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SHATTERED SKIES

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CAMPAIGN SETTING



HYBRID CLASSES

VOL. I

BY ROBERT GRESHAM

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



PUBLISHING





HYBRID CLASSES

VOL. I

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INTRODUCTION

The world is a dangerous place and it needs heroes. As most adventurers embark on their careers, they choose a single path to follow, but there are those unique individuals who embrace more specific roles for themselves. They choose a hybrid class, which encapsulates the best traits of two classic parent classes.

In the Shattered Skies ©Campaign Setting, many of the non-human races have developed cultural hybrid classes, five of which are presented herein. Chapter one cover these new player options while chapter two features over a dozen new feats and spells to further flesh out these specialized characters.

The five classes include:

Forgepriest- highly trained dwarven armor crafters who can imbue spells into the weapons and armor wielded by others. At high levels, these arcane additions can be added permanently to his allies' equipment.

Forest Warden- a specialized hunter whos animal companion gains some of the magical abilities of a wizard's familiar. As she advances in level, the forest warden can deliver area effect spells as touch spells through her companion, and even though the surrounding plants and trees.

Looter- some barbaric cultures live in close proximity to war-torn, or monster infested locales, and they have perfected the practice of scavenging into an art-form. Swift of foot and able to discern the worth of valuables at a glance, looters make excellent scouts who can steal the clothes right off an opponent's back.

Mariner- after the Shattering, the coastlines of Celmae was drastically redrawn, and many humans had to adjust to their new lives upon the sea. The Mariner's rose from this need to hunt the ocean's bounty while defending against the sea-devils that lurk beneath the waves. Expert sailors, mariners are skilled underwater combatants who hunt the monsters of the world's deepest depths.

Shadowskiver- deep below the surface, the gnomes of Celmae were forced to survive amongst the terrible, titanic monsters that dwelt there awaking following the Shattering. Cramped in their tight tunnels, the gnomes created the shadowskiver's, vengeful assassins, well trained in the arts of shadow magic, the very darkness becoming their allies.

FORGEPRIEST

Among the dwarves there are crafters, said to be blessed by The Forge Father himself, who create legendary arms, and imbue existing weapons, and armor with runes of powerful magic. Most forgepriests never stray far from their clan, preferring to bolster the defense of their homes with their abilities. Some however, strike out into the world to use their superior skills against the horrors that populate Celmae.

Role: The forgepriest can serve as the party healer or as a source of boosting magic for the rest of the group's abilities. His ability to imbue magical runes onto weapons makes him a benefit to any party facing creatures with supernatural defenses.

Alignment: forgepriests are almost always lawful good, but are permitted to be within one step of Adan's alignment (chaotic good or lawful neutral). Rumors in hushed dwarf tones suggest that evil followers of the Ashen King have wicked forgepriests in their ranks. While unsubstantiated, this makes the dark dwarves a more powerful threat than earlier imagined.

Hit Die: d8

Skill Points Per Level: 4 + Int Modifier

Starting Wealth: 5d6 x10 gp (175 gp average)

Parent Classes: Cleric and Fighter

CLASS SKILLS

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

CLASS FEATURES

The following are the class features of the forgepriest.

Weapon and armor proficiencies: A forgepriest is proficient with all simple and martial weapons, dwarven weapons, and with all armor (heavy, light, and medium) and shields (except tower shields).

Spell Casting (Divine)

A forgepriest 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. A forgepriest must choose and prepare his spells in advance.

A forgepriest's highest level of spells is 6th. Cleric spells of 7th level and above are not on the forgepriest class spell list, and a forgepriest 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 forgepriest must have a Wisdom score equal to at least 10 + the spell's level. The saving throw DC against a forgepriest's spell is 10 + the spell's level + the forgepriest's Wisdom modifier.

Like other spellcasters, a forgepriest can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table Forgepriest. In addition, he receives bonus spells per day if he had a high Wisdom score.

Forgepriests meditate or pray for their spells. Each forgepriest must choose a time when he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. A forgepriest 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.





TABLE: FORGEPRIEST

Level	Base Attack	Fort	Ref	Will	Special	Spells per day						
	Bonus	Save	Save	Save		0	1	2	3	4	5	6
1st	+0	+2	+0	+2	Aura, Domains, Natural Crafter, Orisons	3	1	-	-	-	-	-
2nd	+1	+3	+0	+3	Artistic Crafter, Channel Energy +1d6	4	2	-	-	-	-	-
3rd	+2	+3	+1	+3	Endurance	4	3	-	-	-	-	-
4th	+3	+4	+1	+4	Hammer Focus	4	3	1	-	-	-	-
5th	+3	+4	+1	+4	Channel Energy +2d6	4	4	2	-	-	-	-
6th	+4	+5	+2	+5	Scribe Scroll	5	4	3	-	-	-	-
7th	+5	+5	+2	+5	Sacred Armor	5	4	3	1	-	-	-
8th	+6/+1	+6	+2	+6	Forge Mysteries, Channel Energy +3d6	5	4	4	2	-	-	-
9th	+7/+2	+6	+3	+6	Bonus Feat	5	5	4	3	-	-	-
10th	+8/+3	+7	+3	+7	Forge Hardened, Sacred Armor +2	5	5	4	3	1	-	-
11th	+9/+4	+7	+3	+7	Channel Energy +4d6	5	5	4	4	1	-	-
12th	+10/+5	+8	+4	+8	Anvil Strong	5	5	5	4	3	-	-
13th	+10/+5	+8	+4	+8	Runesmith, Sacred Armor +3	5	5	5	4	3	1	-
14th	+11/+6/+1	+9	+4	+9	Craft Expertise, Channel Energy +5d6	5	5	5	4	4	2	-
15th	+11/+6/+1	+9	+5	+9	Runic Arms	5	5	5	5	4	3	-
16th	+12/+7/+2	+9	+5	+9	Runic Mark, Sacred Armor +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Channel Energy +6d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+10	+5	+10	Bonus Feat	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Sacred Armor +5	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Perfect Weapon, Channel Energy +7d6	5	5	5	5	5	5	5

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

Spontaneous Casting: A good forgepriest (or a neutral forgepriest of a good deity) can channel stored spell energy into healing spells that he did not prepare ahead of time. The forgepriest 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 forgepriest (or a neutral forgepriest of an evil deity) can't convert spells to cure spells, but can convert them to inflict spells. An inflict spell is any spell with "inflict" in its name.

A forgepriest that 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 forgepriest channels positive or negative energy (see Channel Energy, below).

Chaotic, Evil, Good, and Lawful Spells: A forgepriest 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.

Aura (Ex): A forgepriest 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).





Natural Crafter (Ex): The forgepriest receives a bonus skill point each level that must be spent in one of the following Craft skills: armorsmith, bowmaking, or weaponsmith. These bonus points do not increase a skill's rank beyond its level maximum, thus a level 2 forgepriest can only have 2 ranks in any skill.

Artistic Crafter (Ex): At second level the forgepriest gains artistic crafter as a bonus feat.

Channel Energy (Su): Starting at 2nd level a forgepriest can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good forgepriest (or a neutral forgepriest who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil forgepriest (or a neutral forgepriest who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral forgepriest of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the forgepriest can cast spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the forgepriest. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every three forgepriest levels beyond 2nd (2d6 at 5th, 3d6 at 8th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the forgepriest's level + the forgepriest's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A forgepriest may channel energy a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A forgepriest can choose whether or not to include himself in this effect.

A forgepriest must be able to present his holy symbol to use this ability.

Endurance (Ex): At third level the forgepriest gains endurance as a bonus feat.

Hammerfocus (Ex): At 4th level the forgepriest gains weapon focus: warhammer, as a bonus feat. If the forgepriest already possesses weapon focus: warhammer, he gains weapon specialization: warhammer, but the benefits of weapon specialization do not apply until the forgepriest has attained a base attack of +4.

Scribe Scroll (Ex): At 6th level, a forgepriest receives scribe scroll as a bonus feat.

Sacred Armor (Su): At 7th level, the forgepriest gains the ability to enhance his armor with divine power as a swift action. This power 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 forgepriest can use this ability a number of minutes per day equal to his forgepriest level. This duration must be used in 1-minute increments, but they don't need to be consecutive.

These bonuses stack with any existing bonuses the armor might have, to a maximum of +5. The forgepriest can enhance armor any of the following armor special abilities: energy resistance (normal, improved, and greater), fortification (heavy, light, or moderate), glamered, and spell resistance (13, 15, 17, and 19). Adding any of these special abilities replaces an amount of bonus equal to the special ability's base cost. 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 abilities do not stack. The armor must have at least a +1 enhancement bonus before any other 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 bonuses apply only while the forgepriest is wearing the armor, and end immediately if the armor is removed or leaves the forgepriest's possession. This ability can be ended as a free action at the start of the forgepriest's turn. This ability cannot be applied to a shield.

Forge Mysteries (Ex): A forgepriest learns some of the great dwarven secrets of forging weapons and armor.

He receives Craft Magic Arms and Armor as a bonus feat, regardless of his caster level.

Forge Hardened (Ex): Beginning at 10th level, a forgepriest becomes hardened against the effects of fatigue. Whenever an effect would cause him to become fatigued, the forgepriest is unaffected. If an effect would make him become exhausted, he is instead, under the effects of fatigued.

Anvil Strong (Ex): Once per day the forgepriest can attempt to resist the damage from a single blow. The forgepriest can attempt a Fortitude save (DC + damage dealt) when struck and damaged from a melee attack with a weapon or a natural attack (but not from spells or spell-like effects). If the save succeeds, the forgepriest takes only half the damage from the blow; if it fails, he takes normal damage. The forgepriest must be aware of the attack and able to react to it to use this ability. If he is denied his Dex bonus to AC, he cannot benefit from this ability.



