



PATHS OF POWER II

Paths of Blood



*Sean O'Connor, Ryan Costello Jr. & Patricia Willenborg
with Robert Thomson, Perry Fehr & Mark Gedak*

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



PATHS OF POWER II

PATHS OF BLOOD



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TABLE OF CONTENTS

Introduction	2
Chapter 1 - Core Races	3
Chapter 2 - Race Templates	24
Chapter 3 - Flaws	36
Chapter 4 - Feats	52
Chapter 5 - Classes	83
Chapter 6 - Additional Class Options	141
Chapter 7 - Gear and Magic Items	149
Chapter 8 - Spells	157
Chapter 9 - NPC Gallery	168
Index	173
Open Game License	176

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This book is dedicated to the memory of Steve Russell who we recently lost from the 3PP and gaming community. Your contribution, advice, and openness will be missed greatly.

INTRODUCTION

It seems like only yesterday, and yet it seems like a life-time ago, that Connie and I decided to try our hands as roleplaying game publishers. A certain popular game had just announced its upcoming *4th edition*, without a third party publisher-friendly OGL, and in response Paizo announced their *Pathfinder Roleplaying Game*, based on the 3.5 rules of that other game – and they announced their Pathfinder Compatibility License. As two people who loved gaming, we decided to jump in.

We were among the small group of publishers to release PDFs on the same day the *Pathfinder Roleplaying Game Core Rulebook* was released in August 2009. A couple weeks later, softbound copies of that product – *The Book of Arcane Magic* – went on sale as well. A month later was our second softbound release – *The Book of Divine Magic*. And that fall, in November 2009, we released our third softbound book, and the largest book we would ever publish – *Paths of Power*.

Paths of Power is one of the two books we published that I am proudest of (the other being *Luven Lightfinger's Gear and Treasure Shop* – our best-selling book and a Silver Best Seller at DTRPG). I love the new classes we introduced that Sean O'Connor, Patty Willenborg, Kat Bauer, Connie and I worked hard on. The new feats, spells, and gear, most of which was specifically geared towards fitting the new classes, were among our best work.

Almost exactly a year to the date from when Paizo announced their compatibility license, I fell victim to an unknown medical condition. Months of testing finally determined I had peripheral neuropathy of unknown origin. During those months of testing I was in intense pain and could barely walk more than a few steps. Physical therapy and pain medications finally got me to walking with a cane, and by January of 2011 I could walk again without a cane. During that year, *4 Winds Fantasy Gaming* suffered. I could not work enough to keep up with the schedule we wanted to maintain, and had promised to our fans. We eked out a reduced workload in 2011 but by 2012 I could see the writing on the wall.

Throughout the previous three years I had made friends with a number of other third party publishers, among them was Mark Gedak of *Purple Duck Games*. In early 2012 I approached Mark about the possibility of selling him *4WFG* and all of its logos and rights to all existing and in-the-works products. After a brief negotiation, Mark and I agreed to terms and we announced that as of January 31, 2013, *4WFG* would be wholly

owned by *Purple Duck Games*. While Connie and I were saddened to let our baby go, I have to admit that it was a huge weight off our shoulders. And major kudos to Mark for seeing that several in-the-works products were finished, released, sent to Kickstarter backers, and put up for sale. Mark has done a bang up job of shepherding our creations.

And that brings us to now.

This book is a sequel to *Paths of Power*, one that Connie, Sean, and I had envisioned even before we finished the first *Paths of Power*. *Paths of Power II: Paths of Blood*, featuring work by Sean, Patty, Ryan Costello, Jr., Mark, Perry Fehr, and me. You've seen some it before in the form of small, single topic PDFs that started being released even before Mark took over *4WFG*, but you've not seen it all. New races, new classes, new feats, new flaws, new spells, new equipment, new magic items. This book is chock-full of new goodies for your *PFRPG* games. And best of all, Mark has made sure the contents are as up-to-date as possible, to keep everything in line with the latest releases from Paizo. You could have an entire group create their characters with nothing but the races and classes in this book, and you'd have a good group of characters unique from most other campaigns. I am very happy to see this book finally come to fruition. I am also saddened because this will be the final product ever released with the *4 Winds Fantasy Gaming* logo and branding. Mark will keep all prior releases up for sale, they are not going away. But there will never be another new product with that compass logo, designed by the amazingly talented Kristen Collins. The end of an era has come.

May the four winds guide you safely, wherever you roam.

Good gaming,

- Robert Thomson

Co-founder of *4 Winds Fantasy Gaming*

I am pleased to finally release *Paths of Power II*.

- Mark Gedak

Purple Duck Games

CHAPTER 1 - CORE RACES

The stocky, stone-colored dwarf strode through Irontown with a purposeful step, past forges and weapon stalls. He could hear mutterings from those that were close enough, especially those that been around the block (of stone, ha!), but he couldn't understand their speech, so he strode faster. Eyotec couldn't speak Dwarven. He wasn't a dwarf, let alone a 'stone dwarf'. But his studies had determined that most regular dwarves would hesitate to challenge one of these irregular crossbreeds with an oread, they revered them, or something. So stone-dwarf he was. From his tunic pocket,

Twistborn Rogue

the elf produced a bit of parchment that had a dwarven rune on it, and turned a corner into a seedier, more desperate section of the forge-district. He saw the shack that was described to him, as rickety and poor a dwelling as a dwarf would keep- but the emerging owner was not a dwarf. Not exactly, anyway. For a second Eyotec thought he might be another twistborn, but that just wasn't it.

"What do you want?" was the curt demand in the Common tongue of men, decidedly non-dwarven. A half-dwarf, then. That made sense. One of those mixed-bloods would be the only 'dwarf' to keep a sharukh as a worker. Eyotec pulled out a sack of coins and phonetically recited the dwarven phrase he was told, asking the use of his 'despicable orc' for a moment. The lanky half-breed snorted, but took the bag and swept his arm sarcastically towards the interior of the building, his apron revealing an extremely heavy, well-made hammer hanging at his hip. Moving into the shack, as soon as Eyotec was out of the half-dwarf's sight, he shifted again, into the form of a lesser-orcman, an orc-kith, a form he had been practicing. He was sure it would upset and confuse his contact enough to get what he wanted. Eyotec entered the back room, and nearly fell on his face. A pit had been scraped in the floor, a dark makeshift 'den', with some bits of metal and a grubby blanket. Luckily, the orc-kith form could see like a dragon in the dark, so he could see the bulging muscle, rough skin and grotesque tusks of the orc-dwarf, freakish and ugly. But strong... Eyotec could see the advantages of such a form, from a cold and clinical point of view.

The creature was shaping, with its bare hands and a shaped stone, clumps of what appeared to be cold-forged iron into arrowheads. "What is it? What does it want?" the thing in the pit cried in the gruff Orc tongue. "Leave it alone, I work!" Eyotec grinned with his 'tusks' and held out his hand, replying in the same tongue. "Quiet, sharukh! I am here to help you. Listen well. Take me to the hall of the elves-who-live-forever, -where you were spawned, for some ungodly reason. I think you may be the only one who knows the way, and I am commanded by those who wish something those strange elves have made, in secret. Take me there and I may be able to make your life worth living..."



Br. Nlee

DWARVES

From the Nordic Sagas to the works of Tolkien, and all the fantasy worlds that have followed, dwarves have been a staple of fantasy, and unlike other demihuman races, have been remarkably consistent. Skilled craftsmen, gruff and suspicious with outsiders but loyal to each other and their comrades, avaricious but honorable, and at more at home in hewn caverns of stone than in the forest or at sea. In fact, for many years, the biggest question about dwarves was simply whether or not their women have beards. With such a consistent archetype, how does one add more to the possibilities for dwarves without losing part of what makes them such a reliable figure in one's campaign?

Half-Dwarf

Where two humanoid races are in proximity, and biology is compatible, fraternization is almost inevitable. The same is true for dwarves and humans, especially if the two races are united in war against a common foe. Half-dwarves also come into being when a human is adopted into a dwarven community (see Adopted Humans) and finds a mate within those clans.

Physical Description: Physically, the half-dwarf has the same stocky, barrel-shaped torso build of their dwarven parent, but tends to be a bit taller and longer-legged. They will often have the same variety of skin, eye, and hair colors that both their parents have. While they are considered to be on the lanky and frail side compared to dwarves, most all half-dwarves are still hardy people and show favorably to both sides of their parentage.

Society: Much like the more common half-elves and half-orcs, a half-dwarf is the product of a human cross-breeding with demihuman dwarves. They are not nearly as common, however, because few dwarves traditionally form romantic relationships with nondwarves, and because dwarves tend to be less fertile than humans on average.

