per day equal to 1/2 his warpriest level + his Wisdom modifier.

By expending one use of fervor, a good warpriest (or one who worships a good deity) can touch a creature to heal it of 1d6 points of damage + an additional 1d6 points for every 3 warpriest levels he possesses beyond 2nd (to a maximum of 7d6 at 20th level). Using this ability is a standard action (unless the warpriest targets himself, in which case it's a swift action). Alternatively, the warpriest can use this ability to harm an undead creature, dealing the same amount of damage he would otherwise heal with a melee touch attack. Using fervor in this way is a standard action that provokes an attack of opportunity. Undead do not receive a saving throw against this damage. This use of fervor counts as positive energy.

An evil warpriest (or one who worships an evil deity) can use this ability to instead deal damage to living creatures with a melee touch attack and heal undead creatures with a touch. This use of fervor counts as negative energy.

A neutral warpriest who worships a neutral deity (or one who is not devoted to a particular deity) uses this ability as a good warpriest if he chose to spontaneously cast cure spells, or as an evil warpriest if he chose to spontaneously cast inflict spells.

As a swift action, a warpriest can expend one use of fervor to cast any one warpriest spell he has prepared with a casting time of 1 round or shorter. When cast in this way, the spell can target only the warpriest, even if it could normally affect other or multiple targets. Spells cast in this way don't require somatic components and do not provoke attacks of opportunity.

Bonus Feats: At 3rd level and every 3 levels thereafter, a warpriest gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those categorized as combat feats. The warpriest must meet the prerequisites for these feats, but he treats his warpriest level as his base attack bonus (in addition to base attack bonuses gained from other classes and racial Hit Dice) for the purpose of qualifying for these feats. Finally, for the purposes of these feats, the warpriest can select feats that have a minimum number of fighter levels as a prerequisite, treating his warpriest level as his fighter level.

Channel Energy (Su): At 4th level, a warpriest can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used for healing or to deal damage, depending on the type of energy channeled and the creatures targeted. Using this ability is a standard action that expends two uses of the warpriest's fervor and doesn't provoke an attack of opportunity. The warpriest must present a holy (or unholy) symbol to use this ability.

A good warpriest (or one who worships a good deity) channels positive energy and can choose either to heal

living creatures or to deal damage to undead creatures. An evil warpriest (or one who worships an evil deity) channels negative energy and can choose to either deal damage to living creatures or heal undead creatures. A neutral warpriest who worships a neutral deity (or one who is not devoted to a particular deity) channels positive energy if he chose to spontaneously cast cure spells or negative energy if he chose to spontaneously cast inflict spells.

Channeling energy affects all creatures of the chosen type (either undead or living) in a 30-foot-radius burst centered on the warpriest. The amount of damage dealt or healed is equal to the amount listed in the fervor ability. A creature that takes damage from channeled energy can attempt a Will saving throw to halve the damage. The save DC is equal to 10 + 1/2 the warpriest's level + the warpriest's Wisdom modifier. A creature healed by channeled energy cannot exceed its maximum hit point total—all excess healing is lost. A warpriest can choose whether or not to include himself in this effect.

Sacred Armor (Su): At 7th level, the warpriest gains the ability to enhance his armor (but not shields) with divine power as a swift action. This ability grants the armor a +1 enhancement bonus. For every 3 levels beyond 7th, this bonus increases by 1 (to a maximum of +5 at 19th level). The warpriest can use this ability for a number of minutes per day equal to his warpriest level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The warpriest can enhance armor with any of the following special abilities: *energy resistance* (normal, improved, and greater), *fortification* (heavy, light, or moderate), *glamered*, or *spell resistance* (13, 15, 17, or 19). Adding any of these special abilities consumes an amount of enhancement bonus equal to the special ability's base price modifier (see Table 15–4 on page 463 of the *Core Rulebook*). For this purpose, *glamered* counts as a +1 bonus, *energy resistance* counts as +2, *improved energy resistance* counts as +4, and *greater energy resistance* counts as +5. Duplicate special abilities do not stack. The armor must have at least a +1 enhancement bonus before any special abilities can be added.

The enhancement bonus and armor special abilities are determined the first time the ability is used each day and cannot be changed until the next day. These benefits apply only while the warpriest is wearing the armor, and end immediately if the armor is removed or leaves the warpriest's possession. This ability can be ended as a free action at the start of the warpriest's turn.

When the warpriest uses this ability, he can also use his sacred weapon ability as a free action by expending one use of fervor.

Aspect of War (Su): At 20th level, the warpriest can embody an aspect of war, growing in power and martial ability. Once per day as a swift action, a warpriest can treat his level as his base attack bonus, gains DR 10/—, and can move at his full speed regardless of the armor he is wearing or his encumbrance. In addition, the blessings he calls upon during this time don't count against his daily limit. This ability lasts for 1 minute.

Ex-Warpriests

A warpriest who grossly violates the code of conduct required by his god loses all spells and class features, except for his armor, shield, weapon proficiencies, and bonus feats. He cannot thereafter gain levels as a warpriest of that god until he atones for his deeds (see the *atonement* spell on page 245 of the *Core Rulebook*).

Blessings

A warpriest can select any two blessings granted by his deity. The blessings a deity grants have the same names as the deity's domains. Unless otherwise noted, using a blessing is a standard action. A warpriest without a deity can select any two blessings (subject to GM discretion). If a blessing's power duplicates a spell effect, the warpriest's caster level for that power is equal to his warpriest level.

Blessings that affect weapons and armor benefit anyone who wields or wears affected items, not just the warpriest.

Air Blessing

Deities: Gozreh, Shelyn.

Zephyr's Gift (minor): At 1st level, you can touch any one ranged weapon and enhance it with the quality of air. For 1 minute, any attacks made with the weapon take no penalties due to range. In addition, making a ranged attack with this weapon doesn't provoke an attack of opportunity.

Soaring Assault (major): At 10th level, you can touch an ally and give her the gift of flight for 1 minute (as *fly*). The ally gains a fly speed of 60 feet with average maneuverability. She gains a bonus on Fly checks equal to your level. Whenever the ally succeeds at a charge attack while flying, that attack deals an amount of additional electricity damage equal to your level.

Animal Blessing

Deities: Erastil, Gozreh.

Animal Fury (minor): At 1st level, you can touch one ally and grant it feral features for 1 minute. The ally gains two claw attacks that each deal 1d6 points of damage if the ally is Medium or 1d4 points if it's Small, or one bite attack that deals 1d8 points of damage if the ally is Medium or 1d6 points if it's Small. These are primary natural attacks that replace any similar primary natural attacks the ally might have.

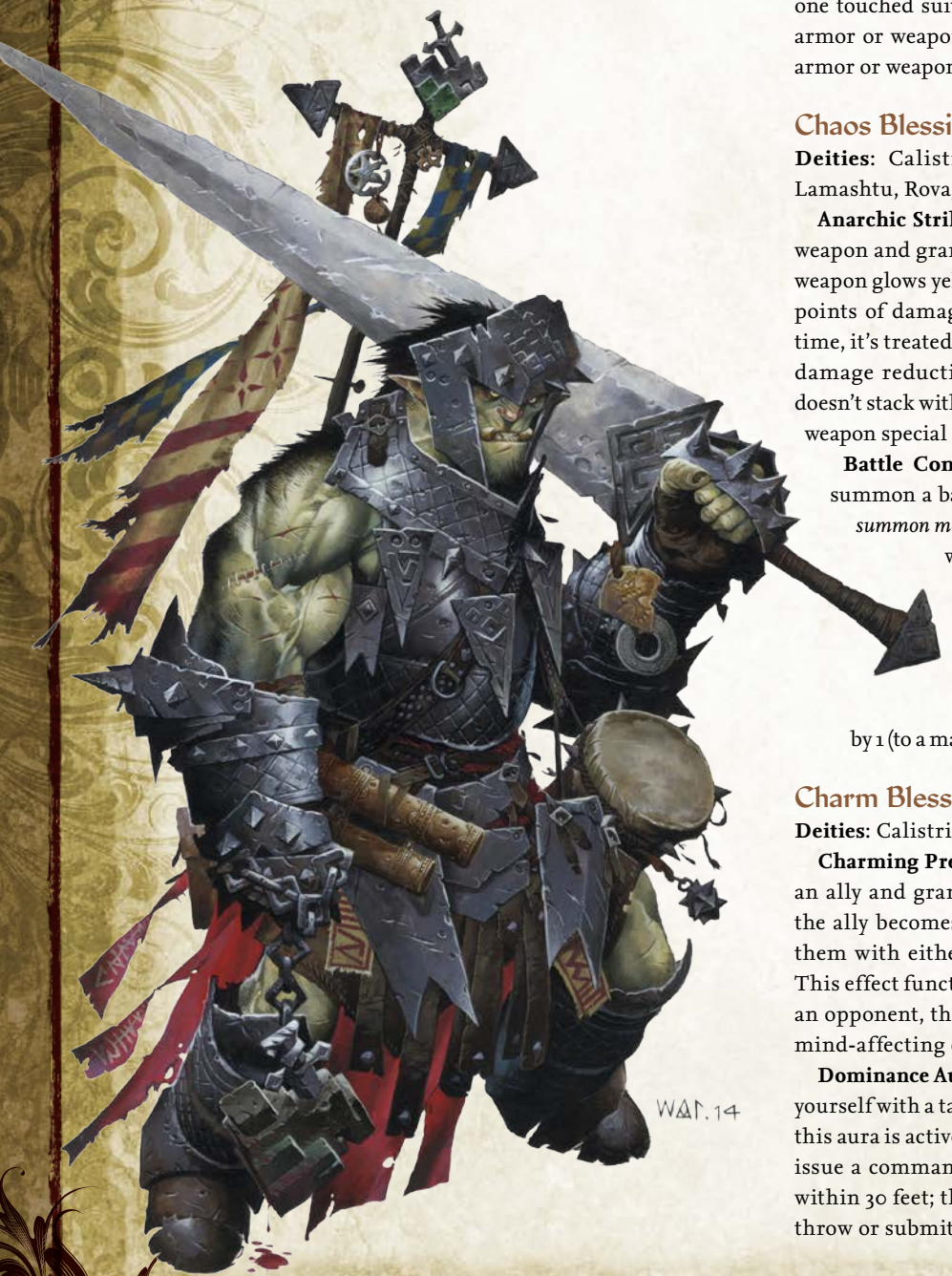
Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as *summon nature's ally V*, but with a duration of 1 minute. This ability

can summon only one animal, regardless of the list used. For every 2 levels beyond 10th, the level of the *summon nature's ally* spell increases by 1 (to a maximum of *summon nature's ally IX* at 18th level).

Artifice Blessing

Deities: Torag.

Crafter's Wrath (minor): At 1st level, you can touch one melee weapon and grant it greater power to harm and destroy crafted objects. For 1 minute, whenever this weapon deals damage to constructs or objects, it bypasses hardness and damage reduction.



Transfer Magic (major): At 10th level, you can temporarily transfer a weapon special ability from one weapon to another. The bearers of each of the weapons must be willing, and you must be touching both weapons to activate this ability. You can transfer a weapon special ability with a base price modifier of +1 or +2. If you are using this ability on a double weapon, only one end of the double weapon is affected. The transfer lasts for 1 minute, after which the transferred weapon special ability automatically returns to the source weapon. You can use this ability multiple times on the same weapon or weapons. Alternatively, you can use transfer magic to move a +1 or +2 armor enhancement bonus from one touched suit of armor to another, or move a +1 or +2 armor or weapon enhancement bonus to another suit of armor or weapon.

Chaos Blessing

Deities: Calistria, Cayden Cailean, Desna, Gorum, Lamashtu, Rovagug.

Anarchic Strike (minor): At 1st level, you can touch one weapon and grant it a chaotic blessing. For 1 minute, this weapon glows yellow or purple and deals an additional 1d6 points of damage against lawful creatures. During this time, it's treated as chaotic for the purpose of overcoming damage reduction. This blessing's additional damage doesn't stack with the additional damage from the *anarchic* weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on a chaotic outsider or an animal with the entropic creature simple template (*Bestiary 2* 293). This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level).

Charm Blessing

Deities: Calistria, Cayden Cailean, Norgorber, Shelyn.

Charming Presence (minor): At 1st level, you can touch an ally and grant an entrancing blessing. For 1 minute, the ally becomes mesmerizing to her opponents, filling them with either abject admiration or paralyzing fear. This effect functions as *sanctuary*, except if the ally attacks an opponent, the effect ends for that opponent. This is a mind-affecting effect.

Dominance Aura (major): At 10th level, you can surround yourself with a tangible aura of majesty for 1 minute. While this aura is active, once per round as a swift action you can issue a command (as the *command* spell) to one creature within 30 feet; the creature must succeed at a Will saving throw or submit for 1 round.

Community Blessing

Deities: Erastil.

Communal Aid (minor): At 1st level, you can touch an ally and grant it the blessing of community. For 1 minute, whenever that ally uses the aid another action, the bonus granted increases to +4. You can instead use this ability on yourself as a swift action.

Fight as One (major): At 10th level, you can rally your allies to fight together. For 1 minute, whenever you make a successful melee or ranged attack against a foe, allies within 10 feet of you gain a +2 insight bonus on attacks of the same type you made against that foe—melee attacks if you made a melee attack, or ranged attacks if you made a ranged attack. If you score a critical hit, this bonus increases to +4 until the start of your next turn.

Darkness Blessing

Deities: Zon-Kuthon.

Enshrouding Darkness (minor): At 1st level, you can touch an ally and bestow a darkness blessing. For 1 minute, the ally becomes enshrouded in shadows while in combat, granting it concealment (20% miss chance). Creatures that are normally able to see in supernatural darkness ignore this concealment.

Darkened Vision (major): At 10th level, you can place a shroud of darkness around the eyes of one foe within 30 feet. The target must succeed at a Will saving throw or be blinded for 1 minute (as *blindness/deafness*).

Death Blessing

Deities: Norgorber, Pharasma, Urgathoa, Zon-Kuthon.

From the Grave (minor): At 1st level, you can take on a corpse-like visage for 1 minute, making you more intimidating and giving you undead-like protection from harm. You gain a +4 bonus on Disguise checks to resemble an undead creature and on Intimidate checks, as well as a +2 profane bonus on saving throws against disease, mind-affecting effects, paralysis, poison, and stunning.

Death's Touch (major): At 10th level, you can make a melee touch attack against an opponent to deliver grim suffering. If you succeed, you inflict 1 temporary negative level on the target for 1 minute. Alternatively, you can activate this ability as a swift action when you hit an opponent with a melee attack. These temporary negative levels stack. You gain no benefit from imposing these negative levels (such as the temporary hit points undead gain from *enervation*).

Destruction Blessing

Deities: Gorum, Nethys, Rovagug, Zon-Kuthon.

Destructive Attacks (minor): At 1st level, you can touch an ally and bless it with the power of destruction. For 1 minute, the ally gains a morale bonus on weapon damage rolls equal to half your level (minimum 1).

Heart of Carnage (major): At 10th level, you can touch an ally and bless it with even greater destructive power. For 1 minute, the ally gains a +4 insight bonus on attack rolls made to confirm critical hits and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.

Earth Blessing

Deities: Abadar, Torag.

Acid Strike (minor): At 1st level, you can touch one weapon and enhance it with acidic potency. For 1 minute, the weapon emits acrid fumes that deal an additional 1d4 points of acid damage with each strike. This additional damage doesn't stack with the additional damage from the *corrosive*[UE] weapon special ability.

Armor of Earth (major): At 10th level, you can touch an ally and harden its armor or clothing. For 1 minute, the ally gains DR 1/—. For every 2 levels beyond 10th, this DR increases by 1 (to a maximum of DR 5/— at 18th level). This doesn't stack with any other damage resistance.

Evil Blessing

Deities: Asmodeus, Lamashtu, Norgorber, Rovagug, Urgathoa, Zon-Kuthon.

Unholy Strike (minor): At 1st level, you can touch one weapon and give it an evil blessing. For 1 minute, the weapon takes on a black, orange, or violet cast and deals an additional 1d6 points of damage against good creatures. During this time, it's treated as evil for the purpose of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the *unholy* weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on an evil outsider or an animal with the fiendish creature simple template. This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level).

Fire Blessing

Deity: Asmodeus, Sarenrae.

Fire Strike (minor): At 1st level, you can touch one weapon and enhance it with the grandeur of fire. For 1 minute, the weapon glows red-hot and deals an additional 1d4 points of fire damage with each hit. This additional damage doesn't stack with the additional damage from the *flaming* or *flaming burst* weapon special ability.

Armor of Flame (major): At 10th level, you can touch an ally to wreathe it in flames. This ability works as *fire shield* (warm shield only), but with a duration of 1 minute.

Glory Blessing

Deities: Gorum, Iomedae, Sarenrae.

Glorious Presence (minor): At 1st level, you can touch an ally and grant it a glorious blessing. For 1 minute, the ally becomes mesmerizing to her foes. This functions as *sanctuary*, except if the ally attacks an opponent, this effect ends for that opponent. This is a mind-affecting effect.

Demoralizing Glory (major): At 10th level, when you successfully damage an opponent with a melee attack or attack spell, as a swift action you can attempt to demoralize that opponent with the Intimidate skill using your ranks in Intimidate or your warpriest level, whichever is higher.

Good Blessing

Deities: Cayden Cailean, Desna, Erastil, Iomedae, Sarenrae, Shelyn, Torag.

Holy Strike (minor): At 1st level, you can touch one weapon and bless it with the power of purity and goodness. For 1 minute, this weapon glows green, white, or yellow-gold and deals an additional 1d6 points of damage against evil creatures. During this time, it's treated as good for the purpose of overcoming damage reduction. This additional damage doesn't stack with the additional damage from the *holy* weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on a good outsider or an animal with the celestial creature simple template. This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level).

Healing Blessing

Deities: Irori, Pharasma, Sarenrae.

Powerful Healer (minor): At 1st level, you can add power to a cure spell as you cast it. As a swift action, you can treat any cure spell as if it were empowered (as the Empower Spell feat), causing it to heal 50% more damage (or deal 50% more damage if used against undead). This ability doesn't stack with itself or the Empower Spell feat.

Fast Healing (major): At 10th level, you can touch an ally and grant it fast healing 3 for 1 minute.

Knowledge Blessing

Deities: Calistria, Irori, Nethys, Norgorber, Pharasma.

Lore Keeper (minor): At 1st level, you can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if your result on the appropriate Knowledge check were equal to 15 + your warpriest level + your Wisdom modifier.

Monster Lore (major): At 10th level, when you succeed at a Knowledge check against an opponent to learn about its abilities or weaknesses (or succeed at a touch attack using the lore keeper blessing, above), you can as a swift action gain a +2 insight bonus on attack rolls, saving throws, ability checks, and skill checks, as well as to your AC against that creature. This effect lasts for 1 minute.

Law Blessing

Deities: Abadar, Asmodeus, Erastil, Iomedae, Irori, Torag, Zon-Kuthon.

Axiomatic Strike (minor): At 1st level, you can touch one weapon and enhance it with the essence of law. For 1 minute, this weapon glows blue, pale yellow, or white and deals an extra 1d6 points of damage against chaotic creatures. During this time, it's treated as lawful for the purposes of overcoming damage reduction. This extra damage doesn't stack with the additional damage from the *axiomatic* weapon special ability.

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as *summon monster IV*, but its duration is 1 minute, and it works only on a lawful outsider or an animal with the resolute creature simple template (*Bestiary 2* 293). This ability can summon only one creature, regardless of the list used. For every 2 levels beyond 10th, the level of the *summon monster* spell increases by 1 (to a maximum of *summon monster IX* at 20th level).

Liberation Blessing

Deities: Desna.

Liberation (minor): At 1st level, as a swift action, you can ignore for 1 round impediments to your mobility and effects that cause paralysis (as *freedom of movement*). You can activate this blessing even if you're otherwise unable to take actions, but not if you're unconscious.

Freedom's Shout (major): At 10th level, as a swift action you can emit a 30-foot aura that affects all allies with the liberation blessing described above. This effect lasts for 1 round.

Luck Blessing

Deities: Calistria, Desna, Shelyn.

Lucky Presence (minor): At 1st level, you can touch an ally and grant it a lucky presence. The target of this luck can call upon it to roll any one ability check, attack roll, saving throw, or skill check twice and take the better result. The decision to use this benefit must be declared before the roll is made. Once used, or once 1 minute passes, the effect ends.

Unlucky Enemy (major): At 10th level, as an immediate action you can force an adjacent opponent to reroll an ability check, an attack roll, a saving throw, or a skill check it just attempted; it must take the lower of the two rolls. The decision to use this benefit must be declared after the roll is made but before the result is revealed.

Madness Blessing

Deities: Lamashtu.

Madness Supremacy (minor): At 1st level, as a swift action you can target a creature within 30 feet that has the cowering,

frightened, panicked, or paralyzed condition. That condition is suspended for 1 round, and the chosen creature gains the confused condition instead. The confused creature rerolls any result other than "attack self" or "attack nearest creature." The round spent confused counts toward the duration of the suspended effect. At the end of that round, the suspended condition resumes.

Control Madness (major): At 10th level, as a swift action you can choose one behavior for all confused creatures within 30 feet to exhibit (as if all creatures had rolled the same result). This effect lasts for 1 round. You can use this ability even while you are confused.

Magic Blessing

Deities: Asmodeus, Nethys, Urgathoa.

Hand of the Acolyte (minor): At 1st level, you can cause your melee weapon to fly from your grasp and strike an opponent, then instantly return to you. You can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Wisdom modifier to the attack roll instead of your Dexterity modifier (you still add your Strength modifier to the damage roll as normal). This ability cannot be used to perform a combat maneuver.

Blessed Magic (major): At 10th level, you can cast a prepared warpriest spell without expending its spell slot. The spell must have a casting time of 1 standard action and must use a spell slot that is at least 3 spell levels lower than the highest warpriest spell level you can cast. In addition, the spell must be one that damages a creature or causes a creature to take penalties (such as *inflict light wounds* or *bane*). For example, if you are 10th level and can cast 4th-level warpriest spells, you could use this blessing to cast a 1st-level warpriest spell without expending its spell slot.

Nobility Blessing

Deities: Abadar.

Inspiring Word (minor): At 1st level, you can speak a few words to a creature within 30 feet that fill it with inspiration. You can grant that creature a +2 morale bonus on attack rolls, ability checks, skill checks, or saving throws (your choice). This effect lasts for 1 minute.

Lead by Example (major): At 10th level, as a swift action you can inspire your allies to follow your lead. If the next action you take on the same turn is an attack or a skill check, every ally within 30 feet who takes the same action against the same foe or obstacle on her next turn gains a +4 morale bonus on that attack roll or skill check.

Plant Blessing

Deities: Erastil, Gozreh.

Creeping Vines (minor): At 1st level, when you hit with a melee attack, as a swift action you can cause the creature you hit to sprout vines that attempt to hold it in place, entangling it for 1 round (Reflex negates).

Battle Companion (major): At 10th level, you can summon a battle companion. This ability functions as *summon nature's ally* IV, but with a duration of 1 minute. This ability can summon only one animal, regardless of the list used, and the creature's type changes to plant instead of animal. For every 2 levels beyond 10th, the level of the *summon nature's ally* spell increases by 1, to a maximum of *summon nature's ally IX* at 20th level.

Protection Blessing

Deities: Abadar, Nethys, Shelyn, Torag.

Increased Defense (minor): At 1st level, you can gain a +1 sacred bonus on saving throws and a +1 sacred bonus to AC for 1 minute. The bonus increases to +2 at 10th level and +3 at 20th level.

Aura of Protection (major): At 10th level, you can emit a 30-foot aura of protection for 1 minute. You and your allies within this aura gain resistance 10 against acid, cold, electricity, fire, and sonic. At 15th level, the energy resistance increases to 20.

Repose Blessing

Deities: Pharasma.

Gentle Rest (minor): At 1st level, you can fill a living creature with lethargy by hitting it with a melee touch attack, causing it to become staggered for 1 round. If the target is already staggered, it falls asleep for 1 round instead. An undead creature that's touched is staggered for a number of rounds equal to your Wisdom modifier (minimum 1).

Back to the Grave (major): At 10th level, when using channel energy to heal living creatures, you can take a swift action on that same turn to also deal damage to undead creatures (as your channel energy ability). Undead take an amount of damage equal to half the number of hit points healed, and can attempt the normal saving throw to halve this damage.

Rune Blessing

Deities: Irori, Nethys.

Blast Rune (minor): At 1st level, you can create a blast rune in any adjacent square. Any creature entering this square takes an amount of damage equal to 1d6 + 1/2 your warpriest level. This rune deals either acid, cold, electricity, or fire damage, designated when you create the rune. The rune is invisible, and lasts for a number of rounds equal to your warpriest level or until discharged. You cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purpose of dispelling it. It can be discovered with a successful DC 26 Perception check and disarmed with a successful DC 26 Disable Device check.

Spell Storing Weapon (major): At 10th level, you can cast a spell into a magic weapon as if it had the *spell storing* weapon special ability. If the stored spell is not used within 10 minutes, it dissipates.

Strength Blessing

Deities: Cayden Cailean, Gorum, Irori, Lamashtu, Urgathoa.

Strength Surge (minor): At 1st level, as a swift action you can focus your own strength. You gain an enhancement bonus equal to 1/2 your warpriest level (minimum +1) on melee attack rolls, combat maneuver checks that rely on Strength, Strength-based skill checks, and Strength checks for 1 round.

Strength of Will (major): At 10th level, as a swift action you can ignore the movement penalties caused by wearing medium or heavy armor or by carrying a medium or heavy load. This effect lasts for 1 minute. During this time, you can add your Strength modifier on saving throws against effects that would cause you to become entangled, staggered, or paralyzed.

Sun Blessing

Deities: Iomedae, Sarenrae.

Blinding Strike (minor): At 1st level, you can create a flash of sunlight in the eyes of one of your opponents. The target is blinded for 1 round. If it succeeds at a Reflex saving throw, it's instead dazzled for 1 round. Creatures with light blindness or light sensitivity take a –4 penalty on this saving throw. This is a light effect. Sightless creatures are unaffected by this ability.

Cleansing Fire (major): At 10th level, you can touch a weapon and grant it either the *flaming* or *undead-bane* weapon special ability for 1 minute. If you spend two uses of your blessing when activating this ability, the weapon can have both special abilities.

Travel Blessing

Deities: Abadar, Cayden Cailean, Desna.

Agile Feet (minor): At 1st level, as a swift action you gain increased mobility. For 1 round, you ignore all difficult terrain (including magical terrain) and take no penalties for moving through it.

Dimensional Hop (major): At 10th level, you can teleport up to 20 feet as a move action. You can increase this distance by expending another use of your blessing—each use spent grants an additional 20 feet. You must have line of sight to your destination. This teleportation doesn't provoke attacks of opportunity. You can bring other willing creatures with you, but each such creature requires expending one additional use of your blessing, regardless of the distance traveled. (For example, transporting yourself 40 feet costs 2 uses of your blessing, and transporting an additional creature this distance costs 1 more use.)

Trickery Blessing

Deities: Asmodeus, Calistria, Lamashtu, Norgorber.

Double (minor): At 1st level, as a move action you can create an illusory double of yourself. This double functions as a single *mirror image*, and lasts for a number of rounds equal to your warpriest level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one double at a time. The double created by this ability doesn't stack with the additional images from the *mirror image* spell.

Greater Invisibility (major): At 10th level, as a swift action you can become invisible (as *greater invisibility*) for 1 round.

War Blessing

Deity: Gorum, Iomedae, Rovagug, Urgathoa.

War Mind (minor): At 1st level, you can touch an ally and grant it a tactical advantage for 1 minute. Each round at the start of its turn, it can select one of the following bonuses: +10 feet to base land speed, a +1 dodge bonus to AC, a +1 insight bonus on attack rolls, or a +1 luck bonus on saving throws. Each bonus selected lasts for 1 round.

Battle Lust (major): At 10th level, you can touch an ally and grant it a thirst for battle. All of the ally's melee attacks are treated as if they had the *vicious* weapon special ability, but the additional damage dealt to the ally from that special ability is nonlethal. In addition, the ally receives a +4 insight bonus on attack rolls made to confirm critical hits. These benefits last for 1 minute.

Water Blessing

Deities: Gozreh, Pharasma.

Ice Strike (minor): At 1st level, you can touch one weapon and enhance it with the power of water. For 1 minute, the weapon glows with a blue-white chill and deals an additional 1d4 points of cold damage with each strike. This additional damage doesn't stack with the additional damage from the *frost* or *icy burst* weapon special ability.

Armor of Ice (major): At 10th level, you can touch an ally and wreathe it in freezing mist. This ability works as *fire shield* (chill shield only), but with a duration of 1 minute.

Weather Blessing

Deities: Gozreh, Rovagug.

Storm Strike (minor): At 1st level, you can touch one weapon and grant it a blessing of stormy weather. For 1 minute, this weapon glows with blue or yellow sparks and deals an additional 1d4 points of electricity damage with each hit. This additional damage doesn't stack with the additional damage from the *shock* or *shocking burst* weapon special ability.

Wind Barrier (major): At 10th level, you can create a barrier of fast winds around yourself for 1 minute. This acts as a *wind wall* on all sides of your square, protects you with *feather fall*, and doesn't interfere with your ranged attacks.

Racial Favored Class Options

The rules below allow members of races from the *Core Rulebook* to take alternate rewards when they gain a level in a favored class chosen from among the classes in this book. Racial favored class options were introduced in the *Advanced Player's Guide*, and expanded upon in the *Pathfinder RPG Advanced Race Guide*, which covers the base classes from the *Core Rulebook*, the *Advanced Player's Guide*, *Ultimate Combat*, and *Ultimate Magic*.

Each of these rewards replaces the normal reward for having a level in a favored class (gaining 1 extra hit point or 1 extra skill rank). Unlike those general rewards, these alternate favored class options speak directly to the features of specific classes and the general tendencies of various races.

Whenever you gain a level, you can choose which favored class option you take. Unless otherwise noted, these benefits always stack with themselves.

Many of these alternate class rewards add only 1/2, 1/3, 1/4, or 1/6 to a roll (rather than 1) each time the reward is selected, or add 1/2, 1/3, 1/4, or 1/6 to a class ability (such as a bloodrager's number of bloodrages per day or a swashbuckler's total number of panache points). When applying such a benefit to a die roll or a class ability, always round down (minimum 0). You might thus need to select such an option several times before the benefit applies.

Some options have a fixed numerical limit, after which selecting such a favored class reward again has no effect. In these cases, you can always select from among the standard rewards when taking a level in a favored class (gaining 1 extra hit point or 1 extra skill rank).

Dwarves

Dwarves' hardiness and stalwart resolve make them particularly well suited to the martial classes, but those who imagine them to be bereft of magic quickly learn the error of their ways. The following options are available to all dwarves who have the indicated favored class.

Arcanist: Add 1/4 to the arcanist's effective class level when determining the effects of the arcane barrier and arcane weapon arcanist exploits.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds per day by 1.

Brawler: Reduce the hardness of any object made from clay, stone, or metal by 1 (minimum 0) whenever the object is struck by the brawler's unarmed strike.

Hunter: Gain a +1/2 bonus on wild empathy checks the hunter makes to influence animals and magical beasts that live underground.

Investigator: Gain a +1/4 bonus on Perception checks when underground and a +1/2 bonus to the investigator's trap sense ability regarding stone traps.

Shaman: Add 1/4 to the natural armor bonus of the shaman's spirit animal.

Skald: Reduce the arcane spell failure chance for casting skald spells when wearing heavy armor by 1%. Once this reduction reaches 10%, the skald also receives Heavy Armor Proficiency (if the skald does not already possess it).

Slayer: Gain a +1/3 bonus on Knowledge (dungeoneering) checks and on Survival checks when underground. If the slayer has at least a +1 bonus on Knowledge (dungeoneering) checks from this ability, he is also considered trained in that skill.

Swashbuckler: Add 1/4 to the swashbuckler's effective class level to determine the extra damage she deals because of the precise strike deed when wielding a light pick or a heavy pick. If the swashbuckler has the Slashing Grace feat or another similar effect, she can treat the battleaxe or the handaxe as a one-handed piercing melee weapon, and she gains this benefit when wielding the appropriate weapon for the feat as well.

Warpriest: Add 1/3 to the number of times per day the warpriest can use blessings, but these additional uses must be of blessings that affect weapons or armor.

Elves

Elves' grace and intellect lends itself to many classes. The following options are available to all elves who have the indicated favored class.

Arcanist: Increase the maximum number of points in the arcanist's arcane reservoir by 1.

Bloodrager: Add 1 foot to the bloodrager's base speed. In combat, this benefit has an effect only after every five such increases in base speed. This bonus stacks with the bloodrager's fast movement class feature, and applies under the same conditions as that feature.

Brawler: Add 1 foot to the brawler's base speed. In combat, this benefit has an effect only after every five such increases in the brawler's base speed.

Hunter: Choose a weapon from the following list: longbow, longsword, rapier, short sword, shortbow, or any weapon with "elven" in its name. Gain a +1/2 bonus on critical hit confirmation rolls made while using that type of weapon (maximum bonus +4). This bonus does not stack with those gained through Critical Focus and similar effects.

Investigator: Increase the number of points in the investigator's inspiration pool by 1/3.

Shaman: Add 5 feet to the range of a chosen shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex.

Skald: Increase the bonus granted by the well-versed class feature by 1/4 (maximum bonus +8).

Slayer: Increase the studied target bonus on Perception and Survival checks by 1/4. When the slayer gains the stalker class feature, he also gains this increase to his studied target bonus on Stealth checks.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by 1/4.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, but these additional uses can be from only the Air, Animal, Charm, Magic, Plant, and Sun blessings.

Gnomes

Gnomes' natural curiosity leads them to fling themselves into whatever pursuit they choose, often taking practices in bold new directions. The following options are available to all gnomes who have the indicated favored class.

Arcanist: Add 1/6 to the number of points the arcanist gains in her arcane reservoir each day.

Bloodrager: Add 1/4 to the bloodrager's effective class level when determining the strength of her bloodrager bloodline powers.

Brawler: Increase the number of times per day the brawler can use martial flexibility by 1/4.

Hunter: Add DR 1/magic to the hunter's animal companion. Each time the hunter gains another level, the DR increases by 1/2 (maximum DR 10/magic). If the hunter replaces her animal companion, the new companion gains this damage reduction.

Investigator: Add one extract formula from the investigator's list to his formula book. This formula must be at least 1 level lower than the highest level of formula the investigator can create.

Shaman: The shaman gains 1/6 of a new shaman hex.

Skald: Add a +1 bonus on concentration checks when casting skald spells.

Slayer: The slayer gains 1/6 of a new slayer talent.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Warpriest: Add 1/2 to the result of the warpriest's channeled energy when healing creatures of the animal, fey, and plant types.

Half-Elves

Half-elves blend the strengths of both their heritages, making them unusually versatile. The following options are available to all half-elves who have the indicated favored class.

Arcanist: When casting arcanist enchantment spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

Bloodrager: Increase the bonus gained from blood sanctuary by 1/4.

Brawler: Add 1 to the brawler's CMD when she's resisting a trip or overrun combat maneuver.

Hunter: Add 1 foot to the hunter's companion's base speed. In combat, this benefit has an effect only after every five such increases in base speed. If the hunter replaces her animal companion, the new companion gains this benefit.

Investigator: Gain a +1/4 bonus on inspiration die rolls.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Gain a +1/2 bonus on Bluff checks to feint and on Diplomacy checks to gain information.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Warpriest: Gain a +1/3 bonus on the damage dealt or healed with the warpriest's channel energy ability.

Halflings

Halflings' ability to coexist with other races's societies makes them supremely adaptable and open to new ways of seeing the world or practicing the arts of magic and combat. The following options are available to all halflings who have the indicated favored class.

Arcanist: Gain 1/6 of a new arcanist exploit.

Bloodrager: Gain a +1/4 dodge bonus to AC while bloodraging against creatures at least one size category larger than the bloodrager.

Brawler: Gain a +1 bonus to the brawler's CMD when resisting a grapple or overrun combat maneuver.

Hunter: The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new companion gains this bonus.

Investigator: Add one extract formula from the investigator's list to his formula book. This formula must be at least 1 level lower than the highest level of formula the investigator can create.

Shaman: Add 1/2 to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.

Skald: Choose a weapon from the following list: dagger, sling, or any weapon with the word "halfling" in its name. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Slayer: Add a +1/4 dodge bonus to Armor Class against the slayer's studied target.

Swashbuckler: Increase the number of times the swashbuckler can use charmed life by 1/4.

Warpriest: Add 1/4 to the warpriest's effective level when determining the damage of his sacred weapon.

Half-Orcs

Half-orcs combine humans' versatility with orcs' ferocity. The following options are available to all half-orcs who have the indicated favored class.

Arcanist: Gain a +1 bonus on concentration checks made because of taking damage while casting arcanist spells.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds per day by 1.

Brawler: Add 1/4 to the brawler's effective level to determine her unarmed strike damage.

Hunter: Add 1 hit point to the hunter's animal companion. If the hunter replaces her animal companion, the new companion gains these bonus hit points.

Investigator: Gain a +1/3 bonus on critical hit confirmation rolls made while using studied combat (maximum bonus +5). This bonus does not stack with those gained through Critical Focus and similar effects.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Gain a +1/3 bonus on critical hit confirmation rolls made while using sneak attack (maximum bonus +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Swashbuckler: Gain a +1/3 bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Warpriest: Gain a +2 bonus on rolls to stabilize when dying.

Humans

Humans achieved their status as the most prominent race in the Pathfinder campaign setting by being quick to adopt new practices and fill new niches if doing so gives them an advantage. The following options are available to all humans who have the indicated favored class.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least 1 level lower than the highest-level spell the arcanist can cast.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds per day by 1.

Brawler: Gain a +1 bonus to the brawler's CMD when resisting two combat maneuvers of the brawler's choice.

Hunter: Add 1 skill rank to the hunter's animal companion. If the hunter replaces her animal companion, the new companion gains these skill ranks.

Investigator: Add one extract formula from the investigator's formula list to his formula book. This formula must be at least 1 level lower than the highest level of formula the investigator can create.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level lower than the highest-level spell the shaman can cast.

Skald: Add one spell from the skald's spell list to the skald's known spells. This spell must be at least 1 level lower than the highest-level spell the skald can cast.

Slayer: Gain 1/6 of a new slayer talent.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by 1/4.

Warpriest: Gain 1/6 of a new bonus combat feat.

2 Archetypes and Class Options

Quinn slid the sword cane apart as the clockwork automatons advanced, their halberds leveled.

"Nice stick," the halfling observed. "Too bad it's not a bit bigger."

"It's not always size that counts," Quinn shot back. "The weapon that gets overlooked is often your best bet."

But the halfling had already turned away. She raised a hand, and a blast of brilliant blue energy shot toward the ceiling, catching another clockwork mid-leap and smashing it back into the stones. She turned back and gave Quinn a smile.

"I believe I agree with you."

Archetypes and Class Options

Each base class in the Pathfinder Roleplaying Game draws upon a central idea—a basic concept representing a commonly held understanding of what a character of a certain class should be—and is designed to be a foundation for a wide array of characters. Within that basic concept, however, exists the potential for innumerable interpretations and refinements, ways for the rules to cater to a more specialized interpretation of the class. A member of the swashbuckler class, for example, could be a daring infiltrator, a queen's musketeer, or a masked avenger. Such choices are refined through background details, class options, feats, and skills, all to better forge the character the player imagines and make her more effective at manifesting her unique personality and pursuing her goals.

Some character concepts are too close to existing classes to warrant being full classes of their own, yet prove compelling enough that they come up in play time and time again. For these situations, the Pathfinder Roleplaying Game has archetypes—sets of modified abilities that can be easily swapped out for those of a given class to help customize its focus. The following pages detail new rules options and alternate class features to help you create iconic fantasy characters.

This chapter presents new archetypes or other options for all the classes in the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Ultimate Magic*, and *Pathfinder RPG Ultimate Combat*, as well as all of the new classes introduced in this book. While most sections in this chapter focus on archetypes, a few focus on other new class options, or present a combination of the two. Many of the archetypes and options in this section allow members of classes from previous books to gain class features of the new classes presented in this book.

Selecting Archetypes

The primary way that archetypes (introduced in Chapter 2 of the *Advanced Player's Guide*) modify base classes is by replacing class features. When a player selects a class for his character, he could choose to use the standard class features found in the class's original description, but he could instead choose to adopt an archetype. Each alternate class feature presented in an archetype replaces or alters a specific class feature from its base class. For example, the strangler archetype's neckbreaker class feature replaces the awesome blow and improved awesome blow features of the standard brawler class. Class features that are not specifically replaced function as described in the original version of the class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when a character reaches the appropriate level, unless otherwise noted. A character with an alternate class feature due to an archetype doesn't count as having the class feature that was replaced for the purpose of meeting any requirements or prerequisites.

On the other hand, any alternate class feature described as altering an existing class feature otherwise functions as that original class feature, and is considered to be that class feature for the purpose of meeting any requirements or prerequisites, even if that feature is renamed to fit a new theme. For example, a class feature that alters the bard's bardic performance still counts as bardic performance for any prerequisite that requires that ability.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as the other alternate feature. For example, a warpriest could not be both a champion of fate and a disenchanter, because both archetypes replace the channel energy class feature with something else.

If an archetype replaces a class feature that's part of a series of improvements or additions to the base class's ability (such as a fighter's weapon training or a ranger's favored enemy), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a rogue's +2d6 sneak attack bonus at 3rd level, her sneak attack doesn't jump from +1d6 to +3d6 at 5th level—it improves to +2d6 just as if she had finally gained the increase for 3rd level. This adjustment continues at every level at which her sneak attack would improve, until at 19th level she has +9d6 instead of the +10d6 of a standard rogue.

If an archetype replaces a class feature that has a series of improvements, but it does not mention one individual improvement, that class feature replaces the entire class feature and all of its improvements. For example, if a class feature says that it replaces trap sense without mentioning a specific bonus, it replaces all the benefits of trap sense.

Alchemist

Alchemists toil to unlock the secrets of alchemy—often at great cost to both mind and body. They discover their mutagens and terrifying bombs through experimentation, sometimes with dramatic and even catastrophic effects. But leaps of new understanding arise through this experimentation, meaning that no two alchemists are truly alike. All explore the world and their own innate talents in different ways, with deeply personal fusions of science and magic. This section introduces both new alchemist discoveries and an alchemist archetype.

Discoveries

The following discoveries can be taken by any alchemist who meets the prerequisites.

Grand Inspiring Cognatogen (Su): The alchemist's inspiring cognatogen now grants a +4 dodge bonus to AC and a +4 bonus to Reflex saving throws; a –6 penalty to Strength and Constitution; and the effects of having the item lore, tenacious inspiration, and underworld inspiration investigator talents. An alchemist must be at least 16th level and have the greater inspiring cognatogen discovery to select this discovery.

Greater Inspiring Cognatogen (Su): The alchemist's inspiring cognatogen now grants a +2 dodge bonus to AC and a +2 bonus to Reflex saving throws; a –4 penalty to Strength and Constitution; and the effects of having the amazing inspiration, eidetic recollection, and expanded inspiration investigator talents. An alchemist must be at least 12th level and must have the inspiring cognatogen discovery or class feature to select this discovery.

Inspired Bomb (Su): An alchemist with this discovery and a pool of inspiration (by way of a class feature, a feat, or the inspiring cognatogen discovery) can expend two uses of inspiration to increase the bomb's damage by 1d6. The type of damage the bomb deals does not change. Unlike other discoveries that affect bombs, this one can be applied to a bomb that already has another bomb discovery, though it cannot be applied to the same bomb more than once.

Inspiring Cognatogen (Su): An alchemist with this discovery learns how to make an inspiring cognatogen, a mutagen-like mixture that grants him inspiration (as per the investigator class feature) at the expense of Strength and Constitution. Upon drinking the inspiring cognatogen, the alchemist gains a pool of inspiration equal to 1/2 his alchemist level + his Intelligence modifier (minimum 1). He also gains a +2 dodge bonus to AC and takes a –2 penalty to both Strength and Constitution.

As a free action, the alchemist can add 1d6 to the result of an ability check or a skill check (including any he takes 10 or takes 20 on) by expending one use of inspiration. This ability works exactly like the investigator's inspiration ability, except that the alchemist gains the pool of inspiration upon drinking the inspiring cognatogen, and any unspent inspiration is lost at the end of the cognatogen's duration. If the alchemist already has an inspiration pool, the inspiration added by the inspiring cognatogen is added to his pool, but each time he expends at least one use of inspiration while this ability is active, he must succeed at a DC 20 Will saving throw or become dazed for 1 round. He cannot use inspiration to augment this saving throw.

All limitations of mutagens apply to an inspiring cognatogen as if they were the same substance—an alchemist can maintain only one mutagen or cognatogen (either the standard cognatogen from *Pathfinder RPG Ultimate Magic* or the inspired cognatogen) at a time, a cognatogen not in an alchemist's possession becomes inert, drinking a cognatogen makes a non-alchemist sick, and so on. When the effect of an inspiring cognatogen ends, the alchemist takes 2 points of ability damage to Strength and Dexterity. The infuse mutagen discovery and the persistent mutagen class ability apply to an inspiring cognatogen.

Inspired Chemist (Archetype)

Akin to a mindchemist[UM], inspired chemists use a type of cognatogen that, instead of increasing their mental ability scores, grants them an inspiration pool like that of an investigator. This inspiration provides an inspired chemist amazing powers to avoid danger, but takes a toll on both physical power and health.

Inspiring Cognatogen: At 1st level, an inspired chemist learns how to create an inspiring cognatogen, as the inspiring cognatogen discovery. This ability replaces the mutagen class ability. (This means that an inspired chemist cannot create mutagens unless he selects the mutagen[UM] discovery.)

Bonus Feats: An inspired chemist can select Skill Focus (Disable Device, Disguise, Heal, any Knowledge skill, Sense Motive, Spellcraft, or Use Magic Device) in place of a discovery.

Bonus Investigator Talents: An inspired chemist can select any two investigator talents in place of a discovery, but can use these talents only while under the effect of an inspiring cognatogen.

Languages: An inspired chemist can learn three languages in place of a discovery.

Discoveries: The following discoveries complement the inspired chemist archetype: grand inspiring cognatogen, greater inspiring cognatogen, and inspired bomb.

Arcanist

Perhaps unsurprisingly, these practitioners of flexible arcane magic and esoteric secrets come in many varieties. Some arcanists use their exploits to mimic the forms of other arcane spellcasters, while others manifest their powers in truly exotic ways.

Blade Adept (Archetype)

A small number of arcanists learn to use blades as part of their spellcasting and in combat. While these blade adepts are not as capable with a sword as a true master duelist, their combination of swordplay and arcane power makes them quite deadly.

Sword Bond (Su): At 1st level, a blade adept develops a bond with a blade and infuses it with arcane power. This ability works like a wizard's arcane bond ability except that the blade adept must bond to a one-handed piercing or slashing melee weapon. Additionally, the blade adept gains proficiency with the weapon if it is a simple or martial weapon. This ability replaces the arcanist exploits gained at 1st and 9th levels.

Sentient Sword (Su): At 3rd level, the blade adept's bonded sword becomes a powerful, sentient *black blade*. The blade advances as a *black blade* (*Ultimate Magic* 47) using the blade adept's class level in place of the magus's class level and points from her arcane reservoir in place of the magus's arcane pool. A blade adept with this class feature cannot have a familiar of any kind, even from another class. This ability replaces the arcanist exploit gained at 3rd level.

Adept Exploits: A blade adept can select from the following additional exploits.

Eldritch Blade: A blade adept with this exploit uses her caster level instead of her class level for the purpose of advancing her bonded sword's powers.

Magus Arcana: A blade adept can select any of the following magus arcana, using her arcane reservoir in place of the magus's arcane pool: arcane accuracy, close range, critical strike, dispelling strike, and hasted assault. The blade adept treats her arcanist level as her magus level when determining the effects of magus arcana and when specific arcana are available. A blade adept can take this exploit multiple times. Each time it is taken, it applies to a different magus arcana.

Spellstrike (Su): The blade adept can deliver touch spells with her bonded weapon. This ability works as the magus ability of the same name.

Student of the Blade (Ex): A blade adept can choose from any of the following bonus feats: Arcane Strike, Weapon Finesse, and Weapon Focus (in the weapon she is bonded to). This exploit can be taken multiple times. Each time it is taken, it applies to a different feat.

Weapon Specialization (Ex): The arcanist gains Weapon Specialization with her chosen weapon as a bonus feat. The blade adept does not need to meet the prerequisites for this feat, but must have the Weapon Focus feat with her chosen weapon to select this exploit. The arcanist must be at least 5th level to select this exploit.

Blood Arcanist (Archetype)

Though most arcanists possess only a rudimentary innate arcane gift, the blood arcanist has the full power of a bloodline to draw upon.

Bloodline: A blood arcanist selects one bloodline from those available through the sorcerer bloodline class feature. The blood arcanist gains the bloodline arcana and bloodline powers of that bloodline, treating her arcanist level as her sorcerer level. The blood arcanist does not gain the class skill, bonus feats, or bonus spells from her bloodline.

If the blood arcanist takes levels in another class that grants a bloodline, the bloodlines must be of the same type, even if that means that the bloodline of one of her classes must change. Subject to GM approval, the blood arcanist can change her previous bloodline to make them conform.

This ability replaces the arcanist exploits gained at 1st, 3rd, 9th, and 15th levels, as well as magical supremacy. A blood arcanist cannot select the bloodline development arcanist exploit.

Brown-Fur Transmuter (Archetype)

Frequently called "brown-furs," these transmutation-focused arcanists are known for transforming themselves into animals. What few realize is that these specialized arcanists excel at turning themselves—and others—into all kinds of creatures.

Powerful Change (Su): At 3rd level, the brown-fur transmuter learns to harness the power of her magic to empower her transmutations. Whenever the brown-fur transmuter casts a transmutation spell using one of her arcanist spell slots, she can expend 1 point from her arcane reservoir as a free action to bolster the spell. If the spell grants a bonus to an ability score, the bonus then increases by 2. If it grants a bonus to more than one ability score, only one of the ability scores gains this bonus. The brown-fur transmuter cannot expend more than 1 point from her arcane reservoir in this way. This ability replaces the arcanist exploit gained at 3rd level.

Share Transmutation (Su): At 9th level, the brown-fur transmuter can target others with her transmutation spells. A brown-fur transmuter can expend 1 point from her arcane reservoir to change any transmutation spell with a range of personal to a range of touch. Such a spell automatically fails on unwilling creatures. This ability replaces the arcanist exploit gained at 9th level.

Transmutation Supremacy (Su): At 20th level, the brown-fur transmuter learns to fully master the power of transmutation. Whenever she casts a transmutation spell, it is treated as it were affected by the Extend Spell feat without altering the casting time or slot used. (She cannot then alter its duration again with the Extend Spell feat.) Whenever she uses her powerful change ability, the bonus increases by 4 instead of 2. Her share transmutation ability can now target a willing creature within 30 feet. This ability replaces magical supremacy.

Eldritch Font (Archetype)

For some arcanists, the power bubbling up from within is nearly too much to contain. They become adept at shaping this magical energy without needing to bind it up in spells.

Font of Power: An eldritch font gains one additional spell slot for each level of arcanist spell she can cast. However, the number of spells of each level that she can prepare decreases by 1. If this reduces her spells prepared for a level to 0, she still gains spell slots of that level, which can be used to fuel her arcane reservoir (using the consume spells class feature) or to cast spells using metamagic feats.

Eldritch Surge (Su): At 3rd level, an eldritch font can, as a swift action, pour more power into her spells and abilities. She can add 2 to the caster level and DC of a spell, or increase her effective arcanist level by 2 when using an arcanist exploit. She becomes fatigued upon using this ability. If she is already fatigued, she becomes exhausted. If she's already exhausted or something would prevent her from becoming fatigued or exhausted, she cannot use this ability. This ability does not stack with expending points from her arcane reservoir to increase the spell's caster level or DC (as the arcane reservoir class feature). Only rest can remove fatigue or exhaustion caused by an eldritch surge—spells and abilities have no effect. This ability replaces the arcanist exploit gained at 3rd level.

Improved Surge (Su): At 7th level, an eldritch font can use her eldritch surge ability to reroll an attack roll associated with a spell or arcanist exploit, or to reroll all of the damage dice associated with a spell or arcanist exploit. In the case of an attack roll, this ability must be used after the die is rolled but before the result is revealed. The eldritch font must take the result of the reroll, even if it's lower. This ability replaces the arcanist exploit gained at 7th level.

Greater Surge (Su): At 13th level, an eldritch font can use her eldritch surge ability to force a creature to reroll a saving throw against one spell or arcanist exploit and take the lower value. The eldritch font must declare the use of this ability before the result of that creature's saving throw is revealed. If the spell or arcanist exploit affects more than one target, only one target is affected by this ability. This ability replaces the arcanist exploit gained at 13th level.

Bottomless Well (Su): At 20th level, an eldritch font can spend 1 hour studying her spellbook to refuel herself. Doing so allows her to prepare new spells and regain a number of points in her arcane reservoir equal to 1/2 her level. She can use this ability multiple times per day; however, she still regains spell slots only once per day. This ability replaces magical supremacy.

Elemental Master (Archetype)

Arcanists with an affinity for elemental forces sometimes focus on one and display its power in everything they do.

Elemental Focus (Su): At 1st level, the elemental master must select one element: air, earth, fire, or water. The arcanist can prepare one additional spell per day of each level she can cast, but it must have the elemental descriptor of her chosen element. In addition, any spell she prepares from the opposite elemental school (air opposes earth, fire opposes water) takes up two of her prepared spell slots. This ability replaces the arcanist exploit gained at 1st level.

Elemental Attack (Su): At 3rd level, the elemental master gains an arcanist exploit tied to her element. If she selected air, she gains the lightning lance arcanist exploit. If she selected earth, she gains the acid jet arcanist exploit. If she selected fire, she gains the flame arc arcanist exploit. If she selected water, she gains the ice missile arcanist exploit. This ability replaces the arcanist exploit gained at 3rd level.

Powerful Exploit (Su): At 9th level, an elemental master increases the energy damage done by her elemental attack to 1d8 points + 1d8 points per 2 arcanist levels she possesses. The type of energy damage is determined by the elemental attack. In addition, the range of her elemental attack increases to 60 feet (in the case of flame arc, a 60-foot line). This ability replaces the arcanist exploit gained at 9th level.

Greater Elemental Attack (Su): At 11th level, the elemental master gains a greater arcanist exploit tied to her element. If she selected air, she gains the dancing electricity arcanist exploit. If she selected earth, she gains the lingering acid arcanist exploit. If she selected fire, she gains the burning flame arcanist exploit. If she selected water, she gains the icy tomb arcanist exploit. This ability replaces the arcanist exploit gained at 11th level.

Elemental Movement (Su): At 15th level, an elemental master gains an enhancement to her movement based on her chosen element type. Air grants a fly speed of 90 feet (average maneuverability), earth grants a burrow speed of 30 feet, fire grants an increase of 30 feet to base land speed, and water grants a swim speed of 60 feet. This ability replaces the arcanist exploit gained at 15th level.

Occultist (Archetype)

Not all arcanists peer inward to discern the deepest secrets of magic. Some look outward, connecting with extraplanar creatures and bartering for secrets, power, and favor.

Planar Spells An occultist adds all *planar ally* spells to her spell list (using her arcanist level as the cleric level), and treats *plane shift* as a 5th-level arcanist spell.

Conjurer's Focus (Sp): An occultist can spend 1 point from her arcane reservoir to cast *summon monster I*. She can cast this spell as a standard action, and the summoned creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level), at the cost of an additional point from her arcane reservoir per spell level. An occultist cannot have more than one *summon monster* spell active in this way at one time. If this ability is used again, any existing *summon monster effect* immediately ends. This ability replaces the arcanist exploit gained at 1st level.

Planar Contact (Sp): At 7th level, an occultist can cast *augury* once per day and *contact other plane* once per week, using her arcanist level as her caster level. This ability replaces the arcanist exploit gained at 7th level.

Perfect Summoner (Su): At 20th level, an occultist can use her conjurer's focus without spending points from her arcane reservoir, and the creatures summoned last until dismissed. This ability replaces magical supremacy.

School Savant (Archetype)

Some arcanists specialize in a school of magic and trade flexibility for focus. School savants are able to prepare more spells per day than typical arcanists, but their selection is more limited.

School Focus (Su): At 1st level, a school savant chooses a school of magic. The arcanist gains the abilities granted by that school, as the arcane school class feature of the wizard, treating her arcanist level as her wizard level for these abilities. She can also further specialize by selecting one of the subschools found in the *Advanced Player's Guide*. In addition, the arcanist can prepare one additional spell per day of each level she can cast, but this spell must be chosen from the selected school.

Finally, the arcanist must select two additional schools of magic as her opposition schools. Whenever she prepares spells from one of her opposition schools, the spell takes up two of her prepared spell slots. In addition, a school savant takes a –4 penalty on any skill checks when crafting a magic item that has a spell from one of her opposition schools as a prerequisite. A school savant cannot select the school understanding arcanist exploit. This ability replaces the arcanist exploits gained at 1st, 3rd, and 7th levels.

Spell Specialist (Archetype)

Where most arcanists are broad in their study of magic, a spell specialist has her power focused in a few spells. Spell specialists are able to warp and twist the magic of their signature spells in ways other casters cannot.

Signature Spells: At 1st level and each time a spell specialist gains a new spell level, she chooses a signature spell. The spell specialist can cast this spell without preparing it, in the same way a sorcerer casts spells spontaneously. Even though the spell specialist does not need to prepare this spell, it still counts against the

number of spells she can prepare, reducing the number of spells of each level she can prepare each day by 1. A spell specialist can swap out a single signature spell for another spell of the same level when gaining a class level.

The DC for signature spells increases by 1. The spell specialist gains a +2 bonus on concentration checks when casting signature spells; this bonus increases to +4 at 10th level. Additionally, a spell specialist can apply one of the following additional effects by spending 1 point from her arcane reservoir.

Dismiss (Su): A spell specialist can dismiss a signature spell as a swift action instead of a standard action. Alternatively, the spell specialist can dismiss a signature spell that has a duration but isn't normally dismissible.

Spell Bender (Su): The spell specialist can bend the line of a spell that has a line area of effect up to 90 degrees at any single point along the line's length.

Spellwarp (Su): A spell specialist can reduce the radius of a spread or burst effect or shorten the length of a cone. All changes must occur in 5-foot increments, to a minimum of 5 feet. Alternatively, the spell specialist can change the area of effect of a cone spell to a line with a length equal to the spell's range.

This ability replaces the arcanist exploits gained at 1st, 7th, 13th, and 19th levels.

Unlettered Arcanist (Archetype)

Some arcanists store their spells as whispered secrets within familiars instead of on paper.

Familiar: An unlettered arcanist does not keep a spellbook. Instead, she gains a familiar in which she stores her spells as a witch does, though she does not gain a witch's patron. Treat her arcanist level as her witch level for determining the abilities and benefits granted by the familiar. Anything that would allow an unlettered arcanist to add spells to her spellbook allows her to add spells to her familiar instead. This ability replaces spellbooks.

Witch Spells: An unlettered arcanist follows a different arcane tradition. She uses the witch spell list instead of the sorcerer/wizard list. This ability alters the spells class feature.

White Mage (Archetype)

A white mage is an arcanist touched by a divine power and gifted with the ability to heal others.

Spontaneous Healing (Su): At 1st level, a white mage can expend 1 point from her arcane reservoir to use one of her spell slots to cast a cure spell (any spell with "cure" in its name) from the cleric spell list as if it were on her spell list and prepared. The spell must be of a level the arcanist can cast. At 10th level, the white mage can expend 5 points from her arcane reservoir and a spell slot of at least 5th level to cast *breath of life*. This ability replaces the arcanist exploits gained at 1st and 9th levels.

Greater Exploit: At 11th level, a white mage can select the following greater exploit.

Fast Healing (Su): A white mage can spend 1 point from her arcane reservoir and expend a spell slot of at least 2nd level to grant her allies the fast healing ability. Allies within 30 feet gain fast healing (*Bestiary* 300) equal to 1/2 the level of the spell slot expended. This effect lasts for a number of rounds equal to the arcanist's Charisma modifier (minimum 1).

Barbarian

It's possible for a barbarian to have trace amounts of a bloodline; such barbarians can be trained or might seek spiritual guidance to unlock these powers to terrifying effect.

Rage Powers

Any barbarian meeting the prerequisites can take the following new rage powers (as well as those on page 114). Blood rage powers grant powers in a theme, similar to how a bloodrager's bloodline powers work. A barbarian cannot select from more than one group of blood rage powers. A barbarian of any level can take a lesser blood rage power. The middle blood rage power (the one without "lesser" or "greater" in the title) can be taken only by a barbarian of 6th level or higher who already has the lesser blood rage power of its group. A greater blood rage power can be taken only by a barbarian of 10th level or higher who already has the middle blood rage power.

Abyssal Blood (Su): Once per day when the barbarian enters a rage, she can choose to grow one size category larger than her base size (as *enlarge person*, even if the barbarian isn't humanoid).

Abyssal Blood, Greater (Su): While raging, the barbarian gains resistance 5 to acid, cold, and fire.

Abyssal Blood, Lesser (Su): While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. They deal 1d6 points of slashing damage for Medium creatures (1d4 if Small) plus her Strength modifier.

Celestial Blood (Su): While raging, the barbarian gains resistance 5 to acid and cold.

Celestial Blood, Greater (Su): Once per rage, the barbarian can reroll one ability check, skill check, or saving throw she just made. She must take the second result, even if it's lower. She must decide to use this ability after the die is rolled but before the result is revealed.

Celestial Blood, Lesser (Su): While the barbarian is raging, her melee attacks are considered good-aligned weapons for the purpose of bypassing damage reduction. Furthermore, the barbarian deals an additional 1d6 points of damage when she damages an evil outsider with a melee attack.

Draconic Blood (Su): Choose an energy type from the following: acid, cold, fire, or electricity. While raging, the barbarian gains resistance 5 against the chosen energy type and a +1 natural armor bonus.

Draconic Blood, Greater (Su): While raging, the barbarian gains a breath weapon that she can use once per day. For every 2 barbarian levels, this breath weapon deals 1d6 points of damage of the energy type she chose for the draconic blood power, either in a 30-foot cone (if cold or fire) or a 60-foot line (if acid or electricity). Those caught in the area of the breath can attempt a Reflex saving throw for half damage. The DC of this save is equal to 10 + 1/2 the barbarian's level + her Constitution modifier.

Draconic Blood, Lesser (Su): While raging, the barbarian gains two claw attacks. These attacks are considered primary attacks and are made at the barbarian's full base attack bonus. They deal 1d6 points of slashing damage for Medium creatures (1d4 if Small) plus her Strength modifier.

Elemental Blood (Su): While raging, the barbarian gains energy resistance 10 against the energy type chosen when she took lesser elemental blood.

Elemental Blood, Greater (Su): While raging, the barbarian gains a special movement type or bonus based on her chosen element: acid grants a burrow speed of 30 feet, cold grants a swim speed of 60 feet, fire grants an increase of 30 feet to her base land speed, and electricity grants a fly speed of 60 feet (good maneuverability).

Elemental Blood, Lesser (Su): Choose an energy type: acid, cold, fire, or electricity. While raging, as a swift action up to three times a day, the barbarian can imbue her melee attacks with elemental energy, dealing an additional 1d6 points of damage of the chosen energy type for 1 round.

Fey Blood (Su): While raging, when the barbarian charges, she ignores difficult terrain (including magical terrain, but not other creatures).

Fey Blood, Greater (Su): While raging, as long as the barbarian moves at least 10 feet, she gain the effects of *blur* for 1 round.

Fey Blood, Lesser (Su): While raging, each time the barbarian confirms a critical hit, the target must succeed at a Will saving throw (DC = 10 + 1/2 the barbarian's level + her Constitution modifier) or be confused for 1 round. This is a mind-affecting compulsion effect.

Infernal Blood (Su): While raging, the barbarian gains fire resistance 5, as well as a +2 bonus on saving throws against poison.

Infernal Blood, Greater (Su): While raging, the barbarian gains a +4 bonus against enchantment and fear effects.

Infernal Blood, Lesser (Su): While raging, up to three times a day as a swift action, the barbarian can infuse her attacks with hellfire for 1 round. During this time, all of her melee attacks gain the *flaming* weapon special ability.

Undead Blood (Su): While the barbarian is raging, her melee attacks are treated as if they were made with a weapon with the *ghost touch* weapon special ability.

Undead Blood, Greater (Su): While raging, the barbarian gains cold resistance 10, as well as DR 10/— against nonlethal damage.

Undead Blood, Lesser (Su): While raging, when the barbarian hits a creature with a charge attack, the creature she hit becomes shaken for a number of rounds equal to 1/2 her barbarian level (minimum 1). This effect does not stack with other fear effects to cause a stronger condition.

Bard

While many bards are seen as heralds of civilization, bringing inspiration and culture to the edges of the world, there are bards that gain their power by harnessing the harmony of the elements or the wild. These bards focus that raw power into powerful song and dance.

Flame Dancer (Archetype)

A flame dancer studies the movements of fire, adding its grace to his repertoire. He seeks truth in fire's burning essence, and uses his performance to unleash the power of fire against those who dare oppose him.

Bardic Performance: A flame dancer gains the following bardic performances.

Fire Dance (Su): At 1st level, a fire dancer learns to protect himself and others from the pain of fire, and discovers how to control the flame while enduring its heat. Each round of the fire dance, he rolls a Perform (dance or sing) check. Any ally within 30 feet of the bard that has caught on fire or is affected by a fire effect or extreme heat can use the bard's Perform check result in place of its saving throw result against that fire. Any ally within 30 feet of the bard who is suffering from heatstroke can ignore the fatigue from heat exposure so long as the bard maintains this performance. Fire dance relies on audible or visual components. This ability replaces countersong.

Song of the Fiery Gaze (Su): At 3rd level, a fire dancer can allow allies to see through flames without any distortion. Any ally within 30 feet of the bard who can hear the performance can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow him to see normally, as with the base effect of the gaze of flames oracle revelation (*Advanced Player's Guide* 47). Song of the fiery gaze relies on audible components. This ability replaces inspire competence.

Fire Break (Su): At 6th level, a fire dancer's performance can bend flames away from others. Any ally within 30 feet of the bard who can hear or see the bardic performance gains resist fire 20 as long as the performance is maintained. At 11th level, this resistance increases to 30. Fire break relies on audible or visual components. This ability replaces suggestion.

Fan the Flames (Su): At 8th level, a fire dancer adds *burning hands*, *flaming sphere*, and *fireball* to his list of bard spells known (as a 1st-, a 2nd-, and a 3rd-level spell, respectively). This ability replaces dirge of doom.

Voice of the Wild (Archetype)

Most bards are inspired by the art of civilization, yet the voice of the wild's muse is the grandeur of nature. The voice of the wild has discovered nature's magical secrets, and can use his performance to bring out the bestial side in his allies.

Wild Knowledge (Ex): At 1st level, a voice of the wild adds 1/2 his level (minimum 1) to all Knowledge (nature) checks. He can use Knowledge (geography) and Knowledge (nature) untrained. This ability replaces bardic knowledge.

Nature Magic: At 1st level, a voice of the wild can select a 1st-level druid or ranger spell as a bard spell known instead of a spell from the bard spell list. The voice of the wild can select another druid or ranger spell (of any bard spell level he can cast) at 4th, 7th, 10th, 13th, and 16th levels. If he chooses to learn a new spell in place of a druid or ranger spell he already knows, he can choose a replacement from the bard, druid, or ranger spell list. This ability replaces countersong, all instances of versatile performance, and jack-of-all-trades.

Bardic Performance: Voices of the wild gain the following bardic performance.

Song of the Wild (Su): At 3rd level, the voice of the wild can use bardic performance to apply an animal aspect to an ally, as if using the hunter's animal focus class feature. The ally must be able to hear or see the performance. The voice of the wild uses his bard level as his hunter level for determining the effect of the animal aspect. The bard can affect a second ally with this performance at 10th level and a third at 17th level. Song of the wild relies on audible or visual components. This ability replaces all instances of inspire competence, dirge of doom, and inspire heroics.

Bloodrager

The power within a bloodrager is essential and potent. Yet while the constraints of heredity or circumstance might taint a bloodline in a particular manner, other factors allow a great deal of diversity among bloodragers. Some have learned fighting disciplines that allow arcane energies to seep through the skin during violent contact, while others can summon creatures that benefit from the rage tied to the bloodrager's own blood.

The following are varieties of bloodragers that can manifest regardless of bloodlines.

Blood Conduit (Archetype)

Blood conduits learn to channel their arcane might directly through their flesh, without the need for mystical words or gestures.

Contact Specialist (Ex): At 1st level, a blood conduit selects a bonus feat from the following: Improved Bull Rush, Improved Grapple, Improved Reposition, Improved Trip, or Improved Unarmed Strike. He does not need to meet the prerequisites to take this feat. He also adds the feats above to his list of bloodline feats. This ability replaces fast movement and alters bloodline feats.

Spell Conduit (Su): At 5th level, as long as a blood conduit is wearing light armor or no armor, he can deliver bloodrager spells with a range of touch through bodily contact. When he succeeds at a combat maneuver check to bull rush, grapple, pin, reposition, or trip an opponent, or makes an unarmed strike against an enemy, he can as a swift action cast a touch spell on the creature, requiring no further touch attack roll. If this spell would usually require a successful touch attack, his successful combat maneuver check or unarmed strike counts as this attack. This ability replaces uncanny dodge and improved uncanny dodge.

Reflexive Conduit (Ex): At 14th level, a blood conduit can discharge his power into foes that attempt bodily contact with him. While wearing light armor or no armor, when the blood conduit is subject to a combat maneuver check made to bull rush, grapple, pin, reposition, or trip him, as an immediate action he can target his attacker with a bloodrager spell that has a range of touch. If the spell would normally require a touch attack, a blood conduit can attempt a combat maneuver check for this attack instead. This ability replaces indomitable will.

Bloodrider (Archetype)

In the world's wild lands, a mount is an advantage in both everyday life and the dealing of death. In many barbarian tribes, the true stature of a warrior is determined by his skill and ferocity when fighting astride his mount. A number of bloodragers not only are skilled in the art of mounted combat, but have learned to channel their arcane energies directly into their mounts.

Fast Rider (Ex): The bloodrider is adept at pushing his mount to its limit. The speed of any mount that the bloodrager rides increases by 10 feet. This ability replaces fast movement.

Feral Mount (Ex): At 5th level, the bloodrider gains the service of a feral mount. This ability functions as the druid's animal companion, using the bloodrager's level – 4 as his effective druid level. This companion must be one he is capable of riding and suitable as a mount. A Medium

bloodrider can select a camel or a horse. A Small bloodrider can select a pony or a wolf, and can also select a boar or a riding dog if he is at least 8th level. Whenever a bloodrider is bloodraging, this feral mount gains a +2 morale bonus to its Strength. This ability replaces uncanny dodge and improved uncanny dodge.

Blood Bond (Su): At 9th level, the bloodrider and his feral mount gain a closer bond that allows the bloodrider to augment his mount based on his bloodline. While the bloodrider is bloodraging and on his feral mount, he grants the mount all the immunities and resistances he gains from bloodline powers. Furthermore, whenever the bloodrager is affected by a spell or a spell-like ability with a range of personal while on the feral mount, the feral mount also gains the benefit of that spell. This ability replaces the bloodline feat gained at 9th level.

Crossblooded Rager (Archetype)

While most bloodragers manifest only one bloodline, there are some who, through some quirk of heredity or the conjunction of other powers, manifest two. This combination of two distinct bloodlines can create a versatile and powerful rager who stands out among the horde.

A crossblooded rager selects two different bloodlines. He gains access to the feats, bonus spells, and some of the powers of both bloodlines he is descended from, but at the cost of reducing mental clarity (see Drawbacks, below). If the crossblooded rager already has a bloodline from another class, one of the chosen bloodlines must be that bloodline.

Bonus Feats: A crossblooded rager combines the bonus feat lists from both of his bloodlines and can select his bloodline bonus feats from this combined list.

Bloodline Spells: A crossblooded rager can select his bloodline spells from either of his bloodlines. He can also learn a lower-level bloodline spell he did not choose in place of a higher-level bloodline spell he would normally gain. Lower-level bloodline spells learned in this manner are always the spell level that they would be if the crossblooded rager had learned them with the appropriate bloodline spell.

For example, a 7th-level aberrant/abyssal crossblooded rager has the choice of learning *enlarge person* or *ray of enfeeblement* as his bloodline spell. If he selected *ray of enfeeblement* as his 7th-level bloodline spell, at 10th level he could use his new bloodline spell to learn *enlarge person* instead of *bull's strength* or *see invisibility*, and he would add it to his list of 1st-level spells known (just as if he had learned it as his 7th-level bloodline spell).

Bloodline Powers: At 1st, 4th, 8th, 12th, 16th, and 20th levels, a crossblooded rager gains one of the two new bloodline powers available to him at that level. He can instead select a lower-level bloodline power he did not choose in place of one of these high-level powers.

Drawbacks: The furious mix of arcane power inside a crossblooded rager forces him to constantly expend mental effort to remain focused on his current situation and needs. This leaves him with less mental resolve available to deal with external threats. A crossblooded rager takes a –2 penalty to all Will saving throws at all times, and does not gain the +2 morale bonus on Will saving throws while bloodraging—though he does gain a +1 morale bonus on Will saving throws when he gains the greater bloodrage class feature, which increases to a +2 morale bonus when he gains the mighty bloodrage class feature.

Greenrager (Archetype)

Typically, nature finds its greatest harmony with divine magic, but sometimes a connection with the natural world manifests itself through the arcane current in the veins of the bloodragers called greenragers. These bloodragers funnel their eldritch heritage into abilities that allow them to call powerful allies from nature and empower them with their bloodrage.

Unfettered Fury (Ex): At 3rd level, a greenrager's fury allows him to move through undergrowth with frightening speed and grace. This functions as the druid's woodland stride class feature, but only while the greenrager is bloodraging. This ability replaces blood sanctuary.

Summoning Rager (Sp): At 6th level, a greenrager's magic unlocks the secrets of summoning allies from nature. He adds *summon nature's ally I* to his list of 1st-level bloodrager spells known as a bonus spell, as if it were a bonus bloodrager spell. At 7th level, he adds *summon nature's ally II* as a bonus 2nd-level bloodrager spell, at 10th level he adds *summon nature's ally III* as a bonus 3rd-level bloodrager spell, and at 13th level he adds *summon nature's ally IV* as a bonus 4th-level bloodrager spell. This ability replaces the bloodline feat gained at 6th level.

Furious Summoning (Su): At 9th level, creatures summoned by the bloodrager's *summon nature's ally* spell gain a +4 morale bonus to Strength and Constitution and gain the druid's woodland stride ability. At 11th level, this bonus increases to +6. At 20th level, it increases to +8. This ability replaces the bloodline feat gained at 9th level.

Metamagic Rager (Archetype)

While metamagic is difficult for many bloodragers to utilize, a talented few are able to channel their bloodrage in ways that push their spells to impressive ends.

Meta-Rage (Su): At 5th level, a metamagic rager can sacrifice additional rounds of bloodrage to apply a metamagic feat he knows to a bloodrager spell. This costs a number of rounds of bloodrage equal to twice what the spell's adjusted level would normally be with the metamagic feat applied (minimum 2 rounds). The metamagic rager does not have to be bloodraging to use this ability. The metamagic

effect is applied without increasing the level of the spell slot expended, though the casting time is increased as normal. The metamagic rager can apply only one metamagic feat he knows in this manner with each casting. Additionally, when the metamagic rager takes a bloodline feat, he can choose to take a metamagic feat instead. This ability replaces improved uncanny dodge.

Primalist (Archetype)

While bloodline powers come from the very essence of a bloodrager's being and are often strict and immutable, some bloodragers tap into ancient traditions and primitive wisdom to enhance their rages with something more primal. The primalist mixes his bloodline with more traditional rage powers.

Primal Choices: At 4th level and every 4 levels thereafter, a primalist can choose to take either his bloodline power or two barbarian rage powers. If the primalist chooses rage powers, those rage powers can be used in conjunction with his bloodrage, and his bloodrager level acts as his barbarian level when determining the effect of those rage powers and any prerequisites. Any other prerequisites for a rage power must be met before a primalist can choose it. This ability does not count as the rage power class feature for the purposes of feat prerequisites and other requirements. This ability alters the bloodline class feature.

Rageshaper (Archetype)

All bloodragers blend the unpredictable surge of arcane power with the savage fury of battle lust. For most, their rage is a conduit for the eldritch power locked in their heritage, but for a rageshaper, the latent magical energies in his blood bring about physical transformations and facilitate the blending of arcana and aggression into a deadly synthesis that few other barbarians (or even other bloodragers) can match.

Bestial Aspect (Su): At 4th level, whenever a rageshaper gains a natural attack through the use of a polymorph spell, he can increase the damage done by that attack by one die. If the spell grants multiple natural attacks, the rageshaper must choose one kind of natural attack for the ability to enhance. At 9th level, if the rageshaper's altered form grants him a new mode of movement, that movement's base speed increases by 10 feet. This is an enhancement bonus. If the rageshaper's bloodline powers already grant natural attacks or alternate modes of movement, then the bonuses granted by bestial aspect also apply to these bloodline powers. This ability replaces blood sanctuary.

Furious Transformation (Su): At 5th level, a rageshaper can attempt to bolster any transmutation spell from the polymorph subschool on the bloodrager spell list while bloodraging. The rageshaper must succeed at a concentration check as if casting defensively to modify the spell; otherwise, the spell is wasted. If he succeeds, the spell is treated as if the rageshaper had the Extend Spell metamagic feat. The rageshaper must be the spell's intended target or must cast a spell with a range of personal to gain this effect. If the rageshaper casts a spell that is associated with his own bloodline, such as a rageshaper with the elemental bloodline who casts *elemental body I*, the spell is automatically extended without forcing the concentration check, so long as the rageshaper casts it while in a bloodrage. This ability replaces improved uncanny dodge.

Spelleater (Archetype)

Where other bloodragers learn to avoid or shrug off minor damage of all sorts, spelleaters tap into the power of their bloodline in order to heal damage as it comes, and can even cannibalize their own magical energy to heal more damage and continue taking the fight to the enemy.

Blood of Life (Su): A spelleater's blood empowers him to slowly recover from his wounds. At 2nd level, while bloodraging, a spelleater gains fast healing 1 (*Bestiary* 300). At 7th level and every 3 levels thereafter, this increases by 1 (to a maximum of fast healing 6 at 19th level). Additionally, if the spelleater gains an increase to damage reduction from a bloodline, feat, or other ability, he is considered to have an effective damage reduction of 0, and the increase is added to this effective damage reduction. This ability replaces uncanny dodge and damage reduction.

Spell Eating (Su): At 5th level, a spelleater can consume spell slots for an extra dose of healing. As a swift action, the spelleater can expend one unused bloodrager spell slot to heal 1d8 points of damage for each level of the spell slot expended. This ability replaces improved uncanny dodge.

Steelblood (Archetype)

Most bloodragers prefer light armor, but some learn the secret of using heavy armor. These steelbloods plod around the battlefield inspiring fear and delivering carnage from within a steel shell.

Weapon and Armor Proficiency: A steelblood gains proficiency with heavy armor. A steelblood can cast bloodrager spells while wearing heavy armor without incurring an arcane spell failure chance. This ability alters the bloodrager's armor proficiency.

Indomitable Stance (Ex): At 1st level, a steelblood gains a +1 bonus on combat maneuver checks, to CMD against overrun combat maneuvers, and on Reflex saving throws against trample attacks. He also gains a +1 bonus to his AC against charge attacks and on attack rolls and damage rolls against charging creatures. This ability replaces fast movement.