Runesmith (Ex): Beginning at 13th level, the forgepriest gains the ability to cast a handful of arcane spells in addition to his divine spells. Each time the forgepriest gains a level, he chooses a spell, 5th level, or lower, from the sorcerer/ wizard list. He commits this spell to memory in the form of a magical rune. All material components of these spells are ignored, replaced by the somantic component of drawing the memorized rune in the air before the forgepriest. The rune flashes with magical light once drawn and then the spell effect goes off. For spells that target objects, the forgepriest traces the rune onto the object where it remains, visibly glowing, until the spells duration wears off.

Spells gained through the runesmith ability do not use any of the forgepriest's spell slots. Instead, he can cast one of these spells twice per day. He must possess the appropriate attribute score needed to cast and prepare the spell gained. These spells must be prepared ahead of time. The forgepriest gains these spells during the meditation period spent to regain his daily allotment of spells.

Craft Expertise (Ex): Beginning at 14th level, the forgepriest gains a bonus on Appraise and Craft checks related to objects made of stone.

Runic Arms (Ex): Starting at 15th level, a forgepriest can prepare spells from his runesmith ability that can be activated (cast) by any character. The spells casting time remains the same, and it is just as effective as a spell cast by the forgepriest himself. The forgepriest designates up to five targets that can cast the spell. Regardless of targets chosen, only one may cast the spell. Once cast, the spell slot of the forgepriest is used up.

To prepare a runesmith spell to be activated by any character, takes a spell slot two levels higher than the spell's normal level. For example, preparing a fly spell to be activated by any character takes up 1 fifth level spell slot instead of its normal 3rd level spell slot.

Permanent Rune (Ex): Once a forgepriest reaches 16th level he unlocks the secrets of inscribing a permanent arcane rune onto an object or target. To use this ability, the forgepriest must sacrifice 1 spell slot of the spells level wishing to be inscribed. Thus, inscribing a rune of scorching ray onto a weapon costs the forgepriest a permanent level 2 spell slot. Once the rune is inscribed, the forgepriest may cast it at his forgepriest's caster level, twice per day. To inscribe a permanent rune for any other character to activate requires sacrificing a spell slot two levels higher then spells normal level. Thus, creating boots with a permanent fly rune, would sacrifice one of the forgepriest's 5th level spell slots.

It takes 24 hours to inscribe a permanent rune onto an object or target.

Bonus Feat: At 18th level, the forgepriest selects one bonus feat for which he meets the prerequisites.

Perfect Weapon (Su): At 20th level, the forgepriest becomes an aspect of battle, growing in power and martial ability. After activating this ability, for 1 minute the forgepriest treats his level as his base attack bonus, gains DR 10/—, and can move at his full normal speed regardless of the armor he is wearing or his encumbrance. In addition, any prepared runesmith spells he can cast don't count against his daily limit during this time.



FOREST WARDEN

Forest Wardens are specialized sentinels devoted to guarding the world's primal woodlands from those who threaten it. Using loyal animal companions, they hunt down invaders using superior tracking, and magical skills. They can perceive subtle changes in the forest around them while forging unbreakable bonds with their companion, eventually gaining the ability to channel arcane and divine spells through the animal.

Role: Forest wardens are unrivaled scouts and with their animal companions, can react to threats quickly in their forest sanctuaries.

Alignment: any neutral.

Hit Die: d6.

Parent Classes: hunter and sorcerer.

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

CLASS SKILLS

The forest warden's class skills are: Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge: Arcana (Int), Knowledge: Dungeoneering (Int), Knowledge: Geography (Int), Knowledge: Nature (Int), Perception (Wis), Profession (Wis), Ride (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill ranks per level: 4 + Int Modifier.

CLASS FEATURES

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

Spells: A forest warden casts divine spells drawn from the druid and ranger spell lists. Beginning at 5th level she may also choose spells from the sorcerer/wizard spell lists, but only spells of 6th level and lower are considered to be part of the forest warden's spell list. If a spell appears on both the druid, ranger, and sorcerer/wizard spell lists, the forest warden uses the lower of the two spell levels listed for the spell. For instance, reduce animal is a 2nd-level druid spell and a 3rd-level ranger spell, making it a 2nd-level forest warden spell. Likewise, detect poison is a 0-level druid spell and a 2nd-level ranger spell, making it a 0-level forest warden spell. The forest warden can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a forest warden must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a forest warden's spell is 10 + the spell's level + the forest warden's Wisdom modifier.

A forest warden cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of sorcerer/wizard 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 forest warden can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Forest Hunter. In addition, she receives bonus spells per day if she has a high Wisdom score.



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TABLE: FOREST WARDEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day									
						1	2	3	4	5	6	7	8	9	
1st	+0	+2	+2	+0	Animal Companion, animal focus, woodland sentinel, orisons, wild empathy	1	-	-	-	-	-	-	-	-	
2nd	+1	+3	+3	+0	Precise companion, track	2	-	-	-	-	-	-	-	-	
3rd	+2	+3	+3	+2	Trackless step	3	-	-	-	-	-	-	-	-	
4th	+3	+3	+3	+3	Improved empathic link	3	1	-	-	-	-	-	-	-	
5th	+3	+4	+4	+3	Bloodline, bloodline power, cantrips, eschew materials	5	3	-	-	-	-	-	-	-	
6th	+4	+4	+4	+4	Woodland stride	6	5	3	-	-	-	-	-	-	
7th	+5	+5	+5	+5	Bloodline power, bloodline spell	6	6	4	-	-	-	-	-	-	
8th	+5	+5	+5	+7	Companion familiar, ignore arcane spell failure, wild shape	6	6	5	3	-	-	-	-	-	
9th	+6/+1	+5	+5	+8	Bloodline spell, bonus trick	6	6	6	4	-	-	-	-	-	
10th	+7/+2	+6	+6	+8	Second animal focus	6	6	6	5	3	-	-	-	-	
11th	+8/+3	+6	+6	+9	Channel animal 2/day	6	6	6	6	4	-	-	-	-	
12th	+8/+3	+6	+6	+9	Bloodline feat, bloodline spell	6	6	6	6	5	-	-	-	-	
13th	+9/+4	+7	+7	+10	Channel plant 1/day, dwift tracker	6	6	6	6	5	3	-	-	-	
14th	+10/+5	+7	+7	+10	Raise animal companion	6	6	6	6	5	4	-	-	-	
15th	+11/+6/+1	+7	+7	+11	Channel animal 4/day, greater empathic link	6	6	6	6	6	5	3	-	-	
16th	+12/+7/+2	+8	+8	+11	Bloodline power, bloodline spell	6	6	6	6	6	6	4	-	-	
17th	+13/+8/+3	+8	+8	+11	Channel plant 2/day	6	6	6	6	6	6	5	3	-	
18th	+13/+8/+3	+8	+8	+12	One with the wild	6	6	6	6	6	6	5	4	-	
19th	+14/+9/+4	+9	+9	+12	Bloodline feat, bloodline spell	6	6	6	6	6	6	6	5	3	
20th	+15/+10/+5	+9	+9	+13	Master Hunter	6	6	6	6	6	6	6	6	5	

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

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

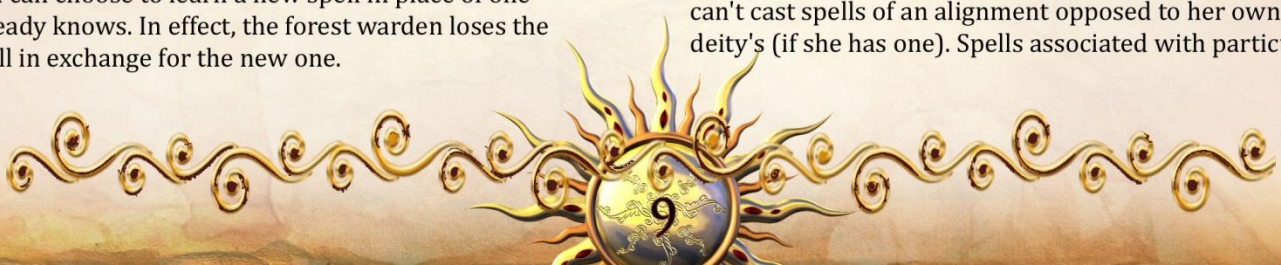
At 5th level and at every 3 levels thereafter, a forest warden can choose to learn a new spell in place of one she already knows. In effect, the forest warden loses the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged. A forest warden 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 ranger, a forest warden 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: Forest Wardens learn a number of orisons, or 0-level spells, as noted on Table: Forest Wardens 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 forest warden 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 forest warden forms a bond with an animal companion. A forest warden may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the forest warden on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The forest warden's effective druid level is equal to her forest warden level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the companion's statistics and abilities. A forest warden may teach her companion forest warden's tricks from the skirmisher ranger archetype instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier.

If a forest warden 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 forest warden'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 forest warden 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* immediately ends.

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

The forest warden can also apply one of these aspects to her animal companion. Unlike with the forest warden 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 forest warden's minutes of duration per day—it remains in effect until the forest hunter changes it. The companion's aspect can be the same aspect the forest warden has taken on or a different one. The forest warden can select or change the animal foci on both herself and her animal companion as part of the same swift action.

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

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





Wild Empathy (Ex): A forest warden can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person. The forest warden rolls 1d20 and adds her forest warden 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 forest warden 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 forest warden 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 forest warden chooses either Precise Shot or Outflank 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 forest warden adds 1/2 her level to Survival skill checks made to follow tracks.

Trackless Step (Ex): Starting at 3rd level, a forest warden leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Improved Empathic Link (Su): At 4th level, the forest warden gains an empathic link with her animal companion. This functions like an empathic link with a familiar, except the forest warden 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 forest warden is blinded while maintaining this connection.

Bloodline: Beginning at 5th level a forest warden becomes blessed by the woods that she protects, gaining a touch of fey essence. This manifests in her blood, and from this point forward, she retains this trace of fey heritage, passing it on to her offspring, many of which become sorcerers. She can now gain and prepare spells from the sorcerer/wizard list, and when she receives a level may select one of these spells as the spell she gains that level.