Relations: Half-dwarves are fully accepted in dwarven society, but often have to suffer with anything from pity to ridicule for their heritage. Still, this does not prevent some from rising to positions of leadership with dwarven organizations. Humans treat half-dwarves pretty much as they would any other human.

Depending on whether the half-dwarf was raised in

human or dwarven culture, other races treat them as either humans or dwarves, respectively. For instance, a half-dwarf raised in human culture would be treated as human by elves.

Alignment and Religions: A half-dwarf tends to follow the general morals and beliefs of the culture they were raised in. If raised among dwarves, they have a sense of honor and duty and will follow dwarven deities. If raised among humans, a half-dwarf will most likely follow a human deity, and the general morals of their human family and peers. No matter what, they tend toward lawful neutral alignments.

Adventurers: Their dual nature often drives half-dwarves to seek out the other half of their heritage, leading to adventure. They are frequently found among the ranks of all character classes, but tend toward fighter (if raised among dwarves) or rogue (if raised among humans).

Half-Dwarf Racial Characteristics.

Half-dwarf player characters are defined by class levels—they do not possess racial hit dice. All half-dwarf player characters possess the following racial characteristics.

- **+2 to One Ability Score:** Half-dwarves are as varied as their human parent.
- **Medium:** Half-dwarves are Medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Half-dwarves have a base speed of 30 ft.
- **Darkvision:** Half-dwarves can see in the dark up to 30 feet.
- **Bonus Feat:** Taking some of the adaptability from the human parent, half-dwarves receive a bonus feat at first level.
- **Craftsman:** Dwarves are known for their superior craftsmanship when it comes to metallurgy and stonework. Half-dwarves inherit this racial trait and receive a +2 racial bonus on all Craft or Profession checks related to metal or stone.
- **Dwarf Blood:** Half-dwarves count as both dwarves and humans for any effect related to race.
- **Giant Hunter:** Half-dwarves, being the tallest of their kind, possess this racial trait and gain a +1 bonus on attack rolls against humanoids with the giant subtype. Furthermore, they gain a +2 bonus on Survival checks to find and follow tracks made by humanoids with the giant subtype.

- **Weapon Familiarity:** Half-dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.
- **Languages:** Half-dwarves begin play speaking Common and Dwarven. Half-dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stone Dwarf

The affinity for earth and stone being what it is with the dwarven race, it is not surprising that, in ancient days, the biology of dwarves was mixed with those beings directly connected with the Plane of Earth, typically oreads or shaitan genies. This creates a bloodline that arises in dwarven clans, resulting in dwarves that look different from their clanmates and have special abilities.

Physical Description: Stone dwarves appear at first glance to be like any other dwarf, but a closer examination reveals skin that not only has the color of stone, but the feel of stone as well. They are about the same height as most other dwarves, but are generally broader and much heavier.

Society: A blend of oread and dwarven heritage, these dwarven offshoots are considered to be a link between dwarves and the elemental earth they are so attuned with. A stone dwarf in the family is considered to be a point of pride in some dwarven societies, though others that emphasize dwarven purity may not be so welcoming.

Relations: In most dwarven societies, stone dwarves are revered and honored, often rising to prestigious positions, such as high priest, general in the army, or even clan chief. Oreads treat stone dwarves as dwarves, but often prefer to deal with them over other dwarves. All other races treat stone dwarves as any other dwarf.

Alignment and Religion: Stone dwarves are as or even more honorable than other dwarves. They are slow to anger, having a long fuse, and slow to consider change. They follow dwarven faiths generally, though some worship elemental deities. They tend to be Lawful Good.

Adventurers: Many stone dwarves serve as temple guards and priests in dwarven society, though some choose other paths. As such, most are clerics or fighters, and tend not to be rogues.

Stone Dwarf Racial Characteristics

Stone dwarf player characters are defined by class levels—they do not possess racial hit dice. All stone dwarf player characters possess the following racial characteristics.

- **+2 Str, +2 Con, +2 Wis, -2 Dex, -2 Cha:** Mighty, resilient, and wise, stone dwarves lack flexibility and are even more gruff and clannish than other dwarves.
- **Medium:** Stone dwarves are Medium creatures and receive no bonuses or penalties due to their size.
- **Darkvision:** Stone dwarves can see in the dark up to 60 ft.
- **Earthen Blood:** Stone dwarves are humanoids with the dwarf and earth subtypes.
- **Negative Buoyancy:** Due to their dense skeletal structure, stone dwarves do not float, but rather tend to sink in water. While few dwarves love deep water, stone dwarves are wary of water deeper than their chests. Stone dwarves suffer a -5 to all Swim skill checks. In addition, when attempting to travel on or through water more than $\frac{3}{4}$ of their height deep, the stone dwarf must make a Will save, DC 15 or suffer the fear condition. (Note: unlike the flaw of this same name, this stone dwarf racial feature cannot be bought off)
- **Ponderous and Inexorable:** 15 feet base speed, but never reduced by armor or encumbrance.
- **Rock Stepper:** Stone dwarves can skillfully negotiate rocky terrain. They can ignore difficult terrain created by rubble, broken ground, or steep stairs (including treacherous earth created by them or another stone dwarf) when they take a 5-foot step.
- **Stability:** Stone dwarves gain a +6 racial bonus to their CMD when resisting a bull rush or trip attempt while standing on the ground.
- **Stone in the Blood:** Stone dwarves mimic the healing abilities of some elemental creatures, gaining fast healing 2 for 1 round anytime they are subject to acid damage (the acid damage does not need to overcome any resistances or immunities to activate this ability). The stone dwarf can heal up to 2 hit points per level per day with this ability, after which it ceases to function until the next day.
- **Stonecunning:** Stone dwarves gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- **Treacherous Earth:** Once per day as a standard

action, a stone dwarf can cause the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain, centered on an area the stone dwarf touches. This lasts for a number of minutes equal to the stone dwarf's level, after which the ground returns to normal.

- **Weapon Familiarity:** Stone dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.
- **Languages:** Stone dwarves begin play speaking Common and Dwarven. Stone dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Purple Duck Note: *As written, the stone dwarves are a powerful race as they possess some abilities not normally available to humanoid races. As such, GMs who decide to allow stone dwarves in their campaign need to be mindful of their weaknesses negative bouyancy and ponderous and inexorable when planning adventures so that they are not able to access all the benefits of the race without suffering the weaknesses of it as well.*

ELVES

Every era and every culture has legends, long believed, of a fairy folk that lives long years, collects knowledge like sweet acorns, and possesses a casual magic beyond the greatest efforts of men. Elves.

Tall, graceful, beautiful, skilled; creatures of the forest, occasionally visiting the realms of lesser races. And while most (with notable exceptions) hold to the standards of good and the preservation of nature, there are those who become jaded with the weight of long life, and seek purposes somewhat less noble, pursuable only by those of their eldritch otherness. For their ways are not the ways of other races, and their power is the power of ages, with no limits.

Necrom Elves

Necrom are an offshoot of elves that are obsessed with living as long as possible. They seek magical and medical means to extend their lives, often uncaring as to the methods.

Physical Description: Most sentients would not mistake necroms for a separate race from the elves, but they

do deviate from the elven physical norm. Many state that they somewhat emulate humans in form, rounder eyes, broader shoulders and features. Most are obsessed with their appearance, affecting makeup, tight (though protective) clothing, and magical gadgets. Hair color and skin are pale, often bluish, and they rarely possess good muscle tone, from staying in their towers and sealed communities.

Society: Communities of the necrom are insular, and usually small. They do reproduce among themselves, but rarely more than replacement numbers. They live in large, sealed castles or hidden dungeons in remote places, defended by location and inaccessibility. Each community focuses on maintaining self-sufficiency, with an overarching goal of increasing longevity through experiment, magic, alchemy, what have you. 'Young' necrom serve as conduits to the outer world, though use of magic serves as the premier supply route.

Relations: Necrom racial appreciation runs fairly strictly according to longevity. Half-orcs and humanoid races are considered little more than insects, humans a fleeting amusement, and so on. 'True' elves are seen a children wasting a precious gift, but true elves frequently bear a feeling of revulsion at the practices and obsessions of the necrom. Necrom rarely care what others think, anyway, and are just as likely to venerate an elder sphinx as a local ruler, due to their fascination with the near-immortal beings.