Armored Swiftness (Ex): At 2nd level, a steelblood moves faster in medium and heavy armor. When wearing medium armor or heavy armor, a steelblood can move 5 feet faster than normal for that armor, to a maximum of his unencumbered speed. This ability replaces uncanny dodge.

Armor Training (Ex): At 5th level, a steelblood learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces its armor check penalty by 1 (to a maximum penalty of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. Every 4 levels thereafter (9th, 13th, and 17th), these benefits improve by 1, to a maximum 4-point reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus. This ability stacks with the fighter class feature of the same name. This ability replaces improved uncanny dodge.

Blood Deflection (Su): At 7th level, as an immediate action, a steelblood can sacrifice a bloodrager spell slot to gain a deflection bonus to AC equal to the level of the spell slot used. The deflection bonus lasts until the start of his next turn. This ability can be applied after an attack roll is made against the steelblood, allowing the steelblood to convert a hit into a miss if the deflection bonus is high enough. This ability replaces damage reduction.

Untouchable Rager (Archetype)

While most bloodragers are known for their inexplicable ability to focus their bloodline into a horrifying mix of martial terror and spellcasting fury, from time to time a bloodrager's bloodline acts differently. Instead of empowering the bloodrager, it shields the bloodrager from magic of all types, often keeping the bloodrager untouched within the midst of magical effects.

Raging Resistance (Ex): At 4th level, instead of gaining spells, a bloodrager becomes resistant to spells. While bloodraging, he gains spell resistance equal to 8 + his bloodrager level. Unlike normal spell resistance, the untouchable rager's spell resistance cannot be voluntarily lowered. As long as the untouchable rager is bloodraging, the spell resistance is persistent and can be lowered only by ending the bloodrage. At 7th, 10th, 13th, and 16th levels (when other bloodragers would gain bloodline spells), an untouchable rager's spell resistance from raging resistance is increased by 1. This ability replaces the spells, blood casting, eschew materials, and bloodline spells class features.

Resistance Control (Ex): At 14th level, an untouchable rager gains spell resistance from raging resistance even while not bloodraging. Additionally, as long as the untouchable rager isn't bloodraging, he can lower this spell resistance.

Brawler

Eschewing the rigor of discipline and the strange mystic traditions of the monk, brawlers are the embodiment of bare-fisted power and martial flexibility. Cut loose from the monastic traditions of their cousins, each brawler demonstrates her prowess in a different way.

Exemplar (Archetype)

A versatile soldier who inspires her companions with her fighting prowess, an exemplar is at home on the front lines of battles anywhere.

Call to Arms (Ex): At 1st level, an exemplar can expend a use of martial flexibility to rouse her allies into action. All allies within 30 feet are no longer flat-footed, even if they are surprised. Using this ability is a move action. At 6th level, the exemplar can use it as a swift action instead. At 10th level, she can use it as a free action. At 12th level, she can use it as an immediate action. This ability replaces unarmed strike and close weapon mastery.

Inspiring Prowess (Ex): At 3rd level, an exemplar gains the ability to use certain kinds of bardic performance. She can use this ability for a number of rounds per day equal to 3 + her Charisma modifier; this number increases by 1 round per brawler level thereafter. The exemplar's effective bard level for this ability is equal to her brawler level – 2. At 3rd level, the exemplar can use inspire courage. At 11th level, the exemplar can use inspire greatness. At 15th level, the exemplar can use inspire heroics. Instead of the Perform skill, she activates this ability with impressive flourishes and displays of martial talent (relying on visual components). This ability otherwise functions as bardic performance; feats and other effects that affect bardic performance (such as the Extra Performance feat) apply to it. This ability replaces maneuver training and AC bonus.

Field Instruction (Ex): At 5th level, as a standard action, an exemplar can grant a teamwork feat to all allies within 30 feet who can see and hear her. This teamwork feat must be one the exemplar knows or has gained with the martial flexibility ability. Allies retain the use of this teamwork feat for 3 rounds + 1 round for every 2 brawler levels. If the granted teamwork feat was gained from martial flexibility, this duration ends immediately if the exemplar loses access to that feat. Allies don't need to meet the prerequisites of this teamwork feat. The exemplar can use this ability once per day at 5th level, plus one additional time per day at 9th, 12th, and 17th level. This ability otherwise counts as the cavalier's tactician class feature; feats and other effects that affect tactician (such as Practiced Tactician) apply to it. This ability replaces brawler's strike.

Mutagenic Mauler (Archetype)

Not content with perfecting her body through natural methods, a mutagenic mauler resorts to alchemy to unlock the primal beast within.

Mutagen (Su): At 1st level, a mutagenic mauler discovers how to create a mutagen that she can imbibe in order to heighten her physical prowess, though at the cost of her personality. This ability functions as an alchemist's mutagen and uses the brawler's class level as her alchemist level (alchemist levels stack with brawler levels for determining the effect of this ability). A mutagenic mauler counts as an alchemist for the purpose of imbibing a mutagen prepared by someone else.

At 6th level, a mutagenic mauler gains a +2 bonus on damage rolls when she attacks in melee while in her mutagenic form. This bonus increases to +3 at 11th level and to +4 at 16th level. At 10th level, a mutagenic mauler learns one of the following alchemist discoveries: feral mutagen[APG], infuse mutagen[APG], preserve organs[UM], spontaneous healing[UM]. At 12th level, the mutagenic mauler learns the greater mutagen discovery.

This ability replaces martial flexibility.

Beastmorph (Su): Starting at 4th level, a mutagenic mauler gains additional abilities when using her mutagen. At 4th level, she gains low-light vision and a +10 enhancement bonus to her base speed. At 9th level, she gains darkvision to a range of 30 feet and a climb speed of 15 feet. At 13th level, the enhancement bonus to her base speed increases to +15 feet, and she gains the scent ability within 30 feet. At 18th level, her climb speed increases to 30 feet, and the enhancement bonus to her base speed increases to +20 feet. This ability replaces AC bonus.

Shield Champion (Archetype)

Stalwart in battle, a shield champion has perfected an entire martial discipline relying only on her hand-to-hand fighting skills and her ever-present shield. What she forgoes in weapon versatility and improved combat maneuvering, she makes up for in her ability to turn her defense into a weapon.

Weapon and Armor Proficiency: A shield champion is proficient with all simple weapons and with shields as weapons. She is also proficient with light armor, and with bucklers, light shields, and heavy shields. This ability replaces the brawler's weapon and armor proficiency.

Throw Shield (Ex): At 3rd level, a shield champion can throw a heavy or light shield as a normal (non-improvised) thrown weapon with a range increment of 10 feet or the shield's range increment, whichever is greater. The thrown shield deals the same damage as a shield bash, and any damage increases from shield spikes apply to this attack. A shield champion is treated as having

the Far Shot feat for the purpose of determining range increment penalties for throwing a shield.

At 7th level, a shield champion can use a thrown shield to perform a bull rush, dirty trick, disarm, reposition, or trip combat maneuver as if she were making a melee shield bash attack. At 11th level, a shield champion gains Shield Master as a bonus feat. She must meet the prerequisites before taking that feat.

This ability replaces maneuver training at 3rd, 7th, and 11th levels.

Returning Shield (Ex): At 5th level, a shield champion can throw a shield so it ricochets off her target (and possibly other solid objects) to return to her at the end of her turn. This ability functions whether or not the shield champion hits her opponent or moves on her turn. The shield deals no damage to targets it bounces off, other than the original target of the shield champion's attack. Certain circumstances can prevent the shield from returning to the shield champion, such as an opponent using a readied action to catch the shield, or the shield sticking to a mimic's adhesive. The shield champion can opt to not have a thrown shield return to her, in which case it falls to the ground as it normally would. If the shield has the *returning* ranged weapon special ability, she can use either that or this ability.

If a shield champion has additional attacks from a high base attack bonus, these additional attacks can be ricochets off an earlier target. The distance to each additional target counts toward the total range of the shield, and range penalties apply, but there are no additional penalties for attacking in this manner. Because ricocheting attacks are treated as separate attacks, effects and modifiers that apply to only one attack roll (such as *true strike*) apply to only the first attack and not to the others. A shield champion can throw a shield as part of a brawler's flurry.

At 9th level, a shield champion gains Greater Shield Focus as a bonus feat. She must meet the prerequisites before taking that feat. At 12th level, a shield champion can use her unarmed strike damage when dealing damage with a shield (whether in melee or as a thrown weapon) or the shield's damage, whichever is greater. At 17th level, by ricocheting her shield off a nearby surface before hitting her intended target, she can treat that surface as the origin square of the attack to determine whether the target is flanked and whether the target gains a cover bonus to its AC. She can use this ability to attack a creature with total concealment from her if she knows what square it occupies, but the attack still has a 50% miss chance. This ability replaces brawler's strike.

Champion Defense (Ex): At 15th level, once per day when she would be reduced to 0 or fewer hit points by damage in combat from a weapon, unarmed, or natural attack, the shield champion can attempt to absorb all the damage with her shield. To use this ability, the shield champion must attempt a Fortitude saving throw, with the DC equal to the damage dealt. If it succeeds, she takes only half damage from the blow; otherwise, she takes full damage. She must be aware of the attack and able to react to it in order to use this ability—if she is denied her Dexterity

bonus to AC, she can't use this ability. At 19th level, she can use this ability twice per day. This ability replaces the maneuver training gained at 15th and 19th levels.

Snakebite Striker (Archetype)

With her lightning quickness and guile, a snakebite striker keeps her foes' attention focused on her, because any one of her feints might be an actual attack. By giving up some of a brawler's versatility, she increases her damage potential and exposes her opponents to deadly and unexpected strikes.

Class Skills: A snakebite striker gains Bluff and Stealth as class skills, but does not gain Intimidate as a class skill.

Sneak Attack (Ex): A snakebite striker can make a sneak attack, as per the rogue class feature of the same name. At 1st level, her sneak attack damage is 1d6. This extra damage increases by 1d6 at 6th, 10th, 12th, and 20th levels. If she gets a sneak attack bonus from another source, the bonuses on damage stack. This ability replaces martial flexibility.

Snake Feint (Ex): At 3rd level, a snakebite striker who uses a standard action to feint can move as part of that action. If she is able to feint as a move action (such as from having the Improved Feint feat), she can feint and move in the same action. At 11th level, once per round she can declare her square and one adjacent square as the origin of her attacks until her next turn (allowing her to use one or both squares to determine whether she or her allies are flanking an opponent). At 15th level, she counts an additional adjacent square for this purpose. This ability replaces the maneuver training gained at 3rd and 7th levels.

Opportunist (Ex): At 11th level, once per round, a snakebite striker can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. She cannot use this ability more than once per round, even if she has the Combat Reflexes feat or a similar ability. At 19th level, she can use this ability twice per round. This ability replaces the maneuver training gained at 11th and 19th levels.

Steel-Breaker (Archetype)

The steel-breaker studies destruction and practices it as an art form. She knows every defense has a breaking point, and can shatter those defenses with carefully planned strikes.

Class Skills: The steel-breaker gains Knowledge (engineering) as a class skill, and does not gain Knowledge (dungeoneering) as a class skill.

Exploit Weakness (Ex): At 5th level, as a swift action a steel-breaker can observe a creature or an object and find its weak point by succeeding at a Wisdom check, adding her brawler level as a bonus on the check, against a DC of 10 + either the object's hardness or the target's CR. If she succeeds, the steel-breaker gains a +2 bonus on attack rolls until the end of her turn, and any attacks she makes until the end of her turn ignore the creature's or object's DR or hardness.

A steel-breaker can instead use this ability as a swift action to analyze the movements and expressions of one creature within 30 feet, granting a bonus on Sense Motive checks and Reflex saving throws, as well as a dodge bonus to AC against that opponent equal to 1/2 her brawler level until the start of her next turn. This ability replaces brawler's strike.

Sunder Training (Ex): At 3rd level, a steel-breaker receives additional training in sunder combat maneuvers. She gains a +2 bonus when attempting sunder combat maneuver checks and a +2 bonus to her CMD when defending against this maneuver. At 7th level, these bonuses increase by 1, and she gains a +2 bonus on disarm combat maneuver checks and a +2 bonus to her CMD when defending against a disarm combat maneuver. At 11th, 15th, and 19th levels, all of these bonuses increase by 1. This ability replaces maneuver training.

Strangler (Archetype)

A strangler is trained to choke the life out of her victims with her vise-like grip. Some stranglers are self-taught and are little more than brutish murderers, unhinged sociopaths, or opportunistic alley-bashers. Others are members of murder cults or specialized schools of assassination, trained since childhood to kill with their bare hands.

Class Skills: A strangler gains Stealth as a class skill.

Strangle (Ex): At 1st level, a strangler deals 1d6 points of sneak attack damage (as per the rogue ability of the same name) whenever she succeeds at a grapple combat maneuver check to damage or pin an opponent. The strangler is always considered to be flanking her target for the purpose of using this ability. This damage increases by 1d6 at 2nd, 8th, and 15th levels. This ability replaces unarmed strike and brawler's flurry.

Practiced Strangler (Ex): At 2nd level, when a strangler has the grappled condition, she does not take a –4 penalty to Dexterity and does not lose her Dexterity bonus to AC. At 9th level, a grappling or grappled strangler still threatens an area and is still able to make attacks of opportunity while grappling or grappled; when pinned, she is not denied her Dexterity bonus and does not take a –4 penalty to Armor Class. This ability replaces AC bonus.

Sleeper Hold (Ex): At 4th level, a strangler can instantly render a pinned opponent unconscious. This works like the knockout ability, but requires a successful grapple combat maneuver check against the pinned opponent

and does not have to damage the opponent. Creatures that do not need to breathe, are immune to critical hits, or are immune to nonlethal damage are immune to this ability. At 10th level, a strangler can use this ability twice per day. At 16th level, she can use it three times per day. This ability alters knockout.

Neckbreaker (Ex): At 16th level, a strangler can attempt to instantly kill a pinned opponent as a standard action. This works like the sleeper hold ability, but imposes a –5 penalty on her grapple combat maneuver check. If the opponent succeeds at its Fortitude save, the strangler deals damage as if she had attempted the grapple check to damage her opponent; if the opponent fails its Fortitude save, it dies. Creatures that are immune to critical hits are immune to this ability. At 20th level, the strangler can use this ability as a move action instead of a standard action. This ability replaces awesome blow and improved awesome blow.

Wild Child (Archetype)

The wild child works with his sworn animal friend to conquer the challenges that lay before them. This kinship could come from being lost in the wilderness and raised by animals or growing up with an exotic pet.

Class Skills: A wild child gains Heal as a class skill.

Animal Companion (Ex): At 1st level, a wild child forms a bond with a loyal companion that accompanies the wild child on his adventures. A wild child can begin play with any of the animals available to a druid. The wild child uses his brawler level as his effective druid level for determining the abilities of his animal companion. This ability replaces the bonus combat feats gained at 2nd, 8th, 14th, and 20th levels.

Hunter's Tricks: At 5th level, a wild child can expend one use of martial flexibility to use a trick from the ranger skirmisher archetype (*Advanced Player's Guide* 128). Each time he activates this ability, the wild child can use a different trick. He cannot choose any tricks that rely on ranged attacks. Activating this ability is not an action, but using the trick might require the wild child to use an action of a different type. This ability replaces close weapon mastery.

Maneuver Training (Ex): Whenever the wild child chooses a new maneuver for this ability, his animal companion also learns a trick that makes use of this combat maneuver. For example, if the wild child chooses maneuver training (dirty trick), his animal companion also learns a trick that allows it to use the dirty trick combat maneuver. He cannot choose any tricks that rely on ranged attacks. This bonus trick doesn't count against the animal companion's total tricks known and does not take any time or checks to train. Should the wild child gain a new animal companion (such as if the previous one dies), this new animal companion begins with the same number of bonus tricks. This ability alters maneuver training.

Wild Tricks (Ex): The wild child has learned a number of tricks to aid his allies and his animal companion, as well as to hinder his opponents. At 5th level and every 6 levels thereafter, the wild child learns one hunter's trick. He cannot choose any tricks that rely on ranged attacks. The wild child can use these tricks a number of times per day equal to 1/2 his brawler level + his Constitution modifier. This ability otherwise follows the rules of the hunter's tricks ability, including all action costs. This ability replaces the bonus combat feats gained at 5th, 11th, and 17th levels.

Cavalier

While all cavaliers fight for a cause, those causes are as varied as the fighting styles these warriors employ. The new cavalier order and cavalier archetype presented here are two examples that highlight the diversity of cavalier styles and martial disciplines.

Cavalier Order

In the deepest wilderness, there are cavaliers who are dedicated to the flora and fauna of unspoiled lands.

Order of the Beast

A cavalier who belongs to this order serves nature in all its forms. These cavaliers believe that animals make the most loyal companions, and keep close to woodland creatures.

Edicts: An order of the beast cavalier must strive to protect nature—including animals and magical beasts—from the encroachment of civilization and from those that seek to harm it. He can slay hostile animals and magical beasts only when attempts to calm or pacify them fail.

Challenge: Whenever an order of the beast cavalier issues a challenge, his mount gains a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever the cavalier is threatening the target. This bonus increases by 1 for every 4 cavalier levels beyond 1st level.

Class Skills: An order of the beast cavalier adds Knowledge (nature) and Survival to his list of class skills. When he uses Survival to follow tracks, he gains a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the beast cavalier gains the following abilities as he increases in level.

Wild Empathy (Ex): At 2nd level, the cavalier can improve the attitude of an animal. This ability functions as the druid ability of the same name. The cavalier uses his level as his effective druid level when using this ability.

Wild Mount Shape (Su): At 8th level, the cavalier gains the ability to turn his mount into a different Medium or Large animal and back again once per day. His options for new forms include all creatures with the animal type. This ability functions as *beast shape II*, except as noted here. The effect lasts for 1 hour per cavalier level, or until the cavalier chooses to change his mount back. Changing the mount's form (to a different animal or back to normal) requires the cavalier to touch his mount as a standard action that does not provoke an attack of opportunity. The form chosen must be that of an animal the cavalier is familiar with. The mount does not change in size, but does gain the bonuses (not the penalty) noted in *beast shape II* for a Large animal.

The cavalier can use this ability an additional time per day at 10th level and every 4 levels thereafter (to a maximum of four times per day at 18th level).

At 15th level, the cavalier can use this ability to change his mount into a Medium or Large dragon. When taking this form, the cavalier's wild mount shape now functions as *form of the dragon I*, except as noted above.

Ferocious Charge (Ex): At 15th level, the cavalier is the embodiment of nature's fury. When the cavalier charges a creature, he can attempt an Intimidate check to demoralize his enemy as a free action. If he succeeds at this check, the target is frightened.

Cavalier Archetype

Cavaliers of any order can take this archetype, though it's not suited for orders that bolster the power of mounted combat.

Daring Champion (Archetype)

While many cavaliers are the champions of old fighting forms, some younger, more daring cavaliers mix a martial style influenced by the lighter armored and more flamboyant swashbuckler forms with the dedication of cavalier orders.

Weapon and Armor Proficiency: Daring champions are proficient with all simple and martial weapons, light and medium armor, and bucklers. This ability replaces the cavalier's weapon and armor proficiency.

Champion's Finesse (Ex): At 1st level, a daring champion gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons, and he can use Charisma in place of Intelligence for the purpose of combat feat prerequisites. A daring champion also counts as having the Weapon Finesse feat for the purpose of meeting feat prerequisites. This ability replaces mount.

Nimble (Ex): At 3rd level, a daring champion gains a +1 dodge bonus to AC when wearing light armor or no armor and carrying no more than a light load. Anything that causes the daring champion to lose his Dexterity bonus to AC also causes him to lose this dodge bonus. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level). This ability replaces cavalier's charge.

Panache and Deeds (Ex): At 4th level, a daring champion gains the swashbuckler's panache class feature, along with the following swashbuckler deeds: dodging panache, precise strike, and swashbuckler initiative. This ability replaces expert trainer.

Advanced Deeds (Ex): At 11th level, a daring champion gains the following swashbuckler deeds: superior feint, targeted strike, subtle blade, and dizzying defense. This ability replaces mighty charge.

Champion's Weapon Mastery (Ex): At 20th level, when a daring champion threatens a critical hit with a light or one-handed piercing melee weapon, that critical hit is automatically confirmed. Furthermore, the critical modifier of such weapons increases by 1 (×2 becomes ×3, for example). This ability replaces supreme charge.

Cleric

The common cleric shields his soul in faith and his body in armor, but there are those clerics who choose to rely on the power of faith alone as their defense.

Ecclesitheurge (Archetype)

Eschewing physical armor for the protection of his faith, an ecclesitheurge focuses on the miracles his deity bestows and the breadth of that deity's dominion.

Weapon and Armor Proficiency: An ecclesitheurge is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but he's not proficient with any type of armor or shield. This ability replaces the cleric's weapon and armor proficiency.

Ecclesitheurge's Vow: At 1st level, an ecclesitheurge makes a vow to his deity to protect himself solely with his faith, not with armor or shields. An ecclesitheurge who wears armor or uses a shield is unable to use his blessing of the faithful ability, to use cleric domain powers, or to cast cleric spells.

Blessing of the Faithful (Su): As a standard action, the ecclesitheurge can bless one ally within close range (25 ft. + 5 ft./2 levels). A blessed ally gains a +2 sacred or profane bonus (depending on whether the ecclesitheurge channels positive or negative energy) on attack rolls, skill checks, ability checks, or saving throws or to AC until the ecclesitheurge's next turn. The ecclesitheurge can expend 1 use of channel energy when activating this ability to increase the duration to a number of rounds equal to the number of dice of his channel energy.

Domain Mastery: At 1st level, when an ecclesitheurge chooses his cleric domains, he designates one as his primary domain and the other as his secondary domain. An ecclesitheurge can use his non-domain spell slots to prepare spells from his primary domain's spell list.

Each day when he prepares spells, an ecclesitheurge can select a different domain granted by his deity and gain access to that domain's spell list instead of his secondary domain's spell list. He does not lose access to his secondary domain's granted powers or gain access to the other domain's granted powers. For example, an ecclesitheurge of Sarenrae with Glory and his primary domain and Good as his secondary domain can choose to gain access to the Healing domain; until the next time he prepares spells, he uses the Healing domain spell list as his secondary domain spell list instead of the Good domain spell list, but still keeps the granted powers of the Good domain and does not gain the granted powers of the Healing domain.

This ability alters the domains ability.

Bonded Holy Symbol (Su): At 3rd level, an ecclesitheurge forms a powerful bond with a holy symbol of his deity, which functions identically to a wizard's bonded object except it can be used to cast cleric and domain spells (instead of wizard spells) and the ecclesitheurge can grant his bonded holy symbol only magic abilities appropriate for a holy symbol or a neck slot item.

As with a wizard's bonded item, an ecclesitheurge can add additional magic abilities to his bonded holy symbol as if he had the required item creation feat (typically Craft Wondrous Item), provided he meets the feat's level prerequisite. For example, an ecclesitheurge with a bonded holy symbol who wants to add a wondrous amulet ability, like *amulet of natural armor,* to his bonded holy symbol must be at least 3rd level to do so. The magic properties of a bonded holy symbol, including any magic abilities the ecclesitheurge added to the object, function only for the ecclesitheurge. If a bonded holy symbol's owner dies or the item is replaced, the object loses all enhancements the ecclesitheurge added using this ability.

This ability replaces the increase to channel energy gained at 3rd level.

Druid

Nature is harsh, often wrathful, and always wild. Druids not only worship nature, they often serve as the living incarnations of its unquestioning essence—for good or for ill.

Feral Shifter (Archetype)

A feral shifter internalizes her communion with and mastery over animals. Instead of forming a bond with an animal companion or an aspect of nature, she alters her own essence or being in an homage to the noble creatures of the wild. More in tune with transformation and animal bodies than a normal druid is, a feral shifter blurs the line between humanoid and beast.

Animal Focus (Su): At 1st level, as a swift action, a feral shifter can take on the aspect of an animal, gaining a bonus or a special ability based on the type of animal emulated. This functions as the hunter's animal focus class feature (see page 27). The feral shifter can use this ability for a number of minutes per day equal to her druid level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. She can emulate only one animal at a time. This ability replaces nature bond.

Second Animal Focus (Su): At 9th level, when a feral shifter uses her animal focus ability, she applies two animal aspects to herself instead of one. This ability replaces venom immunity, a thousand faces, and timeless body.

Nature Fang (Archetype)

A nature fang is a druid who stalks and slays those who despoil nature, kill scarce animals, or introduce diseases to unprotected habitats. She gives up a close empathic connection with the natural world to become its deadly champion and avenger.

Studied Target (Ex): At 1st level, a nature fang gains the slayer's studied target class feature. At 5th level and every 5 levels thereafter, the nature fang's bonus against her studied target increases by 1. Unlike a slayer, a nature fang does not gain the ability to maintain more than one studied target at the same time. This ability replaces nature sense, wild empathy, and woodland stride.

Slayer Talent: At 4th level and every 2 levels thereafter, a nature fang selects a slayer talent. Starting at 12th level, she can select an advanced slayer talent in place of a slayer talent. She uses her druid level as her slayer level to determine what talents she can select. This ability replaces wild shape.

Sneak Attack (Ex): At 4th level, a nature fang gains sneak attack +1d6. This ability functions as the rogue sneak attack class feature. If the nature fang gets a sneak attack bonus from another source, the bonuses on damage stack. This ability replaces resist nature's lure.

Swift Studied Target: At 9th level, a nature fang can study an opponent as a move or swift action. This ability replaces venom immunity.

Slayer Talents: The following slayer talents complement the nature fang archetype: foil scrutiny, poison use, and ranger combat style. Additionally, the following rogue talents, which are also available to slayers, complement the archetype: bleeding attack, camouflage[APG], fast stealth, finesse rogue, lasting poison[APG], rogue crawl, slow reactions, surprise attack, swift poison[APG], and terrain mastery[UC].

Advanced Talents: The following slayer advanced talents complement the nature fang archetype: assassinate, slayer camouflage, and woodland stride. The rogue advanced talent master of disguise[APG] also fits the archetype.

Wild Whisperer (Archetype)

A wild whisperer is an expert at studying, predicting, and explaining animal behavior. She is less interested in plants, fey, and other aspects of the natural world, and uses her gifts to tame or relocate dangerous beasts and soothe the hurts of wounded and sickly creatures.

Inspiration (Ex): At 2nd level, a wild whisperer gains an inspiration pool as the investigator class feature (see page 31). A wild whisperer uses her druid level as her investigator level when determining the effects of this ability. Instead of free uses of inspiration on Knowledge, Linguistics, or Spellcraft checks, the wild whisperer can use inspiration on Handle Animal, Heal, Knowledge (geography), Knowledge (nature), Ride, Sense Motive, and Survival checks without expending a use of inspiration, provided she's trained in the relevant skill. She can also use inspiration on any wild empathy check without expending a use of inspiration. A wild whisperer's inspiration pool refreshes each day when she prepares spells. This ability replaces woodland stride, trackless step, and resist nature's lure.

Wild Shape (Ex): At 4th level, a wild whisperer gains the wild shape ability, but she never gains access to any forms beyond Small and Medium animal forms, as *beast shape I*. This ability alters wild shape.

Natural Expertise (Ex): At 6th level, a wild whisperer's powers of observation give her an advantage when she's fighting natural creatures. When using inspiration on an attack roll against an animal or a vermin, or on a saving throw against an effect from an animal or a vermin, a wild whisperer has to expend only one use of inspiration instead of two. This ability replaces the additional use of wild shape at 6th level.

Investigator Talent: At 8th level, wild whisperer selects an investigator talent (see page 32). This ability replaces the additional use of wild shape at 8th level.

Investigator Talents: The following investigator talents complement the wild whisperer archetype: amazing inspiration, effortless aid, eidetic recollection, empathy, inspirational expertise, inspired alertness, inspired intimidator, perceptive tracking, and tenacious inspiration.

Fighter

Fighters are often seen as lacking versatility beyond their weapons and armor, but sometimes they manifest surprising abilities.

Martial Master (Archetype)

There are those who learn the fighting arts though countless hours of repetition and training, while others seem to pick up new stances and forms as if they were born to them.

Martial Flexibility (Ex): At 5th level, the martial master can use a move action to gain the benefit of a combat feat he doesn't possess. This effect lasts for 1 minute. The martial master must meet the chosen feat's prerequisites. He can use this ability a number of times per day equal to 3 + 1/2 his fighter level.

The martial master can use this ability again before the duration expires in order to replace his previously chosen combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. At higher levels, when he gains multiple feats through this ability, the martial master can use those feats to meet the prerequisites of other feats he gains with this ability. Doing so means he cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward his daily uses of this ability.

At 9th level, a martial master can use this ability to gain the benefit of two combat feats at the same time. He can select one feat as a swift action or two feats as a move action.

At 14th level, a martial master can use this ability to gain the benefit of three combat feats at the same time. He can select one feat as a free action, two feats as a swift action, or three feats as a move action.

At 17th level, a martial master can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action.

At 20th level, a martial master can use this ability to gain the benefit of any number of combat feats as a swift action.

This ability replaces weapon training and weapon mastery.

Mutation Warrior (Archetype)

While most fighters rely on physical fitness and rigorous training to achieve martial superiority, a few prefer to create and imbibe dangerous concoctions that mutate them into fearsome creatures.

Mutagen (Su): At 3rd level, a mutation warrior discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This ability functions as the alchemist's mutagen ability (*Advanced Player's Guide* 28), using his fighter level as his alchemist level. This ability replaces armor training 1.

Mutagen Discovery (Su): At 7th level and every 4 levels thereafter, the mutation warrior can choose one of the following alchemist discoveries to augment his abilities: feral mutagen[APG], grand mutagen[APG], greater mutagen[APG], infuse mutagen[APG], nauseating flesh[UC], preserve organs[UM], rag doll mutagen[ARG], spontaneous healing[UM], tentacle[UM], vestigial arm[UM], and wings[UM]. The mutagen warrior uses his fighter level as his effective alchemist level for the purpose of these discoveries. This ability replaces armor training 2, 3, and 4 and armor mastery.

Gunslinger

Like swashbucklers, gunslingers fight with style and finesse.

Dares

Dares are similar to deeds in that they grant a gunslinger or a swashbuckler extra abilities based on either grit or panache, but unlike deeds, dares become active when a member of these classes runs out of her grit or panache, and become inactive until the character regains grit or panache. A dare grants the character a benefit and makes it easier to regain either grit or panache.

A dare can be taken in place of one of the bonus feats a gunslinger or a swashbuckler gains at 4th level and every 4 levels thereafter. A gunslinger or a swashbuckler can choose to have multiple dares, but must pick only one to be active each time she reaches 0 grit points or panache points. Once chosen, the active dare cannot be changed until the gunslinger or swashbuckler reaches 0 grit points or panache points again.

These dares can be used by gunslingers and swashbucklers.

Desperate Evasion (Ex): While this dare is active, you gain the evasion class feature. If you already have this class feature, while this dare is active you roll twice when making a Reflex saving throw and take the higher result. You regain 1 grit point or panache point when you succeed at two Reflex saving throws while using this dare.

Frantically Nimble (Ex): While this dare is active, you gain a +2 dodge bonus to AC. You regain 1 grit point or panache point when any enemy making a ranged or melee attack against you misses you three consecutive times. The attacks don't need to come from the same enemy.

Out for Blood (Ex): While this dare is active, your critical threat range with firearms (for gunslingers) or light or one-handed piercing melee weapons (for swashbucklers) increases by 1 (20/×4 becomes 19–20/×4, 19–20/×2 becomes 18–20/×2, and so on). This effect does not stack with similar effects that modify a weapon's critical threat range.

Run Like Hell (Ex): While this dare is active, your base speed increases by 10 feet, and you retain your Dexterity bonus to your AC while running. You regain 1 grit or panache point the first time you are more than 100 feet away from your closest enemy.

Bolt Ace (Archetype)

While most gunslingers are full of sound and fury, a few never soil their hands with powder or smell gun smoke.

Crossbow Maven: A bolt ace is proficient with all crossbows instead of all firearms and begins play with a masterwork crossbow of her choice. This ability alters the gunslinger's weapon proficiencies and replaces gunsmith.

Grit (Ex): A bolt ace regains grit when she scores a critical hit or deals a killing blow with any kind of crossbow. This ability modifies the grit class feature.

Deeds: A bolt ace can perform the following deeds with a crossbow instead of a firearm: gunslinger initiative, pistol-whip, dead shot, targeting, bleeding wound, death's shot, and stunning shot. The bolt ace gains the following deeds.

Sharp Shoot (Ex): At 1st level, a bolt ace can resolve an attack against touch AC instead of normal AC when firing a crossbow at a target within its first range increment. Performing this deed costs 1 grit point. This deed's cost cannot be reduced by any ability or effect that reduces the amount of grit points a deed costs (such as Signature Deed). This deed replaces deadeye.

Vigilant Loading (Ex): At 1st level, as long as a bolt ace has at least 1 grit point, she does not provoke attacks of opportunity when loading a crossbow. This deed replaces quick clear.

Shooter's Resolve (Ex): At 3rd level, a bolt ace can spend 1 grit point when making a crossbow attack as a standard action and ignore the effects of concealment (though not total concealment) and cover (other than total cover) against that shot. This deed replaces utility shot.

Distracting Shot (Ex): At 7th level, a bolt ace can spend 1 grit point and choose to miss a target that she could normally attack within her range with a crossbow attack. When she does, the target loses its Dexterity bonus to AC (if any) for 1 round. This deed replaces startling shot.

Vigilant Shooter (Ex): At 11th level, a bolt ace can spend 1 grit point when firing a crossbow to avoid provoking attacks of opportunity while doing so. This deed replaces expert loading.

Inexplicable Reload (Ex): At 11th level, loading a crossbow becomes unthinking and automatic for a bolt ace. As long as she has at least 1 grit point, she always starts each round of combat (even a surprise round) with her crossbow loaded. Also, the amount of time needed to reload a crossbow decreases by one step: a standard action becomes a move action, a move action becomes a swift action, a swift action becomes a free action, and a free action becomes not an action. This deed replaces lightning reload.

Pinning Shot (Ex): At 15th level, the bolt ace can spend 1 grit point while shooting a crossbow and attempt to pin down its target with the bolt. If the crossbow attack hits, it pins the target to a nearby object, to a wall, or to the ground, entangling and staggering the target. While pinned by the bolt, the target cannot move (except by teleportation) until it takes a standard action to free itself from the pinning bolt. This deed replaces menacing shot.

Crossbow Training (Ex): Starting at 5th level, a bolt ace can select one specific type of crossbow, such as hand crossbow or heavy crossbow. She gains a bonus on damage rolls equal to her Dexterity modifier with that crossbow. Furthermore, when she scores a critical hit with that type of crossbow, her critical modifier increases by 1 (×2 becomes ×3, for example).

Every 4 levels thereafter, she can pick a different type of crossbow, gaining the bonus damage and increased critical multiplier with that type of crossbow as well. This ability replaces gun training.

Hunter

A hunter typically partners with an animal companion and takes on aspects of beasts to pursue her quarry. But some become animals themselves, lead larger groups of animals in the hunt, or call upon the companionship and power of vermin.

Divine Hunter (Archetype)

While most hunters heed the call of nature and fight to protect its bounty, some are inspired to serve a higher power. These divine hunters use faith to aid them in their struggles, and their faith infuses their animal companions, making these companions champions of their deities.

Alignment: A divine hunter's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis. A divine hunter can otherwise be of any alignment. This ability replaces alignment.

Class Skills: A divine hunter gains Knowledge (religion) as a class skill, but she does not gain Knowledge (dungeoneering) as a class skill.

Domain: At 3rd level, a divine hunter learns to call upon the power of her deity. The divine hunter must select one domain from those available to her deity. She gains the granted powers of this domain, using her hunter level – 2 as her cleric level for determining when the powers are gained and what effects they have. Once she chooses this domain, it cannot be changed.

If the divine hunter selects the animal domain, she does not gain a second animal companion upon reaching an effective cleric level of 4th. When the divine hunter would gain that ability, her animal companion instead gains two ability score increases (gaining +1 to two different ability scores or +2 to one ability score). If her animal companion dies or is released, when she gains a new one, it benefits from this ability score increase.

In addition, the divine hunter adds the 1st-level domain spell from her domain to her list of spells known. She adds the 2nd-level domain spell at 6th level, the 3rd-level domain spell at 9th level, the 4th-level domain spell at 12th level, the 5th-level domain spell at 15th level, and the 6th-level domain spell at 18th level.

This ability replaces teamwork feat.

Otherworldly Companion (Su): At 3rd level, a hunter's companion takes on otherworldly features. If the divine hunter is good (or worships a good deity), the animal companion gains the celestial template. If the hunter is evil (or worships an evil deity), the animal companion gains the fiendish template. If the hunter is neutral and worships a neutral deity, she must choose either the celestial or fiendish template; once this choice is made, it cannot be changed. The companion's CR is considered to be equal to its hit dice for the purpose of the celestial or fiendish template. This ability replaces hunter tactics.

Feral Hunter (Archetype)

A feral hunter has forged a bond with nature that's so strong that she doesn't merely channel the aspects of animals—she actually becomes an animal herself. Though she lacks an animal companion, a feral hunter is in tune with the beast lurking within her flesh and spirit, and lives in a near-wild state of being. A feral hunter often resembles a lycanthrope, but her power comes from her own nature and is not influenced by moonlight or silver.

Solitary: Unlike most hunters, a feral hunter does not gain an animal companion.

Feral Focus (Su): At 1st level, a feral hunter gains a limited ability to change her shape into hybrid animal forms. This ability functions as the animal focus class feature, except that the hunter always applies the animal aspect to herself, and there is no limit to this ability's duration. She can end this effect as a free action.

When a feral hunter uses this ability, her body takes on cosmetic aspects of an animal, such as furry skin, longer nails and teeth, and oddly colored eyes; these changes grant her no abilities other than what is stated in the animal focus class feature description, and they end when she takes on a different aspect or ends the effect. This physical change is a polymorph effect, though the effects of the animal focus are not.

This ability alters animal focus and replaces hunter tactics and speak with master.

Precise Summoned Animal (Ex): This ability functions as the precise companion class feature, except the hunter grants all her teamwork feats to all animals she summons with *summon nature's ally*. This ability alters precise companion.

Wild Shape (Su): At 4th level, a feral hunter gains the ability to change shape. This ability functions like the druid wild shape ability, except the hunter can take only animal forms (not elemental or plant forms). The hunter's effective druid level is equal to her class level. This ability replaces bonus tricks, improved empathic link, greater empathic link, one with the wild, and raise animal companion.

Summon Pack (Sp): Starting at 6th level, whenever a feral hunter casts a *summon nature's ally* spell to summon one or more animals, she summons one additional animal of the same type. The summoned creature or creatures must be animals and must be of the same type as the hunter's current animal aspect or of a similar type (bears for bear aspect, dogs or wolves for wolf aspect, great cats for tiger aspect, and so on). The additional creature immediately vanishes if the hunter chooses a different aspect or ends his feral focus ability. She can increase the duration of any one *summon nature's ally* spell affected by this ability to 1 minute per level. She can have only one spell with a duration increased by this ability active at a time. This ability replaces the teamwork feats gained at 6th, 9th, 12th, 15th, and 18th levels.

Packmaster (Archetype)

Some hunters form bonds with packs of well-trained creatures. Whether such a hunter is a northern berserker running with a pack of timber wolves or a savage warrior dashing through the jungle alongside her herd of dimetrodons, the packmaster revels in the thrill of the hunt and the glory of the kill. A packmaster is more comfortable in groups than alone, and although her animal companions may be weaker than a typical hunter's, what they lack in strength they make up for in numbers.

Pack Bond (Ex): A packmaster can have more than one animal companion, but she must divide her effective druid level between her companions to determine the abilities of each one. For example, a 4th-level packmaster can have one 4th-level animal companion, or two 2nd-level companions, or one 3rd-level companion and one 1st-level companion, or four 1st-level companions.

When a packmaster gains a level, she must decide how to allocate the increase among her animal companions, including whether or not to add a new 1st-level companion. Once a hunter level is allocated to a particular companion, it cannot be redistributed while that companion is in the packmaster's service. She must release that companion or wait until the companion dies to allocate its levels to another companion, which she can then do the next time she refreshes her spell slots for the day. The share spells animal companion ability applies to only one animal companion at a time—the packmaster cannot use it to cast a spell that affects only a single target and have the spell affect all of her animal companions.

A packmaster's precise companion, woodland stride, and teamwork feats apply to only one of her animal companions at a time. (For example, a packmaster can apply precise companion to one companion, woodland stride to another, and a given teamwork feat to a third, but cannot apply one of those benefits to two animal companions at once.) As a swift action, she can change which companions gain any or all of these benefits. This ability replaces animal companion.

Pack Focus (Su): This ability functions like animal focus, with the following exceptions. A packmaster can apply her animal aspect to only one of her animal companions at a time without having it count against the number of minutes per day she can use that ability. When using animal focus on herself or any other animal companion, the ability counts against her minutes per day as normal. She can have only two animal aspects in effect at a time—one that counts against her minutes per day and one that doesn't—and they can't both be applied to the same companion. Unless all of her companions are dead, the hunter can't apply the companion's aspect to herself (and thereby gain the benefit of its unlimited duration). This ability replaces animal focus.

Teamwork Feat (Ex): At 3rd level or any level at which a packmaster would gain a bonus teamwork feat, she can instead increase the number of her animal companions that gain the benefits of her precise companion, woodland stride, and teamwork feats by 1. She can select this ability multiple times. This ability alters teamwork feat.

Second Pack Focus (Su): At 8th level, the hunter gains an ability that functions as per second animal focus, except the hunter can either apply one aspect to each companion or apply both aspects to the same companion. The foci on the companions don't need to be the same, nor do they need to be the same as the one applied to the packmaster. This ability replaces second animal focus.

Master of the Pack (Ex): At 20th level, a packmaster and her animal companions can always move at full speed while using Survival to follow tracks without penalty. Also, each day when a packmaster gains new spells for the day, she can apply one animal focus to herself or one of her animal companions for the entire day (if all of her animal companions are dead, she instead can apply two animal foci to herself for the entire day). These foci are in addition to any granted by her pack focus class ability. This ability replaces master hunter.

Primal Companion Hunter (Archetype)

Most hunters are skilled at awakening the primal beasts inside themselves. However, some can instead activate the primal essence within their animal companions. These primal companion hunters bestow upon their companions the ability to suddenly manifest new and terrifying powers—whether throwbacks to long-extinct beasts, bizarre mutations from extreme environments, or new abilities crafted through generations of selective breeding.

Primal Transformation (Su): At 1st level, a primal companion hunter can awaken a primal creature from within his animal companion as a swift action. The animal companion gains a pool of 2 evolution points (*Advanced Player's Guide* 60) that can be used to temporarily give the companion evolutions as if it were an eidolon. A primal companion hunter uses her hunter level to determine her effective summoner level for the purpose of qualifying for evolutions and determining their effects. At 8th level, the number of evolution points in her pool increases to 4, and at 15th level, it increases to 6.

Activating these evolutions on the animal companion is a swift action. A primal companion hunter can use this ability for 1 minute per day per hunter level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. An animal companion that is transformed in this way cannot exceed the maximum number of attacks available to the eidolon of a summoner whose class level equals that of the hunter. While transformed in this way, the animal companion's type changes to magical beast, though the primal companion hunter still treats it as an animal for the purpose of the Handle Animal skill.

If a primal companion hunter's animal companion is dead, she can apply these evolutions to herself instead of to her animal companion. Uses of this ability count toward the hunter's maximum daily duration of evolution use. This ability replaces animal focus.

Primal Surge (Su): At 8th level, once per day as a swift action, a primal companion hunter can touch her animal companion and grant it one evolution that costs up to 4 points. The companion must meet the prerequisites of the selected evolution. Unlike the evolutions from primal transformation, this evolution is not set; it can be changed each time the hunter uses this ability. Using primal surge activates the primal transformation ability

on the companion if it isn't already active. This effect lasts until the hunter ends the primal transformation. This ability does not allow a companion to exceed its maximum number of natural attacks.

This ability can grant only one evolution at a time, even if the chosen evolution could be selected multiple times.

This ability can grant an evolution that allows additional evolution points to be spent to upgrade that evolution (such as damage reduction or flight), and any points left over can be spent on such upgrades. This ability cannot be used to grant an upgrade to an evolution that the companion already possesses. This ability replaces second animal focus.

Primal Master (Su): At 20th level, a primal companion hunter becomes in tune with his primal nature. He can activate his companion's primal aspect as a free action. When using primal surge, he can grant his companion two evolutions instead of one (each costing up to 4 evolution points). This ability replaces master hunter.

Verminous Hunter (Archetype)

A verminous hunter calls on the ceaseless, single-minded dedication of vermin to hunt and overwhelm her prey. Where other hunters invoke the cunning, animalistic powers of the alpha predators, she calls on the powers of the lowest life forms, reaching out to the spider instead of the monkey, the mantis instead of the snake, or the moth instead of the owl.

Vermin Companion (Ex): At 1st level, a verminous hunter must choose a vermin companion (*Ultimate Magic* 36) instead of an animal companion. The hunter tactics class ability allows a verminous hunter to grant her teamwork feats to a mindless vermin companion. This ability alters animal companion.

Vermin Empathy (Ex): A verminous hunter gains the wild empathy ability, but can use it only to influence vermin (not animals or magical beasts). This ability alters wild empathy.

Vermin Focus (Su): A verminous hunter can take on the aspect of a vermin. This ability functions as animal focus, but allows only the following choices.

Ant: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Beetle: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and +6 at 15th level. (A creature without natural armor has an effective natural armor bonus of +0.)

Centipede: The creature gains a +2 competence bonus on Climb checks and a +2 bonus to CMD against pull, push, reposition, and trip combat maneuvers. These bonuses increase to +4 at 8th level and +6 at 15th level.

Cockroach: The creature gains a +4 bonus on saves against cold dangers, disease, heat dangers, starvation, and thirst, and on Constitution checks to avoid suffocation. These bonuses increase to +6 at 8th level and +8 at 15th level.

Crab: The creature gains a +4 competence bonus on Swim checks and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +6 and +4 respectively at 8th level, and +8 and +6 at 15th level.

Flea: The creature gains a +4 competence bonus on saves against disease and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Fly: The creature gains a +2 bonus on Perception checks and on Acrobatics checks to balance or fall safely. These bonuses increase to +4 at 8th level and +6 at 15th level.

Leech: The creature gains a +2 competence bonus on grapple combat maneuver checks, and deals 1 point of bleed damage every time it succeeds at a grapple combat maneuver check to damage an opponent. These benefits increase to a +4 bonus and 3 points of bleed damage at 8th level, and a +6 bonus and 5 points of bleed damage at 15th level. Bleed damage from this ability does not stack with itself.

Mantis: The creature gains a +2 bonus on attacks of opportunity and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +4 at 8th level and +6 at 15th level.

Moth: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature gains blindsense to a range of 10 feet.

Phasmid: The creature gains low-light vision and a +4 competence bonus on Stealth checks in forests or plains. This bonus increases to +6 at 8th level and +8 at 15th level.

Scorpion: The creature gains a +2 competence bonus on Stealth checks and on grapple combat maneuver checks. These bonuses increase to +6 and +4 respectively at 8th level, and to +8 and +6 at 15th level.

Spider: The creature gains a +2 competence bonus on Stealth checks, saving throws against web effects (magical or otherwise), and checks to break free of webs. This bonus increases to +4 at 8th level and +6 at 15th level.

Wasp: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Worm: The creature gains a 25% chance to treat any critical hit or sneak attack as a normal hit (as the *fortification* armor special ability). This chance increases to 50% at 8th level, and 75% at 15th level.

This ability replaces animal focus.

Swarm Stride (Ex): At 5th level, a verminous hunter learns to move through vermin without danger. He can safely pass through swarms of vermin and does not take swarm damage while within a vermin swarm's space. In addition, he is immune to a swarm's distraction ability. If the hunter or his animal companion attacks a swarm, they lose this protection against that swarm only. This ability replaces woodland stride.

Inquisitor

As protectors of faith, inquisitors are often the last line of defense for communities of believers threatened by forces that seek to destroy their holy creeds. The methods by which inquisitors accomplish this duty, however, are as diverse as they are themselves—while some protect the innocent, others hunt the guilty.

Sacred Huntsmaster (Archetype)

Some inquisitors create a strong bond with an animal companion, and the two of them hunt and punish threats to the faith as an awe-inspiring duo. When they work together as one, there are few that dare to stand in their way.

Animal Companion (Ex): At 1st level, a sacred huntsmaster forms a bond with an animal companion. This ability functions as the hunter class feature of the same name, using her inquisitor level as her hunter level. This ability replaces judgment 1/day.

Hunter Tactics (Ex): At 3rd level, a sacred huntsmaster automatically grants her teamwork feats to her animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats. This ability replaces solo tactics.

Animal Focus (Su): At 4th level, a sacred huntsmaster can take on aspects of an animal as a swift action. This ability functions as the hunter's animal focus class feature, with her inquisitor level serving as her hunter level. This ability replaces later iterations of the judgment ability.

Improved Empathic Link (Su): At 8th level, the sacred huntsmaster gains an empathic link with her animal companion. This ability functions as an empathic link with a familiar, except the sacred huntsmaster can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The sacred huntsmaster is blinded while maintaining this connection. This ability replaces second judgment.

Raise Animal Companion (Sp): At 16th level, a sacred huntsmaster gains *raise animal companion*[UM] as a spell-like ability (not restricted to her own animal companion). Using this ability gives the sacred huntsmaster a negative level that cannot be overcome in any way (including by *restoration*), but that automatically ends after 24 hours. At 16th level, this ability functions as *resurrection* instead of *raise dead*, but otherwise operates as normal. This ability replaces third judgment.

Second Animal Focus (Ex): At 17th level, whenever a sacred huntsmaster uses her animal focus ability, she applies two animal aspects to herself instead of one, and can apply two aspects to her companion instead of one. As with the companion's previous aspect, this second one does not count against the minutes per day a sacred huntsmaster can take on an aspect. If her animal companion is dead and the sacred huntsmaster has applied that aspect to herself, that aspect counts toward her maximum of two aspects at once. The sacred huntsmaster can still apply only one of her dead companion's aspects to herself, not both. This ability replaces slayer.

Greater Empathic Link (Su): At 20th level, the range of a sacred huntsmaster's empathic link with her animal companion increases to 10 miles. If the animal companion is within 1 mile, it and the sacred huntsmaster can communicate telepathically. This ability replaces true judgment.

Sanctified Slayer (Archetype)

While all inquisitors root out enemies of the faith, in many orders and churches there's a select group of these religious hunters devoted to one goal, and one goal alone—to terminate the enemies of the faith wherever they can be found. Sometimes these sanctified slayers are given special dispensation to commit ruthless murders for the faith's greater good. Other times, they're simply willing to take the initiative to revel in the zeal of their grisly work.

Studied Target (Ex): At 1st level, a sanctified slayer gains the slayer's studied target class feature. She uses her inquisitor level as her effective slayer level to determine the effects of studied target. This ability replaces judgment 1/day.

Sneak Attack (Ex): At 4th level, if a sanctified slayer catches an opponent unable to defend itself effectively from her attack, she can strike a vital spot to deal extra damage. The sanctified slayer's attack deals additional damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the sanctified slayer flanks her target. This additional damage is 1d6 at 4th level, and increases by 1d6 every 3 levels thereafter. If a sanctified slayer scores a critical hit with the sneak attack, this extra damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (such as a sap, a whip, or an unarmed strike), a sanctified slayer can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual –4 penalty.

A sanctified slayer must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A sanctified slayer cannot use sneak attack while striking a creature with concealment. This ability replaces the later iterations of the judgment ability.

Talented Slayer (Ex): At 8th, 16th, 17th, and 20th levels, a sanctified slayer can gain a single slayer talent, including those from the list of rogue talents that a slayer can take, but not an advanced slayer talent. This ability replaces second judgment, third judgment, slayer, and true judgment.

Investigator

Investigators trust in knowledge above all things. Often this is not solely the bookish knowledge and abstract formulae of arcane artists, nor the religious knowledge of clerics, nor even the martial knowledge of the soldier, but rather some parts of each of these. Sometimes this knowledge is esoteric, but often it's practical in nature. Investigators master knowledge that allows them to ferret out the secrets that lie behind the hidden code of evidence and speak the ironclad language of cause and effect. They use their knowledge to find those things hidden from others, whether by the passage of time, the rituals of occult orders, or guilty creatures seeking to obscure their trails.

While most investigators use a mix of empirical science and alchemy to achieve these goals, there are other types of investigators as well. Some rely on different skills and information—such as the whispers of the dead, intuition, and luck—to uncover that which is hidden. The following is just a small sample of the myriad kinds of investigators.

Empiricist (Archetype)

Champions of deductive reasoning and logical insight, empiricists put their faith in facts, data, confirmed observations, and consistently repeatable experiments—these things are their currency of truth.

Ceaseless Observation (Ex): An empiricist's ability to notice the minutiae of almost everything that happens around him allows him to make shrewd and insightful calculations about people and even inanimate objects. At 2nd level, an empiricist uses his Intelligence modifier instead of the skill's normal key ability for all Disable Device, Perception, Sense Motive, and Use Magic Device checks. He can also use his Intelligence modifier instead of Charisma on any Diplomacy checks made to gather information. This ability replaces poison lore and poison resistance.

Unfailing Logic (Ex): An empiricist's grasp of facts and data enables him to anchor himself in reality, granting resistance to even the most potent illusions. At 4th level, an empiricist gains a +2 insight bonus on all Will saving throws against illusion spells or spell-like abilities that allow a save to disbelieve their effects. In addition, he can expend one use of inspiration as an immediate action to use his Intelligence bonus instead of his Wisdom bonus on all such saves for 1 round.

At 8th level, the empiricist's insight bonus increases to +4. At 16th level, he gains immunity to all illusion spells and spell-like abilities that allow a save to disbelieve their effects. This ability replaces swift alchemy.

Master Intellect (Ex): An empiricist's powers of reason and deduction ultimately become almost superhuman, and he is able to use them in nearly all aspects of life. At 20th level, an empiricist can use inspiration on all skill checks (even for skills he is not trained in) and all ability checks (including initiative checks) without spending uses of inspiration. This ability replaces true inspiration.

Infiltrator (Archetype)

An infiltrator specializes in investigating or disrupting groups from within. He uses his specialized set of skills and alchemical abilities to take the shape of the people or creatures whose company he's infiltrating, or even of specific individuals.

Master of Disguise (Ex): At 1st level, an infiltrator can use disguise with great results. When disguising himself as a different gender, race, age category, or size category, an infiltrator lessens the penalties for each by 2. For example, if the infiltrator disguises himself as a female two age categories older than himself, he would take a –2 penalty on the check instead of a –6 penalty. Also, an infiltrator can disguise himself with 1d3 minutes of work (instead of 1d3 × 10 minutes of work). This ability replaces trapfinding.

Voice Mimicry (Ex): At 2nd level, an infiltrator learns to mimic voices and sounds around him. Using this ability requires a special Disguise check, and creatures hearing the voice can make a Perception check to discover the ruse. An infiltrator can attempt to emulate any creature's voice or other sound he's heard clearly for at least 1 minute. The bonuses or penalties to this special Disguise check are modified in the following ways, all of which are cumulative.

Disguised Voice	Check Modifier
Voice is not your own, but is not that of a distinct individual	+5
Voice is that of a different gender	–2
Voice is that of a different race	–2
Voice is that of a different age category	–2
Voice is that of a different size category	–5

Also, the creature making the Perception check gains a bonus based on its familiarity with specific voices, just as if it were confronted with a normal disguise (*Core Rulebook* 95). This ability is a language-dependent effect, meaning that if a creature cannot hear or understand what the infiltrator is saying, the ruse fails. Magic items, feats, and traits that affect disguises do not affect this special Disguise check.

At 8th level, the infiltrator gains the effects of his master of disguise class feature on this special use of the Disguise skill (no penalty for a voice of a different gender, race, or age category, and only a –3 penalty for a different size category). This ability replaces poison lore.

Mimic Mastery (Su): At 2nd level, when an infiltrator uses *disguise self* or any polymorph extracts on himself, he is treated as 2 investigator levels higher for the purpose

of determining the duration of that extract's effect. He can use these extracts to take the appearance of specific individuals of the form he chooses, gaining a +10 bonus on Disguise checks even if that extract does not normally grant such a bonus. Furthermore, these extracts grant the infiltrator a +10 bonus on Disguise checks that are made as part of his voice mimicry ability. This ability replaces poison resistance.

Mastermind (Archetype)

Although many investigators use their honed senses and cunning insight for personal gain, no one excels at such endeavors like the mastermind. Typically, these investigators dwell at the centers of complex networks of lies, minions, or precious information, from which they dispense commands, threats, and rumors, all carefully crafted to increase the power of their peculiar empires. While masterminds often act as the heads organizations such as criminal families, thieves' guilds, or corruption-riddled bureaucracies, they aren't always evil.

Mastermind's Inspiration (Ex): A mastermind can use inspiration on Diplomacy and Intimidate checks without expending uses of inspiration, but can't do so on Linguistics or Spellcraft checks. This ability alters inspiration.

A Quiet Word (Ex): A mastermind's reputation precedes him. At 1st level, once per day a mastermind can spend 10 minutes preparing an ally to make a single Diplomacy or Intimidate check (mastermind's choice when preparing the ally) within the next 24-hour period at the mastermind's behest. This skill check uses the mastermind's skill ranks instead of the ally's. The mastermind's affected ally still uses its own ability bonus for the check.

Furthermore, when a mastermind uses this ability, he can expend one use of inspiration to give the ally use of his inspiration die when making the check.

At 3rd level, a mastermind can use this ability an additional time each day, and the number of times he can use this ability per day increases by 1 at every third level thereafter. Multiple uses of this ability on the same ally grant that ally the benefit on additional Diplomacy or Intimidate checks.

At 12th level, a mastermind can use this ability to bestow on his ally the use of his skill ranks, similar to the 1st-level effect of this ability but with a wider range of skills to choose from. The mastermind can bestow this benefit only on a skill check that he can use inspiration on without expending uses of inspiration. For instance, a mastermind with the underworld inspiration talent can bolster his ally's Bluff, Disable Device, Disguise, or Sleight of Hand checks, selecting a particular skill for each use of the ability. This ability replaces trapfinding and trap sense.

Mastermind Defense (Ex): At 4th level, a mastermind can, as an immediate action, expend two uses of inspiration to make an inspired defense. He rolls his inspiration die and applies the result as a penalty on an attack roll made against him. If the mastermind has the combat inspiration talent, he can expend one use of inspiration on this ability instead of two. This ability replaces swift alchemy.

Impregnable Mind (Su): At 9th level, a mastermind's secrecy, obscurity, and mental conditioning reach superhuman levels. He becomes immune to any divination spell, spell-like ability, or effect that allows a saving throw (though he can still allow a divination effect to affect him if he wishes). Even divination effects that do not allow a saving throw have difficulty piercing a mastermind's barriers, since a mastermind can now choose to think in any language he speaks. Unless the opponent reading a mastermind's thoughts speaks all of the mastermind's languages, attempts at thought reading automatically fail. This ability replaces the investigator talent gained at 9th level.

Sleuth (Archetype)

A sleuth is an investigator who relies on good fortune and guile rather than alchemy. Having no intrinsic mystical energy, she must forgo the more magical aspects of alchemy to solve her mysteries with wits, gumption, and the fickle consideration of luck.

Sleuth's Luck (Ex): At 1st level, a sleuth gains a pool of luck, measuring her ability to get out of scrapes. At the start of each day, a sleuth has a number of luck points equal to her Charisma modifier (minimum 1). Her luck goes up or down throughout the day, but usually cannot go higher than her Charisma modifier (minimum 1), though feats, magic items, and spells that grant either grit points or panache points can also grant a sleuth an equal number of luck points. A sleuth spends luck to accomplish deeds (see below), and regains luck in the following ways.

Rolling a Natural 20 on a Knowledge or Sense Motive Check: While on an investigation, a sleuth regains luck by uncovering secrets. Rolling a natural 20 on these skill checks while actively investigating causes the sleuth to regain 1 luck point. Such skill checks made for more mundane reasons (such as normal research or using Sense Motive to gain information during normal bargaining or while gambling) do not cause the sleuth to regain luck. Determining which skill checks qualify is up to the GM.

Rolling a 6 or Higher on an Inspiration Die: When a sleuth rolls an inspiration die while on an investigation and the result is 6 or higher, she regains 1 luck point. (If she rolls multiple inspiration dice at a time, she regains 1 luck point if the total is 6 or higher.) Like regaining luck via a natural 20 on a qualifying skill check, uses of inspiration for more mundane reasons don't qualify for regaining luck. The GM is the final arbitrator for what rolls qualify. It's possible for an investigator to regain 2 luck points on the same skill

Grit, Luck, and Panache

Grit, luck, and panache represent three different means by which heroes can gain access to the same heroic pool, using it to accomplish fantastic feats. For characters with a mix of grit, luck, and panache, they pool the three resources together into a combined pool. (Those who use panache and luck do not gain twice their Charisma bonuses in their pools.) For feats, magic items, and other effects, a panache user can spend and gain luck points in place of grit points or panache points, and vice versa.

A luck user does not count as a grit or panache user for the purpose of meeting feat prerequisites.

check if the qualifying skill check is a natural 20 and any inspiration die roll made results in a 6 or higher.

This ability and the 1st-level deeds described below replace alchemy. A sleuth cannot take the alchemist discovery talent or any investigator talent that affects alchemy.

Deeds: Sleuths spend luck points to accomplish deeds. Most deeds grant a sleuth some momentary bonus or effect, but some provide longer-lasting effects. Some deeds stay in effect as long as a sleuth has at least 1 luck point.

At 1st level, a sleuth gains the following deeds.

Daring (Ex): A sleuth can spend 1 luck point when he makes an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll d6 and add the result to the check. He can choose to add this die after he attempts the check, but must to do before the result is revealed. If the d6 roll is a natural 6, he rolls another d6 and adds it to the result. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Intelligence modifier (minimum 1).

Opportunistic Evasion (Ex): When a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage from that effect.

Sleuth's Initiative (Ex): As long as the sleuth has at least 1 luck point, he gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the weapon is not hidden, then he can draw a single light or one-handed melee weapon as part of the initiative check. (Unlike with swashbuckler deeds, this does not have to be a piercing weapon.)

At 4th level, a sleuth gains the following deeds. These abilities replace swift alchemy.

Make It Count (Ex): When a sleuth uses studied strike, he can spend 1 luck point to apply an investigator talent that he doesn't already know and that affects studied strike to his studied strike. He must be able to meet that talent's prerequisites.

Run Like Hell (Ex): A sleuth can spend 1 luck point to gain a +20-foot bonus to his base speed for 1 minute. Furthermore, while under the effect of this bonus, if he moves more than his normal speed in a round, he gains a +4 bonus to AC until the start of his next turn.

Second Chance (Ex): When a sleuth rolls an inspiration die or uses the daring deed (see above), he can spend 1 luck point to reroll either the inspiration die or the daring deed die. If he rolls a 6 or higher on this reroll, he does not regain a luck point, and he must keep the result of the reroll, even if it is lower.

Investigator Talents: The following investigator talents complement the sleuth archetype: amazing inspiration, combat inspiration, device talent, effortless aid, expanded inspiration, hidden agendas, inspirational expertise, inspired alertness, inspired intimidator, perceptive tracking, quick study, rogue talent, tenacious inspiration, and underworld inspiration.

Spiritualist (Archetype)

While most investigators look to the physical world to gain their knowledge, there are those who seek out knowledge beyond the pale. Those who think that the dead tell no tales are quickly proven wrong by the spiritualist. Instead of toying with chemicals and reagents to find clues, he talks directly to the spirit world to uncover the ways and means of skulduggery and the desperate acts committed in the heat of dark passions.

Commune with Spirits (Sp): Instead of relying on alchemical research to find clues, a spiritualist relies on communion with the world beyond death. At 1st level, a spiritualist gains the ability to use *comprehend languages*, *detect secret doors*, and *identify*, but each has a casting time of 1 minute because the spiritualist needs to consult with the spirits of the dead that dwell in his area or that are attached to him in some way. The spiritualist can use this ability a number of times per day equal to his investigator level + his Wisdom modifier.

As he advances in level, the spiritualist gains the ability to use other spells, with the casting time as above. At 5th level, he can use *augury*. At 7th level, he can use *speak with dead* and *locate object*. At 9th level, he can use *legend lore*.

This ability replaces alchemy. A spiritualist cannot take the alchemist discovery talent or any investigator talent that affects alchemy.

Spirit Sense (Su): At 2nd level, when a spiritualist attempts a saving throw against an ability or an effect delivered by an incorporeal creature, he can expend one use of inspiration instead of two to augment that saving throw. If the spiritualist has the combat inspiration investigator talent, he need not spend any inspiration to augment such saving throws. This ability replaces poison lore.

Strong Life (Ex): At 2nd level, the spiritualist's dealings with the other side and knowledge of what lies beyond strengthen his will. He gains a +2 bonus on saving throws

against death effects and negative energy damage. This bonus increases to +4 at 5th level and to +6 at 8th level. This ability replaces poison resistance.

Sixth Sense (Su): At 3rd level, a spiritualist can spend one use of the commune with spirits ability to reroll a single saving throw that he has failed. He must take the result of the reroll, even if it is lower. This ability replaces trap sense.

Whispering Spirits (Su): At 4th level, the spiritualist can open a conduit with the spirit world that can aid him in combat for a short time. He can expend one use of his commune with spirits ability in order to gain an insight bonus to both AC and saving throws equal to his Wisdom modifier (minimum 1) for 1 minute. This ability replaces swift alchemy.

Touched by the Beyond (Su): At 11th level, the spiritualist's ability to touch the beyond grants him further protection against the dangers of death and negative energy. The spiritualist becomes immune to death effects, and he takes half damage from negative energy. This ability replaces poison immunity.

Investigator Talents: The following investigator talents complement the spiritualist archetype: amazing inspiration, combat inspiration, effortless aid, eidetic recollection, empathy, expanded inspiration, hidden agendas, inspirational expertise, item lore, studied defense, and tenacious inspiration.

Steel Hound (Archetype)

Black powder and firearms are a natural extension of the alchemical experimentation that investigators use on a regular basis. Steel hounds are investigators who have taken to using firearms in place of the more mundane weapons their counterparts favor.

Weapon and Armor Proficiency: Steel hounds are proficient with simple weapons, plus the rapier, the sap, and one type of firearm selected at 1st level. They are proficient with light armor, but not with shields. This ability replaces the investigator's weapon and armor proficiency.

Packing Heat (Ex): At 2nd level, the steel hound gains both the Amateur Gunslinger and Gunsmithing feats as bonus feats. He also gains a battered gun identical to the one gained by the gunslinger. This ability replaces poison lore.

Investigator Talents: Whenever he gains a new investigator talent, the steel hound can instead select one of the following feats: Extra Grit or Rapid Reload.

Deed (Ex): At 4th level, a steel hound gains the following deed. This deed works and interacts with grit the same way that gunslinger deeds do, but only the steel hound can use it. If the steel hound also has levels in gunslinger, he can spend grit points from that class to use this deed.

Blind Shot (Su): A steel hound can spend 1 grit point to ignore all miss chances due to concealment when making firearm attacks. This effect lasts until the end of his turn. This ability allows the steel hound to ignore concealment, but does not reveal the enemy or allow him to see the enemy. This ability replaces swift alchemy.

Talented Shot (Ex): At 11th level, a steel hound can select a gunslinger deed in place of an investigator talent. For this purpose, his effective gunslinger level is equal to his investigator level – 4.

Magus

Oddities among arcane spellcasters, magi find new and interesting ways to develop their talents by blending techniques from other disciplines.

Magus Arcana

As he gains levels, a magus masters arcane secrets that supplement his magical and martial attacks. Any magus who meets the prerequisites for a magus arcana can select that arcana. Unless specifically noted in a magus arcana's description, a magus cannot select a particular magus arcana more than once.

Arcane Deed (Ex): When a magus takes this arcana, he can pick any one deed from the swashbuckler's deeds class feature, as long as that deed can be used by a swashbuckler of his magus level. The magus can use that deed by using points from his arcane pool as the panache points required for that deed. Even if he gains a panache pool through another means, the magus is not considered to have at least 1 point in his panache pool for the purpose of deeds selected with arcane deed, and his effective swashbuckler level for determining such a deed's effect is 0. A magus can take this arcana multiple times, each time gaining a new deed. The magus must have flamboyant arcana (see below) to select this arcana.

Flamboyant Arcana (Ex): A magus gains the derring-do and opportune parry and riposte deeds from the swashbuckler's list of deeds. The magus can spend only points from his arcane pool (not panache points) to use these deeds and any other deeds he gains from arcane deed. He can't use points from his arcane pool to use deeds from other classes or those gained by feats, nor can he regain points in his arcane pool the way a swashbuckler would regain panache points. Effects that add to, reduce the cost of, or otherwise affect panache or grit don't affect the arcane pool of a magus with this arcana.

Eldritch Scion (Archetype)

Unlike typical magi, eldritch scions find that their spells and abilities come to them instinctively.

Spells: An eldritch scion casts arcane spells drawn from the magus spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an eldritch scion must have a Charisma score equal to at least 10 + the spell's level. The DC of a saving throw against an eldritch scion's spell is 10 + the spell's level + the eldritch scion's Charisma modifier. An eldritch scion can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as for a bard of the same level. In addition, he receives bonus spells per day if he has a high Charisma score.

An eldritch scion's selection of spells is limited. He has the same number of spells known as a bard of the same level, and can choose new spells to replace old ones at 5th level and every 3 class levels thereafter, just as a bard does. See the bard (*Core Rulebook* 35) for more information on swapping spells known. This ability replaces the magus's spells class feature.

Bloodline: An eldritch scion gains a bloodrager bloodline. The bloodline is selected at 1st level, and this choice cannot be changed. An eldritch scion's effective bloodrager level for his bloodline abilities is equal to his eldritch scion level. He does not gain any bonus feats, and he gains bonus spells from his bloodline at different levels (see the bonus spell class feature, below). To use any ability that normally functions when he's in a bloodrage, an eldritch scion must spend 1 point from his eldritch pool (see below).

If an eldritch scion takes levels in another class that grants a bloodline, the bloodlines must be of the same type, even if that means that the bloodline of one of the classes must change. Subject to GM approval, an eldritch scion can change his previous bloodline to make them conform.

This ability replaces spell recall.

Eldritch Pool (Su): An eldritch scion gains an eldritch pool of personal magical energy, equal to 1/2 his magus level (minimum 1) + his Charisma modifier. As a swift action, he can spend 1 point of eldritch energy to enter a state of mystical focus for 2 rounds. This allows him to use abilities from his bloodrager bloodline as though he were in a bloodrage, though he gains none of the other benefits or drawbacks of bloodraging. At 4th level, an eldritch scion can also use his eldritch pool as an arcane pool, gaining all the benefits of the magus's arcane pool class feature.

Additionally, any magus class feature or spell from the magus spell list that normally uses a calculation based on Intelligence is instead based on Charisma for an eldritch scion. For example, an eldritch scion with the arcane accuracy magus arcana grants himself an insight bonus on attacks equal to his Charisma bonus, not his Intelligence bonus. This benefit has no effect on the eldritch scion's skills or skill points. This ability replaces arcane pool, and abilities that modify arcane pool also modify eldritch pool.

Spell Combat (Ex): An eldritch scion can use spell combat only while in a state of mystical focus (see eldritch pool, above). At 8th level, an eldritch scion can use spell combat at any time. This ability alters spell combat.

Bonus Spells: At 7th level, an eldritch scion gains the bonus spell from his bloodrager bloodline that is normally gained at 10th level. He gains the next three bonus spells from his bloodline at 9th, 11th, and 13th levels, respectively. This ability replaces knowledge pool.

Improved Spell Combat (Ex): At 14th level, an eldritch scion gains the improved spell combat class feature. This ability alters improved spell combat.

Greater Spell Combat (Ex): At 18th level, an eldritch scion gains the greater spell combat class feature. This ability alters greater spell combat.

Monk

The disciplines and mystic orders of the monk are varied as the animals that roam the forest. Some of these orders treat combat as an art, while others treat it as an element. The following show examples of both philosophies.

Kata Master (Archetype)

The kata master takes the visual aspect of his martial art to its logical extreme, harnessing his flowing movements and skilled maneuvers as a psychological weapon against his enemies. A kata master forsakes the mental discipline of his more contemplative brethren in favor of flamboyant exhibitions. He often performs in staged fights and tournaments, utilizing stylized forms to amaze the audience and shock and dismay his opponents.

Panache: At 1st level, a kata master gains the swashbuckler's panache class feature. At the start of each day, a kata master gains a number of panache points equal to his Charisma bonus (minimum 1). His panache goes up or down throughout the day, but usually cannot exceed his Charisma bonus (minimum 1). A kata master gains the swashbuckler's derring-do and dodging panache deeds. A kata master can use an unarmed strike or a monk special weapon in place of a light or one-handed piercing melee weapon for the purpose of swashbuckler class features and deeds. This ability replaces stunning fist.

Menacing Swordplay (Ex): At 3rd level, a kata master gains the swashbuckler's menacing swordplay deed. This ability replaces still mind.

Ki Pool (Su): At 4th level, a kata master can treat ki points as panache points for any swashbuckler deed gained through this archetype. This ability modifies ki pool.

Targeted Strike (Ex): At 7th level, a kata master gains the swashbuckler's targeted strike deed. This ability replaces wholeness of body.

Dizzying Defense (Ex): At 15th level, a kata master gains the dizzying defense swashbuckler deed. This ability replaces quivering palm.

Wildcat (Archetype)

A wildcat is a student of the school of hard knocks who dedicates himself to learning how to take down foes by any means necessary. A wildcat isn't afraid to smash a tankard over a foe's head, stomp an opponent's foot, gouge an eye, or generally create mayhem to gain any possible advantage.

Ready for Anything (Ex): At 3rd level, a wildcat gains a +2 bonus on initiative checks and on Perception checks to act in a surprise round. This ability replaces still mind.

Brawler Maneuver Training (Ex): At 4th level, a wildcat gains additional training with the dirty trick combat maneuver (*Advanced Player's Guide* 320). He gains a +1 bonus on combat maneuver checks when attempting a dirty trick and a +1 bonus to his CMD to resist this maneuver.

At 7th, 10th, and 16th levels, a wildcat becomes further trained in another combat maneuver, gaining the above +1 bonus on combat maneuver checks and to his CMD to resist that combat maneuver. In addition, each of the bonuses granted by previous maneuver training increases by 1. For example, when a wildcat reaches 7th level, he gains a +1 bonus on one type of combat maneuver and +1 to his CMD to resist that combat maneuver, and the bonuses for the dirty trick combat maneuver increase to +2.

This ability replaces ki pool and high jump.

Improvised Weapon Mastery (Ex): Starting at 4th level, a wildcat's damage with improvised weapons increases. When wielding an improvised weapon, he uses the unarmed strike damage of a monk 4 levels lower instead of the base damage for that weapon (minimum monk level 1st). For example, a 6th-level Medium wildcat wielding a broken bottle deals 1d6 points of damage instead of the weapon's normal 1d4. If the weapon normally deals more damage than this, its damage is unchanged. This increase in damage does not affect any other aspect of the weapon. The wildcat can decide to use the weapon's base damage instead of his adjusted unarmed strike damage. This decision must be declared before the attack roll is attempted. This ability replaces slow fall.

Bonus Feat: A wildcat adds the following feats to his list of bonus feats at 6th level: Improved Dirty Trick[APG], Improved Reposition[APG], and Improved Steal[APG]. He adds the following feats to his list of bonus feats at 10th level: Quick Dirty Trick[UC], Quick Reposition[UC], and Quick Steal[UC].

Knockout (Ex): At 9th level, a wildcat can unleash a devastating attack once per day that can instantly knock a target unconscious. He must announce this intent before making his attack roll. If the wildcat's strike is successful and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the wildcat's level + the higher of the wildcat's Strength and Dexterity modifiers) or fall unconscious for 1d6 rounds. Each round on its turn, an unconscious target can attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 12th level, a wildcat can use this ability twice per day. This ability replaces improved evasion and abundant step.

Turn the Tables (Ex): At 13th level, whenever an opponent fails a combat maneuver check against the wildcat, it provokes an attack of opportunity from the wildcat. This ability replaces diamond soul.

Dirty Blow (Ex): At 19th level, when a wildcat succeeds at a dirty trick combat maneuver, he can deal his unarmed strike damage to that opponent. This ability replaces empty body.

Oracle

While all oracles call upon mysteries to fuel their divine power, some oracles are more mysterious than most. Some look beyond the bounds of the world that is commonly accepted, while others seek the spirits of nature to aid them in their work. Still others dabble in the mysteries of battle, and refine the ability to augment their skill at arms.

Psychic Searcher (Archetype)

A psychic searcher is devoted to revealing the hidden within the world around her by sensing and communing with residual mental energy, haunts, and fragments of living spirits that can dwell in objects or rooms.

Bonus Spells: *Augury* (4th), *locate object* (6th), *divination* (8th), *find the path* (12th), *discern location* (16th), *foresight* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Inspiration (Ex): At 2nd level, a psychic searcher gains an inspiration pool, as the investigator class feature. A psychic searcher uses her oracle level as her investigator level to determine the effects of this ability. She can use inspiration on Diplomacy, Knowledge (arcana, history, local, nobility, planes, or religion), and Sense Motive checks without spending uses of inspiration, provided she's trained in the skill. A psychic searcher's inspiration pool refreshes each day, usually when she refreshes her spells. A psychic searcher's inspiration pool is based on her Charisma modifier, not her Intelligence modifier. This ability replaces the mystery spell gained at 2nd level.

Psychic Talent (Su): At 3rd level, a psychic searcher's mastery of her supernatural insight grows, granting her a new investigator talent from the following list: amazing inspiration, eidetic recollection, empathy, inspired alertness, item lore, perceptive tracking (except using Sense Motive instead of Perception or Survival), rogue talent (hard to fool[APG] only), and tenacious inspiration. Whenever a psychic searcher can select a new revelation, she can instead select a talent from the above list. This ability replaces the revelation gained at 3rd level.

Recommended Mysteries: Ancestor, lore, nature.

Spirit Guide (Archetype)

Through her exploration of the universe's mysteries, a spirit guide opens connections to the spirit world and forms bonds with the entities that inhabit it.

Class Skills: A spirit guide gains all Knowledge skills as class skills. This abilities replaces the bonus class skills gained from the oracle's mystery class feature.

Bonded Spirit (Su): At 3rd level, a spirit guide can form a temporary bond with a spirit, as the shaman's wandering spirit class feature (see page 37). She must make this selection each day when she refreshes her spells. A spirit guide cannot bond with a spirit that is incompatible with her alignment, ethos, or mystery (GM's discretion).

A spirit guide gains one hex of her choice from the list of hexes available from that spirit. She uses her oracle level as her shaman level, and she switches Wisdom for Charisma and vice versa for the purpose of determining the hex's effects.

At 4th level, she adds the bonded spirit's spirit magic spells to her oracle spells known for that day, but only those of spell levels she can cast. At 7th level, she gains the spirit ability of her current bonded spirit. At 15th level, she gains the greater spirit ability of her current bonded spirit.

This ability replaces the revelations gained at 3rd, 7th, and 15th levels.

Recommended Mysteries: Ancestor, heavens, lore.

Warsighted (Archetype)

A warsighted's unique gifts are not grounded in strange magical revelations, but rather in her ability to adapt in the midst of a battle with new fighting techniques. The warsighted is a master of combat, as dedicated as a fighter and as flexible as a brawler.

Martial Flexibility (Ex): At 1st level, a warsighted can use a move action to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The warsighted must otherwise meet the feat's prerequisites. She can use this ability a number of times per day equal to 3 + 1/2 her oracle level. The warsighted can use this ability again before the duration expires in order to replace her previously chosen combat feat with another choice.