At 7th level, and subsequent levels that follow, a forest warden learns an additional spell, derived from her fey bloodline. These spells are in addition to the number of spells given on Table: Forest Warden Spells Known. These spells cannot be exchanged for different spells at higher levels.

At 12th level, and again at 19th, a forest warden receives one bonus feat, chosen from a list specific to her fey bloodline. The forest warden must meet the prerequisites for these bonus feats.

Forest Warden Fey Bloodline

Class Skill: Knowledge (nature).

Bonus Spells: hideous laughter (5th), deep slumber (7th), mislead (12th), phase door (16th), shapechange (19th).

Bonus Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

Fey-blood Arcana: Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

Bloodline Power: You have a tie to the natural world, and as your power increases, so does the influence of the fey over your magic.

Laughing Touch (Sp): At 5th level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Fleeting Glance (Sp): At 9th level, you can turn invisible for a number of rounds per day equal to your forest warden level. This ability functions as greater invisibility. These rounds need not be consecutive.

Fey Magic: At 16th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Eschew Materials: A forest warden gains Eschew Materials as a bonus feat at 5th level.

Woodland Stride (Ex): At 6th level, a forest warden 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 forest warden and her animal companion.

Companion Familiar: Beginning at 8th level your animal companion gains some of the abilities and powers of a wizard's familiar. The companion becomes a magical creature in addition to its current type, and provides a skill bonus for the forest warden to the corresponding skill/creature listed below.





Bat: Forest warden gains a +3 on fly checks
Bear: Forest warden gains a +3 bonus on scent-based and opposed Perception checks
Bull: Forest warden gains a +2 bonus on CMB checks to perform a Bull Rush maneuver
Falcon: Forest warden gains a +3 bonus on sight-based and opposed perception checks in bright light
Frog: Forest warden gains a +3 bonus on Swim checks
Monkey: Forest warden gains a +3 bonus to acrobatics checks
Mouse: Forest warden gains a +2 bonus on Fortitude saves
Owl: Forest warden gains a +3 bonus on sight-based and opposed perception checks in shadows or darkness
Snake: Forest warden gains a +3 bonus on Bluff checks
Stag: Forest warden gains a +2 bonus on Reflex saves
Tiger: Forest warden gains a +3 bonus on Stealth checks
Wolf: Forest warden gains a +3 bonus on Survival checks

In addition, the companion familiar's saving throws now become identical to the forest warden's, advancing at the same rate, and spells from the sorcerer/wizard spells can now be cast upon it, as if those classes had the animal companion ability.

Wild Shape (Su): At 8th level, a forest warden gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per forest warden level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the forest warden is familiar with.

A forest warden loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A forest warden can use this ability an additional time per day at 12th level and every four levels thereafter, for a total of four times at 20th level. As a forest warden gains in levels, this ability allows the forest warden to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 8th level, a forest warden can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a forest warden's wild shape now functions as *beast shape II*. When taking the form of an elemental, the forest warden's wild shape functions as *elemental body I*.

At 12th level, a forest warden can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of

animals, a forest warden's wild shape now functions as *beast shape III*. When taking the form of an elemental, the forest warden's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the forest warden's wild shape functions as *plant shape I*.

At 16th level, a forest warden can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the forest warden's wild shape now functions as *elemental body III*. When taking the form of a plant, the forest warden's wild shape now functions as *plant shape II*.

At 20th level, a forest warden can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the forest warden's wild shape now functions as *elemental body IV*. When taking the form of a plant, the forest warden's wild shape now functions as *plant shape III*.

Ignore Arcane Spell Failure: Beginning at 8th level, when casting an arcane spell, you ignore the arcane spell chance for any nonmetallic light or medium armor (padded, leather, or hide armor). You can cast arcane spells in any armor a druid can wear.

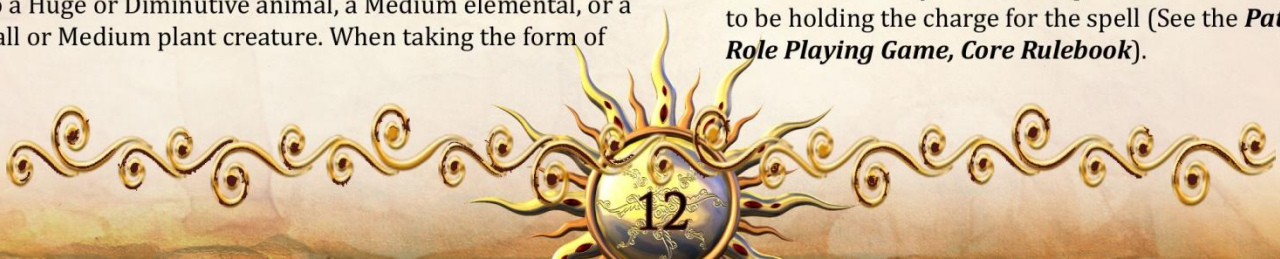
Bonus Trick (Ex): At 9th level a forest warden's animal companion learns a bonus trick (in addition to the bonus tricks gained from the forest hunter's effective druid level).

Second Animal Focus (Su): At 10th level, whenever a forest warden uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign 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 forest warden can take on an aspect.

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

Channel Animal (Sp): starting at 11th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your companion familiar). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of you, provided that you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the sense of the animal and not you.

You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (See the *Pathfinder Role Playing Game, Core Rulebook*).



Wild Shape (Su): At 8th level, a forest warden gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per forest warden level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the forest warden is familiar with.

A forest warden loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A forest warden can use this ability an additional time per day at 12th level and every four levels thereafter, for a total of four times at 20th level. As a forest warden gains in levels, this ability allows the forest warden to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 8th level, a forest warden can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a forest warden's wild shape now functions as *beast shape II*. When taking the form of an elemental, the forest warden's wild shape functions as *elemental body I*.

At 12th level, a forest warden can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of

Channel Plant (Sp): Starting at 13th level you gain the ability to establish a magical conduit between yourself, and a natural, nonanimated plant (but not creatures of the plant subtype) once per day. This ability functions like the channel animal class feature, except that the line of effect from the plant to the target is based on your senses.

You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell (see the *Pathfinder Role Playing Game, Core Rulebook*), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

At 17th level you gain a second daily use of your channel plant ability.

Swift Tracker (Ex): At 13th level, a forest warden 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.

TABLE: FOREST WARDEN SPELLS KNOWN

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

Raise Animal Companion (Sp): At 14th level, a forest warden gains raise animal companion as a spell-like ability; this is not restricted to raising only her own animal companion. Using this spell-like ability gives the forest warden a permanent negative level. This negative level cannot be overcome in any way (including by restoration), but automatically ends after 24 hours. At 18th level, this functions as resurrection instead of raise dead, but otherwise operates as normal.

Greater Empathic Link (Su): At 15th level, the range of the forest warden's empathic link with her animal companion increases to 10 miles. If the animal companion is within 1 mile, the forest warden can communicate with it telepathically.





One with the Wild (Ex): At 17th level, the forest warden 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 forest warden's current animal foci: bat for bats, tiger with felines, falcon for birds, snake for reptiles, and so on. No animal in this category (including dire varieties) willingly attacks the forest warden or her companion unless magically compelled to or if the forest warden or companion attacks it first.

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

Master Hunter (Ex): At 20th level, a forest warden 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 forest warden 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 ability she is able to use on herself if her animal companion is dead).

LOOTER

In some scavenger societies, the need to quickly loot and flee is often necessary for survival. Many humanoids, such as gnolls, oyapok, and goblins exhibit these traits and lifestyles. In areas where giant monsters can rain havoc, the people there learn to grab what they can when the opportunity presents itself. Occasionally this scavenger ability becomes second nature to some, and they steal without even knowing it, and can spot the most valuable item in a room with just a glance. These specialized thieves are known as looters.

Role: Looters often hail from barbaric, scavenger societies and are most often encountered in the wilderness or besieged urban areas. Their keen perceptive abilities and enhanced speed make them excellent scouts for any party.

Alignment: any non-lawful

Hit Die: d8

Parent Classes: Barbarian, rogue

Starting Wealth: 4d6X10 gp (average 140 gp)

CLASS SKILLS

Appraise (Int), Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge: Dungeoneering (Int), Knowledge: Local (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Wis), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill ranks per level: 6 + Int Modifier.

CLASS FEATURES

Weapon and Armor Proficiency: looter's are proficient with all simple weapons, plus the hand crossbow, rapier, sap, short-bow, and short sword. They are proficient with light armor, but not with shields.

Fast Movement: A looter's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the looter's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the looter's land speed.

Fitness Training (Ex): At 1st level a looter gains Weapon Finesse as bonus feat. In addition starting at 3rd level, she can select any one type of weapon that can be used with weapon finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with

this selected weapon, she adds her Dexterity modifier to instead of her Strength modifier to the damage roll. If any effect would prevent the looter from adding her Strength modifier to the damage roll, she does not add her Dexterity modifier. The looter can select a second weapon at 11th level and a third at 19th level.

Looting (Ex): Beginning at 1st level the looter gains the first of a selection of feats that are devoted to the steal combat maneuver. At 1st level she gains improved steal as a bonus feat even if she does not meet the pre-requisites to gain that feat. At 6th level the looter receives greater improved steal as a bonus feat, even if she does not meet all the pre-requisites. At 9th level she gains quick steal as a bonus feat. At 12th level she gains mythic improved steal, with her "tier" equaling $\frac{1}{4}$ of her looter level.

Beginning at 15th level the looter can perform the steal combat maneuver as a swift action before or after her standard actions once per round. At 20th level, she can perform this maneuver as an immediate action once per round.