Alignment and Religion: The proclivities of the necrom being what they are, the overwhelming number of necrom are of neutral alignment. The 'Laws' of nature and natural death do not appeal to them, and the chaotic levity of their true elven kin seem too risky and unfocused. Good and Evil are mostly irrelevant in the search for longevity. Necrom fear death and are almost completely atheistic, as they claim deities only want a promise of a dedicated life so they can possess the being's spirit in the afterlife.

Adventurers: Adventuring necrom do so in their early life in order to bring some fragment of discovery to the community before that time. Theses 'young' necrom belie their reputation, being quite vital and ambitious in their aims. A necrom that reaches old age without such a contribution will be rejected and cast out. These rejects usually keep on searching for that one spark that will give him entrance to the Circle of the Undying.

Necrom Racial Characteristics

Necrom player characters are defined by class levels—they do not possess racial hit dice. All necrom player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Charisma, -2 Strength:** Necroms are nimble in form and word. Their experimentation with negative energy over the centuries has robbed their bloodline of its inherent strength.
- **Humanoids:** Necroms are humanoids of the elf subtype.
- **Medium:** Necroms are medium creatures and receive no bonuses or penalties due to their size.
- **Normal Speed:** Necroms have a base speed of 30 feet.
- **Capture Alive:** Necroms suffer no penalty to deal nonlethal damage with bludgeoning weapons or ammunition.
- **Deathless Spirit:** Necroms gain resistance 5 against negative energy damage. They do not lose hit points

when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spelllike abilities of the necromancy school.

- **Lifesense:** As a move action, necroms notice and locate living creatures within 30 feet, just as if they possessed the blindsight special ability.
- **Hatred:** Necroms gain a +1 racial bonus on attack rolls against undead creatures.
- **The Study of Life:** Necroms gain a +2 racial bonus on Heal checks.
- **Languages:** Necrom begin play speaking Common and Elvish. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Twistborn Elves

In ages past cadres of elves served as spies for their woodland rulers, granted with the nigh constant ability to change their shape and serves as eyes and ears. Their descendants bear this as a racial ability, suffused with transmutational magic to become natural shapeshifters.

Physical Description: Twistborn do not fit the template of elven physical beauty. Their flesh and features are thick and gnarled like hardened tar, bearing swirls of muscle and tissue cresting into spurs above the surface. In their natural form their hair is bristly and stiff, of mousy wood-like colors; or puffy, like the down of a thistle. Their eyes and ears still mark them as of the elven race, and a truly observant witness may mark them in a new form by these.

Society: A necessity of the twistborn's original purpose is that they cannot interbreed with other races, and they can only breed with other twistborn or other elves, issuing true to the partner's race. Thus, twistborn can identify one another with a DC Perception 15 + the target twistborn's level + its ranks in Disguise. Twistborn typically live only in their roles and missions, being part of the target society, and within their elven nation otherwise. Homogenous Twistborn communities are rumored, but unlikely to be proven soon.

Relations: A race that is literally able to become another race is unlikely to bear any judgment of other sentients, but twistborn are elves, nonetheless, and bear vague degrees of preferences as true elves do. Races that are known for their nimbleness are hard to duplicate for twistborn, and they hold no joy in being



Necrom Wizard

among those that have abilities the twistborn lack. Twistborn are actually said to collect forms and cultures they have infiltrated, a measure of social standing in their strange culture.

Alignment and Religion: Twistborn that live as a cadre amongst an elven nation feel and believe much as their fellows, do, though with a preference for deities that promote trickery and deception. They are decidedly chaotic, but almost never evil, as those proclivities generally lead to a gruesome hunt within an infiltrated community. Chaotic neutral twistborn often lose themselves in altered forms and lives, thus chaotic good is the most stable alignment for twistborn. Free twistborn are largely druidical in religious observance.

Adventurers: Twistborn adventure for overarching elven causes, or for entirely selfish ones, with little in between. Adventuring parties find their abilities largely useful, and adventuring twistborn appreciate actually having an audience for their powers, becoming more and more eager to serve and be a part. Goods and titles interest them little, as they can always ‘be’ someone who has better. They favor the classes of rogue and druid, naturally, though some become the best transmuters known to the magical community.

Twistborn Racial Characteristics

Twistborn player characters are defined by class levels—they do not possess racial hit dice. All twistborn player characters possess the following racial characteristics.

- **+2 Constitution, +2 Intelligence, -2 Dexterity:** Twistborn are hardy and unnaturally sharp. Their mutable forms sometimes rob them of the innate grace seen in other elves.
- **Humanoids:** Twistborn are humanoids of the elf and shapeshanger subtypes.
- **Change Shape, Greater:** Twistborn possess the supernatural ability to assume the appearance of a Small or Medium humanoid as the *alter self* spell, save that they do not adjust their ability scores.
- **Emissary:** Once per day, when making a Bluff or Diplomacy check, Twistborn players can roll twice and take the better roll.
- **Sociable:** Twistborn that attempt to change a creature’s attitude and fail by 5 or more, can try to influence the creature a second time even if 24 hours have not passed.
- **Twistborn Immunities:** Twistborn retain their immunity to magic sleep effects and gain a +2 racial

bonus against transmutation spells and effects.

- **Languages:** Twistborn begin play speaking Common and Elven. Twistborn with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

GNOMES

With their origins firmly rooted in myth and folklore, gnomes may be one of the better known fantasy creatures to non-gamers, but when it comes to those who play fantasy RPGs they are often overlooked. Gnomes have gone through a variety of changes since their introduction in the grandfather of roleplaying games, starting as basically nothing more than shorter dwarves and progressing to the magic-infused, fey-descended creatures.

Blood Gnomes

Blood gnomes are rare creatures indeed, with the blood of vile redcap fey in their veins. They are not a true sub-race, like shadow gnomes, but can pop up at any time among any type of gnome. Blood gnomes are often – but not always – evil creatures and their redcap blood is often hard for them to keep in check.

Physical Description: Blood gnomes look about the same size as other gnomes, standing a few inches taller than 3 feet, on average. They have pale skin, red eyes, and bone white hair with a shock of blood red at the crown. They are otherwise similar to other gnomes.

Society: Blood gnomes are so rare that there are no full communities of solely blood gnomes. Any community of gnomes, though, can potentially produce a blood gnome one or two times per generation. Within gnome society, they are often shunned and assumed to be evil. Parents of blood gnomes are often cast out of the community and end up raising their child among another race, such as humans or halflings. Sadly, blood gnome infants are often abandoned at orphanages.

Relations: Like other gnomes, blood gnomes are pranksters and practical jokers. Unlike other gnomes, the pranks of a blood gnome can often lead to injury and bloodshed. They are not tolerated well by most other gnomes, except for the dour shadow gnomes. Blood gnomes tend to end up as loners, working for or among other races that are not aware of their heritage.

Alignment and Religion: The pull of evil is strong in

blood gnomes and many fight its seductive tendencies every day. Many tend to be evil creatures, and the best of them end up as chaotic and neutral; extremely rare is the good-aligned blood gnome. Like the redcaps of their ancestry, blood gnomes are irreverent and even blasphemous. While they believe in the gods, they pay them but lip service and often take their names in vain.

Adventurers: Blood gnomes are drawn to the dregs of society, the places where they can make a name for themselves. As such, many tend to be rogues and thugs.

Bloodgnome Cleric



Blood Gnome Racial Characteristics

Blood gnome player characters are defined by class levels—they do not possess racial hit dice. All blood gnome player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Wisdom, –2 Charisma:** Thanks to their redcap blood, blood gnomes are stronger than most other gnomes, but the same blood makes them less personable and likable. They are still light on their feet and quite clever.
- **Fey:** Blood gnomes are fey creatures and are affected by any spells, items or effects that affect fey. They retain the gnome subtype.
- **Small:** Blood gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Blood gnomes have a base speed of 20 feet.
 - **Low-light Vision:** Blood gnomes can see twice as far as humans in conditions of dim light.
 - **Fey Damage Resistance:** Blood gnomes gain DR 2/cold iron.
 - **Illusion Resistance:** Blood gnomes get a +2 racial saving throw bonus against illusion spells or effects.
 - **Silent Hunter:** Blood gnomes reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty.
 - **Fell Magic:** Blood gnomes gain +1 to the DC of any saving throws against necromancy spells that they cast. Blood gnomes with a Wisdom score of 11 or higher also

gain the following spell-like abilities: 1/day—*bleed*, *chill touch*. The caster level for these effects is equal to the user's character level. The DC for these spell-like abilities is equal to 10 + the spell's level + the user's Wisdom modifier.