If a combat feat has a daily use limitation (for example, Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. At higher levels, when she gains multiple feats through this ability, she can use those feats to meet the prerequisites of other feats she gains with this ability. Doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 7th level, a warsighted can use this ability to gain the benefit of two combat feats at the same time. She can select one feat as a swift action or two feats as a move action.

At 11th level, a warsighted can use this ability to gain the benefits of three combat feats at the same time. She can select one feat as a free action, two feats as a swift action, or three feats as a move action.

At 15th level, a warsighted can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action.

This ability replaces the revelations gained at 1st, 7th, 11th, and 15th levels.

Recommended Mysteries: Battle, bones, nature, metal.

Paladin

All paladins follow a code that is both lawful and good, but how they do so varies from order to order and individual to individual. Some serve their code by ridding the world of dangers on the roads and byways, while others protect the faithful and their institutions.

Holy Guide (Archetype)

A holy guide believes he has a sacred calling to clear the roads of bandits between towns as well as to escort travelers to safety. He must enforce the rule of law in the wilderness and help those that cannot defend themselves against the many dangers of the area.

Class Skills: A holy guide gains Knowledge (geography) and Survival as class skills.

Favored Terrain (Ex): At 3rd level, a holy guide chooses a favored terrain from the ranger favored terrains table. This ability otherwise functions as the ranger class feature of the same name. This ability replaces the mercy gained at 3rd level. Every time a holy guide would be able to select another mercy, he can instead select another favored terrain and increase his bonuses for one existing favored terrain, just as a ranger can.

Teamwork Feat (Ex): At 6th level, a holy guide gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, he can expend one use of smite evil to grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 paladin levels the holy guide possesses. Allies do not need to meet the prerequisites of this bonus feat. Evil creatures do not gain the benefit of this teamwork feat, even if the paladin considers them allies. This ability replaces the mercy gained at 6th level.

Temple Champion (Archetype)

A temple champion is a powerful warrior dedicated to a good or lawful deity. She thinks of herself primarily as a servant of her deity and secondarily as an agent of her deity's church. She has a refined understanding of a specific aspect of that faith and gives up standard paladin spellcasting in favor of a warpriest's domain-based blessings and granted powers.

Spells: A temple champion does not gain access to paladin spells, and does not have a paladin caster level or a spell list. This is not considered a spellcasting class.

Domain Granted Power: At 4th level, a temple champion selects one domain granted by her deity (or a domain suitable for her ethos or goals, subject to GM discretion). The temple champion gains the 1st-level granted power of that domain and uses her paladin level as her cleric level for determining the effects of that granted power. Any Wisdom-based aspects of that granted power instead use the temple champion's Charisma. The temple champion does not gain access to that domain's spell list.

Blessing (Su): At 5th level, a temple champion gains the minor blessing (as the warpriest class feature) of the domain she selected at 4th level. She uses her paladin level as her warpriest level for determining the effects of that blessing. Any Wisdom-based aspects of that blessing instead use the temple champion's Charisma. At 11th level, she gains the major blessing of her chosen domain. This ability replaces divine bond and aura of justice.

Ranger

Rangers roam the wilderness hunting their enemies, defending their ideals, and honing their skills, but the ways in which they do so are as varied as the flora in a rainforest.

Divine Tracker (Archetype)

Blessed by his deity, a divine tracker hunts down those he deems deserving of his retribution. His weapon is likely to find purchase in his favored enemy.

Alignment: A divine tracker's alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis. This replaces the ranger's alignment.

Favored Weapon: At 1st level, a divine tracker is proficient with the favored weapon of his deity. If his deity's favored weapon is unarmed strike, he instead gains Improved Unarmed Strike as a bonus feat. This ability replaces wild empathy.

Blessings (Su): At 4th level, a divine tracker forms a close bond with his deity's ethos. He selects two warpriest blessings from among those granted by his deity and gains their minor powers. A divine tracker can select an alignment blessing (Chaos, Evil, Good, or Law) only if his alignment matches that blessing. If a divine tracker isn't devoted to a particular deity, he still selects two blessings to represent his spiritual inclinations and abilities, subject to GM discretion. The restriction on alignment blessings still applies. A divine tracker uses his ranger level as his warpriest level to determine the effects of blessings. At 13th level, a divine tracker gains the major powers of his blessings. This ability replaces hunter's bond.

Hooded Champion (Archetype)

The hooded champion lives on the periphery of civilized lands, and is often at odds with the forces of law and order. He is frequently a hero of oppressed peoples, lurking in the woods near their homes and trying to right the injustices inflicted upon them by the wealthy and powerful.

Panache (Ex): At 1st level, the hooded champion gains the swashbuckler's panache class feature. He regains panache by scoring critical hits and killing blows when using a bow of any kind, rather than when using a light or one-handed piercing melee weapon. If the hooded champion has this ability and the panache ability from another class or archetype, the panache points from the two sources do not stack, but the hooded champion regains panache in any way either class feature allows him to. For example, a character with a Charisma score of 16 who has both the hooded champion's and the swashbuckler's panache has a base of 3 panache points, and regains panache from critical hits and killing blows by scoring with either a bow or a light or one-handed piercing melee weapon. This ability replaces favored enemy at 1st level.

Deeds: At 1st level, the hooded champion gains the swashbuckler's derring-do and dodging panache deeds. He also gains the deeds below at the levels indicated. For all deeds, treat the hooded champion's ranger level as his swashbuckler level.

Dead Aim (Ex): At 1st level, the hooded champion can spend 1 panache point when making a single ranged attack (not a full attack) with a bow to make a ranged touch attack instead. The target must be in the bow's first range increment.

At 3rd level, the hooded champion gains the swashbuckler's kip-up deed as well as the following deed.

Hooded Champion's Initiative (Ex): At 3rd level, while the hooded champion has at least 1 panache point, he gains a +2 bonus on initiative checks. Also, if he has the Quick Draw feat, his hands are free and unrestrained, and his weapon isn't hidden, then he can draw a single bow as part of the initiative check.

Combat Style: At 2nd level, the hooded champion must select the archery combat style. At 9th level, the hooded champion gains the swashbuckler's grace and evasive deeds. At 16th level, the hooded champion gains the swashbuckler's edge and cheat death deeds. This ability replaces wild empathy, endurance, evasion, and improved evasion.

Wild Hunter (Archetype)

A wild hunter seeks to emulate the animals around him to keep him safe while he tracks his prey. Instead of studying the traits and behaviors of a favored enemy, a wild hunter studies those of various animals, incorporating those attributes into his hunting strategy.

Animal Focus (Su): At 1st level, as a swift action a wild hunter can take on the aspect of an animal, gaining a bonus or a special ability based on the type of animal emulated. This ability functions as the hunter's animal focus class feature (see page 27), though it applies only to the wild hunter and not an animal companion (see shared focus, below). The wild hunter can use this ability for 1 minute per day per ranger level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. He can emulate only one animal at a time. This ability replaces favored enemy.

Shared Focus (Su): At 7th level, a wild hunter can share his current animal focus with one creature appropriate to his hunter's bond. If the wild hunter's bond is with an animal companion, the companion automatically gains the benefits of the wild hunter's current animal focus. If the wild hunter's bond is with his companions, as a swift action he can select one bonded ally to gain the benefits of the wild hunter's current animal focus; these benefits last until the hunter's bond ends, the animal focus ends for the wild hunter, or the wild hunter selects a different companion. This ability replaces woodland stride and swift tracker.

Rogue

Rogues are masters of misdirection and guile. Some revel in appearing to be something they're not, while others dabble in bolstering their trickery with alchemy.

Counterfeit Mage (Archetype)

Charlatans and stage magicians use sleight of hand to fake magic. A counterfeit mage goes a step further, parroting the motions and phrases used by arcane casters to activate wands or other magical accoutrements. While counterfeit mages rarely fool a real wizard, their command of the arcane is enough to convince most lay people.

Magical Expertise (Ex): At 1st level, a counterfeit mage adds 1/2 his level to Disable Device checks to disarm magical traps, Perception checks to find magical traps, and Use Magic Device checks to activate scrolls and wands. A counterfeit mage can use Disable Device to disarm magic traps. This ability replaces trapfinding.

Signature Wand (Ex): At 4th level, a counterfeit mage can spend 1 hour practicing with a wand to designate it as his signature wand. He can draw that wand as a free action, and can activate it without having to succeed at a Use Magic Device check. He can change his signature wand once per day. This ability replaces the rogue talent gained at 4th level.

Wand Adept (Ex): At 6th level, a counterfeit mage can use his Dexterity modifier in place of his Charisma modifier when attempting Use Magic Device checks to activate wands.

Rogue Talents: The following rogue talents complement the counterfeit mage archetype: deft palm[UC], esoteric scholar[UC], honeyed words[APG], major magic, minor magic, and trap spotter.

Advanced Talents: The following advanced rogue talents complement the counterfeit mage archetype: dispelling attack, familiar[UC], and slippery mind.

Underground Chemist (Archetype)

Underground chemists are part of the fetid underbelly of the alchemical world. While underground chemists can't hold a candle to dedicated alchemists, their use of alchemical substances and potions makes them tricky and dangerous.

Chemical Weapons (Ex): At 2nd level, an underground chemist is able to retrieve an alchemical item as if drawing a weapon. She adds her Intelligence modifier to damage dealt with splash weapons, including any splash damage. She adds 1/2 her level to Craft (alchemy) checks. This ability replaces evasion.

Precise Splash Weapons (Ex): At 4th level, an underground chemist can deal sneak attack damage with splash weapons. The attack must be her first attack in that round, must qualify to be a sneak attack (such as an attack against a flat-footed target), and must be directed at a creature rather than a square. This ability replaces the rogue talent gained at 4th level.

Discovery (Su): At 10th level, an underground chemist can select one of the following alchemist discoveries in place of a rogue talent: concentrate poison[APG], dilution[APG], enhance potion[APG], extend potion[APG], mummification[UM], nauseating flesh[UC], poison conversion[UC], preserve organs[UM], spontaneous healing[UM], or sticky poison[APG]. She uses her rogue level as her effective alchemist level for determining the effects of her discoveries and whether she is able to select one. This ability alters advanced talents.

Rogue Talents: The following rogue talents complement the underground chemist archetype: black market connections[UC], fast fingers[APG], lasting poison[APG], sniper's eye[APG], and swift poison[APG].

Advanced Talents: The following advanced rogue talents complement the underground chemist archetype: deadly cocktail[APG] and thoughtful reexamining[APG].

Shaman

Channeling magic from the spirits around them, shamans serve as teachers, spirit guides, and even lawgivers to aboriginal peoples and isolated societies. Some shamans don't just commune with the spirits, but also let them inhabit their bodies. Others look for guidance from whichever spirit would serve them best at the time.

Animist (Archetype)

Even among mystical practitioners, the animist has a strange perspective and even stranger magic. The animist perceives that all things have a spirit, including objects, constructs, illnesses, buildings, and the environment.

Animist Spirit Magic: The animist adds the following spells to the list of spells he can cast using spirit magic: *speak with animals* (1st), *skinsend*[UM] (2nd), *speak with plants* (3rd), *malfunction*[UM] (4th), *dream* (5th), *speak with stone* (6th), *control construct*[UM] (7th), *trap the soul* (8th), and *soul bind* (9th). This ability replaces the spirit magic spells gained from the shaman's spirit.

Wrangle Condition (Su): At 2nd level, the animist interacts directly with unwholesome spirits of the ills that trouble him or his people. To the animist, negative conditions manifest as anthropomorphic spirits or are caused by such spirits (visited upon the creature by bad magic). Either way, the animist can attempt to persuade the spirit to leave its victim alone, thus performing a miraculous healing. As the animist grows in power, he can simply inform these spirits that they are unwelcome and command them to depart.

The animist can attempt a Diplomacy check to persuade the condition's spirit to leave. Conditions the animist can affect are ranked from minor to dire, with each category having an accompanying Diplomacy DC (see below). The animist cannot take 10 or take 20 on the check or receive aid from any creature except another shaman. Failure by 5 or less means the condition's spirit is willing to leave the target and transfer to the animist for the rest of the duration or until cured; this transfer happens only if the animist is willing. Failure by 10 or more means that not only is the target afflicted with the condition, but the animist is as well (whether or not he is willing) for the rest of the duration or until cured.

Minor Conditions (DC 15): Fatigued, shaken, and sickened.

Major Conditions (DC 20): Dazed and staggered.

Severe Conditions (DC 25): Exhausted, frightened, and nauseated.

Dire Conditions (DC 30): Blinded, deafened, paralyzed, and stunned.

The animist can use this ability a number of times per day equal to 1/2 his shaman level + his Wisdom modifier. Using this ability is a standard action that requires no contact or shared language with the target, but it relies on audible components and the target must be within 30 feet. If a target is afflicted with multiple conditions, the animist targets one condition at a time (of his choosing). The animist cannot use this ability on himself.

At 5th level, the animist can use this ability to exorcise minor conditions without needing to attempt a Diplomacy check. He can dispatch major conditions without a check at 9th level, severe conditions at 13th level, and dire conditions at 17th level. Doing so still requires one use of this ability per condition.

This ability replaces the hex gained at 2nd level.

Exorcism (Su): At 8th level, the animist can attempt to end effects that control a creature or object, such as *magic jar*, *possess object*[UM], *dominate person*, and *dominate monster*, or that involve possessing entities such as ghosts. This is a full-round action that requires the animist to touch the target. The possessing or dominating creature must attempt a Will save with a DC equal to 10 + 1/2 the animist's shaman level + his Wisdom modifier. Failure means that the controlling effect ends or the entity is immediately cast out of the target, as appropriate. If the possessing entity is exorcised, it cannot attempt to dominate or possess that target again for 24 hours. The animist can exorcise the same entity out of different targets, but once the entity successfully saves against the animist's exorcism, it cannot be affected by this ability again for 24 hours. This ability replaces the hex gained at 8th level.

Dominate Spirit (Sp): At 10th level, the animist can attempt to possess creatures or objects, as per *magic jar* or *possess object*[UM]. When the animist is attempting to possess the creature, his familiar acts as the jar and must be within 10 feet. The animist's soul can perceive his surroundings through the familiar's senses, clearly evaluate potential targets for possession, and communicate with his familiar telepathically. The familiar retains its autonomy while acting as the jar, and is not harmed by being used as a vessel for the animist's soul. The animist can use this ability once per day at 10th level, plus an additional time per day every 4 levels thereafter. This ability replaces the hex gained at 10th level.

Contact with the Spirit World (Su): At 12th level, the animist can interact with incorporeal entities as if his unarmed strikes and melee weapons had the *ghost touch* weapon special ability. While using this ability, he can also see nearby ethereal entities and likewise strike at them as if they were incorporeal. He can use this ability for a number of rounds per day equal to his shaman level. This duration does not need to be consecutive. This ability replaces the hex gained at 12th level.

Etherealness (Sp): At 18th level, the animist can cast *etherealness* once per day as a spell-like ability. This ability replaces the hex gained at 18th level.

Spirit Shaman (Sp): At 20th level, the animist can use *ethereal jaunt* at will as a spell-like ability, and can cast *astral projection* once per day as a spell-like ability. This ability replaces manifestation.

Possessed Shaman (Archetype)

For a possessed shaman, merely communing with the spirit world is insufficient. Instead, she invites the spirits to share her body, granting them the chance to experience corporeal existence. In return, they grant her their skills and protect her from otherworldly influence.

Shared Skill (Su): At 1st level, a possessed shaman selects two skills. Both of these skills must have the same key ability. The possessed shaman treats these skills as if she had a number of ranks in them equal to her shaman level, and uses her Wisdom modifier in place of the ability modifier the skills would normally use. If either of the skills are class skills for her, she receives the usual +3 bonus on those checks for having ranks in those skills. These ranks do not stack with her actual skill ranks (only the higher number of ranks in a given skill applies). This ability replaces spirit magic.

Crowded Vessel (Su): At 2nd level, whenever a possessed shaman fails a saving throw against a charm or compulsion spell or effect, she can attempt a new saving throw (using the original DC) at the end of her next turn as the spirits inside her attempt to regain control. If the saving throw is successful, the charm or compulsion effect ends. If the saving throw fails, she is affected as normal for the rest of the duration. This ability replaces the hex gained at 2nd level.

Wandering Skills (Su): At 6th level, a possessed shaman is able to make room for another spirit. When choosing her wandering spirit for the day, the possessed shaman chooses one skill. The possessed shaman treats this skill as if she had a number of ranks in it equal to her shaman level, and uses her Wisdom modifier in place of the ability modifier the skill would normally use. If the skill is a class skill for her, she receives the usual +3 bonus on checks for having ranks in that skill. Each time the possessed shaman changes her wandering spirit, she can change the skill gained through this ability. These ranks do not stack with her actual skill ranks (only the higher number of ranks in the chosen skill applies). This ability replaces the wandering hex gained at 6th level.

Speaker for the Past (Archetype)

A speaker for the past is a shaman who serves as the voice for spirits from her people's history. A speaker for the past is often an advocate of the ancestors of a specific group, the voice of experience, and a powerful resource that enables the past to aid the present.

Mysteries of the Past: A speaker for the past gains Linguistics, Knowledge (history), Knowledge (local), Perception, and Use Magic Device as class skills. Also, she adds the spells from the ancestor[UM] and time[UM] oracle mysteries to her class spell list (at the cleric level for those spells).

This ability replaces the shaman's familiar. The speaker for the past must choose a time when she must spend 1 hour each day in quiet contemplation to regain her daily allotment

of spells, but does not need to commune with a familiar during this time. Because she has no familiar, she does not gain a spirit familiar feature from any spirit she bonds with.

Revelations of the Past: At 4th, 6th, 12th, 14th, and 20th levels, the speaker for the past can select a revelation from the ancestor mystery or the time mystery. She uses her shaman level as her oracle level for these revelations, and uses her Wisdom modifier in place of her Charisma modifier for the purposes of the revelation. This ability replaces wandering spirit and wandering hex.

Spirit Warden (Archetype)

Not all spirits deserve reverence and respect. Some are twisted and despicable. It's a spirit warden's duty to end these spirits' existence.

Unnatural Mien (Ex): At 1st level, the spirit warden's dealings with the spirit world give her an unsettling demeanor. Diplomacy and Handle Animal are not class skills for a spirit warden. Intimidate is added as a class skill, and she gains a +2 bonus on Intimidate checks to demoralize a foe.

Restless Magic (Su): The spirit warden adds the following spells to the list of spells she can cast using spirit magic: *detect undead* (1st), *command undead* (2nd), *halt undead* (3rd), *death ward* (4th), *possess object*[UM] (5th), *undead to death* (6th), *ethereal jaunt* (7th), *control undead* (8th), and *foresight* (9th). This ability replaces the spirit magic spells gained from the shaman's spirit.

Rebuke Spirits (Su): At 2nd level, the spirit warden gains the ability to channel positive energy as a cleric of her level. Regardless of her alignment, she can use this ability only to harm undead creatures. The spirit warden can use this ability a number of times per day equal to 3 + her Charisma modifier. This ability replaces the hex gained at 2nd level.

Laugh at Death (Su): At 10th level, the spirit warden's familiarity with the dead has filled her with contempt for death itself. She gains a +4 insight bonus on saving throws against death effects and to avoid or remove negative levels. This ability replaces the hex gained at 10th level.

Unsworn Shaman (Archetype)

An unsworn shaman never binds herself to one specific spirit, always making new deals as she deems necessary for the circumstances that she finds herself in. While this vacillation weakens the powers she can access from any one spirit, it gives her access to a broader overall range of abilities.

Minor Spirit (Su): At 1st level, the unsworn shaman forms a temporary bond with a minor spirit each day, granting her access to a shaman or witch hex of her choosing, but not a major hex or a grand hex. She must make this selection each day when she prepares her spells for the day. Until she changes the minor spirit, she continues to have access to the shaman or witch hex. At 2nd level, she can instead select a hex from one of her wandering spirits selected for that day. If she selects a witch hex, she treats her shaman level as her witch level and uses her Wisdom in place of her Intelligence for the purpose of that hex.

She can make temporary bonds with two minor spirits (thus gaining two hexes) at 4th level, and with one additional minor spirit (and hex) every 4 levels thereafter. This ability replaces spirit and alters hex.

Spirit Animal: At 2nd level, an unsworn shaman's spirit animal gains the spirit animal bonus from one of her wandering spirits (see below). This bonus can be changed each day when the shaman prepares spells, but it must correspond to one of the shaman's wandering spirits. This ability alters spirit animal.

Spirit Magic (Sp): The unsworn shaman gains this ability at 2nd level rather than at 1st. This ability alters spirit magic.

Wandering Spirit (Su): At 2nd level, the unsworn shaman gains access to the wandering spirit class feature. At 10th level, she gains the abilities listed in the greater version of her wandering spirit. At 18th level, she gains the abilities listed in the true version of her wandering spirit.

Additionally, at 6th level, she gains a second wandering spirit, gaining the abilities listed in the greater version of that spirit at 14th level, and the abilities listed in the true version at 20th level. This ability alters wandering spirit and replaces wandering hex.

Visionary (Archetype)

The visionary is a master of divination, drawing upon her intimate relationship with the spirit world to ferret out all manner of secrets and insights about the world around her and beyond.

Bonus Feat: At 4th level, the visionary gains Diviner's Delving[APG] as a bonus feat, even if she does not meet the prerequisites.

Discern Magical Expertise (Ex): At 4th level, the visionary can determine what type of spellcasting expertise a creature possesses by studying the creature for 2 rounds with *detect magic* or any of the following spells: *detect chaos*, *detect evil*, *detect good*, or *detect law* (if the creature belongs to the alignment). This ability tells the visionary what bloodlines, domains, hexes, schools, and mysteries (if any) the creature possesses. A successful Will saving throw negates this effect (DC = 10 + 1/2 the shaman's level + her Wisdom modifier). A creature affected by this ability cannot be affected by it again for 24 hours. This ability functions through magical sensors, as with *clairaudience/clairvoyance* and *scrying*. This ability replaces the wandering spirit gained at 4th level.

Vision Spirit Magic: At 4th level, the visionary adds the following spells to the list of spells she can cast using spirit magic: *see alignment*[UC] (1st), *see invisibility* (2nd), *clairaudience/clairvoyance* (3rd), *detect scrying* (4th), *prying eyes* (5th), *legend lore* (6th), *vision* (7th), *moment of prescience* (8th), and *foresight* (9th). This ability replaces the spirit magic spells gained from the shaman's wandering spirit.

Improved Divination (Su): At 6th level, the visionary becomes more adept at divination magic. When she casts the *augury* spell, her chance for an accurate answer is automatically the maximum of 90%. Likewise, when she casts *divination*, she has the maximum 90% chance of an accurate answer.

In addition, the visionary can prepare *scrying* as a 4th-level spell, and it requires only 1 minute to cast. The visionary also has a 10% chance per caster level to cast the spells listed in the *scrying* spell description, instead of 5% per caster level (to a maximum of 100%).

The visionary must still prepare these spells to receive these benefits. This ability replaces the wandering hex gained at 6th level.

Wandering Spirit (Su): At 12th level, the visionary forms a temporary bond with another spirit (other than the one she selected using her spirit class feature). This ability is identical to the 4th-level wandering spirit class feature. She adds the wandering spirit magic spells to the list of spells she can cast using spirit magic, along with vision spirit magic and her original spirit. At 20th level, she gains the abilities listed in the greater version of her wandering spirit. This ability replaces the greater version of wandering spirit gained at 12th level and the true version of wandering spirit gained at 20th level.

Witch Doctor (Archetype)

The witch doctor is a healer who specializes in afflictions of the soul. Often misunderstood, she protects her tribe with healing powers, powerful defensive magic, and her own divine "witchcraft."

Alignment: A witch doctor can't be of an evil alignment. This alters the shaman's alignment.

Channel Energy (Su): At 4th level, the witch doctor can draw transcendental energies to her location, flooding it with positive energy as the cleric class feature. The witch doctor uses her shaman level –3 as her effective cleric level, and can channel energy a number of times per day equal to 3 + her Charisma modifier. This is a separate pool of channel energy that does not stack with the life spirit's channel spirit ability. This ability replaces the hexes gained at 4th and 12th levels.

Counter Curse (Su): At 8th level, the witch doctor can sacrifice any prepared spirit magic spell of 3rd level or higher in order to spontaneously cast *dispel magic* or *remove curse*. This ability can target only a spell effect that is on an ally (including herself). If she sacrifices a spirit magic spell whose level exceeds 3rd, she gains a +2 sacred bonus on her caster level check to dispel the spell or to remove the curse for every level by which the spell sacrificed exceeds 3rd level. This ability replaces the hex gained at 8th level.

Countering Hex (Su): At 10th level, the witch doctor can use this hex to counterspell as a readied action as if using *dispel magic*. She must succeed at a dispel check (1d20 + her shaman level) with a DC equal to 11 + the spell's caster level. If she succeeds, the spell fizzles away and is lost. Failure means the spell is not countered. In either case, the witch doctor cannot attempt to use this hex against any of that caster's spells again for 24 hours. The witch doctor cannot use countering hex on an ongoing effect, a magic item, or a hex. This ability replaces the hex gained at 10th level.

Skald

Where bards inspire, skalds provoke. While the majority of skalds use their songs to drive their allies into a frenzy of rage, the rage powers they employ vary from tribe to tribe and skald to skald. Other skalds use their songs and magic to call warriors of the great beyond, or to take on aspects of the wild.

Rage Powers

The following new rage powers can be taken by any barbarian or skald who meets the prerequisites.

Battle Roar (Su): When the character successfully demoralizes an opponent using intimidating glare, he also deals 1d6 points of sonic damage to that opponent. A character must be at least 6th level and have the intimidating glare rage power to select this rage power.

Fierce Fortitude (Ex): The character gains a +4 bonus on saving throws against diseases and poison. A skald must be trained in Intimidate to select this rage power.

Linnorm Death Curse, Cairn (Su): The character channels the power of a cairn linnorm. The character's melee attacks deal an additional 1 point of negative energy damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of decay (Will negates). A character must be at least 8th level to select this rage power.

Curse of Decay: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target takes 1 point of Con damage per day and ages at the rate of 1 year per day (eventually incurring all of the penalties of old age but none of the bonuses).

Linnorm Death Curse, Crag (Su): The character channels the power of a crag linnorm. The character's melee attacks deal an additional 1 point of fire damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of fire (Will negates). A character must be at least 4th level to select this rage power.

Curse of Fire: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target gains vulnerability to fire.

Linnorm Death Curse, Fjord (Su): The character channels the power of a fjord linnorm. The character's melee attacks deal an additional 1 point of cold damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of drowning (Will negates). A character must be at least 4th level to select this rage power.

Curse of Drowning: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target is unable to breathe water (even with magic), can hold its breath only half as long as normal, and is sickened when it holds its breath.

Linnorm Death Curse, Ice (Su): The character channels the power of an ice linnorm. The character's melee attacks deal an additional 1 point of cold damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of frost (Will negates). A character must be at least 4th level to select this rage power.

Curse of Frost: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target gains vulnerability to cold.

Linnorm Death Curse, Taiga (Su): The character channels the power of a taiga linnorm. The character's melee attacks deal an additional 1 point of electricity damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of electricity (Will negates). A character must be at least 4th level to select this rage power.

Curse of Electricity: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target gains vulnerability to electricity.

Linnorm Death Curse, Tarn (Su): The character channels the power of a tarn linnorm. The character's melee attacks deal an additional 1 point of acid damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of death (Will negates). A character must be at least 4th level to select this rage power.

Curse of Death: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target is no longer affected by healing spells and can't heal damage naturally by resting.

Linnorm Death Curse, Tor (Su): The character channels the power of a tor linnorm. The character's melee attacks deal an additional 1 point of fire damage. If the character is knocked unconscious or killed by an attack or a spell, the attacker suffers the curse of boiling blood (Will negates). A character must be at least 8th level to select this rage power.

Curse of Boiling Blood: *save* Will DC = 10 + 1/2 character's class level + character's Charisma modifier; *effect* target gains vulnerability to fire and is permanently staggered from the pain of its boiling blood (this is a pain effect).

Raging Flier (Su): Once per rage, the character can fly up to her base speed as a move action. If she uses the charge action, she can use this flight as part of her movement during the charge. A character must be at least 6th level and have the raging leaper rage power to select this rage power.

Ultimate Clarity (Su): Once per rage, the character can refine her senses, seeing through normal and magical darkness (including from magical effects such as *blur* and *displacement*), invisibility, and illusions; she can also discern the exact locations of creatures with concealment. This lasts for 1 round. A character must be at least 6th level and have the moment of clarity and perfect clarity rage powers to select this rage power. The character does not need to be using moment of clarity to use this rage power.

Fated Champion (Archetype)

Many cultures see fate as a limit that is both stifling and unwanted, regardless of the destiny that lurks in the days

and years ahead. Among cultures where skalds are the keepers of lore and wisdom, there are those who learn to read the winds of fate and take up the mantle of the fated champion, knowing and embracing their destined paths with strength born of conviction.

Watcher of the Weave (Ex): At 2nd level, a fated champion learns to see the tapestry of events moments before it is woven. He gains an insight bonus on initiative checks equal to 1/2 his skald level. This ability replaces well-versed.

Far Seer (Su): At 5th level, a fated champion learns a method of spell kenning that is especially suited for divining and understanding the future, but not for directly harming opponents. For the purpose of determining what level of spell slot he expends when using spell kenning, the skald treats spells that predict the future (such as *augury* and *divination*) as one spell level lower (minimum spell level 1st), and treats spells that deal damage as one spell level higher. This ability alters the spell kenning class feature.

Shield of Foresight (Su): At 10th level, a fated champion's certainty of his own fate grants him the ability to stare down fear and remain unbowed. When using raging song, he is immune to fear effects, and allies affected by his raging song gain a +5 bonus on saves against fear effects. This ability replaces the dirge of doom raging song.

Not This Day (Su): At 20th level, the fated champion gains the ability to reweave the strands of fate. As an immediate action, he can expend 10 rounds of raging song to either reroll a saving throw or force an opponent to reroll an attack roll. The decision to use this ability must be made before the result of the initial roll is revealed, and the champion or his opponent must take the result of the reroll. This ability replaces master skald.

Rage Powers: The following rage powers complement the fated champion archetype: boasting taunt[APG], clear mind, eater of magic[UC], fierce fortitude*, flesh wound[APG], guarded life[APG], intimidating glare, linnorm death curse* (cairn, tarn), and renewed vitality[UC]. (Those with asterisks [*] are described in the Rage Powers section on page 1114.)

Herald of the Horn (Archetype)

Even the loudest voice can often times be drowned out by the din of battle. Whether with the polished metal trumpet of a standing army or the crude curved animal horn of savage raiders, a herald of the horn sounds his raging song with thunderous blasts, which can bolster allies or shatter castle walls.

Arcane Bond (Ex): At 1st level, a herald of the horn forms a powerful bond with a horn (musical instrument). This bond functions as an arcane bloodline sorcerer's arcane bond with an object. Like a weapon, wand, or staff, the horn must be held in one hand when the herald of the horn casts skald spells. This ability replaces scribe scroll.

Rousing Retort (Su): At 5th level, a herald of the horn can use raging song to free allies from enchantment effects and fear. When beginning a raging song, he can expend 4 rounds of that ability to grant all allies within 60 feet a new saving throw against an ongoing enchantment or fear effect. The allies gain a +2 bonus on this new saving throw.

This ability replaces the first daily use of spell kenning gained at 5th level.

Horn Call (Su): At 7th level, a herald's horn enhances his sonic spells. If a skald spell with the sonic descriptor is cast using the horn, its DC increases by 1. The DC increases by an additional 1 at 13th level and again at 19th level. This ability replaces lore master.

Crumbling Blast (Su): At 11th level, a herald of the horn can use his horn to create a devastating shock wave of energy. Once per day, he can sound a note on the horn that functions as a *horn of blasting* (DC = 10 + 1/2 the herald of the horn's skald level + his Charisma modifier). At 17th level, the herald of the horn can use this ability twice per day, and it functions as a *greater horn of blasting*. Unlike an actual *horn of blasting*, this ability does not carry the risk of destroying the horn. This ability replaces the second and third daily uses of spell kenning gained at 11th and 17th levels.

Rage Powers: The following rage powers complement the herald of the horn archetype: battle roar*, energy absorption[APG], energy eruption[APG], fearless rage, knockback, knockdown[APG], smasher[APG], and swift foot. (Those with asterisks [*] are listed in the Rage Powers section on page 1114.)

Spell Warrior (Archetype)

The spell warrior uses his arcane knowledge rather than his rage to turn the tide of battle in favor of himself and his allies. With a clash of bracers and a sonorous chant, the spell warrior's song reaches out to touch the weapons of his allies, lending them arcane power. While his song does not inspire rage, he can use the power of his music to enchant the weapons of his allies and counter the spells of his foes.

Improved Counterspell: At 1st level, the spell warrior receives Improved Counterspell as a bonus feat. This ability replaces scribe scroll.

Weapon Song (Su): A spell warrior gains the following raging song, allowing him to grant enhancement bonuses and special powers to his ally's weapons.

Enhance Weapons (Su): At 1st level, the spell warrior can grant a +1 enhancement bonus to the weapons (including ammunition) of allies within 60 feet. At 5th level and every 5 levels thereafter, this enhancement bonus increases by 1. The maximum bonus gained is based upon the number of weapons affected: +5 for one weapon, +4 for two weapons, +3 for three weapons, or +2 for four or more weapons. Fifty pieces of ammunition count as one weapon for this purpose. The wielder of a weapon enhanced by this raging song counts as if she were under the effect of an inspired rage raging song for all purposes involving the skald's rage powers.

These bonuses can also be used to add any of the following weapon special abilities to the weapons enhanced by this ability: *dancing*, *defending*, *distance*, *flaming*, *frost*, *ghost touch*, *keen*, *mighty cleaving*, *returning*, *shock*, *seeking*, or *speed*. Adding any of these special abilities consumes an amount of bonus

equal to the special ability's base price modifier (see Table 15–9: Melee Weapon Special Abilities on page 469 of the *Core Rulebook*). These enhancement bonuses and special abilities overlap with any enhancements or special abilities the weapon already has, and duplicate special abilities do not stack. If an affected weapon is not magical, at least a +1 enhancement bonus must be added before any other special abilities can be.

The bonus and special abilities granted by this raging song are determined when the song begins, and cannot be changed until the raging song ends and another is begun. These bonuses apply to only one end of a double weapon. This ability replaces the inspired rage raging song.

Greater Counterspell (Su): At 5th level, the spell warrior gains increased versatility when attempting to counteract enemy spellcasting. When counterspelling, he can expend two skald spell slots of the same level or higher than the opponent's spell, regardless of the school of that spell.

At 11th level, when counterspelling an opponent's spell, the spell warrior has to expend only one skald spell slot of the level of the spell being cast.

At 17th level, the spell warrior gains Parry Spell[APG] as a bonus feat. The skald does not have to meet the prerequisites for this feat.

This ability replaces spell kenning.

Song of Arcane Manipulation (Su): At 10th level, a spell warrior can sacrifice his own rage magic to counter an opponent's spell. When using raging song, he can counterspell as an immediate action without interrupting his raging song. However, in addition to expending a spell slot (or spell slots) to attempt to counter the opponent's spell, the skald must expend 1 round of raging song per spell level of the opponent's spell (for example, if attempting to counterspell a 3rd-level spell, the skald must expend one of his own 3rd-level spell slots and 3 rounds of raging song). This ability replaces the dirge of doom raging song.

Spell Tamper (Su): At 20th level, when a spell warrior successfully counterspells an opponent's spell, the opponent suffers a backlash of magical energy and takes 1d6 points of damage per spell level of the countered spell. If the opponent succeeds at a Will saving throw (DC = 10 + 1/2 the skald's class level + the skald's Charisma modifier), the damage is reduced by half. This damage is magical and is not subject to damage reduction or energy resistance. This ability replaces master skald.

Rage Powers: The following rage powers complement the spell warrior archetype: clear mind, disruptive[APG], eater of magic[UC], elemental rage[APG] (lesser, normal, and greater), energy resistance[APG], spell sunder[UC], spellbreaker[APG], sunder enchantment[UC], superstition, and witch hunter[APG].

Totemic Skald (Archetype)

The totemic skald forms a close connection to an animal totem. Through the power of this mystical ally, the skald can change shapes, assuming its form as his own. Additionally, the totem animal grants the skald a measure of its spiritual power that he can share with his allies.

Totem (Su): At 3rd level, the totemic skald chooses one animal from the hunter's animal focus list (see page 27). Once selected, this choice cannot be changed. This animal becomes the skald's personal totem animal and influences his later abilities. He gains the following rage power.

Song of the Beast (Su): The totemic skald grants the animal focus abilities of his totem animal (as the hunter's animal focus ability) to all allies affected by his raging song. He treats his skald level as his hunter level for determining the abilities of the animal focus (such as the improvements gained at 8th and 15th levels). This ability replaces the rage power gained at 3rd level.

Totem Empathy (Ex and Sp): At 4th level, the totemic skald can improve the attitude of animals of the same type as his totem. This ability functions as a Diplomacy check to improve the attitude of a person. The skald rolls 1d20 and adds his skald level and his Charisma modifier to determine the totem empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

In addition, at 4th level, the totemic skald can cast *charm animal* once per day as a spell-like ability, using his skald level as his caster level and his Charisma modifier to determine the DC. This effect functions only against animals that are of the same type as his totem animal (subject to GM discretion). At 8th level and every 4 levels thereafter, he can use this spell-like ability one additional time per day.

This ability replaces uncanny dodge and improved uncanny dodge.

Wild Shape (Su): At 5th level, a totemic skald gains the ability to turn himself into a Small or Medium version of his totem animal and back again once per day, as the wild shape druid class feature. His effective druid level for this ability is equal to his skald level – 1. He can use this ability twice per day at 11th level and three times per day at 17th level. This ability doesn't allow the skald to assume other forms, such as elementals, plants, or other kinds of animals.

When in animal form, the skald is treated as able to speak normally for the purpose of using raging song, but not for using other abilities that require speech (such as spellcasting). The skald uses his class level as his effective druid level for the purpose of qualifying for feats that affect wild shape (such as Wild Speech[UM]). This ability replaces spell kenning.

Rage Powers: The following rage powers complement the totemic skald archetype: animal fury, beast totem[APG] (lesser, normal, and greater), knockback, knockdown[APG], low-light vision, primal scent[UC], scent, sprint, and swift foot.

Slayer

Slayers excel at hunting down targets and taking them out. Some do this for a bounty, some to cleanse the world of the filth of the undead, and some because it's what they're good at. The most fearsome hunt and kill because they enjoy it.

Combat Style

The following combat style is available to rangers, slayers, and other classes that can use ranger combat styles.

Thrown Weapon: If the character selects thrown weapon, he can choose from the following list whenever he gains a combat style feat: Distance Thrower[UC], Precise Shot, Quick Draw, Two-Weapon Fighting. At 6th level, he adds Close-Quarters Thrower[UC] and False Opening[UC] to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Bounty Hunter (Archetype)

Whether tasked with bringing in wanted criminals or paid to drag debtors back to their loan sharks, bounty hunters are valued for their ability to capture targets alive.

Weapon and Armor Proficiency: A bounty hunter is proficient with all simple and martial weapons plus the aklys, bolas, dan bong, lasso, and net. Bounty hunters are proficient with light armor, light shields, and bucklers, but not with heavy shields or tower shields. This ability replaces the slayer's weapon and armor proficiency.

Dirty Trick (Ex): At 2nd level, anytime a bounty hunter is able to deal sneak attack damage to a studied target, he can instead attempt to hamper the target. The bounty hunter must declare that he's using this ability before the attack roll is made. If the attack hits, it deals damage normally, but instead of rolling sneak attack damage, the bounty hunter can attempt a dirty trick combat maneuver against the studied target as a free action, adding 1 to the combat maneuver check for each die of the bounty hunter's sneak attack damage. This combat maneuver does not provoke attacks of opportunity. This ability replaces the slayer talent gained at 2nd level.

Submission Hold (Ex): At 6th level, when a bounty hunter attempts a grapple combat maneuver check to deal damage, he can choose to add his sneak attack damage to the grapple damage for that attack. He takes a –5 penalty on the combat maneuver check if he does this. This sneak attack damage is nonlethal damage, unless the bounty hunter is able to deal normal damage with a grapple and chooses to do so. This ability replaces the slayer talent gained at 6th level.

Incapacitate (Ex): At 10th level, a bounty hunter can incapacitate a studied target. This ability functions as the assassinate slayer talent, except instead of killing the target, the bounty hunter's successful attack knocks the target unconscious for 1d6 rounds unless it succeeds at its saving throw. If the target does succeed, it still takes the sneak attack damage as normal, but the damage is nonlethal, and the target is immune to that slayer's incapacitate ability for 24 hours. This ability replaces the advanced slayer talent gained at 10th level.

Slayer Talents: The following slayer talents (and rogue talents) complement the bounty hunter archetype: camouflage[APG], fast stealth, hard to fool[APG], slowing strike (see page 53), snap shot[APG], surprise attack, and terrain mastery[UC].

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the bounty hunter archetype: hunter's surprise[APG], knock-out blow[APG], master of disguise[APG], and woodland stride (see page 55).

Cleaner (Archetype)

A cleaner is responsible for destroying or removing incriminating evidence from a crime scene, disposing of corpses and eliminating witnesses as necessary to make a crime look like an accident or a mere disappearance.

Deceitful: At 1st level, a cleaner becomes skilled at deceiving others, and gains Deceitful as a bonus feat. This ability replaces track.

Without a Trace (Ex): At 4th level, a cleaner is able to study a location, conceal evidence, and hide in or extricate himself quickly from that location. Studying a location takes 1 minute for each 10-foot square. Once he has studied an area, the cleaner can attempt a Disguise check to alter evidence or a Stealth check to conceal evidence (by cleaning up bloodstains, obscuring footprints, moving a dead body, and so on). Altering a location takes 1d3 × 10 minutes of work per 10-foot square. Anyone attempting to determine what actually happened in that area must succeed at an opposed Perception check against the result of the cleaner's Disguise or Stealth check (cleaner's choice) or accept the altered scene as truth. The cleaner gains a +4 bonus on this check, on Sleight of Hand checks to hide objects from that location on his person, and on Stealth checks to hide within or escape from that location. The benefits of this ability last as long as the location remains unaltered (except by the cleaner). This ability replaces the slayer talent gained at 4th level.

Misdirection (Sp): At 7th level, a cleaner can cast *misdirection* on himself at will. This benefit lasts until the cleaner uses the ability again or ends the effect as a standard action. This ability replaces stalker.

Slayer Talents: The following slayer talents (and rogue talents) complement the cleaner archetype: camouflage[APG], fast stealth, foil scrutiny (see page 53), rogue crawl, surprise attack, and terrain mastery[UC].

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the cleaner archetype: assassinate (see page 54), knock-out blow[APG], master of disguise[APG], and slayer camouflage (see page 55).

Cutthroat (Archetype)

Street-smart and extremely resourceful, cutthroats stalk city streets and alleyways, preying on those unfortunate enough to catch their eye. More opportunists than careful planners, they don't care who they victimize, and they take advantage of whatever circumstances put them near a suitable target.

Class Skills: A cutthroat gains Diplomacy, Knowledge (nobility), and Linguistics as class skills, but does not gain Knowledge (dungeoneering), Knowledge (geography), or Survival as class skills.

Street Stalker (Ex): At 1st level, a cutthroat selects Acrobatics, Climb, or Knowledge (local) . Once selected, this skill cannot be changed. When in urban environments, the cutthroat adds 1/2 his slayer level (minimum 1) to checks attempted with this skill. This ability replaces track.

Opportune Target (Ex): At 2nd level, a cutthroat who catches a foe by surprise can quickly study that foe to find its weaknesses. If a cutthroat can act in the surprise round, once during that surprise round he can study a foe as a free action (instead of a move action) and select it as his studied target. This ability replaces the slayer talent gained at 2nd level.

Stab and Grab (Ex): At 6th level, as a swift action a cutthroat can attempt a steal combat maneuver against a dead or unconscious target or a studied target he has just confirmed a critical hit against. A dead or unconscious opponent takes a –10 penalty to its CMD against this maneuver. This ability replaces the slayer talent gained at 6th level.

Slayer Talents: The following slayer talents (and rogue talents) complement the cutthroat archetype: fast stealth, poison use (see page 53), slowing strike (see page 53), surprise attack, and terrain mastery[UC].

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the cutthroat archetype: assassinate (see page 54), knock-out blow[APG], opportunist, and slayer camouflage (see page 55).

Deliverer (Archetype)

Also known as a divine assassin, god's blade, or wrath-bringer, a deliverer is a weapon chosen by a god to punish those who have committed an affront to that deity. Evil deities are more likely to use assassins than deliverers, but some good deities use deliverers to deal with problems of a subtler nature than a cleric, inquisitor, paladin, or warpriest can typically handle.

Weapon and Armor Proficiency: A deliverer is proficient with his deity's favored weapon, in addition to the slayer's normal weapon proficiencies. This ability alters the slayer's weapon and armor proficiency.

Determined Zeal (Ex): At 2nd level, a deliverer shrugs off attempts by his moral opposite to control or kill him. In any round when the deliverer attacks an opponent whose alignment is at least two steps away from his own (such as a lawful good deliverer fighting a chaotic good or lawful evil foe, or a neutral foe with no other alignment components), he gains a +2 bonus on Will saving throws against that opponent's abilities, as well as the benefit of the Diehard feat until the end of his next turn. This ability replaces the slayer talent gained at 2nd level.

True Believer (Ex): At 6th level, a deliverer can perform his divine duty even when mortally wounded. In any round

in which he gains the benefits of Determined Zeal, he isn't staggered from having negative hit points, nor does he automatically lose 1 hit point per round. This ability replaces the slayer talent gained at 6th level.

Divine Anathema (Ex): At 10th level, as a free action a deliverer can declare a studied target to be his divine anathema. The studied target's alignment must be at least two steps away from that of the deliverer. Against this target, the deliverer's attacks deal an additional 2d6 points of damage; this damage is directly from divine power and does not stack with the bonus damage from a *holy* or *unholy* weapon, or a weapon with a similar weapon special ability or effect. A deliverer can have only one divine anathema at a time. This ability replaces the advanced slayer talent gained at 10th level.

Slayer Talents: The following slayer talents (and rogue talents) complement the deliverer archetype: combat trick, finesse rogue, foil scrutiny (see page 53), terrain mastery[UC], trap spotter, and trapfinding (see page 54).

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the deliverer archetype: assassinate (see page 54), evasion[UC], hunter's surprise[APG], and master of disguise[APG].

Ex-Deliverers: A deliverer who grossly violates the code of conduct required by his deity loses all class features granted by this archetype, except for the weapon proficiencies. (He does not gain the slayer class abilities that the archetype replaces.) He cannot thereafter gain levels as a deliverer of that deity until he atones for his deeds (see the *atonement* spell description).

Grave Warden (Archetype)

While paladins and inquisitors use their connection with the divine to fight undead hordes and other horrors of the night, a grave warden relies on knowledge, skill with weapons, and tenacity to put an end to these night-born terrors.

Holy Water Sprinkler (Ex): At 2nd level, a grave warden can draw a flask of holy water as if it were a weapon (and can thus use the Quick Draw feat to draw flasks of holy water). As a swift action, he can open a flask of holy water and pour it onto a held or adjacent melee weapon. If the weapon hits an undead creature before the end of the grave warden's next turn, the undead takes damage as if it took a direct hit from the holy water, in addition to the damage from the weapon, if any. This ability replaces the slayer talent gained at 2nd level.

Death Ward (Sp): At 7th level, a grave warden learns to perform a short ritual that grants the benefits of *death ward*, using his slayer level as his caster level. Performing this ritual takes 1 minute and uses 4 flasks of holy water. The grave warden can protect only himself with this ability. This ability replaces stalker.

Dustbringer (Ex): At 10th level, a grave warden can slay a studied undead opponent. This ability functions as the assassinate advanced slayer talent, except it requires a successful Will saving throw instead of a successful Fortitude save, affects only undead, and destroys the target instead of killing it. If the target succeeds at its saving throw, it becomes immune to that grave warden's dustbringer ability for 24 hours. This ability replaces the advanced slayer talent gained at 10th level.

Slayer Talents: The following slayer talents (and rogue talents) complement the deliverer archetype: fast stealth, finesse rogue, surprise attack, swift poison[APG], terrain mastery[UC], trap spotter, and unwitting ally[UC].

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the grave warden archetype: hunter's surprise[APG] and slayer camouflage (see page 55).

Sniper (Archetype)

Whether it's with a bullet from a sling, a quarrel from a crossbow, or even an expertly thrown dagger, the sniper ensures that a single shot disables his target.

Accuracy (Ex): At 1st level, a sniper halves all range increment penalties when making ranged attacks with a bow, a crossbow, or a firearm. This ability replaces track.

Deadly Sniper (Ex): At 2nd level, when the sniper makes an attack against a target who is within his weapon's first range increment and completely unaware of his presence, that attack ignores the 30 foot range limit on ranged sneak attacks, and if it is a sneak attack, he adds his sniper level as a bonus on his sneak attack damage roll. After this first attack, the target is aware of the sniper's presence.

Slayer Talents: The following slayer talents (and rogue talents) complement the sniper archetype: camouflage[APG], snap shot[APG], sniper's eye[APG], and weapon training.

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the sniper archetype: deadly sneak[APG], master of disguise[APG], and stealthy sniper[APG].

Stygian Slayer (Archetype)

A stygian slayer crawls out of the darkest shadows to strike fear into the hearts of civilized folk. He's a merciless killer who can control a sliver of magic, allowing him to arrive unseen, commit murder, and depart without detection.

Weapon and Armor Proficiency: A stygian slayer is proficient with light armor, but not with medium armor, heavy armor, or any kind of shield (including tower shields). This ability replaces the slayer's armor proficiency.

Invisibility (Sp): At 4th level, a stygian slayer can cast *invisibility* once per day, using his slayer level as his caster level. The slayer uses his Intelligence modifier for concentration checks when using this ability. The slayer can use this ability an additional time per day at 8th level and every 4 levels thereafter. This ability replaces the slayer talent gained at 4th level.

Spell Use: At 7th level, a stygian slayer is able to use spell completion and spell trigger items as if he were an arcane caster with these spells on his spell list: *darkness*, *forced quiet*[UM], *modify memory*, *nondetection*, *obscuring mist*, *phantom steed*, *shadow walk*, and wizard spells of the illusion school of spell level 0 through 4th. The slayer uses his class level as his caster level for this ability. This ability replaces stalker.

Shadowy Mist Form (Sp): At 10th level, a stygian slayer can transform into an inky black cloud of mist. This ability functions as *gaseous form*, except it also obscures vision as *fog cloud*. The slayer can use this ability for a number of minutes per day equal to his level. The duration does not need to be consecutive, but must be used in 1-minute increments. This ability replaces the advanced slayer talent gained at 10th level.

Slayer Talents: The following slayer talents (and rogue talents) complement the stygian slayer archetype: bleeding attack, lasting poison[APG], poison use (see page 53), powerful sneak[APG], rogue crawl, slow reactions, surprise attack, and swift poison[APG].

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talent) complement the stygian slayer archetype: assassinate (see page 54), hunter's surprise[APG], and slayer camouflage (see page 55).

Vanguard (Archetype)

Vanguards are battlefield commanders who focus on brutally effective combat strategies and lead their allies to bloody victory. Quick to react to danger, a vanguard is a valuable scout, a capable officer, and a skilled tactician.

Lookout (Ex): At 1st level, a vanguard adds 1/2 his level (minimum 1) to initiative checks. This ability replaces track.

Tactician (Ex): At 2nd level, a vanguard receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. Once per day as a standard action, the vanguard can grant one of his teamwork feats to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the vanguard possesses. Allies do not need to meet the prerequisites of this bonus feat. Whenever the vanguard is able to select a new slayer talent, he can instead choose to gain an additional use per day of this ability. This ability replaces the slayer talent gained at 2nd level.

Vanguard's Bond (Ex): At 4th level, a vanguard forms a bond with his fighting companions. As a move action, he can choose one of his current studied targets and grant half his studied target bonus against that target to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the slayer's Intelligence modifier (minimum 1). This bonus does not stack with any favored enemy or studied target bonuses possessed by his allies; they use whichever bonus is higher. This ability replaces the slayer talent gained at 4th level.

Ever Ready (Ex): At 7th level, a vanguard is never considered an unaware combatant (*Core Rulebook* 178) and is always able to act in the surprise round. The vanguard is still flat-footed in the surprise round until he acts. This ability replaces stalker.

Slayer Talents: The following slayer talents (and rogue talents) complement the vanguard archetype: combat trick, finesse rogue, hard to fool[APG], rogue crawl, surprise attack, terrain mastery[UC], and weapon training.

Advanced Slayer Talents: The following advanced slayer talents (and advanced rogue talents) complement the vanguard archetype: feat, opportunist, slayer camouflage (see page 55), and unwitting ally[UC].

Sorcerer

Sorcerers gain arcane power by virtue of their blood, but what they do with that power and what mix of blood they possess can color their nature.

Eldritch Scrapper (Archetype)

An eldritch scrapper is usually spoiling for a fight, looking to prove that she's just as tough as a martial character. A veteran of many brawls against opponents who were suspicious of her manifesting magic, an eldritch scrapper has a thick skin and a fighting style that blends weapons with spells.

Martial Flexibility (Ex): At 1st level, an eldritch scrapper gains the brawler's martial flexibility class feature, using her sorcerer level as her brawler level to determine uses per day. The scrapper treats Arcane Strike and Combat Casting as combat feats for the purpose of this ability.

At 9th level, an eldritch scrapper can use this ability to gain the benefit of two combat feats at the same time. She can select one feat as a move action or two feats as a standard action. She can use one of these feats to meet a prerequisite of the second feat; doing so means she cannot replace the feat that is currently fulfilling another feat's prerequisites without also replacing all feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 15th level, an eldritch scrapper can use this ability to gain the benefit of three combat feats at the same time. She can select one feat as a swift action, two feats as a move action, or three feats as a standard action. She can use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

This ability replaces the sorcerer's bloodline powers gained 1st, 9th, and 15th levels.

Bloodline Weapons: If an eldritch scrapper's 1st-level bloodline power would normally grant her natural attacks (such as bite or claws), at 3rd level she can select that 1st-level bloodline power in place of her 3rd-level bloodline power.

Mongrel Mage (Archetype)

A mongrel mage is a sorcerer whose bloodline is so weak, or mixed with so many others, that her power isn't clearly associated with any bloodline source. A mongrel mage's bloodline powers can change on a daily basis, but always fall short of those of a full-blooded sorcerer. A mongrel mage is a dabbler in all bloodlines but a master of none, and she is looked down upon by true sorcerers.

Mongrel Reservoir (Su): At 1st level, a mongrel mage has an innate pool of magical energy, known as her mongrel reservoir, that she can draw upon to activate her weakened bloodline. Her mongrel reservoir can hold a number of points of magical energy equal to 3 + her sorcerer level. Each day when she refreshes her spell slots, her mongrel reservoir is restored to its maximum. The mongrel reservoir can never hold more points that the maximum amount noted above; points gained in excess of this maximum are lost.

Each day when she refreshes her spell slots, the mongrel mage selects one sorcerer bloodline. She must select an ordinary bloodline with this ability, not one altered by the wildblooded archetype or any other archetype. She gains this bloodline's 1st-level bloodline power for that day, using it as if she were only a 1st-level sorcerer. (If this ability is used to gain an arcane bond and the bonded item is selected, she can use the item only to cast a 1st-level spell known, since she counts as only a 1st-level sorcerer.) A mongrel mage can have only one bloodline selected at a time.

As a swift action, she can expend 1 point from her mongrel reservoir to activate that bloodline, allowing her to use its 1st-level bloodline powers as well as its bloodline arcana at her full sorcerer level, including using a bonded item from an arcane bond. This effect lasts for a number of rounds equal to her Charisma modifier (minimum 1).

At 3rd level, when activating her selected bloodline, a mongrel mage can instead spend 2 points from her mongrel reservoir to allow her to use the bloodline's 1st- and 3rd-level powers as well as its bloodline arcana at her full sorcerer level for a number of rounds equal to her Charisma modifier (minimum 1).

At 7th level, when a mongrel mage is activating her selected bloodline, the mongrel mage can instead spend 3 points from her mongrel reservoir, allowing her to use the bloodline's 1st-, 3rd-, and 7th-level powers as well as its bloodline arcana at her full sorcerer level for a number of rounds equal to her Charisma bonus.

At 20th level, when activating her selected bloodline, a mongrel mage can instead spend 5 points from her mongrel reservoir, allowing her to use all of the bloodline's powers as well as its bloodline arcana at her full sorcerer level for a number of rounds equal to her Charisma modifier (minimum 1).

This ability alters the bloodline class feature, bloodline powers, and bloodline spells.

Bloodline Spells: At 7th level, each day when she selects her bloodline, a mongrel mage adds the 1st-, 2nd-, and 3rd-level spells from her selected bloodline to her current list of spells known.

At 13th level, each day when she selects her bloodline, a mongrel mage adds the 4th-, 5th-, and 6th-level spells from her selected bloodline to her current list of spells known.

At 19th level, each day when she selects her bloodline, a mongrel mage adds the 7th-, 8th-, and 9th-level spells from her selected bloodline to her current list of spells known.

This ability replaces the bloodline feats gained at 7th, 13th, and 19th level.

Summoner

There are those summoners who choose not to summon the traditional eidolon, but rather call upon the other forces to help form their chief allies. Some of these summoners enhance their eidolons with animal traits, while others form a strong bond with a particular shamanistic spirit.

Naturalist (Archetype)

A naturalist is a summoner who is in tune with the natural world, using his magic like a lens to focus various animal aspects onto his eidolon. More akin to a hunter than to other arcane spellcasters, a naturalist instinctively masters the power of such creatures as the bear, wolf, mouse, and tiger to make his exotic eidolon the perfect living tool for battle or stealth, and he eventually discovers how to apply these transformations to himself as well.

Nature's Call (Sp): Starting at 1st level, the naturalist can cast *summon nature's ally I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. He can use this ability only to summon creatures of the animal, magical beast, or vermin type. This ability otherwise functions as the *summon monster I* class feature (increasing in level as the naturalist goes up in level and with the same restrictions). This ability replaces *summon monster I*.

Animal Focus (Su): At 4th level, as a swift action a naturalist can enhance his eidolon with the aspect of an animal. Each time he uses this ability, he can select a hunter's animal aspect (see page 27) and apply it to his eidolon. His hunter level for this ability is equal to his summoner level – 2. He does not gain the ability to apply an animal aspect to himself (see Shared Focus, below). This effect lasts until the eidolon is dismissed or sent back to its home plane.

When an animal aspect is applied to an eidolon, its form is altered by superficial physical changes appropriate to that aspect. For example, using aspect of the bat might give the eidolon larger ears and eyes and perhaps membranes of skin connecting its limbs to its body, while using aspect of the stag might give the eidolon antlers and hooflike nails on its feat. None of these changes interfere with any of the eidolon's natural or magical abilities.

This ability replaces shield ally and greater shield ally.

Second Animal Focus (Su): At 10th level, whenever a naturalist uses animal focus, he can apply two animal aspects to his eidolon. The eidolon's form gains superficial physical changes appropriate to the chosen aspects. This ability replaces the aspect summoner class ability.

Shared Focus (Su): At 14th level, the naturalist begins to take on some of the feral nature of his eidolon. Whenever the naturalist uses animal focus to apply an aspect to his eidolon, he also gains the effects of the chosen aspect. The naturalist keeps this aspect until his eidolon is dismissed or sent back to its home plane. The naturalist gains the effects of only one aspect (of his choice), even if the eidolon gains more than one. This ability replaces life bond.

Third Animal Focus (Su): At 18th level, whenever a naturalist uses his animal focus ability, he can apply a third animal aspect to his eidolon. This third aspect persists indefinitely until he decides to change it. This ability replaces greater aspect.

Spirit Summoner (Archetype)

A spirit summoner is an arcane spellcaster whose eidolon is a manifestation of a shamanic spirit. The bond connecting the summoner and this spirit might be friendly, such as a member of a tribe giving flesh to his protector spirit, or hostile, such as an outlander or a rival compelling service from an unwilling spirit. The summoner can draw upon the divine power of this spirit, but is not constrained by the spirit's morals or ethics.

Spirit (Su): A spirit summoner forms a mystical bond with one spirit from the shaman class (see page 37). He gains the spirit ability of that spirit and uses his summoner level as his shaman level for determining its effects. The spirit summoner can select spells granted by that spirit as summoner spells known, using the shaman level of the spell as the summoner spell level. The summoner cannot select spirit spells of 7th level or higher.

At 9th level, the summoner gains the abilities listed in the greater version of his selected spirit.

At 17th level, the summoner gains the abilities listed for the true version of his selected spirit.

This ability replaces the *summon monster* spell-like ability.

Eidolon: At 1st level, a spirit summoner begins play with a powerful outsider called an eidolon. The eidolon's form and abilities must be appropriate to his chosen spirit, at the GM's discretion—for example, a summoner with the flame spirit cannot have an eidolon with ice or water abilities, a summoner with a heavens spirit cannot have a fiend-like eidolon, and so on. The summoner can use temporary effects (such as *evolution surge*[APG]) to alter the eidolon into an inappropriate form, but cannot use permanent effects (such as *transmogrify*[APG]) to do so. This ability alters the eidolon class feature.

Hex: At 6th level, a spirit summoner can select a shaman hex that is appropriate to his spirit, chosen from the general list of shaman hexes or the specific hexes allowed by his spirit. This ability otherwise functions as a shaman's hex, and uses his summoner level as his shaman level. Like a shaman, a spirit summoner uses his Wisdom modifier to determine hex DCs.

At 8th, 10th, and 16th levels, the summoner can select another hex.

This ability replaces aspect, maker's call, merge forms, and transposition.

Swashbuckler

Though the imagination usually conjures images of a well-dressed dandy with a trusty rapier, there are many varieties of swashbuckler. The following are just a few examples. For other class options available to the swashbuckler, see Dares on page 94.

Daring Infiltrator (Archetype)

Not known for their flashy entrances or for standing out in a crowd, a daring infiltrator uses stealth, disguise, and ruthless guile to pursue her goals. Some of these swashbucklers work to undermine evil organizations, while others are master thieves or mysterious assassins.

Class Skills: A daring infiltrator gains Disguise and Stealth as class skills, but does not gain Diplomacy, Perform, and Profession as class skills. This alters the swashbuckler's class skills.

Bonus Feats: In addition to combat feats, a daring infiltrator's bonus feats at 4th, 8th, 12th, 16th, and 20th levels can come from the following list: Alertness, Antagonize[UM], Cosmopolitan[APG], Deceitful, Deft Hands, Disarming Threat Deed (see page 144), Persuasive, Prodigy[UM], and Skill Focus. This alters the bonus feats class feature.

Quick-Tongued (Ex): At 2nd level, a daring infiltrator gains a +1 bonus on Bluff checks. This bonus increases by 1 for every 4 levels beyond 2nd. This ability replaces charmed life.

Deeds: A daring infiltrator gains the following deeds.

Clandestine Expertise (Ex): At 3rd level, a daring infiltrator with at least 1 panache point gains a +2 bonus on Disguise and Stealth checks. Also, as long as she has at least 1 panache point, when she successfully aids another with a Disguise or Stealth check, she grants the subject a +4 bonus on the skill check instead of the normal +2. This deed replaces swashbuckler initiative.

Silence Is Golden (Ex): At 3rd level, when a daring infiltrator with at least 1 panache point succeeds at a trip or grapple combat maneuver check, the target is rendered mute for 1 round. For every increment of 5 by which the result of the combat maneuver check exceeds the opponent's CMD, the target remains mute for an additional round. A mute creature cannot speak, use language-dependent effects or verbal components, or use command words. This deed replaces menacing swordplay.

Authoritative Bluff (Ex): At 11th level, a daring infiltrator can spend 1 panache point to reroll a Bluff check after the roll is made but before the result is revealed. She must take the result of the second roll, even if it is lower. Additionally, a daring infiltrator with at least 1 panache point gains a +5 bonus on Bluff checks to pretend to be someone's superior (socially or in the military). If she succeeds at the check, the target obeys any reasonable orders she gives as it would those of an actual superior in the situation. This deed replaces bleeding wound.

Flying Blade (Archetype)

While most swashbucklers prefer their battles up close, others prefer dealing death from a distance.

Panache: Unlike other swashbucklers, a flying blade regains panache only when she confirms a critical hit or makes a killing blow with a dagger or a starknife. This ability alters panache.

Deeds: A flying blade gains the following deeds.

Subtle Throw (Ex): At 1st level, a flying blade can spend 1 panache point as part of a ranged attack with a dagger or a starknife to make the attack without provoking attacks of opportunity. At 6th level, as a swift action she can spend 1 panache point to make all of her ranged attacks with daggers or starknives without provoking attacks of opportunity until the start of her next turn. This deed replaces dodging panache.

Disrupting Counter (Ex): At 3rd level, when an opponent makes a melee attack against her, she can spend 1 panache point to make an attack of opportunity against the attacking foe. This attack of opportunity can be made with either a dagger or a starknife. If the attack hits, the opponent takes a –4 penalty on all attack rolls until the end of its turn. This deed replaces kip-up.

Precise Throw (Ex): At 3rd level, as long as she has at least 1 panache point, a flying blade can use her precise strike with a thrown dagger or starknife as long as the target is within 60 feet of her, and she increases the range increment of these weapons by 5 feet. She can spend 1 panache point when she throws a dagger or a starknife to ignore all range increment penalties on that ranged attack. This deed replaces menacing swordplay.

Targeted Throw (Ex): At 7th level, a flying blade can target individual body parts. This deed functions as the swashbuckler's targeted strike deed, but the flying blade can also use this deed when making ranged attacks with either a dagger or a starknife as long as the target is within 60 feet of the flying blade. This deed replaces targeted strike.

Bleeding Wound (Ex): At 11th level, a flying blade can deal bleed damage as part of an attack. This deed functions as the swashbuckler's bleeding wound deed, but the flying blade can also use this deed when making ranged attacks with either a dagger or a starknife as long as the target is within 60 feet of the flying blade. This deed alters bleeding wound.

Perfect Throw (Ex): At 15th level, a flying blade can pool all of her attack potential into a single attack. This deed functions as the swashbuckler's perfect strike deed, but the flying blade must use this deed when making ranged attacks with either a dagger or a starknife, and she can use this deed only on targets within 60 feet of her. This deed replaces perfect thrust.

Flying Blade Training (Ex): At 5th level, a flying blade gains a +1 bonus on attack rolls and damage rolls when using daggers or starknives in combat. When she wields a dagger or a starknife, she gains the benefit of the Improved Critical feat

with those weapons. Additionally, a flying blade increases the range increment of a thrown dagger or starknife by 5 feet. This range increment increase stacks with that of precise throw.

At 9th level and every 4 levels thereafter, the bonus on attack rolls and damage rolls increases by 1, and the range increment increases by 5 feet. This ability replaces swashbuckler weapon training.

Flying Blade Mastery (Ex): At 20th level, when an attack that a flying blade makes with a dagger or a starknife threatens a critical hit, that critical hit is automatically confirmed. Furthermore, the critical modifiers of daggers and starknives that she wields increase by 1 (×2 becomes ×3, and so on). This ability replaces swashbuckler weapon mastery.

Inspired Blade (Archetype)

An inspired blade is both a force of personality and a sage of swordplay dedicated to the perfection of combat with the rapier. Inspired blades use the science and geometry of swordplay to beautiful and deadly effect.

Inspired Panache (Ex): Each day, an inspired blade gains a number of panache points equal to her Charisma modifier (minimum 1) plus her Intelligence modifier (minimum 1), instead of just her Charisma modifier.

Unlike other swashbucklers, an inspired blade regains no panache from scoring a killing blow. She regains panache only from scoring a critical hit with a rapier.

This ability alters the panache class feature.

Inspired Finesse (Ex): At 1st level, an inspired blade gains the benefits of Weapon Finesse with the rapier (this ability counts as having the Weapon Finesse feat for the purpose of meeting feat prerequisites) and gains Weapon Focus (rapier) as a bonus feat. This ability replaces swashbuckler finesse.

Deeds: The inspired blade gains the following deeds.

Inspired Strike (Ex): At 11th level, an inspired blade can spend 1 panache point when making an attack with a rapier to gain an insight bonus on that attack roll equal to her Intelligence modifier (minimum bonus +1). When an inspired blade hits with an attack augmented by inspired strike, she can spend 1 additional panache point to make the hit a critical threat, though if she does so, she does not regain panache if she confirms that critical threat. The panache cost of this deed cannot be reduced by abilities such as Signature Deed[UC]. This ability replaces bleeding wound.

Rapier Training (Ex): At 5th level, an inspired blade gains a +1 bonus on attack rolls with rapiers and a +2 bonus on damage rolls with rapiers. While wielding a rapier, she gains the benefit of the Improved Critical feat. These bonuses increase by 1 for every 4 levels beyond 5th (to a maximum of +4 on attack rolls and +5 on damage rolls at 17th level). This ability replaces swashbuckler weapon training.

Rapier Weapon Mastery (Ex): At 20th level, when an inspired blade threatens a critical hit with a rapier, that critical hit is automatically confirmed. Furthermore, the critical threat range increases by 1 (this increase to the critical threat range stacks with the increase from rapier training, to a total threat range of 14–20), and the critical modifier of the weapon increases by 1 (×2 becomes ×3, for example). This ability replaces swashbuckler weapon mastery.

Mouser (Archetype)

In the hands of a trained warrior, a well-sharpened blade is deadly regardless of size. A mouser moves in close, using her size and skill to her advantage.

Deeds: The mouser gains the following deeds.

Underfoot Assault (Ex): At 1st level, if a foe whose size is larger than the mouser's is adjacent to her and misses her with a melee attack, the mouser can as an immediate action spend 1 panache point to move 5 feet into an area of the attacker's space. This movement does not count against the mouser's movement on her next turn, and it doesn't provoke attacks of opportunity. While the mouser is within a foe's space, she is considered to occupy her square within that foe's space.

While the mouser is within her foe's space, the foe takes a –4 penalty on all attack rolls and combat maneuver checks not made against the mouser, and all of the mouser's allies that are adjacent to both the foe and the mouser are considered to be flanking the foe. The mouser is considered to be flanking the foe whose space she is within if she is adjacent to an ally who is also adjacent to the foe. The mouser can move within her foe's space and leave the foe's space freely (and without provoking attacks of opportunity), but if the foe attempts to move to a position where the mouser is no longer in its space, the movement provokes an attack of opportunity from the mouser. This deed replaces opportune parry and riposte.

Quick Steal (Ex): At 3rd level, as a swift action the mouser can spend 1 panache point when she hits a foe whose size is larger than her own with a light or one-handed piercing melee weapon to attempt a steal combat maneuver check against the creature she hit. Using this deed does not provoke an attack of opportunity. This deed replaces menacing swordplay.

Hamstring (Ex): At 7th level, as long as a mouser has at least 1 panache point when she hits a foe whose size is larger than her own with a light or one-handed piercing melee weapon, she can as a swift action attempt a dirty trick combat maneuver check. Instead of the normal conditions that can be applied with dirty trick, this deed can only stagger the target if the check is successful. This deed replaces targeted strike.

Cat's Charge (Ex): At 11th level, as long as a mouser has at least 1 panache point, when she charges a foe whose size is larger than her own, the mouser can end her charge in any space she can reach, not just the closest space. All other requirements of the charge must still be satisfied. This deed replaces bleeding wound.

Musketeer (Archetype)

A number of organizations and kingdoms search for warriors who are brave (or foolish) enough to wield firearms on the battlefield. The daring nature of swashbucklers often makes them ideal candidates for such service.

Weapon Proficiency: A musketeer gains proficiency with all one-handed and two-handed firearms, in addition to the swashbuckler's normal weapon proficiencies. This ability alters the swashbuckler's weapon proficiencies.

Musketeer Instruction (Ex): At 1st level, a musketeer gains the benefits of the Weapon Finesse feature with the rapier (this counts as having the Weapon Finesse feat for the purpose of meeting feat prerequisites), as well as both Rapid Reload (musket)[UC] and Gunsmithing[UC] as bonus feats. This ability replaces swashbuckler finesse.

Deed: The musketeer gains the following deed.

Quick Clear (Ex): At 1st level, as a standard action the musketeer can spend 1 panache point to remove the broken condition from a single firearm he is currently wielding, as long as the firearm gained that condition through a misfire. This deed replaces dodging panache.

Mysterious Avenger (Archetype)

While some swashbucklers fight for queen and country, and others for coin, glory, or just the enhancement of their own reputations, the mysterious avenger fights directly for a cause. Instead of gaining personal glory for her heroic deeds, she keeps her identity hidden in order to better fight for those who cannot fight for themselves.

Alignment: A mysterious avenger must be of a good alignment, and must be dedicated to the protection of the good and the powerless under her care. If she ceases to be good or betrays those she was sworn to protect, she loses her secret identity and greater charmed life class features. She can regain them if she atones for her violations through a means the GM agrees is suitable (possibly by way of the *atonement* spell if the mysterious avenger is religious). This replaces the swashbuckler's alignment.

Class Skills: A mysterious avenger adds Disguise to her list of class skills. This alters the swashbuckler's class skills.

Weapon and Armor Proficiency: A mysterious avenger is not proficient with bucklers, but is proficient with whips as exotic weapons. This ability alters the swashbuckler's weapon and armor proficiency.

Avenger Finesse (Ex): A mysterious avenger gains all of the benefits of the swashbuckler's finesse class feature, and gains the ability to use a whip in place of a light or one-handed piercing melee weapon for all swashbuckler class features and deeds. This ability alters swashbuckler finesse.

Secret Identity (Su): At 3rd level, a mysterious avenger's force of personality and dedication to her cause give her the ability to keep her true identity secret, even from magical prying. She gains a +4 bonus on Disguise checks for a single disguise of her choice, typically her avenger persona. Once this disguise has been chosen, it can't be changed. She also gains a +4 bonus on saving throws against divination effects. At 11th level, she becomes immune to all *scrying* effects and other magical effects used in attempts to uncover her secret identity. This ability replaces nimble.

Greater Charmed Life (Ex): At 4th level, the mysterious avenger gains three extra uses of charmed life. As an immediate action, she can expend one use of charmed life to gain a bonus to her AC equal to her Charisma modifier (minimum 1). She must make this decision before the attack roll is made against her. This ability replaces the bonus feat gained at 4th level.

Avenger's Target (Ex): At 5th level, a mysterious avenger gains a +1 bonus on attack rolls and damage rolls with light or one-handed piercing melee weapons and whips. Furthermore, a mysterious avenger can study an opponent she can see as a move action. The mysterious avenger then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against that opponent, a +1 bonus on weapon attack rolls and damage rolls against it, and a +1 bonus to the DCs of any deeds used against that opponent. A mysterious avenger can maintain these bonuses against only one opponent at a time; the bonuses remain in effect until either the opponent is dead or the mysterious avenger studies a new target.

At 10th, 15th, and 20th levels, these bonuses against a studied target increase by 1. In addition, at each such interval, a mysterious avenger is able to maintain the bonuses against an additional studied target at the same time. A mysterious avenger can discard this connection to a target as a free action, allowing her to study another target in its place.

At 10th level, a mysterious avenger can study an opponent as a move or swift action. This ability replaces swashbuckler weapon training.

Picaroon (Archetype)

While some swashbucklers take pride in their ability to wear down an opponent with great skill at arms and clever positioning, others use firearms to get in close and hit hard.

Weapon Proficiency: A picaroon is proficient with all simple weapons and martial weapons, as well as one-handed firearms. This ability replaces the swashbuckler's weapon proficiencies.

Panache: Unlike other swashbucklers, a picaroon regains panache when she confirms a critical hit or makes a killing blow with a light or one-handed piercing melee weapon or a one-handed firearm. This ability alters panache.

Deeds: The picaroon gains the following deeds.

Melee Shooter (Ex): At 1st level, as a swift action when wielding both a light or one-handed piercing melee weapon and a one-handed firearm, the picaroon can spend 1 panache point to avoid provoking attacks of opportunity with the first ranged attack she makes with the firearm during her turn. This deed replaces opportune parry and riposte.

Quick Clear (Ex): At 3rd level, as a standard action the picaroon can spend 1 panache point to remove the broken condition from a single one-handed firearm she is currently wielding, as long as the firearm gained that condition through a misfire. This deed replaces kip-up.

Gun Feint (Ex): At 7th level, a picaroon can use the ferocious reputation of firearms to her advantage. A picaroon with at least 1 panache point can feint instead of attacking with her firearm as part of a full attack. She can spend 1 panache point to gain a +5 bonus on the Bluff check. This deed replaces superior feint.

Lightning Reload (Ex): At 11th level, once per round the picaroon can spend 1 panache point to reload a single barrel of a one-handed firearm as a swift action. If she has the Rapid Reload feat or is using an alchemical cartridge, she can instead reload a single barrel of the weapon as a free action each round. Using this deed doesn't provoke attacks of opportunity. This deed replaces bleeding wound.

Two-Weapon Finesse (Ex): A picaroon gains the benefits of the Weapon Finesse feat with light or one-handed piercing melee weapons. She also gains the effects of the Two-Weapon Fighting feat as long as she is wielding a light or one-handed piercing melee weapon in one hand and one-handed firearm in the other hand. This ability counts as having both the Weapon Finesse and Two-Weapon Fighting feats for the purpose of meeting feat prerequisites. This ability replaces swashbuckler finesse.

Warpriest

While paladins are defenders of all that is lawful and good, a warpriest is the living embodiment of a faithful warrior. The warpriest comes in a multitude of forms: some bear the shining armor and upright stance usually associated with paladins, while others serve as cult leaders, exorcise harmful magic effects, or forge the weapons of the faith.

Champion of the Faith (Archetype)

Champions of the faith are crusaders who use the power of their divine patron to annihilate the faith's enemies.

Chosen Alignment: At 1st level, a champion of the faith must select one of the following as his chosen alignment: chaos, evil, good, or law. This choice must be one of the alignments shared by the champion of the faith and his deity. Champions of the faith who are neutral with no other alignment components (or whose deity is) can choose any of the above alignments for this purpose. Additionally, a champion of the faith must select the blessing corresponding to his chosen alignment, even if it's not on his deity's list of domains.

His chosen alignment's opposite is referred to as his opposed alignment. Good and evil oppose one another, just as law and chaos oppose one another. This alters alignment.

Sacred Weapon (Su): At 1st level, a champion of the faith gains the sacred weapon class feature as normal. However, this ability does not grant the 4th-level ability to enhance the champion of the faith's weapon with divine power, nor does it grant any subsequent increases to that ability. Instead, at 4th level, any sacred weapon wielded by a champion of the faith counts as having his chosen alignment for the purpose of overcoming damage reduction.

At 12th level, once per day as a swift action, a champion of the faith can enhance any one sacred weapon with a weapon special ability based on his chosen alignment (*anarchic* for chaos, *unholy* for evil, *holy* for good, or *axiomatic* for law). This effect lasts for 1 minute. He can use this ability one additional time per day at 16th and 20th levels.

This ability alters sacred weapon.

Detect Alignment (Sp): At 3rd level, a champion of the faith can detect his opposed alignment. As a move action, the champion of the faith can focus on a single item or creature within 60 feet and determine whether it possesses his opposed alignment, as *detect chaos/evil/good/law*, learning the strength of the aura as if he had studied it for 3 rounds. The champion of the faith does not detect the alignment of any other object or creature when using this ability in this way. This ability replaces the bonus feat gained at 3rd level.