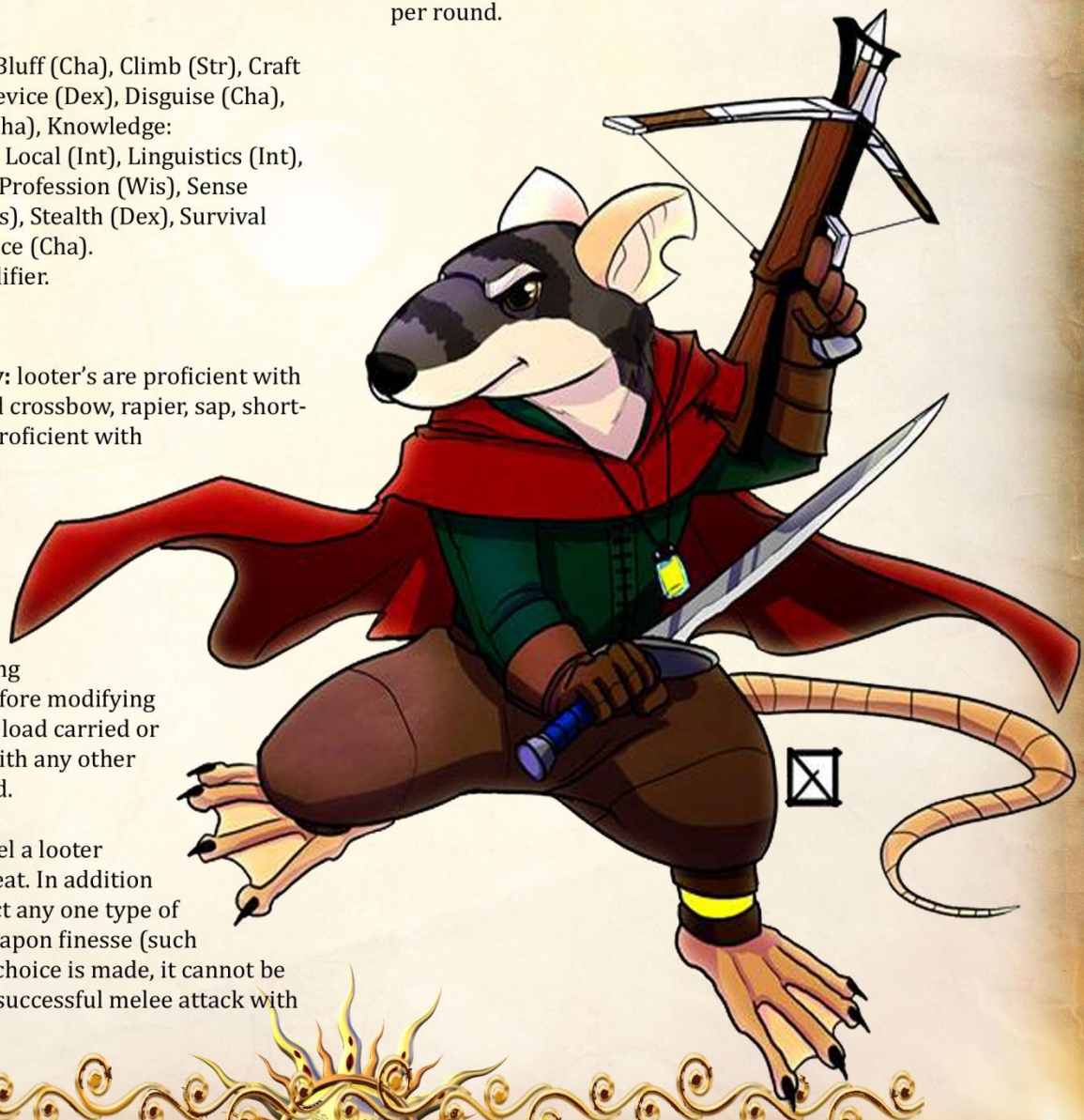




TABLE: LOOTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Fast Movement, fitness training, looting, sneak attack +1d6
2nd	+1	+3	+3	+0	Evasion, swift foot
3rd	+2	+3	+3	+1	Danger sense +1, fitness training, sneak attack +2d6
4th	+3	+4	+4	+1	Combat expertise, uncanny dodge
5th	+3	+4	+4	+1	Deep pockets, sneak attack +3d6
6th	+4	+5	+5	+2	Danger sense +2, looting, sleight of hand certainty
7th	+5	+5	+5	+2	Sneak attack +4d6
8th	+6/+1	+6	+6	+2	Improved uncanny dodge, swift foot
9th	+7/+2	+6	+6	+3	Danger sense +3, looting, sneak attack +5d6
10th	+8/+3	+7	+7	+3	Improved evasion, snap-shot appraise
11th	+9/+4	+7	+7	+3	Fitness training, sneak attack +6d6
12th	+10/+5	+8	+8	+4	Danger sense +4, looting, skill mastery
13th	+11/+6/+1	+8	+8	+4	Sneak attack +7d6
14th	+12/+7/+2	+9	+9	+4	No escape, swift foot
15th	+13/+8/+3	+9	+9	+5	Danger sense +5, looting, sneak attack +8d6, spot shiny
16th	+14/+9/+4	+10	+10	+5	Defensive roll
17th	+15/+10/+5	+10	+10	+5	Careful scavenger, sneak attack +9d6
18th	+16/+11/+6/+1	+11	+11	+6	Danger sense +6, opportunist
19th	+17/+12/+7/+2	+11	+11	+6	Fitness training, sneak attack +10d6
20th	+18/+13/+8/+3	+12	+12	+6	Gut feeling, looting, reflexive dodge

Sneak Attack: If a looter can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The looter's attack deals extra 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 looter flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two looter levels thereafter. Should the looter score a critical hit with a sneak attack, this extra 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 (like a sap, whip, or an unarmed strike), a looter 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, not even with the usual -4 penalty.

The looter 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 looter cannot sneak attack while striking a creature with concealment.

Evasion (Ex): At 2nd level and higher, a looter can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the looter is wearing light armor or no armor. A helpless looter does not gain the benefit of evasion.

Swift foot (Ex): Beginning at 2nd level, a looter can enhance her speed while she is looting. Per day, for a number of rounds equal to 4 plus the looter's Constitution modifier, the looter can add +10 feet to her base land speed. The number of rounds she can use this ability increases by 2 for each additional looter level gained (6 plus Con modifier at 3rd, 8 plus Con modifier at 4th, etc). At 8th level this bonus increases by +10 feet, and again at 14th level to a maximum of +30 feet. This bonus stacks with other bonuses that enhance land speed.



SHATTERED SKIES

CAMPAIGN SETTING

Danger Sense (Ex): At 3rd level a looter gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, she gains a +1 bonus to Perception checks to avoid being surprised by a foe. These bonuses increase by +1 for every 3 looter levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

Combat Expertise (Ex): At 4th level the looter gains combat expertise as a bonus feat.

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

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

Deep Pockets (Ex): The looter is an unrivaled specialist at using Sleight of Hand and can do things with the skill that most others cannot. Once she gains 5 ranks in Sleight of Hand she unlocks a special ability of that skill as noted below. Once she has earned 10 ranks in Sleight of Hand, she gains the appropriate abilities noted below immediately.

5 Ranks: When attempting a steal or disarm maneuver, a successful Sleight of Hand check against your target's CMD grants a +2 circumstance bonus on your combat maneuver check.

10 Ranks: The penalty for attempting a Sleight of Hand check (including drawing a hidden weapon) as a move action is reduced to -10.

15 Ranks: You can attempt a Sleight of Hand check (including drawing a hidden weapon) as a swift action at a -20 penalty.

20 Ranks: You take no penalty for using Sleight of Hand as a move action and only take a -10 penalty as a swift action.

Sleight of Hand Certainty (Ex): Once per day the looter can reroll a Sleight of Hand skill check and take the better result. She can make this reroll one additional time per day at 10th level, and then again every 5 levels thereafter.

Improved Uncanny Dodge (Ex): At 5th level and higher, a looter can no longer be flanked. This defense denies a rogue the ability to sneak attack the looter by flanking her, unless the attacker has at least four more rogue levels than the target has looter 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 rogue level required to flank the character.

Improved Evasion (Ex): This works like evasion, except that while the looter still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless looter does not gain the benefit of improved evasion.

Snap-shot Appraise (Ex): The looter has keen eyes and can spot the most valuable item in a room, using Appraise with just a glance. When she takes the time to study a valuable item, she can discover things about it those normally cannot do with the Appraise skill. Once she gains 5 ranks in Appraise she unlocks a special ability of that skill as noted below. Once she has earned 10 ranks or more in Appraise, she gains the appropriate abilities noted below immediately.

5 Ranks: A successful DC 20 Appraise check reveals whether an item is magical, and a second check (DC = 25 + the item's caster level) unveils its properties. You can use Appraise to detect non written forgeries and counterfeits.

10 Ranks: You can determine the most expensive object a creature is wearing or wielding (or in a 5-foot cube) as a standard action by succeeding at a DC 20 check. You never make a wildly inaccurate appraisal of an item's value.

15 Ranks: Determining the most expensive as noted above is a move action. You can substitute an Appraise check at a -10 penalty for a Will save to disbelieve a figment or glamor.

20 Ranks: Determining the most expensive as noted above is a move action and if the check succeeds, you gain a +2 circumstance bonus on combat maneuver checks to steal that object or disarm a creature of that object for 1 minute.

Sleight of Hand Mastery (Ex): The looter becomes so confident in the use of Sleight of Hand that she can use it, and a few other skills, reliably even under adverse conditions. Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier, choosing Sleight of Hand first. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so.

No Escape (Ex): The looter can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The looter provokes attacks of opportunity as normal during this movement. The looter can use this ability once per day as long as she has not used all of her daily uses of Swift Foot.





Spot Shiny (Ex): When a looter enters a room, she often only has moments to grab something before she is forced to flee. Her training and experience has taught her to zero in on the most valuable item in her vicinity in a glance, and often these valuables are in difficult to spot places. Not for the looter. She remains alert when others do not. Once she gains 5 ranks in Perception she unlocks a special ability of that skill as noted below. Once she has earned 10 ranks or more in Perception, she gains the appropriate abilities noted below immediately.

5 Ranks: You remain alert to sounds, even in your sleep, and the normal DC increase to Perception checks when you are sleeping is halved. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 20 feet.