- **Weapon Familiarity:** All blood gnomes are proficient with the scythe and they treat any weapon with the word "gnome" in its name as a martial weapon.
- **Languages:** Blood gnomes begin play speaking Aklo, Common, and Gnome. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Giant, Goblin, Orc, Terran, and Undercommon.

Shadow Gnomes

Shadow gnomes are an offshoot of gnomes whose ancient progenitors settled upon the Shadow Plane for a time before making their way to the Material Plane. They are generally darker of mind and body than other gnomes, and still retain a strong connection to the Shadow Plane.

Physical Description: Shadow gnomes are about the same size as other gnomes, at just over 3 feet tall on average. Most shadow gnomes have skin the color of dark basalt and charcoal colored eyes. A few of the race have ash gray skin and cobalt blue eyes. All have jet black hair. Their body types and facial features are otherwise similar to other gnomes.

Society: Shadow gnomes are very dour, at least in comparison to their standard gnome cousins. They tend to form their own communities away from other gnomes, often in close proximity of humans or dwarves. They still do pursue interests with typical gnome zealotry, however. Their villages are usually below ground and when traveling, shadow gnomes prefer to travel at night due to their sensitivity to sunlight.

Relations: Shadow gnomes are not known for practical jokes, but they do have a very dry and almost morbid sense of humor. Other gnomes, halflings, and elves are often the brunt of their jokes, as shadow gnomes tend to aim their barbs at those who are less than serious. Perhaps thanks to their dour nature, shadow gnomes tend to get along well with dwarves and many humans.

Alignment and Religion: Their serious nature means that most shadow gnomes tend towards lawful alignments. They are not evil by nature (though individuals

certainly can be), despite rumors that circulate among other races (including other gnomes). Depending on the bleakness of a shadow gnomes' outlook they could be drawn to the worship of Myketa (the goddess of soldiers, waiting, and darkness) or to Shade (the god of thievery, subterfuge, and crime). More information on Myketa and Shade can be found in *Gods of Porphyra* (or on the d20pfsrd.com).

Adventurers: Shadow gnomes do not possess a general wanderlust as other gnomes do, but they do have an intense desire to seek out and learn new trades, ancient secrets, and great wealth. They have a proclivity towards shadow magic, making them good sorcerers and wizards. Their innate talents also make them good rogues.

Shadow Gnome Racial Characteristics

Shadow gnome player characters are defined by class levels—they do not possess racial hit dice. All shadow gnome player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Intelligence, –2 Strength:** Shadow gnomes are smaller and weaker than larger races, but make up for this setback by being light on their feet and very smart.
- **Small:** Shadow gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Shadow gnomes have a base speed of 20 feet.
- **Darkvision:** Shadow gnomes can see in the dark up to 60 feet.
- **Curiosity:** Shadow gnomes are naturally inquisitive about the new world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.
- **Light Sensitivity:** Shadow gnomes still prefer areas of darkness and shadow, and they are dazzled as long as they remain in an area of bright light.
- **Shadow Resistance:** Shadow gnomes gain cold resistance 5 and electricity resistance 5, a holdover from their ancestor's time on the Shadow Plane.
- **Shadow Blending (Su):** Attacks made against shadow gnomes while they are within areas of shadow or dim light have a 50% miss chance instead of the

normal 20% miss chance. This does not grant total concealment; it just increases the miss chance. This is a supernatural ability.

- **Swift as Shadows:** Shadow gnomes reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.
- **Shadow Magic:** Shadow gnomes add +1 to the DC of any saving throws against spells of the shadow subschool that they cast. Shadow gnomes with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—*ghost sound*, *pass without trace*, *ventriloquism*. The caster level for these spell-like abilities is equal to the user's character level.
- **Weapon Familiarity:** All shadow gnomes are proficient with the kukri and they treat any weapon with the word "gnome" in its name as a martial weapon.
- **Languages:** Shadow gnomes begin play speaking Aklo, Common, and Gnome. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Giant, Goblin, Orc, Terran, and Undercommon.

HALF-ELVES

Culturally, environmentally, philosophically, elves and humans are very different. Physically, they are similar - comparable in size, facial structure, and skin tones. Genetically, they are compatible. Given the basic physical similarity of humanoid races and creatures, elves and humans are among the few who can successfully procreate together. It is the fey defiance of mortality that is the cause of most of the problems of the elven-human bond...

An elf and human coupling is destined to be short lived or to end in tragedy. If the differences in culture do not end the relationship prematurely, the differences in lifespan leave elf widows and widowers. Legends abound of human heroes and elven princesses overcoming great obstacles of evil and tyranny, only to enjoy only a brief moment of happiness in their incongruent lifespans.

Half-elves embody the tragedy of their parents. Most half-elves grow up in broken homes, misunderstood by their parents. Half-elves reach adulthood slightly later than humans, but they reach merely middle age by the time humans are coming to the ends of their lives. When elf parents of half-elf children leave on decade-long campaigns, they return to find they have missed their children's formative years.

Human parents of half-elf children become convinced

that their children have developmental disabilities, taking longer to acquire basic skills despite the elf reputation for genius intellect. Half-elves invariably grow up marginally aware of a missing component to their childhood, nicknamed the 'soulheart', and are frequently frustrated by their inability to identify it. Rarely, a half-elf is born of two half-elf parents.

Half-elves get along together in short spurts. Unless each half-elf fulfills the other's soulheart, the awkwardness in one tends to provoke painful memories in the other. The most successful half-elf couplings are between a half-elf raised by elves and a half-elf raised by humans.

Strandling

Creatures of the land and creatures of the sea share a cautious curiosity about each others domains. With magic that allows each to breathe in the others environment fairly easy to obtain, that curiosity sometimes leads to intermingling. When an aquatic elf and a land-based human, or more rarely a land-based elf and a merfolk, mate they occasionally produce an amphibious elf offspring, colloquially known as 'strandlings'.

Physical Description: An amphibious elf's body mirrors that of a land-based half-elf -legs, feet, etc- with a few indicators giving away an aquatic ancestry. Swatches of skin reflect light with a metallic sheen, with a rough texture and salty smell. Its eyes bulge out, set apart from a thin nose. In water, three sets of gills on each side of its neck flare out, but they resemble thin scars on land.

Society: If circumstances allow, such as one parent permanently polymorphing to live in the others domain, or if the aquatic parent's underwater home neighbors the land-based parent's coastal or floating city, amphibious elves could grow up with both parents and of two worlds. More often, amphibious elves live either with their land-based parent or their aquatic parent, almost exclusively with their mother. The nickname of this odd demi-race, 'strandling', evokes the twilight zone between the water and the land, the sea-strand that is neither dry nor submerged, a meeting place of the two worlds.

More than any other breed of half-elf, society expects strandlings to assume an ambassadorial role. Taught the finer points of culture and diplomacy, they know a position in an embassy and on trade missions is their destiny. Despite speaking for their clans, amphibious elves are as subtly ostracized as any other half-elf.

Relations: An amphibious elf's loneliness eclipses the

ennui of half-elves. Of two worlds, separated by atmospheres, the parents of amphibious elf newborns scramble to get their child in the environment it needs to survive. Most land-based creatures react to the smell of a strandling, while most water-based creatures scoff at its awkward movements. Even half-elves, who share common origins and perspective, tend to keep their distance, socially.

Alignment and Religions: Strandlings tend towards neutrality. Their experiences as outcasts sour them to the perspectives of others, both ethically and morally. Many find comfort in religion, particularly religions of balance and nature.

Adventurers: Amphibious elves spend their lives navigating terrain and learning about the different creatures they might encounter. They excel as rangers with either the ocean or the sand as preferred terrain, and those recruited into a church make capable inquisitors.

Strandling Racial Characteristics

Strandling player characters are defined by class levels—they do not possess racial hit dice. All strandling player characters possess the following racial characteristics.

- **+2 Con, -2 Cha:** Amphibious elf characters physically adapt to the different demands of their native environments, but struggle to socialize with others, even their own kind.
- **Medium:** Amphibious elves are Medium creatures and have no bonuses or penalties due to their size.
- **Type:** Amphibious elves are humanoids with the elf and aquatic subtypes.
- **Base Speed:** Amphibious elves have a base land speed of 20 ft and a swim speed of 20 ft. As creatures with a swim speed, amphibious elves gain a +8 racial bonus on any Swim check to perform a special action or avoid a hazard, can always take 10 on a Swim check, even if distracted or endangered when swimming. Amphibious elves can use the run action while swimming.
- **Amphibious:** Amphibious elves can live in and out of the water indefinitely. They gain the amphibious universal monster rule.
- **Low-Light Vision:** Amphibious elves can see twice as far as humans in conditions of dim light.
- **Weapon Familiarity:** Amphibious elves are proficient with tridents and nets, and treat any weapon with the word “elven” in its name as a martial

weapon.