Smite (Su): At 4th level, a champion of the faith can focus his powers against his chosen foes. As a swift action, the champion of the faith chooses one target within sight that is of his opposed alignment. The champion of the faith adds his Charisma bonus to his attack rolls and adds extra damage equal to his warpriest level to all damage rolls made against the target of his smite. If the target of his smite is an outsider with a subtype corresponding to his opposed alignment, the extra damage on the first successful attack increases to twice his warpriest level. Regardless of the target, smite attacks automatically bypass any damage reduction the target possesses.

In addition, while his smite is in effect, the champion of the faith gains a deflection bonus equal to his Charisma bonus to his AC against attacks made by the target of the smite. If the smite targets a creature that's not of the champion of the faith's opposed alignment, the smite is wasted with no effect.

The smite effect remains until the target of the smite is dead or the next time the champion of the faith regains spells. The champion of the faith can use this ability once per day, plus one additional time per day for every 4 levels beyond 4th (to a maximum of five times per day at 20th level). Using this ability consumes two uses of fervor.

This ability replaces channel energy.

Cult Leader (Archetype)

Referred to as fanatics, lunatics, or obsessives, cultists see themselves as genuine devotees of their deity. And the hierarchs of those devotees, the cult leaders, are the most fanatical of them all. Cult leaders are known for turning reasonable hearts toward corrupted teachings and striking at those that get in the way of their agenda.

Class Skills: The cult leader's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Slight of Hand (Dex), Spellcraft (Int), and Stealth (Dex). These skills replace the warpriest's class skills.

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: Cult leaders are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword, as well as the favored weapon of their deity. They are proficient with light armor and light shields. The cult leader does not gain Weapon Focus as a bonus feat as a warpriest normally would. This ability replaces the warpriest's weapon and armor proficiency.

Well-Hidden (Ex): A cult leader gains a +2 bonus on Disguise checks and Stealth checks. This ability replaces focus weapon.

Sneak Attack (Ex): At 3rd level, a cult leader gains the sneak attack ability, as the rogue class feature. If he already has sneak attack from another class, the extra damage from the classes that grant sneak attack stack for the purpose of determining the sneak attack's extra damage dice. This extra damage is 1d6 at 3rd level and increases by 1d6 every 3 levels thereafter. This ability replaces the bonus feats gained at 3rd, 9th, and 15th levels.

Enthrall (Sp): At 4th level, a cult leader can cast *enthrall*. Using this ability consumes two uses of fervor. This ability replaces channel energy.

Hide in Plain Sight (Su): At 12th level, a cult leader can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, a cult leader can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow. This ability replaces the bonus feat gained at 12th level.

Disenchanter (Archetype)

While many warpriests focus on threats to the body, the disenchanter focuses on dangers to the mind and the soul. Using the power of his patron, the disenchanter seeks to keep the powers of magic in check.

Bonus Feats (Ex): Whenever a disenchanter gains a bonus feat, he must choose from the following list: Great Fortitude, Improved Counterspell, Iron Will, Lightning Reflexes, Skill Focus (Spellcraft), or Spell Focus (abjuration). At 6th level, he adds the following feats to this list: Dispel Synergy[UC], Improved Great Fortitude, Improved Iron Will, and Improved Lightning Reflexes. At 12th level, he adds the following feats to this list: Destructive Dispel[UC], Dispelling Critical[UC], Parry Spell[APG], and Ray Shield[APG]. He does not need to meet the prerequisites for these feats. This ability alters bonus feats.

Mystic Interference (Su): At 4th level, a disenchanter can channel a burst of pure abjuration magic to grant protection to himself and all allies with 30 feet. Affected creatures receive a +1 bonus on saving throws against spells and spell-like abilities for a number of rounds equal to his warpriest level. This is a sacred bonus if the warpriest is good-aligned or able to spontaneously cast cure spells, and a profane bonus if the warpriest is evil-aligned or able to spontaneously cast inflict spells. Using this ability consumes two uses of fervor. At 8th level and every 4 levels thereafter, the bonus granted by mystic interference increases by 1 (to a maximum of +5 at 20th level). This ability replaces channel energy.

Banish Enchantment (Su): At 6th level, a disenchanter learns to focus his mystic interference. As a standard action, he can consume two uses of his fervor ability to target a single creature within 30 feet with a targeted *dispel magic*. This ability replaces the bonus feat gained at 6th level.

Divine Commander (Archetype)

Some warpriests are called to lead great armies and face legions of foes. These divine commanders live for war and fight for glory. Their hearts quicken at battle cries, and they charge forth with their deity's symbol held high. They assume the mantle of leadership to promote the agenda of their faith, and gather armies of devoted followers willing to give their lives for the cause. (Several of the divine commander's abilities reference and interact with the mass combat rules in *Pathfinder RPG Ultimate Campaign*.)

Mount (Ex): A divine commander gains the service of a loyal and trusty steed to carry her into battle. This mount functions

as a druid's animal companion, using the divine commander's level as her effective druid level. The creature must be one that she is capable of riding and must be suitable as a mount. A Medium divine commander can select a camel or a horse. A Small divine commander can select a pony or a wolf, and can also select a boar or a dog if she is at least 4th level. (The GM might approve other animals as suitable mounts.)

A divine commander does not take an armor check penalty on Ride checks while riding this mount. The mount is always considered combat trained, and it begins play with Light Armor Proficiency as a bonus feat. A divine commander's mount does not gain the share spells special ability. If a divine commander's mount dies, she can find another mount to serve her after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the divine commander gains a level. This ability replaces blessings.

Battle Tactician (Ex): At 3rd level, a divine commander gains a teamwork feat as a bonus feat. She must meet the prerequisites of this feat. As a standard action, the divine commander can grant this feat to all allies within 30 feet who can see and hear her. Allies retain the use of this bonus feat for 4 rounds, plus 1 round for every 2 levels beyond 3rd that the divine commander possesses. Allies do not need to meet the prerequisites of this bonus feat. The divine commander can use this ability once per day at 3rd level, plus one additional time per day at 9th and 15th levels. This ability replaces the bonus feat gained at 3rd level.

Blessed Mount (Su): At 6th level, a divine commander's mount is blessed by her deity. The divine commander's mount gains either the celestial, the entropic, the fiendish, or the resolute template, matching the alignment of the warpriest's deity (celestial for good, entropic for chaotic, fiendish for evil, or resolute for lawful). If deity's alignment includes more than one of these components, the divine commander can select which of the two templates the mount receives. Once the type of template is selected, it can't be changed.

If the divine commander's deity is neutral with no other alignment components, the mount receives spell resistance equal to the divine commander's level + 5, as well as resistance 10 against two types of energy damage of the divine commander's choice.

If a divine commander's mount dies and the divine commander finds another mount, the new mount becomes a blessed mount the next time the divine commander gains a level. This ability replaces the bonus feat gained at 6th level.

Greater Battle Tactician (Ex): At 12th level, the divine commander gains an additional teamwork feat as a bonus feat. She must meet the prerequisites for this feat. The divine commander can grant this feat to her allies using the battle tactician ability. Additionally, using the battle tactician ability is now a swift action for her. This ability replaces the bonus feat gained at 12th level.

Bless Army (Su): At 15th level, a divine commander can raise her holy symbol high and give a blessing to the army she is leading. The divine commander's army gains a +1 bonus to the army's OM and DV (*Ultimate Campaign* 235). This is a sacred bonus if the warpriest is good-aligned or able to spontaneously cast cure spells, and it is a profane bonus if the warpriest is evil-aligned or able to spontaneously cast inflict spells. Using this ability requires the divine commander to expend two uses of fervor. This bonus lasts for one battle, and it must be performed during the tactics phase of the battle. If this is performed when a mass combat is not imminent, the fervor is expended without granting any bonus. This ability replaces the bonus feat gained at 15th level.

Forgepriest (Archetype)

Armorers of exquisite skill, forgepriests take inspiration from their deity to produce the most perfect weapons and armor they can, the better to equip the armies of the faithful.

Blessings: A forgepriest selects only one blessing. This ability alters the blessings class feature.

Smith's Spells: A forgepriest adds the following spells to his spell list: 1st—*jury rig*[UC], *shield*; 2nd—*heat metal*, *shatter*; 3rd—*keen edge*, *quench*, *versatile weapon*; 4th—*wreath of blades*[UC]; 5th—*fabricate*, *major creation*; 6th—*mage's sword*.

Forge Mastery (Ex): A 2nd level, the forgepriest adds a bonus equal to half his level to all Craft checks to make metal items, armor, and weapons.

Bonus Feats: A forgepriest can select item creation feats in addition to combat feats when he gains a bonus feat. This ability alters bonus feats.

Craft Magic Arms and Armor At 3rd level, a forgepriest gains Craft Magic Arms and Armor as a bonus feat. This ability replaces the bonus feat gained at 3rd level.

Creator's Bond (Su): At 4th level, when a forgepriest uses his sacred weapon ability with an item he created personally, he can expend two uses of fervor to increase the bonus granted by 1. Once the forgepriest has the sacred armor ability, he can also use this ability in conjunction with that. This ability replaces channel energy.

Heat of the Forge (Su): At 6th level, a forgepriest gains fire resistance 5. At 13th level, this resistance increases to 10. This ability replaces the bonus feat gained at 6th level.

Sacred Fist (Archetype)

Sacred fists leave behind armor and shield and instead rely on their fists and whatever protection their deity grants.

Class Skills: The sacred fist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Swim (Str). This replaces the warpriest's class skills.

Weapon and Armor Proficiency: Sacred fists are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear. Sacred fists are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a sacred fist loses his AC bonus and flurry of blows. This ability replaces the warpriest's weapon and armor proficiency.

AC Bonus (Su): A deity protects her sacred fist as long as he is unarmored and unencumbered. A sacred fist adds his Wisdom modifier (minimum 0) to his AC and his CMD. In addition, a sacred fist gains a +1 dodge bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 levels thereafter (to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks or when the sacred fist is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This counts as the monk ability of the same name, and the sacred fist's warpriest levels stack with monk levels for determining the benefits.

Flurry of Blows (Ex): At 1st level, a sacred fist can make a flurry of blows attack as a full-attack action. This ability works like the monk ability of the same name, except the sacred fist's attack bonus from warpriest levels does not count as his warpriest level. This ability replaces sacred weapon.

Unarmed Strike: At 1st level, a sacred fist gains Improved Unarmed Strike as a bonus feat. He uses his warpriest level as his monk level for determining the amount of damage dealt with an unarmed strike. This ability replaces focus weapon.

Blessed Fortitude (Su): At 3rd level, a sacred fist can avoid even magical and unusual attacks with help from his deity. If he succeeds at a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless sacred fist does not gain the benefit of the blessed fortitude ability. This ability replaces the bonus feat gained at 3rd level.

Bonus Style Feat: At 6th level, the sacred fist gains a style feat as a bonus feat. The sacred fist must meet the style feat's prerequisites. He uses his warpriest level as his effective monk level for the purpose of meeting the feat's prerequisites. At 12th and 18th levels, a sacred fist gains either another style feat or a feat that requires a style feat as a prerequisite. This ability replaces the bonus feats gained at 6th, 12th, and 18th levels.

Ki Pool (Su): At 7th level, the sacred fist gains a ki pool. This ability functions as the monk class feature, using the sacred fist's level – 3 as his effective monk level when determining the number of points in his pool and the bonuses granted to his unarmed strike. Additionally, the sacred fist can as a swift action spend 1 point from his ki pool to grant himself a +1 insight bonus to his AC for 1 minute. (This is in addition to the normal ki ability to gain a dodge bonus to AC.) This insight bonus increases by 1 for every 3 levels above 7th (to a maximum of +5 at 19th level). This ability replaces sacred armor.

Miraculous Fortitude (Su): At 9th level, the sacred fist's blessed fortitude ability improves. He still takes no damage or negative effect when he succeeds at a Fortitude save, but now when he fails a Fortitude saving throw against a spell or effect that deals damage (including ability damage and drain), he takes only half the amount of damage. A helpless sacred fist does not gain the benefit of miraculous fortitude. This ability replaces the bonus feat gained at 9th level.

Witch

To some, the witch is a hero; to others, a villain. In truth, it's never so simple, and how a witch uses her magic is often tied to her personal history.

Hex Channeler (Archetype)

A hex channeler is a witch who devotes herself either to life (healing the wounded and destroying the undead) or to death (slaying the living and aiding the undead).

Channel Energy (Su): At 2nd level, a hex channeler can call upon her patron to release a wave of energy from herself or her familiar. A good witch channels positive energy (like a good cleric), and an evil witch channels negative energy (like an evil cleric). A witch who is neither good nor evil must choose whether she channels positive or negative energy; once this choice is made, it cannot be changed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the witch. The witch can channel energy a number of times per day equal to 3 + her Charisma modifier (minimum 1). This ability otherwise functions as a cleric using channel energy, except the witch does not need a holy symbol to use this ability. The hex channeler uses her witch level as her cleric level for all other effects dependent upon channel energy (except increasing the amount of damage healed or dealt). The hex channeler can choose whether or not to include herself or her familiar in this effect.

This burst heals or deals 1d6 points of damage. Whenever the hex channeler is able to learn a new hex (including major and grand hexes, but not hexes gained through the Extra Hex feat), she can instead increase her channel energy amount by 1d6.

This ability replaces the hex gained at 2nd level.

Hexes: The following hexes complement the hex channeler archetype: blight[APG], healing[APG], poison steep[UM], and ward[APG].

Major Hexes: The following major hexes complement the hex channeler archetype: agony[APG], cook people[UM], infected wounds[UM], major healing[APG], and retribution[APG].

Grand Hexes: The following grand hexes complement the hex channeler archetype: death curse[APG], dire prophecy[UM], life giver[APG], and summon spirit[UM].

Mountain Witch (Archetype)

Mountains can be sanctuaries for witches hunted by society. Here they form bonds with the spirits of the lofty reaches.

Spells: A mountain witch replaces some of her patron spells with the following: 2nd—*magic stone*, 4th—*stone call*[APG], 6th—*meld into stone*, 8th—*stoneskin*, 10th—*wall of stone*, 12th—*stone tell*, 14th—*statue*, 16th—*repel metal or stone*, 18th—*clashing rocks*[APG].

Stone Spirit Hex: A mountain witch can select hexes from the shaman's stone spirit (see page 44) as if they were witch hexes. She uses her witch level as her shaman level to determine the effect of the hex, and Intelligence instead of Wisdom to determine its DC. This ability alters hex.

Mountain Beast Empathy (Ex): At 2nd level, a mountain witch can influence the attitude of mountain-dwelling animals, as the druid's wild empathy class feature but only on animals native to mountainous environments. The mountain witch uses her witch level as her druid level for this ability. This ability replaces the hex gained at 2nd level.

Hexes: The following hexes complement the mountain witch archetype: beast of ill-omen[UM], crystal sight*, lodestone*, metal curse*, stone stability*, and ward of stone*. (Those with an asterisk [*] are detailed in the shaman class on page 44.)

Major Hexes: The following major hexes complement the mountain witch archetype: beast eye[UM], hidden home[UM], hoarfrost[UM], and weather control[APG].

Grand Hexes: The following grand hexes complement the mountain witch archetype: eternal slumber[APG], natural disaster[APG], and witch's hut[UM].

Wizard

Wizards are often portrayed as stodgy and overly set in their ways, and in truth many are both. The amount of concentration needed to master arcane rites and formulae often leaves wizards little room for creativity or exploration of new forms of magic. But there are exceptions: some wizards break the boundaries between the different disciplines of magic in order to gain further understanding and power. The following are some examples of such innovative wizards.

Exploiter Wizard (Archetype)

Contrary to traditional wizardly study, an exploiter wizard forgoes the tried and true methods of arcane focus and arcane schools for the exploits favored by an arcanist. Some wizards regard this blatant exploitation of arcane magic as somehow "cheating," but most exploiters believe this prejudice is closed-minded and overly traditional.

Arcane Reservoir (Su): At 1st level, the exploiter wizard gains the arcanist's arcane reservoir class feature. The exploiter wizard uses his wizard level as his arcanist level for the purpose of determining how many points he gains in his arcane reservoir points at each level. This ability replaces arcane bond.

Exploiter Exploit: At 1st level and every 4 levels thereafter, the exploiter wizard gains a single arcanist exploit (see page 9). The exploiter wizard uses his wizard level as his arcanist level for determining the effects and DCs of his arcanist exploits. This ability replaces arcane school.

Spell Sage (Archetype)

A spell sage has mastered spells of all types, and is able to increase the effectiveness of his own spells and eventually even cast spells from other classes' spell lists. While most wizards focus on a school, the spell sage looks at the particular aspects of individual spells and is not afraid to modify them with interesting bits of insight to gain a deeper understanding of the formulae.

Focused Spells (Su): At 1st level, once per day the spell sage's understanding of spells allows him to increase his caster level by 4 for a single spell he casts. He can do this twice per day at 8th level and three times per day at 16th level. This ability replaces arcane bond.

Spell Study (Su): At 2nd level, the sage's understanding of the spells of bards, clerics, and druids is so great that he can use his own magic in an inefficient, roundabout way to duplicate those classes' spells. Once per day, a spell sage can spontaneously cast any spell on the bard, cleric, or druid spell list as if it were a wizard spell he knew and had prepared. The casting time for this spell is 1 full round per spell level of the desired spell (using the lowest spell level if the spell is on more than one of the spell lists indicated above) and requires expending two prepared spells of that spell level or higher; if the spell's casting time is normally 1 full round or longer, this time is added to the spell sage's casting time. For example, if a spell sage wants to use spell study to cast *cure light wounds* (cleric spell level 1st), he must spend 2 full rounds casting and expend two prepared wizard spells of 1st level or higher.

At 6th level and every 5 levels thereafter, a spell sage can use this ability an additional time per day (to a maximum of four times per day at 16th level). This ability replaces arcane school.

Spirit Whisperer (Archetype)

Spirit whisperers are a breed apart among wizards, and are often mistaken for witches. While spirit whisperers do gain and store their spells by communing with familiars, the spirits they gain guidance from are somewhat closer to the world and more direct than the powers with which witches typically traffic. These wizards treat such spirits as mentors and friends, conversing with them rather than appeasing them in an effort to gain and use arcane knowledge.

Arcane Bond (Ex): When a spirit whisperer chooses an arcane bond, he must choose the familiar arcane bond, and the familiar gains the spirit animal ability of his selected spirit (see spirit link, below). The spirit whisperer does not need a spellbook, but instead stores and prepares his spell by communing with the familiar as the witch's familiar class feature (*Advanced Player's Guide* 67). This ability alters arcane bond and replaces spellbooks.

Spirit Link (Su): At 1st level, a spirit whisperer forms a mystical bond with a spirit. The spirit whisperer picks a spirit from the shaman's list of spirits (see page 37). At 1st level, he gains the spirit ability granted by that spirit. At 8th level, he gains the greater spirit ability granted by that spirit. At 20th level, the spirit whisperer gains the manifestation ability granted by that spirit. He uses his wizard level as his shaman level for determining the effects and the DCs of abilities granted by the spirit. In addition, he uses his Intelligence modifier in place of his Wisdom modifier for these abilities. He does not gain hexes, spirit magic spells, or the true spirit ability typically granted to a shaman by these spirits. This ability replaces arcane school and the bonus feat gained at 20th level.

Spirit Hex: At 5th level, a spirit whisperer can select one hex from among those granted by his chosen spirit. He uses his wizard level as his shaman level when determining the effects and the DC of this hex. In addition, he uses his Intelligence modifier in place of his Wisdom modifier for these hexes. At 10th and 15th level, he can select another hex from those granted by his spirit. Each hex selected in this way replaces the bonus feat gained at that level. This ability alters bonus feats.

3 Feats

The fire giant laughed, a forge-bellows roar. "You call that a hammer? I'll show you a hammer, little man!"

The huge smith's weapon came down. Crowe raised his earth breaker at an angle, deflecting the hammer in a screech of sparks. Yet even redirected, the force of the blow numbed his shoulders.

The giant grunted in surprise. "A fine trick, little warrior. But you'll never be able to keep it up."

Crowe smirked. "Good thing I don't have to."

Behind the giant, Jirelle leapt down from the ledge, rapier extended...

Feats

Feats represent special tricks and edges that characters have acquired though training, luck, or a quirk of birth. They grant abilities and benefits in certain situations.

Types of Feats

Though most of the feats presented in this chapter are general and have no special rules governing them, some feats belong to one or more categories of feats that share special rules. A feat's type or types appear in parentheses after the feat's name. The following types of feats can be found in this chapter.

Combat Feats

Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats, provided they meet the prerequisites.

Panache Feats

Panache feats interact with the swashbuckler's panache class ability or the panache granted by the Amateur Swashbuckler feat (see page 141). Swashbucklers can take panache feats as bonus feats.

Style Feats

Style feats were introduced in *Pathfinder RPG Ultimate Combat*. The style feats presented in this chapter are based on fighting styles more appropriate to the brawler's rough-and-tumble combat disciplines.

As a swift action, you can enter the stance employed by the fighting style that a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until either you use a swift action to switch styles or the end of the combat encounter, whichever occurs first. You can use a feat that has a style feat as a prerequisite only while you are in the stance of the associated style.

The styles presented in this book follow, along with specific feat paths—feats that complement each style.

Grabbing Style: This discipline is a wrestling and grappling style that favors powerful one-handed grabs, fast repositioning of those grabbed, and the ability to move and damage one or two opponents.

Feat Path: Grabbing Style, Grabbing Drag, Grabbing Master.

Jabbing Style: This style favors rapid punches and kicks, typically while the fighter circles her foe. Many of these land in the same area, delivering more pain with each successive hit, or in debilitating areas of the body.

Feat Path: Jabbing Style, Jabbing Dancer, Jabbing Master.

Pummeling Style: Powerful and seemingly wild haymaker punches and extended kicks are the hallmark of this style. Deeply rooted in its martial philosophy is the concept that landing one mighty strike in the right area will send an opponent sprawling.

Feat Path: Pummeling Style, Pummeling Bully, Pummeling Charge.

Teamwork Feats

Teamwork feats grant significant bonuses, but they function only under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide no benefits if the given conditions are not met. Allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats. Cavaliers, hunters, and inquisitors have special class abilities that allow them to use teamwork feats even if their allies don't have those feats.

Feat Descriptions

The feats in this book are summarized in Table 3–1 on the following pages. Note that the prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' descriptions for full details.

The following format is used for all feat descriptions.

Feat Name: The line that bears the feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: This line lists a minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required to take the feat. This entry is absent if a feat has no prerequisites. A feat can have more than one prerequisite. Prerequisites from this book such as classes, class features, and feats are marked with a superscript dagger ("†").

Benefit: This benefit is what a feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated in the description.

Normal: This line clarifies what a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Aberrant Tumor

To the surprise of others, that strange growth on you is actually your spellcasting companion.

Prerequisite: Aberrant bloodline.

Benefit: You gain a tumor familiar, as the tumor familiar alchemist discovery (*Pathfinder RPG Ultimate Magic* 17), with an effective alchemist level equal to the level of the class that grants your aberrant bloodline for determining the tumor familiar's abilities. If multiple

TABLE 3–1: FEATS

FEAT	PREREQUISITES	BENEFITS
Aberrant Tumor	Aberrant bloodline	Gain a tumor familiar
Amateur Investigator	Int 13, 1 rank in at least one Knowledge skill, no levels in a class that has inspiration†	Gain a minor pool of inspiration for use with Knowledge, Linguistics, or Spellcraft checks
Studied Combatant	Amateur Investigator†, base attack bonus +6	Expend inspiration to gain a limited version of studied combat
Improved Studied Combatant	Int 14, Studied Combatant†, base attack bonus +8	Studied strike grants a +4 bonus on attack rolls and damage rolls
Amateur Swashbuckler*	No levels in a class that has panache†	Gain a minor pool of panache to use with a 1st-level swashbuckler deed of your choice
Animal Soul	Animal companion or mount class feature	You can shrug off spells that don't work on animals
Anticipate Dodge*	Dodge, Mobility; base attack bonus +7, brawler† level 4th, or monk level 4th	Gain up to a +2 bonus on attack rolls against creatures with a dodge bonus
Counter Reflexes*	Anticipate Dodge†	Opponents with Mobility do not gain a bonus when they provoke attacks of opportunity from you
Barroom Brawler*	Base attack bonus +4	Once per day, gain the use of a combat feat you don't possess for 1 minute
Battle Cry*	Cha 13; base attack bonus +5 or Perform (act, oratory, or sing) 5 ranks	Let out a cry that grants allies a +1 bonus on attack rolls and +4 bonus on saves against fear
Befuddling Strike*	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8	Confuse opponent with unarmed strike
Believer's Boon	Wis 13, alignment must be within one step of your deity's	Gain the use of a 1st-level cleric domain ability
Believer's Hands	Believer's Boon†, must be lawful good	Use lay on hands once per day
Blasting Charge	Base attack bonus +7, ability to cast 2nd-level bloodrager† spells, bloodrage† class feature	Expend a bloodrager spell slot while bloodraging to add force damage to your charge attack
Blessed Striker	Base attack bonus +11, ability to cast divine spells, alignment must be within one step of your deity's	Your attacks are considered to have the alignments you share with your deity
Blooded Arcane Strike*	Arcane Strike, bloodrage† class feature	Gain the benefits of Arcane Strike while bloodraging
Bookish Rogue	Minor magic rogue talent	Change your rogue talent spell-like abilities with study
Canny Tumble*	Dodge, Mobility, Acrobatics 5 ranks	Gain a bonus on melee attack rolls when you use Acrobatics to avoid attacks of opportunity
Channeled Blessing	Blessings† class feature, channel energy class feature	Bestow a blessing on an ally when you channel energy
Channeling Force*	Ability to cast one force spell, channel energy class feature	Spend channel energy to deal extra force damage with weapon attacks
Counterpunch*	Dex 18, Combat Reflexes, Improved Unarmed Strike, Weapon Focus (unarmed strike), base attack bonus +16 or brawler† level 12th	When you fight unarmed and a foe misses with all melee attacks, it provokes attacks of opportunity from you
Dazing Fist*	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +4	Daze with unarmed strikes
Disable Dweomer	Disable Device 5 ranks, Use Magic Device 5 ranks, trapfinding	Use Disable Device to suppress magic items
Disheartening Display*	Dazzling Display, Weapon Focus, base attack bonus +6, proficiency with selected weapon	Use Dazzling Display to increase a fear effect
Divine Protection	Cha 13, Knowledge (religion) 5 ranks	Gain a bonus equal to your Charisma bonus on a saving throw
Draining Strike*	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8	Cause fatigue with unarmed strikes
Dual Enhancement	Two-Weapon Fighting; divine bond (weapon) or sacred weapon† class feature	Imbue two weapons with divine bond or sacred weapon instead of just one
Energy Channel	Channel energy class feature; Air, Earth, Fire, or Water domain or blessing†	Spend channel energy to deal extra energy damage with weapon attacks
Esoteric Linguistics	Skill Focus (Linguistics)	Use Linguistics in place of some Use Magic Device and Spellcraft checks

FEATS	PREREQUISITES	BENEFITS
Evolved Companion	Cha 13, animal companion class feature	Companion gains a 1-point eidolon evolution
Evolved Summoned Monster	Augmented Summoning, Spell Focus (conjuration), ability to cast *summon monster I*	Summoned monster gains a 1-point eidolon evolution
Expanded Preparation	Arcanist† level 1st	Gain extra spell slots
Extended Animal Focus	Animal focus† class feature	Add your Wisdom modifier to the number of minutes per day you can use animal focus
Extra Arcanist Exploit	Arcanist exploit† class feature	Gain an additional arcanist exploit
Extra Channel	Channel energy class feature	Channel energy two additional times per day
Extra Hex	Hex class feature	Gain one additional hex
Extra Inspiration	Amateur Investigator† or inspiration† class feature	Gain three uses of inspiration
Extra Investigator Talent	Investigator talent† class feature	Gain an additional investigator talent
Extra Martial Flexibility	Martial flexibility† class feature	Gain three uses of martial flexibility
Extra Reservoir	Arcane reservoir† class feature	Gain 3 more points in your arcane reservoir
Extra Slayer Talent	Slayer talent† class feature	Gain an additional slayer talent
Favored Enemy Spellcasting	Ability to cast spells	Spell DCs are 1 higher for your chosen enemy
Faerie's Strike*	Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks	Illuminate foes with Vital Strike
Flexible Hex	Wandering hex† class feature	Change wandering hex with a swift action
Flexible Wizardry	Spell Mastery, wizard level 1st	Prepare some spells flexibly
Improved Flexible Wizardry	Flexible Wizardry†, wizard level 8th	Flexibly prepare more spells
Focused Inspiration	Inspiration† class feature, keen recollection† class feature	Roll d8s or higher when you use inspiration on chosen skills
Force Dash	Base attack bonus +3, ability to cast 2nd-level arcane spells, ability to cast at least one arcane force spell	Lose a prepared spell or a spell slot to increase your speed
Formula Recollection	Spellcraft 5 ranks, keen recollection† class feature	When a spell is cast, record its formula later
Grasping Strike*	Nature Magic or the ability to cast druid or ranger spells; Vital Strike	Entangle those you hit with Vital Strike
Gruesome Slaughter*	Intimidating Prowess, Killing Flourish†, Intimidate 11 ranks, slayer† level 11th	Creatures demoralized by Killing Flourish could become sickened
Improved Awesome Blow*	Str 13; Awesome Blow or awesome blow† class feature; Power Attack	+2 on awesome blow combat maneuver checks and to CMD against such attacks, and movement due to awesome blow provokes from allies
Improved Dirge of Doom	Ability to perform dirge of doom	Dirge of doom expands to 60 feet and can cause fear up to frightened
Greater Dirge of Doom	Improved Dirge of Doom†, ability to perform dirge of doom	Your dirge effects linger and can cause fear up to panicked
Insightful Delivery	Poison use class feature, studied strike +4d6	Increase the DC of poison delivered with studied strike
Inspired Alchemy	Ability to create 2nd-level extracts, alchemy class feature, inspiration† class feature	Spend time and inspiration to recreate a consumed extract
Inspired by Fear	Ability to perform dirge of doom	You and allies in your dirge of doom effect gain a +4 bonus against fear
Inspired Strike	Inspiration and studied combat† class features	Expend inspiration to increase the damage dealt with the studied combat
Intimidating Performance	Ability to start performances or raging song as move action, bardic performance or raging song† class feature	Demoralize foes with a successful Perform check
Kick Up*	Dex 12, Acrobatic, Acrobatics 1 rank, slayer† level 1st or swashbuckler† level 1st	Retrieve an unattended item as a swift action
Killing Flourish*	Intimidating Prowess, Intimidate 4 ranks, slayer† level 4th	When melee attacks reduce a foe to fewer than 0 hit points, demoralize those around you
Lay of the Land	Animal focus† class feature, wild empathy class feature	Gain lesser version of favored terrain class feature
Lunging Spell Touch	Spellcraft 6 ranks	Increase reach of spell's touch attack by 5 feet
Manifested Blood	Cha 13; draconic or elemental bloodline	Surround yourself with an element associated with your bloodline to gain resistance against its energy and deal damage to attackers

FEATS	PREREQUISITES	BENEFITS
Merciless Butchery*	Dastardly Finish, sneak attack +5d6, studied target† class feature	Attempt a coup de grace against a cowering, helpless, or stunned studied target as a standard action
Nature Magic	Knowledge (nature) 1 rank	Gain *know direction* as a constant spell-like ability and use one other druid orison once per day
Orator	Skill Focus (Linguistics)	Use Linguistics instead of Bluff, Diplomacy, and Intimidate in some instances
Paralyzing Strike*	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +14	Paralyze with unarmed strikes
Quicken Blessing	Access to blessing's major power†, blessings† class feature	Choose a blessing and spend two uses to call upon it as a swift action
Rage Casting	Blood casting† class feature	Sacrifice hit points for bloodrager spell potency
Raging Absorption	Ability to cast 4th-level bloodrager† spells, bloodrage† class feature	Absorb arcane energy from damaging spells to refuel bloodrage
Raging Blood	Eldritch Heritage or sorcerer bloodline class feature	Enter a lesser bloodrage
Raging Concentration	Blood casting† class feature	While bloodraging, add your morale bonus to Constitution to concentration checks
Ranged Study	Weapon Focus with chosen weapon, studied combat† class feature	Choose a ranged weapon and use studied combat with that weapon
Reactive Healing	Quick Channel[UM] or Quicken Spell; channel energy or lay on hands class feature	When reduced to 0 hp or fewer, use channel energy or lay on hands to heal yourself as immediate action
Reckless Rage	Power Attack; rage or raging song† class feature	Take a penalty on attack rolls to deal more damage while raging
Recovered Rage	Rage or raging song† class feature	Regain rage or raging song with each foe you reduce to 0 or fewer hit points
Resilient Armor	Divine bond (armor or shield) or sacred armor† class feature	Gain DR against some attacks
Riving Strike*	Arcane Strike	Those damaged by your Arcane Strike take a penalty on saves against spells and spell-like abilities
Seething Hatred*	Studied target† class feature	Select a favored enemy and gain greater benefits when such a creature is your studied target
Extreme Prejudice*	Seething Hatred†, sneak attack +3d6, studied target† class feature	When you succeed at a sneak attack with Seething Hatred, roll d8s for damage instead of d6s
Seize Advantage*	Opportune parry and riposte† deed	Add foe's Power Attack damage to your riposte
Silent Kill*	Stealth 12 ranks, assassinate† advanced slayer† talent or ninja master trick	Kill during the surprise round and slip back into shadows
Skald's Vigor	Raging song† class feature	Gain fast healing while raging and performing or performing raging song
Greater Skald's Vigor	Skald's Vigor†, Perform (sing) 10 ranks	Allies share the fast healing of Skald's Vigor
Skilled Rager	Rage class feature	Pick a skill and use it while raging
Slashing Grace*	Dex 13, Weapon Finesse, Weapon Focus with selected weapon	Treat a slashing weapon as a piercing melee weapon
Slayer's Feint*	Dex 15, Acrobatic or slayer† level 1st, Combat Expertise, Acrobatics 1 rank	Use Acrobatics instead of Bluff to feint
Slow Faller	Acrobatics 5 ranks or slow fall class feature	Gain or improve the slow fall ability
Spirit Talker	Hex class feature; shaman† level 6th or witch level 6th	Commune with a spirit to gain temporary use of one of its hexes
Spirit's Gift	Ability to acquire an animal companion or a familiar	Commune with a spirit to grant your animal companion or familiar a shaman spirit augmentation
Spiritual Guardian	Ability to cast *spiritual weapon* or *spiritual ally*, spirit magic† class feature	Increase the attack power of your spirit spells
Spontaneous Nature's Ally	Knowledge (nature) 5 ranks, ability to spontaneously cast cure or inflict spells, Animal or Plant domain	Lose a spell slot to spontaneously cast a *summon nature's ally* spell of the same level
Staggering Fist*	Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +2	Stagger foes with unarmed strikes
Stalker's Focus	Knowledge (nature) 3 ranks, Survival 3 ranks, no levels in a class that has the animal focus† class feature	Gain an animal focus for you or your animal companion
Steadfast Personality	—	Use your Charisma modifier on saves against mind-affecting effects
Stouthearted	Raging song† class feature	Use raging song to reroll failed saves against fear effects

FEATS	PREREQUISITES	BENEFITS
Surprise Maneuver	Combat Expertise; sneak attack +3d6 or studied strike† +3d6	Gain a bonus on combat maneuver checks against flanked foes and those denied their Dex bonus to AC
Talented Magician	Major magic rogue talent, minor magic rogue talent	Gain additional uses of spell-like abilities
Twinned Feint*	Cha 13	After succeeding at a feint, you can attempt a feint against a second target
Twist Away	Evasion	Use Reflex in place of Fortitude as an immediate action
Undersized Mount*	Ride 1 rank	Ride creatures of your size
Unfettered Familiar	Caster level 5th, ability to acquire a familiar	Bestow touch spells on your familiar from a distance
War Blessing	Mystery or domain class feature	Gain a lesser use of the blessings class feature
Weapon of the Chosen*	Weapon Focus with deity's favored weapon, worship and receive spells from a deity	As a swift action, your first attack with weapon counts as magical
Improved Weapon of the Chosen*	Weapon of the Chosen†	Gain the benefits of Weapon of the Chosen until the start of your next turn
Greater Weapon of the Chosen*	Improved Weapon of the Chosen†	Roll twice with your favored weapon and take the better roll
Winter's Strike*	Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks	Target of your Vital Strike must successfully save or become fatigued
PANACHE FEATS	**PREREQUISITES**	**BENEFITS**
Confounding Tumble Deed	Amateur Swashbuckler† or panache† class feature; Canny Tumble†, Acrobatics 7 ranks	When you avoid attacks of opportunity and hit a foe, you can deny it its Dex bonus to AC for 1 round
Disarming Threat Deed	Amateur Swashbuckler† or panache† class feature; Diplomacy 2 ranks, Intimidate 2 ranks	Use Intimidate without making the target unfriendly
Dueling Cape Deed	Amateur Swashbuckler† or panache† class feature; Dodge, Sleight of Hand 1 rank	Use your cape as a snaring buckler
Extra Panache	Amateur Swashbuckler† or panache† class feature	Gain 2 extra panache points
Pommel Strike Deed	Amateur Swashbuckler† or panache† class feature; base attack bonus +3	Attack with a light or one-handed piercing weapon's pommel and knock down foes
STYLE FEATS	**PREREQUISITES**	**BENEFITS**
Grabbing Style*	Improved Grapple; base attack bonus +6, brawler's flurry†, or flurry of blows	Take no penalty for grabbing a foe one-handed, retain your Dex bonus to AC when pinning
Grabbing Drag*	Grabbing Style†; base attack bonus +8, brawler† level 4th, or monk level 4th	Move farther with dragged foes
Grabbing Master*	Grabbing Drag†; base attack bonus +12, brawler† level 8th, or monk level 8th	Grab two foes instead of just one
Jabbing Style*	Improved Unarmed Strike; base attack bonus +6, brawler's flurry† class feature or flurry of blows class feature	Gain bonus damage when two or more unarmed strikes hit the same opponent during your turn
Jabbing Dancer*	Dodge, Jabbing Style†, Mobility; base attack bonus +9, monk level 5th, or brawler† level 5th	Move 5 feet without provoking attacks of opportunity whenever you hit with an unarmed strike.
Jabbing Master*	Power Attack, Jabbing Dancer†; base attack bonus +12, monk level 8th, or brawler† level 8th	Increase the damage dealt with Jabbing Style
Pummeling Style*	Improved Unarmed Strike, base attack bonus +6, brawler's flurry†, or flurry of blows	Combine your unarmed strikes together
Pummeling Bully*	Improved Reposition[APG], Improved Trip, Pummeling Style†; base attack bonus +9, brawler† level 5th, or monk level 5th	When using Pummeling Style, attempt a reposition or trip combat maneuver as a free action
Pummeling Charge*	Pummeling Style†; base attack bonus +12, brawler† level 8th, or monk level 8th	Pummel after a charge
TEAMWORK FEATS	**PREREQUISITES**	**BENEFITS**
Coordinated Shot*	Point-Blank Shot	When an ally with this feat threatens a foe, gain a +1 bonus on ranged attack rolls, or +2 if that ally is flanking the foe
Distracting Charge*	—	When an ally with this feat charges, you gain a +2 bonus on attack rolls against the creature charged
Improved Duck and Cover	Duck and Cover[APG]	When you use Duck and Cover, an ally with evasion or improved evasion takes some of the damage
Improved Spell Sharing	Ability to acquire an animal companion, an eidolon, a familiar, or a special mount	Divide spell duration with the companion creature
Improved Swap Places*	Swap Places[APG]	When you use Swap Places, your ally can be smaller or larger and your movement does not provoke attacks of opportunity

Feats	Prerequisites	Benefits
Intercept Charge*	—	Move up to your speed to intercept charging foe as an immediate action
Pack Flanking	Int 13, Combat Expertise, ability to acquire an animal companion	You and your companion creature flank regardless of position
Share Healing	Ability to acquire an animal companion, an eidolon, a familiar, or a special mount	Share healing with your companion creature
Wounded Paw Gambit*	Broken Wing Gambit[UC], Bluff 5 ranks	When you use Broken Wing Gambit, nearby allies can attempt a ranged attack against the attacker

* This is a combat feat, and can be selected as a brawler, fighter, gunslinger, swashbuckler, or warpriest bonus feat.

classes grant you the aberrant bloodline, those class levels stack for determining your effective alchemist level.

Amateur Investigator

Your knowledge is more than plain smarts—it's inspired.

Prerequisites: Int 13, 1 rank in at least one Knowledge skill, no levels in a class that has the inspiration† class feature.

Benefit: Like an investigator, you have the ability to augment your Knowledge, Linguistics, and Spellcraft checks. You gain a pool of inspiration equal to your Intelligence modifier. You can expend one use of inspiration as a free action to add 1d6 to the result of a Knowledge, Linguistics, or Spellcraft check, as long as you are trained in that skill (even if you take 10 or take 20 on that check). You make this choice after the check is rolled and before the result of the roll is revealed. You can use inspiration only once per skill check. Your pool of inspiration refreshes each day, typically after you get a restful night's sleep.

Special: If you later gain levels in a class that has the inspiration class feature, you can immediately trade this feat for the Extra Inspiration feat.

Amateur Swashbuckler (Combat)

Although you're not a swashbuckler, you have and can use panache.

Prerequisite: No levels in a class that has the panache† class feature.

Benefit: You gain a small amount of panache and the ability to perform a single 1st-level swashbuckler deed. Choose a 1st-level deed from the swashbuckler's deeds class feature (see page 56; you can't select opportune parry and riposte). Once chosen, this deed can't be changed.

At the start of each day, you gain 1 panache point. Throughout the day, you can gain a number of panache points, up to a maximum equal to your Charisma modifier (minimum 1). You can regain panache points as the swashbuckler's panache class feature (see page 56). You can spend these points to perform the 1st-level deed you chose upon taking this feat as well as any other deeds you have gained through feats or magic items.

Special: If you later gain levels in a class that has the panache class feature, you can immediately trade this feat for the Extra Panache feat.

Animal Soul

Your close bond with an animal allows you to ignore harmful magic that cannot affect your wild side.

Prerequisite: Animal companion or mount class feature.

Benefit: You can choose not to allow spells and effects to effect you if they would not be capable of affecting both your original creature type and the animal creature type.

Anticipate Dodge (Combat)

Your knowledge of mobility and your attack prowess allow you to thwart elusive opponents.

Prerequisites: Dodge, Mobility; base attack bonus +7, brawler† level 4th, or monk level 4th.

Benefit: You automatically know whether a creature you can see has a dodge bonus to its AC. You gain up to a +2 bonus on attack rolls against a target that has a dodge bonus. This bonus cannot exceed the dodge bonus of the creature you attack.

Barroom Brawler (Combat)

You have learned how to mimic the combat tricks and forms of others.

Prerequisite: Base attack bonus +4.

Benefit: Once per day as a move action, you can gain the benefit of a combat feat that you do not possess for 1 minute. You must otherwise meet all of the feat's requirements.

Special: If you have the martial flexibility class feature, this feat instead grants you one additional use per day of that ability.

Battle Cry (Combat)

Your shout heartens your allies and encourages them in the fight.

Prerequisites: Cha 13; base attack bonus +5 or Perform (act, oratory, or sing) 5 ranks.

Benefit: A number of times per day equal to your Charisma bonus, you can let out a battle cry as a swift action. When you do, allies within 30 feet who can hear you gain a +1 morale bonus on attack rolls and a +4 morale bonus on saving throws against fear. This effect lasts for 1 minute.

If an ally is under the effect of this feat and fails a saving throw against a fear effect, she can choose to end the battle cry's effect on her to reroll the failed save. The ally must take the result of the reroll, even if it's lower. Each ally can use this effect only once per use of this feat.

Befuddling Strike (Combat)

You know just where to strike to temporarily send your enemy into a confused stupor.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: Befuddling Strike forces a foe damaged by your unarmed attack to attempt a Fortitude saving throw (DC = 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. You must declare that you are using this feat before you make your attack roll—thus, a failed attack roll ruins the attempt. An opponent who fails this saving throw is confused for 1d4 rounds. You can attempt to use Befuddling Strike once per day for every 4 character levels you have, but you can use it no more than once per round. Constructs, incorporeal creatures, mindless creatures, plants, undead, and creatures that are immune to critical hits cannot be affected by this ability.

Believer's Boon

Your deity rewards you for your faithfulness and your steadfast worship.

Prerequisites: Wis 13, alignment must be within one step of your deity's.

Benefit: When you take this feat, choose one domain granted by your deity. You can use the 1st-level domain ability that clerics of that domain can use a number of times or rounds per day, but you can use it only once per day or 1 round per day, whichever is appropriate. Your effective cleric level in regard to this ability is 1st level. If the domain has a 1st-level ability that does not meet this specification, you cannot use it.

Special: You can take this feat twice. When you take it a second time, you choose another domain granted by your deity.

If you grossly violate the code of conduct required by your deity, your alignment shifts so that it is more than one step away from your deity's, or you no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell on page 245 of the *Pathfinder RPG Core Rulebook*).

Believer's Hands

Thanks to your faith, you can heal others with a mere touch of your hand.

Prerequisites: Wis 13, Believer's Boon†, must be lawful good, alignment must be within one step of your deity's.

Benefit: Once per day, you can use the paladin's lay on hands ability. Your effective paladin level is equal to 1/2 your character level (minimum 1). If you already have (or later gain) the lay on hands ability, you instead gain one extra use of lay on hands each day.

Special: This feat counts as having the lay on hands ability for the purpose of qualifying for feats such as Extra Lay on Hands.

If you grossly violate the code of conduct required by your deity, your alignment shifts so that it is more than one step away from your deity's, or you no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell on page 245 of the *Core Rulebook*).

Blasting Charge

You funnel the power of your bloodrage into a strike capable of erupting with arcane power.

Prerequisites: Base attack bonus +7, ability to cast 2nd-level bloodrager† spells, bloodrage† class feature.

Benefit: While you are bloodraging, at the end of a charge you can expend a bloodrager spell slot as a swift action to imbue your charge attack with extra power. You deal an additional 1d6 points of damage per level of the spell slot expended. This extra damage is force damage, and it's not multiplied in the case of a critical hit.

If your bloodline has a specific energy type associated with it (as the elemental or draconic bloodlines do), you can increase the damage to 1d8 points per level of the spell slot expended, and this extra damage is of that type.

Blessed Striker

You attacks are augmented by the strength of your and your deity's shared alignment.

Prerequisites: Base attack bonus +11, ability to cast divine spells, alignment must be within one step of your deity's.

Benefit: All of your attacks are treated as having whatever alignment components you and your deity share for the purpose of overcoming damage reduction.

Special: If you grossly violate the code of conduct required by your deity, your alignment shifts so that it is more than one step away from your deity's, or you no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell on page 245 of the *Core Rulebook*).

Blooded Arcane Strike (Combat)

Arcane energy guides your devastating attack.

Prerequisites: Arcane Strike, ability to cast arcane spells, bloodrage† class feature.

Benefit: While you are bloodraging, you don't need to spend a swift action to use your Arcane Strike—it is always in effect. When you use this ability with Vital Strike, Improved Vital Strike, or Greater Vital Strike, the bonus on damage rolls for Arcane Strike is multiplied by the number of times (two, three, or four) you roll damage dice for one of those feats.

Bookish Rogue

Thanks to your preparation, your arcane ability is more varied than most.

Prerequisite: Minor magic rogue talent.

Benefit: By studying a spellbook for 10 minutes, you can change one spell you are able to cast using your minor magic or major magic rogue talent to one sorcerer/wizard spell of the same level contained in the spellbook. This change is permanent until you take the time to change it via this feat again.

Canny Tumble (Combat)

Your acrobatic prowess distracts your foes.

Prerequisites: Dodge, Mobility, Acrobatics 5 ranks.

Benefit: When you use Acrobatics to move through an opponent's threatened area or space without provoking an attack of opportunity from that opponent, you gain a +2 circumstance bonus on your next melee attack roll against that opponent and that opponent is denied its Dexterity bonus to AC, as long as you make that attack before the start of your next turn.

Channeled Blessing

Your channeled energy can deliver a warpriest's blessing.

Prerequisites: Blessings† class feature, channel energy class feature.

Benefit: When you channel energy to heal, you can instead deliver a warpriest's blessing to a single willing creature (including yourself) in the area that otherwise would have been healed by your channeled energy. The blessing must be one that requires a standard action and affects one or more creatures. If the blessing would normally affect multiple targets, you affect only a single target. The target receives the blessing in place of the healing and any other effects of the channeled energy. (This application doesn't count toward your uses of blessings per day.)

Channeling Force (Combat)

You distill your channeled energy into a sheen of force that surrounds your weapon for a limited time.

Prerequisites: Ability to cast at least one force spell, channel energy class feature.

Benefit: As a swift action, you can expend one use of channel energy to grant your weapon attacks a bonus on damage rolls equal to the number of dice of your channel energy. This extra damage is force damage. This benefit lasts for your next three weapon attacks or until the end of the combat encounter, whichever comes first.

Confounding Tumble Deed (Panache)

You can befuddle a foe by striking a blow after tumbling.

Prerequisites: Amateur Swashbuckler† feat or panache† class feature, Canny Tumble†, Acrobatics 7 ranks.

Benefit: When you use Acrobatics to move through an opponent's threatened area or space without provoking an attack of opportunity from that opponent and then hit that foe with a melee attack in the same round, as a free action you can spend 1 panache point to deny that foe its Dexterity bonus to its Armor Class until the end of your next turn.

Coordinated Shot (Combat, Teamwork)

Your ranged attacks against an opponent take advantage of your ally's positioning.

Prerequisite: Point-Blank Shot.

Benefit: If your ally with this feat is threatening an opponent and is not providing cover to that opponent against your ranged attacks, you gain a +1 bonus on ranged attacks against that opponent. If your ally with this feat is flanking that opponent with another ally (even if that other ally doesn't have this feat), this bonus increases to +2.

Counter Reflexes (Combat)

Your opponent's advanced training in moving around you is surpassed only by your readiness for it.

Prerequisites: Anticipate Dodge†, Dodge, Mobility; base attack bonus +9, brawler† level 6th, or monk level 6th.

Benefit: Opponents with the Mobility feat do not gain the dodge bonus granted by that feat when they provoke attacks of opportunity by moving out of or within your threatened area.

Counterpunch (Combat)

With deft reflexes, you capitalize on opponents' mistakes.

Prerequisites: Dex 18, Combat Reflexes, Improved Unarmed Strike, Weapon Focus (unarmed strike); base attack bonus +16 or brawler† level 12th.

Benefit: Once per round, when you are fighting unarmed with both hands free and an opponent misses you with a melee attack, the opponent provokes an attack of opportunity from you. You must use an unarmed strike for this attack of opportunity.

Dazing Fist (Combat)

You know just where to strike to daze your foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +4.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Dazing Fist forces a foe damaged by your unarmed attack to attempt a Fortitude saving throw (DC = 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. A foe who fails this saving throw is dazed for 1 round, until just before your next turn. You can attempt to use Dazing Fist once per day for every 4 character levels you have, but no more than once per round. Constructs, incorporeal creatures, plants, undead, and creatures that are immune to critical hits cannot be affected by this ability.

Disable Dweomer

You can disable a magic item, suppressing it for a short time.

Prerequisites: Disable Device 5 ranks, Use Magic Device 5 ranks, trapfinding.

Benefit: You can use Disable Device to suppress the magic of a non-artifact magic item for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the suppression. Using Disable Device in this way takes 2d4 rounds, with a DC of 15 + the item's caster level.

Disarming Threat Deed (Panache)

Even your threats are curiously charming.

Prerequisites: Amateur Swashbuckler† or panache† class feature; Diplomacy 2 ranks, Intimidate 2 ranks.

Benefit: When you succeed at an Intimidate check to force an opponent to act friendly toward you, you can spend 1 panache point to cause the target to regard you with indifference when the duration of the effect expires. A target influenced in this manner is unlikely to report you to authorities.

Normal: An opponent forced to act friendly toward you by Intimidate becomes unfriendly when the duration expires, and is likely to report you to the authorities.

Disheartening Display (Combat)

Your show of prowess further demoralizes others.

Prerequisites: Dazzling Display, Weapon Focus, base attack bonus +6, proficiency with chosen weapon.

Benefit: When you successfully use Dazzling Display against any shaken, frightened, or panicked opponents, their fear increases by one step. An already panicked creature demoralized by this feat cowers. Once affected by this feat, a creature cannot be affected by it again (by you or anyone else) for 24 hours.

Distracting Charge (Combat, Teamwork)

Your ally's charge exposes an opening you can exploit.

Benefit: When your ally with this feat uses the charge action and hits, you gain a +2 bonus on your next attack roll against the target of that charge. This bonus must be used before your ally's next turn, or it is lost.

Divine Protection

Your deity protects you against deadly attacks.

Prerequisites: Cha 13, Knowledge (religion) 5 ranks.

Benefit: Once per day as an immediate action before rolling a saving throw, you can add your Charisma modifier on that saving throw. As usual, this does not stack if you already apply your Charisma modifier to that saving throw. If you possess the charmed life class feature, you can instead apply Divine Protection's bonus after rolling the saving throw but before the result is revealed.

Draining Strike (Combat)

With a well-aimed strike, you cause your target to become fatigued or exhausted.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Draining Strike forces a foe that was damaged by your unarmed attack to attempt a Fortitude saving throw (DC = 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. An opponent who fails this saving throw is fatigued for 1 minute or until the foe is subject to any spell or effect that heals hit point damage. If you have a base attack bonus of +14 or higher, the target is exhausted for the same duration instead. You can attempt to use Draining Strike once per day for every 4 character levels you have, but you can use it no more than once per round. Constructs, incorporeal creatures, plants, undead, and creatures that are immune to critical hits cannot be affected by this ability.

Dual Enhancement

You can enhance two weapons, or both ends of a double weapon, with a single act.

Prerequisites: Two-Weapon Fighting; divine bond (weapon) or sacred weapon† class feature.

Benefit: When you use divine bond or sacred weapon to improve your weapon, you can choose to enhance two weapons or both ends of a double weapon. All weapons affected must be in hand or otherwise wielded. Any enhancement bonus you add to one of your weapons gets added to the second one at no extra cost, but weapon special abilities must be accounted for separately. For example, if you can enhance up to the equivalent of a +2 bonus, you could give both your weapons an additional +1 bonus and apply the *keen* weapon special ability to one of them.

Dueling Cape Deed (Combat, Panache)

You can use a simple cape to guard yourself and confound your foes.

Prerequisites: Dodge, Sleight of Hand 1 rank.

Benefit: As a move action, you can wrap a cape that you're wearing around your arm (removing it if necessary), and treat it as a buckler. If you are using the cape in this way, and an opponent misses you with a melee attack, as an immediate action you can spend 1 panache point to release your cape from your arm and entangle your foe with it. The foe can free itself by using a full-round

action to escape or by destroying the cape; a typical cape has hardness 1 and 3 hit points. You can use this feat with items similar in shape and weight to a cape, such as a cloak or a curtain.

Energy Channel

You distill your channeled energy into your weapon.

Prerequisites: Channel energy class feature; Air, Earth, Fire, or Water domain or blessing†.

Benefit: As a swift action, you can expend one use of channel energy to grant your weapon attacks a bonus on damage rolls equal to twice the number of dice rolled for your channel energy. This additional damage is of an energy type determined by your domain or blessing: acid (Earth), cold (Water), electricity (Air), or fire (Fire). If you have more than one of those domains or blessings, you choose one of those damage types each time you use this ability. This effect lasts for your next three weapon attacks or until the end of the combat encounter, whichever comes first.

Esoteric Linguistics

You can decipher even the most exotic of writings, including those that contain magic.

Prerequisite: Skill Focus (Linguistics).

Benefit: You can attempt a Linguistics check in place of a Use Magic Device check to activate a scroll, or in place of a Spellcraft check to identify a scroll. You must still have (or emulate) the ability score required to cast a spell of the desired level, and you cannot use Linguistics on the check to emulate the required ability score.

Evolved Companion

Your animal companion has unique abilities.

Prerequisites: Cha 13, animal companion class feature.

Benefit: When you take this feat, select a 1-point evolution other than pounce or reach from those available to a summoner's eidolon. Your animal companion gains this evolution. The animal companion must conform to any limitations of the evolution. For instance, you can give the mount evolution only to an animal companion of an appropriate size and base form.

If you gain a new animal companion, your old animal companion loses this evolution, and you can select a new 1-point evolution for the new animal companion.

Special: You can take this feat multiple times. Each time you do, select an additional 1-point evolution for your animal companion.

Evolved Summoned Monster

The creatures you summon have evolved to have even greater abilities.

Prerequisites: Augmented Summoning, Spell Focus (conjuration), ability to cast *summon monster I*.

Benefit: Each time you cast a *summon monster* spell, you can select a 1-point evolution other than pounce or reach from those available to a summoner's eidolon. Your summoned creature gains this evolution. The summoned creature must conform to any limitations of the evolution. (For instance, only a creature with a reach of 10 feet or greater can have the pull evolution.) Evolutions that grant additional attacks or enhance existing attacks can be applied only to Medium or larger summoned creatures.

If you summon more than one creature with a single spell, only one creature gains the evolution.

Special: You can take this feat multiple times. Each time you do, select an additional 1–point evolution for one of your summoned creatures. If you summon more than one creature, you can apply all the chosen evolutions to a single summoned creature or split them between the creatures.

Expanded Preparation

You can prepare more spells than other arcanists can.

Prerequisite: Arcanist† level 1st.

Benefit: You gain an extra spell prepared of the highest level you can currently cast as an arcanist when selecting this feat. This is in addition to the number of spells you can normally prepare from your spellbook. You can instead add two spells prepared, but both of these slots must be at least 1 level lower than the highest-level spell you can currently cast as an arcanist when selecting this feat. You must choose which benefit you gain when you take this feat, and the extra spells prepared do not change level when you gain access to higher-level spells.

Special: You can take this feat up to three times. Each time you do, you can choose either benefit.

Extended Animal Focus

Your ability to emulate an animal lingers longer.

Prerequisite: Animal focus† class feature.

Benefit: Add your Wisdom modifier (minimum 1) to the number of minutes per day that you can use your animal focus ability.

Extra Arcanist Exploit

Your repertoire of arcanist exploits expands.

Prerequisite: Arcanist exploit† class feature.

Benefit: You gain one additional arcanist exploit. You must meet the prerequisites for this arcanist exploit.

Special: You can take this feat multiple times. Each time you do, you gain another arcanist exploit.

Extra Channel

You can channel divine energy more often.

Prerequisite: Channel energy class feature.

Benefit: You can channel energy two additional times per day.

Special: If a paladin with the ability to channel positive energy takes this feat, she can use lay on hands four additional times per day, but only to channel positive energy. If a warpriest with the ability to channel energy takes this feat, he gains four additional uses of fervor per day, but can use them only to channel energy.

Extra Hex

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Benefit: You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.

Special: You can take this feat multiple times. Each time you do, you gain another hex.

Extra Inspiration

You are more able to draw upon inspiration than most.

Prerequisite: Amateur Investigator† or inspiration† class feature.

Benefit: You gain three extra use per day of inspiration in your inspiration pool.

Special: If you have levels in the investigator class, you can take this feat multiple times. Each time you do, you gain three extra uses of inspiration per day.

Extra Investigator Talent

You learn a new way to use your training and inspiration.

Prerequisite: Investigator talent† class feature.

Benefit: You gain one additional investigator talent. You must meet the prerequisites for this investigator talent.

Special: You can take this feat multiple times. Each time you do, you gain another investigator talent.

Extra Martial Flexibility

You are extremely versatile in a fight.

Prerequisite: Martial flexibility† class feature.

Benefit: You can use your martial flexibility ability three additional times per day.

Extra Panache (Panache)

You have more panache than the ordinary swashbuckler.

Prerequisite: Amateur Swashbuckler† or panache† class feature.

Benefit: You gain 2 more panache points at the start of each day, and your maximum panache increases by 2.

Special: If you have levels in the swashbuckler class, you can take this feat multiple times. Its effects stack.

Extra Reservoir

Your reservoir of arcane energy is greater than the reservoirs of others.

Prerequisite: Arcane reservoir† class feature.

Benefit: You gain 3 more points in your arcane reservoir, and the maximum number of points in your arcane reservoir increases by that amount.

Special: You can take this feat multiple times. Its effects stack.

Extra Slayer Talent

Through long practice, you have learned how to perform a special talent.

Prerequisite: Slayer talent† class feature.

Benefit: You gain one additional slayer talent. You must meet the prerequisites for this slayer talent.

Special: You can take this feat multiple times. Each time you do, you gain another slayer talent.

Extreme Prejudice (Combat)

Your hatred of a particular type of creature has honed your killer instinct.

Prerequisites: Seething Hatred†, sneak attack +3d6, studied target† class feature.

Benefit: When you succeed at a sneak attack against a creature you selected as the target of your Seething Hatred feat, you use d8s to roll sneak attack damage instead of d6s.

Favored Enemy Spellcasting

Your spells are more effective against creatures that you especially abhor.

Prerequisite: Ability to cast spells.

Benefit: When you take this feat, choose a creature type or a humanoid subtype from the Ranger Favored Enemies table (*Core Rulebook* 64). When creatures of the chosen type attempt saving throws against your spells, they treat the spells' DCs as 1 higher. If you also have the favored enemy class feature and the chosen type is already a favored enemy of yours, such creatures treat your spells' DCs as 2 higher.

Special: You can take this feat multiple times. Each time you do, it applies to a different creature type.

Faerie's Strike (Combat)

Ephemeral wisps of nature spirits dance about those you strike.

Prerequisites: Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.

Benefit: When you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), the creature you hit with the attack must succeed at a Will save (DC = 10 + 1/2 your character level + your Wisdom modifier) or be illuminated as if by *faerie fire* for 1 minute. You can use this benefit a number of times per day equal to your Wisdom modifier (minimum 1).

Flexible Hex
Your wandering hex shifts at your command.

Prerequisite: Wandering hex† class feature.

Benefit: Once per day as a swift action, you can change your wandering hex. When you change your hex, the new hex must be associated with the wandering spirit with which you are currently bonded. At 12th level, you can change either or both of your wandering hexes with the feat.

Normal: Shamans select their hexes every day when they prepare their spells and cannot change them.

Flexible Wizardry
You have learned a trick that makes your spellcasting more flexible.

Prerequisites: Spell Mastery, wizard level 1st.

Benefit: When you prepare your spells each day, you can choose to keep a number of spell slots equal to your Intelligence modifier (minimum 1) flexibly prepared. Instead of preparing a single spell within each of these slots, you can partially prepare two spells. Anytime after you prepare these flexible slots, you can spend a full-round action to finalize one slot, choosing one of the two spells to be finished and fully prepared in that slot.

Focused Inspiration
Two of your skills gain a bit more from your inspiration than others.

Prerequisites: Inspiration† class feature, keen recollection† class feature.

Benefit: When you take this feat, choose two skills that you either are trained in or can use untrained. You must be able to use inspiration with these skills. When you use inspiration on checks involving those skills, roll a d8 instead of a d6, or a d10 if you would normally roll a d8. If you have the true inspiration class feature, you roll twice as many such dice (2d8 or 2d10) as normal.

Force Dash
You can absorb the magic in your force spells to give you a concentrated burst of speed.

Prerequisites: Base attack bonus +4, ability to cast 2nd-level arcane spells, ability to cast at least one arcane force spell.

Benefit: As a swift action, you can sacrifice a prepared arcane force spell (or if you are a spontaneous caster, a spell slot of the same level as an arcane force spell you know) to give yourself an enhancement bonus to speed. The bonus gained is equal to 10 feet × the level of the spell sacrificed. The bonus applies to all forms of movement, and it lasts 1 round. If you charge while this bonus is in effect, you do not take the normal –2 penalty to AC until the start of your next turn.

Formula Recollection
You are able to record and recall even the complex and intricate details of spellcasting.

Prerequisites: Spellcraft 5 ranks, keen recollection† class feature.

Benefit: Once per day, you can record the formula for a spell that you saw being cast and identified with Spellcraft in the past 24 hours. This spell must be on the alchemist formula list.

Grabbing Drag (Combat)
You can move easily with a grappled enemy in tow.

Prerequisites: Grabbing Style†, Improved Grapple; base attack bonus +8, brawler† level 4th, or monk level 4th.

Benefit: When you are using Grabbing Style, if you use the move grapple action, you can move both yourself and a single target that you're grappling your full speed instead of half your speed. After you have done so, you can use a move action to move yourself and the target of your grapple half your speed without needing to attempt an additional combat maneuver check. You cannot use this feat if you are grappling two targets.

Grabbing Master (Combat)
You can grapple two foes as easily as one.

Prerequisites: Grabbing Drag†, Grabbing Style†, Improved Grapple; base attack bonus +12, brawler† level 8th, or monk level 8th.

Benefit: When you are grabbing two opponents while using Grabbing Style, you can use your grapple to move or damage both opponents you are grappling, instead of just one.

Grabbing Style (Combat, Style)
You are adept at the one-handed grab.

Prerequisites: Improved Grapple; base attack bonus +6, brawler's flurry† class feature, or flurry of blows class feature.

Benefit: When you use this style, you do not take a –4 penalty on combat maneuver checks to grapple a foe by using only one hand. Additionally, you do not lose your Dexterity bonus to AC while pinning an opponent.

Normal: Without two free hands, you take a –4 penalty on the combat maneuver roll to grapple a foe. While pinning a foe, you lose your Dexterity bonus to AC.

Grasping Strike (Combat)
The surrounding foliage lurches forth at your enemies in concert with your strikes.

Prerequisites: Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.

Benefit: When you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), you cause the foliage in the area to reach out and entangle your foe (as the condition)

if it fails a Reflex save (DC = 10 + 1/2 your character level + your Wisdom modifier). The effect lasts for 1 minute or until the enemy breaks free with a successful Strength check or an Escape Artist check (DC = the effect's saving throw DC), whichever comes first.

You can use this benefit a number of times per day equal to your Wisdom modifier (minimum 1). You can use this ability as a free action after you hit an enemy with an attack. This is a supernatural ability.

Greater Dirge of Doom

The haunting sound of sepulchral intonations chills the most stalwart adversary to its very core.

Prerequisites: Improved Dirge of Doom†, ability to perform dirge of doom.

Benefit: The effect of your dirge of doom lingers with a target for 2 rounds after the creature leaves the dirge's area of effect. If you use your dirge on a creature that is shaken, it becomes frightened. If you use it on a creature that is frightened, it becomes panicked. Once affected by this feat, a creature cannot be affected by it again for 24 hours.

Normal: Fear effects on a creature end immediately once it leaves the area of dirge of doom. A fear effect cannot be made more extreme by dirge of doom and can be changed only to the frightened condition by the Improved Dirge of Doom feat.

Greater Skald's Vigor

Your song and your enthusiasm invigorate your allies.

Prerequisites: Skald's Vigor†, Perform (song) 10 ranks.

Benefit: Your allies share in the fast healing granted by your Skald's Vigor, starting in the round when you begin your performance. They must be able to hear the performance. If you stop maintaining the song, the fast healing ends immediately, even if other effects of your song linger.

Greater Weapon of the Chosen (Combat)

Your deity guides your hand when you fight with her favored weapon.

Prerequisites: Improved Weapon of the Chosen†, Weapon Focus with deity's favored weapon, Weapon of the Chosen†, must worship and receive spells from a deity.

Benefit: When you use your deity's favored weapon to attempt a single attack with the attack action, you roll two dice for your attack roll and take the higher result. You do not need to use your Weapon of the Chosen feat to gain this feat's benefit. As usual, the reroll does not apply to any confirmation rolls.

Gruesome Slaughter (Combat)

You can inspire extreme revulsion when you slaughter your enemies.

Prerequisites: Intimidating Prowess, Killing Flourish†, Intimidate 11 ranks, slayer† level 11th.

Benefit: Creatures you demoralize by using the Killing Flourish feat must succeed at a Fortitude save (DC = 10 + 1/2 your character level + the higher of your Strength and Dexterity modifiers) or become sickened for 1 minute.

Improved Awesome Blow (Combat)

You are skilled at sending your opponents flying.

Prerequisites: Str 13; Awesome Blow or awesome blow† class feature; Power Attack

Benefit: You receive a +2 bonus on checks to perform an awesome blow combat maneuver. You also gain a +2 bonus to your combat maneuver defense whenever an opponent tries to perform an awesome blow combat maneuver against you. Whenever you successfully perform an awesome blow combat maneuver, your opponent's movement provokes attacks of opportunity from all your allies (but not from you).

Normal: Creatures moved by awesome blow do not provoke attacks of opportunity.

Improved Dirge of Doom

The foreboding tone of your dirge is especially effective at unsettling your enemies.

Prerequisite: Ability to perform dirge of doom.

Benefit: The range of your dirge of doom ability is extended to 60 feet. Additionally, if a creature is shaken from another effect, the effect of your dirge of doom is changed to frightened for that specific creature. This benefit cannot cause a creature to become panicked, even if a target is already frightened from another effect. Once affected by this feat, a creature cannot be affected by it again for 24 hours.

Normal: The range of dirge of doom is 30 feet. A creature that is already shaken cannot become frightened by dirge of doom.

Improved Duck and Cover (Teamwork)

Your allies' ability to protect you from damage extends to area attacks.

Prerequisite: Duck and Cover[APG].

Benefit: Whenever you use Duck and Cover, your ally has evasion or improved evasion, and your ally succeeds at its saving throw, half of the damage you would have taken is transferred to your ally. (This damage is not reduced by the ally's evasion or improved evasion.)

Improved Flexible Wizardry

You possess an impressive versatility in casting that other wizards lack.

Prerequisites: Flexible Wizardry†, Spell Mastery, wizard level 8th.

Benefit: When you use Flexible Wizardry, you can flexibly prepare a number of spell slots equal to your Intelligence modifier + 4. Furthermore, you can finalize one of these slots with a standard action instead of a full-round action.

Improved Spell Sharing (Teamwork)

Your link with your companion creature allows you to share your magic with it.

Prerequisite: Ability to acquire an animal companion, an eidolon, a familiar, or a special mount.

Benefit: When you are adjacent to or sharing a square with your companion creature and that companion creature has this feat, you can cast a spell on yourself and divide the duration evenly between yourself and the companion creature. You can use this feat only on spells with a duration of at least 2 rounds. For example, you could cast *bull's strength* on yourself, and instead of the spell lasting 1 minute per level on yourself, it lasts 5 rounds per level on yourself and 5 rounds per level on your companion.

Once the spell is cast, you and the companion creature can move farther apart without ending the effect.

Improved Studied Combatant

Deep understanding of your foes' tics grants you the upper hand in combat.

Prerequisites: Int 13, Amateur Investigator†, Studied Combatant†, base attack bonus +8, 1 rank in at least one Knowledge skill, no levels in a class that has the inspiration† class feature.

Benefit: Your bonuses for Studied Combatant increase to a +4 insight bonus on melee attack rolls and a +4 bonus on damage rolls. This feat otherwise works like the Studied Combatant feat.

Improved Swap Places (Combat, Teamwork)

When you switch places with your comrade, your sizes don't matter.

Prerequisite: Swap Places[APG].

Benefit: When you and your ally use Swap Places, your ally can be up to one size larger or smaller than you, and your movement into the ally's square does not provoke attacks of opportunity. If your ally cannot fit into the space you had been occupying and there are no available

adjacent squares to accommodate the rest of the ally's space, the ally must squeeze. Alternatively, as part of its movement, the ally can attempt a bull rush combat maneuver against a creature that occupies a space your ally would occupy, but this bull rush cannot move the creature more than 5 feet.

Normal: Using Swap Places requires you and your ally to be the same size, and your movement into the ally's square provokes attacks of opportunity.

Improved Weapon of the Chosen (Combat)

You gain even greater favor when you use your deity's favored weapon.

Prerequisites: Weapon Focus with your deity's favored weapon, Weapon of the Chosen†.

Benefit: This feat acts as Weapon of the Chosen, except you gain the benefits on all attacks until the start of your next turn. Your attacks gain a single alignment component of your deity—either chaotic, evil, good, or lawful—for the purpose of overcoming damage reduction. If your deity is neutral with no other alignment components, your attacks instead overcome damage reduction as though your weapon were both cold iron and silver.

Insightful Delivery

Your knowledge of where to strike makes your poisons more deadly.

Prerequisites: Poison use class feature, studied strike +4d6.

Benefit: When you use a poisoned weapon to attempt an attack in conjunction with studied strike, the DC to resist the poison increases by half the number of your studied strike dice.

Inspired Alchemy

With some inspiration and elbow grease, you can recreate a consumed extract in a pinch.

Prerequisites: Ability to create 2nd-level extracts, alchemy class feature, inspiration† class feature.

Benefit: You can recreate an extract that you consumed during the past hour. You must spend 10 minutes and expend a number of uses of inspiration equal to the level of the extract's formula to do so. When you recreate an extract in this way, it does not count toward the number of extracts you can prepare in a day.

Inspired by Fear

When spreading fear to your enemies, you further embolden your allies.

Prerequisite: Ability to perform dirge of doom.

Benefit: Allies in the area of your dirge of doom receive a +4 morale bonus on saving throws against fear effects. At least one enemy must be in the dirge's area and become shaken by the dirge for you and your allies to receive this bonus.

Inspired Strike

You are as talented with weapon-work as with skills.

Prerequisites: Inspiration and studied combat† class features.

Benefit: When you damage a creature by using the studied combat class feature, you can expend one use of inspiration to roll an inspiration die and increase the damage by the number rolled.

Intercept Charge (Combat, Teamwork)

You can get in the way of an opponent charging your ally.

Benefit: When an opponent charges your ally with this feat, as an immediate action you can move up to your speed toward any square in the path of the charge. If you end your movement in the path of the charge, the opponent must stop when it becomes adjacent to you and then attack you instead of your ally. Your movement from using this feat counts toward your movement on your next turn.

Intimidating Performance

Your performance strikes fear in the hearts of foes.

Prerequisites: Ability to start a performance or a raging song as a move action, bardic performance or raging song† class feature.

Benefit: When you start a performance or a raging song as a move action or a swift action, you can use a standard action to demoralize a foe (*Core Rulebook* 99), attempting a Perform check appropriate to your performance in place of the Intimidate check. Your performance must have an audible component. This is a sonic effect.

If you can start a performance as a swift action and you have the Dazzling Display feat, you can gain the benefit of Dazzling Display by succeeding at a Perform check in place of an Intimidate check.

Jabbing Dancer (Combat)

You've learned to bend and shift your body to avoid attacks and reposition yourself advantageously.

Prerequisites: Dodge, Improved Unarmed Strike, Jabbing Style†, Mobility; base attack bonus +9, brawler† level 5th, or monk level 5th.

Benefit: Each time you hit with an unarmed strike while using Jabbing Style, you can move 5 feet without provoking an attack of opportunity, as long as you move to a space adjacent to the opponent you hit with the unarmed strike. If you use this feat, you cannot take a 5-foot step during your next turn.

Jabbing Master (Combat)

Your quick punches become even more lethal.

Prerequisites: Dodge, Improved Unarmed Strike, Jabbing Dancer†, Jabbing Style†, Mobility, Power Attack; base attack bonus +12, brawler† level 8th, or monk level 8th.

Benefit: While you use Jabbing Style, the extra damage you deal when you hit a single target with two unarmed strikes increases to 2d6, and the extra damage when you hit a single target with three or more unarmed strikes increases to 4d6.

Jabbing Style (Combat, Style)

A cluster of quick strikes deals more damage than a single roundhouse swing.

Prerequisites: Improved Unarmed Strike; base attack bonus +6, brawler's flurry† class feature, or flurry of blows class feature.

Benefit: When you hit a target with an unarmed strike and you have hit that target with an unarmed strike previously that round, you deal an extra 1d6 points of damage to that target.

Kick Up (Combat)

You have learned how to kick items on the ground up to a ready hand.

Prerequisites: Dex 12, Acrobatic, Acrobatics 1 rank; slayer† level 1st or swashbuckler† level 1st.

Benefit: As long as you have at least one hand free, you can use a swift action to retrieve a single unattended item or weapon that weighs 10 pounds or less from the ground, either in your square or in any adjacent square not occupied or threatened by an enemy. Additionally, when you kick up a weapon and attempt a feint before the end of your turn, you receive a +2 circumstance bonus on the feint attempt.

Killing Flourish (Combat)

You inspire dread in other foes when you slay an enemy.

Prerequisites: Intimidating Prowess, Intimidate 4 ranks, slayer† level 4th.

Benefit: When you reduce your target to fewer than 0 hit points with a melee attack, as a swift action you can attempt an Intimidate check to demoralize all foes within 30 feet who can see your attack.

Lay of the Land

Your affinity to nature grants you greater insight into specific biomes.

Prerequisites: Animal focus† class feature, wild empathy class feature.

Benefit: You gain a favored terrain as the ranger ability of the same name, though the favored terrain bonuses you receive do not increase with your level. This ability counts as the favored terrain class feature for the purposes of prerequisites and other effects.

Special: You can select this feat up to four times. Each time you take it, you apply it to a different terrain. Unlike with the ranger's favored terrain class feature, the bonuses you gain for previously chosen terrain types don't increase.

Lunging Spell Touch

You can extend your spells' reach to affect foes that would normally be too far away.

Prerequisite: Spellcraft 6 ranks.

Benefit: As a free action, you can increase the reach of your spells' melee touch attacks by 5 feet until the end of your turn by taking a –2 penalty to your AC until the start of your next turn. You must decide to use this ability before you make any attacks on your turn.

Manifested Blood

You can use the power of your bloodline to surround yourself in its element.

Prerequisites: Cha 13; draconic or elemental bloodline.

Benefit: Once per day, you can surround yourself with the element associated with your bloodline. For a number of rounds equal to your Charisma modifier (minimum 1), you gain resistance 5 to that energy type, and all creatures that attempt a natural weapon attack or an unarmed strike against you take 2 points of damage of that same energy type. If you already have resistance to that energy type, the resistance increases by 5.

Special: You can take this feat multiple times. Each time you do, you gain an additional daily use of this feat.

Merciless Butchery (Combat)

Your talent for slaughter lets you dispatch helpless opponents before they can recover.

Prerequisites: Dastardly Finish, sneak attack +5d6, studied target† class feature.

Benefit: As a standard action that does not provoke attacks of opportunity, you can attempt a coup de grace against a cowering, helpless, or stunned opponent that you have designated as your studied target.

Nature Magic

You are able to use simple spells by drawing on nature's raw majesty.

Prerequisite: Knowledge (nature) 1 rank.

Benefit: You gain *know direction* as a constant spell-like ability, and can choose another druid orison you can cast as a spell-like ability once per day. Your caster level for both of these spell-like abilities is equal to your character level.

Orator

You're able to construct statements and commands that are much more convincing than their content would otherwise suggest.

Prerequisite: Skill Focus (Linguistics).

Benefit: You can use a Linguistics check in place of a Bluff check to tell a falsehood or conceal information, in place of a Diplomacy check to change the attitude of a creature, or in place of an Intimidate check to force a creature to cooperate. You must deliver your attempt in a language the target understands.

Pack Flanking (Teamwork)

You and your companion creature are adept at fighting together against foes.

Prerequisites: Int 13, Combat Expertise, ability to acquire an animal companion.

Benefit: When you and your companion creature have this feat, your companion creature is adjacent to you or sharing your square, and you both threaten the same opponent, you are both considered to be flanking that opponent, regardless of your actual positioning.

Normal: You must be positioned opposite an ally to flank an opponent.

Paralyzing Strike (Combat)

Finding just the right pressure point, you paralyze your foe with a single hit.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +14.

Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Paralyzing Strike forces a foe damaged by your unarmed attack to attempt a Fortitude saving throw (DC = 10 + 1/2 your character level + your Wisdom modifier), in addition to dealing damage normally. An opponent who fails this saving throw is paralyzed for 1 round, until just before your next turn. You can attempt to use Paralyzing Strike once per day for every 4 character levels you have, but no more than once per round. Constructs, incorporeal creatures, plants, undead, and creatures that are immune to critical hits cannot be affected by this ability.