10 Ranks: The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 30 feet. In addition, you gain a +5 bonus to Perception checks to notice or locate an invisible creature or object.

15 Ranks: You remain alert to sounds, even in your sleep, and the normal DC increase to Perception checks when you are sleeping doesn't apply to you. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 40 feet.

20 Ranks: You gain a +10 bonus on Perception checks to notice invisible objects or creatures. The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 60 feet.

Defensive Roll (Ex): With this ability, the looter can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the looter can attempt to roll with the damage. To use this ability, the looter must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the looter's evasion ability does not apply to the defensive roll.

Careful Scavenger (Ex): The looter gains a +1 dodge bonus to her Armor Class against melee attacks for a number of rounds equal to the looter's current Constitution modifier (minimum 1). This bonus increases by +1 for every 6 levels the looter has attained. Activating this ability is a move action that does not provoke an attack of opportunity.

Opportunist (Ex): Once per round, the looter 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. Even with the Combat Reflexes feat, a looter can't use the opportunist ability more than once per round.

Gut Feeling (Ex): The looter often comes into contact with unsavory elements of society and just as she must make a snap shot decision about an item's value, she often finds herself forced to make quick judgments about people, to decide if they are friend, or foe. Once she gains 5 ranks in Sense Motive she unlocks a special ability of that skill as noted below. Once she has earned 10 ranks or more in Sense Motive, she gains the appropriate abilities noted below immediately.

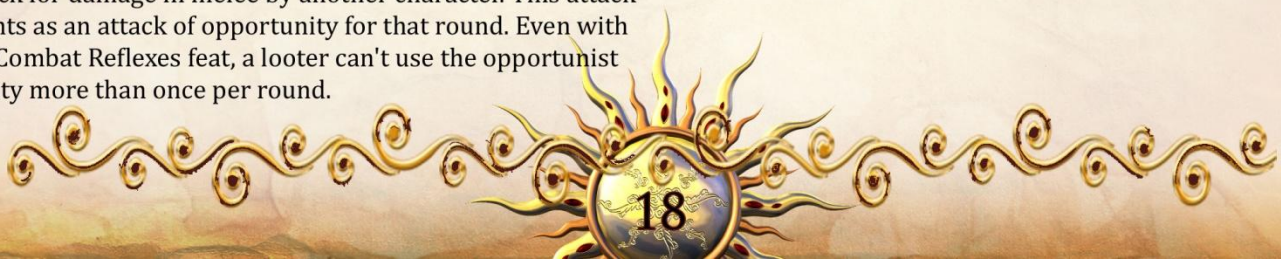
5 Ranks: If you were aware of an opponent before rolling initiative (such as when you ambush an enemy or when negotiations break down into combat, but not when both sides happen upon each other or you are surprised), you can attempt a Sense Motive check (DC = 11 + the highest Bluff modifier among your opponents or DC 15 whichever is higher). If you succeed, you gain a +1 bonus on the initiative check, plus an additional +1 for every 5 by which you exceed the DC.

10 Ranks: After 1 minute of conversation, you can read a creature's surface thoughts (as *detect thoughts*) by attempting a Sense Motive check at a -20 penalty opposed by the creature's Bluff check.

15 Ranks: You can read surface thoughts as above after 1 round. In addition, when attacked, you can attempt a Sense Motive check as an immediate action opposed by your target's attack roll. A successful check grants a +2 insight bonus to your AC against attacks from that specific opponent for 1 minute.

20 Ranks: You can read surface thoughts as above as a standard action. A successful check to gain an insight bonus to your AC also negates the attack that triggered it.

Reflexive Dodge (Ex): By expending one of her daily Swift Foot uses, the looter gains a temporary dodge bonus to AC equal to her Constitution modifier for one round. If she has more daily uses of her Swift Foot power, she can continue to gain this bonus by spending one of these uses per round. The Looter applies this bonus to Reflex saving throws while reflexive dodge is active.



MARINER

The vast seas beckon to many, and those who heed her call, taking up arms to defend her waters, are known as mariners. These special warriors sail the oceans, rooting out evil sea monsters where they lair, and destroying them. While the first mariners appeared in Majera to fight the sea-devils that constantly raid her shores, the class has spread throughout the West's oceans, and can now be found in any seafaring community.

Mariners are expert navigators and often work as sea captains, tracking down enemy ships, or as admirals for a country's navy. They are masters of many weapons, but are feared for their net and trident style combat, and their ability to wear heavy armor underwater without encumbrance. As the mariner gains experience, she becomes a deadly weapon against the creatures of the sea, and can share this lethality with her allies. The most powerful mariners can fell a mighty ocean monster in a single blow.

Alignment: Any

Hit Die: d10

Parent Classes: Fighter, ranger

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, a mariner begins play with an outfit worth 10 gp or less.

CLASS SKILLS

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

Skill Ranks per level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the mariner.

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

Natural Swimmer (Ex): Starting at 1st level you gain a +4 bonus to all Swim checks. Once you have 10 or more ranks in Swim, this bonus increases to +6.

Navigate (Ex): A mariner adds half of her level (minimum 1) to Survival checks made to follow ships and aquatic creatures at sea, and to identify the trails they leave.

Oceanic Slayer (Ex): Through focused military training, you are specialized in exploiting the weaknesses of all aquatic creatures. You gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the aquatic subtype. You also gain a +1 bonus on attack and damage rolls against all creatures of the aquatic subtype. These bonuses increase by +1 every 5 levels thereafter (5th, 10th, and so on). Additionally you may make untrained knowledge skill checks to identify aquatic creatures.





TABLE: MARINER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+1	+2	+2	+0	Natural Swimmer, Navigate, Oceanic Slayer	- - - -
2nd	+2	+3	+3	+0	Net and Trident Style	- - - -
3rd	+3	+3	+3	+1	Aquatic Armor Training, Endurance	- - - -
4th	+4	+4	+4	+1	Mariners Camaraderie	0 - - -
5th	+5	+4	+4	+1	Oceanic Slayer +2, Weapon Training	1 - - -
6th	+6/+1	+5	+5	+2	Combat Style Feat	1 - - -
7th	+7/+2	+5	+5	+2	Aquatic Armor Training 2, Sea Stride	1 0 - -
8th	+8/+3	+6	+6	+2	Scent	1 1 - -
9th	+9/+4	+6	+6	+3	Evasion, Weapon Training 2	2 1 - -
10th	+10/+5	+7	+7	+3	Combat Style Feat, Oceanic Slayer +3	2 1 0 -
11th	+11/+6/+1	+7	+7	+4	Aquatic Armor Training 3	2 1 1 -
12th	+12/+7/+2	+8	+8	+4	Deep Water Defense, Underwater Obfuscate	2 2 1 -
13th	+13/+8/+3	+8	+8	+5	Weapon Training 3	3 2 1 0
14th	+14/+9/+4	+9	+9	+5	Combat Style Feat	3 2 1 1
15th	+15/+10/+5	+9	+9	+6	Aquatic Armor Training 4, Oceanic Slayer	3 2 2 1
16th	+16/+11/+6/+1	+10	+10	+6	Improved Evasion	3 3 2 1
17th	+17/+12/+7/+2	+10	+10	+7	Weapon Training 4	4 3 2 1
18th	+18/+13/+8/+3	+11	+11	+7	Combat Style Feat	4 3 2 2
19th	+19/+14/+9/+4	+11	+11	+8	Aquatic Armor Mastery	4 3 3 2
20th	+20/+15/+10/+5	+12	+12	+8	Marine Life Master, Weapon Mastery	4 4 3 3

Net and Trident Style (Ex): Beginning at 2nd level you learn the net and trident combat style. This expertise manifests itself in the form of bonus combat feats from the following list; Fast Folder, Net Combat, Point Blank Shot, Sudden Brace, and Two Weapon Fighting. At 6th level you add Improved Two Weapon fighting, Lunge, Improved Net Combat, and Two Weapon Defense to this list. At 10th level she adds Greater Two Weapon Fighting and Strike Back to this list. You gain one of these bonus combat feats at 2nd, 6th, 10th, 14th, and 18th level.

The benefits of these feats only apply while you are wearing light, medium, or no armor. Once you select a combat style feat, it cannot be changed.

Aquatic Armor Training (Ex): Mariners are trained to wear their armor underwater in case they fall overboard from a ship or are taking the fight to aquatic monsters. Starting at 3rd level, you gain the fighters Armor Training ability. While wearing armor underwater, you are treated as 4 levels higher for the purposes of armor training. In addition you can move at your normal swim speed while wearing medium armor. At 7th level you may move your normal swim speed while wearing heavy armor, and you may apply benefits of your combat style feats .

When you are not underwater and wearing armor, you are treated as 4 levels lower for calculating your armor training ability.





Endurance: A mariner gains Endurance as a bonus feat at 3rd level.

Mariners Camaraderie (Ex): At 4th level, a mariner forms a bond with her crewmates. This bond allows her to spend a move action to grant her allies extra combat prowess when they work as a team. All allies within 30 feet who can see or hear the mariner gain an additional +2 bonus on attack rolls when flanking with the mariner or with another ally affected by this ability.

Spells: Beginning at 4th level, a mariner gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A mariner must choose and prepare her spells in advance.

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

Like other spellcasters, a mariner can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Mariner. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Mariner indicates that the mariner gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

A mariner must spend 1 hour per day in quiet meditation to regain her daily allotment of spells. A mariner may prepare and cast any spell on the ranger spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a mariner has no caster level. At 4th level and higher, her caster level is equal to her mariner level – 3.

Weapon Training (Ex): Starting at 5th level, a mariner can select the Aquatic Weapons group of weapons, as noted below. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a mariner becomes further trained in another group of weapons. She gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a mariner reaches 9th level, she receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the

Aquatic: dagger, gaff hook, harpoon, longspear, net (all types), ranseur, spear, trident.