- **Languages:** Amphibious elves begin play speaking Common, Aquan, and Elven. Amphibious elves with high Intelligence scores can choose any can choose any languages they want (except secret languages, such as Druidic).

Optional Variant: *Selkins* - A selkin is one of the rare ad-

Strandling Warrior



mixtures of terrestrial elf and merfolk. Somewhat scallier and more otherworldly looking than most amphibious elves, selkins have the following changes to their racial traits; they also tend to spend much more time beneath the waves with other aquatic folk, who enjoy their exotic uniqueness.

- **Sea Scales:** Selkins have a +1 natural armor bonus. This replaces Languages, as selkin may only select Aboleth, Aklo, Giant, or Sylvan if they have high Intelligence.
- **Seasinger:** Selkins have beautiful voices, a meld of elven choir and merfolk seduction. They gain +1 to Perform (sing) checks and add a +1 racial bonus to the save DC of language-dependent spells they cast. This replaces weapon familiarity.

Wellens

When two half-elves parent a child together, the resulting offspring often develops a unique outlook that affects how they interact with the world. Both an extremely rare minority in the world and amongst their kind, and the product of a balanced environment, Wellens understand the half-elf ennui over having no world of their own, but do not feel that way themselves. Nicknamed “pure half-elves”, on the whole wellens enjoy a balanced perspective that makes them calm, confident, and happy.

Physical Description: Practically indistinguishable from half-elves, the only consistent wellen indicator is the smoothness with which their human and elven physical traits integrate. Half-elves sometimes suffer from patchy beards, coarse hair, asymmetrical ears, and elongated or stunted limbs and torsos. Not glaring deformities by any stretch, but minor imperfections common among half-elves are absent among wellens.

Society: A half-elf/wellen dominant city or town would only come about as a result of deliberate segregation or self-imposed exile. Unlike their ostracized parents, wellens grow up in the smallest of culturally and physically similar communities: their families. Wellens hear about the life-trials their grandparents endured, and the isolation their parents felt, reinforcing that they are something special, lucky to have parents who will grow old together and guide at an appropriate pace. They experience an open mix of two cultures, from which they can choose the one they gravitate towards or find a balance of the two to create their cultural identity.

Relations: Wellens excel as intermediaries between elves and humans beyond even their parent’s skill in that area, but they lack the half-elf ability to take on the perspective of virtually any race. Elves and humans tend to accept half-elves quickly, which puts pressure on half-elves to keep up with the cultural touchstones with which they are only half as familiar. Not the case with wellens,

who dive into social interactions with their ancestral races, thriving on the similarities and educating on the differences.

Conversely, half-elves instantly relate to any humanoid despite sometimes little to no exposure to their race. Every intelligent creature in a multiracial society questions their place in the world. The half-elves identity consists primarily of such questions, allowing them to create common ground on a vulnerable level easily. Wellens grow up sure of their identity, their place in society, leaving them at a loss around creatures without the same confidence.

Alignment and Religions: Wellens tread the line between alignments very well. Many tend towards chaotic thinking, inherited from their parents, but the majority find balance in neutrality. Still, lawful wellens are only uncommon, hardly unusual.

Elven religions appeal to heavily religious wellens slightly more than general human pantheons. For a wellen to follow to a god to the point of divine commitment or paladinhood, they must relate to the god culturally as much as philosophically. Because human gods emphasize philosophy over culture, they only attract casually religious wellens.

Adventurers: Wellens love to live adventurously, inspired by stories of their ancestors forming countries or preserving nature. They stick to their elements, preferring to explore nature or take on urban adventures and the careers that lead down those paths, like alchemists, bards, and fighters. Those who identify heavily with their elven heritage choose to be rangers and wizards far more frequently than druids. Wellens appreciate the fame and fortune tied to adventuring careers, but ultimately they adventure for fulfillment.

Wellen Racial Characteristics

Wellen player characters are defined by class levels—they do not possess racial hit dice. All wellen player characters possess the following racial characteristics.

- **+2 to One Ability Score:** Wellen characters gain a +2 bonus to one ability score of their choice at creation to represent their inherited versatility.
- **Medium:** Wellens are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Wellens have a base speed of 30 feet.
- **Low-Light Vision:** Wellens can see twice as far as humans in conditions of dim light.
- **Elf Blood:** Half-elves count as both elves and hu-

mans for any effect related to race.

- **Elven Immunities:** Half-elves are immune to magical sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects.
- **Enthusiastic:** Wellens live for adventure, never hesitating when it is time to enter the fray. They gain a +1 racial bonus on Initiative checks. If their adjusted Initiative score is 20 or higher, they may act normally in the surprise round, even if they normally could not.
- **Keen Senses:** Wellens receive a +2 racial bonus on Perception checks.
- **Multicultural:** Wellens receive Cultured (see Feats, Chapter 4) as a bonus feat at 1st level. They must choose elf and human as their humanoid subtypes.
- **Languages:** Wellens begin play speaking Common and Elven. Wellens with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

HALF-ORCS

Half-orcs have been dealt a rough hand, both in-character and out. Though present in the first edition of the grandfather of roleplaying games, they have flickered in and out of playability for the past thirty-odd years. Still, a half-orc is damnably hard to kill.

There is a charm in the monster, a charm in the brute, a charm in the outsider that no other core character race can emulate. Half-orcs are made to be extreme characters. A half-orc is either a noble savage or a murderous monster; they accept no middle ground and tolerate no compromise. They are ideal for games of great heroes and terrible villains.

Orc-Kith

There is black orc blood in your veins... but only a trickle. Your great grandfather was an orc, perhaps, or someone even farther up your family tree. It wouldn't be fair to call you a half-orc, even if you're not quite accepted as human. You're orc-kith—mostly a mortal man, but kin to the monsters of legend.

Physical Description: Orc-kith have lost most of the egregious traits of their orcish heritage, but manifest some tells. They tend to have a green or olive pallor to their skin. Their lower jaws are pronounced and thrust forward, sometimes resulting in a full underbite. Their voices tend to be deeper and throatier than humans of the same size and weight. And, frankly, orc-kith are

usually seen as ugly by other humans: they tend to have skin conditions such as warts or boils, large noses, mismatched eyes, or asymmetrical faces. This does not take reduce their desire to fit into human society. At the same time, orc-kith are built large chested with powerful frames. Their musculature is well-developed and pronounced, giving them an intimidating appearance.

Society: Orc-kith almost never have an independent or homogeneous society of their own kind. They almost universally join with the human society into which they are born. Orc-kith, being one or two generations away from half-orc status, find more acceptance in human society than half-orcs usually do. They may be able to keep their heritage a secret (or be ignorant of it) and integrate completely into the human society. Many human cultures, however, are downright obsessed with racial purity. In such societies, orc-kith may be treated as second class citizens despite being physiologically very similar to the ruling class.

Half-orcs have some draw in their exoticism that orc-kith lack. A half-orc, while not being widely accepted, can make an intimidating bouncer or mercenary and can be hired for such jobs based on racial prejudice alone. Orc-kith rarely have the same kind of allure. At the same time, orc-kith can make people in their society see and treat them as human, a luxury that tuskfaced half-orcs rarely have.

Relations: Elves and dwarves rarely get along well with anybody who has “orc” appended to their name. At the same time, these races sometimes have trouble telling different humans apart (really, they all look like a bunch of roundeared no-beards), so they may not recognize an orc-kith's true nature upon first meeting them. Gnomes and halflings rarely care much about the orc-kith's bloodline, putting less stock in racial stock than other peoples. These races generally treat orc-kith as they would any other human: with a healthy amount of pleasant disrespect.

Some half-orcs are envious of the orc-kith's ability to blend in with human society. They see the orc-kith as having a connection to their human side that they lack and envy them their anonymity. These half-orcs often resent and bully the orc-kith, though occasionally they seek to form a covetous friendship with them. Other half-orcs see the orc-kith as degenerated versions of themselves. Orc-kith lack the half-orc's raw strength and direct connection to their orc ancestry, which prompts many half-orcs to piteous scorn of the orc-kith. More-

over, half-orcs who identify strongly with their orcish side might go through pains to remind the orc-kith of their orc blood; despite physical appearances, orc-kith are still part orc.

Alignment and Religion: Orc-kith are usually lawful in alignment. The structure of rules gives them a way to demonstrate that their heritage has not bred evil into them. Adherence to law gives them legitimacy that is often denied them as a matter of course. If allowed in their cultures, orc-kith will exercise this legitimacy by becoming sheriffs, magistrates, or other constabulary.