Pommel Strike Deed (Panache)

With a surprise swipe with your pommel, you can topple a foe.

Prerequisites: Amateur Swashbuckler† or panache† class feature; base attack bonus +3.

Benefit: You can spend 1 panache point to make a melee attack with the pommel of a light or one-handed piercing melee weapon as a standard action. You make this attack as if you were using the weapon normally (including any bonuses gained from the swashbuckler's finesse class feature, Weapon Finesse, or other similar feats and effects), but you deal 1d6 points of bludgeoning damage (or 1d4 if you are Small) instead of the weapon's normal damage. Regardless of your size, the critical threat range and critical multiplier of this attack are 20/×2, and they are not affected by Improved Critical, the *keen* weapon special ability, or similar effects. If the attack hits, you can attempt a combat maneuver check to knock the target prone as a free action.

Pummeling Bully (Combat)

Your combo has the chance to trip or move your target.

Prerequisites: Improved Reposition[APG], Improved Trip, Improved Unarmed Strike, Pummeling Style†; base attack bonus +9, brawler† level 5th, or monk level 5th.

Benefit: When you use Pummeling Style to make an entire full attack or flurry of blows against a single target, if you hit with any of your attacks, you can attempt a reposition or trip combat maneuver check as a free action.

Pummeling Charge (Combat)

Your charge ends with a mobile combo.

Prerequisites: Improved Unarmed Strike, Pummeling Style†; base attack bonus +12, brawler† level 8th, or monk level 8th.

Benefit: You can charge and make a full attack or flurry of blows at the end of your charge as part of the charge action. You can use Pummeling Charge in this way only if all of your attacks qualify for using Pummeling Style against a single target.

Normal: You cannot make a full attack on a charge.

Pummeling Style (Combat, Style)

Your unarmed strikes weave together in an effortless combo, focusing on the spots you've weakened with the last hit.

Prerequisites: Improved Unarmed Strike; base attack bonus +6, brawler's flurry† class feature, or flurry of blows class feature.

Benefit: Whenever you use a full-attack action or flurry of blows to make multiple attacks against a single opponent with unarmed strikes, total the damage from all hits before applying damage reduction. This ability works only with unarmed strikes, no matter what other abilities you might possess.

Quicken Blessing

You can deliver one of your blessings with greater speed than most.

Prerequisites: Access to a blessing's major power†, blessings† class feature.

Benefit: When you take this feat, choose one of your blessings that normally requires a standard action to use. You can expend two of your daily uses of blessings to deliver that blessing (regardless of whether it's a minor or a major effect) as a swift action instead.

Special: You can take this feat multiple times. Each time you do, you choose a different blessing.

Rage Casting

Your blood is raw and potent power, and you can burn it to empower your spells.

Prerequisites: Blood casting† class feature.

Benefit: When you cast a bloodrager spell, as a swift action you can sacrifice some of your life force to augment the spell's potency. You can opt to take up to 1d6 points of damage per spell level of the spell you are casting, choosing the number of dice before rolling. You cannot overcome this damage in any way, and it cannot be taken from temporary hit points. For each of these damage dice you roll, the DC of the spell you are casting increases by 1.

Raging Absorption

You can absorb hostile spell energy to refuel your continued bloodrage.

Prerequisites: Ability to cast 2nd-level bloodrager spells, bloodrage† class feature.

Benefit: While you are bloodraging, if you successfully save against a damaging arcane spell that either targets you or includes you in its area, and you take no damage from that spell, you can absorb a portion of its arcane energy to replenish your bloodrage. You regain 1 round of bloodrage for every 2 levels of the spell you successfully saved against. You cannot use this feat to regain more rounds of bloodrage each day than your daily maximum number of rounds, nor can you ever exceed your maximum number of rounds.

Raging Blood

Your blood boils with latent energy, filling you with an intense fury.

Prerequisite: Eldritch Heritage or sorcerer bloodline class feature.

Benefit: You gain the 1st-level bloodrager bloodline power for your bloodline. In addition, you gain the ability to enter a state similar to (but less powerful than) a bloodrager's bloodrage. You can enter this lesser bloodrage twice per day, for up to 4 rounds. During this lesser bloodrage, you gain a +2 morale bonus to Strength and Constitution, and no morale bonus on Will saving throws. Otherwise, this benefit is the same as the bloodrage class feature.

If you have more than one bloodline, you choose the bloodline this feat applies to when you take the feat.

Raging Concentration

When you are in the heat of rage, not even pain can break your concentration.

Prerequisite: Blood casting† class feature.

Benefit: While in a bloodrage, you gain a bonus on concentration checks equal to the morale bonus granted to your Constitution by the bloodrage.

Ranged Study

You can use a limited form of studied combat and studied strike with a weapon of your choice.

Prerequisites: Weapon Focus with the chosen weapon, studied combat† class feature.

Benefit: When you take this feat, choose one kind of ranged weapon. You gain the bonuses for studied combat with your chosen weapon and can use studied strike with your chosen weapon as long as the target of your studied strike is within 30 feet of you.

Normal: You gain the bonuses for studied combat and can use studied strike only with melee weapons.

Reactive Healing

You can channel healing energy in response to an attack that would knock you unconscious.

Prerequisites: Quick Channel[UM] or Quicken Spell; channel energy or lay on hands class feature.

Benefit: When the damage from an attack or an effect would reduce you to 0 or fewer hit points, you can expend one use of channel energy (of a form that would heal you) or lay on hands as an immediate action to heal yourself. The healing affects only you, even if it would normally affect others.

Reckless Rage

Your boundless rage grants your blows extra strength, though at the expense of accuracy.

Prerequisites: Power Attack; rage or raging song† class feature.

Benefit: When you use Power Attack while raging or while using raging song, you take an additional –1 penalty on melee attack rolls and combat maneuver checks, and you gain an additional +2 bonus on melee damage rolls. Modify this damage bonus appropriately based on the type of weapon you are using, as normal for Power Attack.

Recovered Rage

You regain rounds of rage or raging song performance when you drop a foe.

Prerequisite: Rage or raging song† class feature.

Benefit: Whenever you reduce a foe to 0 or fewer hit points while you are raging or using raging song, you regain 1 round of rage or raging song (your choice if you have both abilities), as long as the number of Hit Dice that foe possesses is equal to or greater than 1/2 your character level. You cannot use this feat to regain more rounds of rage or raging song each day than your daily maximum number of rounds , nor can you ever exceed your maximum number of rounds.

Resilient Armor

When you enhance your armor or shield, you gain a measure of damage reduction.

Prerequisite: Divine bond (armor or shield) or sacred armor† class feature.

Benefit: While your armor or shield is under the effect of your divine bond or your sacred armor ability, you gain an amount of damage reduction equal to your armor's enhancement bonus (including the bonus from your divine bond or sacred armor) against the first attack to strike you in each round. An adamantine weapon overcomes this damage reduction, but any attack against you made with such a weapon does not count against this effect's duration.

Riving Strike (Combat)

When you infuse your weapon with arcane might, your attacks make foes more susceptible to magic.

Prerequisites: Arcane Strike, ability to cast arcane spells.

Benefit: If you have a weapon that is augmented by your Arcane Strike feat, when you damage a creature with an attack made with that weapon, that creature takes a –2 penalty on saving throws against spells and spell-like abilities. This effect lasts for 1 round.

Seething Hatred (Combat)

You've learned to channel your hatred of a particular type of creature into a devastating strike.

Prerequisite: Studied target† class feature.

Benefit: Select a creature type from the Ranger Favored Enemies table (*Core Rulebook* 64). When you designate a creature of this type as your studied target and hit it with a melee or ranged weapon attack, your favored target bonus on damage rolls against it is doubled.

Seize Advantage (Combat)

You can take advantage of your foes when they overcommit on their attacks.

Prerequisite: Opportune parry and riposte† deed.

Benefit: When your foe is using Power Attack and you successfully use the opportune parry and riposte deed to parry its attack and then respond with a riposte, you add your foe's current bonus on damage rolls from Power Attack to your own damage roll, but you do not take the penalty to hit from your foe's Power Attack.

Share Healing (Teamwork)

Your link with your companion creature allows you to share with it any healing magic that's cast upon you.

Prerequisite: Ability to acquire an animal companion, an eidolon, a familiar, or a special mount.

Benefit: When you and your companion creature have this feat, your companion creature is adjacent to you or sharing your square, and you receive the benefit of a healing spell (whether from yourself or another source), you can divide the hit points healed evenly between yourself and your companion creature.

Silent Kill (Combat)

You are quite adept at killing your prey without making noise or alerting others.

Prerequisites: Stealth 12 ranks; assassinate† advanced slayer† talent or ninja master trick.

Benefit: When you kill a creature during a surprise round, you can attempt a Stealth check, opposed by the Perception checks of potential observers, to prevent them from noticing your action and subsequently identifying you as the assailant.

Skald's Vigor

Your song and your enthusiasm combine to invigorate you in battle.

Prerequisites: Raging song† class feature.

Benefit: While you maintain a raging song, you gain fast healing equal to the Strength bonus your song provides, starting in the round after you begin the song. If you stop maintaining your song, the fast healing ends, even if the effects of your song persist.

Skilled Rager

With practice, you've mastered your rage to allow yourself more versatility.

Prerequisite: Rage class feature.

Benefit: When you take this feat, choose one Charisma-, Dexterity-, or Intelligence-based skill. While you're raging, you can use this skill.

Special: You can take this feat multiple times. Each time you do, it applies to a different skill.

Slashing Grace (Combat)

You can stab your enemies with slashing weapons.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus with chosen weapon.

Benefit: When you take this feat, choose one kind of light or one-handed slashing weapon (such as the longsword). When wielding your chosen weapon one-handed, you can treat it as a one-handed piercing melee weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or a duelist's precise strike), and you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The weapon must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied.

Slayer's Feint (Combat)

You rely on your deceptive speed and agility instead of trickery to catch your opponents unprepared.

Prerequisites: Dex 15, Acrobatic or slayer† level 1st, Combat Expertise, Acrobatics 1 rank.

Benefit: You can use Acrobatics instead of Bluff to feint in combat.

Slow Faller

You can reduce the amount of falling damage you take when you are close to a wall.

Prerequisite: Acrobatics 5 ranks or slow fall class feature.

Benefit: When you are within arm's reach of a wall, you can slow your descent, as long as you are not in heavy armor. You take damage as if the fall were 10 feet shorter than it actually is. This ability stacks with the slow fall class feature.

Special: You can take this feat multiple times. Each time you do, you take damage as if the fall were an additional 10 feet shorter.

Spirit Talker

By forging a temporary bond with a spirit, you gain access to an unfamiliar hex.

Prerequisites: Hex class feature; shaman† level 6th or witch level 6th.

Benefit: Once per day, you can spend 10 minutes communing with a shaman spirit of your choice. When you do, you gain the temporary use of one hex from its list of hexes. This hex is added to your list of available hexes for the next hour, after which you immediately lose all benefits of that hex.

Spirit's Gift

You commune with a spirit of your choice, and it grants your animal companion or familiar a boon.

Prerequisite: Ability to acquire an animal companion or a familiar.

Benefit: At the start of each day, you can commune with a single shaman spirit. (Although a shaman would need an hour of preparation, this action takes you no time.) Once during the next 24 hours, you can spend a standard action to grant your animal companion or familiar that shaman spirit's spirit animal ability for 1 minute per level in the class that grants your animal companion or familiar.

Spiritual Guardian

Your spiritual guardians are unusually powerful.

Prerequisites: Ability to cast *spiritual weapon* or *spiritual ally*, spirit magic† class feature.

Benefit: Whenever you cast *spiritual weapon*, *spiritual ally*, or a similar spell that grants you a spiritual guardian, that guardian uses your shaman level instead of your base attack bonus to determine its base attack bonus, potentially granting it multiple attacks. Additionally, it gains a +2 bonus on caster level checks to overcome spell resistance as well as on damage rolls.

Spontaneous Nature's Ally

Instead of casting a cure spell, you can instead cast *summon nature's ally*.

Prerequisites: Knowledge (nature) 5 ranks, ability to spontaneously cast cure spells or inflict spells, Animal or Plant domain.

Benefit: You can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower, instead of casting a cure spell or an inflict spell as you normally would. For the purpose of this feat only, the *summon nature's ally* spells of the appropriate spell levels count as being on your spell list at the same spell level as for a druid.

Staggering Fist (Combat)

You know just where to strike to stagger your foe.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +2.

Benefit: When you damage a foe with your unarmed attack, you can also cause it to be staggered for 1 round (until just before your next turn). The target can avoid this with a successful Fortitude saving throw (DC = 10 + 1/2 your character level + your Wisdom modifier). You must declare that you are using this feat before you make your attack roll; thus, a failed attack roll ruins the attempt. You can attempt to use this feat once per day for every 4 character levels you have, but no more than once per round. Constructs, incorporeal creatures, plants, undead, and creatures that are immune to critical hits cannot be affected by this ability.

Stalker's Focus

Your affinity to the natural world allows you to adopt the focus of a particular animal.

Prerequisites: Knowledge (nature) 3 ranks, Survival 3 ranks, no levels in a class that has the animal focus† class feature.

Benefit: When you take this feat, choose one type of animal to emulate from those given in the hunter's animal focus class feature (see page 27). Once per day, you or your animal companion (if you have one) can gain the benefit of that animal focus for 1 minute. Treat your character level as your hunter level for the purpose of determining the benefits granted by your chosen animal focus.

Special: If you gain levels in a class that has the animal focus class feature, when you gain that feature you gain 1 additional minute of use each day of your animal focus class feature.

Steadfast Personality

You rely on your sense of self to keep your mind clear.

Benefit: Add your Charisma modifier instead of your Wisdom bonus to Will saves. If you have a Wisdom penalty, you must apply both your Wisdom penalty and your Charisma modifier.

Stouthearted

You fight back your fear by voicing the song in your heart.

Prerequisite: Raging song† class feature.

Benefit: While you're maintaining a raging song, if you fail a saving throw against a fear effect, you can expend a round of performing to reroll your saving throw as an immediate action. You must keep this second result, even if it's lower.

Studied Combatant

Your inspiration guides your strikes when you take a moment to assess your foe.

Prerequisites: Int 13, Amateur Investigator†, base attack bonus +6, 1 rank in at least one Knowledge skill, no levels in a class that has the inspiration† class feature.

Benefit: You can expend one use of inspiration as a move action to study a single enemy that you can see. When you do so, you gain a +2 insight bonus on melee attack rolls and a +2 bonus on damage rolls for a number of rounds equal to your Intelligence modifier. The bonus on damage rolls is precision damage, and is not multiplied on a critical hit. Once affected by this feat, a target cannot be affect by your use of it again for 24 hours.

Surprise Maneuver

Your maneuvers are devastating against disadvantaged foes.

Prerequisites: Combat Expertise; sneak attack +3d6 or studied strike† +3d6.

Benefit: If you have sneak attack, when you attempt a combat maneuver check against a creature that you are flanking or that is denied its Dexterity bonus to AC against your attack, you gain a bonus on the combat maneuver check that's equal to the number of sneak attack dice you roll.

If you have the studied combat class feature, you can use studied strike on a combat maneuver check. When you do so, you gain a bonus on the combat maneuver check equal to your number of studied strike dice.

Talented Magician

Roguish magic comes easily to you.

Prerequisites: Major magic rogue talent, minor magic rogue talent. **Benefit**: You gain an additional daily use of each of your minor magic and major magic rogue talents.

Special: You can take this feat multiple times. Each time you do, you gain an additional daily use of each talent.

Twinned Feint (Combat)

You can fool two opponents with a single feint.

Prerequisite: Cha 13.

Benefit: As a standard action, you can attempt to feint against a foe within your reach. If you succeed at the feint, you can make an additional feint attempt against a foe that is adjacent to the first one and also within reach. You can attempt only one additional feint per action with this feat. When you use this feat, you take a –2 penalty to your AC until your next turn.

Special: If you have the Improved Feint feat, you can use this feat as a move action instead.

Twist Away

Your quick reflexes and dexterous movements make up for your lack of stamina.

Prerequisite: Evasion.

Benefit: While you are wearing light armor or no armor, if you are forced to attempt a Fortitude saving throw, you can use an immediate action to instead attempt a Reflex saving throw (at the same DC). If you succeed at this saving throw and the attack has a reduced effect on a successful save, you avoid the effect entirely. Whether the saving throw is successful or not, you are staggered until the end of your next turn. If you are prevented from becoming staggered,

you can't use Twist Away , nor can you ignore the staggered condition from Twist Away or remove it early.

Undersized Mount (Combat)

You've learned to ride beasts of smaller sizes than normal.

Prerequisite: Ride 1 rank.

Benefit: You can ride creatures of your size category, although encumbrance or other factors might limit how you can use this ability.

Normal: Typically a mount suited for you is at least one size category larger than you.

Unfettered Familiar

You can channel touch spells through your familiar without needing to be adjacent to it.

Prerequisites: Caster level 5th, ability to acquire a familiar.

Benefit: Once per day, you can cast a touch spell without being in contact with your familiar and designate your familiar as the "toucher." You don't need line of sight to your familiar to use this ability, but you must be within 30 feet of your familiar when you cast the spell, and if you can't see or hear your familiar, you must at least be able to speak with it.

Special: You can take this feat multiple times. Each time you do, you gain another use of this feat, and the distance you can be from your familiar increases by 10 feet.

Normal: Your familiar must be in contact with you when a spell is cast in order for it to deliver the spell.

War Blessing

Your call to your deity imbues you with a temporary blessing.

Prerequisite: Mystery or domains class feature.

Benefit: Choose two warpriest blessings when you take this feat. Each of these blessings must be tied to a domain granted by your deity or to one of the two domains that represent your spiritual inclination and abilities. Twice per day, you can call upon the minor blessing from one or the other of your chosen blessings. This ability otherwise acts like the warpriest blessings class feature. Your effective warpriest level is the highest level that you have in the class that has the mystery or domains class feature.

Weapon of the Chosen (Combat)

The influence of your deity guides your favored weapon.

Prerequisites: Weapon Focus with deity's favored weapon, must worship and receive spells from a deity.

Benefit: As a swift action, you can call upon your deity to guide an attack you make with your deity's favored weapon. On your next attack in that round with that weapon, your weapon counts as magical for the purpose of overcoming damage reduction or striking an incorporeal creature. If your attack misses because of concealment, you can reroll your miss chance one time to see whether you actually hit.

Feats That Grant Extra Uses

Feats that grant extra uses of class abilities, like Extra Channel or Extra Rage, effectively grant the affected ability a pool of additional uses each day. If you have levels in multiple classes that have the same ability (or abilities that are counted as others for the purposes of meeting feat prerequisites, like the skald's raging song counting as bardic performance), this single pool applies to all those abilities together, and doesn't grant extra uses to each one separately. You may spend this pool of uses each day on any of these abilities in whatever manner you choose.

For example, if you have levels in both barbarian and bloodrager and you take the Extra Rage feat, you gain 6 extra rounds that you can either use to rage or bloodrage or split between the two. The feat does not give both an extra 6 rounds of rage and 6 rounds of bloodrage—it gives you exactly 6 rounds each day that you can use for either one of these abilities. One day, you might use 4 of these rounds for rage and 2 on bloodrage; the next day, you might use 3 on each.

Winter's Strike (Combat)

Your attacks afflict your foes with the relentless fatigue of a winter storm.

Prerequisites: Nature Magic or the ability to cast druid or ranger spells; Vital Strike, Knowledge (nature) 5 ranks.

Benefit: A number of times per day equal to your Wisdom modifier (minimum 1), when you use Vital Strike (or Improved Vital Strike or Greater Vital Strike), your strike saps the strength of your opponent. The creature hit must succeed at a Fortitude save (DC = 10 + 1/2 your character level + your Wisdom modifier) or become fatigued for a number of rounds equal to your Wisdom modifier (minimum 1). You can choose to use this ability as a free action after you hit the target with the attack. This is a supernatural ability.

Wounded Paw Gambit (Combat, Teamwork)

Your enemy sees you as an easy mark, but doesn't notice your allies poised to shoot.

Prerequisites: Broken Wing Gambit[UC], Bluff 5 ranks.

Benefit: Whenever you use Broken Wing Gambit and an opponent attacks you as a result, each ally who has this feat and is within 30 feet of that opponent can attempt a ranged attack against it as an immediate action. The ally's ranged weapon must be in hand, loaded, and ready to be fired or thrown in order to make this attack possible.

An ally who has this feat and Broken Wing Gambit can instead use Broken Wing Gambit to attempt an attack of opportunity against the foe, but cannot attempt both that attack of opportunity and this ranged attack.

4 Spells

Oloch sniffed the air. "They're rising."

"It's about time." Alahazra reached out to her companions. "Give me your hands."

Oloch eyed them dubiously, first Alahazra and then the dwarven newcomer.

The dwarf snorted derisively and grabbed both by the hand. "Don't worry, orc, I won't hurt you." She inclined her head. "I can't say the same for that lot, though."

From all around them came the clacking of dry bones as the skeleton army rose from the dirt, swords gleaming.

"Enough talk." Alahazra's eyes blazed with yellow light. "Let's put these souls to rest."

Spells

A charge of magical energies ripping through the battlefield or a spell cast in haste in order to strengthen a caster's defenses can turn the tide of a skirmish faster and more decisively than any weapon or suit of armor. For many characters, the spells they know or prepare are far more important than any pieces of equipment they bring on excursions. Spellcasters of every stripe are constantly finding new and interesting ways to harness and use magical energies, be they divine or arcane.

Many of the spells presented in this chapter are tailor-made to complement the abilities and talents of the new classes presented in this book, but still more also benefit casters from the classes presented in the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, and *Pathfinder RPG Ultimate Magic*. Even the gunslinger, the ninja, and the samurai will find some of the following spells appealing, though such characters will have to either multiclass into a spellcasting class or find a trusty spellcasting companion who can bolster them with these eldritch benefits.

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript "F" or "M" appearing at the end of a spell's name in the spell lists denotes a focus or a material component not normally included in a spell component pouch.

Order of Presentation: These lists present the spells in alphabetical order by name, except when a spell's name begins with "communal," "lesser," "greater," or "mass," in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. Unless otherwise indicated, the word "level" in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: "Creature" and "character" are used synonymously in the short descriptions.

Communal Spells: Communal spells function like other spells, except they allow you to divide the duration among multiple targets, treating each target as a subject of the spell. When you divide the duration, you must divide it as evenly as possible among the targets. Furthermore, unless a communal spell's description indicates otherwise, no target can receive a duration increment smaller than the smallest increment of duration given in the spell description. For example, if you are 5th level, your communal spell's duration is 1 minute per level, and you have four targets, then each target must receive 1 minute of duration. The extra 1 minute of duration must be assigned to one of the four targets (your choice) or it is wasted.

A Note on Alchemists: Alchemists can dispense communal formulae to creatures only if they have the infusion discovery. Without it, an alchemist cannot use communal spells as formulae.

Alchemist Spells

1st-Level Alchemist Spells

Adhesive Spittle: Spit a tanglefoot bag at a creature.
Blurred Movement: As *blur*, but only while you are moving.
Body Capacitance: Store electricity attacks used against you and release the energy as a touch attack.
Heightened Awareness: Your recall and ability to process information improve.
Invisibility Alarm: As *alarm*, but reacting only to invisible creatures.
Long Arm: Your arms lengthen, giving you extra reach.
Monkey Fish: Gain a climb speed of 10 ft. and a swim speed of 10 ft. for a time.
Phantom Blood: Gain temporary hp if Con loss would knock you out or kill you.

2nd-Level Alchemist Spells

Adhesive Blood: Attackers' weapons stick to your gluey blood.
Air Step: Tread unsteadily on air, with limitations.
Blood Armor: Your blood hardens when you are wounded, increasing your AC.
Extreme Flexibility: Gain a bonus to AC, on Escape Artist checks, and when grappling.
Focused Scrutiny: Gain skill bonuses when interacting with the target.
Investigative Mind: Roll twice and take the higher roll when using certain mental skills.

3rd-Level Alchemist Spells

Adjustable Disguise: As *disguise self*, but you can change the disguise as a swift action.
Anchored Step: Vines beneath your feet stabilize you but slow you down.
Aura Sight: Alignment auras become visible to you.
Blood Sentinel^{M}: Animate an animal sculpture to be your temporary familiar.
Disable Construct: Touch attack makes a construct helpless for 1 round/level.
Nauseating Trail: Creature leaves a trail of stinking cloud squares.

4th-Level Alchemist Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.
Enchantment Foil: Trick opponents who try to cast enchantments on you.
Eyes of the Void: See 60 ft. in darkness, including magical darkness.
Persistent Vigor: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.
Unbearable Brightness: Your glowing body dazzles or blinds others.

6th-Level Alchemist Spells

Sonic Form: Turn yourself into a creature of semisolid sound.

Antipaladin Spells

1st-Level Antipaladin Spells

Animal Purpose Training: Animal gains a new general purpose

2nd-Level Antipaladin Spells

Bullet Ward[F]: Adamantine bullets intercept firearm attacks.
Widen Auras: Increase the range of auras bestowed by your class.

3rd-Level Antipaladin Spells

Adjustable Disguise: As *disguise self*, but you can change the disguise as a swift action.
Bestow Auras: Transfer your paladin or antipaladin auras to another creature.

4th-Level Antipaladin Spells

Bloatbomb: Kill a weak creature and turn its corpse into an explosive trap.
Eyes of the Void: See 60 ft. in darkness, including magical darkness.

Bard Spells

1st-Level Bard Spells

Alter Musical Instrument[F]: Make one instrument sound like a different kind of instrument.
Blurred Movement: As *blur*, but only while you are moving.
Discern Next of Kin: Read the target's mind to learn about its family.
Disguise Weapon: Changes one weapon's appearance.
Glue Seal: Makes one 5-ft. square or one object sticky.
Heightened Awareness: Your recall and ability to process information improve.
Invisibility Alarm: As *alarm*, but reacting only to invisible creatures.
Memorize Page[F]: Target perfectly memorizes one page of information.

2nd-Level Bard Spells

Air Step: Tread unsteadily on air, with limitations.
Animal Purpose Training: Animal gains a new general purpose.
Anonymous Interaction: Creatures forget details about you and conversations with you.
Bullet Ward[M]: Adamantine bullets intercept firearm attacks.
Buoyancy: Targets easily float on water.
Focused Scrutiny: Gain skill bonuses when interacting with the target.
Heightened Reflexes: Each ally in area gains a +10 bonus on one Reflex save.
Investigative Mind: Roll twice and take the higher roll when using certain mental skills.
Marching Chant: Allies can hustle without penalty while you sing or chant.
Mindlocked Messenger: Target gains a message that can be given only to its intended recipient.
Muffle Sound: Allies gain a bonus on Stealth checks but risk verbal spell failure.
Path of Glory: Create an expanding glow that heals allies within it of 1 hp of damage.
Silent Table: Give yourself privacy by muffling sound leaving the area.
Sonic Scream: Create a cone of damaging sound at will.
Whip of Spiders: Create a whip made of poisonous spiders.

3rd-Level Bard Spells

Adjustable Disguise: As *disguise self*, but you can change the disguise as a swift action.
Contingent Action: Set the condition for triggering a target's readied standard, move, or swift action.
Flexible Fury: Swap one rage power for another.
Pierce Disguise: See through low-level magical disguises.
Triggered Suggestion: As *suggestion*, but triggered only and target doesn't remember the suggestion.
Wall of Nausea: Creatures that pass through the wall are nauseated and might fall prone.

4th-Level Bard Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.
Contingent Scroll[F, M]: Transfer a scroll's power to the target; the scroll is then triggered as *contingency*.
Feast on Fear: Targets are panicked, and you gain temporary hit points.

Path of Glory, Greater: Create an expanding glow that heals allies within it of 5 hp of damage.
Wall of Blindness/Deafness: Translucent wall blinds or deafens creatures that pass through it.

5th-Level Bard Spells

Whip of Centipedes: Create a whip made of poisonous centipedes.

6th-Level Bard Spells

Magnifying Chime: Touched object deals increasing sonic damage each round.
Sonic Form: Turn yourself into a creature of semisolid sound.
Whip of Ants: Create a whip made of army ants.

Bloodrager Spells

1st-Level Bloodrager Spells

Blade Lash: Use your weapon like a whip to trip an opponent.
Blurred Movement: As *blur*, but only while you are moving.
Line in the Sand: Increase your attacks of opportunity per round.
Long Arm: Your arms lengthen, giving you extra reach.
Phantom Blood: Gain temporary hp if Con loss would knock you out or kill you.
Sundering Shards: Sundered item explodes, dealing 1d6 damage to adjacent creatures.
Thunderstomp: Trip one creature within range.
Wave Shield: Water blunts one incoming attack or fire effect.

2nd-Level Bloodrager Spells

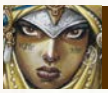
Adhesive Blood: Attackers' weapons stick to your gluey blood.
Blood Armor: Your blood hardens when you are wounded, increasing your AC.
Extreme Flexibility: Gain a bonus to AC, on Escape Artist checks, and when grappling.
Molten Orb: Molten metal splash weapon deals 2d6 fire damage plus ongoing damage.
Sonic Scream: Create a cone of damaging sound at will.
Stone Discus: Flying discus deals bludgeoning or slashing damage.

3rd-Level Bloodrager Spells

Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.
Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets.
Thunderstomp, Greater: Trip multiple creatures within range.

4th-Level Bloodrager Spells

Flaming Sphere, Greater: Rolling ball of fire deals 6d6 fire damage and ignites targets.



Cleric Spells

1st-Level Cleric Spells

Blessed Fist: Target doesn't provoke attacks of opportunity with unarmed strikes.
Refine Improvised Weapon: Transform improvised weapon into a masterwork simple or martial weapon.
Stunning Barrier: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you.

2nd-Level Cleric Spells

Air Step: Tread unsteadily on air, with limitations.
Holy Ice Weapon^{M}: Create a masterwork weapon made of frozen holy water.
Life Pact: Affected creatures automatically donate hp to stabilize fallen ally.
Marching Chant: Allies can hustle without penalty while you sing or chant.
Muffle Sound: Allies gain a bonus on Stealth checks but risk verbal spell failure.
Path of Glory: Create an expanding glow that heals allies within it of 1 hp of damage.
Shield of Fortification: Target gains a 25% chance to treat critical hits and sneak attacks as normal hits.
Silent Table: Give yourself privacy by muffling sound.
Unholy Ice Weapon^{M}: Create a masterwork weapon made of frozen unholy water.
Unliving Rage: As *rage*, except affecting only undead.

3rd-Level Cleric Spells

Align Weapon, Communal: As *align weapon*, but you can divide the duration among weapons touched.
Aura Sight: Alignment auras become visible to you.
Mantle of Calm: Neutralize the rage effects of those who have attacked you.
Mark of Obvious Ethics: Other creatures can determine the target's alignment.
Stunning Barrier, Greater: Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you.

4th-Level Cleric Spells

Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you.
Bloatbomb: Kill a weak creature and turn its corpse into an explosive trap.
Enchantment Foil: Trick opponents who try to cast enchantments on you.

Guardian of Faith: Target is protected by *shield of faith* and a protection spell, and can transfer the effects to another creature.
Path of Glory, Greater: Create an expanding glow that heals allies within it of 5 hp of damage.
Persistent Vigor: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.
Shield of Fortification, Greater: Target gains a 50% chance to treat critical hits and sneak attacks as normal hits.
Speak with Haunt: Haunt answers one question/2 levels.
Spellcrash, Lesser: Target loses a 3rd-level prepared spell or spell slot.

5th-Level Cleric Spells
Planeslayer's Call: Allies gain benefits against outsiders of an alignment you choose.
Wall of Blindness/Deafness: Translucent wall blinds or deafens creatures that pass through it.

6th-Level Cleric Spells
Spellcrash: Target loses a 5th-level prepared spell or spell slot.

8th-Level Cleric Spells
Spellcrash, Greater: Target loses a 7th-level prepared spell or spell slot.

Druid Spells

1st-Level Druid Spells
Gentle Breeze: Light wind protects one target from clouds, gases, heat, and vapors.
Heightened Awareness: Your recall and ability to process information improve.
Monkey Fish: Gain a climb speed of 10 ft. and a swim speed of 10 ft. for a time.
Nauseating Dart: Poisonous stinger deals 1d2 damage and sickens target.
Thorn Javelin: Wield a javelin that sickens opponents when it strikes.
Thunderstomp: Trip one creature within range.
Wave Shield: Water blunts one incoming attack or fire effect.

2nd-Level Druid Spells
Aggressive Thundercloud: Flying storm cloud deals 3d6 electricity damage.
Air Step: Tread unsteadily on air, with limitations.
Animal Purpose Training: Animal gains a new general purpose.
Beastspeak: Speak normally while in animal form.
Climbing Beanstalk: Create a beanstalk that is easy to climb.
Companion Life Link: Sense whenever your companion is wounded and call out to it in a time of need.
Euphoric Cloud[M]: Fog obscures vision and fascinates living creatures.
Sickening Entanglement: As *entangle*, but plants have sickening sap.
Stone Discus: Flying discus deals bludgeoning or slashing damage.
Whip of Spiders: Create a whip made of poisonous spiders.

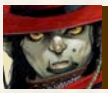
3rd-Level Druid Spells
Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.
Anchored Step: Vines beneath your feet stabilize you but slow you down.
Longstrider, Greater: As *longstrider*, plus the speeds of other movement modes increase.
Nauseating Trail: Creature leaves a trail of stinking cloud squares.
Stench of Prey: Predatory animals must successfully save or attack the target.
Thorny Entanglement: As *entangle*, plus plants make ranged attacks.
Thunderstomp, Greater: Trip multiple creatures within range.

4th-Level Druid Spells
Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage.
Creeping Ice: Sheet of ice slowly spreads outward on a horizontal surface.
Flaming Sphere, Greater: Rolling ball of fire deals 6d6 fire damage and ignites targets.
Slowing Mud: Targets are covered in mud that blinds them and acts like *slow*.

5th-Level Druid Spells
Whip of Centipedes: Create a whip made of poisonous centipedes.

6th-Level Druid Spells
Blazing Rainbow: Create bow with *brilliant energy* arrows or a bridge that helps allies and hinders opponents.
Whip of Ants: Create a whip made of army ants.

7th-Level Druid Spells
Fairy Ring Retreat: Toadstool circle leads to an extradimensional meadow.



Inquisitor Spells

1st-Level Inquisitor Spells
Animal Purpose Training: Animal gains a new general purpose.

Heightened Awareness: Your recall and ability to process information improve.
Invisibility Alarm: As *alarm*, but reacting only to invisible creatures.
Refine Improvised Weapon: Transform improvised weapon into a masterwork simple or martial weapon.
Shield of Fortification: Target gains a 25% chance to treat critical hits and sneak attacks as normal hits.
Stunning Barrier: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you.

2nd-Level Inquisitor Spells

Bullet Ward[F]: Adamantine bullets intercept firearm attacks.
Focused Scrutiny: Gain skill bonuses when interacting with the target.
Holy Ice Weapon[M]: Create a masterwork weapon made of frozen holy water.
Muffle Sound: Allies gain a bonus on Stealth checks but risk verbal spell failure.
Stricken Heart: Touch attack deals 2d6 damage and staggers target.
Unholy Ice Weapon[M]: Create a masterwork weapon made of frozen unholy water.

3rd-Level Inquisitor Spells

Adjustable Disguise: As *disguise self*, but you can change the disguise as a swift action.
Align Weapon, Communal: As *align weapon*, but you can divide the duration among weapons touched.
Mantle of Calm: Neutralize the rage effects of those who have attacked you.
Shield of Fortification, Greater: Target gains a 50% chance to treat critical hits and sneak attacks as normal hits.
Stunning Barrier, Greater: Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you.

4th-Level Inquisitor Spells

Aura Sight: Alignment auras become visible to you.
Enchantment Foil: Trick opponents who try to cast enchantments on you.
Persistent Vigor: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.
Planeslayer's Call: Allies gain benefits against outsiders of an alignment you choose.

Magus Spells

1st-Level Magus Spells

Blade Lash: Use your weapon like a whip to trip an opponent.
Blurred Movement: As *blur*, but only while you are moving.
Disguise Weapon: Changes one weapon's appearance.
Glue Seal: Makes one 5-ft. square or one object sticky.
Line in the Sand: Increase your attacks of opportunity per round.
Long Arm: Your arms lengthen, giving you extra reach.
Monkey Fish: Gain a climb speed of 10 ft. and a swim speed of 10 ft. for a time.
Phantom Blood: Gain temporary hp if Con loss would knock you out or kill you.
Sunder Breaker: The next weapon that sunders an item belonging to the target takes damage.
Sundering Shards: Sundered item explodes, dealing 1d6 damage to adjacent creatures.
Thunderstomp: Trip one creature within range.
Wave Shield: Water blunts one incoming attack or fire effect.

2nd-Level Magus Spells

Aggressive Thundercloud: Flying storm cloud deals 3d6 electricity damage.
Euphoric Cloud[M]: Fog obscures vision and fascinates living creatures.
Extreme Flexibility: Gain a bonus to AC, on Escape Artist checks, and when grappling.
Molten Orb: Molten metal splash weapon deals 2d6 fire damage plus ongoing damage.
River Whip: Create a whip of water that you wield as a weapon.
Sonic Scream: Create a cone of damaging sound at will.
Stone Discus: Flying discus deals bludgeoning or slashing damage.
Time Shudder: Nearby creatures are affected by *haste* or *slow* each round.

3rd-Level Magus Spells

Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.
Heart of the Metal[M]: Enable weapons to overcome DR like adamantine, cold iron, or silver.
Nauseating Trail: Creature leaves a trail of *stinking cloud* squares.
Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets.
Thunderstomp, Greater: Trip multiple creatures within range.

4th-Level Magus Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.
Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage.
Flaming Sphere, Greater: Rolling ball of fire deals 6d6 fire damage and ignites targets.

5th-Level Magus Spells

Vampiric Shadow Shield: As *fire shield*, except attackers take negative energy damage and attacks heal you.

Paladin Spells

1st-Level Paladin Spells

Animal Purpose Training: Animal gains a new general purpose.
Blessed Fist: Target doesn't provoke attacks of opportunity with unarmed strikes.
Shield of Fortification: Target gains a 25% chance to treat critical hits and sneak attacks as normal hits.
Stunning Barrier: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you.

2nd-Level Paladin Spells

Bullet Ward[F]: Adamantine bullets intercept firearm attacks.
Shield Companion: As *shield other*, but affecting your companion creature.
Widen Auras: Increase the range of auras bestowed by your class.

3rd-Level Paladin Spells

Bestow Auras: Transfer your paladin or antipaladin auras to another creature.
Mantle of Calm: Neutralize the rage effects of those who have attacked you.
Shield of Fortification, Greater: Target gains a 50% chance to treat critical hits and sneak attacks as normal hits.
Stunning Barrier, Greater: Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you.

4th-Level Paladin Spells

Guardian of Faith: Target is protected by *shield of faith* and a protection spell, and can transfer the effects to another creature.
Planeslayer's Call: Allies gain benefits against outsiders of an alignment you choose.

Ranger Spells

1st-Level Ranger Spells

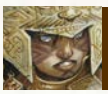
Animal Purpose Training: Animal gains a new general purpose.
Heightened Awareness: Your recall and ability to process information improve.
Invisibility Alarm: As *alarm*, but reacting only to invisible creatures.
Refine Improvised Weapon: Transform improvised weapon into a masterwork simple or martial weapon.
Thorn Javelin: Wield a javelin that sickens opponents when it strikes.
Thunderstomp: Trip one creature within range.

2nd-Level Ranger Spells

Air Step: Tread unsteadily on air, with limitations.
Bullet Ward[F]: Adamantine bullets intercept firearm attacks.
Companion Life Link: Sense whenever your companion is wounded and call out to it in a time of need.
Enemy Insight: Grant others a bonus against your favored enemies.
Shield Companion: As *shield other*, but affecting your companion creature.
Sickening Entanglement: As *entangle*, but plants have sickening sap.

3rd-Level Ranger Spells

Chameleon Stride, Greater: As *chameleon stride*[APG], but affecting all nearby creatures.
Longstrider, Greater: As *longstrider*, plus the speeds of other movement modes increase.
Stench of Prey: Predatory animals must successfully save or attack the target.
Thorny Entanglement: As *entangle*, plus plants make ranged attacks.
Thunderstomp, Greater: Trip multiple creatures within range.



Shaman Spells

1st-Level Shaman Spells

Discern Next of Kin: Read the target's mind to learn about its family.
Gentle Breeze: Light wind protects one target from clouds, gases, heat, and vapors.
Heightened Awareness: Your recall and ability to process information improve.
Hex Vulnerability: Reuse a hex on a specific target.
Monkey Fish: Gain a climb speed of 10 ft. and a swim speed of 10 ft. for a time.
Sense Spirit Magic: Gain bonuses on identifying and resisting spells associated with your spirits.
Thorn Javelin: Wield a javelin that sickens opponents when it strikes.
Wave Shield: Water blunts one incoming attack or fire effect.

2nd-Level Shaman Spells

Animal Purpose Training: Animal gains a new general purpose.

Beastspeak: Speak normally while in animal form.
Buoyancy: Targets easily float on water.
Focused Scrutiny: Gain skill bonuses when interacting with the target.
Life Pact: Affected creatures automatically donate hp to stabilize fallen ally.
Shield Companion: As *shield other*, but affecting your companion creature.
Sickening Entanglement: As *entangle*, but plants have sickening sap.

3rd-Level Shaman Spells

Anchored Step: Vines beneath your feet stabilize you but slow you down.
Aura Sight: Alignment auras become visible to you.
Font of Spirit Magic[M]: When allies cast your spirit's spells, they gain other bonuses.
Hex Glyph[M]: Inscription casts your hex on those who pass it.
Mantle of Calm: Neutralize the rage effects of those who have attacked you.
Mindlocked Messenger: Target gains a message that can be given only to its intended recipient.
Nauseating Trail: Creature leaves a trail of *stinking cloud* squares.
Pierce Disguise: See through low-level magical disguises.
Polymorph Familiar: Give your familiar the shape of another animal.
Speak with Haunt: Haunt answers one question/2 levels.
Stench of Prey: Predatory animals must successfully save or attack the target.
Stricken Heart: Touch attack deals 2d6 damage and staggers target.
Thorny Entanglement: As *entangle*, plus plants make ranged attacks.

4th-Level Shaman Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.
Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.
Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you.
Curse of Burning Sleep: Creature catches fire the next time it sleeps for an hour.
Persistent Vigor: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.
Slowing Mud: Targets are covered in mud that blinds them and acts like *slow*.

5th-Level Shaman Spells

Feast on Fear: Targets are panicked, and you gain temporary hit points.
Hex Glyph, Greater[M]: Inscription casts your hex or major hex on those who pass it.

7th-Level Shaman Spells

Fairy Ring Retreat: Toadstool circle leads to an extradimensional meadow.

Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Adhesive Spittle: Spit a tanglefoot bag at a creature.
Alter Musical Instrument[F]: Make one instrument sound like a different kind of instrument.
Blurred Movement: As *blur*, but only while you are moving.
Body Capacitance: Store electricity attacks used against you and release the energy as a touch attack.
Discern Next of Kin: Read the target's mind to learn about its family.
Disguise Weapon: Changes one weapon's appearance.
Gentle Breeze: Light wind protects one target from clouds, gases, heat, and vapors.
Glue Seal: Makes one 5-ft. square or one object sticky.
Heightened Awareness: Your recall and ability to process information improve.
Invisibility Alarm: As *alarm*, but reacting only to invisible creatures.
Line in the Sand: Increase your attacks of opportunity per round.
Long Arm: Your arms lengthen, giving you extra reach.
Memorize Page[F]: Target perfectly memorizes one page of information.
Mirror Polish: Polish a metal item until it's usable as a mirror.
Monkey Fish: Gain a climb speed of 10 ft. and a swim speed of 10 ft. for a time.
Phantom Blood: Gain temporary hp if Con loss would knock you out or kill you.
Refine Improvised Weapon: Transform improvised weapon into a masterwork simple or martial weapon.
Repair Undead: Heals one undead of 1d8 hp + 1/level (max +5).
Stunning Barrier: Magical field grants a +1 bonus to AC and on saves, and stuns one creature attacking you.
Sunder Breaker: The next weapon that sunders an item belonging to the target takes damage.
Sundering Shards: Sundered item explodes, dealing 1d6 damage to adjacent creatures.
Thunderstomp: Trip one creature within range.
Wave Shield: Water blunts one incoming attack or fire effect.

2nd-Level Sorcerer/Wizard Spells

Adhesive Blood: Attackers' weapons stick to your gluey blood.

Aggressive Thundercloud: Flying storm cloud deals 3d6 electricity damage.
Air Step: Tread unsteadily on air, with limitations.
Blood Armor: Your blood hardens when you are wounded, increasing your AC.
Bullet Ward[F]: Adamantine bullets intercept firearm attacks.
Buoyancy: Targets easily float on water.
Companion Life Link: Sense whenever your companion is wounded and call out to it in a time of need.
Crimson Confession: Touching the marked object or area turns one's skin red.
Euphoric Cloud[M]: Fog obscures vision and fascinates living creatures.
Extreme Flexibility: Gain a bonus to AC, on Escape Artist checks, and when grappling.
Investigative Mind: Roll twice and take the higher roll when using certain mental skills.
Life Pact: Affected creatures automatically donate hp to stabilize fallen ally.
Mirror Hideaway: As many as eight creatures hide in an extradimensional space.
Molten Orb: Molten metal splash weapon deals 2d6 fire damage plus ongoing damage.
River Whip: Create a whip of water that you wield as a weapon.
Silent Table: Give yourself privacy by muffling sound leaving the area.
Sonic Scream: Create a cone of damaging sound at will.
Stone Discus: Flying discus deals bludgeoning or slashing damage.
Stricken Heart: Touch attack deals 2d6 damage and staggers target.
Time Shudder: Nearby creatures are affected by *haste* or *slow* each round.
Twilight Haze: Illusory fog obscures vision.
Whip of Spiders: Create a whip made of poisonous spiders.

3rd-Level Sorcerer/Wizard Spells

Adjustable Disguise: As *disguise self*, but you can change the disguise as a swift action.
Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.
Anchored Step: Vines beneath your feet stabilize you but slow you down.
Aura Sight: Alignment auras become visible to you.
Barrow Haze: Fog obscures the vision of others and extends the range of your hexes.
Blood Sentinel[M]: Animate an animal sculpture to be your temporary familiar.
Contingent Action: Set the condition for triggering a target's readied standard, move, or swift action.
Disable Construct: Touch attack makes a construct helpless for 1 round/level.
Heart of the Metal[M]: Enable weapons to overcome DR like adamantine, cold iron, or silver.
Mindlocked Messenger: Target gains a message that can be given only to its intended recipient.
Nauseating Trail: Creature leaves a trail of *stinking cloud* squares.
Pierce Disguise: See through low-level magical disguises.
Polymorph Familiar: Give your familiar the shape of another animal.
Shield Companion: As *shield other*, but affecting your companion creature.
Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, less against armored targets.
Stunning Barrier, Greater: Magical field grants a +2 bonus to AC and on saves, and stuns multiple creatures attacking you.
Thunderstomp, Greater: Trip multiple creatures within range.
Unliving Rage: As *rage*, except affecting only undead.
Wall of Nausea: Creatures that pass through the wall are nauseated and might fall prone.

4th-Level Sorcerer/Wizard Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.
Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage.
Bloatbomb: Kill a weak creature and turn its corpse into an explosive trap.
Contingent Scroll[F, M]: Transfer a scroll's power to the target; the scroll is then triggered as *contingency*.
Creeping Ice: Sheet of ice slowly spreads outward on a horizontal surface.
Curse of Burning Sleep: Creature catches fire the next time it sleeps for an hour.
Enchantment Foil: Trick opponents who try to cast enchantments on you.
Eyes of the Void: See 60 ft. in darkness, including magical darkness.
Flaming Sphere, Greater: Rolling ball of fire deals 6d6 fire damage and ignites targets.
Mirror Transport: Mirror becomes a multiple-use *dimension door*.
Spellcrash, Lesser: Target loses a 3rd-level prepared spell or spell slot.
Symbol of Laughter[M]: Triggered rune makes nearby creatures lose actions for 1 round/level.
Triggered Suggestion: As *suggestion*, but triggered only and target doesn't remember the suggestion.
Unbearable Brightness: Your glowing body dazzles or blinds others.
Wall of Blindness/Deafness: Translucent wall blinds or deafens creatures that pass through it.

5th-Level Sorcerer/Wizard Spells

Feast on Fear: Targets are panicked, and you gain temporary hit points.
Repair Undead, Mass: Heals undead of 1d8 hp + 1/level; affects 1 undead/level.
Vampiric Shadow Shield: As *fire shield*, except attackers take negative energy damage and attacks heal you.
Whip of Centipedes: Create a whip made of poisonous centipedes.

6th-Level Sorcerer/Wizard Spells

Banshee Blast: Cone deals 1d4 per level and panics creatures.
Sonic Form: Turn yourself into a creature of semisolid sound.
Spellcrash: Target loses a 5th-level prepared spell or spell slot.
Whip of Ants: Create a whip made of army ants.

7th-Level Sorcerer/Wizard Spells

Dimensional Bounce: Teleport multiple times between two designated locations.

8th-Level Sorcerer/Wizard Spells

Spellcrash, Greater: Target loses a 7th-level prepared spell or spell slot.

Summoner Spells

1st-Level Summoner Spells

Blurred Movement: As *blur*, but only while you are moving.
Glue Seal: Makes one 5-ft. square or one object sticky.
Long Arm: Your arms lengthen, giving you extra reach.

2nd-Level Summoner Spells

Blood Armor: Your blood hardens when you are wounded, increasing your AC.
Time Shudder: Nearby creatures are affected by *haste* or *slow* each round.
Whip of Spiders: Create a whip made of poisonous spiders.

3rd-Level Summoner Spells

Creeping Ice: Sheet of ice slowly spreads outward on a horizontal surface.
Shield Companion: As *shield other*, but affecting your companion creature.

4th-Level Summoner Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.

5th-Level Summoner Spells

Whip of Centipedes: Create a whip made of poisonous centipedes.

6th-Level Summoner Spells

Dimensional Bounce: Teleport multiple times between two designated locations.
Whip of Ants: Create a whip made of army ants.

Witch Spells

1st-Level Witch Spells

Adhesive Spittle: Spit a tanglefoot bag at a creature.
Alter Musical Instrument[F]: Make one instrument sound like a different kind of instrument.
Animal Purpose Training: Animal gains a new general purpose.
Discern Next of Kin: Read the target's mind to learn about its family.
Disguise Weapon: Changes one weapon's appearance.
Gentle Breeze: Light wind protects one target from clouds, gases, heat, and vapors.
Hex Vulnerability: Reuse a hex on a specific target.
Long Arm: Your arms lengthen, giving you extra reach.
Memorize Page[F]: Target perfectly memorizes one page of information.
Mirror Polish: Polish a metal item until it's usable as a mirror.
Nauseating Dart: Poisonous stinger deals 1d2 damage and sickens target.
Sundering Shards: Sundered item explodes, dealing 1d6 damage to adjacent creatures.
Wave Shield: Water blunts one incoming attack or fire effect.

2nd-Level Witch Spells

Adhesive Blood: Attackers' weapons stick to your blood.
Aggressive Thundercloud: Flying storm cloud deals 3d6 electricity damage.
Air Step: Tread unsteadily on air, with limitations.
Anonymous Interaction: Creatures forget details about you and conversations with you.
Beastspeak: Speak normally while in animal form.
Blood Armor: Your blood hardens when you are wounded, increasing your AC.
Bullet Ward[F]: Adamantine bullets intercept firearm attacks.
Buoyancy: Targets easily float on water.
Climbing Beanstalk: Create a beanstalk that is very easy to climb.
Companion Life Link: Sense whenever your companion is wounded and call out to it in a time of need.

Crimson Confession: Touching the marked object or area turns one's skin red.
Euphoric Cloud[M]: Fog obscures vision and fascinates living creatures.
Extreme Flexibility: Gain a bonus to AC, on Escape Artist checks, and when grappling.
Investigative Mind: Roll twice and take the higher roll when using certain mental skills.
Life Pact: Affected creatures automatically donate hp to stabilize fallen ally.
Mirror Hideaway: As many as eight creatures hide in an extradimensional space.
Molten Orb: Molten metal splash weapon deals 2d6 fire damage plus ongoing damage.
River Whip: Create a whip of water that you wield as a weapon.
Silent Table: Give yourself privacy by muffling sound leaving the area.
Stone Discus: Flying discus deals bludgeoning or slashing damage.
Stricken Heart: Touch attack deals 2d6 damage and staggers target.
Twilight Haze: Illusory fog obscures vision.
Whip of Spiders: Create a whip made of poisonous spiders.

3rd-Level Witch Spells

Adjustable Disguise: As *disguise self*, but you can change the disguise as a swift action.
Air Geyser: Blast of air deals 2d6 bludgeoning damage and knocks opponent upward.
Anchored Step: Vines beneath your feet stabilize you but slow you down.
Aura Sight: Alignment auras become visible to you.
Barrow Haze: Fog obscures the vision of others and extends the range of your hexes.
Disable Construct: Touch attack makes a construct helpless for 1 round/level.
Heart of the Metal[M]: Enable weapons to overcome DR like adamantine, cold iron, or silver.
Hex Glyph[M]: Inscription casts your hex on those who pass it.
Mindlocked Messenger: Target gains a message that can be given only to its intended recipient.
Nauseating Trail: Creature leaves a trail of *stinking cloud* squares.
Pierce Disguise: See through low-level magical disguises.
Polymorph Familiar: Give your familiar the shape of another animal.
Silver Darts: Cone of silver darts deals 1d6 piercing damage/level, more against unarmored targets.
Thorny Entanglement: As *entangle*, plus plants make ranged attacks.
Unliving Rage: As *rage*, except affecting only undead.

4th-Level Witch Spells

Adjustable Polymorph: As *alter self*, but you can change the shape as a swift action.
Aggressive Thundercloud, Greater: Flying storm cloud deals 6d6 electricity damage.
Anti-Incorporeal Shell: Incorporeal creatures stay 10 ft. away from you.
Curse of Burning Sleep: Creature catches fire the next time it sleeps for an hour.
Enchantment Foil: Trick opponents who try to cast enchantments on you.
Mirror Transport: Mirror becomes a multiple-use *dimension door*.
Persistent Vigor: Gain fast healing 2, immunity to bleed, and faster recovery from diseases and poisons.
Speak with Haunt: Haunt answers one question/2 levels.
Spellcrash, Lesser: Target loses a 3rd-level prepared spell or spell slot.
Symbol of Laughter[M]: Triggered rune makes nearby creatures lose actions for 1 round/level.
Triggered Suggestion: As *suggestion*, but triggered only and target doesn't remember the suggestion.
Unbearable Brightness: Your glowing body dazzles or blinds others.
Wall of Blindness/Deafness: Creatures that pass through a translucent wall are blinded or deafened.

5th-Level Witch Spells

Feast on Fear: Targets are panicked, and you gain temporary hit points.
Hex Glyph, Greater[M]: Inscription casts your hex or major hex on those who pass it.
Whip of Centipedes: Create a whip made of poisonous centipedes.

6th-Level Witch Spells

Banshee Blast: Cone deals 1d4 per level and panics creatures.
Spellcrash: Target loses a 5th-level prepared spell or spell slot.
Whip of Ants: Create a whip made of army ants.

7th-Level Witch Spells

Dimensional Bounce: Teleport multiple times between two designated locations.
Fairy Ring Retreat: Toadstool circle leads to an extradimensional meadow.
Familiar Double: As *project image*, but the image follows your familiar.

8th-Level Witch Spells

Spellcrash, Greater: Target loses a 7th-level prepared spell or spell slot.

Spell Descriptions

Adhesive Blood

School transmutation; **Level** alchemist 2, bloodrager 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
Saving Throw Reflex negates (see text); **Spell Resistance** no
Your blood thickens to becomes a glue-like substance upon contact with air. A piercing or slashing weapon that deals hit point damage to you is stuck fast unless the wielder succeeds at a Reflex save. A creature can pry off a stuck weapon on its turn as a standard action with a successful Strength check against the spell's DC. Strong alcohol or *universal solvent* dissolves the adhesive. The glue breaks down 5 rounds after you die, or when the duration ends. This glue has no effect while underwater or in environments that lack air.

Adhesive Spittle

School conjuration (creation); **Level** alchemist 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range 15 ft.
Target one creature
Duration 1 round/level or until discharged (see text)
Saving Throw Reflex partial; **Spell Resistance** no
Once during this spell's duration, you can spit a viscous liquid as a standard action. This liquid functions as a tanglefoot bag, except you do not have to make a successful attack roll to hit your target. The DCs to counteract this adhesive (to avoid being stuck to the floor, to fly, to break the adhesive, or to cast a spell) use the spell's DC rather than a tanglefoot bag's normal DCs. The adhesive persists for 2d4 rounds after you spit it.

Adjustable Disguise

School illusion (glamer); **Level** alchemist 3, antipaladin 3, bard 3, inquisitor 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level (D)
This spell functions as *disguise self*, except as a swift action you can alter the disguise (within the limitations of *disguise self*). For example, you could make yourself look like a young human city guard, then an old elven wizard of the opposite gender, then a halfling thief, and so on. You can change the disguise a number of times equal to your caster level.

Adjustable Polymorph

School transmutation (polymorph); **Level** alchemist 4, bard 4, magus 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4
Casting Time 1 standard action
Components V, S, M (a small piece of doppelganger flesh)
Range personal
Target you
Duration 1 minute/level (D)
This spell functions as *alter self*, except you can as a swift action alter the disguise (within the limitations of *alter self*). For example, you could transform yourself into a halfling, then a lizardfolk, then an elf, and so on. You can change your form a number of times equal to your caster level.

Aggressive Thundercloud

School evocation [electricity]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF (a piece of a tree struck by lightning)
Range medium (100 ft. + 10 ft./level)
Effect 5-ft.-diameter sphere
Duration 1 round/level
Saving Throw Reflex negates; **Spell Resistance** yes
A crackling, spherical storm cloud flies in whichever direction you point and deals electricity damage to those it strikes. It has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the storm stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates that damage. It provides concealment (20% miss chance) to anything within it, and its flickering light illuminates the same area a candle would.

The sphere moves as long as you actively direct it (as a move action for you); otherwise, it stays at rest and crackles with lightning. It can be moved by wind effects and counts as a Small creature for the purpose of determining how winds affect it. The sphere has no physical substance and cannot exert any force on corporeal creatures or objects. It disperses if it exceeds the spell's range.

Aggressive Thundercloud, Greater

School evocation [electricity, sonic]; **Level** druid 4, magus 4, sorcerer/wizard 4, witch 4
Saving Throw Reflex negates and Fortitude negates (see text); **Spell Resistance** yes
This spell functions as *aggressive thundercloud*, except it deals 6d6 points of electricity damage to any creature it strikes. The first creature damaged by the cloud is also stunned for 1 round (Fortitude negates); this is a sonic effect.

AIR GEYSER

School evocation [air], **Level** bloodrager 3, druid 3, magus 3, shaman 4, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object up to Large size
Duration instantaneous
Saving Throw Reflex partial (see text); **Spell Resistance** yes

You create a powerful blast of air capable of flinging an opponent upward. If the target fails its Reflex save, the force of the air deals 2d6 points of bludgeoning damage and hurls the target upward a number of feet equal to 5 × your caster level. If a solid object (such as a ceiling) is encountered, the target strikes the object in the same manner as it would during a normal fall. After this blast of air ceases, the target falls down (unless it was flying), taking falling damage as normal. A successful save means the target takes half damage from the air blast but is not moved by it.

AIR STEP

School transmutation [air]; **Level** alchemist 2, bard 2, cleric 2, druid 2, ranger 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a goose feather)
Range personal
Target you
Duration 1 minute/level

This spell functions as *air walk*, except you can rise no higher than 1 foot off the ground, you cannot pass over liquid, and the air you walk on is less stable than solid ground. When walking on air, you ignore difficult terrain that is less than 1 foot high, you do not trigger effects based on weight (such as a pressure plate), and any creature trying to track you through areas you crossed with this spell takes a –10 penalty on its Perception or Survival check to do so. Because of the instability of the air you walk on, your speed is reduced by 10 feet (to a minimum of 5 feet) and you take a –4 penalty on Acrobatics, Climb, and Ride checks.

If you have 1 rank in Fly, your speed is not reduced when you use this spell, and you can cross over liquid at half speed. If you have 5 ranks in Fly, you can cross liquid at full speed and do not take the penalties to your skill checks.

ALIGN WEAPON, COMMUNAL

School transmutation [see text]; **Level** cleric 3, inquisitor 3
Casting Time 1 standard action
Components V, S, DF
Range touch
Target weapons or projectiles touched
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions as *align weapon*, except you divide the duration in 1-minute increments between any number of touched weapons. Every group of up to 50 projectiles (which must be together at the time of casting) counts as one weapon for the purpose of dividing the spell's duration.

ALTER MUSICAL INSTRUMENT

School illusion (figment); **Level** bard 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, F (an instrument)
Range close (25 ft. + 5 ft./2 levels)
Target one musical instrument
Duration 1 hour/level (D)
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You alter an instrument so it sounds like a different kind of instrument you are familiar with. The change could be minor (such as making a lute sound like a guitar) or major (making a keyboard sound like drums). All other aspects of the instrument—such as volume, pitch, and how it is played—are unchanged. For example, a piccolo made to sound like an organ is no louder than a normal piccolo, can produce only high notes in the piccolo range, and is a wind instrument.

ANCHORED STEP

School transmutation; **Level** alchemist 3, druid 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a bit of oak root)
Range personal
Target you
Duration 10 minutes/level (D)

Powerful tendrils grow out of the bottom of your feet or footwear, partially anchoring you to the ground and making it more difficult for others to move you against your will. These tendrils dig into any surface, but leave no trace of your passing. You gain a +10 bonus to your CMD against bull rush, overrun, pull, push, reposition, and trip combat maneuvers, as well as any other effect that would move you from your current position (such as being swallowed whole) or would knock you prone. The tendrils slow your movement, however; your speed is reduced by 10 feet (to a minimum of 5 feet). This spell has no effect if you are moving without touching the ground (climbing, flying, swimming, and so on).

ANIMAL PURPOSE TRAINING

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, bard 2, druid 2, inquisitor 1, paladin 1, ranger 1, shaman 2, witch 1
Casting Time 1 minute
Components V, S, M (a swatch of black cloth)
Range close (25 ft. + 5 ft./2 levels)

Target one indifferent or friendly animal
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes
You instill the target animal with a general purpose (see the Handle Animal skill), which can be any purpose except combat training—fighting, guarding, heavy labor, hunting, performance, or riding. This purpose supersedes the animal's previous trained purpose and any tricks it knows. When the spell ends, the animal reverts to its previous trained purpose and known tricks.

ANONYMOUS INTERACTION

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration permanent (see text)
Saving Throw Will negates; **Spell Resistance** yes
You cause the targets to forget all but the most general information about you. If they saw you or interacted with you, they still remember your presence and your general shape (such as humanoid), as well as the gist of your interactions with them (such as "She was asking about the queen"), but they don't remember specifically what you said, details of your appearance, or any identifying information about you. This spell targets any memories of you in the minute preceding its casting, but is otherwise permanent.

ANTI-INCORPOREAL SHELL

School abjuration; **Level** cleric 4, shaman 4, witch 4
Casting Time 1 round
Components V, S, DF
Range 10 ft.
Area 10-ft.-radius emanation centered on you
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes
You bring into being a mobile, hemispherical energy field that incorporeal creatures cannot enter.

This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

AURA SIGHT

School divination; **Level** alchemist 3, cleric 3, inquisitor 4, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
This spell makes your eyes glow and allows you to see alignment auras within 120 feet of you. The effect is similar to that of a *detect chaos/evil/good/law* spell, but *aura sight* does not require concentration, and it discerns an aura's location and power more quickly.

You know the location and power of all chaotic, evil, good, and lawful auras within your sight. An aura's power depends on a creature's Hit Dice or an item's caster level, as noted in the description of the *detect evil* spell. If an item or a creature bearing an aura is in line of sight, you can attempt a Knowledge (religion) check to determine the aura's strength (one check per aura; DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect).

Aura sight can be made permanent with a *permanency* spell by a caster of 11th level or higher at a cost of 7,500 gp.

BANSHEE BLAST

School necromancy [death, fear, mind-affecting, sonic]; **Level** sorcerer/wizard 6, witch 6
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area cone-shaped burst
Duration instantaneous and 1 round/level (see text)
Saving Throw Reflex half and Will negates (see text); **Spell Resistance** yes
You create a cone of spectral energy resembling screaming elven ghosts that deals 1d4 points of damage per caster level (maximum 15d4); a successful Reflex save halves this damage. Any creature that fails its Reflex save must succeed at a Will save or become panicked for 1 round/level.

BARROW HAZE

School necromancy; **Level** sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no
Barrow haze creates a bank of fog similar to that created by *fog cloud*, except the vapors are black and they have a necromantic link to you. The vapors do not interfere with your vision. Because of your link to the haze, if any part of it is within 30 feet of you, any creatures within the haze count as in range for the purpose of using any of your hexes that have a maximum range of 30 feet.

For example, suppose you have the slumber hex, you are 25 feet from one edge of the haze, and an opponent is 40 feet farther away at the other extreme of the cloud. You can use your slumber hex on that opponent even though it is actually 65 feet away from you.

Beastspeak

School divination; **Level** druid 2, shaman 2, witch 2
Casting Time 1 standard action
Components S, DF
Range personal
Target you
Duration 10 minutes/level
When you're in the form of an animal (such as when you are using wild shape or are affected by a polymorph effect), you can speak normally, including when you cast spells with verbal components, and you sound like your normal self when you speak. You can cast this spell while you're in animal form, using animal-appropriate somatic components.

Bestow Auras

School abjuration; **Level** antipaladin 3, paladin 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes
You transfer one or more of your paladin or antipaladin auras (such as aura of courage and aura of resolve) to another creature. You retain the personal effect of that aura, but the target becomes the center of the aura effect instead of you. For example, if you transfer your aura of courage, you remain immune to fear, but the target becomes the center of the aura that grants a +4 morale bonus on saves against fear effects. If an aura functions only when you are conscious, the transferred aura functions only when the target is conscious. If an aura functions only when you expend uses of another ability (such as with aura of justice or aura of vengeance), the transferred aura functions only if the target has that other ability and expends uses of it to activate the aura.

You cannot transfer an aura that affects only you (such as aura of good).

Blade Lash

School transmutation; **Level** bloodrager 1, magus 1
Casting Time 1 standard action
Components V, S
Range touch
Target your melee weapon
Duration instantaneous
Saving Throw none; **Spell Resistance** no
Your weapon elongates and becomes whiplike. As part of casting this spell, you can use this weapon to attempt a trip combat maneuver against one creature within 20 feet, and you gain a +10 bonus on your roll, after which the weapon returns to its previous form.

Blazing Rainbow

School evocation [light]; **Level** druid 6
Casting Time 1 round
Components V, S, M (a drop of rainwater)
Range 0 ft. or 10 ft./level
Effect bow or bridge of light
Duration 1 minute/level or until discharged (see text)
Saving Throw none; **Spell Resistance** no
You create a spectrum of multicolored solid light that can be used for one of two effects.

Bow: The spell creates a longbow or a shortbow appropriate for your size, and you are proficient in the use of this weapon. When drawn, the bow automatically creates a *+1 seeking brilliant energy arrow*; it cannot fire any other arrows. A creature struck by one of these arrows is surrounded by *faerie fire* and dazzled for 1 minute. This version of the spell ends when you have fired a number of arrows equal to your caster level.

Bridge: The light forms a bridge or a ramp 5 feet wide and up to 10 feet long per caster level. Creatures on the bridge are dazzled. Allies gain a bonus equal to your Wisdom modifier (minimum 1) on checks, saves, and to their CMD to resist being moved from the bridge against their will. Enemies take a penalty equal to your Wisdom modifier (minimum 1) on checks, on saves, and to CMD to resist being moved from the bridge against their will.

Blessed Fist

School transmutation [good]; **Level** cleric 1, paladin 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw none; **Spell Resistance** yes
The target is considered to be armed even when unarmed, so it doesn't provoke attacks of opportunity when it attacks foes with unarmed strikes. Its unarmed strikes can deal lethal or nonlethal damage (target's choice). If the target already has this ability (such as from the monk unarmed strike ability or the Improved Unarmed Strike feat), its unarmed strikes gain a +1 enhancement bonus on attack rolls and damage rolls, and they count as good-aligned weapons for the purpose of overcoming damage reduction.

Bloatbomb

School necromancy [acid, death]; **Level** antipaladin 4, cleric 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target living creature touched
Duration instantaneous and 1 minute/level (see text)

Saving Throw Fortitude negates or Reflex half (see text); **Spell Resistance** yes
The target creature dies if it fails a Fortitude saving throw and its Hit Dice are no more than half your caster level. If it dies, its corpse rapidly putrefies. The next creature to touch the corpse within 1 minute per level of the target's death causes the corpse to explode in a 10-foot-radius burst, dealing 3d6 points of acid damage (Reflex half).

BLOOD ARMOR

School transmutation; **Level** alchemist 2, bloodrager 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
Your blood becomes as hard as iron upon contact with air. Each time you take at least 5 points of piercing or slashing damage, your armor gains a +1 enhancement bonus to your AC. An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell. This enhancement bonus stacks with itself, but not with an existing enhancement bonus, to a maximum enhancement bonus of +5. This spell has no effect while you are underwater or in an environment that lacks air.

BLOOD SENTINEL

School transmutation; **Level** alchemist 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a life-sized animal sculpture of a familiar made of clay, cloth, stone, or wood, plus mandrake root worth 25 gp)
Range touch
Target one animal sculpture
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no (harmless)
After casting this spell, you pour a few drops of your blood and saliva into the mouth of the animal sculpture material component, temporarily giving it life. The animal is bonded to you as if it were a familiar, and it has the abilities of a familiar (use your caster level as your effective wizard level to determine its abilities), but it does not grant you the Alertness feat or the special ability of its animal type. If your blood sentinel is slain, you take 2 points of Intelligence drain and the blood sentinel's body becomes a destroyed statue. This spell has no effect if you already have a familiar or another blood sentinel.

BLURRED MOVEMENT

School illusion (glamer); **Level** alchemist 1, bard 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)
This spell functions as *blur*, except the blurring occurs only when you move at least 10 feet on your turn and ceases at the end of your movement. It is therefore mainly used to protect against attacks on your turn, such as attacks of opportunity. If you move at least twice your speed on your turn, the blurring lasts until the start of your next turn.

BODY CAPACITANCE

School transmutation [electricity]; **Level** alchemist 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (an iron coil)
Range personal
Target you
Duration 1 minute/level or until discharged (see text)
If you take electricity damage while this spell is active, some of the energy is stored on your skin, as per when holding the charge on a touch spell. You can release this stored electricity by making a melee touch attack. You gain a +3 bonus on the attack roll if your opponent is wearing metal armor, is carrying a metal weapon, or is made of metal. The target of your touch attack is dealt electricity damage equal to half the amount of electricity damage you took after you cast this spell (for example, if you saved for half damage against a *lightning bolt* and took only 15 points of electricity damage, your next touch attack deals 7 points of electricity damage). This spell is discharged once you hit with a melee touch attack to deliver its damage. If you take electricity damage multiple times while this spell is active, use the largest amount of electricity damage you took to determine your touch attack damage.

BULLET WARD

School abjuration; **Level** antipaladin 2, bard 2, inquisitor 2, paladin 2, ranger 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, F (one to four adamantine bullets, each worth 61 gp)
Range personal
Target you
Duration 10 minutes/level or until discharged
You toss several adamantine bullets into the air, which then hover protectively nearby and intercept firearm attacks targeting you. The number of bullets protecting you is equal to half your caster level (maximum 4). When an opponent takes a shot at you with a firearm, as an immediate action you can designate a hovering bullet to attempt to block the attack, increasing your AC against that attack by 10. Doing this destroys the adamantine bullet whether or not the attack hits. The spell is discharged when all affected adamantine

bullets are destroyed or taken from you. Each adamantine bullet has AC 24, 20 hit points, and hardness 20.

BUOYANCY

School transmutation; **Level** bard 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time 1 immediate action
Components V
Range close (25 ft. + 5 ft./2 levels)
Targets one Medium or smaller object or creature/level, no two of which can be more than 20 ft. apart
Duration up to 1 round/level (see text)
Saving Throw Will negates (harmless) or Will negates (object); **Spell Resistance** yes (object)

The affected targets become incredibly buoyant, floating naturally on any water at least 1 foot deep. An affected creature that deliberately tries to submerge must succeed at a DC 20 Swim check every round to stay underwater. If a target spends at least 1 round on dry land, the spell ends for that creature only.

CHAMELEON STRIDE, GREATER

School illusion (glamer); **Level** ranger 3
Range 5 ft.
Area allies in a 10-ft.-radius emanation centered on you
Duration 1 minute/level (see text)

This spell functions as *chameleon stride* (*Advanced Player's Guide* 210), except it confers its bonuses upon all allies within 10 feet of you at the time the spell is cast. Those affected by this spell are able to see each other and themselves as if they were unaffected by the spell. If an affected creature moves out of the area, it loses the benefit of the spell. Creatures that move into the area after the spell is cast do not gain its benefit.

CLIMBING BEANSTALK

School conjuration (creation); **Level** druid 2, witch 2
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect 5-ft. square of climbable beanstalks
Duration instantaneous

You cause a thick, sturdy beanstalk to sprout from the ground and grow upward to a height of 10 feet + 5 feet per 2 caster levels. The growing stalk anchors itself to sturdy objects such as walls or ceilings, and grows around objects that do not fully obstruct its square (such as tree branches), but is stopped by solid obstacles. The beanstalk provides numerous hand- and footholds (Climb DC 5). The beanstalk can support up to 200 pounds plus 50 pounds per caster level, or double that amount if anchored on its upper end. If it anchors itself to a sturdy mobile object (such as a ship or a siege engine), breaking the object free requires a DC 23 Strength check or cutting through the beanstalk (hardness 2, hp 40).

If the ground is capable of supporting plant life, the beanstalk continues to live as a normal plant, and it produces nutritious (if unappetizing) beans. Otherwise, the plant dies after 1d6 hours; its husk remains as durable as a small tree.

COMPANION LIFE LINK

School necromancy; **Level** druid 2, ranger 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Component V, S, M/DF (a drop of eidolon ichor)
Range touch
Target one of your animal companions or your familiar
Duration 1 minute/level (see text)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You create a life link between yourself and the target. You sense whenever the target is wounded and are made immediately aware if the target is slain. If you are wounded or slain, the target is made aware. As a free action, you can call out to the target, causing it to return to you (if able and willing); doing this ends the spell.

CONTINGENT ACTION

School evocation; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 minute
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one willing creature
Duration 1 minute/level (D) or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains an extra action that becomes available when a condition that you dictate is met. At the time of casting, you dictate the condition, and the target specifies a readied action that occurs when triggered by this condition.

The condition needed to trigger the readied action must be clear, although it can be general. If a complicated or convoluted condition is prescribed, the whole combination might fail when triggered. For example, suppose the trigger and the action are stated as "If the target is attacked while he is not holding a weapon, he draws a weapon." If the target has no weapon to draw when the trigger occurs, the action fails. If the trigger and the action are "If an ally within 20 feet falls unconscious, the target moves to a space adjacent to that ally" but the target is chained to a wall when the trigger occurs and can't reach the unconscious ally, the action fails.

The readied action must be a standard, a move, or a swift action, and it cannot be used to cast a spell or use a supernatural ability. This action counts as a readied action and doesn't count toward the number of actions the creature can take in a round. When the condition occurs, the target can decide not to use the readied action. Once the condition is triggered, the spell is discharged—whether or not the target uses the readied action or the action is successful.

This spell counts as a *contingency* spell for the purpose of having multiple contingent effects on a creature at the same time.

CONTINGENT SCROLL

School evocation; **Level** bard 4, sorcerer/wizard 4
Casting Time 10 minutes
Components V, S, M (the scroll to be triggered; see text), F (a platinum quill worth 100 gp)
Range personal
Target you
Duration 10 minutes/level (D) or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You transfer the power of a scroll to the target so that it comes into effect under some condition you dictate. Casting this spell destroys the scroll, but allows the spell in it to be triggered in a manner similar to the *contingency* spell. The spell on the scroll must be a spell on your spell list, it must affect the target of this spell (the target of this spell is considered the caster of the scroll), and its level must be no higher than one-fourth your caster level (maximum 5th level).

The writing on the scroll appears on the target's skin in any location you desire; this writing does not harm or interfere with the target in any way, and doesn't need to be on exposed skin to function. For example, you could make the writing appear under a target's clothing. The writing on the target's skin can be deciphered and identified as if it were the scroll it was copied from. Damaging the target has no effect on the stored spell, but effects such as *erase* that target magical writing can affect it.

The condition needed to bring the spell into effect must be clear, although it can be general. In all cases, this spell immediately brings into effect the scroll's spell, the latter being effectively cast instantaneously when the trigger occurs. If a complicated or convoluted condition is prescribed, the whole spell combination (the *contingent scroll* and the scroll's spell) might fail when triggered. The scroll's spell occurs based solely on the stated conditions, regardless of whether you want it occur to at that moment.

This spell counts as a *contingency* spell for the purpose of having multiple contingent effects on a creature at the same time.

CREEPING ICE

School evocation [cold]; **Level** druid 4, sorcerer/wizard 4, summoner 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect anchored plane of ice, up to one 10-ft. square/level
Duration 10 minutes/level
Saving Throw Reflex negates (see text); **Spell Resistance** yes

This spell covers the floor, the ground, or some other calm horizontal surface (such as a placid lake or a gentle river) with a sheet of slowly growing ice. The initial sheet of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. The ice is hard, strong, and opaque, and is 1 inch thick per caster level. The ice is strong enough to support the weight of a typical horse, making it possible for creatures to cross a body of water.

Each 10-foot square of ice has 3 hit points per inch of thickness. Creatures can hit the ice automatically. A section of ice whose hit points drop to 0 is destroyed, leaving an area of ice chunks, slush, and snow that counts as difficult terrain. If a creature tries to break through the ice with a single attack, the DC of the Strength check is 15 + your caster level.

Each round on your turn, the sheet of ice grows 1 foot in all directions except toward you. This growth is slow enough that any creature in the area has time to move out of the way or step onto the ice. If the growing ice completely covers a creature's square, the creature must choose whether it moves onto the sheet of ice, is knocked prone on the sheet of ice, or is bull rushed into an adjacent square.

CRIMSON CONFESSION

School abjuration; **Level** sorcerer/wizard 2, witch 2
Casting Time 10 minutes
Components V, S
Range touch
Target or Area object touched or up to 1 sq. ft.
Duration permanent and 1 hour/level (see text)
Saving Throw Fortitude negates; **Spell Resistance** yes

You ward an object or an area with your personal rune or mark. You can choose for the writing to be visible or invisible, and it doesn't harm the material upon which it is placed. A *detect magic* spell causes an invisible mark to glow and be visible. If any creature other than you touches the warded object or area and fails a Fortitude save, its skin turns bright red for 1 hour per level. This coloring cannot be washed away, but it can be dispelled.

See invisibility, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible mark. A *read magic* spell reveals the words, if any. The ward cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

CURSE OF BURNING SLEEP

School transmutation [curse, fire]; **Level** shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a feather and a drop of oil)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent until triggered (see text)
Saving Throw Will negates (see text); **Spell Resistance** yes

You place a curse upon the target that triggers 1 hour after the next time it falls asleep. When the curse is triggered, the creature bursts into flame, taking 1d6 points of fire damage per 2 caster levels (maximum 8d6). Furthermore, it catches on fire, taking 2d6 points of fire damage per round at the end of its turn each round until the creature dies or is quenched as normal (*Core Rulebook* 444). If the target is still asleep, the fire damage from this spell wakes it.