Axes: bardiche, battleaxe, collapsible kumade, dwarven waraxe, gandas, greataxe, handaxe, heavy pick, hooked axe, knuckle axe, kumade, light pick, mattock, orc double axe, pata, throwing axe, and tongi.

Blades, Heavy: Ankus, dueling sword, bastard sword, chakram, double chicken saber, double walking stick katana, elven curve blade, estoc, falcata, falchion, flambard, greatsword, great terbutje, katana, khopesh, klar, longsword, nine-ring broadsword, nodachi, scimitar, scythe, seven-branched sword, shotel, temple sword, terbutje, and two-bladed sword.

Blades, Light: bayonet, butterfly knife, butterfly sword, chakram, dagger, gladius, hunga munga, kama, katar, kerambit, kukri, machete, madu, manople, pata, quadrens, rapier, shortsword, sica, sickle, swordbreaker dagger, sword cane, and wakizashi.

Bows: composite longbow, composite shortbow, longbow, and shortbow.

Close: bayonet, brass knuckles, cestus, dan bong, emei piercer, fighting fan, gauntlet, heavy shield, iron brush, katar, light shield, madu, mere club, punching dagger, rope gauntlet, sap, spiked armor, spiked gauntlet, spiked shield, tekko-kagi, tonfa, unarmed strike, wooden stake, and wushu dart.

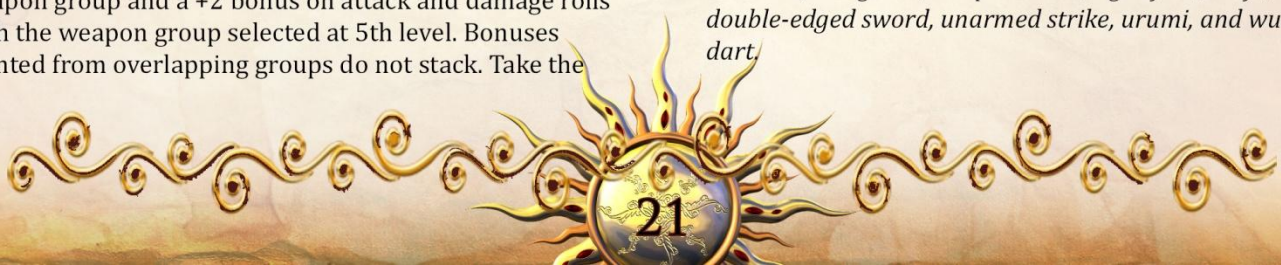
Crossbows: double crossbow, hand crossbow, heavy crossbow, launching crossbow, light crossbow, heavy repeating crossbow, light repeating crossbow, and tube arrow shooter.

Double: bo staff, chain spear, dire flail, double walking stick katana, double-chained kama, dwarven urgrosh, gnome hooked hammer, kusarigama, orc double axe, quarterstaff, two-bladed sword, and weighted spear.

Flails: battle poi, chain spear, dire flail, double chained kama, flail, flying blade, gnome pincher, halfling rope-shot, heavy flail, kusarigama, kyoketsu shoge, meteor hammer, morningstar, nine-section whip, nunchaku, sansetsukon, spiked chain, urumi, and whip.

Hammers: aklys, battle aspergillum, club, greatclub, heavy mace, light hammer, light mace, mere club, planson, taiaha, tetsubo, wahaika, and warhammer.

Monk: bo staff, brass knuckles, butterfly sword, cestus, dan bong, double chained kama, double chicken saber, emei piercer, fighting fan, hanbo, jutte, kama, kusarigama, kyoketsu shoge, lungshuan tamo, monk's spade, nine-ring broadsword, nine-section whip, nunchaku, quarterstaff, rope dart, sai, sansetsukon, seven-branched sword, shang gou, shuriken, siangham, temple sword, tiger fork, tonfa, tri-point double-edged sword, unarmed strike, urumi, and wushu dart.



SHATTERED SKIES

CAMPAIGN SETTING

Natural: unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing.

Polearms: bardiche, bec de corbin, bill, crook, glaive, glaive-guisarme, guisarme, halberd, hooked lance, lucerne hammer, mancatcher, monk's spade, naginata, nodachi, ranseur, rhomphaia, tepoztopilli, and tiger fork.

Spears: amentum, boar spear, chain spear, elven branched spear, javelin, harpoon, lance, longspear, orc skull ram, pilum, planson, shortspear, sibat, spear, tiger fork, trident, and weighted spear.

Thrown: aklys, amentum, blowgun, bolas, boomerang, brutal bolas, chakram, club, dagger, dart, sling staff, harpoon, hunga munga, javelin, lasso, kestrom, light hammer, net, poisoned sand tube, rope dart, shortspear, shuriken, sling, sling glove, spear, throwing axe, throwing shield, trident, and wushu dart.

Sea Stride: Starting at 7th level you may move through any costal or aquatic terrain (such as loose sand, urchin aggregations, and similar terrain) at your normal speed and without taking damage or suffering impairment. In addition you receive a +4 bonus to swim checks.

Scent (Ex): Beginning at 8th level you can follow creatures by smell underwater and gain the scent ability while in aquatic environments.

Evasion (Ex): When she reaches 9th level, a mariner can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the mariner is wearing light, medium, or no armor. A helpless mariner does not gain the benefit of evasion.

Deep Water Defense (Ex): Beginning at 12th level you no longer suffer adverse effects from the ocean depths. You become immune to damage and other adverse effects caused by the pressure and cold of deep water.

Underwater Obfuscate (Ex): At 12th level the mariner can use the Stealth skill to hide in an aquatic environment even if the terrain doesn't grant cover or concealment.

Improved Evasion (Ex): At 16th level a mariner's evasion improves. This ability works like evasion, except that while the mariner still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless mariner does not gain the benefit of improved evasion.

Hide in Clear Water (Ex): Beginning at 17th level a mariner under water can use the Stealth skill even while being observed.



Armor Mastery (Ex): At 19th level, a mariner gains DR 5/- whenever she is wearing armor or using a shield.

Marine Life Master (Ex): A mariner of 20th level becomes a master hunter of oceanic inhabitants. She can always move at full speed while using Survival to follow tracks underwater without penalty. She can, as a standard action, make a single attack against an aquatic enemy at her full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the ranger's level + the mariner's Wisdom modifier. A mariner can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A mariner can use this ability 5 times per day.

Weapon Mastery (Ex): At 20th level, a mariner chooses one weapon, such as the net, harpoon, or trident. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, she cannot be disarmed while wielding a weapon of this type.



SHADOWSKIVER

Over the centuries, few races have endured the tragedies equal to those suffered by the gnomes. Unwilling to see these atrocities revisited on their people, some take on the mantle of the Shadowskiver. Agents of retribution, they bring justice to those who commit crimes against the gnomish people. Using stealth and shadowy illusions, they strike out at their foes like whispers in the dark.

Role: The shadowskiver can serve as the parties scout, using his superior stealth capabilities to travel far ahead of his allies in search of ambushes or traps. Infiltration and assassination specialists, they are often employed by groups in need of sneaky killers.

Alignment: shadowskivers are most often chaotic neutral, aloof individuals with gray moral centers. The vengeful nature of their assassination missions lures many evil and rancorous gnomes to the fold, though lawful and even good shadowskivers are not unheard of.

Hit Die: d6

Starting Wealth: 5d6 x10 gp (175 gp average)

Parent Classes: Bard and Rogue

CLASS SKILLS

The shadowskiver'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 Points Per Level: 6+ Intelligence Modifier

CLASS FEATURES

The following are the class features of the shadowskiver.

Weapon and Armor Proficiency: A shadowskiver is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Shadowskiver's are also proficient with light armor and shields (except tower shields). A shadowskiver can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a shadowskiver wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass shadowskiver still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A shadowskiver casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every shadowskiver spell has a verbal component (low, almost imperceptible humming). To learn or cast a spell, a shadowskiver must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a shadowskiver's spell is 10 + the spell level + the shadowskiver's Charisma modifier.

Like other spellcasters, a shadowskiver can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Shadowskiver. In addition, he receives bonus spells per day if he has a high Charisma score.

The shadowskiver's selection of spells is extremely limited. A shadowskiver begins play knowing four 0-level spells and two 1st-level spells of the shadowskiver's choice. At each new shadowskiver level, he gains one or more new spells, as indicated on Table: Shadowskiver Spells Known. (Unlike spells per day, the number of spells a shadowskiver knows is not affected by his Charisma score. The numbers on Table: Shadowskiver Spells Known are fixed.)





TABLE: SHADOWSKIVER

Level	Base Attack	Fort	Ref	Will	Special	Spells per day					
	Bonus	Save	Save	Save		1	2	3	4	5	6
1st	+0	+0	+2	+2	Cantrips, focused training, sneak attack +1d6	1	-	-	-	-	-
2nd	+1	+0	+3	+3	Evasion, quick draw	2	-	-	-	-	-
3rd	+2	+1	+3	+3	Spell Focus: Illusion, sneak attack +2d6	3	-	-	-	-	-
4th	+3	+1	+4	+4	Uncanny Dodge	3	1	-	-	-	-
5th	+3	+1	+4	+4	Sneak attack +3d6	4	2	-	-	-	-
6th	+4	+2	+5	+5	Point Blank Shot	4	3	-	-	-	-
7th	+5	+2	+6	+6	Sneak attack +4d6	4	3	1	-	-	-
8th	+6/+1	+3	+6	+6	Improved uncanny dodge, two-weapon fighting	4	4	2	-	-	-
9th	+7/+2	+3	+6	+6	Rapid shot, sneak attack +5d6	5	4	3	-	-	-
10th	+8/+3	+3	+7	+7	Defensive throw, improved catch	5	4	3	1	-	-
11th	+9/+4	+3	+7	+7	Cloak of shadows, sneak attack +6d6	5	4	4	2	-	-
12th	+9/+4	+4	+8	+8	Close defense	5	5	4	3	-	-
13th	+10/+5	+4	+8	+8	Silent illusion, sneak attack +7d6	5	5	4	3	1	-
14th	+10/+5	+4	+9	+9	Fast movement, poison use	5	5	4	4	2	-
15th	+11/+6/+1	+5	+9	+9	Shadow illusion, sneak attack +8d6	5	5	5	4	3	-
16th	+12/+7/+2	+5	+10	+10	Vengeful strike 1/day	5	5	5	4	3	1
17th	+12/+7/+2	+5	+11	+11	Extended illusion, sneak +9D6	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Ranged flank, superior catch	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Powerful shadow magic, sneak attack +10d6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master strike	5	5	5	5	5	5

Upon reaching 5th level, and at every third shadowskiver level after that (8th, 11th, and so on), a shadowskiver can choose to learn a new spell in place of one he already knows. In effect, the shadowskiver “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 one level lower than the highest-level shadowskiver spell the shadowskiver can cast. A shadowskiver 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.