Orc-kith are rarely overly religious and tend to ignore the divine sphere. Those who do participate in organized religion sometimes try and express their heritage through discrete worship, making offerings to the gods of both their orc ancestors and human kindred.

Adventurers: Orc-kith have the same width and breadth of choices as their human kin, limited only by the options given them in their culture. Though they physically have the proclivity for martial disciplines, many orc-kith find the thought distasteful. Being a barbarian would be entirely too brutish – more appropriate work for their pitiable orc kindred. The paths of fighter or inquisitor are sometimes taken as a way to fill the role of constable in their society.

Those with strong orc-blood sometimes manifest as sorcerers. Sorcerer orc-kith generally take on a more orc-like appearance as they progress in their magical training. Magi are somewhat common amongst the orc-kith, as it allows them to pursue the arcane while simultaneously expressing their martial bent.

Orc-kith Racial Characteristics

Orc-kith player characters are defined by class levels—they do not possess racial hit dice. All orc-kith player characters possess the following racial characteristics.

- **+2 to One Ability Score:** Orc-kith characters gain a +2 bonus to one ability score of their choice at creation to represent their varied nature.
- **Medium:** Orc-kith are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Orc-Kith have a base speed of 30 feet.
- **Darkvision:** Orc-kith can see in the dark up to 60 feet.
- **Fitting In:** Orc-kith are motivated to fit in with human society, and gain either a +1 racial bonus to Diplomacy or a +1 racial bonus to Intimidate.

- **Focused:** Orc-kith receive Skill Focus as a bonus feat at 1st level.
- **Orc Blood:** Orc-kith count as both humans and orcs for any effect related to race.
- **Orc Ferocity:** Once per day, when an orc-kith is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.
- **Languages:** Orc-kith begin play speaking Common. Orc-kith with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).



Orc-Kith Ranger

Sharukh

Long years of animosity between the dwarves and the orcs have sown blood and death – and, rarely, life. Though they arise from uncommon circumstances and their existence is anathema to both peoples, a child can be born from a union between an orc and a dwarf. They are called “sharukh”, the only known word that combines the orcish and dwarvish languages, meaning ‘contemptible orc’; both title and description, and used

by both, and all, races.

These beings are born into a life of pain and loneliness. Moreso even than the mixed blood of human-orc hybrids, those sharukh that survive infancy find that they truly have no home. Almost always conceived through violence, a sharukh's mother rarely lives long enough to bring the child to term. Those who live and find themselves pregnant usually take steps to end the pregnancy when it is discovered. If the child is brought into the world and its true nature brought to light, it is then usually exposed to death. Only rare circumstances and hard-fought battles allow the sharukh to live to adulthood. Indeed, sharukh are so rare that many think them mythical.

Physical Description: Sharukh are short, standing no taller than their dwarven kindred, usually between four and five feet. Their skin is usually green, though sometimes brown or grey. They have heavy muscle mass and tend to be very thick and squat. They appear to be exclusively male, and no known female sharukh exist. Their body hair is typically dark and thick and many grow a bushy beard. Rounded, elongated tusks sometimes protrude from their lower jaw. Unlike half-orcs, sharukh are sterile and cannot produce offspring.

Society: Sharukh who – by whatever twists of fate – are raised amongst dwarvenkind are relegated to an unseen underclass. Considered to be without honor, sharukh can swear no oaths and enter into no contracts according to dwarven law. As such, they have no means for legitimate business. While not slaves, dwarves treat sharukh as servants who perform only the most mean and base tasks – handling animals, disposing of the dead, and managing waste. Sharukh who are raised by members of their orc kindred are the omega of their tribe. They are often brutalized by even the lowest ranking full-blooded orcs and made to do slave labor. They are given humorously cruel or unpleasant tasks, and many are made to serve as fools so that orc chieftains never miss an opportunity to humiliate them.

Sharukh are usually eager for an opportunity to leave either dwarf or orc societies, as neither accept them. If they are able, many sharukh swiftly depart the company of their kin. Some seek solace amongst other races or peoples, whereas others retreat to find solitude in hermitage.

Relations: Indeed, few races have much love for the sharukh. Both elves and humans share the dwarves' enmity

against orcs and both revile sharukh as unnatural monsters. Gnomes and halflings have pity for the fate that sharukh have been given, but find little in common with their gruff, combative natures. Occasionally, a sharukh will be given leave to settle in a halfling or gnome town, but few find peace there.

Half-elves and half-orcs tend to understand the sharukh's perspective. They both sympathize with their outsider status. Half-orcs sometimes view sharukh as shorter kin and get along well with them. Half-elves work well with sharukh based on a certain mutual understanding, but rarely form close relationships with them.

Alignment and Religion: Those sharukh who favor or idealize their dwarvish ancestors are given role models of stalwart order: honest, trustworthy and diligent. Those sharukh who favor their orcish ancestors idealize the polar opposite: wild, brutal and chaotic. Sharukh have no natural compunction to good or evil, law or chaos – but many find evil to be an easy path to walk after a life of hardship and exclusion. And, since society opens no places for sharukh to occupy, many are obliged to choose a lawless lifestyle.

Adventurers: Most sharukh are whipped, cowed things. Some, however, rise above the position that the gods have given them and resolve to forge their own destiny. Many have been pushed to the outskirts of their society and exist as a criminal fringe. As such, many sharukh take on the role of rogues. Rangers who live outside of the society but make their living as highwaymen or bandits are also common.

Because of their strength and resilience, combative professions are also frequently pursued. Barbarians are especially common, as sharukh have a lifetime of anger and pain to channel into their rage powers.

Sharukh who become fighters often sell their swords as soldiers of fortune or mercenaries. Disciplined classes that require years of training to master, such as alchemist or wizard, are rare among sharukh. They typically lack the mentorship to progress meaningfully in those paths. In a similar way, classes that are organized around fraternal orders, such as cavaliers or clerics, typically do not provide sharukh with full access to their ranks. Bigotry and exclusionism preclude sharukh from taking up those mantles.

Classes based on natural inclinations, such as sorcerers or oracles, are easier for sharukh to access. Their mixed bloodline sometimes allows truly unique powers to manifest. Orc, Deep Earth, and Martyred Bloodlines are most common among sorcerers. Oracles naturally feel

the call of the Ancestor, Juju, and Stone Mysteries.

Sharukh Racial Characteristics

Sharukh player characters are defined by class levels—they do not possess racial hit dice. All sharukh player characters possess the following racial characteristics.

- **+2 Strength, +2 Wisdom, -2 Charisma:** Sharukh characters have brutal strength and remarkable insight, but genetic complications from their heritage deny them the robust health of their parents.
- **Medium:** Sharukh are Medium creatures and receive no bonuses or penalties due to their size.
- **Slow and Steady:** Sharukh have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Darkvision:** Sharukh can see in the dark up to 60 feet.
- **Cornered Fury:** Whenever a sharukh is reduced to one-quarter his hit points or fewer and has no conscious ally within 30 feet, he gains a +2 racial bonus on attack rolls and armor class.
- **Stonekin:** Sharukh are naturally comfortable below ground and often seek solace in lonely caves. You gain a +1 racial bonus on Knowledge (dungeoneering) and Survival checks made underground.
- **Oppressed:** As they are typically rejected and enslaved by their parent races, sharukh gain a +1 racial bonus on attack rolls against creatures with the orc or dwarf subtype.
- **Mixed Blood:** Sharukh count as both dwarves and orcs for any effect related to race.
- **Languages:** Sharukh begin play speaking Common. At character creation, they gain either Orc or Dwarven as a bonus language for free. Sharukh with high intelligence scores can choose from the following: Giant, Gnoll, Goblin, Terran, and Undercommon.

HALFLINGS

Halflings. The very word strikes fear in the hearts of many. Well, OK, it doesn't. But many halflings would like to think that it does. Even the sedentary, non-adventurous types among the halflings have a pride in themselves and their ancestors that makes them swell with satisfaction and boast with bravado on occasion.

Halflings are typically rural, agrarian people which adapt to the land and the larger humanoids that inhabit it, being unobtrusive, productive, and desiring family, creature comforts, and little else. Subtypes of halflings,

like those shown below, reveal this adaptability and willingness to get along with others. The odd adventurous individual among halflings is a startling contrast, but few adventuring parties would deny their ultimate usefulness and contributions.