Only one of these spells can be in place on a creature at any time. This has no effect on creatures that don't sleep.

DIMENSIONAL BOUNCE

School conjuration (teleportation); **Level** sorcerer/wizard 7, summoner 6, witch 7
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets you and touched objects or other touched willing creatures
Duration 1 round/level or until discharged
Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

You designate two locations within range and create a dimensional link between them; you must have line of effect to both locations when casting this spell. As a swift action, you can teleport from your current location to either of the designated locations as if you had cast *dimension door*. The spell is discharged once you have used it to teleport a number of times equal to one-fourth your caster level (maximum 5 times).

DISABLE CONSTRUCT

School transmutation; **Level** alchemist 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range touch
Target construct touched
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** no

You can make a melee touch attack to send a pulse into the target, interfering with the magic that endows it with life. If the construct fails its saving throw, it becomes helpless, but it receives a new save each round at the end of its turn to shake off the effect. If the construct is normally immune to magic, the pulse is less effective and the construct receives a +4 bonus on its saving throw..

DISCERN NEXT OF KIN

School divination [mind-affecting]; **Level** bard 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, F (a copper piece)
Range 60 ft.
Target one creature
Duration concentration, up to 1 minute/level (D)
Saving Throw Will negates (see text); **Spell Resistance** yes

You can scan the thoughts of one individual and learn the names and locations of the target's living relatives, as well as the attitude of the target toward those relatives (and vice versa). You learn about one relative per round you concentrate on the target. For example, you might learn that the target's father's name is Jarn, the father lives on a nearby farm, and the target and his father don't get along. Since this spell reads the target's mind, you can learn only what the target knows or believes.

DISGUISE WEAPON

School illusion (glamer); **Level** bard 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 round
Components V, S
Range touch
Target manufactured weapon touched
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
You make one manufactured weapon look like a different manufactured weapon of the same size and relative encumbrance (light, one-handed, or two-handed). For example, you could make a Small greatsword look like a Small quarterstaff, a Medium club, or a Large dagger. Even the appearance of an improvised weapon is possible. The extent of the apparent change is up to you. You could add or obscure a minor feature or make the item look like it is composed of different materials (stone, wood, adamantine, and so on). The spell does not provide any of the abilities of the chosen form, nor does it alter the perceived tactile or audible properties of the item or how it is wielded. A creature that interacts with the glamer may attempt a Will save to recognize it as an illusion.

ENCHANTMENT FOIL

School abjuration; **Level** alchemist 4, cleric 4, inquisitor 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 hour/level (see text)
You gain a +4 bonus on saving throws against enchantment effects. If you succeed at a save against an enchantment effect, you identify the effect as if you had succeeded at a Spellcraft check to do so. Furthermore, you can choose to act as if you had failed your saving throw. If you do so, you gain a +20 bonus on Bluff checks to convince others that you failed your save and are under the enchantment's effects. A creature that attempts to use magic to detect this ruse or to make you speak truthfully about it must succeed at a caster level check (DC 15 + your caster level) to do so.

ENEMY INSIGHT

School divination; **Level** ranger 2
Casting Time 1 standard action

Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Targets you plus one willing creature/3 levels, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no
You forge a mental bond between yourself and the other targets, each of which must have an Intelligence score of 3 or higher. Choose one of your favored enemy types (such as goblinoids or magical beasts). You grant the targets half your favored enemy bonus against that type of creature. If any target moves out of range, the spell ends for it.

EUPHORIC CLOUD

School conjuration (creation) [poison]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (rare mushrooms worth 5 gp)
Range medium (100 ft. + 10 ft./level)
Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude negates (see text); **Spell Resistance** no
You create a bank of fog similar to that created by *fog cloud* except its vapors are intoxicating. Living creatures in the cloud become fascinated. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds at its save but remains in the cloud must continue to save each round on your turn.

EXTREME FLEXIBILITY

School transmutation; **Level** alchemist 2, bloodrager 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
You gain a +1 dodge bonus to AC, a +4 circumstance bonus on Escape Artist checks and combat maneuver checks to escape a grapple, and a +4 circumstance bonus to your CMD against grapple attempts.

EYES OF THE VOID

School transmutation; **Level** alchemist 4, antipaladin 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a pinch of dried carrot or an agate)
Range personal
Target you
Duration 1 minute/level
You gain the ability to see 60 feet in total darkness, including that created by *deeper darkness*. This vision is black-and-white only, but otherwise like normal sight. While affected, your eyes turn completely black (but appear white to anyone viewing you with darkvision).

FAIRY RING RETREAT

School conjuration (creation); **Level** druid 7, shaman 7, witch 7
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect extradimensional meadow, up to three 10-ft. cubes/level (S)
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no
You conjure up an extradimensional meadow that can be accessed from a single entrance on the plane from which the spell was cast. The entry point looks like a circle of toadstools enclosing a 10-foot square. Only those you designate can enter the meadow before you do, and the portal is shut and made invisible behind you when you enter. You can open it again from your own side at will. Once visitors have passed through the entry point, they find themselves in an idyllic twilight meadow surrounded by an impassable grove of fruit and nut trees. The atmosphere is clean, fresh, and warm.

You can configure the meadow in any shape you desire, to the limit of the spell's effect. The place is comfortable and temperate. The trees can provide enough food to sustain four people per caster level for a day. A staff of near-transparent animal or feylike servants (as many as two per caster level) wait upon all who enter. The servants function as *unseen servant* spells except they are visible and can go anywhere in the meadow.

Since the place can be entered only through its special portal, outside conditions do not affect the meadow, nor do conditions inside it pass to the plane beyond.

FAMILIAR DOUBLE

School illusion (shadow) [shadow]; **Level** witch 7
This spell functions as *project image*, except the image appears in your familiar's square and moves when your familiar moves.

FEAST ON FEAR

School necromancy [emotion, fear, mind-affecting]; **Level** bard 4, shaman 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one or more living creatures (see text)
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes
Each round, as a standard action, you can target a single living creature of up to 9 HD and strike it with terrifying waves of power. If the target fails its saving throw,

it becomes panicked for 1d4 rounds, and you gain 5 temporary hit points (which disappear after 1 hour). After the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time.

These temporary hit points stack if they come from different creatures.

FLAMING SPHERE, GREATER

School evocation [fire]; **Level** bloodrager 4, druid 4, magus 4, sorcerer/wizard 4

Saving Throw Reflex negates (see text); **Spell Resistance** yes

This spell functions as *flaming sphere*, except it deals 6d6 points of fire damage to any creature it strikes. Any creature that fails its save against the sphere catches on fire (*Core Rulebook* 444). If a creature catches on fire, the DC to extinguish the flames is equal to the DC of this spell.

FLEXIBLE FURY

School transmutation; **Level** bard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level

You swap one of your current rage powers for another rage power you qualify for. If the rage power granted by this spell has a use limitation (such as a number of times per day), any uses of that rage power count toward that limit (in case you gained that rage power through later castings of this spell).

If you swap out a rage power that is required to qualify for another one of your rage powers, you cannot use any rage powers dependent on the one you swapped out until the spell ends. For example, if you have the intimidating glare and terrifying howl rage powers and you swap out intimidating glare for surprise accuracy, you cannot use terrifying howl until the spell ends.

FOCUSED SCRUTINY

School divination; **Level** alchemist 2, bard 2, inquisitor 2, shaman 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minutes/level (D)

You gain heightened sensitivity to the mannerisms, reactions, and body language of one creature you can perceive, allowing you to sense its state of mind and easily influence it. You gain a +10 bonus on Perception, Sense Motive, and Survival checks you attempt against the target creature, as well as a +5 bonus on Diplomacy and Intimidate checks you attempt against it.

FONT OF SPIRIT MAGIC

School conjuration (creation); **Level** shaman 3

Casting Time 1 standard action

Components V, S, M (gold dust worth 50 gp)

Range 30 ft.

Area 30-ft.-radius emanation centered on you

Duration concentration + 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You amplify the effect of magic associated with your spirit and your wandering spirit (any spells on the spirit magic spell lists for these spirits). When allies within the area cast these spells, they gain a +2 bonus on caster level checks and

concentration checks, as well as to spell DCs. This bonus is a sacred bonus if you are good-aligned or a profane bonus if you are evil-aligned; if you are neither good nor evil, you can choose what type of bonus the spell grants when you cast it.

GENTLE BREEZE

School evocation (air); **Level** druid 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration 1 hour (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a light wind that blows only against the target, from a direction of your choice. The breeze grants the target a +2 circumstance bonus on saves against very hot conditions, severe heat, and saves against clouds, vapors, and gases (such as *cloudkill*, *stinking cloud*, and inhaled poisons). There must be air present to use this spell.

GLUE SEAL

School conjuration (creation); **Level** bard 1, magus 1, sorcerer/wizard 1, summoner 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one object or one 5-ft. square
Duration 1 minute/level (D)
Saving Throw see text; **Spell Resistance** no

You cover a solid surface with a layer of sticky glue. Anyone in the area when the spell is cast must attempt a Reflex save. Those who fail become entangled, but can break free by succeeding at a combat maneuver check or an Escape Artist check as a standard action against the DC of this spell. The area of the spell is considered difficult terrain. A creature that tries to move through the glue must succeed at a combat maneuver check or an Escape Artist check as part of its move action (DC = this spell's DC). Creatures that fail lose their movement and become entangled in the first square they enter.

The spell can also be used to create a sticky coating on an item. A creature holding a targeted item can attempt a Reflex saving throw against the spell's DC. If the initial saving throw succeeds, the item is unaffected. If it fails, the item is stuck in place. If an affected item is connected to another item (such as a sword in a sheath or a cork in a potion bottle), it cannot be separated from the other item unless the creature succeeds at a combat maneuver check or a Strength check as a move action to free it (DC = this spell's DC). A creature must succeed at a saving throw each time it attempts to use the sticky item; otherwise, the item becomes stuck to the creature. Sticky armor or clothing imposes upon the wearer a –10 circumstance penalty on Escape Artist checks and combat maneuver checks to escape a grapple, and to the wearer's CMD to avoid being grappled.

GUARDIAN OF FAITH

School abjuration [see text]; **Level** cleric 4, paladin 4
Casting Time 1 standard action
Components V, S, M (parchment with a holy text written on it)
Range close (25 ft. + 5 ft./2 levels)
Target one ally
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** no

The target gains the benefit of *shield of faith* and your choice of *protection from chaos*, *evil*, *good*, or *law*. As a move action, the target can transfer this spell to a touched ally, who becomes the new target of the spell.

The alignment descriptor of this spell matches the alignment descriptor of the protection spell you chose when casting it. For example, granting the target *protection from evil* gives this spell the good descriptor.

HEART OF THE METAL

School transmutation [earth]; **Level** magus 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a chunk of adamantine worth 100 gp, or a chunk of cold iron or silver worth 20 gp)
Range close (25 ft. + 5 ft./2 levels)
Targets one weapon per level
Duration 1 minute/level (see text)
Saving Throw none; **Spell Resistance** no

You lend the nature of adamantine, cold iron, or silver to the targeted weapons, depending on which component you used, with the following effects.

Adamantine: The weapons overcome DR/adamantine and ignore hardness of less than 20.

Cold Iron: The weapons overcome DR/cold iron.

Silver: The weapons overcome DR/silver.

No other advantages or disadvantages of these metal types apply. For example, a weapon given the nature of adamantine is not automatically masterwork.

This spell can affect nonmetal weapons. If you grant the target weapons the property of cold iron, the spell lasts half as long as normal.

HEIGHTENED AWARENESS

School divination; **Level** alchemist 1, bard 1, druid 1, inquisitor 1, ranger 1, shaman 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, M/DF (a coffee bean)
Range personal
Target you
Duration 10 minutes/level (D)

You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

HEIGHTENED REFLEXES

School transmutation; **Level** bard 2
Casting Time 1 standard action
Components V, S
Range 30 ft.
Area allies within a 30-ft.-radius burst centered on you
Duration 1 minute/level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant each of your allies within the area a +10 competence bonus on a single Reflex saving throw. Each ally must decide whether to use the bonus before making the roll to which it applies. When an ally uses the bonus, the spell ends for that individual.

HEX GLYPH

School abjuration; **Level** shaman 3, witch 3

Saving Throw see text; **Spell Resistance** no (object) and yes (see text)

This spell functions as per the spell glyph version of *glyph of warding*, except you can store a hex you know (but not a major hex or a grand hex) instead of a spell. If the hex has a target, it targets the intruder. If the hex has an area or an amorphous effect, the area or effect is centered on the intruder. The triggered hex uses this spell's caster level and DC.

Read magic allows its caster to identify a *hex glyph* with a successful DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and indicates that it stores a hex, but does not indicate the effect of that hex.

HEX GLYPH, GREATER

School abjuration; **Level** shaman 5, witch 5
Components V, S, M (powdered diamond worth 400 gp)

This spell functions as *hex glyph*, except you can store a hex or a major hex (but not a grand hex). You trace the glyph with incense, which must first be sprinkled with powdered diamond (as noted in the Components line).

Read magic allows its caster to identify a *greater hex glyph* with a successful DC 16 Spellcraft check.

HEX VULNERABILITY

School necromancy [curse]; **Level** shaman 1, witch 1
Casting Time 1 standard action
Components V, S, M (a drop of your blood)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

The targeted creature becomes susceptible to a repeat use of your harmful hexes, even if you could not otherwise target that creature with a particular hex for a certain time period. For example, normally after you target a creature with a charm hex, you cannot target it again for 1 day. But after casting this spell on a creature, you could try the charm hex repeatedly as long as the spell persists. The end of this spell has no effect on any active or ongoing hex on a creature. Fox example, if the creature failed its save against a second use of your charm hex, it remains charmed for the normal duration, even if the spell expires before the hex does.

Each subsequent casting of this spell on a target within a 24-hour period gives the target a +4 bonus on its save against the spell and imposes a –4 penalty on your caster level check to overcome the target's spell resistance with this spell.

HOLY ICE WEAPON

School transmutation [cold, good, water]; **Level** cleric 2, inquisitor 2
Casting Time 1 standard action

Components V, S, M (a flask of holy water, or 5 pounds of powdered silver worth 25 gp)
Range 0 ft.
Effect one ice weapon
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no
You create a masterwork weapon that has the qualities of ice and holy water. This weapon must be a simple weapon or your deity's favored weapon. The weapon deals normal damage for a weapon of that type, plus 1 point of cold damage per caster level (maximum 10). In addition, any creature struck by the weapon is hit by holy water, dealing 1d4 points of damage if the creature is susceptible to holy water. If the weapon leaves your hands for more than 1 round, it melts and the spell ends.

At caster level 6th, the weapon gains the *returning* weapon special ability when thrown, melting away after an attack and re-forming in your hand just before your next turn.

INVESTIGATIVE MIND

School enchantment (compulsion) [mind-affecting]; **Level** alchemist 2, bard 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level or until discharged
Your mind is able to correlate information effectively. When attempting an Appraise, Knowledge, Linguistics, or Spellcraft check, you can roll twice and take the higher result. If you have an ability that allows you to roll twice, you cannot use both that ability and this benefit on the same roll.

The spell is discharged once you have used its benefit a number of times equal to your caster level.

INVISIBILITY ALARM

School abjuration; **Level** alchemist 1, bard 1, inquisitor 1, ranger 1, sorcerer/wizard 1
Duration 10 minutes/level
This spell functions as *alarm*, except it is triggered only by invisible creatures entering or leaving the warded area. The spell has a different mental alarm depending on whether the invisible creature is entering or leaving the area.

This spell does not aid you in sensing or pinpointing the location of an invisible creature within the spell's area.

Invisibility alarm can be made permanent with a *permanency* spell by a caster of 9th level or higher at a cost of 2,500 gp.

LIFE PACT

School necromancy; **Level** cleric 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, DF/M (a drop of blood from each target)
Range close (25 ft. + 5 ft./2 levels)
Targets one willing living creature/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates (harmless); **Spell Resistance** yes

You bind the life forces of the targets into a mystical pact. If any target is reduced to fewer than 0 hit points, that target automatically triggers the power of the pact. The triggering target drains 1 hit point from all other targets that have at least 1 hit point and are within 30 feet of the triggering target; these hit points are applied to the triggering target as magical healing. This healing can prevent the triggering creature from dying, if the attack would cause the target to have a number of negative hit points equal to its Constitution score. This healing cannot raise the triggering creature above 1 hit point; any excess hit points drained from other targets are wasted.

The pact can be triggered once per round. It's not triggered by death effects or effects that do not deal hit point damage.

LINE IN THE SAND

School abjuration; **Level** bloodrager 1, magus 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 5 ft.
Area 5-ft. burst centered on you
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You create a glowing crimson line around the area. Against creatures in the area, you can attempt a number of additional attacks of opportunity per round equal to your spellcasting ability score modifier (Intelligence for magi and wizards, Charisma for bloodragers and sorcerers). The spell does not allow you to make more than one attack against a creature for each action it takes that provokes such attacks.

LONG ARM

School transmutation; **Level** alchemist 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)

Your arms temporarily grow in length, increasing your reach with those limbs by 5 feet.

LONGSTRIDER, GREATER

School transmutation; **Level** druid 3, ranger 3 **Range** personal
Target you
Duration 1 hour/level (D)

This spell functions as *longstrider*, except it gives you a +20-foot enhancement bonus to your base speed and a +10-foot enhancement bonus to your other modes of movement (burrow, climb, fly, swim, and so on). It does not affect movement modes you do not actually have—for example, if you do not have a swim speed, this spell does not grant you a swim speed.

MAGNIFYING CHIME

School transmutation [sonic]; **Level** bard 6
Casting Time 10 minutes
Components V, S
Range touch
Effect disruptive vibrations
Target one unattended object or object in your possession
Duration 1 round/level
Saving Throw Fortitude half (see text); **Spell Resistance** yes

You cause the touched object to vibrate and release sonic energy once per round as a loud, dangerous chime. The sound grows in strength as time passes. On your turn in the round after you cast the spell, the chime deals 1d6 points of sonic damage to all creatures and objects within 5 feet of the target. Each round after that, the damage increases by 1d6 and reaches 5 feet farther in all directions. A successful Fortitude save halves the damage for that round only.

MANTLE OF CALM

School enchantment (compulsion) [emotion, mind-affecting]; **Level** cleric 3, inquisitor 3, paladin 3, shaman 3
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 round/level (D)
Saving Throw none and Will negates (see text); **Spell Resistance** no and yes (see text)

You surround yourself with a mantle of calm serenity. You take a –2 penalty on attack rolls, and opponents gain a +2 bonus on saving throws against spells you cast. Any creature affected by a rage effect (barbarian's rage,

bloodrager's bloodrage, blood rage monster ability, *rage* spell, skald's inspired rage raging song, and so on) that strikes you with a melee attack must attempt a Will saving throw, without the rage effect's bonus to Will; failure means the rage effect ends (as if it were dispelled or the creature voluntarily ended it, as appropriate).

If you become affected by a rage effect while this spell is active, this spell immediately ends. If your rage effect comes from a skald's raging song, then it ends only for you, and you cannot regain the effects of the song.

MARCHING CHANT

School transmutation; **Level** bard 2, cleric 2
Casting Time 1 minute
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level
Duration concentration
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You invigorate your allies, who can hustle (*Core Rulebook* 170) as long as you continue to sing or chant (which requires your concentration). This movement counts as a walk (not a hustle) for the purpose of accruing nonlethal damage and fatigue. You can concentrate on this spell and hustle at the same time.

MARK OF OBVIOUS ETHICS

School divination [curse]; **Level** cleric 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 day/level
Saving Throw Will negates; **Spell Resistance** yes

You mark one creature with a glowing sigil. The target's alignment must be opposite yours on at least one alignment axis—if you are neutral with no other alignment components, the target must have an alignment with no neutral component. Any creature that sees the target can attempt a DC 15 Knowledge (religion) check to discern the target's alignment, even if the mark is covered. You are aware of the direction and distance to the target as long as it remains within 100 miles of you and on the same plane.

MEMORIZE PAGE

School enchantment [mind-affecting]; **Level** bard 1, sorcerer/wizard 1, witch 1
Casting Time 10 minutes
Components V, S, F (the page to be memorized)
Range touch
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target gains a perfect memory of the page you used as a focus component. The target can visualize this page as easily as looking at it in person, including minute details visible to close scrutiny by the naked eye. The memory of the page includes text and images, such as a drawing or a map. Someone unfamiliar with the language on the page (or even an illiterate person) could relay what is written simply by copying the shapes of the letters so another person can read them.

The maximum number of pages that a particular target can memorize through repeated castings of this spell is equal to the target's Intelligence modifier (minimum 1); any attempts beyond this limit have no effect, although the target's memory of a page could be erased (using *modify memory* or a similar effect) to effectively make room for a different one.

A creature that memorizes magical writing (such as a scroll or a page from a spellbook) cannot borrow, duplicate, or retain any of the magic in the writing. However, this spell would allow a wizard to copy a spell into his spellbook so he could prepare it from his book (assuming the spell takes up only one page in a spellbook).

MINDLOCKED MESSENGER

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 2, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 10 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one willing living creature
Duration permanent until discharged (see text)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You speak a short message (up to 10 words per caster level), implanting both it and the identity of the message's intended recipient in the mind of a willing creature. The creature is aware of the message and who the recipient is. Any attempt to speak, write, or otherwise communicate the message to anyone other than its intended recipient causes the target to forget the message for 1d6 minutes. Attempts to read the target's mind (such as with *detect thoughts*) or to force the target to reveal the message (such as with torture or magical compulsion) likewise cause temporary amnesia regarding the message.

The target can communicate the message only to someone it believes is the intended recipient, which means that disguises, illusions, and polymorph effects might fool the target into delivering the message. Once the target communicates the message, the message is permanently erased from the target's memory.

MIRROR HIDEAWAY

School transmutation; **Level** sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a glass or metal marble and a twisted loop of parchment)
Range touch
Target one mirror
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You transform a mirror into a portal to an extradimensional space. The space can hold as many as eight Medium creatures. Creatures that enter this space are hidden and beyond the reach of spells (including divinations), unless those spells work across planes. If the mirror is covered (such as by a cloth, or by being placed face down or against a wall), the portal becomes inactive. If the mirror is broken or moved more than 5 feet from where it was when you cast the spell, the spell ends; any creatures within the extradimensional space are expelled from it (see below) and become nauseated for 1d6 rounds.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the space can see and hear through it as if looking through an open window the same size as the mirror. Creatures outside the extradimensional space see only what is normally reflected in the mirror. Any creature in the space can make itself visible in the reflection of the mirror for 1 round at a time; however, creatures outside the space cannot hear any sounds that originate inside.

Anything inside the extradimensional space is expelled when the spell ends (even if the mirror is covered). Only one creature at a time can enter the mirror, and a creature can enter only if it can fit through an opening the same size as the mirror. For example, a hand mirror isn't big enough for a Small or larger creature to use it as a portal. Objects can enter the extradimensional space only if brought by a creature able to fully pass through the mirror.

MIRROR POLISH

School transmutation; **Level** sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (a soft cloth)
Range touch
Target one metal item of up to 1 sq. ft.
Duration instantaneous
Saving Throw yes (object); **Spell Resistance** yes (object)

You polish a metal item until it is reflective enough to be used as a mirror. This spell does not prevent the item from later being affected by damage or corrosion that would ruin the mirrored surface. The spell can be cast only on a metal item with a fairly smooth and contiguous surface, such as a breastplate, a helm, a shield, or a sword, but not a mace, chainmail, or scale mail.

MIRROR TRANSPORT

School transmutation; **Level** sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a glass or metal marble and a twisted loop of parchment)
Range touch
Target one mirror
Duration 1 hour/level (D)
Saving Throw yes (object); **Spell Resistance** yes (object)

This spell functions as *mirror hideaway*, except any creature that enters the target mirror can spend a swift action to exit through another mirror within 500 feet as if using *dimension door*; this is a one-way transport. The creature can exit through a mirror only if it could fit through an opening the same size as the mirror. Each transport through the target mirror reduces the spell's duration by 1 hour.

MOLTEN ORB

School evocation (earth, fire); **Level** bloodrager 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect ranged attack
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You create a fist-sized, red-hot ball of molten metal that you immediately hurl as a splash weapon. A direct hit deals 2d6 points of fire damage. Every creature within 5 feet of where the ball hits takes 1d6 points of fire damage from the splash (Reflex half). Each of these creatures takes an additional 1d6 points of fire damage on its turn for the next 1d3 rounds, unless it is cooled off (with water, snow, or any effect that deals 5 or more points of cold damage).

MONKEY FISH

School transmutation; **Level** alchemist 1, druid 1, magus 1, shaman 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (D)

Your hands and feet alter to make you better at climbing and swimming. You gain a climb speed of 10 feet and a swim speed of 10 feet. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

MUFFLE SOUND

School illusion (glamer); **Level** bard 2, cleric 2, inquisitor 2
Casting Time 1 round
Components V, S

Range close (25 ft. + 5 ft./2 levels)
Targets 1 ally/level
Duration 1 minute/level (D)
Saving Throw: Will negates; **Spell Resistance**: yes
You suppress sounds made by the targets, granting them a +4 bonus on Stealth checks. The targets have a 20% chance of spell failure when casting spells with verbal components or using abilities that rely on audible components (such as some bardic performances). This spell does not hamper the targets' ability to hear other sounds and provides no protection against language-dependent or sonic spells and effects.

NAUSEATING DART

School conjuration (creation) [poison]; **Level** druid 1, witch 1
Casting Time 1 standard action
Components S, DF
Range close (25 ft. + 5 ft./2 levels)
Effect one poisonous stinger
Duration instantaneous
Saving Throw Fortitude partial (see text); **Spell Resistance** no
You spit a poisonous stinger around the size of a quill at a creature within range, as though you had fired a dart from a blowgun. You must succeed at a ranged attack to hit your target. The stinger deals 1d2 points of piercing damage and poisons the target, causing it to become nauseated for 1 round unless it succeeds at a Fortitude save.

NAUSEATING TRAIL

School conjuration (creation) [poison]; **Level** alchemist 3, druid 3, magus 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 ft. + 10 ft./level)
Target one willing creature
Duration 1 round/level
Saving Throw none and Fortitude negates (see text); **Spell Resistance** no
The target exudes stinking vapors that fill its space. The vapors do not obscure sight, but it nauseates creatures as *stinking cloud*. The target is immune to these vapors. These vapors persist as the creature moves, filling every square it passes through until it has filled a number of squares equal to 4 × your caster level—if you move through more squares than that, squares in excess of that number at not filled with the vapors. Each creature that enters or ends its turn in the area filled with these vapors must succeed at a Fortitude save or become nauseated for as long as it remains in the square and for 1d4+1 rounds after it leaves.

PATH OF GLORY

School conjuration (healing); **Level** bard 2, cleric 2
Casting Time 1 standard action
Components V, S
Range touch (see text)
Area four 5-ft. squares/level (see text)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no
You cause four 5-foot squares (one of which must be your space) to glow with dim illumination. Starting on your next turn, as a swift action you can extend the glowing area by an additional four 5-foot squares; each new square must be adjacent to a square that was previously glowing. Allies who end their turns on a glowing square (including those who fall unconscious in the square) are healed of 1 point of damage.

PATH OF GLORY, GREATER

School conjuration (healing); **Level** bard 4, cleric 4
This spell functions as *path of glory*, except a square provides 5 points of healing instead of 1 (and as noted above).

Persistent Vigor

School transmutation; **Level** alchemist 4, cleric 4, inquisitor 4, shaman 4, witch 4
Casting Time 1 standard action
Components V, S, M/DF (ginseng root shavings)
Range personal
Target you
Duration 1 round/level (D)
You are filled with a persistent vigor. You gain fast healing 2 and are immune to bleed effects as well as the sickened and nauseated conditions. When you succeed at a saving throw against a disease or poison effect, that disease or poison effect ends (as if you had succeeded at enough saving throws to cure that effect).

If you fail a saving throw against a disease or poison effect, you can instantly dismiss this spell to reroll that saving throw with a +4 bonus; you must take the result of this reroll, even if it is lower.

Phantom Blood

School necromancy; **Level** alchemist 1, bloodrager 1, magus 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 10 minutes/level
You bolster your life energy. If the loss of hit points at the end of a temporary effect that modifies your Constitution (such as a barbarian's rage or a bloodrager's bloodrage) would cause you to become unconscious or kill you, you gain temporary hit points equal to your caster level (maximum 10). Each casting of this spell grants you temporary hit points only once.

Pierce Disguise

School divination; **Level** bard 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level
You see through magical disguises (whether illusions or polymorph effects) of the same spell level or lower. This allows you to see the true forms of creatures magically disguised by such methods. The true form appears as a ghostly overlay on the creature's disguised appearance.

Planeslayer's Call

School enchantment (compulsion) [mind-affecting, see text]; **Level** cleric 5, inquisitor 4, paladin 4
Casting Time 1 standard action
Components V, S, DF
Range 20 ft.
Targets allies within a 20-ft.-radius burst centered on you
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes
The magic of your allies in the area becomes more potent against certain outsiders. Choose one alignment subtype (chaotic, evil, good, or lawful). Against outsiders with that alignment component or subtype, your allies in the area gain a +2 bonus on caster level checks to overcome spell resistance, and their spells ignore the first 10 points of energy resistance (but not energy immunity).

This spell gains the alignment descriptor that is opposite the outsider alignment chosen. For example, if you choose for the spell to affect evil outsiders, then this spell has the good descriptor.

Polymorph Familiar

School transmutation (polymorph); **Level** shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. +5 ft./2 levels)
Target your familiar
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** yes (harmless)
This spell functions as *beast shape I*, except it grants your familiar the form of any Small animal. Your familiar retains all of its special abilities and continues to grant you the special ability associated with its normal shape (such as a bat familiar's bonus on Fly checks).

At caster level 7th, this spell functions as *beast shape II*. At caster level 9th, it functions as *beast shape III*. At caster level 11th, it functions as *beast shape IV*.

Refine Improvised Weapon

School transmutation; **Level** cleric 1, inquisitor 1, ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target one improvised weapon
Duration 1 hour/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)
You transform an improvised weapon into an equivalent simple or martial weapon of masterwork quality. This effect does not alter the weapon's shape or appearance in any way. For example, if this spell is cast on a chair leg, a butter knife, or a pitchfork, the items function as a masterwork club, a masterwork dagger, or a masterwork trident, respectively, but the items look no different than they did before the spell was cast.

Repair Undead

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Target one undead creature touched (see text)
Duration instantaneous
Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

When you touch an undead creature, you channel negative energy that heals it of 1d8 points of damage + 1 point per caster level (maximum +5). This spell has no effect on living creatures, except those that are healed by negative energy are also healed by the spell.

Repair Undead, Mass

School necromancy; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one undead creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will half (harmless); **Spell Resistance** yes (harmless)

This spell functions as *repair undead*, except it heals each selected creature of 1d8 points of damage + 1 point per caster level (maximum +20), and as noted above.

River Whip

School conjuration (creation) [water]; **Level** magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range 0 ft.
Effect whip of water
Duration 1 minute/level (D) or until discharged (see text)
Saving Throw none; **Spell Resistance** no

You create a coil of flowing fresh water, functioning as a whip appropriate for your size, except you make a melee touch attack instead of a regular attack. Anything you strike with the whip takes damage and is doused with 1 pint of water. A creature with the fire subtype takes an additional 1d6 points of damage. If the target is on fire, it gains a +2 bonus on its next saving throw to extinguish the flames.

After you have successfully used the whip to hit a creature a number of times equal to your caster level, the water is expended and the spell is discharged. The water created by this spell is otherwise identical to that produced by *create water*.

Sense Spirit Magic

School divination; **Level** shaman 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 24 hours
Saving Throw none; **Spell Resistance** no

You gain greater sensitivity to magic associated with your primary spirit and your wandering spirits (any spells on the spirit magic spell lists for these spirits, as well as spell-like abilities that duplicate the effects of those spells). You gain a +10 circumstance bonus on Spellcraft checks to identify these spells if they are cast within the area, and a +2 circumstance bonus on saving throws to resist the effects of such spells. If any of these spells require an attack roll, you are never considered flat-footed against such attacks.

Shield Companion

School abjuration; **Level** paladin 2, ranger 2, shaman 2, sorcerer/wizard 3, summoner 3
Casting Time 1 standard action
Components V, S

Range close (25 ft. + 5 ft./2 levels)
Target your companion creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
This spell creates a special mystical connection between you and your companion creature—animal companion, bonded mount, eidolon, or familiar—which allows you to transfer its wounds to you. The creature gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. As an immediate action when your companion takes damage, you can take that damage yourself to prevent your companion from being harmed (similar to *shield other*, except the damage is not split between you and the target). Forms of harm that do not involve the loss of hit points, such as charm effects, temporary ability damage, level drain, and death effects, are not affected. If the creature suffers a reduction of hit points from a lowered Constitution score, you cannot take that damage on behalf of your companion creature because it is not hit point damage. When the spell ends, damage directed to you by the spell is not reassigned to the subject.

If you and your companion move out of range of each other, the spell ends.

SHIELD OF FORTIFICATION

School abjuration; **Level** cleric 2, inquisitor 1, paladin 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 minute/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)
You create a magical barrier that protects a target's vital areas. When the target is struck by a critical hit or a sneak attack, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This benefit does not stack with other effects that can turn critical hits or sneak attacks into normal attacks, such as the *fortification* armor special ability.

SHIELD OF FORTIFICATION, GREATER

School abjuration; **Level** cleric 4, inquisitor 3, paladin 3
This spell functions as *shield of fortification*, except there is a 50% chance that the critical hit or sneak attack is negated and damage is instead rolled normally

SICKENING ENTANGLEMENT

School transmutation [poison]; **Level** druid 2, ranger 2, shaman 2
Saving Throw Reflex partial and Fortitude negates (see text); **Spell Resistance** no
This spell functions as *entangle*, except the plants are coated with an irritating sap that creates a painful, itching rash on creatures that touch them. Any creature that enters the area or ends its turn there must succeed at a Fortitude save or be sickened for as long as it remains in the area and for 1d4 rounds afterward. This is a poison effect.

SILENT TABLE

School illusion (glamer); **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2
Casting Time 1 round
Components V
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-diameter emanation centered on an object or a point in space
Duration 1 minute/level (D)
Saving Throw none (object); **Spell Resistance** no (object)
You protect an area against casual eavesdropping. Sounds and sonic effects that originate inside the area are muffled for anyone outside the area; Perception DCs to hear or understand sounds leaving the area increase by 20, and any saving throw DCs of these effects decrease by 2. The spell does not affect sounds that enter the area or the Perception checks of creatures inside it.

SILVER DARTS

School conjuration (creation); **Level** bloodrager 3, magus 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a silver needle)
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
A cone of silver darts springs from your hand. These darts act as a silver weapon that deals 1d6 points of piercing damage per caster level (maximum 10d6). Any creature with an armor bonus greater than +4 or a natural armor bonus greater than +4 takes 50% less damage.

SLOWING MUD

School conjuration (creation); **Level** druid 4, shaman 4
Casting Time 1 standard action
Components V, S, M (earth and water)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level (see text)
Saving Throw Fortitude negates; **Spell Resistance** yes
You coat the targets in thick, sticky mud. The mud acts as a *slow* spell and also blinds the targets. A creature can use a standard action to remove the mud from its eyes or the eyes of an adjacent creature, ending the blinded condition for

that individual. Removing enough mud to end the *slow* effect is a full-round action. Jumping into a lake or being subject to an effect that creates a lot of water (such as *create water* or *hydraulic push*[APG]) removes all the mud in 1 round.

A *haste* effect cast on a creature slowed by the mud allows it to act normally for the duration of the *haste*. *Slow* does not stack with the effects of *slowing mud*. This spell cannot counter or dispel *haste*.

SONIC FORM

School transmutation (polymorph) [sonic]; **Level** alchemist 6, bard 6, sorcerer/wizard 6
Casting Time 1 standard action
Components V, S, M (a pinch of dust gathered from a gravestone or a sacred shrine)
Range personal
Target you
Duration 1 round/level

Upon casting this spell, you keep your relative shape, but you and your equipment are transformed into semisolid sound. While in this sonic form, you take no penalties for squeezing, and you can move through spaces without penalty as if you were a creature three size categories smaller. You can make a melee touch attack once per round that deals 1d6 points of sonic damage + 1 point per caster level. You are considered incorporeal (although you cannot move through solid objects). Any nonmagical attacks you make deal half damage. Magical attacks are unaffected, and you can use your magic items and other equipment as normal.

You cannot enter an area of silence. If you are in the area of a *silence* spell, you take 1d6 points of sonic damage per caster level of the *silence* spell in the round it is cast and in each round when you end your turn within the spell's area. You can attempt a Fortitude saving throw each round to take half damage.

If this spell's duration ends when you are in a square that a creature of your size cannot normally occupy, you take 3d6 points of damage and are shunted to the nearest open space that you can normally occupy.

SONIC SCREAM

School evocation [sonic]; **Level** bard 2, bloodrager 2, magus 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration 1 round/level or until discharged (see text)
Saving Throw Reflex half (see text); **Spell Resistance** yes

Up to three times during this spell's duration, you can emit a cone of powerful sound as a standard action. The first cone deals 4d4 points of sonic damage to every creature in the area. The second deals 2d4 points of sonic damage to every creature in the area. The third deals 1d4 points of sonic damage to every creature in the area. A successful Reflex save against a cone halves that cone's damage. After the third cone of sound, the spell ends. Until you use all three cones, you cannot use your voice for any magic-related purpose (bardic performance, verbal spellcasting, and so on), and cannot speak at any volume lower than a shout.

SPEAK WITH HAUNT

School necromancy [language-dependent]; **Level** cleric 4, shaman 3, witch 4
Casting Time 10 minutes
Components V, S, DF
Range 10 ft. (see text)
Target one haunt
Duration 1 minute/level
Saving Throw Will negates (see text); **Spell Resistance** no

You stir a haunt (*Pathfinder RPG GameMastery Guide* 242) to a limited sense of awareness and consciousness, enabling it to answer questions. The spell's range must reach any square within 10 feet of the haunt's area. You must be aware of the haunt prior to casting the spell, and casting the spell does not trigger the haunt. You can ask one question per 2 caster levels. The haunt's knowledge is limited to what its original creature knew during life, including the languages it spoke. A haunt often remembers the circumstance that led to its existence (though this recollection might be from the original victim's perspective and therefore not objective), what triggers it, and how it can be laid to rest (destroyed). Answers are brief, cryptic, or repetitive, especially if the haunt is angry and vindictive.

If the haunt's alignment is more than one step away from yours, the haunt can attempt a Will save to resist the spell. A haunt's Will save modifier is equal to 3 + the haunt's CR. If the save is successful, the haunt can refuse to answer your questions or attempt to deceive you (using Bluff). A haunt's Bluff modifier equals its CR (minimum +0) or might be determined by the GM based upon the original victim. The haunt can speak only about what it knew in life and the circumstances by which it became a haunt. It cannot answer any questions that pertain to events that occurred after it was created. A neutral or good haunt might cooperate with similarly aligned creatures in order to end its suffering.

If a haunt has been subject to this spell within the past week, a new casting of this spell on it fails. You can cast this on a haunt that has been deceased for any amount of time. Unlike a corpse affected by *speak with dead*, a haunt wants to express itself, if only to share its pain or to cause mischief.

SPELLCRASH

School abjuration; **Level** cleric 6, sorcerer/wizard 6, witch 6

This spell functions as *lesser spellcrash*, except it affects 5th-level or lower prepared spells or spell slots.

SPELLCRASH, GREATER

School abjuration; **Level** cleric 8, sorcerer/wizard 8, witch 8
This spell functions as *lesser spellcrash*, except it affects 7th-level or lower prepared spells or spell slots.

SPELLCRASH, LESSER

School abjuration; **Level** cleric 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/level
Saving Throw Will negates; see text; **Spell Resistance** yes
You create a discordant blast of energy that disrupts the target's available magic each round at the start of its turn.

If the target prepares spells, it must choose one of its prepared 3rd-level spells, which is immediately lost; if the target has no 3rd-level spells prepared, it must lose a 2nd-level spell it has prepared (progressing down to a 1st-level spell if it has no 2nd-level spells prepared).

If the target is a spontaneous spellcaster, it loses one of its available 3rd-level spell slots; if the target has no available 3rd-level spell slots, it must lose a 2nd-level spell slot (progressing down to a 1st-level spell slot if it has no 2nd-level spell slots available).

There is no initial saving throw for this spell, but the target can attempt a Will save each round at the end of its turn.

If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities.

Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast it—the spell or the spell slot is wasted and has no effect, but is recovered normally the next time the character prepares spells or regains spell slots.

STENCH OF PREY

School transmutation; **Level** druid 3, ranger 3, shaman 3
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Target one creature (see text)
Duration 1 minute/level
Saving Throw Fortitude negates (see text); **Spell Resistance** yes
The target exudes a strong odor that most predators recognize as the scent of helpless prey. Each of the closest 1d4+1 predatory creatures within 30 feet must succeed at a Will save or start attacking the target (animals with the scent ability are affected if within 60 feet). If the predator is an animal, it can be called away from the target by a handler using the down trick (*Core Rulebook* 97) or any effect that suspends or dispels emotion or rage effects.

This spell has no effect on constructs, undead, or creatures with the unnatural aura ability or effects that repel animals.

STONE DISCUS

School conjuration (creation) [earth], **Level** bloodrager 2, druid 2, magus 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a pinch of earth or metal)
Range close (25 ft. + 5 ft./2 levels)
Effect one or more stone discuses
Duration instantaneous
Saving Throw none; **Spell Resistance** no
You create a stone discus, which flies at an enemy. You can create one discus, plus one additional discus at 7th caster level and another at 11th. For each discus you create, you decide whether its edge is blunt (and deals bludgeoning damage) or sharp (and deals slashing damage). Each discus requires a ranged attack to hit and deals 4d6 points of damage. The discuses can be launched at more than one target, but all must be aimed at targets within 30 feet of each other and launched simultaneously.

At caster level 5th, the discuses count as magic and silver. At caster level 10th, they also count as cold iron. At caster level 15th, they also count as adamantine.

STRICKEN HEART

School necromancy [death]; **Level** inquisitor 2, shaman 3, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
This spell covers your hand with a writhing black aura. As part of casting the spell, you can make a melee touch attack that deals 2d6 points of negative energy damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. Creatures immune to precision damage are immune to the staggered effect.

STUNNING BARRIER

School abjuration; **Level** cleric 1, inquisitor 1, paladin 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level or until discharged
Saving Throw none and Will negates (see text); **Spell Resistance** no and yes (see text)
You are closely surrounded by a barely visible magical field.

The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round (Will negates). Once the field has stunned an opponent, the spell is discharged.

STUNNING BARRIER, GREATER

School abjuration; **Level** cleric 3, inquisitor 3, paladin 3, sorcerer/wizard 3

This spell functions as *stunning barrier*, except it provides a +2 bonus to AC and on saving throws (and as noted above). It is not discharged until it has stunned a number of creatures equal to your caster level.

SUNDER BREAKER

School abjuration [force]; **Level** magus 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level (D) or until discharged
Saving Throw Will negates (harmless) and see text; **Spell Resistance** yes (harmless) and see text

You place an invisible ward upon the target. The next time a creature succeeds at a sunder combat maneuver against the target, the attacker's weapon takes 1d6 points of damage per caster level (maximum 10d6). If the attacker used a natural weapon for the sunder, the attacker takes half this damage. Spell resistance applies to this damage. The attacker can attempt a Fortitude save to halve this damage.

The ward on the target counts as a magical trap and can be detected and disabled as such.

SUNDERING SHARDS

School transmutation; **Level** bloodrager 1, magus 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V
Range touch
Target melee weapon touched
Duration 1 hour/level or until discharged
Saving Throw Reflex negates (see text); **Spell Resistance** yes

You channel power into a melee weapon. If the weapon's wielder destroys an item with a successful sunder combat maneuver, she can release the extra power in the weapon,

shattering the sundered item into jagged shards that deal 1d6 points of piercing and slashing damage to the creature that was wearing, carrying, or wielding the now-shattered item. Any creature (other than the wielder of the weapon targeted by this spell) adjacent to that creature must succeed at a Reflex saving throw or take 1d6 points of piercing and slashing damage from flying shards. The shards also count as whatever special materials the sundered item was made of (for example, the shards from a shattered cold iron weapon are cold iron). Once the weapon's extra power is unleashed, the spell is discharged.

SYMBOL OF LAUGHTER

School enchantment (charm) [mind-affecting]; **Level** sorcerer/wizard 4, witch 4
Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Saving Throw Will negates; **Spell Resistance** yes
This spell functions as *symbol of death*, except all creatures within 60 feet are affected with uncontrollable laughter (as *hideous laughter*) for 1 round per caster level.

Unlike *symbol of death*, *symbol of laughter* has no hit point limit; once it is triggered, a *symbol of laughter* remains active for 1 minute per caster level.

Symbol of laughter can be made permanent with a *permanency* spell by a caster of 10th level or higher at a cost of 5,000 gp.

THORN JAVELIN

School conjuration (creation) [poison]; **Level** druid 1, ranger 1, shaman 1
Casting Time 1 standard action
Components V, S
Range 0 ft.
Effect javelin-like thorn
Duration 1 minute/level (D)
Saving Throw none; **Spell Resistance** no
A wooden thorn the size of a javelin (appropriate for your size) appears in your open hand. You can wield this thorn as a javelin, and you are proficient in its use. Any creature struck by the javelin must succeed at a Fortitude save or be sickened for 1 round. If you throw the javelin, another one appears in your hand. Any javelin that leaves your grasp disappears at the end of your turn. Each javelin attack you make reduces the spell's remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or fewer, the spell ends after that attack resolves.

THORNY ENTANGLEMENT

School transmutation; **Level** druid 3, ranger 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, DF
Saving Throw Reflex partial (see text); **Spell Resistance** no
This spell functions as *entangle*, except the plants also grow thorns and can fling them up to 15 feet. Any creature that moves within 15 feet of the spell's area is attacked once on its turn by the animated plants. The plants use your caster level as their base attack bonus and add your spellcasting ability score modifier (Intelligence for witches; Wisdom for druids, rangers, and shamans) to the attack roll. A volley of thorns counts as a thrown weapon and deals 2d6 points of piercing damage on a successful hit. A creature that enters the spell's area or ends its turn there automatically takes 2d6 points of piercing damage.

THUNDERSTOMP

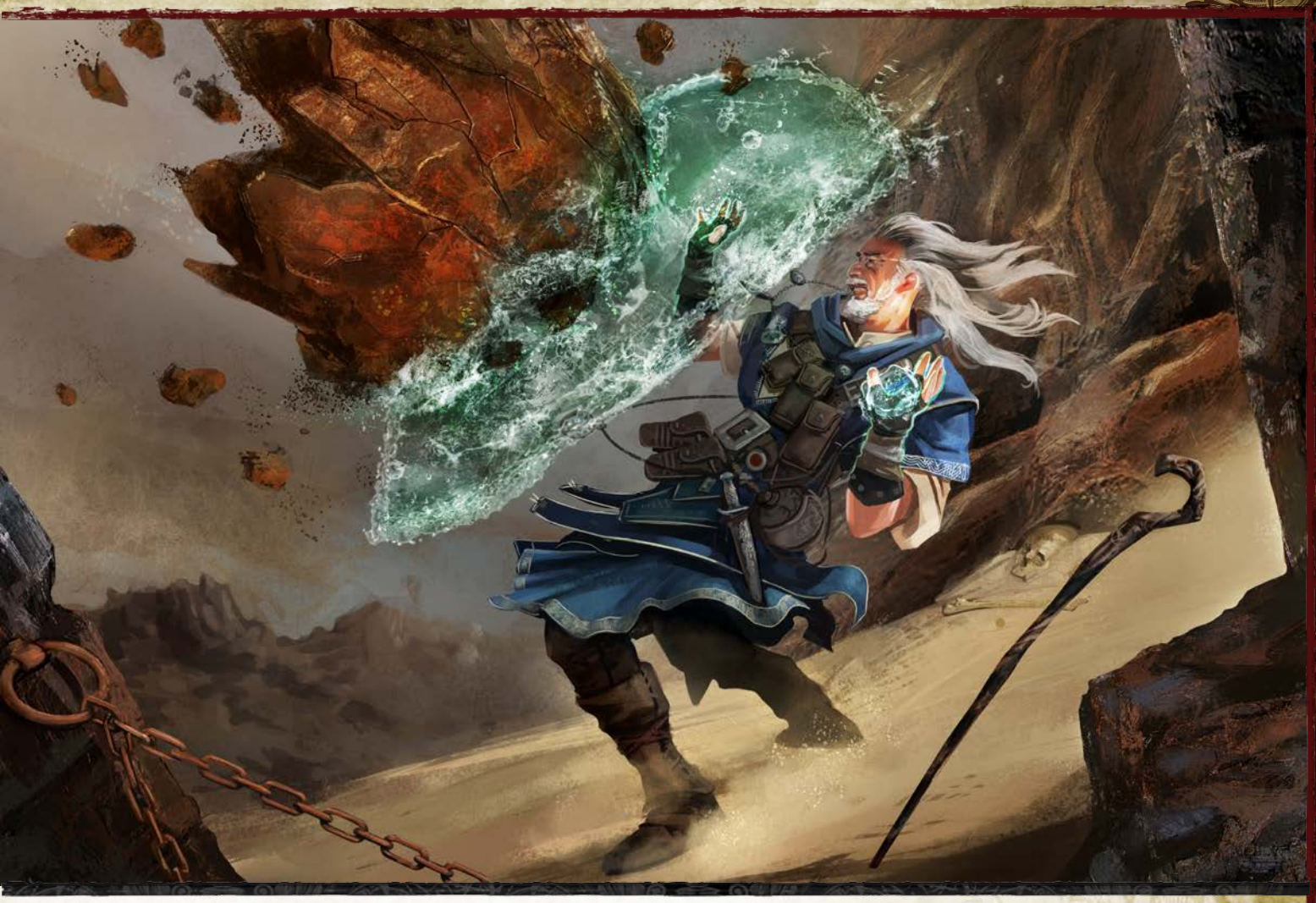
School evocation [earth]; **Level** bloodrager 1, druid 1, magus 1, ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
You stomp your foot or strike your weapon against the ground or floor, creating a ripple of power that you can use to trip a creature. Attempt the combat maneuver check to trip the target, but instead of your base attack bonus you can use your caster level, and instead of your Strength modifier you can use your spellcasting ability score modifier (Intelligence for magi and wizards; Wisdom for druids and rangers; Charisma for bloodragers and sorcerers). This trip attempt does not provoke an attack of opportunity. This spell has no effect if you cannot reach the ground or floor, or if your target is not in contact with the ground or floor.

THUNDERSTOMP, GREATER

School evocation [earth]; **Level** bloodrager 3, druid 3, magus 3, ranger 3, sorcerer/wizard 3
Range 60 ft.
Area 60-ft. line
This spell functions as *thunderstomp*, except as noted, and that it affects all creatures in the area, regardless of size. When you attempt the combat maneuver check, apply its result to each creature within the area.

TIME SHUDDER

School transmutation; **Level** magus 2, sorcerer/wizard 2, summoner 2
Casting Time 1 standard action
Components V, S, M (a tiny hourglass)
Range 30 ft.
Area 30-ft.-radius emanation centered on you
Duration 1 round
Saving Throw none; **Spell Resistance** yes



You cause a ripple in time that affects all creatures in the area. At the start of each creature's turn, there is a 50% chance the creature is hasted (as *haste*); otherwise it is slowed (as *slow*).

TRIGGERED SUGGESTION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 3, sorcerer/wizard 4, witch 4
Duration 1 day/level or until completed
This spell functions as *suggestion*, except you can use it only to specify a condition that triggers a special activity, and the subject does not remember that you made the suggestion. For example, you could use *triggered suggestion* on a palace guard to make him attack the king the next time he and the king are alone, and the guard would not remember the suggestion to do so until the trigger occurred.

TWILIGHT HAZE

School illusion (shadow) [darkness, shadow]; **Level** sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect fog spreads in 20-ft. radius
Duration 1 round/level
Saving Throw none; **Spell Resistance** no
You create a gray haze that obscures sight (as *fog cloud*) and causes the illumination level within it to dim by one step (as per *darkness*). Since this spell produces an illusion rather than a true physical fog, it is unaffected by wind and can be cast underwater.

UNBEARABLE BRIGHTNESS

School evocation [light]; **Level** alchemist 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range personal and 30 ft. (see text)
Area 30-ft.-radius emanation centered on you
Duration 1 round/level
Saving Throw none and Reflex partial (see text); **Spell Resistance** no and yes (see text)
Your body glows with a terrible light. Creatures within 30 feet of you that can see you are dazzled (no saving throw).

Creatures with light sensitivity must succeed at a Reflex saving throw or be blinded. This light counts as *daylight* for the purpose of affecting darkness effects (and vice versa). If the emanation enters an area under the effect of magical darkness (or vice versa), both effects are temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Dazzled and blinded conditions from your light end when the spell ends or when the creature is out of line of sight.

UNHOLY ICE WEAPON

School transmutation [cold, evil, water]; **Level** cleric 2, inquisitor 2
Components V, S, M (a flask of unholy water or 5 pounds of powdered silver worth 25 gp)
This spell functions as *holy ice weapon*, except the weapon is made of frozen unholy water, and instead deals additional damage to creatures that are susceptible to unholy water.

UNLIVING RAGE

School necromancy; **Level** cleric 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Targets one willing undead creature per 3 levels, no two of which can be more than 30 ft. apart
Duration concentration + 1 round/level (D)
Saving Throw none; **Spell Resistance** yes
This spell functions as *rage*, except it affects only undead creatures and bolsters them with necromantic energy rather than emotion. Each affected creature gains a +2 profane bonus to Strength and Charisma, a +1 profane bonus on Will saves, and a –2 penalty to AC. The effect is otherwise identical to a barbarian's rage.

VAMPIRIC SHADOW SHIELD

School necromancy; **Level** magus 5, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level (D)
This spell wreathes you in shadowy energy and damages those that make melee attacks against you. Any creature that strikes you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of negative energy damage + 1 point per caster level (maximum +15). If the attacker has spell resistance, it applies to this effect. Creatures wielding melee weapons with reach are not subject to this damage. When an attacker takes damage from the spell, you heal a number of hit points equal to 25% of the damage the spell dealt.

WALL OF BLINDNESS/DEAFNESS

School necromancy; **Level** bard 4, cleric 5, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect translucent wall 20 ft. long/level or a translucent ring with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration concentration + 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes
You create a translucent wall of energy, within which can be seen indistinct images of faces with their eyes or ears sewn shut. When you create the wall, decide whether it blinds or deafens. Any creature that passes through the wall must save or become permanently blinded or deafened (as *blindness/deafness*).
The wall must be vertical and either rectangular or a ring. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails.

Wall of Nausea

School illusion (pattern) [mind-affecting]; **Level** bard 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect transparent wall whose area is up to one 10-ft. square/level
Duration 1 round/level
Saving Throw see text; **Spell Resistance** no
You create a transparent, shimmering wall through which creatures and objects appear to be wildly distorted to viewers. Any creature that passes through the wall is immediately assailed by overwhelming vertigo, becoming nauseated for 1 round unless it succeeds at a Fortitude save; if nauseated, the creature must also succeed at a DC 12 Acrobatics check or fall prone. Creatures gain partial concealment (20% miss chance) against creatures on the other side of the wall.

The wall must be vertical and rectangular. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails.

Wave Shield

School abjuration [water]; **Level** bloodrager 1, druid 1, magus 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 immediate action
Components V
Range personal
Target you
Duration 1 round or until discharged
You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/— and fire resistance equal to half your caster level (minimum 1) on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.

Whip of Ants

School conjuration (summoning); **Level** bard 6, druid 6, sorcerer/wizard 6, summoner 6, witch 6
This spell functions as *whip of spiders*, except it summons army ants, and any creature you strike with the whip takes swarm damage as if it were attacked by an army ant swarm (3d6 points of damage plus poison and distraction; *Pathfinder RPG Bestiary* 16). If you transform the whip into an army ant swarm, it has 16 hit points.

Whip of Centipedes

School conjuration (summoning); **Level** bard 5, druid 5, sorcerer/wizard 5, summoner 5, witch 5
This spell functions as *whip of spiders*, except it summons centipedes, and any creature you strike with the whip takes swarm damage as if it were attacked by a centipede swarm (2d6 points of damage plus poison and distraction; *Bestiary* 43). If you transform the whip into a centipede swarm, it has 10 hit points.

Whip of Spiders

School conjuration (summoning); **Level** bard 2, druid 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S, M/DF (a square of red cloth)
Range 0 ft.
Effect whiplike swarm
Duration 1 round/level (D (see text)
Saving Throw none; **Spell Resistance** yes
You summon hundreds of Diminutive spiders, which cling together in the form of a whip made for a creature of your size. You can wield this object as if it were an actual whip, except you make a melee touch attack with it instead of a regular attack. Any creature you strike with the whip takes swarm damage as if it were attacked by a spider swarm (1d6 points of damage plus poison and distraction; *Bestiary* 258). The swarm whip is able to damage creatures with armor or natural armor, even if a normal whip could not. It cannot be used to make bull rush, grapple, or trip attacks, and (unlike a swarm) it is subject to a miss chance for concealment and cover.

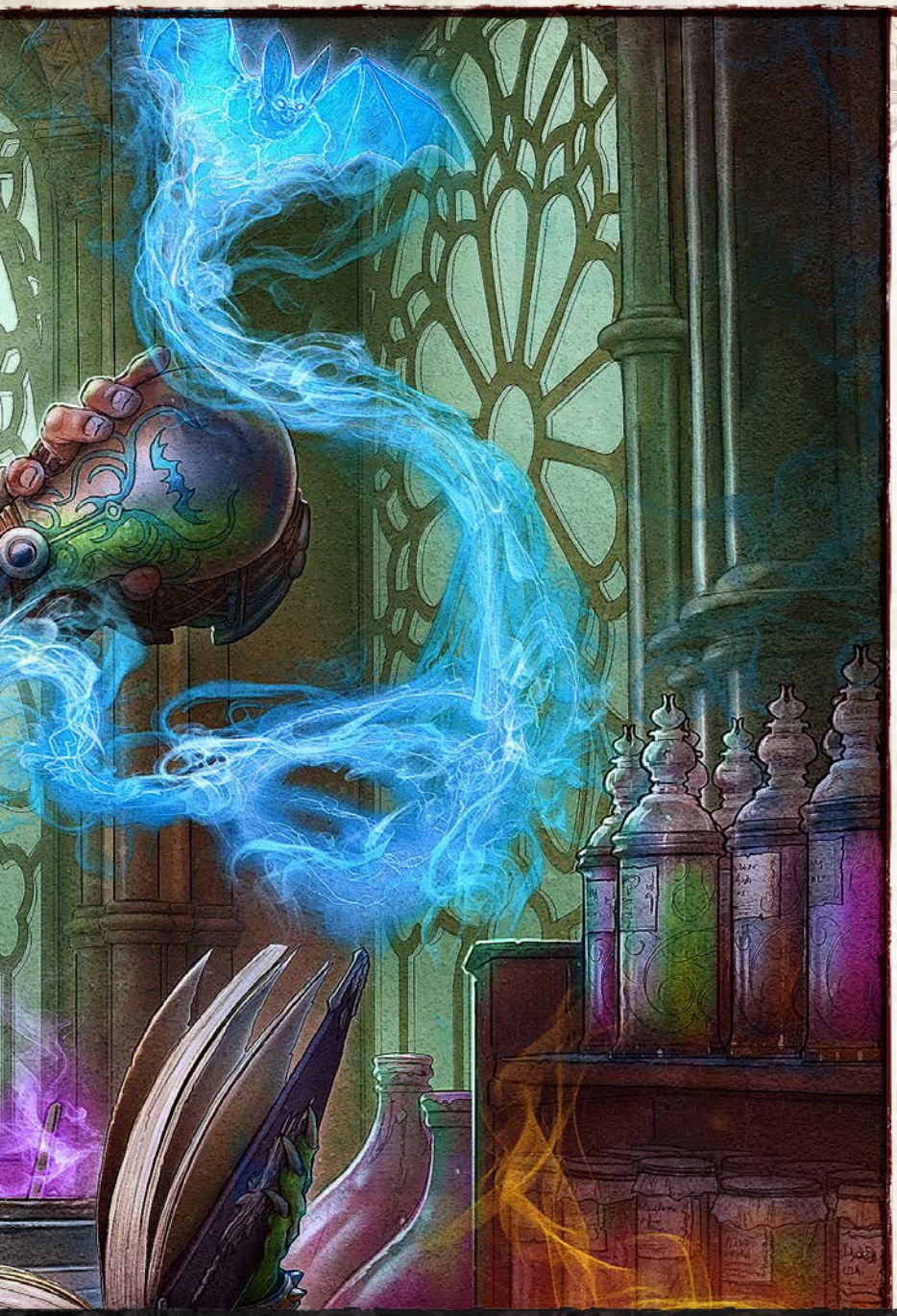
The whip is immune to all weapon damage, is never staggered or reduced to a dying state by damage, and is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). The whip takes half again as much damage from spells or effects that affect an area, but since it is considered part of your gear, it takes damage only if you fail a saving throw with a roll of a 1 or if it is specifically targeted by an opponent. The whip does not have a swarm's susceptibility to high winds.

As a standard action, you can transform the whip into a spider swarm (all squares of the swarm must be within 15 feet of you); thereafter it functions as *summon swarm*. The spider swarm has 3 hit points and persists in that form for 2 rounds or until the end of this spell's duration, whichever comes first.

Widen Auras

School transmutation; **Level** antipaladin 2, paladin 2
Casting Time 1 standard action
Components V
Range personal
Target you
Duration 1 minute/level (D)
The range of your antipaladin or paladin auras doubles. For example, if you're a paladin, your aura of courage affects allies within 20 feet instead of within 10 feet.

5 Gear and Magic Items



A burbling hiss filled the workshop as Damiel combined the potions. A curl of blue smoke slithered out into the air. At its head rode a ghostly shape—a bat of glowing fog. It screeched once and disappeared.

"Excellent." Damiel chuckled. "The perfect servant."

"Hey!" A squawk emerged from beneath his formula book as the homunculus leapt into the air. "What about me, spear-ears?"

Damiel snorted. "You are many things, Qazitch. But I doubt anyone would ever call you perfect."

The creature grinned. "Made in the image of my creator..."

Gear and Magic Items

This chapter details new gear and magic items for the Pathfinder RPG. A number of these items complement the class features and abilities of the new classes presented in this book, but most of these items are generally useful.

Adventuring Gear

The items found on Table 5–1: Adventuring Gear are described below, along with any special benefits they provide to the user ("you").

Kits: This section includes a kit of preselected gear for each character class introduced in the *Advanced Class Guide*, and other kits that can be used for specific purposes. GMs can use these kits to quickly round out an NPC's gear. Players can use them to equip new PCs in a hurry or quickly provide gear to cohorts, followers, minions, and hirelings. The price for a kit includes a small discount for purchasing these items as a group. Items in a kit that are used up, destroyed, or lost cost their full price to replace.

Animal Call

PRICE 1 SP
WEIGHT —

These reed or bamboo whistles mimic the calls of various wild animals. Each whistle is keyed to a specific type of animal and a specific call (usually signaling the availability of food or a mate, to draw the animal closer). A whistle gives you a +2 bonus on Survival checks to track animals of the animal type it is keyed to or to get along in the wild.

Arcanist's Kit

PRICE 21 GP
WEIGHT 34 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit[UE], soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin. The kit does not contain a spellbook because an arcanist begins play with a spellbook and does not need to purchase one.

Bloodrager's Kit

PRICE 9 GP
WEIGHT 27 lbs.

This kit includes a backpack, a blanket, a belt pouch, a flint and steel, an iron pot, soap, torches (10), trail rations (5 days), and a waterskin.

Book Lariat

PRICE 3 SP
WEIGHT 1/2 lb.

This braided metal cord comes with a clasp that affixes to the lock of a standard spellbook. The other end of the cord attaches to a belt or belt loop. The cord is 10 feet long and retractable. If you drop your spellbook while it's attached to the lariat, you can recover the spellbook as a standard action. While attached to you, the book can never be farther than 10 feet from you. Unclasping the book requires a move action, or the cord (hardness 5, hp 10) can be cut to free the book.

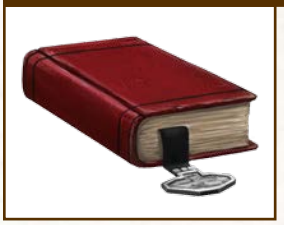
Book of Puzzles

PRICE 50 GP
WEIGHT 1 lb.

Each book contains 10 puzzles made to test the mind and stir the intellect. Solving a single puzzle requires a successful DC 10 Intelligence check and as much as an hour of time. For every 5 points by which you exceed the check DC, you reduce the amount of time you need to solve the puzzle by 10 minutes (to a minimum of 10 minutes). Once you solve a puzzle, for the next 24 hours you can choose to roll twice on a single Disable Device, Knowledge, or Sense Motive check and take the higher result. Once all the puzzles are solved, the book is useless, though you can purchase another puzzle book with different puzzles.

Book of War Prayers

PRICE 50 GP
WEIGHT 1/2 lb.



This small, leather-bound collection of war prayers features pages of fine vellum. If you have a Charisma of 13 or higher, or at least 1 rank in Perform (oratory), you can read aloud prayers from the book before battle to hearten others for the trials to come. Reading prayers for this effect takes 10 minutes. You grant those who hear your prayers a +2 morale bonus on the next saving throw against fear they attempt, as long as that saving throw is made in the next 24 hours.

Braille Bracelet

PRICE 25 GP
WEIGHT —

This bracelet contains 10 small clay beads, each carved with a raised symbol. The beads can be removed from the bracelet cord and rearranged in any order. Once arranged, the carvings can be felt with the fingers to determine the symbols' meaning and decipher any message the bracelet is meant to convey. A single bead could impart a simple message, or multiple beads can be strung together to form more complicated messages. Interpreting the beads allows individuals to communicate in absolute silence, even in complete darkness or otherwise unable to see. To use the beads properly, you and your allies must assign each bead a meaning prior to using the bracelet. Recalling the meaning of a single bead requires a successful DC 10 Intelligence check. Conveying more complicated messages increases this check by 2 for each additional bead used.

Deciphering the message is practically impossible for a creature that doesn't know the meanings assigned to the beads, increasing the DC by 20.

Brawler's Kit

Price 9 GP
Weight 36-1/2 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, rope, torches (10), trail rations (5 days), and a waterskin.

Calumet

Price 20 GP
Weight —

A calumet is a two-piece ceremonial smoking pipe with a bowl shaped from stone or clay and an intricately carved wooden stem decorated with dangling fetishes. The pipe is typically carried in a special leather pouch festooned with beads, patterns, and trinkets. The pipe is used to smoke various herbal mixtures required for certain rituals. The communal smoking of a calumet is sometimes incorporated into diplomatic meetings as a sign of solidarity between various parties. You gain a +1 circumstance bonus on Diplomacy checks against anyone you share your calumet with in this way.

Cheat Sheath

Price 100 GP
Weight 2 lbs.

This ornate leather sheath is covered in magical notation and arcane formulae, as well as common spell triggers and reagents. Referring to these handy bits of notation grants you a +2 circumstance bonus on Spellcraft checks made to learn a spell from a spellbook or scroll, to prepare a spell from a borrowed spellbook, to identify the properties of a magic item using *detect magic*, or to decipher a scroll.

Cipher Rings

Price 10 GP
Weight —

This set of bulky wooden rings is the key to a substitution code set at the rings' creation. A base set comes with two identical rings. Additional rings for the set can be made for 4 gp apiece. Using the cipher rings' code enables you to create or decode a written message (no check required). Deciphering the message without the correct ring requires a DC 25 Linguistics check.

Collapsible Trampoline

Price 50 GP
Weight 10 lbs.

This compact trampoline comes apart and rolls up like a tent for easy transport. Setting up or taking apart the trampoline takes 1 minute. When operated by two creatures, a collapsible trampoline confers a +5 bonus on all Acrobatics checks made to jump. If a falling creature lands on the trampoline, it ignores the first 10 feet of falling damage.

Table 5-1: Adventuring Gear

Item	Price	Weight
Animal call	1 sp	—
Arcanist's kit	21 gp	34 lbs.*
Bloodrager's kit	9 gp	27 lbs.*
Book lariat	3 sp	1/2 lb.
Book of puzzles	50 gp	1 lb.
Book of war prayers	50 gp	1/2 lb.
Braille bracelet	25 gp	—
Brawler's kit	9 gp	36-1/2 lbs.*
Calumet	20 gp	—
Cheat sheath	100 gp	2 lbs.
Cipher rings	10 gp	—
Collapsible trampoline	50 gp	10 lbs.
Cork vest	25 gp	1 lb.
Courtesan's kit	10 gp	5 lbs.*
Fire pump	200 gp	500 lbs.
Footprint cast	2 gp	1 lb.
Grappler's grease (jar)	5 gp	1/2 lb.
Hand rotary quern	10 gp	20 lbs.
Hunter's kit	15 gp	43-1/2 lbs.*
Hunter's sight	100 gp	—
Investigator's kit	40 gp	37 lbs.*
Marlinspike	8 sp	1/2 lb.
Mobile hospital	1,000 gp	500 lbs.
Musk kit	25 gp	1 lb.
Obals (12)	12 gp	1/2 lb.
Portable prison	200 gp	300 lbs.
Roperunner	50 gp	3 lbs.
Scavenger beetle colony	3 gp	1 lb.
Shaman's kit	15 gp	44 lbs.*
Skald's kit	37 gp	47-1/2 lbs.*
Slayer's kit	22 gp	43-1/2 lbs.*
Sleeve holster	100 gp	1 lb.
Snuffbox, bone or tortoise shell	25 gp	—
Snuffbox, ivory or precious metal	300 gp	—
Snuffbox, tin or wood	5 gp	—
Sugar glass bottle	1 gp	—
Swashbuckler's kit	9 gp	42 lbs.*
Tome of epics	50 gp	3 lbs.
Traveling bee hive	10 gp	10 lbs.
Traveling garden	200 gp	500 lbs.
Warpriest's kit	16 gp	31 lbs.*

* The items weigh approximately three-quarters of this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Cork Vest

Price 25 GP
Weight 1 lb.

This fabric vest contains pockets full of cork, providing the wearer additional buoyancy. Originally worn by fishers and sailors, it protects against drowning. While wearing a cork vest,

you take a –2 penalty on Dexterity and Swim checks, but instead of going underwater after failing the check by 5 or more, you go underwater only if you fail by 10 or more. Additionally, you gain a +4 bonus on Swim checks to avoid damage from fatigue. A cork vest can be worn under armor.

COURTESAN'S KIT

PRICE 10 GP
WEIGHT 5 lbs.

This kit includes items to assist a courtesan in soothing the body and mind. For the body, the kit contains a razor, scented oils and salves, fragrances, a warming pot, and a variety of appealing outfits. Books of poetry, literature, and plays—often focusing on salacious topics and full of double entendres—entertain the mind.

FIRE PUMP

PRICE 200 GP
WEIGHT 500 lbs.

This kit for a heavy wagon includes a water tank, a platform pump, and a rotating nozzle. If the operator succeeds at a DC 20 Strength check, the fire pump releases a stream of water that reaches up to 30 feet away. Each person assisting with the pump lowers the DC by 5. Operating or assisting is a full-round action. The pump extinguishes 5 square feet of nonmagical fire per round. The water tank holds enough water for 10 rounds of pumping and takes 10 minutes to refill from a stream, pond, lake, or other body of water.

FOOTPRINT CAST

PRICE 2 GP
WEIGHT 1 lb.

This quick-drying cast is perfect for preserving a set of footprints in order to examine them later. By spending 1 minute setting the cast and waiting for it to dry, you can copy footprints, allowing others to examine them without traveling to the scene, and preventing the DC of the Survival check to analyze them from increasing because of time or weather.

GRAPPLER'S GREASE

PRICE 5 GP
WEIGHT 1/2 lb.

When applied to your body, this pale grease made from animal fat makes you more difficult to grapple. While covered in the grease, you gain a +4 bonus to CMD against grapple combat maneuvers. Applying the grease takes 1 minute, and once applied, its effects last for 10 minutes. You can't gain the benefit of grappler's grease while wearing armor. Grappler's grease is usually sold in small clay jars that hold five applications.

HAND ROTARY QUERN

PRICE 10 GP
WEIGHT 20 lbs.

This pair of small grindstones allows a user to grind substances into a fine powder. The amount of powder the quern produces varies depending on the substance, but you can grind 8 pounds of flour in an hour.

HUNTER'S KIT

PRICE 15 GP
WEIGHT 43-1/2 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit[UE], rope, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

HUNTER'S SIGHT

PRICE 100 GP
WEIGHT —

This complicated lens fits over one eye and takes up the eyes slot when in use. When using it in conjunction with a ranged weapon, you reduce any range penalty on your attacks by 2. Objects within 100 feet become difficult to see, however, and you take a –2 penalty on Perception checks based on sight while wearing the hunter's sight.

INVESTIGATOR'S KIT

PRICE 40 GP
WEIGHT 37 lbs.

This kit includes an alchemy crafting kit, a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit[UE], soap, torches (10), trail rations (5 days), and a waterskin. The kit does not contain a formula book because an investigator begins play with a formula book and does not need to purchase one.

MARLINSPIKE

PRICE 8 SP
WEIGHT 1/2 lb.

These polished metal spikes can aid you in performing various kinds of rope work, including tying and untying knots, untangling lines and cords, splicing rope, and tensioning ropes. A typical spike is between 6 inches and a foot in length, has a slender and almost needle-like taper, and is blunted at both ends. Smaller spikes are worn on lanyards, while a larger spike is kept in a sheath. A marlinspike grants you a +2 circumstance bonus on Skill checks involving the use of a rope.

MOBILE HOSPITAL

PRICE 1,000 GP
WEIGHT 500 lbs.

This kit for a wagon includes all the equipment needed to care for up to 10 sick or injured people at a time. It includes two large tents, 10 cots with bedrolls, a sturdy table, a chirurgeon's kit, and five healer's kits. It grants anyone using it a +2 bonus on Heal checks to provide first aid, can be used to treat deadly wounds with a single use of a healer's kit instead of two uses, and doubles the rate at which patients recover during long-term care.

Musk Kit

Price 25 GP
Weight 1 lb.

A musk kit consists of a dozen vials of concentrated fluids, prepared animal glands, and plant compounds. You can use the distinctly scented musks to mark possessions, locations, and trails which can then be identified or followed by scent. Some hunters dip their arrows or other weapons in the musk in order to use them to mark and track injured prey.

Alternatively, you can expend four vials at once from a musk kit at attract 2d6 Tiny animals to the location you marked with musk. The animals arrive in approximately 1 hour, and the group consists of those animals most common to the immediate area.

Obals

Price 12 GP
Weight 1/2 lb.

Obals are small silver or gold coins that are embossed with a holy symbol and blessed by a priest of a god of war or death. Inquisitors and warpriests traditionally place the coins on the corpses of those slain in battle, usually one over each eye or one in the mouth. The cost is for a batch of 12 obals.

Portable Prison

Price 200 GP
Weight 300 lbs.

This kit for a wagon includes a cage of metal bars with a door in one side. Though portable prisons were originally developed by traveling acts to hold ferocious animals, city guards commonly use them to round up criminals, and some bounty hunters employ them to transport large groups of prisoners. Most prisons come with locks; add the cost of the desired lock to the cost of the portable prison. A cage meant for people includes benches and rails to which manacles can be attached. A portable prison meant for animals includes a trough to hold water and a smaller door for providing food.

Roperunner

Price 50 GP
Weight 3 lbs.

You can place this metal contraption onto a taut section of a rope connecting a high point to a lower one, allowing you to slide down the length of the rope with ease. Using a roperunner requires only one hand, leaving the other hand free during the descent. Attaching the roperunner to a rope is a move action. Beginning the descent is a swift action. You slide down the rope at a rate of 60 feet per round. Doing this requires no action on your part, but you must move along the length of the rope in the downward direction. Retrieving the roperunner once you have come to a stop at the end of the rope is a move action. You can let go of the roperunner as a free action.

Scavenger Beetle Colony

Price 3 GP
Weight 1 lb.

This glass jar contains a carnivorous scavenger beetles. The beetles must be fed at least 1/4 pound of meat per day or they die. When released on a dead organism, they devour its flesh in 1d4 days, leaving only bones. Scavenger beetles eat only dead flesh, and can't harm living creatures. Once released, the beetles can't be returned to the jar.

Shaman's Kit

Price 15 GP
Weight 44 lbs.

This kit includes a backpack, a bedroll, a belt pouch, candles (10), a flint and steel, an iron pot, a mess kit[UE], rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

Skald's Kit

Price 37 GP
Weight 47-1/2 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a common musical instrument, a flint and steel, an iron pot, a mess kit[UE], a mirror, rope, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.

Slayer's Kit

Price 22 GP
Weight 43-1/2 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, manacles, a mess kit[UE], rope, torches (10), trail rations (5 days), and a waterskin.

Sleeve Holster

Price 100 GP
Weight 1 lb.

When worn inside voluminous sleeves, this leather holster allows you to draw a concealed hand crossbow or coat pistol[UE] as a move action. The weapon sits on sliders and is drawn directly into the hand. Unlike a wrist sheath, a sleeve holster is bulky enough that it is obvious on close inspection, though under a loose enough garment it might not provoke a reactive Perception check. A particular sleeve holster fits either a hand crossbow or a coat pistol, not both.

Snuffbox

Price varies
Weight —

Tin or wood	5 GP
Bone or tortoise shell	25 GP
Ivory or precious metal	300 GP

The hinged lid of this tiny, ornamented box latches in place to form a tight seal. The box is used to hold various snuffs, powders, tobacco, and similar substances. The box can be made from any number of materials, from wood to ivory to precious metals inlaid with gemstones.

Sugar Glass Bottle

Price 1 GP
Weight —

This bottle looks like it's made of glass, but is more fragile and doesn't deal damage when it strikes a creature or object. Highly prized by theater performers, sugar glass bottles grant a +2 circumstance bonus on Bluff and Perform checks involving the creation of seemingly realistic fights.

Swashbuckler's Kit

Price 9 GP
Weight 42 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit[UE], rope, soap, torches (10), trail rations (5 days), and a waterskin.

Tome of Epics

Price 50 GP
Weight 3 lbs.

This hefty book is bound in oilskin and decorated with scenes of glorious combat between ancient heroes and ferocious monsters. It contains several tales of valor, defeat, and victory, all with brightly colored illustrations. After consulting the book for 1 hour, for the next 24 hours you gain a +2 circumstance bonus on Perform (oratory) and Perform (sing) checks and a +2 circumstance bonus on Knowledge (nobility) checks pertaining to heroic lineages.

Traveling Bee Hive

Price 10 GP
Weight 10 lbs.

These straw baskets provide a portable home for bees. They are dome-shaped, with a hole in the top that a smaller woven basket covers as a cap. This hole allows for the harvesting of small amounts of honey without destroying the entire hive. Some farmers pay beekeepers to travel to their farms with the bees so the bees can pollinate their crops.

Destroying a traveling bee hive causes the bees to swarm in a 5-foot-radius cloud. A creature is blinded for as long as it remains in the cloud, and must succeed at a DC 12 Fortitude saving throw or become sickened for 1 minute. The sickened condition is a poison effect. The bees disperse after 1 minute or if the cloud is in the area of a damaging effect.

Traveling Garden

Price 200 GP
Weight 500 lbs.

This kit for a heavy wagon includes specialized boxes and pots for growing a wide range of plants, in addition to space for a couple of animals, such as goats, and their feed. A traveling garden provides food and healing herbs. It functions similar to a healer's kit, providing up to five uses per day, and is never exhausted. In addition, those who ingest a daily variety of fresh herbs and vegetables from the garden gain a +1 bonus on saving throws against disease.