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

Focused Training (Ex): At 1st level a shadowskiver focuses his skill selection to prepare for the vengeful life ahead of him. He must assign one of his skill points as a rank to each of the following class skills: Acrobatics, Bluff, Climb, Jump, and Stealth. This leaves at least 1 skill point at 1st level that can be assigned to any available skill the shadowskiver wishes. At second level the shadowskiver can assign his skill points to any available skill he chooses, provided he doesn’t exceed the amount of ranks a skill can normally possess.

Quick Draw (Ex): At 2nd level a shadowskiver receives Quick Draw as a bonus feat.

Sneak Attack: If a shadowskiver can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.



SHATTERED SKIES

CAMPAIN SETTING

The shadowskiver'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 shadowskiver flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two shadowskiver levels thereafter. Should the shadowskiver score a critical hit with a sneak attack, this extra 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 (like a sap, whip, or an unarmed strike), a shadowskiver 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 shadowskiver 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 shadowskiver cannot sneak attack while striking a creature with concealment.

Evasion (Ex): At 2nd level and higher, a shadowskiver can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadowskiver is wearing light armor or no armor. A helpless shadowskiver does not gain the benefit of evasion.

Spell Focus Illusion (Ex): At 3rd level the shadowskiver gains Spell Focus: Illusion as a bonus feat.

Uncanny Dodge (Ex): Starting at 4th level, a shadowskiver 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 Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A shadowskiver with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

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

Point Blank Shot (Ex): Beginning at 6th level the shadowskiver gains the benefit of the Point Blank Shot feat. If the shadowskiver already possesses the Point Blank Shot feat, the bonus gained increases from +1 to +2.

Improved Uncanny Dodge (Ex): A shadowskiver of 8th level or higher can no longer be flanked. This defense denies another character with the ability to sneak attack the shadowskiver by flanking him, unless the attacker has at least four more levels in a class that bestows the sneak attack feature, than the target does.

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 shadowskiver level required to flank the character.

Two-Weapon Fighting (Ex): The shadowskiver receives Two-Weapon Fighting at 8th level as a bonus feat. If the character already possesses this feat, he may instead select another combat feat for which he meets the prerequisite.

Rapid Shot (Ex): At 9th level the shadowskiver gains Rapid Shot as a bonus feat. If the character already possesses this feat, he may ignore the normal -2 penalty acquired when using Rapid Shot.

Defensive Throw (Ex): Beginning at 10th level, the shadowskiver has learned special defensive techniques for attacking with thrown weapons. He no longer provokes attacks of opportunity for attacking an adjacent character with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): The shadowskiver has become so skilled with thrown weapons that, he now gains the benefit of the Snatch Arrows feat, even if he does not meet the prerequisites for the feat. Furthermore, if he throws a weapon with the returning special ability, he can move after the attack and the weapon will still return to him as long as line of sight between the shadowskiver and the weapon exists at the beginning of the shadowskiver's next turn.

Cloak of Shadows (Su): Starting at 11th level the shadowskiver can cloak his form in shifting shadows. This ability provides him with a variable amount of concealment depending on his level. While his cloak of shadows is active, attacks against a shadowskiver have a miss chance equal to 5% +5% per class level beyond 11th to a maximum of 50% at 20th level. Darkvision and low-light vision offer no help in piercing the cloak of shadows, although any creature that can see in magical darkness can ignore the miss-chance, as can a creature with true seeing. A shadowskiver can dismiss or resume this effect as a free action. While his cloak is active, a shadowskiver can make stealth checks as if he had concealment.

Close Defense (Ex): Beginning at 12th level, the shadowskiver knows how to fight to his advantage in a crowd of larger opponents. If a Medium or larger sized opponent is adjacent to the shadowskiver, the shadowskiver receives a +2 dodge bonus to AC against all other foes adjacent to him. If the Medium or larger sized opponent moves away or falls, the shadowskiver loses the benefit of close defense (although he might be able to move next to the same foe again on his next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.



Silent Illusion (Ex): After a shadowskiver reaches 13th level, all spells from the illusion school that he casts no longer require a verbal component, as if the Silent Spell feat had been applied to them. The levels and casting times of these illusion spells don't change, however.

Fast Movement (Ex): At 14th level the shadowskiver has mastered the art of unusually swift movement. His land speed increases by 10 feet. This benefit only applies when the shadowskiver is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before any load carried or armor worn.

Poison Use (Ex): Starting at 14th level the shadowskiver has trained extensively in the use of poison and no longer accidentally risks poisoning himself when applying poison to a blade.

Shadow Illusion (Su): Beginning at 15th level, a shadowskiver is able to infuse some of his figments (see below) with material from the Plane of Shadow, making them partially real. The sub-school of these spells changes from figment to shadow. A shadowskiver can use the altered spell to mimic any sorcerer or wizard conjuration (summoning), conjuration (creation), or evocation spell at least one level lower than the illusion spell. The altered spell functions identically to the shadow conjuration or shadow evocation spell, except that the spell's strength equals 10% per level of the figment spell used.

For example, a shadowskiver who uses *silent image* to create an *acid splash* would deal 10% of the normal damage to a creature that succeeds on its Will save to disbelieve the shadow. If he used *programmed image* to *summon monster V*, the creature would have 60% of the hit points of a normal creature of its kind, and its damage would be 60% normal against a creature that succeeds on its Will save to disbelieve.

A shadowskiver can apply shadow illusion to any one of the following spells: *silent image*, *minor image*, *major image*, *persistent image*, and *programmed image*.

Vengeful Strike (Su): Beginning at 16th level, as a standard action the shadowskiver can execute a single, vengeful strike in place of a sneak attack. The shadowskiver whispers a vengeful curse as a free action and then makes a single melee or ranged attack against the target using his highest base attack bonus with an additional +2 morale bonus to the attack. If the attack is successful the target must make a Fortitude save (DC 10 + shadowskiver level + Dex modifier) or be stunned for 1d4 rounds.

A shadowskiver can use his vengeful strike ability 1/day at 16th level and then 3/day at 20th level.

Extended Illusion (Ex): After a shadowskiver reaches 17th level, the duration of any illusion spell he casts and/or spell-like ability from the illusion school that he uses is doubled, as if by the Extend Spell feat had been applied to it. The levels and casting times of these spells and spell-like abilities don't change, however. This ability stacks with the Extend Spell feat, which does change the spells effective level.

Superior Catch (Ex): At 18th level the shadowskiver becomes so skilled at throwing and catching weapons that he may use the Snatch Arrows feat a number of times/day equal to his Dex bonus (minimum 2). Furthermore if he uses two weapons with the returning special ability, he can move after the attack and both weapons will return to him as long as line of sight between the shadowskiver and the weapons exist at the beginning of the shadowskiver's next turn.

Ranged Flank (Ex): Beginning at 18th level the shadowskiver can flank a foe using a ranged weapon. The shadowskiver must be within 10' of his intended target, and flank it as if he was wielding a reach weapon. The shadowskiver does not threaten the target, and cannot perform attacks of opportunity unless he is adjacent to the target and wielding a melee weapon.

Powerful Shadow Magic (Su): When a shadowskiver reaches 19th level the strength and effects created by his shadow conjuration, shadow evocation, greater shadow conjuration, greater shadow evocation, and shades spells increases by 20%. They are now 20% more likely to affect disbelieving creatures and deal 20% more damage.

This bonus also applies to figment spells transformed into shadow spells via the shadowskiver's shadow illusion power.

Master Strike (Ex): Upon reaching 20th level, a shadowskiver becomes incredibly deadly when dealing sneak attack damage. Each time the shadowskiver deals sneak attack damage, he can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the shadowskiver's level + the shadowskiver's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that shadowskiver's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

TABLE: SHADOWSKIVER 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	4	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





FEATS

ARTISTIC CRAFTER (GENERAL)

You have a unique, artistic eye, and you employ it when crafting your signature arms, and armor.

Prerequisite: Craft (weaponsmithing, armorsmithing, or bowmaking) 1 rank.

Benefit: Pick among the following craft skills you have at least 1 rank in: weaponsmithing, armorsmithing, or bowmaking. Whenever you craft a masterwork metal item, and you apply a quality to the item, such as acid-washing or razor-sharp, you may apply a +2 bonus to the Craft skill check. For every 5 ranks in one of the craft skills you possess, this bonus increases by +1.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat it applies to a different Craft skill.

FAST FOLDER (COMBAT)

You fold nets quickly and efficiently while in combat.

Prerequisite: Base attack +4, Quick Draw, proficiency with net.

Benefit: You can fold a net as a move action in combat.

Normal: Folding a net takes 2 rounds for a proficient user, or 4 rounds for a non proficient user.

Special: you can gain Fast Folder multiple times. Each time you take this feat it applies to a new type of net.

GREATER IMPROVED STEAL (COMBAT)

You have a knack for snatching items from your opponents in combat.

Prerequisite: Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

Benefit: You receive a +2 bonus on checks made to steal an item from a foe. This bonus stacks with the bonus granted by Improved Steal. If you successfully steal an item from a foe during combat, it does not notice the theft until after combat is over or if it attempts to use the missing item.