Hidefoots

Hidefoots are a branch of the halfling race that has typically sought to be more removed from the multiracial, cosmopolitan society of the larger world, and keep more to themselves. This is not to say that they live in remote areas, spend effort hiding their communities, or burrow underground; they simply keep themselves to themselves and do not go out of their way to interact with other races. Their villages may be in an area of the land that is a little less desirable for crop growing or livestock raising, but if that means they get the territory to themselves, hidefoots will work just a little harder to make it their own. They do not inhabit neighborhoods or 'halfling ghettos' in larger cities of any races, and are decidedly rural. Ironically, this stubbornness and toughness can, rarely, make for an excellent adventurer to set a hidefoot village talking for many generations.

Physical Description: A hidefoot halfling's distinguishing feature is their large feet with hide-like calluses on the soles and thick hair on the tops, more so even than standard halflings. These features preclude the hidefoots from having to wear shoes or boots in all but the most extreme environments. Hidefoots tend to have lightly tanned or golden-brown skin, dark brown hair and brown eyes.

Society: Hidefoots (or hidefeet, as some call themselves) have more of a tendency to form their own communities outside of the cities of other races, though they do not form entire nations of their own. Hidefoot halflings are more sedentary than standard halflings, and especially more sedentary than willowbranch halflings, but they are not unknown as adventurers and traveling merchants. Most hidefoot communities tend to be located in cooler, wetter climates.

Relations: Hidefoot halflings tend to be a bit provincial, preferring their own family and local friends over outsiders. They generally do not trust the "big folk" – which includes dwarves, as far as they are concerned – but will tolerate them, especially traders and merchants. Most hidefoot halflings find adventuring distasteful, preferring a life of hard, honest work. Those who do become

adventurers are often frowned upon by their kinfolk, and whispered about in secret. Hidefoot halflings get along best with other halflings and with gnomes. Elves are usually trusted more than any other “big folk”.

Alignment and Religion: Hidefoot halflings are a bit more rigid in thinking than the standard halfling, and thus tend towards lawful neutral alignments. Most are farmers, brewers or merchants and tend to worship gods of the earth, gods of travel, or gods of harvests.

Adventurers: Most hidefoot halflings never adventure, but a few – usually those with willowbranch or standard halfling blood in their veins – feel the call. Their hardy constitution and general luck aid those that do hear the calling.

Hidefoot Racial Characteristics

Hidefoot player characters are defined by class levels—they do not possess racial hit dice. All hidefoot player characters possess the following racial characteristics.

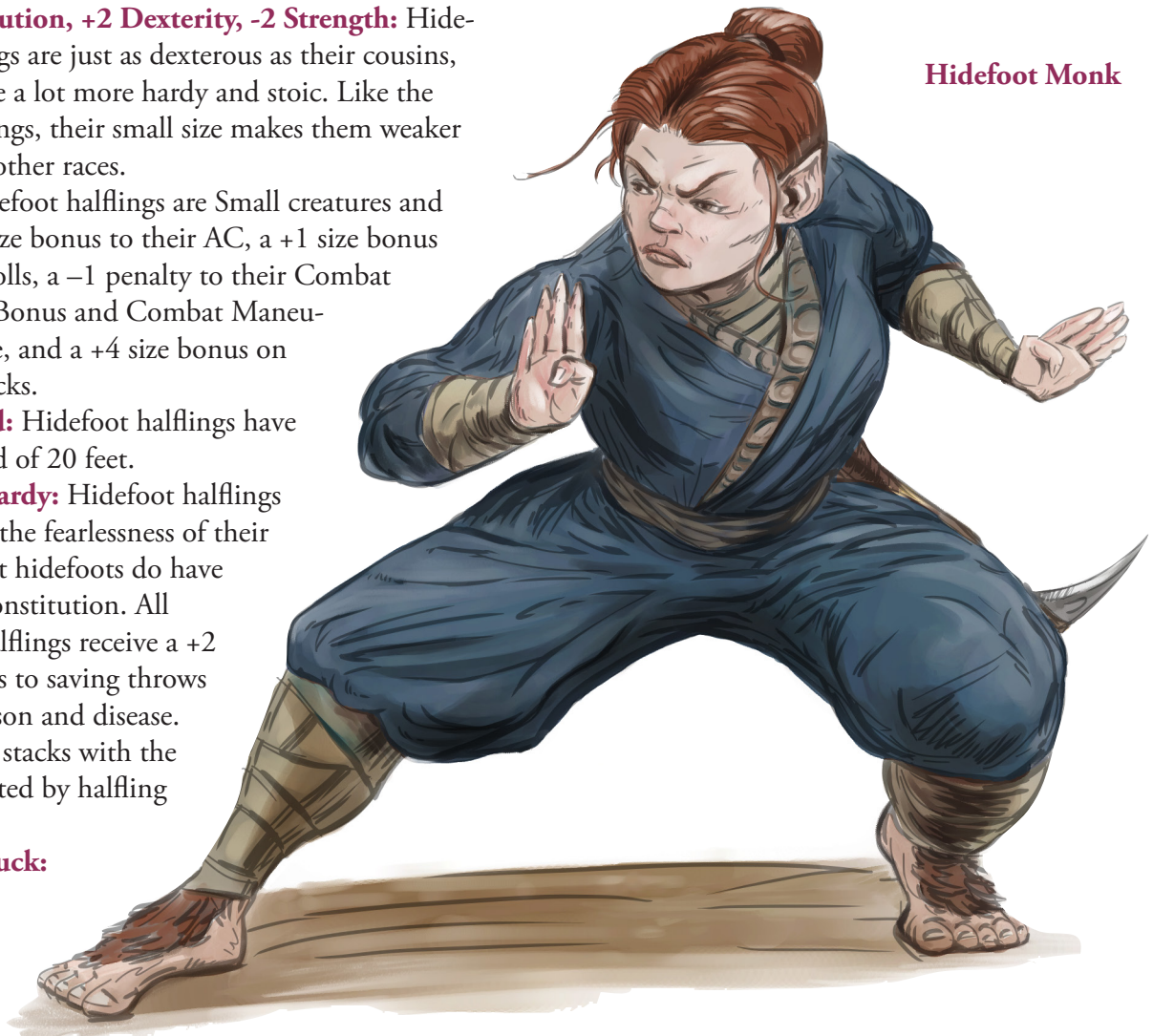
- **+2 Constitution, +2 Dexterity, -2 Strength:** Hidefoot halflings are just as dexterous as their cousins, but they are a lot more hardy and stoic. Like the other halflings, their small size makes them weaker than most other races.
- **Small:** Hidefoot halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Hidefoot halflings have a base speed of 20 feet.
- **Stout & Hardy:** Hidefoot halflings don't share the fearlessness of their cousins, but hidefoots do have a hardier constitution. All hidefoot halflings receive a +2 racial bonus to saving throws against poison and disease. This bonus stacks with the bonus granted by halfling luck.
- **Halfling Luck:** Hidefoot halflings receive a +1 racial

bonus on all saving throws.

- **Keen Senses:** Hidefoot halflings receive a +2 racial bonus on Perception skill checks.
- **Sure-Footed:** Hidefoot halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.
- **Weapon Familiarity:** Hidefoot halflings are proficient with shortbows and slings and treat any weapon with the word “halfling” in its name as a martial weapon.
- **Languages:** Hidefoot halflings begin play speaking Common and Halfling. Hidefoot halflings with high Intelligence scores can choose from the following: Elven, Gnome, Goblin, and Sylvan.

Willowbranches

Willowbranch halflings are a more southerly-dwelling type of that small race, with somewhat more in common with elves than most halfling subraces. Without as much of a need for hard work that other halfling races



Hidefoot Monk

require, willowbranches are more inquisitive and worldly, more accepting of other races and their motivations. They are more open to travel and, thus, adventuring. Their villages are closer to main thoroughfares, and they welcome trade and travelers with equal happiness, taking on the latest fashions, fads, and even causes, bending like the willow in the direction of change.

Physical Description: Willowbranch halflings are slender, with no hair on the tops of their feet. Shoes and boots are a must for traveling willowbranch halflings. They tend to have peach-colored or lightly tanned skin, brown, blonde or red hair, and blue or green eyes.

Society: Willowbranch halflings have more of a tendency to live in large human cities than hidefoots do, but entire willowbranch halfling communities are not rare. They are also more likely than either hidefoots or standard halflings to feel the call of the road and the need to adventurer. Being more slender, and not possessing the thick foot hair of other halflings, willowbranch halflings are usually found living in warmer and drier climates.