Warpriest's Kit

Price 16 GP
Weight 44 lbs.

This kit includes a backpack, a bedroll, a belt pouch, a cheap holy text[UE], a flint and steel, an iron pot, a mess kit[UE], rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

Alchemical Remedies

Alchemical remedies are substances used to overcome a negative condition or ward against a specific kind of attack. You use most remedies by drinking them or applying them to your skin or clothing, though some remedies use other means of delivery. All of these substances can be made by a character with the Craft (alchemy) skill; the DC to craft each item is given in Table 5–2: Alchemical Remedies.

Table 5–2: Alchemical Remedies

Item	Cost	Weight	Craft DC
Antiemetic snuff	50 gp	—	25
Blood-clotter salve	30 gp	—	20
Fortifying brew	20 gp	1 lb.	20
Poison ward salve	15 gp	—	15
Rager's aid	25 gp	—	25

Antiemetic Snuff

Price 50 GP
Weight —

This snuff can be used to shake off the effects of nausea. If you take it before being exposed to an effect that would give you the nauseated condition and that allows a saving throw, you attempt two saves against the effect and take the higher result. A single dose provides this benefit for 1 hour.

Blood-Clotter Salve

Price 30 GP
Weight —

Applying this herbal salve to a bleeding wound cures 1 point of damage and prevents additional bleed damage for 1 hour per application. After an hour, if the bleed effect hasn't been properly treated, the injury resumes bleeding and more salve must be applied. Though blood-clotter salve can be applied successively to the same injury, applying multiple doses doesn't heal additional damage.

Fortifying Brew

Price 20 GP
Weight 1 lb.

This liquid causes a pleasant warming sensation when consumed. For the next hour, you gain a +2 morale bonus on saving throws against fear. Using more than 1 dose within 24 hours causes you to become nauseated for 1 hour.

Poison Ward Salve

Price 15 GP
Weight —

This herbal salve can be applied directly to the skin to prevent the effects of contact poisons. If a creature touches a contact

poison, but you apply the salve within 1 round of contact, the victim rolls the save twice and uses the higher result.

Rager's Aid

PRICE 25 GP
WEIGHT —

This packet filled with spike-edged leaves has a pungent scent almost strong enough to make your eyes water. While you chew the leaves, you ignore the effects of fatigue. The leaves last for 6 rounds, at which point only a wad of pulp remains. When the effect of rager's aid wears off, you are exhausted instead.

Alchemical Tools

Alchemical tools are adventuring items that can prove extremely useful in a variety of situations, including battles, dungeon delving, or crafting other alchemical items. All of these tools can be made by a character with the Craft (alchemy) skill; the DC to craft each item is given in Table 5–3: Alchemical Tools.

Bloodvine Rope

PRICE 200 GP
WEIGHT 5 lbs.

This 50-foot length of tough, lightweight rope is made from alchemically treated bloodvine, a rare scarlet-colored vine that grows only in warm jungle environments. Prized by climbers for its durability, bloodvine can also be used to bind creatures. Bloodvine rope has a hardness of 5 and 10 hit points, and can be broken with a successful DC 30 Strength check. A creature bound by bloodvine rope can escape with a successful DC 35 Escape Artist check or DC 30 Strength check.

Gravelly Tonic

PRICE 50 GP
WEIGHT —

This tonic is sludgy, and its scent resembles the tang of iron shavings. Drinking gravelly tonic causes your voice to deepen and become more grating for 1 hour, granting you a +5 alchemical bonus on Intimidate checks.

Holy Weapon Balm

PRICE 30 GP
WEIGHT 1/2 lb.

This violet balm comes in a small ceramic pot. When applied to a weapon as a standard action, it forms a transparent coating. Weapons coated in this balm deal an additional 2d4 points of damage to undead or evil outsiders. A creature affected by the balm must succeed at a DC 10 Reflex save or take an additional 1d4 points of damage the following round. Any nonmagical weapon coated with the balm affects incorporeal undead or evil outsiders as if it were a magic weapon. Any magic weapon coated with the balm affects incorporeal undead or evil outsiders as if the weapon had the *ghost touch* special ability. The balm remains effective until you make a successful attack with the weapon or until 1 minute has passed, whichever comes first. Each dose of balm can coat one weapon or 10 pieces of ammunition.

Table 5–3: Alchemical Tools

Item	Cost	Weight	Craft DC
Bloodvine rope	200 gp	5 lbs.	30
Gravelly tonic	50 gp	—	25
Holy weapon balm	30 gp	1/2 lb.	20
Light fire ink, vial	40 gp	—	25
Liquid traction	25 gp	1 lb.	20
Lozenge of the songbird	50 gp	—	25
Masking scent, animal	25 gp	—	20
Masking scent, humanoid	50 gp	—	25
Masking scent, magical beast	100 gp	—	30
Oil of the masters	50 gp	1/2 lb.	25
Pathstones	50 gp	1 lb.	25
Reagent paper	1 gp	—	15
Tracker's snuff	200 gp	—	30
Tracking powder	30 gp	—	25
Vomit capsule	12 gp	—	15
Woad paint (1 block)	60 gp	—	30
Woad painting kit	300 gp	1 lb.	30

Light Fire Ink

PRICE 40 GP
WEIGHT —

This alchemically infused ink helps to ensure that a secret message is destroyed after being read. If light strikes the ink after it has dried, chemicals cause it to spontaneously combust within 1 minute. The combustion is small—not significant enough to ignite anything but paper. Ink used on other materials such as stone or wood simply vanishes, leaving no trace of the writing. A vial of this ink holds enough to write 10 brief messages of no more than 50 words each.

Liquid Traction

PRICE 25 GP
WEIGHT 1 lb.

This glass bottle is filled with sticky goo prized by sailors for the additional traction it grants on ship decks. When applied to the soles of footwear and allowed to dry for 1 hour, liquid traction grants a +2 alchemical bonus on Acrobatics checks to keep your balance and a +2 bonus to CMD against bull rush. Liquid traction has no effect when it comes into contact with very slick or unnaturally slick surfaces such as ice or *grease*.

Lozenge of the Songbird

PRICE 50 GP
WEIGHT —

This honey-coated candy is made of soothing reagents. If eaten, it takes 1 round to begin working, then grants a +2 alchemical bonus on Perform (sing) checks for 1 hour.

Masking Scent

Price varies
Weight —

Animal	25 GP
Humanoid	50 GP
Magical beast	100 GP

This item comes in a variety of scents (matching any one animal, humanoid, or magical beast). One vial applied to a single Medium creature changes its scent to that of the masking scent's creature for 8 hours.

Oil of the Masters

Price 50 GP
Weight 1/2 lb.

This gold-tinted oil smells of wood shavings. When you apply it to the strings of a string instrument or the body of a wooden instrument, it improves the quality of the instrument's sound. For 1 hour, anyone playing the instrument gains a +2 alchemical bonus on the appropriate Perform check.

Pathstones

Price 50 GP
Weight 1 lb.

These small white pebbles are alchemically treated so that they shed a soft light once activated by striking them together. The glow is faint—just barely enough to illuminate the stone. Though not bright enough to serve as an effective light source, they can be placed in patterns to create messages or laid out in a path, marking it for others to follow.

Reagent Paper

Price 1 GP
Weight —

This slip of paper can aid in the identifying of liquids. Its color changes in accordance with traits such as acidity, salinity, and magic. Expending one sheet confers a +2 alchemical bonus on any Craft (alchemy) or Spellcraft check to identify potions or other liquids.

Tracker's Snuff

Price 200 GP
Weight —

When inhaled, this finely ground, alchemically treated tobacco greatly enhances your senses, especially your sense of smell. It grants the scent ability and a +2 alchemical bonus on Perception checks for 1 hour. Once the effect wears off, your body is wracked with terrible pain as your joints begin to stiffen and seize, and you take 1d2 points of Dexterity damage.

Tracking Powder

Price 30 GP
Weight —

When you scatter this very fine pale blue powder on the ground, it reveals the tracks of any creatures or individuals that have passed through the area within the last 48 hours. The powder also grants you a +10 alchemical bonus on Survival checks to follow tracks or, if you aren't trained in Survival, instead allows you to track creatures whose prints are revealed by the powder for up to 1 mile using Perception instead of Survival. A single application can cover an area of up to 60 square feet. Tracking powder is sold in small leather pouches that hold 10 applications each.

Vomit Capsule

Price 12 GP
Weight —

These small capsules consist of a concentrated mix of nausea-inducing herbs. To use a capsule, you bite down and ingest its contents, which almost immediately cause you to projectile vomit. The vomiting lasts 1 full round, during which time you can take no other actions. The following round you recover fully, and suffer no other ill effects. These capsules are most often used by rogues working in teams to create distractions and spectacles in order to draw people's attention away from their activities, as well as by those interested in faking illness, such as pugilists trying to throw fights or criminals seeking to create chaos during an arrest.

Woad Painting Kit

Price 300 GP
Weight 1 lb.

When preparing a spell, you can grind the spell's material components and mix them into this paste to paint the components directly onto your flesh, allowing you to cast that spell as if you had applied Eschew Materials. Additionally, by painting complex woad designs that symbolize gestures for 10 minutes and succeeding at a Spellcraft check with a DC equal to 15 + the spell level, you can also cast the spell as if you had applied Still Spell. You can have only one spell painted on you in this way at a time, and if you cast the prepared spell or the paint is removed for any reason, the effects of the woad paint are spent.

Woad paint is sold in small, concentrated blocks (costing 60 gp each) that must be ground into paste on a wooden or stone pallet with a small amount of water and material spell components. A typical kit contains a pallet and 5 blocks of paint. One block produces enough paint for 10 component designs or one stilled spell design. Woad paint has no benefit for a non-spellcaster.

Alchemical Weapons

Alchemical weapons are designed to harm others, though they can have additional uses. All of these items can be made

Table 5-4: Alchemical Weapons

Item	Cost	Weight	Craft DC
Dust knuckle vials (4)	5 gp	—	15
Dust knuckles	25 gp	1/2 lb.	20
Diamond dust vials (4)	25 gp	—	25

by a character with the Craft (alchemy) skill; the DC to craft each item is given in Table 5–4: Alchemical Weapons.

DUST KNUCKLES — **PRICE** 25 GP; **WEIGHT** 1/2 lb.

This fingerless leather glove includes four small pouches along the knuckle line into which you can insert tiny glass vials. You can fill the vials with poison or ground minerals. When you punch someone, the vials shatter, releasing their contents into the target's face and eyes. Together, the four vials hold 1 dose of poison or ground minerals; there is no effect unless all four are full.

Diamond Dust Vials (25 gp): Each of these vials is filled with finely ground mineral crystals. When you shatter a vial with your punch, the target you hit must succeed at a DC 20 Reflex save to shield its eyes or it's blinded for 1 round.

Magic Items

The magic items in these sections are divided into the categories outlined in *Pathfinder RPG Ultimate Equipment*, so you can use the treasure generator detailed in that book. If you're running an adventure that features an NPC with levels in one of the classes introduced in this book, or you have a PC with levels in one of these classes, when determining treasure, consider either using items from this book before rolling randomly on the treasure generator, or adding these items to the treasure generator.

Armor Special Abilities

The following are new armor or shield special abilities. See the Armor section starting on page 461 of the *Pathfinder RPG Core Rulebook* for the rules regarding magic armor. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

AMORPHOUS — **PRICE** +4,500 GP

SLOT none | **CL** 8th | **WEIGHT** —

AURA moderate transmutation

Armor with this special ability grants its wearer a +5 competence bonus on Escape Artist checks and to CMD against grapple combat maneuvers. Additionally, once per day on command, the wearer (along with any gear she is wearing) can take the form of viscous liquid that can pass through any space through which thick mud could reasonably flow. While using this ability, the wearer's speed is reduced by 10 feet, and she can take only move actions. The wearer can assume this form for 1 minute or until she spends a move action to return to her normal form. *Amorphous* armor must be made primarily of leather, fabric, or another flexible, organic material.

CONSTRUCTION REQUIREMENTS | **COST** 2,250 GP

Craft Magic Arms and Armor, *fluid form*[APG]

Table 5-5: Armor Special Abilities

+1 Armor Special Ability	Base Price[1]
Burdenless	+4,000 gp
Amorphous	+4,500 gp
Restful	+4,500 gp
Calming	+1 bonus
Vouchsafing	+1 bonus

+2 Armor Special Ability	Base Price[1]
Spiteful	+7,000 gp
Trackless	+7,500 gp
Jarring[2]	+2 bonus
Spell dodging	+2 bonus

+3 Armor Special Ability	Base Price[1]
Sensing	+3 bonus

[1] Add to enhancement bonus of the armor to determine total price.

[2] This special ability can also be applied to shields.

BURDENLESS — **PRICE** +4,000 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint transmutation

Burdenless armor distributes the weight of the wearer's load more efficiently, allowing her to carry more without suffering the effects of encumbrance. The wearer's carrying capacity is increased by 50% for each load (light, medium and heavy).

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Craft Magic Arms and Armor, *effortless armor*[UC]

CALMING — **PRICE** +1 bonus

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint enchantment

Calming armor is dyed or stained a soothing color. As a swift action, the wearer can create a 5-foot aura around her that quiets the emotions of any agitated foe threatening her. A creature that is raging or under an emotion effect must succeed at a DC 15 Will saving throw, or those effects are suppressed (but not dispelled) for as long as the aura persists. The aura can be used up to 10 rounds each day, though the duration doesn't need to be consecutive. Ending the aura is a swift action.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *calm emotions*	

JARRING

PRICE +2 bonus

SLOT none | **CL** 6th | **WEIGHT** —

AURA moderate evocation

A shield or set of armor with this ability causes unpleasant resonant vibrations in weapons that strike its wearer. As an immediate action up to three times per day, when the wearer is hit by a melee attack made with a weapon, he can activate the armor or shield to send jarring vibrations back through the weapon. The attacker must succeed at a DC 16 Fortitude saving throw or become dazed for 1 round.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *shatter*	

RESTFUL

PRICE +4,500 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint necromancy

A suit of *restful* armor permits the wearer to reduce the amount of uninterrupted sleep or rest she needs from 8 hours to 2 hours, and the wearer does not become fatigued from sleeping in this armor. She recovers hit points and ability damage and endures diseases, poisons, or other afflictions as if she had slept through the night in a comfortable bed. Additional rest time in this armor does not confer extra healing (as would be gained with complete bed rest), nor can the wearer benefit from the armor's effect more than once per day.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Magic Arms and Armor, *nap stack*[APG]	

SENSING

PRICE +3 bonus

SLOT none | **CL** 14th | **WEIGHT** —

AURA strong divination

Sensing armor compensates when its wearer has been blinded, is in total darkness (if the wearer doesn't have darkvision or the see in darkness ability), or is in magical darkness (if the wearer doesn't have the see in darkness ability). When one of these conditions affects the wearer, *sensing* armor immediately grants its wearer blindsight with a 5-foot range and blindsense with a 60-foot range. As soon as the wearer can see, the additional senses end. The wearer can't gain these abilities by closing her eyes.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, *true seeing*	

SPELL DODGING

PRICE +2 bonus

SLOT none | **CL** 4th | **WEIGHT** —

AURA faint abjuration

Spell dodging armor makes it more difficult for attacks from spells and spell-like abilities to hit its wearer, often physically pulling and pushing its wearer out of the way of incoming magical attacks. The wearer gains a +4 dodge bonus to AC against attack rolls from spells and spell-like abilities (including touch attacks) and the attacks of summoned creatures.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *mage armor*	

SPITEFUL

PRICE +7,000 GP

SLOT none | **CL** 7th | **WEIGHT** —

AURA moderate enchantment

When a melee attack made by an enemy within the wearer's melee reach would reduce the wearer to fewer than 0 hit points, the wearer can spend 1 panache point as an immediate action. This allows her to make a single melee attack against the creature that reduced her to 0 or fewer hit points. This attack occurs prior to the wearer falling unconscious or dead.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
Craft Magic Arms and Armor, *haste*	

TRACKLESS

PRICE +7,500 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint transmutation

Trackless armor lightens the wearer's step and camouflages his appearance. Survival checks to track the wearer take a –5 penalty, and the wearer gains a +5 competence bonus on Stealth checks. Only leather armor or hide armor can be *trackless*.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP
Craft Magic Arms and Armor, *pass without trace*	

VOUCHSAFING

PRICE +1 bonus

SLOT none | **CL** 9th | **WEIGHT** —

AURA moderate abjuration

Vouchsafing armor grants its wearer DR 5/— while she is unconscious, nauseated, stunned, or pinned. This DR stacks with any other DR the wearer already has. If the wearer is able to take standard actions while unconscious, nauseated, or stunned, or is able to make attacks while pinned, the *vouchsafing* special ability doesn't function.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *stoneskin*	

Specific Armors and Shields

The following section includes armors and shields with unusual powers and magical abilities. Magic armors can have either abilities that need to be activated to function, or powers that work passively and constantly.

Clawhand Shield

		PRICE 8,158 GP
SLOT shield	**CL** 9th	**WEIGHT** 8 lbs.
AURA moderate necromancy		

This shield is made of bone and ivory, and is imbued with magic to function as a *+2 mithral heavy steel shield* (though it is not considered to be made of metal). The shield has stylized animal claws encircling its outer rim. If the wearer is grappled, pinned, or swallowed whole, as a standard action he can cause the claws to animate and make a single melee attack dealing 1d8 points of damage + the wielder's Strength modifier (1d6 + his Strength modifier for a Small wielder) without requiring a successful combat maneuver check. This attack is considered a weapon attack with a one-handed weapon the wielder is proficient with, not a shield bash.

Additionally, the claws can animate to perform the somatic component of a spell as long as the arm holding the shield would be able to provide this component if it weren't carrying a shield. As a result, the shield has no arcane spell failure chance.

CONSTRUCTION REQUIREMENTS	**COST** 4,158 GP
Craft Magic Arms and Armor, *summon nature's ally I*	

Full Plate of the Corpse

		PRICE 35,650 GP
SLOT armor	**CL** 5th	**WEIGHT** 50 lbs.
AURA faint abjuration		

This suit of *+2 full plate* has been etched and stained in such a way that it resembles the form and shape of a decomposed body that is encased in a suit of armor. The wearer is effectively hidden from nonintelligent undead, which can't see, hear, or smell him; even extraordinary or supernatural senses can't penetrate the magical shroud. An intelligent undead creature can attempt a Will saving throw (DC 14) to penetrate the ward. All affected undead behave as if the wearer simply weren't there.

CONSTRUCTION REQUIREMENTS	**COST** 18,650 GP
Craft Magic Arms and Armor, *hide from undead*	

Hero's Hauberk

		PRICE 16,600 GP
SLOT armor	**CL** 13th	**WEIGHT** 25 lbs.
AURA strong abjuration		

The damage reduction of this dull gray *+1 adamantine chain shirt* stacks with any other damage reduction the wearer possesses. For example, a wearer with DR 5/magic would reduce damage from nonmagical attacks by 6, and magical attacks by 1. While the wearer rages or maintains a raging song, the armor emits a low droning sound and grants the benefits of *light fortification*.

While the wearer maintains a bardic performance, the armor's links jangle in harmony with his song or movements, aiding his focus. The wearer receives a +1 luck bonus on all ability checks and skill checks he attempts during such a performance. In addition, any penalties applied to his attack rolls, ability checks, skill checks, and saving throws are lessened by 1. If a die roll has multiple penalties, the total of the penalties is lessened by 1, not each individual penalty.

CONSTRUCTION REQUIREMENTS	**COST** 11,850 GP
Craft Magic Arms and Armor, *limited wish* or *miracle*, creator must have the raging song class feature	

Table 5-6: Specific Armors and Shields

Lesser Medium Armor	**Price**
Clawhand shield	8,158 gp
Stalking armor	8,575 gp
Greater Medium Armor	**Price**
Tireless tracking hide	11,165 gp
Lesser Major Armor	**Price**
Hero's hauberk	16,600 gp
Greater Major Armor	**Price**
Full plate of the corpse	35,650 gp

Stalking Armor

		PRICE 8,575 GP
SLOT armor	**CL** 6th	**WEIGHT** 20 lbs.
AURA moderate transmutation		

This *+2 studded leather armor* comes in a number of varieties, each corresponding to a specific type of terrain from the ranger's favored terrains list. The armor takes on visual characteristics related to that type of terrain (cold *stalking* armor might be gray and white with a white fur trim, jungle *stalking* armor could be lush green with vine patterns, and so on) and makes the wearer blend in more naturally with his surroundings. *Stalking* armor grants the wearer a +5 competence bonus on Stealth checks and Perception checks attempted while in that specific terrain.

CONSTRUCTION REQUIREMENTS	**COST** 4,375 GP
Craft Magic Arms and Armor, *chameleon stride*[APG], *perceive cues*[APG]	

TIRELESS TRACKING HIDE		PRICE 11,165 GP
SLOT armor	**CL** 5th	**WEIGHT** 25 lbs.
AURA faint transmutation		

This *+1 hide armor* is made from the pelt of a migratory herd animal. Anyone wearing this armor can maintain a hustle for 8 hours without growing fatigued, doubling her normal daily overland movement rate. After that, the wearer begins to take nonlethal damage each hour, per the hustle rules (*Core Rulebook* 171). This armor does not increase tactical movement during combat. The benefits of this armor aren't replenished until the character has had a full night's rest.

CONSTRUCTION REQUIREMENTS	COST 5,665 GP
Craft Magic Arms and Armor, *bear's endurance*	

Weapon Special Abilities

The following are new weapon special abilities. See the Weapons section starting on page 467 of the *Core Rulebook* for the rules regarding magic weapons. Weapons with a special ability must have at least a +1 enhancement bonus.

ANSWERING		PRICE +1 bonus
SLOT none	**CL** 7th	**WEIGHT** —
AURA moderate enchantment		

This ability can be placed only on melee weapons. For the purposes of the opportune parry and riposte deed, the weapon's enhancement bonus increases by 4 (up to a maximum of +5).

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *good hope*, creator must have the opportune parry and riposte deed	

BLOOD-HUNTING		PRICE +1 bonus
SLOT none	**CL** 8th	**WEIGHT** —
AURA moderate conjuration		

A *blood-hunting* weapon excels against enemies that have the bloodline class feature. Against a designated foe, the weapon's enhancement bonus is 2 higher than its actual bonus. It also deals an additional 2d6 points of damage against such foes. When combined with an ability such as *bane* or *spirit-hunting*, the enhancement bonus increases granted by such abilities don't stack, but 1d6 points are added to the additional damage for each special ability beyond the first. (For example, a *bane blood-hunting* weapon would deal an additional 3d6 points of damage, and a *bane blood-hunting spirit-hunting* weapon would deal an additional 4d6 points of damage.) To randomly determine a weapon's designated foe, roll on the following table. Other designated foes are possible, but most of these weapons are designed to target creatures with the following bloodlines.

d%	Designated Foe
01–05	Aberrant
06–15	Abyssal
16–30	Arcane
31–35	Celestial
36–40	Destined
41–50	Draconic
51–60	Elemental
61–70	Fey
71–80	Infernal
81–90	Undead
91–100	Other

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *summon monster I*	

BLOODSONG		PRICE +1 bonus
SLOT none	**CL** 6th	**WEIGHT** —
AURA moderate transmutation		

This special ability can be placed only on slashing or piercing melee weapons. While the wielder benefits from a raging song (whether her own or an ally's), this weapon gains the *keen* weapon special ability. If the wearer confirms a critical hit while under the effects of a raging song, she gains 1d10 temporary hit points that last until they're reduced to 0 or the raging song ends, whichever comes first. If the weapon's critical multiplier is ×3, add 2d10 temporary hit points instead; if the multiplier is ×4, add 3d10 temporary hit points instead. While its powers are active, the weapon vibrates and makes a barely audible hum that rises to a shriek of triumph when it scores a confirmed critical hit.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *keen edge*, creator must have the raging song class feature	

BRAWLING		PRICE +1 bonus
SLOT none	**CL** 7th	**WEIGHT** —
AURA moderate enchantment		

This weapon special ability can be applied only to brass knuckles, a cestus, a sap, or a light bludgeoning weapon. The wielder of this weapon gains an enhancement bonus on combat maneuver checks equal to the enhancement bonus of the weapon.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, Improved Trip, *guidance*	

CONFOUNDING		PRICE +1 bonus
SLOT none	**CL** 5th	**WEIGHT** —
AURA faint transmutation		

When the wielder confirms a critical hit with a *confounding* weapon, she can spend 1 panache point to attempt a combat maneuver to disarm, reposition, sunder, or trip the target as an immediate action, gaining an enhancement bonus on the combat maneuver check equal to the enhancement bonus of the *confounding* weapon. This combat maneuver does not provoke an attack of opportunity. The wielder can't use panache gained by confirming the critical hit to activate this ability.

CONSTRUCTION REQUIREMENTS	**COST** +1 bonus
Craft Magic Arms and Armor, *eagle's splendor*	

DISTRACTING

PRICE +1 bonus

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint enchantment

Weapons with this special ability cause foes struck by them to have difficulty controlling their magic. Any time a creature that has been struck by a *distracting* weapon would have to succeed at a concentration check to complete a spell or use a special ability or item, the DC of that check increases by 5. This distraction lasts for 1 minute. Once a *distracting* weapon affects a creature in this way, that creature can't be affected by another *distracting* effect for 24 hours, though it can be affected by a *greater distracting* effect.

CONSTRUCTION REQUIREMENTS	**COST** +1 bonus
Craft Magic Arms and Armor, *qualm*[UC]	

DISTRACTING, GREATER

PRICE +2 bonus

SLOT none | **CL** 8th | **WEIGHT** —

AURA moderate enchantment

Weapons with this special ability cause foes struck by them to have exceptional difficulty controlling their magic. Any time a creature that has been struck by a *greater distracting* weapon would have to succeed at a concentration check to complete a spell or use a special ability or item, the DC of that check increases by 10. This distraction lasts for 1 minute. Once a *greater distracting* weapon affects a creature in this way, that creature can't be affected by another *distracting* or *greater distracting* effect for 24 hours. If a *greater distracting* weapon is used on a creature already affected by a *distracting* effect, the two effects do not stack; the *distracting* effect ends, and the creature is affected by the *greater distracting* effect instead.

CONSTRUCTION REQUIREMENTS	**COST** +2 bonus
Craft Magic Arms and Armor, *qualm*[UC]	

EXCLUSIONARY

PRICE +3,750 GP

SLOT none | **CL** 1st | **WEIGHT** —

AURA faint necromancy

Table 5-7: Weapon Special Abilities

+1 Weapon Special Ability	Base Price*
Phantom ammunition	+2,000 gp
Prehensile	+2,500 gp
Answering	+1 bonus
Blood-hunting	+1 bonus
Bloodsong	+1 bonus
Brawling	+1 bonus
Confounding	+1 bonus
Distracting	+1 bonus
Fate-stealing	+1 bonus
Flamboyant	+1 bonus
Fortuitous	+1 bonus
Inspired	+1 bonus
Sacred	+1 bonus
Spirit-hunting	+1 bonus

+2 Weapon Special Ability	Base Price*
Exclusionary	+3,750 gp
Sneaky	+5,000 gp
Greater distracting	+2 bonus

+3 Weapon Special Ability	Base Price*
Exhausting	+3 bonus
Greater flamboyant	+3 bonus

+5 Weapon Special Ability	Base Price*
Flying	+5 bonus

* Add to the enhancement bonus of the weapon to determine the total price.

When the wielder of an *exclusionary* weapon damages a creature with it, she can choose not to affect that creature with any channel energy ability she uses within the next minute. The maximum number of targets the wielder can exclude at one time is equal to her Wisdom bonus plus the enhancement bonus of the *exclusionary* weapon. If the wielder of an *exclusionary* weapon strikes a creature that would cause her to exceed this limit, she loses the ability to exclude the target she has been excluding for the longest amount of time.

CONSTRUCTION REQUIREMENTS	**COST** +1,875 GP
Craft Magic Arms and Armor, Selective Channeling, *sanctuary*	

EXHAUSTING

PRICE +3 bonus

SLOT none | **CL** 12th | **WEIGHT** —

AURA strong necromancy

This ability can be placed only on melee weapons. An *exhausting* weapon can bring a great weariness to opponents in battle. On a critical hit, the wielder can choose to forgo the additional damage dice to instead sap the struck creature's strength and stamina, causing it to

become exhausted. Opponents that are already exhausted don't suffer any additional effects, and creatures that are immune to the effects of exhaustion or to critical hits are not affected.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, *ray of exhaustion*	

FATE-STEALING

PRICE +1 bonus

SLOT none	CL 5th	WEIGHT —
AURA faint necromancy		

This special ability can be placed only on melee weapons. When a *fate-stealing* weapon strikes a creature that possesses either grit or panache, the wielder can steal 1 grit point or 1 panache point as a swift action. When the wielder steals a grit point or a panache point, she can regain 1 grit point or 1 panache point (if the wielder has a grit or panache pool). The wielder can use a foe's grit to restore her own panache, or use a foe's panache to restore her own grit.

If the wielder attempts to use this ability against a foe that isn't a grit or panache user, or that currently has no points of grit or panache, the wielder doesn't expend an action, and the attempt fails.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *vampiric touch*	

FLAMBOYANT

PRICE +1 bonus

SLOT none	CL 8th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on one-handed or light piercing melee weapons. A *flamboyant* weapon has its own magical reservoir of panache that its wielder can spend to power her deeds. Usually this panache is stored within a jewel or other adornment. This reservoir holds 1 panache point, which is refreshed at the start of each day.

Whether or not the wielder of a *flamboyant* weapon has any deeds, she can spend 1 panache point from the *flamboyant* weapon to reroll an attack made with it that missed due to rolling a natural 1. When the wielder does so, she must take the second result, even if it also misses.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *heroism*, creator must be a panache user	

FLAMBOYANT, GREATER

PRICE +3 bonus

SLOT none	CL 8th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on one-handed or light piercing melee weapons. A *greater flamboyant* weapon is nearly identical to a *flamboyant* weapon, but its reservoir holds 3 panache points instead of 1. A weapon cannot have both this special ability and the *flamboyant* special ability.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, *greater heroism*, creator must be a panache user	

FLYING

PRICE +5 bonus

SLOT none	CL 16th	WEIGHT —
AURA strong transmutation		

This ability can be placed only on melee weapons. A *flying* weapon acts as a *dancing* weapon, but while dancing it can be directed to attack foes up to 30 feet away. Additionally, at any time (even if the weapon is not dancing), the last wielder to draw the weapon can will it to return to him as a swift action. It flies up to 500 feet per round to return to its wielder, making one sunder attempt per round to penetrate any barrier it can't fly around or attempting a combat maneuver check (using its most recent wielder's CMB) against the CMD of any creature that attempts to hold or restrain it (bursting free on a successful check). When it returns to its wielder, the weapon flies into an empty hand or, if its wielder does not have a free hand, falls at his feet. If the weapon can't return within 4 rounds, it falls inert.

CONSTRUCTION REQUIREMENTS	COST +5 bonus
Craft Magic Arms and Armor, *animate object*	

FORTUITOUS

PRICE +1 bonus

SLOT none	CL 8th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on melee weapons. A *fortuitous* weapon grants the wielder more attacks of opportunity. Once per round, when the wielder of a *fortuitous* weapon hits with an attack of opportunity, he can make a second attack of opportunity with this weapon against that foe at a –5 penalty.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *haste*	

INSPIRED

PRICE +1 bonus

SLOT none	CL 7th	WEIGHT —
AURA moderate enchantment		

This special ability can be placed only on simple weapons, hand crossbows, rapiers, shortbows, short swords, and sword canes[UE]. In the hands of an investigator, an *inspired* weapon reduces the cost of using inspiration on attack rolls made with the weapon. The weapon's wielder needs to expend only one use of inspiration to augment his attack rolls with this weapon, as per the combat inspiration investigator talent. If the wielder already has the combat inspiration talent, the wielder must still expend one use of inspiration,

but in addition to adding the result of the inspiration die roll to the attack roll, the investigator adds twice the result of the inspiration die roll to the weapon's damage roll.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *good hope*	

PHANTOM AMMUNITION

PRICE +2,000 GP

SLOT none	CL 7th	WEIGHT —
AURA moderate transmutation		

This special ability can be placed only on ammunition. Ammunition with this weapon special ability dissolves 1 round after it is fired. Additionally, if the projectile strikes a target, the resulting wound closes after the ammunition disintegrates. The projectile deals normal damage, but leaves behind no visible trace of foul play.

The price is for 50 pieces of phantom ammunition.

CONSTRUCTION REQUIREMENTS	COST +1,000 GP
Craft Magic Arms and Armor, *disintegrate, make whole*	

PREHENSILE

PRICE +2,500 GP

SLOT none	CL 7th	WEIGHT —
AURA moderate enchantment		

This special ability can be placed only on a whip. A prehensile whip can, as a swift action, be attached to an object as if it were a grappling hook. The whip can then be used to climb surfaces or to swing across a room or any open area. By spending 1 panache point as a free action, a swashbuckler increases a *prehensile* whip's reach to 20 feet for a single attack, and can use the whip with his precise strike ability even though it's not a light or one-handed piercing weapon.

CONSTRUCTION REQUIREMENTS	COST +1,250 GP
Craft Magic Arms and Armor, *rope trick*	

SACRED

PRICE +1 bonus

SLOT none	CL 16th	WEIGHT —
AURA strong transmutation		

A *sacred* weapon is filled with divine energy, and acts as a holy symbol. When wielded by a creature that can cast divine spells, the weapon automatically displays an image of that creature's holy symbol, often as a glowing rune on the weapon's blade or along its haft.

Additionally, if the wielder has the blessings class feature, whenever he channels energy, he can choose one ally or ally's weapon within the area of the channeled energy and bestow upon that creature or weapon the benefits of one of his minor blessings at a cost of one use of that blessing.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *imbue with spell ability*	

SNEAKY

PRICE +5,000 GP

SLOT none	CL 7th	WEIGHT —
AURA moderate necromancy		

This special ability can be placed only on a melee weapon. Once per day as a free action, the wielder of a *sneaky* weapon can designate a single foe within his melee reach as his prey. If the wielder has the sneak attack class feature, he adds his sneak attack damage to the next attack he makes against his prey, even if the wielder is not flanking and the target is not denied its Dexterity bonus to AC, as long as that attack is made before the end of the wielder's next turn. If the wielder has the hunter's surprise rogue talent, he can use that talent one additional time per day.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP
Craft Magic Arms and Armor, *doom*	

SPIRIT-HUNTING

PRICE +1 bonus

SLOT none	CL 8th	WEIGHT —
AURA moderate conjuration		

A *spirit-hunting* weapon excels against enemies that have either the mystery or spirit class feature (but has no effect against a shaman who has a temporary bond to the appropriate spirit by way of the wandering spirit class feature or similar effect). Against a designated foe, the weapon's enhancement bonus is 2 higher than its actual bonus. It also deals an additional 2d6 points of damage against such foes. When combined with abilities such as *bane* or *blood-hunting*, the enhancement bonus increases granted by these abilities do not stack, but an additional 1d6 points of damage are added for each special ability beyond the first. (For example, a *bane spirit-hunting* weapon would deal an additional 3d6 points of damage, and a *bane blood-hunting spirit-hunting* weapon would deal an additional 4d6 points of damage.) To randomly determine a weapon's designated foe, roll on the following table. Other designated foes are possible, but most of these weapons are tuned against creatures with the following mysteries or spirits.

d%	Designated Foe
01–10	Battle
11–20	Bones
21–30	Flame
31–40	Heavens
41–50	Life
51–60	Lore
61–70	Nature
71–80	Stone
81–90	Waves
91–00	Wind

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *summon nature's ally I*	

Specific Weapons

The following section includes weapons with unusual powers and magical abilities. Magic weapons can have either abilities that need to be activated to function, or powers that work passively and constantly.

DUELIST'S COMATE

PRICE 35,320 GP

SLOT none | **CL** 13th | **WEIGHT** 2 lbs.

AURA strong transmutation

This *+2 countering*[UE] *dueling*[UE] *rapier* is particularly well balanced, and features a stout steel ball on the pommel. Three times per day, the wielder can make a surprise melee attack with the pommel as a swift action, as if proficient and at her normal attack bonus. The attack deals 1d6+2 points of bludgeoning damage, and the critical threat range and multiplier for this attack are 20/×2.

CONSTRUCTION REQUIREMENTS | **COST** 17,820 GP

Combat Reflexes, Craft Magic Arms and Armor, *cat's grace, daze*

HEADSMAN'S BLADE

PRICE 13,850 GP

SLOT none | **CL** 9th | **WEIGHT** 8 lbs.

AURA moderate necromancy and transmutation

This scalpel-sharp greatsword has a simple black handle and crosspiece, and is made of unusually dark steel etched with an organic wave pattern. Once per day, the wielder of this *+1 keen greatsword* can attempt to assassinate a target, per the slayer advanced talent of the same name. If the wielder is not a slayer, he must spend a full-round action studying the target before attempting the assassination, and the target's DC to avoid death is 15. In the hands of a slayer, the sword's enhancement bonus on attack rolls is 2 higher against a studied target, and the DC to avoid death from an assassination attempt increases by 2. Additionally, if the assassination attempt is successful, the target is decapitated instead of merely slain.

CONSTRUCTION REQUIREMENTS | **COST** 7,100 GP

Craft Magic Arms and Armor, *keen edge, slay living*

RAPIER OF BATTLEFIELD MOVEMENT

PRICE 30,320 GP

SLOT none | **CL** 7th | **WEIGHT** 2 lbs.

AURA moderate transmutation

This *+2 rapier* has elegant lines and a stylish basket hilt. The wielder of this weapon gains a +5 competence bonus on Acrobatics checks made to move through an enemy's threatened area or through its space. As a swift action after hitting with a melee attack using this weapon, the wielder can spend 1 panache point to move 10 feet without provoking attacks of opportunity.

CONSTRUCTION REQUIREMENTS | **COST** 15,350 GP

Craft Magic Arms and Armor, *freedom of movement*, creator must have 10 ranks in Craft (weapons)

Table 5-6: Specific Weapons

Lesser Medium Specific Weapons	Price
Swashbuckler's rapier	7,320 gp
Headsman's blade	13,850 gp

Greater Medium Specific Weapons	Price
Rapier of battlefield movement	30,320 gp
Duelist's comate	35,320 gp

SWASHBUCKLER'S RAPIER

PRICE 7,320 GP

SLOT none | **CL** 7th | **WEIGHT** 2 lbs.

AURA moderate transmutation

This *+1 rapier* has the nondescript, clean lines of a practice foil. The wielder can spend 1 panache point as a swift action to give the rapier the *bane* special ability for 1 round, and can pick any subtype of humanoids as the designated foe.

CONSTRUCTION REQUIREMENTS | **COST** 3,820 GP

Craft Magic Arms and Armor, *magic weapon*, creator must have 5 ranks in Craft (weapons)

Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring, but a character can gain the benefits of only two magic rings at a time.

RING OF ANCESTRAL BLOOD MAGIC

PRICE 4,000 GP

SLOT ring | **CL** 10th | **WEIGHT** —

AURA moderate transmutation

While the wearer is bloodraging, he can cast a bonus spell gained from his bloodrager bloodline without expending a spell slot. He can do this three times per day, and must expend a number of rounds of bloodrage equal to the level of the spell to be cast. The wearer must meet all the other requirements for spellcasting.

CONSTRUCTION REQUIREMENTS | **COST** 2,000 GP

Endurance, Extend Spell, Forge Ring, creator must have the bloodrage class feature

RING OF ELOQUENCE

PRICE 3,500 GP

SLOT ring | **CL** 3rd | **WEIGHT** —

AURA faint divination

Fine etchings spell out the alphabets of four languages around the inside of this finely crafted silver band. The wearer gains

the ability to speak and understand the four languages whose alphabets are inscribed on the ring. Normally the languages are Common, Dwarven, Elven, and Gnome. Less often, such rings are attuned to Giant, Goblin, Orc, and Undercommon, and rings with different sets of languages might also exist. The wearer retains the ability to speak in these languages even if she assumes a form normally unable to do so (such as a druid using wild shape to appear as a wolf).

The ring also makes it easier for the wearer to find the correct words to express herself, granting a +2 competence bonus on Bluff, Diplomacy, Intimidate, and Perform (oratory) checks. Also, if the wearer is deafened and attempts to cast a spell with a verbal component, the chance of spell failure is reduced to 10%.

CONSTRUCTION REQUIREMENTS	**COST** 1,750 GP

Forge Ring, *comprehend languages*

RING OF LINGERING BLOOD MAGIC		**PRICE** 2,000 GP
SLOT ring	**CL** 11th	**WEIGHT** —
AURA moderate transmutation		

When the wearer of this ring is bloodraging, he can expend 1 round of bloodrage to extend the duration of a beneficial spell affecting him with a duration of 1 round per level or greater by 2 rounds. This is a free action the wearer can take once per round.

CONSTRUCTION REQUIREMENTS	**COST** 1,000 GP

Endurance, Extend Spell, Forge Ring, creator must have the bloodrage class feature

RING OF NATURAL ATTUNEMENT (DRAKE)		**PRICE** 12,880 GP
SLOT ring	**CL** 7th	**WEIGHT** —
AURA moderate conjuration		

This coiling band is made of jade carved into the shape of a sea drake. If the wearer can cast *summon nature's ally* spells, the wearer adds forest drake[B2] and shadow drake[B4] to the 4th-level list of monsters he can summon with those spells, adds flame drake[B2] to the 5th-level list, adds frost drake[B2] to the 6th-level list, and adds desert drake[B3] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a shadow drake, as if by the *summon nature's ally IV* spell.

CONSTRUCTION REQUIREMENTS	**COST** 6,440 GP

Forge Ring, *greater magic fang, summon nature's ally IV*

RING OF NATURAL ATTUNEMENT (KAMI)		**PRICE** 7,800 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration		

This ring carved from a single piece of cherry wood bears an inscription written in Tien. If the wearer can cast *summon nature's ally* spells, the wearer adds shikigami[B3] to the 3rd-level list of monsters he can summon with those spells, adds kodama[B3] to the 5th-level list, adds zuishin[B3] to the 7th-level list, and adds toshigami[B3] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a shikigami, as if by the *summon nature's ally III* spell.

CONSTRUCTION REQUIREMENTS	**COST** 3,900 GP

Forge Ring, commune with nature, *summon nature's ally III*

RING OF NATURAL ATTUNEMENT (LESHY)		**PRICE** 2,800 GP
SLOT ring	**CL** 3rd	**WEIGHT** —
AURA faint conjuration		

This ring is made of thin but strong vines braided together in an elegant weave. If the wearer can cast *summon nature's ally* spells, the wearer adds leaf leshy[B3] to the 1st-level list of monsters he can summon with those spells, adds gourd leshy[B3] to the 2nd-level list, adds fungus leshy[B3] to the 3rd-level list, and adds seaweed leshy[B3] to the 4th-level list. Also, once per day on command the wearer can use this ring to summon a leaf leshy, as if by the *summon nature's ally I* spell.

CONSTRUCTION REQUIREMENTS	**COST** 1,400 GP

Forge Ring, *plant growth, summon nature's ally I*

Table 5-8: Rings

Lesser Minor Ring	**Price**
Ring of lingering blood magic	2,000 gp
Ring of natural attunement (leshy)	2,800 gp
Ring of powerful blood magic	3,000 gp
Ring of eloquence	3,500 gp

Greater Minor Ring	**Price**
Ring of ancestral blood magic	4,000 gp
Ring of vengeful blood magic	5,400 gp

Lesser Medium Ring	**Price**
Ring of summoning affinity (archon)	7,000 gp
Ring of summoning affinity (angel)	7,200 gp
Ring of summoning affinity (protean)	7,200 gp
Ring of summoning affinity (kyton)	7,300 gp
Ring of summoning affinity (asura)	7,600 gp
Ring of summoning affinity (psychopomp)	7,600 gp
Ring of summoning affinity (agathion)	7,700 gp
Ring of natural attunement (kami)	7,800 gp
Ring of summoning affinity (aeon)	7,800 gp
Ring of summoning affinity (inevitable)	8,100 gp
Ring of summoning affinity (qlippoth)	8,600 gp
Ring of summoning affinity (div)	9,100 gp
Ring of summoning affinity (daemon)	10,600 gp
Ring of natural attunement (drake)	12,888 gp
Ring of resilience	15,000 gp

RING OF POWERFUL BLOOD MAGIC		PRICE 3,000 GP
SLOT ring	**CL** 9th	**WEIGHT** —
AURA moderate evocation		

When the wearer of this ring is bloodraging and casts a spell, as a swift action he can increase the save DC of the spell by 1. The wearer can do this a maximum of three times per day. This has no effect on spells that do not allow saving throws.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP

Forge Ring, Spell Focus, creator must have the bloodrage class feature

RING OF RESILIENCE		PRICE 15,000 GP
SLOT ring	**CL** 10th	**WEIGHT** —
AURA moderate conjuration		

Whenever the wearer of this ring regains a grit point or a panache point through her actions (not just a daily refresh), she can try to end a single ongoing condition affecting her, attempting a new saving throw against the original DC. The effect must be one that allows a saving throw, that can be removed by either *dispel magic* or *heal*, and against which the wearer failed her initial saving throw. If the wearer succeeds at the new save, the effect is removed even if succeeding at the save would normally have other consequences, and even if the effect normally requires multiple saves to remove. If the effect allows more than one type of saving throw, use the type and DC for the first saving throw the wearer failed against the effect. The wearer can use the ring only once for each ongoing condition. Because the wearer must regain a grit point or a panache point to use the ring, it provides no benefit if she hasn't used any grit or panache.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP

Forge Ring, *restoration*, creator must be a grit or panache user

RING OF SUMMONING AFFINITY (AEON)		PRICE 7,800 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration		

This ring is forged from black iron and shining silver. If the wearer can cast *summon monster* spells, he adds paracletus[B2] to the 3rd-level list of monsters he can summon, adds theletos[B2] to the 6th-level list, and adds akhana[B2] to the 9th-level list. Also, once per day the wearer can use this ring to summon a paracletus, as if by *summon monster III*.

CONSTRUCTION REQUIREMENTS	COST 3,900 GP

Forge Ring, *planar ally* or *planar binding*, creator must be neutral with no other alignment components

RING OF SUMMONING AFFINITY (AGATHION)		PRICE 7,700 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [good]		

This ring is forged from electrum and inlaid with runes. If the wearer can cast *summon monster* spells, the wearer adds silvanshee[B2] to the 3rd-level list of monsters she can summon with those spells, adds vulpinal[B2] to the 5th-level list, adds avoral[B2] to the 7th-level list, and adds leonal[B2] to the 8th-level list. Also, once per day on command the wearer can use this ring to summon a silvanshee, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,850 GP

Forge Ring, *planar ally* or *planar binding*, creator must be neutral good

RING OF SUMMONING AFFINITY (ANGEL)		PRICE 7,200 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [good]		

This ring is cut from transparent crystal. If the wearer can cast *summon monster* spells, the wearer adds cassian[B2] to the 3rd-level list of monsters she can summon with those spells, adds movanic deva[B2] to the 7th-level list, and adds monadic deva[B2] to the 8th-level list. Also, once per day on command the wearer can use this ring to summon a cassian, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP

Forge Ring, *planar ally* or *planar binding*, creator must be good

RING OF SUMMONING AFFINITY (ARCHON)		PRICE 7,000 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [good, law]		

This ring is made of hammered steel. If the wearer can cast *summon monster* spells, the wearer adds harbinger archon[B3] to the 3rd-level list of monsters he can summon with those spells, adds legion archon[B3] to the 6th-level list, and adds shield archon[B2] to the 7th-level list. Also, once per day on command the wearer can use this ring to summon a harbinger archon, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP

Forge Ring, *planar ally* or *planar binding*, creator must be neutral good

RING OF SUMMONING AFFINITY (ASURA)		PRICE 7,600 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [evil, law]		

This ring is made of intricately marked brass. If the wearer can cast *summon monster* spells, the wearer adds tripurasura[B3] to the 3rd-level list of monsters he can summon with those spells, adds adhukait[B3] to the 6th-level list, adds upasunda[B3] to the 7th-level list, and

adds aghasura[B3] to the 8th-level list. Also, once per day on command the wearer can use this ring to summon a tripurasura, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,800 GP
Forge Ring, *planar ally* or *planar binding*, creator must be lawful evil	

RING OF SUMMONING AFFINITY (DAEMON)		PRICE 10,600 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [evil]		

This ring is carved from bone. If the wearer can cast *summon monster* spells, the wearer adds cacodaemon[B2] to the 3rd-level list of monsters she can summon with those spells, adds ceustodaemon[B2] to the 5th-level list, adds hydrodaemon[B2] to the 6th-level list, adds leukodaemon[B2] and piscodaemon[B2] to the 7th-level list, adds derghodaemon[B2] and meladaemon[B2] to the 8th level list, and adds thanadaemon[B2] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a cacodaemon, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 5,300 GP
Forge Ring, *planar ally* or *planar binding*, creator must be neutral evil	

RING OF SUMMONING AFFINITY (DIV)		PRICE 9,100 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [chaos, evil]		

This ring is shaped to resemble a snake consuming its own tail. If the wearer can cast *summon monster* spells, the wearer adds doru[B3] to the 3rd-level list of monsters he can summon with those spells, adds aghash[B3] to the 4th-level list, adds pairaka[B3] to the 6th-level list, adds ghawwas[B3] to the 7th-level list, adds shira[B3] to the 8th-level list, and adds sepid[B3] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a doru, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 4,550 GP
Forge Ring, *planar ally* or *planar binding*, creator must be chaotic evil	

RING OF SUMMONING AFFINITY (INEVITABLE)		PRICE 8,100 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [law]		

This ring resembles a gear or cog. If the wearer can cast *summon monster* spells, the wearer adds arbiter[B2] to the 3rd-level list of monsters she can summon with those spells, adds zelekhut[B2] to the 7th-level list, adds kolyarut[B2] to the 8th-level list, and adds marut[B2] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon an arbiter, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 4,050 GP
Forge Ring, *planar ally* or *planar binding*, creator must be lawful neutral	

RING OF SUMMONING AFFINITY (KYTON)		PRICE 7,300 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [evil, law]		

This iron ring has several sharp barbs. If the wearer can cast *summon monster* spells, the wearer adds augur[B3] to the 3rd-level list of monsters he can summon with those spells, adds sacristan[B4] to the 7th-level list, and adds interlocutor[B3] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon an augur, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,650 GP
Forge Ring, *planar ally* or *planar binding*, creator must be lawful evil	

RING OF SUMMONING AFFINITY (PROTEAN)		PRICE 7,200 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [chaos]		

This ring is made from an opalescent material that is never the same color twice. If the wearer can cast *summon monster* spells, the wearer adds voidworm[B2] to the 3rd-level list of monsters she can summon with those spells, adds naunet[B2] to the 6th-level list, and adds imentesh[B2] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a voidworm, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP
Forge Ring, *planar ally* or *planar binding*, creator must be chaotic neutral	

RING OF SUMMONING AFFINITY (PSYCHOPOMP)		PRICE 7,600 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration		

This silver ring is marked with a skull emblem. If the wearer can cast *summon monster* spells, the wearer adds nosoi[B4] to the 3rd-level list of monsters he can summon with those spells, adds catrina[B4] to the 4th-level list, adds vanth[B4] to the 6th-level list, and adds morrigna[B4] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a nosoi, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 3,800 GP
Forge Ring, *planar ally* or *planar binding*, creator must be neutral with no other alignment components	

RING OF SUMMONING AFFINITY (QLIPPOTH)		PRICE 8,600 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint conjuration [chaos, evil]		

This ring has an odd, disquieting texture that always reveals greater layers of complexity the more closely it is examined. If the wearer can cast *summon monster* spells, the wearer adds cythnigot[B2] to the 3rd-level list of monsters he can summon with those spells, adds shoggti[B2] to the 6th-level list, adds nyogoth[B2] to the 7th-level list, adds chernobue[B2] to the 8th-level list, and adds augnagar[B2] to the 9th-level list. Also, once per day on command the wearer can use this ring to summon a cythnigot, as if by the *summon monster III* spell.

CONSTRUCTION REQUIREMENTS	COST 4,300 GP
Forge Ring, *planar ally* or *planar binding*, creator must be chaotic evil	

RING OF VENGEFUL BLOOD MAGIC		PRICE 5,400 GP
SLOT ring	**CL** 11th	**WEIGHT** —
AURA moderate abjuration		

This claw ring is made of red metal tinged with orange, and a long nail made of obsidian extends from the tip. It allows its wearer to cast a spell as an attack of opportunity. Three times per day, if the wearer is bloodraging and a foe provokes an attack of opportunity from him, the wearer can cast a spell with a casting time of 1 standard action or less as the attack of opportunity. The spell must target the creature that provoked the attack or include it in the spell's area, and must be no higher than 3rd level. This counts as one of the wearer's attacks of opportunity for the round; casting this spell does not itself provoke an attack of opportunity.

CONSTRUCTION REQUIREMENTS	COST 17,500 GP
Combat Reflexes, Forge Ring, Quicken Spell	

Rods

Rods are scepterlike devices that have unique magical powers and usually do not have any charges. Anyone can use a rod.

ROD OF ABRUPT HEXES		PRICE 75,500 GP
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
AURA strong (no school)		

Three times per day when a wielder of this rod uses a hex (but not a major hex or a grand hex), she can use this rod's power to activate the hex as a swift action rather than a standard action.

CONSTRUCTION REQUIREMENTS	COST 37,750 GP
Craft Rod, Quicken Spell, creator must have the hex class feature	

Table 5-9: Rods

Lesser Medium Rods	Price
Rod of grasping hexes	11,000 gp
Rod of interminable hexes	11,000 gp
Rod of voracious hexes	32,500 gp
Rod of potent hexes	54,000 gp

Lesser Major Rods	Price
Rod of abrupt hexes	75,500 gp

ROD OF GRASPING HEXES		PRICE 11,000 GP
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
AURA strong (no school)		

This rod is crafted from a gnarled branch covered in sharp thorns. Three times per day when a wielder of this rod uses a hex (but not a major hex or a grand hex), she can use this rod's power to double the range of the hex, as long as the hex has a range measured in feet.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP
Craft Rod, Reach Spell, creator must have the hex class feature	

ROD OF INTERMINABLE HEXES		PRICE 11,000 GP
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
AURA strong (no school)		

Three times per day when a wielder of this rod uses a hex (but not a major hex or a grand hex), she can use this rod's power to double the duration of the hex, as long as the hex's normal duration is longer than 1 round. When augmented with this rod, a hex that might have a longer duration if a target fails its save but only a 1-round duration if the target succeeds at its save (such as evil eye) still has only a 1-round duration for a target that succeeds at its save.

CONSTRUCTION REQUIREMENTS	COST 5,500 GP
Craft Rod, Extend Spell, creator must have the hex class feature	

ROD OF POTENT HEXES		PRICE 54,000 GP
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
AURA strong (no school)		

Three times per day when a wielder of this rod uses a hex (but not a major hex or a grand hex), she can use this rod's power to double the damage dealt or healed by the hex. To be augmented in this way, a hex must directly heal damage, directly deal damage, or grant a creature some form of attack or aura that deals damage.

CONSTRUCTION REQUIREMENTS	COST 27,000 GP
Craft Rod, Maximize Spell, creator must have the hex class feature	

ROD OF VORACIOUS HEXES		PRICE 32,500 GP
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
AURA strong (no school)		

Three times per day when a wielder of this rod uses a hex (but not a major hex or a grand hex), she can use this rod's power to target not only the hex's normal target, but also another target within 30 feet of the first. The hex must normally target a single creature within a range of at least 30 feet.

CONSTRUCTION REQUIREMENTS	COST 16,250 GP
Craft Rod, Split Hex, creator must have the hex class feature	

Staves

A staff is a long shaft that stores several spells. Staves usually hold spells grouped by a theme and sometimes possess other abilities that they grant to the wielder. A staff has 10 charges when created but can be recharged by a spellcaster with the appropriate spells.

EMBER STAFF		PRICE 13,100 GP
SLOT none	**CL** 8th	**WEIGHT** 3 lbs.
AURA moderate evocation		

The reddish brown bark of this charred manzanita branch shows only in patches. The staff is a mere 3 feet long and balanced for use as a masterwork club.

When casting *produce flame* from the staff, its wielder can choose to set the end of the staff alight instead of producing the flame in her hand. This effect does not damage the staff, and the spell's damage is added to any melee attacks made with the staff.

- *Produce flame* (1 charge)
- *Scorching ray* (2 charges)
- *Fireball* (4 charges)

CONSTRUCTION REQUIREMENTS	COST 6,700 GP
Craft Staff, *fireball, produce flame, scorching ray*	

GRAVEDIGGER'S SPADE		PRICE 12,150 GP
SLOT none	**CL** 8th	**WEIGHT** 4 lbs.
AURA moderate conjuration and transmutation		

Its sturdy, well-polished oaken shaft and the sharp blade attached to its tip allow this magic staff to be used as a masterwork shovel when not employed in spellcasting.

- *Expeditious excavation* (1 charge)
- *Create pit* (2 charges)
- *Spiked pit* (5 charges)

CONSTRUCTION REQUIREMENTS	COST 6,100 GP
Craft Staff, *expeditious excavation*[APG], *create pit*[APG], *spiked pit*[APG]	

Table 5-10: Staves

Lesser Medium Staves	Price
Monstrification staff	12,000 gp
Gravedigger's spade	12,150 gp
Spark staff	12,650 gp
Ember staff	13,100 gp

MONSTRIFICATION STAFF		PRICE 12,000 GP
SLOT none	**CL** 8th	**WEIGHT** 4 lbs.
AURA faint transmutation (polymorph)		

The figures on this scrimshawed ivory staff slowly morph from one monstrous image into another, and often grow to take up more space on the staff's surface. An alchemist or other character capable of creating extracts can pour an extract of *enlarge person* over this staff to restore 1 charge to the staff or pour an extract of *monstrous physique I* over it to restore 3 charges.

- *Enlarge person* (1 charge)
- *Monstrous physique I* (3 charges)

CONSTRUCTION REQUIREMENTS	COST 6,150 GP
Craft Staff, *enlarge person, monstrous physique I*[UM], creator must be an alchemist	

SPARK STAFF		PRICE 12,650 GP
SLOT none	**CL** 8th	**WEIGHT** 2 lbs.
AURA moderate evocation		

Thin golden strands snake through this transparent shaft, seeming to flow from one brass end-cap to the other. Once per day when the wielder is damaged by an effect that deals at least 10 points of electricity damage, the staff regains 1 charge. This does not reduce the amount of damage the wielder takes from the effect.

- *Shocking grasp* (1 charge)
- Intensified *shocking grasp* (2 charges)
- *Lightning bolt* (5 charges)

CONSTRUCTION REQUIREMENTS	COST 6,475 GP
Craft Staff, Intensify Spell[APG], *lightning bolt, shocking grasp*	

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific magic item slot in order to work, while others must merely be possessed and utilized. "Wondrous item" is a catchall category for anything that doesn't fall into other groups such as weapons, staves, and so on. Anyone can use a wondrous item, unless the item specifies otherwise.

There are two main categories of wondrous items: slotted items and slotless items. Slotted items take up a magic item slot, and must be worn by those who want to benefit from them.

Table: 5-11: Wondrous Items

Least Minor Wondrous Items	Price
Elixir of the thundering voice	250 gp
Toothpick of pyrotechnics	400 gp
Storyteller's dust	600 gp
Assassin's dust	750 gp
Bottled scream	900 gp

Lesser Minor Wondrous Items	Price
Belt of superior maneuvers +1	1,000 gp
Dire collar	1,000 gp
Plume of panache	1,000 gp
Spell lattice (1st)	1,000 gp
False face	1,600 gp
Boots of gusto	2,000 gp
Incense of eidos	2,000 gp
Lantern of auras	2,000 gp
Lute of the battle ready	2,000 gp
Restoration dust	2,000 gp
Runestone of power (1st)	2,000 gp
Elixir of sex shift	2,250 gp
Trollbone	2,400 gp
Brass spider	2,500 gp
Swordmaster's flair	2,500 gp
Bell of returning spirits	3,000 gp
Wand key ring	3,000 gp
Boots of vaulting	3,500 gp

Greater Minor Wondrous Items	Price
Spell lattice (2nd)	4,000 gp
Glowing gourd	4,250 gp
Physician's spectacles	4,900 gp
Amulet of uncanny defense	5,000 gp
Headband of the wolf	5,000 gp
Scabbard of many blades	5,000 gp
Vanishing sheath	5,000 gp
Banner of restful nights	5,040 gp
Torc of the primal song	6,000 gp
Whistle of calling	6,300 gp
Cloak of the sneaky scoundrel	6,400 gp
Aspect mask	6,500 gp
Howling bracers	7,000 gp
Gloves of marking	7,200 gp
Boots of swift fury	7,500 gp
One-way window	7,500 gp

Lesser Medium Wondrous Items	Price
Amulet of the spirits (heavens)	8,000 gp
Amulet of the spirits (wind)	8,000 gp
Belt of superior maneuvers +2	8,000 gp
Bloodstained gloves	8,000 gp
Blouse of the boastful bastard	8,000 gp
Cups of rapport	8,000 gp
Lenses of the predator's gaze	8,000 gp
Runestone of power (2nd)	8,000 gp
Torc of bloody rage	8,000 gp

AMULET OF THE BLOODED		PRICE varies
Aberrant		15,000 GP
Abyssal		12,000 GP
Accursed		12,000 GP
Celestial		12,000 GP
Destined		10,000 GP
Draconic		12,000 GP
Elemental		12,000 GP
Fey		10,000 GP
Infernal		12,000 GP
Undead		12,000 GP
SLOT neck	**CL** varies	**WEIGHT** 1 lb.
AURA varies		

Each different type of *amulet of the blooded* grants its wearer powers from one sorcerer bloodline, but makes him vulnerable to attacks and effects that target creatures with the appropriate bloodline (such as from a *blood-hunting* weapon). If a creature that already has the associated bloodline wears the amulet, the wearer does not gain any of the abilities described below; instead, the effective level of his bloodline powers increases by 2. This effect does not stack with other abilities that increase the effective level of bloodline powers.

Aberrant: This chunk of pitch-black onyx is suspended on a chain of silver. Strange whorls and tentacle-like shapes are etched upon its surface. The wearer gains a 25% chance to negate any critical hit or sneak attack (as the *light fortification* armor special ability). The wearer's reach on melee touch attacks increases by 5 feet. Moderate illusion; CL 9th; Craft Wondrous Item, *blur*, *enlarge person*.

Abyssal: This amulet is a bright red garnet in which fire dances when light plays across its surface. It hangs from a chain of brass. The wearer gains electricity resistance 5 and a +2 bonus on saving throws against poison. In addition, the wearer can grow claws as a free action. The claws are treated as natural weapons, and enable the wearer to make two claw attacks as a full attack action using his full base attack bonus. The claws each deal an amount of damage equal to 1d4 (1d3 if the wearer is Small) + the wearer's Strength modifier. Moderate abjuration; CL 9th; Craft Wondrous Item, *delay poison*, *magic fang*, *resist energy*.

Accursed: This swirling green malachite hangs from a chain of oxidized copper. Sinister, unblinking eyes are etched upon its surface. The wearer gains a +2 bonus on saving throws against charm, cold, fear, fire, and sleep effects. Three times

Cape of daring deeds	9,000 gp
Investigator's pipe	9,000 gp
Spell lattice (3rd)	9,000 gp
Poet's cloak	9,750 gp
Amulet of the blooded (destined)	10,000 gp
Amulet of the blooded (fey)	10,000 gp
Amulet of the spirits (flame)	10,000 gp
Amulet of the spirits (stone)	10,000 gp
Amulet of the spirits (waves)	10,000 gp
Hunter's tree fort	10,000 gp
Amulet of the blooded (abyssal)	12,000 gp
Amulet of the blooded (accursed)	12,000 gp
Amulet of the blooded (celestial)	12,000 gp
Amulet of the blooded (draconic)	12,000 gp
Amulet of the blooded (elemental)	12,000 gp
Amulet of the blooded (infernal)	12,000 gp
Amulet of the blooded (undead)	12,000 gp
Amulet of the spirits (battle)	12,000 gp
Amulet of the spirits (bones)	12,000 gp
Amulet of the spirits (life)	12,000 gp
Drinking horn of the panacea	12,000 gp
Tin imp (figurine of wondrous power)	13,000 gp
Cape of feinting	14,000 gp
Greater dire collar	14,000 gp
Amulet of the blooded (aberrant)	15,000 gp
Handkerchief of finding	15,000 gp
Slayer's robe	15,000 gp
Skullcrusher gauntlets	15,302 gp
Helm of the valkyrie	16,000 gp
Runes of the crone's coven	16,000 gp
Runes of the old faith	16,000 gp
Saboteur's goggles	16,000 gp
Spell lattice (4th)	16,000 gp

Greater Medium Wondrous Items	**Price**
Belt of superior maneuvers +3	18,000 gp
Runestone of power (3rd)	18,000 gp
Spell lattice (5th)	25,000 gp

Lesser Major Wondrous Items	**Price**
Boots of the battle herald	30,000 gp
Belt of superior maneuvers +4	32,000 gp
Runestone of power (4th)	32,000 gp
Cloak of disarming	35,000 gp
Spell lattice (6th)	36,000 gp
Iron collar of the unbound coven	46,000 gp
Spell lattice (7th)	49,000 gp

Greater Major Wondrous Items	**Price**
Belt of superior maneuvers +5	50,000 gp
Runestone of power (5th)	50,000 gp
Spell lattice (8th)	64,000 gp
Runestone of power (6th)	72,000 gp
Spell lattice (9th)	81,000 gp
Preyfinder	85,000 gp
Runestone of power (7th)	98,000 gp
Runestone of power (8th)	128,000 gp
Runestone of power (9th)	162,000 gp

per day as a standard action, the wearer can fix his gaze on any one creature within 60 feet. The target becomes staggered for 4 rounds unless it succeeds at a Will saving throw (DC 18). Only one target can be affected by the wearer's gaze at a time; if the wearer attempts to stagger a new opponent, the previous target immediately recovers whether the new attempt is successful or not. Moderate necromancy; CL 9th; Craft Wondrous Item, *bestow curse*, *resist energy*, *resistance*.

Celestial: This large, polished opal hangs from a chain of smoky gray steel. The wearer gains acid resistance 5 and cold resistance 5. Three times per day as a standard action, the wearer can unleash a ray of heavenly fire as a ranged touch attack, targeting any foe within 30 feet. Against evil creatures, the ray deals 1d4+4 points of damage. The damage is divine and not subject to energy resistance or immunity. The ray heals good creatures of 1d4+4 points of damage, but a good creature cannot benefit from the heavenly fire more than once per day. Neutral creatures are unaffected by the ray. Moderate abjuration and evocation; CL 9th; Craft Wondrous Item, *resist energy*, *scorching ray*.

Destined: This chunk of uncut quartz hangs on a platinum chain. The wearer gains a +2 luck bonus on all saving throws and a +2 luck bonus to AC during surprise rounds or any time he is otherwise unaware of an attack. Once per day, the wearer can reroll one attack roll, critical hit confirmation roll, or caster level check to overcome spell resistance. He must decide to use this ability after the first roll is made but before the result is revealed. He must take the second result, even if it's lower. Moderate enchantment; CL 7th; Craft Wondrous Item, *aid*.

Draconic: This amulet comes in a variety of minerals depending on its powers, as shown in the table below, and is formed into the shape of a dragon's scale. The wearer gains resistance 5 against the energy type indicated in the table, as well as a +1 natural armor bonus to AC. Once per day as a standard action, the wearer can produce a breath weapon. This breath weapon deals 4d6 points of damage of the energy type and shape indicated (Reflex DC 13 half). Moderate abjuration and evocation; CL 9th; Craft Wondrous Item, *fire breath*, *resist energy*.

d%	Mineral	Energy Type	Breath Shape
01–25	Malachite	Acid	60-foot line
26–50	Azurite	Electricity	60-foot line
51–75	Red Agate	Fire	30-foot cone
76–100	Calcite	Cold	30-foot cone

Elemental: This amulet's powers depend on the mineral of which it's made, as shown in the table below. The wearer gains resistance 5 against the energy type indicated. Once per day as a standard action, the wearer can unleash a 20-foot-radius burst of elemental power that deals 4d6 points of damage (Reflex DC 14 half) of the energy type indicated. Creatures that fail their saves gain vulnerability to that energy type until the end of the wearer's next turn. Moderate evocation; CL 9th; Craft Wondrous Item, *elemental aura*[APG], *resist energy*.

d%	Mineral	Energy Type
01–25	Anhydrite	Electricity
26–50	Hematite	Acid
51–75	Beryl	Fire
76–100	Forsterite	Cold

Fey: This drop of amber hangs on a silk cord. The wearer can turn invisible for 9 rounds per day, as *greater invisibility*. The duration doesn't need to be consecutive. Three times per day, the wearer can make a melee touch attack to cause a creature to laugh uncontrollably. For 1 round, that creature can take only move actions, but can defend itself normally. Once a creature has been affected, it's immune for 24 hours. This is a mind-affecting effect. Moderate illusion; CL 9th; Craft Wondrous Item, *greater invisibility*, *hideous laughter*.

Infernal: This chunk of black marble hangs from a chain of brass. The wearer gains fire resistance 5 and a +2 bonus on saving throws against poison. Three times per day the wearer can make a melee touch attack to cause a creature to become shaken for 4 rounds. Multiple touches do not stack, but do add to the duration. Moderate abjuration; CL 9th; Craft Wondrous Item, *chill touch*, *resist energy*.

Undead: This chunk of petrified bone dangles from a silver chain. The wearer gains cold resistance 5 and DR 5/— against nonlethal damage. Three times per day the wearer can make a melee touch attack to cause a creature to become shaken for 4 rounds. Touching a creature that is already shaken causes it to become frightened for 1 round if it has fewer than 8 Hit Dice. Moderate abjuration; CL 9th; Craft Wondrous Item, *chill touch*, *resist energy*.

CONSTRUCTION REQUIREMENTS	**COST** varies
Aberrant	7,500 GP
Abyssal	6,000 GP
Accursed	6,000 GP
Celestial	6,000 GP
Destined	5,000 GP
Draconic	6,000 GP
Elemental	6,000 GP
Fey	5,000 GP
Infernal	6,000 GP
Undead	6,000 GP

Craft Wondrous Item, additional spells (see text), creator must be a sorcerer of the appropriate bloodline

AMULET OF THE SPIRITS		**PRICE** varies
Battle		12,000 GP
Bones		12,000 GP
Flame		10,000 GP
Heavens		8,000 GP
Life		12,000 GP
Stone		10,000 GP
Waves		10,000 GP
Wind		8,000 GP
SLOT neck	**CL** varies	**WEIGHT** 1 lb.
AURA varies		

Each different type of *amulet of the spirit* grants its wearer powers from one type of shaman spirit bond, but makes her vulnerable to attacks and effects that target creatures with that spirit bond (such as from a *spirit-hunting* weapon). If a creature that already has the associated mystery or spirit wears the amulet, that wearer does not gain any of the abilities described below; instead, the effective level of her mystery or spirit powers increases by 2. This effect does not stack with other abilities that increase the effective level of mystery or spirit powers.

Battle: This amulet is shaped like a tiny dagger that hangs point down. Once per day as a swift action, the wearer can activate a battle ward, which grants her a +3 deflection bonus to AC. Each time she is attacked, the deflection bonus is reduced by 1 (whether the attack succeeds or not) until the ward fades away when the bonus reaches +0. In addition, once per day as a swift action the wearer can curse a creature within 30 feet, causing it to take more damage from bleed effects and causing its wounds to heal at a slower rate. When the cursed creature takes bleed damage, it takes an additional 1 point of bleed damage (even if the bleed is ability damage). Furthermore, when the target is subject to an effect that would restore its hit points, that effect restores only half the normal amount of hit points. This curse lasts for 8 rounds. Moderate necromancy; CL 8th; Craft Wondrous Item, *bestow curse*, *entropic shield*.

Bones: This amulet is a necklace made of petrified bones. Once per day as a swift action, the wearer can activate a bone ward, which causes a group of flying bones to encircle her, granting her a +2 deflection bonus to AC for 8 rounds. In addition, once per day as a swift action the wearer can target a creature within 30 feet, causing it to become frightened for 1 round (Will DC 13 negates). Moderate necromancy; CL 8th; Craft Wondrous Item, *entropic shield*, *scare*.

Flame: This amulet is a fire opal on a brass chain. Twice per day as a swift action, the wearer can activate a fire ward. The next time she is struck with a melee weapon, the creature making the attack takes 1d6+4 points of fire damage. The ward lasts for 1 minute, after which it fades away if it hadn't been used. In addition, twice per day as a swift action the wearer can cause a creature within 30 feet to become

vulnerable to fire until the end of the wearer's turn. Whenever the creature takes fire damage, it takes half again as much damage (+50%). If the creature is already vulnerable to fire, this hex has no effect. Fire immunity and resistances apply as normal, and any saving throw allowed by the effect that caused the damage reduces the damage as normal. Moderate evocation; CL 8th; Craft Wondrous Item, *burning hands*.

Heavens: This black cat's eye hanging from a silver chain reflects back any light that hits its surface as a six-pointed star. Whenever the wearer can see the open sky at night, she can determine her precise location, and can add her Wisdom modifier to her Charisma modifier on all Charisma checks and Charisma-based skill checks. In addition, as a standard action the wearer can cause one enemy within 30 feet to treat the light level as two steps lower: bright light becomes dim light, normal light becomes darkness, and areas of dim light and darkness become supernaturally dark (like darkness, but even creatures with darkvision can't see). This effect lasts for 8 rounds (Will DC 13 negates). This action doesn't provoke attacks of opportunity. Moderate divination; CL 8th; Craft Wondrous Item, *darkness*, *locate creature*.

Life: This amulet is formed from a petrified robin's egg strung on a simple thong of woven hair. The wearer becomes more receptive to healing magic, regaining an additional 1d6 hit points from any cure spell cast upon her. In addition, once per day as a standard action, the wearer can cut off any single creature within 30 feet from all forms of magical healing and effects that remove conditions. A DC 13 Will saving throw negates this effect, which otherwise lasts for 1 minute. Moderate conjuration and necromancy; CL 10th; Craft Wondrous Item, *cure light wounds*, *inflict moderate wounds*.

Stone: This rounded river rock hangs from a copper chain. Once per day as a swift action, the wearer can activate a ward of stone, granting herself DR 5/adamantine against the next two melee attacks against her. This ward lasts for 1 minute, after which it fades away if it isn't used. In addition, once per day as a swift action the wearer can cause a creature within 30 feet to become slightly magnetic; this effect lasts for 2 rounds. Whenever that creature is attacked with a melee or ranged weapon made primarily of metal, it takes a –4 penalty to AC. Moderate abjuration; CL 8th; Craft Wondrous Item, *heat metal*, *stoneskin*.

Waves: This amulet is a small conch hanging from a cord of woven seaweed. Once per day as a swift action, the wearer can activate a ward of mist, granting herself concealment, as per the *blur* spell. The mist dissipates after it causes two attacks to miss because of concealment or after 1 minute, whichever comes first. In addition, as a swift action once per day the wearer can cause one creature within 30 feet to become more susceptible to the sapping powers of cold for 1 minute. When a creature takes cold damage while under this effect, it is entangled for 1 round. If the creature takes cold damage while already entangled by this effect, the duration of the entangled condition increases by 1 round. Moderate illusion; CL 8th; Craft Wondrous Item, *blur*, *chill touch.*

Wind: This feather hangs from a chain of slender twigs reminiscent of a bird's nest. Once per day as a swift action, the wearer can activate a ward of wind that lasts for 1 minute. When she is attacked with an arrow, ray, or other ranged attack that requires an attack roll, that attack roll has a 20% miss chance. In addition, once per day as a swift action the wearer can cause a creature within 30 feet to spark and shimmer with electrical energy for 4 rounds. While this effect doesn't harm the creature, it does cause the creature to emit light like a torch, preventing it from gaining any benefit from concealment or invisibility. Furthermore, while the aura lasts, whenever the target is hit with a metal melee weapon, it also takes 5 points of electricity damage. Moderate abjuration and evocation; CL 8th; Craft Wondrous Item, *entropic shield*, *shocking grasp*.

CONSTRUCTION REQUIREMENTS	**COST** varies
Battle	6,000 GP
Bones	6,000 GP
Flame	5,000 GP
Heavens	4,000 GP
Life	6,000 GP
Stone	5,000 GP
Waves	5,000 GP
Wind	4,000 GP

Craft Wondrous Item, additional spells (see text), creator must be a shaman with the appropriate spirit

AMULET OF UNCANNY DEFENSE

PRICE 5,000 GP

SLOT neck | **CL** 9th | **WEIGHT** —

AURA moderate abjuration

This heavy, cold iron amulet depicts a bear's head with jaws open in a roar. It boosts the wearer's uncanny dodge ability, causing it to function as improved uncanny dodge. (The amulet has no benefit for characters who do not have uncanny dodge). If the wearer already has improved uncanny dodge, he treats his class level as 4 higher for the purpose of determining the number of rogue levels an attacker must have in order to sneak attack the wearer by flanking him.

CONSTRUCTION REQUIREMENTS	**COST** 2,500 GP

Craft Wondrous Item, *true seeing*

ASPECT MASK

PRICE 6,500 GP

SLOT head | **CL** 3rd | **WEIGHT** 2 lbs.

AURA faint transmutation

This leather mask is vaguely animalistic, and is inlaid with various primitive designs. Three times per day on command, the wearer gains the benefit of a single aspect of an animal

attuned to the mask, as if by the hunter's animal focus class feature. Each mask is attuned to one type of animal from the animal focus list, chosen when the mask is created.

CONSTRUCTION REQUIREMENTS	COST 3,250 GP
Craft Wondrous Item, creator must have the animal focus class feature or the wild shape class feature	

ASSASSIN'S DUST

PRICE 750 GP

SLOT none	CL 5th	WEIGHT —
AURA faint transmutation		

This fine dust causes bare skin that it comes in contact with to burn and tingle. When sprinkled on a corpse or an inanimate skeleton, it causes the dead flesh and bones to disintegrate into a fine brown powder similar to that left by a *disintegrate* spell. *Assassin's dust* comes in a small vial suitable for treating eight Small corpses, four Medium corpses, or one Large corpse. An inanimate skeleton counts as half a corpse of its size. This dust has no effect on living or undead creatures.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, *disintegrate*	

BANNER OF RESTFUL NIGHTS

PRICE 5,040 GP

SLOT none	CL 9th	WEIGHT 7 lbs.
AURA moderate abjuration		

This magical standard appears to be a banner of nondescript canvas cloth, but on command it takes on the device or insignia chosen by the person using it. Once per day when the banner is planted firmly in the ground, it creates a calm and comfortable environment in a 20-foot radius around the banner, granting those within the area the benefits of *endure elements*. This area of calm and comfort can resist magical weather effects, but only if such effects are of a caster level lower than that of the banner.

Also, the banner wards this area of calm and comfort as if by an *alarm* spell (audible alarm). The creature that plants the banner into the ground chooses the password upon doing so. The area created by the banner lasts for 8 hours or until the banner is taken out of the ground.

CONSTRUCTION REQUIREMENTS	COST 2,520 GP
Craft Wondrous Item, *alarm*, *endure elements*	

BELL OF RETURNING SPIRITS

PRICE 3,000 GP

SLOT none	CL 7th	WEIGHT 1 lb.
AURA moderate conjuration		

This ancient bronze hand bell has an ivory handle, and simple pictograms of animals are etched into its surface. Once per day on command, the user can ring the bell to summon his familiar to his side, as long as the familiar is within 100 feet. This ability is the equivalent of a spell of a level equal to 1/3 the user's level. The familiar immediately appears in an adjacent space of the user's choice.