Normal: Creatures automatically notice items taken from them though the steal combat maneuver.

IMPROVED NET COMBAT (COMBAT)

You are excellent at controlling creatures caught in your net.

Prerequisite: Net Combat, base Attack +1, proficiency with net.

Benefit: When you have an opponent entangled in a net you can make an opposed Strength check as a move action to control the trailing rope.

Normal: Making an opposed Strength check to control a net's trailing rope is a standard action.

IMPROVED STEAL (COMBAT)

You have a knack for snatching items from your opponents.

Prerequisite: Int 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when performing a steal combat maneuver. In addition, you receive a +2 bonus on checks made to steal an item from a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you.

Normal: You provoke an attack of opportunity when performing a steal combat maneuver.

MYTHIC IMPROVED STEAL (COMBAT)

Your light fingers can lift even the most closely held item off an enemy.

Prerequisite: Improved Steal.

Benefit: You gain a bonus equal to half your tier on checks to attempt a steal combat maneuver and to your CMD when an opponent attempts a steal combat maneuver on you. These bonuses stack with those granted by Improved Steal.

Furthermore, you can make an attack of opportunity against any creature that attempts a steal maneuver against, you unless it also has this feat.

NET COMBAT (COMBAT)

You excel at entangling foes in your net.

Prerequisite: Base Attack +1, proficiency with net.

Benefit: Opponents entangled by you with a net attack add +2 to the DC of their Escape Artist attempts and Strength checks to escape, and entangled spellcasters add +2 to the DC of their concentration checks to cast spells.

QUICK STEAL (COMBAT)

You are adept at relieving foes of their belongings even while you strike.

Prerequisite: Int 13, Combat Expertise, Improved Steal, base attack bonus +6.

Benefit: On your turn, you can perform a single steal combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the steal.

Normal: A steal combat maneuver is a standard action.





SUDDEN BRACE (COMBAT)

You are able to swiftly brace your weapon when intercepting an opponents charge.

Prerequisite: Base attack +1, wielding a weapon with the brace quality.

Benefit: As an immediate or swift action, you can brace your weapon against an opponent making a charge attack against you. You only gain the benefit of the sudden brace feat once per round.

UNDERWATER SHOT (COMBAT)

You have developed the technique of firing a ranged weapon into or through the water with better accuracy than normal, striking at just the right angle to allow it to slice through the obstruction with precision.

Prerequisite: Point Blank Shot

Benefit: You can employ ranged weapons underwater at a reduced range increment. You do not take the normal penalty for making a ranged attack through water.

Thrown Weapons: You can use thrown piercing weapons underwater with a -2 penalty for every 5 feet of water passed through, in addition to any range increment penalties.

Missile Weapons: You can use bows and crossbows underwater with a -2 penalty for every 10 feet of water passed through, in addition to any range increment penalties.

In addition, water does not provide any cover against your ranged attacks if you are out of the water and firing at a target in the water. If your weapon's range increment is different underwater than it is above water, count the water surface as the beginning of a new range increment, and use your underwater range increment after the point at which your weapon strikes the water.

Normal: Thrown weapons are not useable underwater. Ranged attacks through water normally receive a penalty of -2 for every 5 feet of water they pass through. A target in water has improved cover or total cover against attacks from out of the water.

WIGGLE FREE (COMBAT)

You are very agile underwater and can escape from nets easier than others.

Prerequisite: Dex 13, escape artist 1 rank.

Benefit: You gain a +2 bonus to your CMD when resisting being grappled by a net. Furthermore, if you become entangled in a net, you receive a +2 to your Escape Artist skill check to free yourself.

TRACKING UNDERWATER

Mariners and other classes with the Track feature (such as rangers), can follow trails across streams and underwater. Such terrain cannot hold tracks but those with the Track feature use faint scent traces and lingering disturbances in the water to follow the recent passage of their quarry. Since water (especially if moving) quickly washes away the trail, the Survival check DC for tracking in water is modified by +10. For each minute that passes since the trail was made, the DC also increases by 1 (or by 5 in flowing water). Tracking through rushing or stormy water is impossible.

NEW SPELLS

AURA OF INCONSPICUOUSNESS

School illusion (glamer) [mind-affecting]; **Level** alchemist 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal or touch

Target you or creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

This spell only functions on creatures under the effects of nondetection, twisting the existing aura so that the target becomes hard to notice. Perception checks made to oppose any skill checks made by the target suffer a penalty equal to the target's Hit Dice.

RENEW AIR

School conjuration (creation) [air]; **Level** druid 3, ranger 2, shaman 3, witch 3

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect up to 1 10 ft. cube of air/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell generates fresh, breathable air, negating any bad air hazards in the area of effect. In sealed areas, it replenishes the air supply relative to the volume of the area (see rules for slow suffocation in the *Pathfinder Roleplaying Game Core Rulebook*). Mundane inhaled poisons in the area of effect are dispersed and effectively neutralized. Magical effects, such as *stinking cloud* or *cloudkill*, are subject to a check to see if they are negated, as if targeted by a *dispel magic*.



SHATTERED SKIES

CAMPAIGN SETTING

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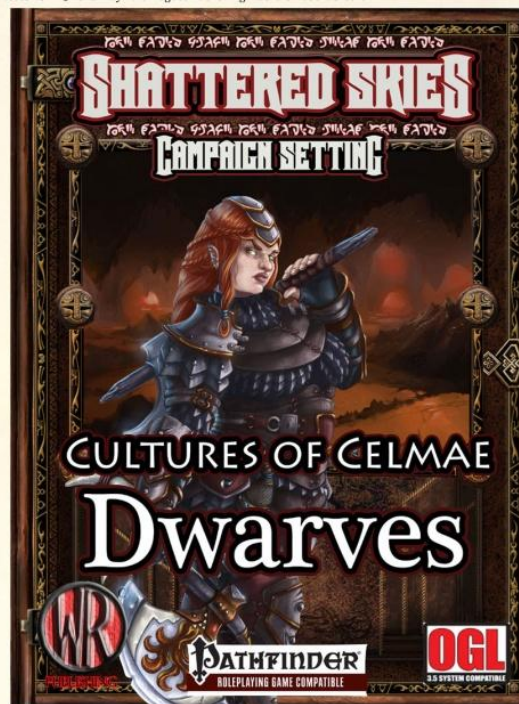
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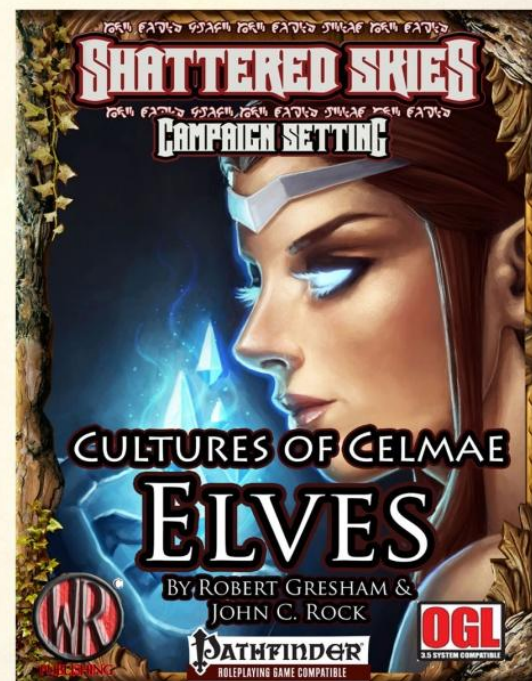
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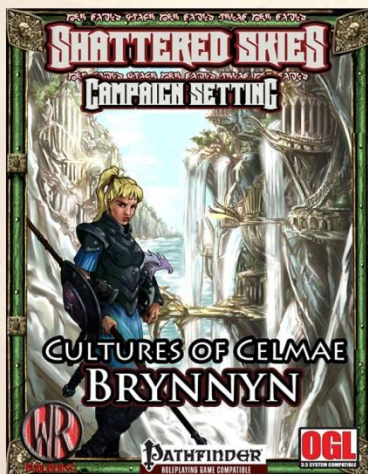
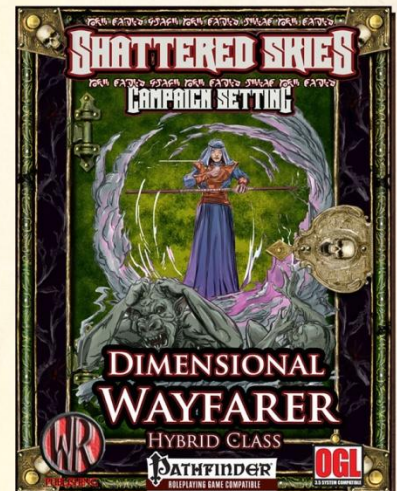
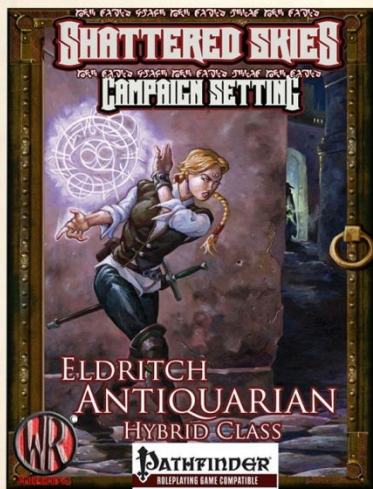


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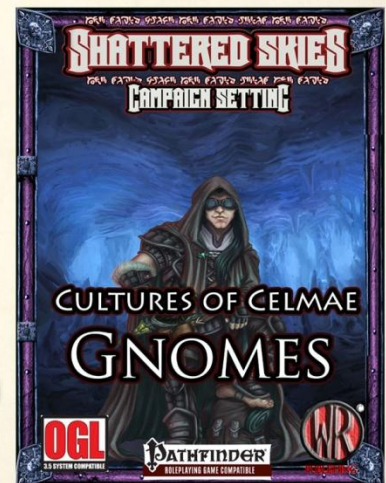


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