If the user's familiar is dead, this ability can be used to summon its spirit back from beyond the grave. This effect functions as a *raise dead* spell, but it can target only the user's familiar. The familiar doesn't need to be touched, though it must be within 100 feet. Any negative levels the familiar gains as a result of being raised are automatically removed at the rate of 1 per day, and any lost Constitution is automatically restored at the rate of 1 point per day. Once the bell has been used to raise a familiar, it transforms into inert clay and loses its magical abilities.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, *raise dead, summon nature's ally*	

BELT OF SUPERIOR MANEUVERS

PRICE varies

+1 bonus	2,000 GP
+2 bonus	8,000 GP
+3 bonus	18,000 GP
+4 bonus	32,000 GP
+5 bonus	50,000 GP

SLOT belt	CL 5th	WEIGHT —
AURA faint evocation		

This thin, black canvas belt is typically tied loosely about the waist to secure a robe, a kimono, or a martial artist's dobok. Three times per day as a free action, the wearer can select a combat maneuver and for 1 round receive an enhancement bonus of +1 to +5 on combat maneuver checks for this combat maneuver and a +1 to +5 bonus to CMD when defending against this maneuver. Additionally, when worn by a brawler, the belt grants one additional use of her martial flexibility class feature each day.

CONSTRUCTION REQUIREMENTS	COST varies
+1 bonus	1,000 GP
+2 bonus	4,000 GP
+3 bonus	9,000 GP
+4 bonus	16,000 GP
+5 bonus	25,000 GP

Craft Wondrous Item, *divine favor*, creator's caster level must be at least triple the belt's bonus

BLOODSTAINED GLOVES

PRICE 8,000 GP

SLOT hands	CL 6th	WEIGHT 5 lbs.
AURA moderate divination		

The original color of these supple, calfskin gloves is obscured by layers of brown bloodstains that persist despite any amount of cleaning. If the gloves are soaked in the blood of a recently killed creature, for 1 hour the

wearer gains a +1 insight bonus on attack rolls and damage rolls against creatures of the same type (or subtype for humanoids or outsiders, as per the ranger's favored enemy class feature). If the gloves are worn by a slayer, the bonus on damage rolls is equal to the slayer's studied target bonus. Creatures that lack blood, such as skeletons, golems, and clockwork creatures, cannot activate the gloves' ability.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Items, *instant enemy*[APG]	

BLOUSE OF THE BOASTFUL BASTARD

PRICE 8,000 GP

SLOT chest	CL 5th	WEIGHT —
AURA faint transmutation		

This stylish, purple silk shirt trimmed with designs embroidered in golden thread brings out reckless behavior in even the most conservative swashbucklers. If the wearer has the panache class feature, when she takes damage from a successful critical hit, she regains 1 panache point. This shirt has no effect on someone who is not a panache user.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, *guidance, prestidigitation, resistance*	

BOOTS OF GUSTO

PRICE 2,000 GP

SLOT feet	CL 4th	WEIGHT 1 lb.
AURA faint transmutation		

These boots are made of fine red leather, and are decorated with stitched designs featuring humanoids wielding rapiers and other light weapons suited for swashbucklers. Up to three times per day, the wearer can perform the derring-do 1st-level swashbuckler deed.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, *cat's grace*, creator must be a panache user	

BOOTS OF SWIFT FURY

PRICE 7,500 GP

SLOT feet	CL 11th	WEIGHT 2 lbs.
AURA moderate transmutation		

These boots of heavy, furred hide rise to the wearer's calf, and are held in place with rough hide straps secured by thick iron buckles. They provide the wearer with a +10-foot enhancement bonus to his base land speed. When the wearer is in a rage, the boots also grant him a +4 deflection bonus to AC against attacks of opportunity provoked by moving through or out of a threatened square or by casting a spell.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP
Craft Wondrous Item, *expeditious retreat, rage*	

BOOTS OF THE BATTLE HERALD

PRICE 30,000 GP

SLOT feet	CL 11th	WEIGHT 2 lbs.
AURA moderate enchantment		

These boots are made of fine white leather that has been tooled with scenes of epic battles. Once per day as a move action, the wearer can grant himself the effect of *greater heroism* for 11 minutes.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
Craft Wondrous Item, *greater heroism*	

BOOTS OF VAULTING

PRICE 3,500 GP

SLOT feet	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		

The wearer of these suede boots ignores an additional 10 feet of falling distance when she successfully uses Acrobatics to soften a fall. Once per round as a free action, the wearer can use the boots to gain a +10 competence bonus on an Acrobatics check to jump, treating the jump as though she had a running start. The wearer also receives this +10 competence bonus on Acrobatics checks to avoid attacks of opportunity during the jump or to balance after landing.

Using the boots in this fashion strains the lower body. If the wearer attempts a second such jump before at least 1 minute has passed, she must succeed at a Fortitude save with a DC equal to the DC of her second jump attempt or injure her legs. This injury reduces her base speed by half for 24 hours, or until she is successfully treated with a DC 15 Heal check or receives at least 1 point of magical healing. The DC of the Fortitude save increases by 5 for each additional jump attempted until at least 1 minute passes after a jump.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
Craft Wondrous Item, *cat's grace, jump*	

BOTTLED SCREAM

PRICE 900 GP

SLOT none	CL 7th	WEIGHT 1/2 lb.
AURA moderate evocation		

Wax seals this smoked glass bottle. When the bottle is opened or shattered, a shrill scream erupts in a 20-foot-radius burst. Any bardic performances that rely on audible components immediately end. Any spellcaster concentrating on or casting a spell must succeed at a concentration check (DC = 15 + spell level) or lose the spell. In addition, the scream dispels any *silence* spells that overlap its area. The bottle can be thrown as a splash weapon or opened by hand. If it's opened, its burst is centered on the opener's space.

CONSTRUCTION REQUIREMENTS	COST 450 GP
Craft Wondrous Item, *shout*	

BRASS SPIDER

PRICE 2,500 GP

SLOT none | **CL** 7th | **WEIGHT** 2 lbs.

AURA moderate transmutation

This diminutive, shiny brass construct looks like a spider made of gears and cogs. It's roughly the size of an adult human's hand, and its legs are picks, chisels, pliers, and other tools of fine manipulation. A fine chain can be played out of a winch on the brass spider's back, connecting it to a small disk with studs and levers that control the construct's actions, enabling it to walk and crawl like a spider. The brass spider has no autonomous motivation.

Once per day, a character holding the *brass spider*'s chain can use the Disable Device skill from 15 feet away without penalty, as long as he has line of sight to the device he is attempting to disable. In most cases, this means that any mishap caused by the use of the skill affects the *brass spider* (which has hardness 5 and 25 hit points) rather than the spider's controller. Additionally, the brass spider can be used without limit as masterwork thieves' tools, without the advantage of any additional range.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Craft Wondrous Item, *animate object, cat's grace*

CAPE OF DARING DEEDS

PRICE 9,000 GP

SLOT shoulders | **CL** 5th | **WEIGHT** 2 lbs.

AURA faint abjuration

The wearer can spend a full-round action concentrating to change the color of this short, silken cape to match any attire or mood. When using the derring-do 1st-level swashbuckler deed, the wearer adds an additional die when she rolls a natural 5 or 6 rather than just when she rolls a natural 6. Additionally, the cape grants a +2 resistance bonus on saving throws. This bonus increases to +4 for 1 round each time the wearer uses the charmed life swashbuckler class feature.

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP

Craft Wondrous Item, *guidance, prestidigitation, resistance*

CAPE OF FEINTING

PRICE 14,000 GP

SLOT shoulders | **CL** 8th | **WEIGHT** 1 lb.

AURA moderate enchantment

This hooded cape is crafted from fine fabric with colorful embroidery and elegant weasel-fur trim. Three times per day, the wearer can spend a standard action to purposely miss an opponent, performing a dramatic feint that causes that foe to lose its Dexterity bonus to AC until the wearer's next turn. If a swashbuckler wearing a *cloak of feinting* performs the superior feint deed or uses this cape's ability, the foe is also dazed until the start of the swashbuckler's next turn if the foe fails a DC 13 Will save.

CONSTRUCTION REQUIREMENTS | **COST** 7,000 GP

Craft Wondrous Item, *daze*, creator must be able to perform the superior feint deed

CLOAK OF DISARMING

PRICE 35,000 GP

SLOT shoulders | **CL** 9th | **WEIGHT** 1 lb.

AURA moderate transmutation

This cloak is well crafted and stylish. As a swift action, the wearer can direct the cloak to attempt a combat maneuver check to disarm a creature within 5 feet, using the wearer's CMB. This disarm attempt does not provoke attacks of opportunity. If the attempt fails, the wearer doesn't risk losing the cloak. The wearer can spend 1 panache point before making the disarm attempt to gain a +5 competence bonus on the combat maneuver check.

CONSTRUCTION REQUIREMENTS | **COST** 17,500 GP

Craft Wondrous Item, Improved Disarm, *pilfering hand*[UC], creator must be a panache user

CLOAK OF THE SNEAKY SCOUNDREL

PRICE 6,400 GP

SLOT shoulders | **CL** 5th | **WEIGHT** 2 lbs.

AURA faint illusion

This dark burgundy cloak shifts its hue and pattern to blend in with its surroundings, granting the wearer a +5 competence bonus on Stealth checks. The cloak holds a concealed scabbard in which a light blade (as defined in the fighter weapon group, *Ultimate Equipment* 47) can be hidden. The wearer can draw the blade as if from a normal scabbard, but anyone searching the wearer for the item must succeed at a DC 20 Perception check, as if looking for a secret door.

If a swashbuckler is wearing the cloak, she can spend 1 panache point to use *vanish*, as per the spell.

CONSTRUCTION REQUIREMENTS | **COST** 3,200 GP

Craft Wondrous Item, *shrink item*, *vanish*[APG]

CUPS OF RAPPORT

PRICE 8,000 GP

SLOT none | **CL** 5th | **WEIGHT** 1 lb. (pair)

AURA faint enchantment

These wooden drinking cups are similar to those found in many common taverns, and always come in pairs—one is a master cup, the other is a mark cup. When a user of the master cup shares drinks with someone using the mark cup, the master cup's user gains a supernatural advantage when attempting to develop a good rapport with the mark cup's user. After 5 minutes of sharing a

drink and chatting with a user of the mark cup, the user of the master cup gains a +5 bonus on Bluff, Diplomacy, and Sense Motive checks against the user of the mark cup. The two users must share a beverage from a common source (for example, two cupfuls poured from the same bottle of wine, ladled from the same punch bowl, or dipped into the same spring water) and spend the next 5 minutes socializing with one another. The bonus lasts for 1 hour or until the users move more than 15 feet apart from each other, whichever comes first. Once a creature has used a mark cup, that creature cannot be affected by the same mark cup for 1 day.

CONSTRUCTION REQUIREMENTS	**COST** 4,000 GP

Craft Wondrous Item, *charm person*

DIRE COLLAR

PRICE 1,000 GP

SLOT neck	**CL** 3rd	**WEIGHT** 2 lbs.
AURA faint transmutation		

This leather collar resizes to fit almost any size of animal. Once per day on command, the creature that fastened the dire collar to the animal can cause that animal to grow larger and more bestial. The collar's fastener must be within 30 feet of the animal to do so. The animal gains the benefit of an *enlarge person* spell (despite the normal targeting restrictions of that spell) for 1 minute.

CONSTRUCTION REQUIREMENTS	**COST** 500 GP

Craft Wondrous Item, *animal growth*

DIRE COLLAR, GREATER

PRICE 14,000 GP

SLOT neck	**CL** 9th	**WEIGHT** 2 lbs.
AURA moderate transmutation		

This collar functions as a *dire collar*, except that the animal wearing it gains the benefit of an *animal growth* spell for 1 minute.

CONSTRUCTION REQUIREMENTS	**COST** 7,000 GP

Craft Wondrous Item, *animal growth*

DRINKING HORN OF THE PANACEA

PRICE 12,000 GP

SLOT none	**CL** 7th	**WEIGHT** 1 lb.
AURA moderate conjuration		

This drinking horn is made from the highly polished tusk of some great beast. Etched around the rim are stylized waves and sea creatures. The horn typically appears empty, but once per day a creature holding it can command it to fill with a liquid that, when consumed, has the effect of one of four spells: *cure serious wounds*, *lesser restoration*, *neutralize poison*, or *remove disease*. Consuming a drink from the horn is a standard action that provokes attacks of opportunity. No matter the spell chosen, the drink in the horn has the appearance and honeyed fragrance of summer mead. If the liquid is not consumed within 1 minute or is spilled from the horn, its effects are wasted.

CONSTRUCTION REQUIREMENTS	**COST** 6,000 GP

Craft Wondrous Item, *cure serious wounds, lesser restoration, neutralize poison, remove disease*

ELIXIR OF SEX SHIFT

PRICE 2,250 GP

SLOT none	**CL** 9th	**WEIGHT** —
AURA moderate transmutation		

Upon drinking this elixir, a character permanently transforms their biology to take on a different set of sexual characteristics of their choice. While the imbiber's physiology changes dramatically and their features adjust slightly to take on the new qualities, the imbiber is still recognizable as the same person. The character has only minor control over the specific details of this new appearance, and the elixir grants no benefit on Disguise checks or similar checks.

This elixir functions instantaneously and can't be dispelled, though drinking a second *elixir of sex shift* either reverts the imbiber to a former form or allows them to adopt alternate sexual characteristics, as they choose. The elixir has no effect on imbibers who are pregnant or are of races with no sexual differentiation. Most races, however, have a wide spectrum of sexual differentiation, some common, others more rare. Therefore, most imbibers can decide how this elixir transforms them. An unwilling imbiber can choose not to change at all.

CONSTRUCTION REQUIREMENTS	**COST** 1,125 GP

Craft Wondrous Items, *polymorph*

ELIXIR OF THE THUNDERING VOICE

PRICE 250 GP

SLOT none	**CL** 5th	**WEIGHT** —
AURA faint transmutation		

This light gray elixir makes the user's voice fiercer and louder, and gives it an inhuman quality that rattles those the user talks to, granting him a +10 competence bonus on Intimidate checks for 1 hour.

CONSTRUCTION REQUIREMENTS	**COST** 125 GP

Craft Wondrous Item, *sound burst*

FALSE FACE

PRICE 1,600 GP

SLOT head	**CL** 3rd	**WEIGHT** 1/2 lb.
AURA none (see text)		

This simple, hand-painted party mask emanates no magical aura. Its true usefulness is revealed only when it's worn. When a person dons the mask, she instantly assumes the appearance of a specific Small or Medium humanoid creature. Each mask

has a single "face" that can't be changed once the item is created. This effect otherwise works as *disguise self*.

CONSTRUCTION REQUIREMENTS	COST 800 GP
Craft Wondrous Items, *disguise self, magic aura*	

GLOVES OF MARKING

PRICE 7,200 GP

SLOT hands	CL 4th	WEIGHT 1 lb.
AURA faint necromancy and transmutation		

These ruddy leather gloves enhance the precision of the wearer's attacks. When wielding a piercing or slashing weapon and using Weapon Finesse, the wearer can mark a creature when confirming a critical hit instead of dealing additional damage. The mark consists of a simple symbol, such as a single letter.

The wielder and her allies gain a +2 morale bonus on attack rolls and melee damage rolls against the marked creature for 1 minute. In addition, the marked creature must succeed at a Will saving throw (DC = 10 + 1/2 the wielder's level + the wielder's Dexterity modifier) or be shaken for 1 minute. The bonuses and the condition persist even if the damage caused by the mark is healed.

CONSTRUCTION REQUIREMENTS	COST 3,600 GP
Craft Wondrous Item, *cause fear, heroism*	

GLOWING GOURD

PRICE 4,250 GP

SLOT none	CL 9th	WEIGHT 8 lbs.
AURA moderate evocation [good]		

This gourd has been hollowed out and carved with the symbol of a good-aligned deity. It sheds light as a candle. If the gourd is smashed against the ground, the 40-foot-radius area around the crushed gourd is affected as if by *hallow* with a *remove fear* spell fixed to it. This magic item is often crafted from a pumpkin, though other types of gourds, or even large turnips, can be used.

CONSTRUCTION REQUIREMENTS	COST 3,125 GP
Craft Wondrous Item, *hallow, remove fear*	

HANDKERCHIEF OF FINDING

PRICE 15,000 GP

SLOT none	CL 3rd	WEIGHT —
AURA faint divination		

The bearer of this elegant, perfumed handkerchief can attune the handkerchief to himself by keeping it in his possession for 1 week. Once the handkerchief is attuned to a bearer, the bearer can always sense in what direction the handkerchief is, as long as it is on the same plane. A bearer unaware of the handkerchief's power cannot attune to it.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, *locate object*	

HEADBAND OF THE WOLF

PRICE 5,000 GP

SLOT headband	CL 5th	WEIGHT 1/2 lb.
AURA faint transmutation		

This silver band is formed of pieces that resemble a pack of hunting wolves. On command, the wearer gains the scent ability with a range of 10 feet (20 feet upwind, 5 feet downwind), as the wolf aspect of the hunter's animal focus class feature. If the wearer is a hunter with the wolf aspect, this headband instead increases the wearer's effective hunter level for that aspect by 8.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, *bloodhound*[APG], creator must have the animal focus class feature	

HELM OF THE VALKYRIE

PRICE 16,000 GP

SLOT head	CL 14th	WEIGHT 3 lbs.
AURA strong conjuration		

This shining helm glints with the multicolored hues of the aurora, and features wings carved of fine whalebone that sweep back from the temples. While the helm is in good shape, it shows signs of having seen battle. Once per day the wearer can summon a giant spectral wolf. Treat this as *phantom steed* cast by a 14th-level caster, but with an AC of 24 (–1 size, +8 natural armor, +7 Dexterity) and 100 hit points. The wolf can persist for up to 24 hours, as long as the creature that summoned it is still wearing the helm . Even though it takes the form of a fierce predator and is more powerful than other *phantom steeds*, the mount is nothing more than mist and can't attack.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
Craft Wondrous Item, *phantom steed*	

HOWLING BRACERS

PRICE 7,000 GP

SLOT wrists	CL 7th	WEIGHT 1 lb.
AURA moderate enchantment		

These bracers are made of heavy iron and have a pattern of howling wolves engraved upon them. Once per day on command, the wearer can clash the bracers together rhythmically. Doing this causes the wolves etched into the bracers to come to life and let out a chorus of howls, as per *crushing despair* (DC 16). Additionally, for every two creatures under the effect of the wearer's raging song when this ability is used, the DC increases by 1, to a maximum increase of 5.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
Craft Wondrous Item, *crushing despair*, creator must have the raging song class feature	

HUNTER'S TREE FORT

PRICE 10,000 GP

SLOT none | **CL** 7th | **WEIGHT** 1 lb.

AURA moderate transmutation

This item appears to be a wooden puzzle box that measures 3 inches on a side. When the box is placed on the ground beneath the boughs of a tree with a trunk at least 2 feet in diameter and the command word is spoken, the box unfolds and rises, melding with the tree. It becomes a stable structure attached to the tree limbs 20 feet above ground level, and a rope ladder hangs down from a trapdoor on the underside of the platform. The outer surfaces of the tree fort take on the visual characteristics of the tree in which it is erected; creatures must succeed at a DC 25 Perception check to notice the fort (DC = 15 in a dead tree or tree that has shed its leaves). The tree fort can take one of two forms, chosen at the time the device is activated.

Tree House: This version of the tree fort unfolds into a 20-foot-square, open-air platform with railings on all four sides and no roof. It is open to the elements and provides no protection from the weather, but it has enough convenient braces and knotholes to allow tents to be erected across its surface. Creatures standing in the tree house have partial cover against opponents on the ground, while those who are prone within it have total cover.

Blind: This version of the tree fort forms into a 5-foot-square hunting blind. It is enclosed on all sides, has a roof, and features a number of narrow horizontal windows for watching or shooting out of any side. Creatures inside the blind have improved cover against all foes outside.

In either form, a *hunter's tree fort* remains open for up to 12 hours in any 24-hour period; these hours of use don't need to be consecutive. If the duration expires while the tree fort is occupied or the fort takes 50 points of damage (hardness 5), the fort descends and folds itself back up into its puzzle box form, leaving all inhabitants unharmed on the ground at the base of the tree. If the tree fort was forced to return to box form due to damage, it can't be activated again for 24 hours.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *warp wood, rope trick*

INCENSE OF EIDOS

PRICE 2,000 GP

SLOT none | **CL** 8th | **WEIGHT** 1 lb.

AURA moderate transmutation

When burned, this incense gives off a musty smell reminiscent of old tomes in libraries. When a character lights *incense of eidos* and then spends 10 minutes meditating nearby, she is able to recall with perfect clarity any information she wishes. For the next 10 minutes, the affected character can take 20 on any Knowledge check, even if in immediate danger or distracted. One pound of *incense of eidos* is enough for three 10-minute meditation sessions.

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *fox's cunning*

INVESTIGATOR'S PIPE

PRICE 9,000 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint conjuration and divination

This long-stemmed, wooden pipe can burn any number of substances, but is primarily used for smoking tobacco. The pipe smoker can command a small, smoky servant to emerge from the pipe to do minor tasks. The servant can move or fetch small objects, and in general acts as an *unseen servant*, except that it is visible as a small, wispy cloud of gray smoke. Additionally, the servant is capable of clearing one 5-foot square of smoke or fog per round. The servant can be used for up to 1 hour per day; this duration doesn't need to be continuous, but must be spent in 10-minute increments.

An investigator gains some additional benefits while smoking the pipe. He can use inspiration on Survival checks to track or Perception checks to notice fine details without spending a use of inspiration. Additionally, once per day he can attempt a Knowledge check as if he had the eidetic recollection investigator talent.

CONSTRUCTION REQUIREMENTS | **COST** 4,500 GP

Craft Wondrous Item, *guidance, unseen servant*

IRON COLLAR OF THE UNBOUND COVEN

PRICE 46,000 GP

SLOT neck | **CL** 11th | **WEIGHT** 2 lbs.

AURA moderate transmutation

This grotesque collar is useful to any witch who is eager to form a coven, but would rather avoid associating with one or more evil hags. The collar is a crude band of iron from which hang the fist-sized shrunken heads of three hags (an annis hag[B3], a green hag, and a sea hag). The heads remain semi-animate—they occasionally twitch, blink, coo softly, or whisper curses at the wearer, each other, or anyone else nearby. A witch with the coven hex who wears the collar gains access to the following powers.

Champion of the Unbound Coven: If the wearer joins a coven, the coven can ignore the requirement to have at least one hag as a member. Each of the coven members must still have the coven hex, and one of the members must be a witch of at least 9th level.

Dreadful Gaze: Three times per day as a swift action, the wearer can command the hags' heads to lock their terrible

gazes on one humanoid within 30 feet. The target of this gaze attack must succeed at a DC 15 Will save or become paralyzed with terror (as per *hold person*). This is a mind-affecting fear effect.

Hag Form: Once per day as a standard action, the wearer can assume the form of a powerfully built Medium crone that resembles the horrific union of an annis hag, a green hag, and a sea hag. This metamorphosis is identical to the *transformation* spell, including the violent change to the wearer's mindset and the loss of spellcasting ability.

CONSTRUCTION REQUIREMENTS	**COST** 23,000 GP

Craft Wondrous Item, Craft (leather) 4 ranks, *alter self, hold person, transformation*, creator must have the coven hex

LANTERN OF AURAS

PRICE 2,000 GP

SLOT none	**CL** 1st	**WEIGHT** 2 lbs.
AURA faint divination		

A *lantern of auras* is a bullseye lantern made of cold iron with a series of lenses and colored glass filters that can be flipped down in front of its main aperture. The lantern functions as a bullseye lantern but needs no oil to shed its light. If its command word is spoken, it begins to reveal magic auras, as per *detect magic*. It will reveal all auras that *detect magic* reveals over the normal duration of 3 rounds, as long as its light is held on the same area for this duration. Anyone who takes a full-round action to observe the revealed auras during each of these rounds can attempt a Knowledge (arcana) check to determine the school of any magic aura revealed, or a Spellcraft check to identify the properties of a magic item within the area.

Roughly 45% of these lanterns have the command word etched on the bottom of the lantern. Casting *identify* on a *lantern of auras* reveals the command word.

CONSTRUCTION REQUIREMENTS	**COST** 1,000 GP

Craft Wondrous Item, *detect magic, light*

LENSES OF THE PREDATOR'S GAZE

PRICE 8,000 GP

SLOT eyes	**CL** 7th	**WEIGHT** —
AURA moderate divination		

These amber lenses are shaped to look like the eyes of a cat. As a standard action, the wearer can use these lenses to target a single creature that he can see. When he does so, as long as the target is not already the subject of the wearer's studied target class feature, the wearer gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against that creature, as well as a +1 bonus on weapon attack rolls and damage rolls against it as if he had the studied target class feature.

If the wearer has the studied target class feature, he can instead use the magic of these lenses as a free action when designating the subject of his studied target to increase his effective slayer level by 5 for the purpose of the studied target class feature.

The wearer can gain these effects for up to 10 rounds per day, but the duration doesn't need to be consecutive.

CONSTRUCTION REQUIREMENTS	**COST** 4,000 GP

Craft Wondrous Item, creator must have the studied target class feature

LUTE OF THE BATTLE READY

PRICE 2,000 GP

SLOT none	**CL** 3rd	**WEIGHT** 3 lbs.
AURA faint transmutation		

These magic items are usually crafted as lutes, though they can be fashioned as other instruments. On command three times per day, the user can transform the lute into a *+1 spear*, *+1 longsword*, or *+1 battleaxe*. The weapon the instrument transforms into is chosen at creation, and the weapon must be appropriately sized for the user of the instrument. The instrument takes weapon form for 1 minute, or until its wielder uses another command word to turn it back into its normal form.

CONSTRUCTION REQUIREMENTS	**COST** 1,000 GP

Craft Wondrous Item, *shillelagh*

ONE-WAY WINDOW

PRICE 7,500 GP

SLOT none	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint divination		

When not in use, this magical device appears to be a simple wooden picture frame about 3 inches by 5 inches in size. When set against a solid surface, it becomes a window, allowing the user to see through to the other side. No visible evidence of the window appears on the opposite side of the surface. No items, light, sound, spells, or spell effects can pass through the window, and divination magic that allows the user to penetrate illusions or spot hidden things (such as *true seeing*) doesn't function. If there is no ambient light in the area being viewed, it appears as complete darkness to the viewer. The window can penetrate up to 1 foot of wood, 6 inches of stone, or 1 inch of metal, but even a thin layer of lead blocks the effect. If the surface to be looked through is too thick, the frame doesn't function. It can't be used to peer at mechanical structures behind thin veneers (such as the tumblers of a lock); it functions only when an open space lies beyond the barrier it is placed against.

CONSTRUCTION REQUIREMENTS	**COST** 2,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance*

PHYSICIAN'S SPECTACLES

PRICE 4,900 GP

SLOT eyes | **CL** 3rd | **WEIGHT** —

AURA faint conjuration and divination

These nondescript, brass-rimmed spectacles have green-tinted lenses and are favored by practicing doctors and adventurers alike. When worn, they grant the wearer a constant awareness of poisons and diseases, as per *detect poison* and *diagnose disease*. Also, once per day on command the wearer can touch a single creature to use *delay poison* on that creature.

CONSTRUCTION REQUIREMENTS | **COST** 2,450 GP

Craft Wondrous Item, *delay poison, detect poison, diagnose disease*

PLUME OF PANACHE

PRICE 1,000 GP

SLOT head | **CL** 5th | **WEIGHT** —

AURA faint transmutation

This plume is oversized, chic, and extravagant. To gain its effects, the user must affix it to a nonmagical hat worth at least 10 gp. Once per day, when the wearer performs a deed, the plume provides her with 1 panache point that can be used for that deed. Once used, the plume appears wilted and bedraggled until its magic is replenished.

CONSTRUCTION REQUIREMENTS | **COST** 500 GP

Craft Wondrous Item, *heroism*

POET'S CLOAK

PRICE 9,750 GP

SLOT shoulders | **CL** 7th | **WEIGHT** 1 lb.

AURA moderate enchantment

Even after being cleaned and mended, this traveler's cloak appears worn and weathered. For wearers with the bardic performance class feature, it grants the use of raging song as a 4th-level skald by spending rounds of bardic performance. For wearers with the raging song class feature, it grants the use of inspire courage and inspire competence, as if by a 4th-level bard, by spending rounds of raging song.

In addition, each *poet's cloak* allows its wearer to grant one specific rage power when using raging song in place of his own rage powers (if any). The specific rage power varies by cloak. It must be usable by a 4th-level skald, and can't have any prerequisites other than level.

CONSTRUCTION REQUIREMENTS | **COST** 4,875 GP

Craft Wondrous Item, *good hope*, *rage*, creator must have the bardic performance or raging song class feature

PREYFINDER

PRICE 85,000 GP

SLOT none | **CL** 9th | **WEIGHT** —

AURA moderate divination

These sturdy brass compasses are often painted blood red and etched with images of wolves, lions, crocodiles, or sharks stalking their prey. Though *preyfinders* function as standard compasses (*Ultimate Equipment* 62), making them useful tools for navigation, they also have the power to magically identify and track down creatures.

To use a *preyfinder*, its bearer must (as a standard action) take a drop of blood from a creature, smear it onto the compass's glass faceplate, and then touch the compass to his head. The blood must be no more than 1 week old, and can come from a living or a dead creature, though a living or an undead target can attempt a DC 18 Will save to resist the *preyfinder*'s tracking ability. If the Will save is successful, the *preyfinder* can't identify or locate the creature, and none of the *preyfinder*'s magical powers function for 24 hours. If the creature fails the Will save, the *preyfinder* telepathically provides its bearer with an image of the creature to which the drop of blood belonged and marks the creature as the *preyfinder*'s quarry.

After a creature is marked as the *preyfinder*'s quarry, the bearer can spend a standard action to magically divine the creature's current location. As long as the quarry is no more than 100 miles away, the *preyfinder* provides a series of telepathic images to the bearer, who is then able to determine the direction toward and exact distance to the quarry. This detection ability can be fooled by *mislead*, *nondetection*, and *polymorph* spells and effects.

A *preyfinder* can have only one creature designated as its quarry at any one time. If the bearer adds a new drop of blood, the old quarry is replaced by the new one. The bearer can also spend a full-round action to remove a quarry designation from the *preyfinder*.

When used by a slayer with the studied target class feature, a *preyfinder* grants the slayer a +1 insight bonus on attack rolls and damage rolls made against a creature designated as the *preyfinder*'s quarry. Additionally, instead of designating another creature as its quarry, a slayer can add a drop of his own blood to the *preyfinder* (a standard action) to gain a +2 morale bonus on all attack rolls, saves, and skill checks for 1 minute. After that minute elapses, none of the *preyfinder*'s magical powers function for 24 hours.

CONSTRUCTION REQUIREMENTS | **COST** 42,500 GP

Craft Wondrous Item, *blood biography*[APG], *heroism*, *locate creature*

RESTORATION DUST

PRICE 2,000 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint conjuration

This silky red dust is pleasantly warm to the touch. When sprinkled on a partially decomposed corpse or skeleton, it causes the dead flesh and bones to mend and re-form, allowing the corpse to be identified or raised as if it had been killed recently (effectively restarting the count of days that limits *raise dead*). If more than half of the bones are missing or the subject has been dead for more than 100 years, the dust has no effect. One vial contains enough *restoration dust* to restore a single Medium or smaller corpse. Larger corpses can be restored by using multiple vials (two for Large creatures, four for Huge, eight for Gargantuan, and 16 for Colossal).

CONSTRUCTION REQUIREMENTS | **COST** 1,000 GP

Craft Wondrous Item, *make whole*

RUNES OF THE CRONE'S COVEN

PRICE 16,000 GP

SLOT none | **CL** 12th | **WEIGHT** 1 lb.

AURA strong universal

This set of black stones, each engraved with a different rune of ill fortune, comes in a leather pouch. When used as part of spell kenning, the stones allow the user to cast spells from the witch spell list. To cast a witch spell, the user must spend twice as long casting as for normal spell kenning, and must expend a spell slot 1 level higher than normal. If the user has the master skald class feature, determine the casting time as though he lacked that class feature instead of doubling it. The stones can be used once per day.

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, *imbue with spell ability*, creator must be able to cast 6th-level witch spells

RUNES OF THE OLD FAITH

PRICE 16,000 GP

SLOT none | **CL** 12th | **WEIGHT** 1 lb.

AURA strong universal

This velvet pouch contains a number of stones gathered from the creator's local area that are each marked with a single druidic symbol. *Runes of the old faith* work as *runes of the crone's coven*, except they allow the casting of druid spells as part of spell kenning. The stones can be used once per day.

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, *imbue with spell ability*, creator must be able to cast 6th-level druid spells

RUNESTONE OF POWER

PRICE varies

1st-level	2,000 GP
2nd-level	8,000 GP
3rd-level	18,000 GP
4th-level	32,000 GP
5th-level	50,000 GP
6th-level	72,000 GP
7th-level	98,000 GP
8th-level	128,000 GP
9th-level	162,000 GP

SLOT none | **CL** 17th | **WEIGHT** —

AURA strong transmutation

A *runestone of power* is a small chip of polished stone etched with a rune. These objects are potent aids to all spellcasters who cast spontaneously (but not to spellcasters like clerics who have the option to spontaneously cast certain spells). Once per day, a spontaneous caster can draw upon a *runestone of power* to cast a spell; doing so is part of the spellcasting action, and expends that runestone's power for the day rather than one of the spellcaster's actual spell slots for the day. An expended *runestone of power* recharges its capacity after 24 hours. The spell must be of the same level as the runestone or lower.

CONSTRUCTION REQUIREMENTS	**COST** varies
1st-level	1,000 GP
2nd-level	4,000 GP
3rd-level	9,000 GP
4th-level	16,000 GP
5th-level	25,000 GP
6th-level	36,000 GP
7th-level	49,000 GP
8th-level	64,000 GP
9th-level	81,000 GP

Craft Wondrous Items, creator must be able to spontaneously cast spells of the appropriate spell level

SABOTEUR'S GOGGLES

PRICE 16,000 GP

SLOT eyes | **CL** 7th | **WEIGHT** —

AURA moderate enchantment

These goggles are fitted with crimson lenses surrounded by thick, round brass frames and secured with a leather strap. Three times per day, the wearer can use *murderous command* as a gaze attack (Will DC 16 negates).

CONSTRUCTION REQUIREMENTS | **COST** 8,000 GP

Craft Wondrous Item, Heighten Spell, *murderous command*[UM]

SCABBARD OF MANY BLADES		PRICE 5,000 GP
SLOT none	**CL** 9th	**WEIGHT** 3 lbs.
AURA moderate conjuration		

This scabbard can hold multiple melee weapons in an extradimensional space, including weapons that would not normally fit in any kind of scabbard or sheath. It can hold up to four two-handed weapons. Two one-handed or light melee weapons can fit in each two-handed weapon slot, for a maximum capacity of eight one-handed or light melee weapons. Only weapons designed to be used by creatures of the same size as the wearer or smaller can be kept in a *scabbard of many blades*. The scabbard can't be used to store shields (even if they can be used to make melee attacks), gauntlets, improvised weapons, or wands, but it can store rods (which are treated as one-handed weapons) and magic staves (which are treated as two-handed weapons).

When the wearer draws a weapon from the scabbard, if she does not lose her grip on it (keeping it in her hand or hands at all times), as a move action she can have it switch places with another weapon in the scabbard. If the wearer has the Quick Draw feat, she can do this as a swift action. If the wearer loses her grip on a weapon drawn from the scabbard, that weapon can't switch places with another weapon until it has been sheathed in the scabbard and drawn again.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, *secret chest*	

SKULLCRUSHER GAUNTLETS		PRICE 15,302 GP
SLOT hands	**CL** 10th	**WEIGHT** 6 lbs.
AURA moderate evocation		

These bloodstained gauntlets are made of a combination of blackened steel and polished white stone. They are slightly oversized and somewhat bulky, though still suitable for combat. They function as *+1 gauntlets*.

Once per day, the wearer can make a devastating attack with the gauntlets that can instantly knock a target unconscious. The wearer must announce her intent before making her attack roll, and creatures immune to critical hits can't be affected. To make the attack, the wearer makes a single melee attack at her highest base attack bonus as a full-round action. If the strike hits, the target takes 4d6 points of force damage and must succeed at a DC 15 Fortitude save or fall unconscious until the end of its next turn. Even if the target succeeds at the Fortitude save, it is staggered until the end of its next turn.

When worn by a brawler with the knockout class feature, the gauntlets increase the DC to resist the brawler's knockout by 2.

CONSTRUCTION REQUIREMENTS	COST 7,802 GP
Craft Wondrous Item, *deep slumber, stone fist*[APG]	

SLAYER'S ROBE		PRICE 15,000 GP
SLOT body	**CL** 9th	**WEIGHT** 5 lbs.
AURA moderate divination		

This ragged brown robe could be mistaken for a monk's cassock, but the devotees who wear it are dedicated only to the art of killing. This robe grants the wearer a +5 competence bonus on Stealth checks and on Sleight of Hand checks to conceal a weapon, and a +1 resistance bonus on saving throws. If the robe is worn by a slayer, the resistance bonus on saving throws increases to match the slayer's studied target bonus when he is facing a studied target.

On command, the robe's wearer can turn into a brown mist (as per *gaseous form*) for up to 5 minutes per day. This duration doesn't need to be continuous, but it must be spent in 1-minute increments. While the wearer is in this form, the bonus on Stealth checks increases to +10. The wearer can end this effect as a standard action.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Items, *gaseous form, guidance*	

SPELL LATTICE		PRICE varies
1st-level		1,000 GP
2nd-level		4,000 GP
3rd-level		9,000 GP
4th-level		16,000 GP
5th-level		25,000 GP
6th-level		36,000 GP
7th-level		49,000 GP
8th-level		64,000 GP
9th-level		81,000 GP
SLOT none	**CL** 17th	**WEIGHT** 1 lb.
AURA varies (see text)		

A *spell lattice* is a block of transparent crystal, internally etched with a three-dimensional representation of a spell. This spell is chosen when the item is created (the contained spell determines the school of the lattice's aura). When a *spell lattice* is wielded by a spontaneous spellcaster who has the spell contained within it on her class spell list, she can use her spell slots to cast that spell as if it were one of her spells known. When an arcanist holds a *spell lattice*, as long as she has the contained spell on her class spell list, she can use her spell slots to cast that spell as if it were one of her spells currently prepared.

A spellcaster who uses a spellbook or a formula book can copy the spell from a *spell lattice* as if it were a scroll. Doing so expends the spell from the *spell lattice*.

CONSTRUCTION REQUIREMENTS	COST varies
1st-level	500 GP
2nd-level	2,000 GP
3rd-level	4,500 GP
4th-level	8,000 GP
5th-level	12,500 GP
6th-level	18,000 GP
7th-level	24,500 GP
8th-level	32,000 GP
9th-level	40,500 GP

Craft Wondrous Item, Scribe Scroll, creator must be able to cast the spell placed in the *spell lattice*

STORYTELLER'S DUST

PRICE 600 GP

SLOT none | **CL** 2nd | **WEIGHT** —

AURA faint illusion

This dust is kept in gaudy bags, but is a simple white powder. When thrown into a fire, it conjures a visible theater of the mind, as per *minor image*, within a 10-foot cube above the flames. The user can manipulate this illusion, which lasts for 2 hours or until the user banishes the scene. The user gains a +2 bonus on all Perform checks to tell a story using the image created by the dust.

CONSTRUCTION REQUIREMENTS | **COST** 300 GP

Craft Wondrous Item, *minor image*

SWORDMASTER'S FLAIR

PRICE 2,500 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint enchantment

These garish tokens usually take the form of colorful clothing accessories. While the user grasps a token in her off hand, she can spend 1 panache point to gain the use of a specific ability associated with the token. Once per day, the bearer can use the token to gain its full benefit without spending panache. Non-swashbucklers can use the tokens, but unless they have a way of gaining panache, they can use a token's ability only once per day. A character can benefit from only one token at a time; holding a second token provides no additional benefit. There are four types of tokens, each offering a different benefit.

Blue Scarf: The user can spend 1 panache point as a swift action to increase her melee reach with light or one-handed piercing weapons by 5 feet for 1 minute.

Green Glove: The user can spend 1 panache point as a swift action to ignore the effects of difficult terrain until the end of her next turn.

Red Sash: The user can spend 1 panache point as an immediate action to attempt a combat maneuver check to trip a creature that has charged and ended its charge in a space within the user's melee reach. This combat maneuver does not provoke an attack of opportunity, it is attempted before the attack at the end of the charge, and the sash's user gains a +2 bonus on the check. If the check is successful, the attacker can't make an attack at the end of its charge.

White Lace Kerchief: The user can spend 1 panache point as a swift action to pinpoint an unseen, adjacent enemy and gain the benefit of the Blind-Fight feat for 1 round.

CONSTRUCTION REQUIREMENTS | **COST** 1,250 GP

Blind-Fight, Craft Wondrous Item, Improved Trip, Lunge, Nimble Moves, *good hope*

TIN IMP (FIGURINE OF WONDROUS POWER)

PRICE 13,000 GP

SLOT none | **CL** 11th | **WEIGHT** 1 lb.

AURA moderate enchantment and transmutation

These fat, smirking imp figurines are made of solid tin. A *tin imp* turns into an imp (*Bestiary* 78) on command, though it retains its metallic consistency, which gives it a +4 armor bonus to AC. In imp form, a *tin imp* can turn invisible at will as a swift action, though it retains none of an imp's other spell-like abilities and lacks a poisoned sting. *Tin imps* generally avoid combat, but make excellent spies and trackers.

The *tin imp*'s owner can, as a move action, designate a single creature in his line of sight as the *tin imp*'s quarry. The *tin imp* then follows its quarry clandestinely, and sends a whispered message to its owner once each hour detailing the quarry's location and activities. The message is similar to the *whispering wind* spell, though the message unerringly locates the *tin imp*'s owner instead of moving to a predetermined location. A *tin imp* can maintain its animate status for up to 48 hours per week. This duration doesn't need to be continuous, but must be spent in 1-hour increments. If slain in combat, a *tin imp* is destroyed.

Additionally, a creature with the track class feature can command a *tin imp* he owns to study a set of footprints (a standard action) and designate the creature that made the footprints as its quarry. The *tin imp* can then attempt to track the creature as if its owner was tracking it, using the owner's Perception and Survival modifiers (with any tracking bonuses).

CONSTRUCTION REQUIREMENTS | **COST** 6,500 GP

Craft Wondrous Item, *animate objects, invisibility, whispering wind*

TOOTHPICK OF PYROTECHNICS

PRICE 400 GP

SLOT none | **CL** 3rd | **WEIGHT** —

AURA faint evocation

This wooden toothpick is useful for creating flashy diversions on stage or in a fight. Breaking the toothpick causes a

blinding flash and a dark cloud of smoke to appear. Creatures other than the user within 20 feet must succeed at a DC 13 Fortitude save or be blinded for 1d4+1 rounds. The cloud of smoke spreads 20 feet in all directions, obscures all sight (including darkvision), and lasts for 3 rounds.

CONSTRUCTION REQUIREMENTS	COST 200 GP
Craft Wondrous Item, *pyrotechnics*	

TORC OF BLOODY RAGE

PRICE 8,000 GP

SLOT neck | **CL** 7th | **WEIGHT** 1 lb.

AURA moderate transmutation

This thick iron torc appears to be crudely made, and a few dents from the maker's hammer are visible. Once per day as a free action, the wearer can enter a *rage* for 6 rounds, as per the spell, except that the wearer is fatigued for 12 rounds after the *rage* ends. If the wearer has the rage class feature, once per day as a free action she can grant herself 3 additional rounds of rage instead.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, *rage*, creator must have the bloodrage or rage class feature	

TORC OF THE PRIMAL SONG

PRICE 6,000 GP

SLOT neck | **CL** 9th | **WEIGHT** 4 lbs.

AURA moderate enchantment

This heavy gold neck ring resembles a braided rope. When the wearer performs a raging song or benefits from an ally's raging song, she gains the benefit of the Diehard feat for the duration of the song. In addition, she benefits from any helpful raging song or bardic performance for 1 round after the performance ends or would normally cease affecting the wearer. This does not stack with other means of prolonging the effects of a performance that has ended.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, *greater heroism*	

TROLLBONE

PRICE 2,400 GP

SLOT none | **CL** 7th | **WEIGHT** 1 lb.

AURA moderate conjuration

Runic engravings adorn this charred rib bone pulled from a slain troll. On command, when the bone is tossed up to 20 feet away, it grows into a full-sized troll (*Bestiary* 268) under the user's control. The troll normally remains for 2d4 rounds, but if the user is maintaining a bardic performance when the item is activated, the troll remains until the end of the performance. When the troll is slain or the item's duration ends, it turns back into a bone that then crumbles into dust.

CONSTRUCTION REQUIREMENTS	COST 1,200 GP
Craft Wondrous Item, *summon monster IV*	

VANISHING SHEATH

PRICE 5,000 GP

SLOT wrist | **CL** 6th | **WEIGHT** 1 lb.

AURA moderate conjuration

This small sheath attaches to the wrist with a leather strap. The sheath can accommodate any single light weapon, wand, or piece of ammunition weighing no more than 5 pounds. While sheathed, the object is hidden in an extradimensional space and is weightless. As a swift action, the wearer can flex her wrist, ejecting the object into her hand. If her hand is not empty, the object remains sheathed. Stowing an object in the sheath requires a move action. The wearer gains a +4 bonus on any Sleight of Hand check to oppose the Perception check of someone observing or frisking the wearer in search of an object in the sheath.

Vanishing sheaths can be worn in pairs, with one on each wrist. A person wearing two vanishing sheaths can eject one or both objects with a single swift action.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, *secret chest*	

WAND KEY RING

PRICE 3,000 GP

SLOT none | **CL** 5th | **WEIGHT** 8 lbs.

AURA faint universal

Each of these rune-carved brass rings is keyed to a specific spell at creation. When the bearer attempts a Use Magic Device check to activate a scroll or spell trigger item based on that spell, he gains a +10 insight bonus on the check.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
Craft Wondrous Item, *guidance*, creator must have 10 ranks in the Use Magic Device skill	

WHISTLE OF CALLING

PRICE 6,300 GP

SLOT none | **CL** 7th | **WEIGHT** —

AURA moderate conjuration

This whistle emits a loud, shrill note. Once per day when the user blows this whistle, his mount or animal companion is instantly teleported from as far as 1 mile away to a safe space of the user's choice within 30 feet of him. Any effect that bars or hampers teleportation also impedes this effect. The whistle is useless until it's attuned to a specific mount or animal companion; attuning the whistle is a special ritual that takes 10 minutes. The whistle can be attuned to a new mount or animal companion whenever the user desires.

CONSTRUCTION REQUIREMENTS	COST 3,150 GP
Craft Wondrous Item, *teleport*	

6 Designing Classes

"Interesting!" Lem moved his hand over the wall. As he touched each of the indicated stones, a glowing rune flared to life. "Unless I miss my guess—and I rarely do—this is some sort of puzzle code. Very old."

"Uh, Lem?" Jirelle backed up until she was looming over the bard. "Our friends are back."

"So hold them off. That's the reason you're getting a half-share, remember?"

The creatures lumbered forward in a shambling run, their grotesque eye stalks wriggling. Jirelle drew her sword. Behind her, Lem chuckled to himself.

"Fascinating..."

Designing Classes

There are few rules systems as important to the game as those that govern the classes. In the Pathfinder Roleplaying Game, classes represent the legendary heroes of the game, as well as some of its most dastardly villains. Whereas a feat, a spell, or a magic item has a limited impact on the world as a whole, a class affects the entire game. Classes populate the world, becoming a part of the tapestry that informs the tone and narrative of the game. Because they're so important, designing new classes is one of the most delicate and difficult tasks for a Game Master. This guide is here to walk you through the process of designing a new class by providing rules and advice to help your creation fit seamlessly into the game.

Much like monster design, the process of creating a class has a number of elements to consider. It requires that you compare your concepts with those of other classes and weigh different abilities against each other. A class feature that is overpowered for one class might be a perfect fit for another, depending on other abilities. Due to the number of variables, there's no concrete system for designing a class (as there is for races in the *Pathfinder RPG Advanced Race Guide*). Instead, this chapter gives you an idea of the process Paizo's designers go through when designing a class, so you'll know what to consider in your own designs.

Class, Archetype, or Prestige Class?

Classes can take many forms in the game. While most characters pick a class and stick with it for their entire adventuring career, others dabble in archetypes or take a few levels in a prestige class. When designing a class for the game, it's essential to first ask whether it's a new class, a class archetype, or a prestige class.

Class: Classes are vital to the game. Progressing from level 1 to 20, each class is designed to give a player a complete experience. Each one has a strong concept and rules niche separating it from the others in the game. In essence, this "flavor," in terms of its ideas and mechanics, allows it to interact with the game in a way that no other class does.

Archetype: An archetype is a close relative of, and is built off, one of the existing classes, modifying a few of its parent class's rules and shifting its concept a bit to make for a new way to play. A new archetype is simpler to design than a new class, since much of the work is already done for you. It uses most of the rules and background of its parent class (so you don't have to repeat the same information), while changing a few details and mechanics to make it function a bit differently in play. To design an archetype, you need to be familiar with the process of designing a class, but there are additional guidelines as well. See Archetype Design on page 247 for more information.

Prestige Class: Like a class, a prestige class has its own underlying rules and concept, but a character cannot begin play by taking levels in it. Instead, a character must qualify to take levels of the class (usually having to wait until at least 6th level to do so). In addition, prestige classes usually progress only for 5 or 10 levels, meaning that the character will have to take levels in another class later in her career in a campaign that continues to 20th level. Prestige classes are very tightly focused on one particular concept or set of rules, making them perfect for the character who wants to specialize in one area, even if that means sacrificing versatility in another. To design a prestige class, you need to be familiar with the process of designing a class, but there are additional guidelines as well. See page 249 for more information.

Class Design

The first step in designing a class is deciding what type of class you want it to be. This decision has two vital components—the class's concept and its rules space—both of which must be relatively novel to prevent the new class from copying one of the existing classes.

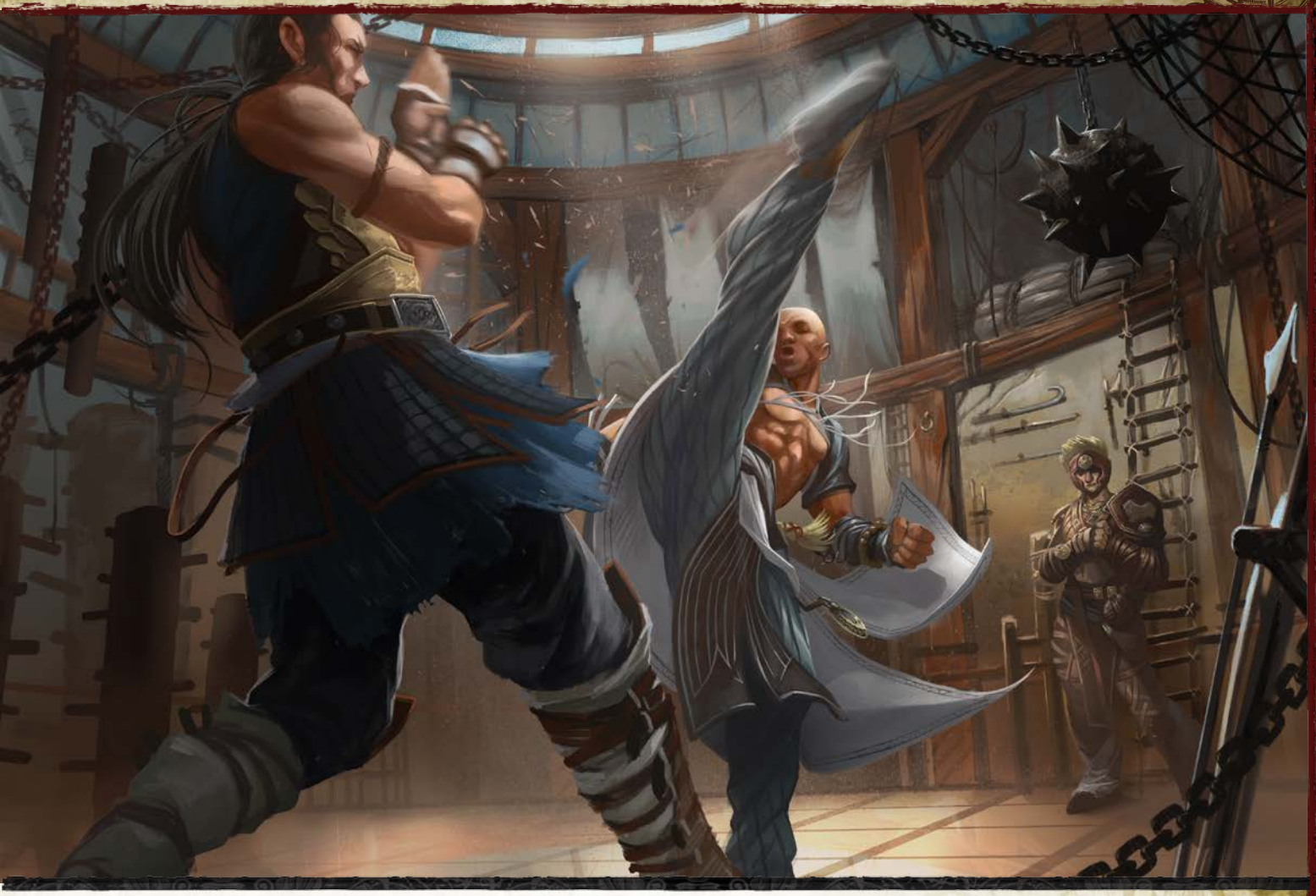
Concept

To start the design process, it is best to determine a concept and decide what the class is all about without directly referencing the rules of the game. Most of the classes in the game draw inspiration from somewhere within the whole of the fantasy genre. When considering the concept for a new class, it is vital to use such sources to inspire and inform it. Often this part of the process begins with something as simple as a name and a general idea of what the class is all about.

For example, let's take a look at the barbarian. The name itself calls to mind a number of historical and fantasy connotations, such as being a fierce warrior and flying into a mindless rage. Compare this with the concept for a ranger. While both are characters who are skilled at martial combat, the ranger is more focused on surviving in the wilderness, tracking down foes, and scouting out unknown areas. When determining the concept for your class, you should look for ways to similarly define its distinctions. If the class you want to design is very close in concept to an existing class, with just a few variations, you might want to investigate creating it as an archetype instead (see Archetype Design on page 247).

Rules Space

In addition to having a strong concept, each class should also have a place in the rules that it can occupy. While the rules for a class can share some similarities with those of an existing class, each new class should have something that makes it unusual, giving it a means to interact with the



game, and the game's world, in a new and interesting way. Look for a way that the class can perform its role without coming in contact with the rules of another class. If the rules are too close, you might end up with a class that invalidates (or is invalidated by) an existing class's mechanics in a way that makes it unappealing to play.

For example, the rogue class focuses on moving unseen and striking foes in precisely the right spot to make it hurt. While there are certainly other classes that have rules that allow them to sneak about or hit for a lot of damage, the way that the rogue goes about it—via sneak attack—is iconic to that class. You want to avoid creating mechanics to do the same things in slightly different ways. At this early stage, this is easy to prevent as long as you ensure that the overall goal of the rules for your concept differs enough from those of another class. If the class you're designing comes too close to the rules of an existing class, you might be better off creating an archetype instead.

Checking Your Concept

Once you've worked out a basic concept and a rules niche for the class, you should compare it to other existing classes in the game. Before you start any of the other significantly more time-consuming portions of class design, it's best to ensure that the class works well with the other classes in the game. There are a number of questions you should ask yourself.

- Does the class have a novel concept and rules niche?
- Does the class have any obvious synergies with existing classes?
- In a party made up of four players, does the inclusion of this class as one of the players cause the party to have any deficiencies or problems while playing the game?

No class is perfect when it comes to these sorts of questions, but they should get you thinking in ways that can guide the class design going forward so it becomes a seamless and useful part of the game.

Class Story

Once you've got the basics of the concept and the rules worked out, it's time to work on the story that informs your class. This often appears at the beginning of a class description to give a player an idea of what the class is all about without having to decipher charts and read

through pages of mechanics. This text is a narrative that summarizes your decisions about what the class can and cannot do. Think of it as a guide to the mechanical decisions you will be making later. If those choices don't fulfill the promise of the story, you should consider revising them (or revising the story if the mechanical components are just too good to pass up).

Basic Mechanics

When designing the mechanical components of a class, begin with the basics present in all of them. The choices you make for these components will help inform the choices you make when it comes to the components and features that are specific to the class.

Many of the basic mechanics have varying levels of power and ability. No class should be the best at all or even most of these mechanics. In fact, the more exceptional a class is at the basic mechanics, the less room you have as a designer to include other interesting class features. Compare your choices with those made for the existing classes to get an understanding of this dynamic and determine how you will balance your new class.

Base Attack Bonus: There are three types of base attack bonus progressions in the game. The slow progression (used by sorcerers and wizards) is usually reserved for arcane spellcasters with a full spellcasting progression (i.e. their spells go up to 9th level). The medium progression (used by bards, clerics, druids, monks, and rogues) is used for most characters who have a wide variety of class features and that are expected to be an active part of combat. The fast progression (used by barbarians, fighters, paladins, and rangers) is used for characters who are expected to be in the thick of every fight and who rely very little on spellcasting.

Hit Dice: The type of Hit Die used by each class is almost always determined by its base attack bonus progression. Those on the slow progression get a d6, medium gets a d8, and fast gets a d10. There are a few exceptions to this rule (like the barbarian), but making this exception can be a significant boost to the class and should be considered when designing other class elements.

Saving Throws: There are two types of saving throw progressions used in the game. For ease of reference, we'll call them "good" and "bad." Each class has one or two good saving throws, while the rest are bad. There is only one class in the game with all good saving throws (the monk), making it a signature feature of that class and one that should not generally be replicated by others. Which saving throws are good says a lot about the class. Most spellcasters have good Will saves. Most combat-oriented classes have good Fortitude saves. Most classes that focus on mobility and agility have Reflex as one of their good saves.

Skills: When deciding on the skills for your class, there are two things to consider: the number of skill ranks per level and which skills are class skills. In terms of skill points, most classes get only 2 per level (plus the character's Intelligence modifier). A few classes get 4 or even 6, but this is a boost that should be kept in mind when designing other elements of the class. Only the rogue gets 8 per level, and you should have a very good reason for giving a class a similar number (since doing so infringes on the rogue's role as the most skilled class). As for class skills, the number and type can vary wildly from class to class. Most classes have around 10 class skills, but those with more ranks per level have more. The class skills you

select say a lot about what members of the class consider important. A class should be good at the skills that it needs to fulfill its role in the game—and nothing more. It might be tempting to give Perception and Stealth to just about every class in the game, but unless you're creating a sneaky class or a class designed to scout, such skills are not necessarily appropriate class skill choices, as it's important to leave holes for other characters in a party to fill. Finally, remember that most classes receive Craft and Profession as class skills unless they're particularly uncivilized (see the barbarian).

Spellcasting: Not every class possesses the ability to cast spells, but it's a common enough feature to be worth considering with the rest of the basic mechanics. The game uses three basic models for spellcasting, although there are variants on these depending on whether the character is a prepared or spontaneous spellcaster. The minor spellcaster (such as the paladin or the ranger) does not start play with spellcasting capability, has a limited spell list, and gets spells of up to only 4th level. The moderate spellcaster (such as the bard) begins play with some spellcasting, receives spells of up to 6th level, and has a significantly larger spell list. The full spellcaster (such as the cleric, the druid, the sorcerer, and the wizard) gains spells of up to 9th level and has an expansive spell list. A fast BAB progression is perfect for minor spellcasters, whereas moderate and full spellcasters always have a slow or medium BAB progression. Avoid creating a full spellcasting class with a fast BAB progression. You don't have to design the class's spell list when determining the basic mechanics, but you should know what kind of spellcasting ability the class is going to possess (see Designing a Spell List on page 245 for advice on creating a list of spells for your class).

Class Features

Once you have the basic mechanics sorted out, it's time to start designing class features. These are the mechanics that a class gets as it gains levels, and each feature grants it powers and abilities that make it stand out from the other classes in the game.

Most class features fall into one of two categories: primary features and secondary features. Primary features are a signature of the class. These abilities advance in power and utility as the class progresses through its levels,

and improvements to these features are often one of the things players look forward to most as they play a member of that class. Examples of primary class features include barbarian rage, bardic music, smite evil, and sneak attack. Secondary features are often abilities that are gained once and do not change much over the character's adventuring career, or are otherwise relatively minor. Examples of secondary class features include bravery, pass without trace, and trapfinding. Note that while primary features tend to be isolated to just one class, secondary features might appear in multiple classes.

Primary Features: These features are the key to creating a fun and engaging class. They are usually gained at 1st level and improve at higher levels, which keeps these features relevant to characters throughout their adventuring careers. They are almost universally aimed at granting an advantage in combat, giving characters who utilize them interesting ways to engage in those encounters. Rage, for example, grants the barbarian increased power and damage-dealing capability when in use. As the barbarian increases in level, the bonuses granted by rage and the number of rounds per day that the ability can be used increase as well. Sneak attack works much the same way, increasing in power as the rogue gains levels so it can continue to compete with foes that possess higher hit point totals.

When designing a new primary feature, use existing primary features as a guide. Most primary class features increase in power every few levels, usually by some small increment. Those that rely on duration often increase in overall duration with each level gained. The duration should be able to be used in discrete increments, so that a character can utilize the ability more than just once per day (unless the duration is quite long).

Note that in most cases, a class with a full spellcasting progression does not receive a powerful primary class feature. In such cases, the spellcasting itself plays this role. Those with minor or moderate spellcasting progressions often receive a class feature that is related to their spellcasting. Usually this means that the primary class feature does not need to change much as the character gains levels (see the magus's spell combat class feature). The feature can remain relatively constant because it's the spells themselves that get better as the character gains levels.

Secondary Features: These features are designed to round out a class, giving it abilities that allow it to better fit its role. For the most part, secondary features are situational, granting a bonus or a useful ability in specific scenarios. Bravery, for example, grants a bonus only on Will saves made against fear. The feature also helps a fighter fill out his role as the brave hero facing off against terrifying foes.

Secondary features don't always improve as the character gains levels. Some simply offer a useful ability that is applicable at any level after it's gained. Woodland stride, for example, is valuable at any level, and since it does not grant a bonus on a skill check or another check, it doesn't need to become more powerful as the character gains levels.

Unlike primary features, secondary features might show up in more than one class. While a class should have secondary features that relate to its theme, it is acceptable to use a secondary feature from another class instead of inventing a new feature to accomplish the same goal. For example, both the barbarian and the rogue gain uncanny

dodge as they gain levels. Since both are known for being quick to react to danger, it makes sense for them both to have that feature instead of both receiving different features that effectively do the same thing.

Dead Levels: As you fill out the primary and secondary features of your class, it's vital to sort them by level so that you can readily see when each is gained and (in the case of primary features) when each increases in power and utility. This allows you to ensure that the class is not too loaded up with class features at any given level. This also allows you to avoid "dead levels," meaning levels in which the character would gain only improvements to the class's base mechanics. As a general rule, you don't want any level to grant more than one or two class features, and you want to avoid dead levels—acquiring new and improved abilities is part of the fun of leveling up!

Spellcasters are sometimes an exception to this guideline. In the case of a full spellcaster, acquiring a new level of spells to cast is valuable enough to count as a class feature. Take the druid, for example: the class has a few levels in which no class features are gained or improved upon, but almost all of these levels occur when the druid gains a new level of spells to cast. All of a sorcerer's bloodline abilities come at odd-numbered levels, owing to the fact that sorcerers gain new spell levels at every even-numbered level. This principle can be applied to moderate spellcasters too, but as a general guide, minor spellcasters and classes with no spellcasting should receive a class feature, or an improvement to an existing feature, at every level from 1st to 20th.

Capstone: Most classes have a capstone ability—an ability gained at 20th level. In most games, this will be the last ability gained by the character, and it should definitely feel like a reward for achieving such lofty heights of power. Feel free to go a bit over the top on this ability. Let it be something that your players long to have. If they've survived that long, they've certainly earned it.

Designing a Spell List

Designing a spell list for classes with the ability to cast spells can be a daunting task. You must consider the various sources to use when building your list, while still leaving room for expansion in the future when new spells become available.

Spell lists must have some form of internal consistency that speaks to the nature of the class. Wizards aren't known for their healing magic, which is why the cure spells aren't on any of their lists. Bards spend much of their time enhancing the abilities of their teammates, which is why many of their spells help one or more characters. When designing a spell list for your class, you should ask yourself, "What does this class accomplish with its spells?" This question, above all others, will help you make a spell list that feels right for the class.

The number of spells on a class's spell list is also an important consideration. Minor spellcasters generally have a smaller number of spells to choose from, but at their higher levels, they gain access to spells that are normally of a higher level for classes with a moderate or full spellcasting progression. Classes with a full spellcasting progression should have a wide variety of spells to choose from, as this tends to be one of the primary ways they contribute to the game.

Deciding at what level a spellcaster should have access to a spell is one of the most challenging aspects of spell list design. Various spells should appear at different levels, depending on the class. Take *hold person* as an example: clerics receive the spell at 2nd level, whereas for sorcerers and wizards the spell is 3rd level. The vital thing to note here is that some spells (and others that grant a similar ability) should not be available until the PCs are of a certain minimum level. For example, the game generally assumes that the PCs cannot reliably fly until they're 5th level, and that they cannot raise the dead or teleport until they're 9th. There are some exceptions to these guidelines, but they are rare and should be considered very carefully, since adventures are written with these benchmarks in mind. Also, keep in mind that any spell you define as 4th level or lower can then be put into a wand, while spells of 3rd level or lower can be made into potions. When in doubt, look to the cleric and sorcerer/wizard spell lists for guidance.

Review and Polish

Once you've decided on the basic mechanics and designed all of the class features, it's time to take a step back and look at your creation. Ideally, review should be part of your process as the design takes shape, but it's an even more vital step once all of the pieces are in place.

When you're reviewing your work, the first step is to imagine a character as it advances through the levels in the class. Are there any levels that are particularly lackluster or overburdened with options? Does the class have levels to really look forward to? Can the class meaningfully contribute to the game at every level of play? Compare your class to others, looking at it on a level-by-level basis to weigh the power and versatility of the class. If it is better than most at a given level, you might need to scale back some of its class features. Likewise, if it's too weak at a level, you might need to enhance a class feature, or even add a new one.

Once you're satisfied with the class, it's time to polish the mechanics to ensure that they're clear and concise. Let a friend or a fellow player look at the rules as written. That person will undoubtedly have a few questions about how things work or how the rules interact with

other existing rules elements. These questions can help you refine the language to make a class that is easy to understand and fun to play.

Finally, it's time to playtest the class. Build a number of characters using the class rules and run them in mock combat against other characters and monsters. If you're playtesting with only one character versus one opponent, understand that against a foe of equal level, the fight should be close to evenly matched, depending on the environment and setup. When playtesting against monsters, pit your creation against a monster with a CR roughly 4 lower than the character's level to get an idea of how the character can handle itself in a fight. Playtesting will you give a sense of whether your mechanics play out as intended—though be wary of taking results from fights with extremely lopsided dice rolls, as these can seriously skew your results.

The process of designing a class can go through all of these steps a number of times. Don't get discouraged if your first attempts need a lot of work. Design, playtest, and redesign your class concept until you're happy with its final form. Remember, creating a new class is one of the most challenging parts of game design.

Archetype Design

Designing an archetype is similar to designing a class, but much of the work has already been done for you. Like a class, an archetype needs to have a concept and a rules niche, but unlike a class, its characteristics need not be specific to it. An archetype is usually very close to an existing class in terms of concept or rules, but strives to take the class in a slightly different direction, changing a few of its class features to better express its concept.

Concept and Rules

Many archetypes begin as a new class idea, but as they come together, it becomes apparent that they are very similar to an existing class. In such cases, it's better to create an archetype instead of an entirely new class that's trying to live in another's space. Take the skirmisher ranger archetype from the *Pathfinder RPG Advanced Player's Guide*, for example. As a concept, the class is very similar to a ranger: it thrives in a natural setting and is generally oriented toward martial combat. Mechanically, it lends itself to almost all of the rules of the ranger, but it gains a set of combat tricks in place of the ranger's spellcasting abilities. Creating an entirely

new class with this concept doesn't make sense when a few simple alterations to the ranger itself would be sufficient.

Design Principles

Most of the design work on an archetype has to do with class features. As a general rule, most of the base mechanics do not change. Base attack bonus, Hit Dice, and saving throws almost never change, while skills and spellcasting need not be altered unless the archetype specifically calls for it.

Replacing Class Features: The key to creating a successful archetype is deciding which class features to replace and what to replace them with. Generally speaking, primary class features are the hardest to replace and you should do so very carefully, whereas secondary features have a much lighter impact on the class and are more easily exchanged with new features.

When deciding what features to replace, keep in mind the theme of the archetype. Is the feature important to the role of the archetype? If it's removed, does the class still function? Are there other features that rely upon the selected feature to function, and do they need to be replaced as well? These questions will help guide you in determining what features are critical to a class and which ones can be replaced with minimal impact.

Designing a new class feature for an archetype to replace an existing one follows many of the same rules as designing a class feature for a new class. However, you must consider the power and versatility of the feature you are replacing. Swapping out the bravery fighter class feature for a new feature that grants a bonus to AC is not a fair trade, resulting in an archetype that is more powerful than the base class. While you might endeavor to balance out this exchange by replacing another class feature with a weaker option, such replacements should be avoided if possible. If you must, try to ensure that the weaker option appears at an earlier level than the more powerful option to ensure that the "cost" for the new, powerful feature is paid before the benefit is gained. Doing so prevents characters from taking just a few levels in an archetype to get the powerful class feature, before swapping over to another class to avoid paying the price for that feature. As a guideline, replacement features should serve a similar role and have roughly the same power as the feature they replace. This isn't always the case, but even when deviating from the role, you should be sure that the replacement feature you are creating is not demonstrably more or less powerful than the original.

Partial Replacements: Depending on the circumstance, it can be acceptable to swap out part of a class feature, but only if that feature has bonuses or abilities that are gained over multiple levels. For example, the fighter has the bonus feats class feature. This feature grants a bonus feat at 1st level, 2nd level, and every even-numbered level thereafter. An archetype might swap out some or all of these bonus feats, granting new class features in their place.

Be careful when deciding on a partial replacement. The rules for the feature that you are partially replacing might not indicate what to do about the later iterations of the feature that have not been replaced. Take the channel

energy cleric class feature, for example. If you replace the increase to 2d6 gained at 3rd level, what happens at 5th level? Does the character advance to 2d6 or jump directly to 3d6? In such cases, it is best to replace the entire class feature or ensure that the replacement is explicit in describing how to treat the remainder of the existing class feature.

Alternate Classes: Sometimes an archetype exchanges so many class features that it almost becomes a new class itself. In such cases, the class might warrant a representation of all of the class features, even those that it shares with its base class. While alternate classes are similar to archetypes in many ways, players who use such classes have all the tools they need to advance their characters in one convenient location. The antipaladin, the ninja, and the samurai are examples of alternate classes.

Hybrid Classes: A hybrid class is like an archetype in that it draws heavily from existing classes, but the hybrid draws from two different classes to form the basis of its abilities. The result is an entirely new class with its own niche and features. The classes in this book are all hybrid classes.

Prestige Class Design

Although similar to a class in many ways, a prestige class is specifically designed to be used by higher-level characters through multiclassing. While the general design principles might be similar, the design of a prestige class has a number of additional factors to consider.

Concept and Rules

A prestige class needs a very strong concept. Not only does it need to make sense in the world, there also needs to be a logical reason why a character cannot begin play by taking levels in the class. Frequently, the rationale can be explained in the prestige class's story. For example, you might design a prestige class for an order of knights, but determine that they accept and train only members who have proven themselves in battle. New, young recruits might be a part of the order but don't receive the special training represented by the prestige class until they have been tried and tested. Other prestige classes might require a certain ability or skill before they can be accessed by characters. A group of wizards who are experts at flying can't train members who are unable to cast *fly*.

A prestige class should be tightly focused on one rules concept, with most of its features tied to that concept. In our flying wizard example above, the prestige class features might grant bonuses while flying, the ability to cast *fly* more often, and the ability to avoid falling damage.

Requirements and Levels

Unlike a base class or an archetype, a prestige class has a few elements that are worth careful examination. First, all prestige classes have a list of requirements that characters must meet before taking a level in the class. These requirements should make it impossible for a character to take levels in the prestige class before 6th level. For example, requiring a base attack bonus of +5, the ability to cast 3rd-level spells, or 5 ranks in a certain skill means that a character must hit 5th level before qualifying (meaning that his first level in the prestige class will be his 6th character level).

You should also carefully consider how many levels there will be in your prestige class. Most have either 5 or 10 levels that a PC can gain. Although you can work with any number, it is recommended that you use at least 5 levels, as doing so allows you to include some truly impressive abilities at the higher levels of the prestige class.

Basic Mechanics

Designing a prestige class is similar to designing a base class, with some important exceptions. First, prestige classes rarely grant many class skills. Most characters who gain access to the class (if they conform to it in terms of theme and concept) will already possess most of the relevant skills, making access redundant. Second, prestige classes use different saving throw progressions for good and bad saves. This prevents the inflation of base saving throw bonuses through multiclassing.

Feature Design

While the process of designing primary and secondary features of a prestige class is the same as it is for any other class or archetype, keep the actual level of the character in mind when deciding at what level he would gain a given feature. A class feature that might be fine for a 1st-level character would be underpowered as the feature for the 1st level of a prestige class, since that ability would actually be gained at 6th character level. Remember that while a character might not qualify for a prestige class at the earliest possible level (i.e. 6th), you should still design the features as if they had to prevent overpowered features from being used by low-level characters.

Integration

Unlike a class, which is designed to provide a complete play experience, a prestige class is designed so that it can be completed before a character reaches the end of her adventuring career. As a result, the character might end up finishing a prestige class at 11th or 16th level and then be forced to turn to another class for the remainder of her levels. A good prestige class should take this into account by giving the character a valuable feature toward the end of the class that can make up for the character being stuck taking levels in another class that grants her only features designed for significantly lower-level characters. This feature should feel similar to a class capstone ability, although designed for the lowest level at which a character can qualify for it.

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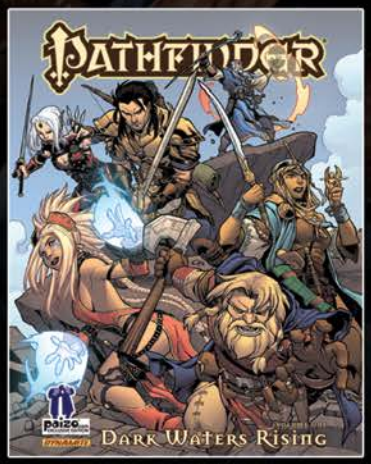

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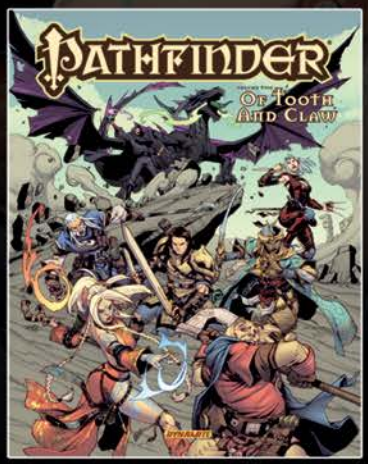

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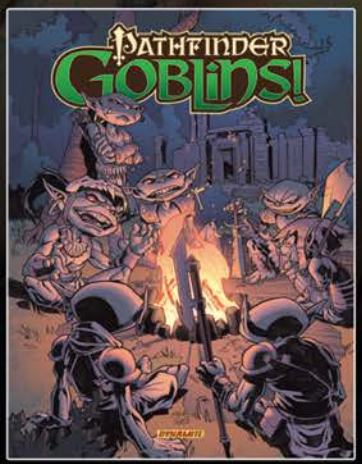

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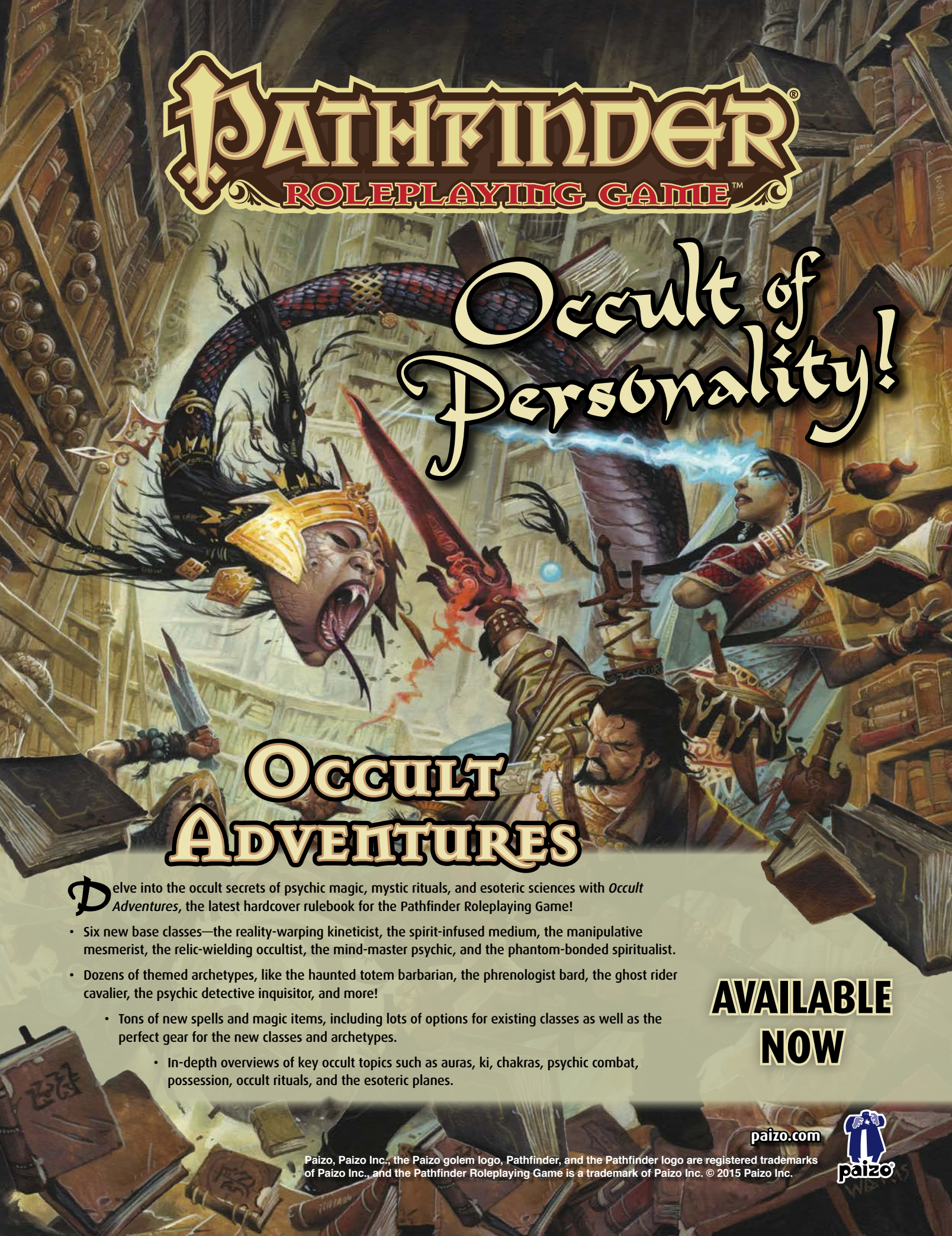

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