Relations: Willowbranch halflings are far more gregarious, warm, and giving than other halflings. In their own homes and communities they welcome strangers, relishing tales of travel and adventure. They get along with the “big folk” better than other halflings do, but still have a tendency to prefer company more of their own size. Unlike their hidefoot cousins, willowbranch halflings do not count elves among the “big folk”. Their warm nature does not make them naïve, however. Willowbranch halflings are more worldly and wise than other halflings.

Alignment and Religion: Willowbranches are more flighty and whimsical than their cousins, and feel the pull of the road and wanderlust far more often. They are also more warm, welcoming and helpful. As such, they tend toward chaotic good. Willowbranch halflings are not usually overly zealous in their religion, but usually follow gods of music, poetry, travel and adventure.

Adventurers: Most halfling adventurers are willowbranch halflings. They are fearless like standard halflings, but due to being more worldly and associating with the “big folk” more often, they are wiser and more well-rounded and ready for adventure.

Willowbranch Characteristics

Willowbranch player characters are defined by class levels—they do not possess racial hit dice. All willowbranch player characters possess the following racial characteristics.

- **+2 Dexterity, +2 Wisdom, –2 Strength:** Willowbranch halflings are light on their feet and strong-willed, but their small stature makes them physically weaker than the “big folk”.
- **Small:** Willowbranch halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Willowbranch halflings have a base speed of 20 feet.
- **Fearless:** Willowbranch halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.
- **Halfling Luck:** Willowbranch halflings receive a +1 racial bonus on all saving throws.
- **Ready for Adventure:** Willowbranch halflings select one extra feat at 1st level, choosing from among the Halfling feats (see Feats; Chapter 4).
- **Weapon Familiarity:** Willowbranch halflings are proficient with shortswords and slings and treat any weapon with the word “halfling” in its name as a martial weapon.
- **Languages:** Willowbranch halflings begin play speaking Common and Halfling. Willowbranch halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Orc.

HUMANS

Rare is the fantasy fiction that does not have a human element. Humans generally play the vessel through whose eyes we, human readers, can look upon foreign and spectacular worlds. From alternate history to flights of fancy, fantasy fiction uses humans or human-based creatures for narration and perspective.

Humans benefit from being unhinged. Just as we are the creature with the most freedom of choice and variety of behavior on Earth, fantasy humans are defined by their versatility, unpredictability, and adaptability. They are prejudiced against as a whole but accepted as individuals, for within every human in fantasy is the potential to admire and emulate the traits that the other races embody. Versatility equally defines the rules for humans in the *Pathfinder Roleplaying Game*. A +2 bonus to any one

ability score, a bonus feat with minimal restrictions, and an extra skill point every level. More than any other race, a human can fit the broadest range of character concepts.

Adopted Human

Humans get themselves into everything, even the societies of other humanoids. Ever malleable, adopted humans take on more than just a few personality quirks of their adopted race.

Physical Description: Over the years living amongst non-humans, adopted humans begin to resemble their adopted race. Humans adopted by elves may not find their ears growing into points, but by adapting a diet rich in vegetables and herbs, engaging in elven activities like treetop farming, archery, and meditation, it is common for adopted humans to physiologically change: leaner musculature, richer hair, terrene aroma. They maintain enough human characteristics to be instantly recognizable as something other than their adopted race or even a half-human descendant of that race, but they no longer look strictly human.

Society: Born in typical human fashion, sometime during their development adopted humans find themselves living amongst a foreign race. Runaways, part of a dowry, or the last of their loved ones, adopted humans start their transition under the care of strangers. As is the human way, they adapt. Adopted humans fully immerse themselves in the societies of their adopted race. They flaunt their learned customs among human society, eager to share and revel in their differences.

Relations: An adopted human's confidence is the envy of half-demihumans like half-elves and half-orcs. Outcast half-demihumans show the greatest hostility towards adopted humans. Otherwise, adopted humans are seen as curiosities, inspiring many indifferent outsiders to take an interest in their upbringing. For the most part, adopted humans share their adopted race's prejudices and good will based on centuries of shared history as well as any blood member of their adopted race. So integrated are adopted humans into their adopted race, they sincerely and utterly dismiss any accusation of being different or prejudice based on their blood. The principal exception is their relationship with humans.

Adopted humans are naturally drawn to humans, and an attraction humans return. Any mutual respect is jeopardized should a human attempt to "rescue" adopted humans from their circumstances.

Alignment and Religion: Adopted humans take on the values and perspective predominant among their adopted race. Humans adopted by dwarves tend to be lawful and worship gods of forge, and war. Humans adopted by gnomes love the gods whose portfolios include magic and trickery. Adopted humans living among awakened constructs might be cold-hearted atheists loyal to a wizard master.



Adopted by Dwarves

Adventurers: Because humans are as likely to pick up a flask in the name of pseudoscience as they are to pick up a holy symbol in the name of a god, or a sword in the name of warfare, most adopted humans are encouraged to pursue adventuring careers. Specifically, their adopted race encourages them to follow paths that fill tactical gaps in the race's military. However, because their adopted race assimilated them so, and because they tend to be trained by members of their adopted race, adopted humans favor the same adventuring classes as their adopted races.

Adopted Human Racial Characteristics

Adopted human player characters are defined by class levels—they do not possess racial hit dice. All adopted human player characters possess the following racial characteristics.

- **+2 to Any Attribute Other Than an Attribute Their Adopted Race has a Penalty In:** Adopted humans' versatility is hampered by an upbringing that favors their adopted race's weakness.
- **Medium:** Adopted humans are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Adopted humans have a base speed of 30 feet.
- **Adopted Race:** Adopted humans designate a humanoid race as their adopted race. Adopted humans count as both humans and their adopted race for any effect related to race. They may choose human race traits and race traits of their adopted race.
- **Bonus Feat:** Adopted humans select one extra feat at 1st level.
- **Skilled:** Adopted humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Weapon Familiarity:** Adopted humans treat any weapon with the name of their adopted race in its name as a martial weapon. They do not gain any other proficiencies of their adopted race.
- **Languages:** Adopted humans have the same automatic and bonus languages of their adopted race.

Wild Children

Not every human without a family or who gets lost far from home is lucky enough to be taken in by kindly demihumans. Though it goes against civilization's preconceptions, animals that find human infants have, in rare circumstances, raised them as part of the group. Bears, dolphins, gorillas, wolves, and more have all raised human infants into wild children.

Physical Description: Wild children resemble humans with curved spines, bowed legs, and calloused skin. Their hair matches their complexion: filthy, unkempt. The feature that most distinguishes wild children from humans is their feral eyes. Still possessed of the potential for intelligence, a wild child's eyes lock into a predator's gaze, unflinching despite bright light, harsh weather, pain, or circumstance.

Society: Typically raised by pack-oriented animals,

wild children follow the social structure they are raised within. Generally, they respect their brethren but remain loyal only to their alpha. The alpha makes the decision for the group, and dictates whether the decisions that affect the group affect wild children equally, occasionally, or separately. Wild children rarely become alphas as important mating traditions are associated with the role, traditions even the most inclusive creatures understand wild children cannot partake in.

Relations: Wild children's attitudes toward those of the human world are often at odds. With regards to animals and monstrous creatures, wild children behave as their pack, following the alpha's fight or flight orders. Humanoids, particularly humans, leave wild children conflicted. At first sight, they acknowledge the similarities between humanoids and themselves, potentially conjuring memories of an early life before being taken in by animals, or tapping into otherwise ignored instincts. Wild children hesitate to attack humanoids, even when commanded to by the alpha. Such a refusal often leaves the wild children abandoned by their group, left to the humanoids to bring back to civilization.

Alignment and Religions: As creatures of nature, wild children rarely acknowledge religion. The idea of reverence is a foreign one, even to the environment that provides for them. Their moral and ethical outlook is neutral, and remains at least partially so even if reintegrated into civilization.



Adventurers: Before reintegration, a wild child fights for every meal, remains vigilant of predators at all times, and courses for shelter and items of value to the group. The most a wild child can hope to fit into society is as an adventurer. Wild children easily take to the barbarian lifestyle, with druid, ranger, and witch traditions also appealing. Sometimes the circumstances that left them abandoned as human infants revolve around early manifestations of oracular or sorcerous powers.

Wild Child Racial Characteristics

Wild child player characters are defined by class levels—they do not possess racial hit dice. All wild child player characters possess the following racial characteristics.

- **+2 to One Physical Ability Score, +2 Wisdom, -2 Intelligence:** Wild children are hardened from growing up among animals and the like, but their cognitive capacities are dulled from lack of use.
- **Human Descendant:** Wild children are humanoids of the human type.
- **Medium:** Wild children are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** A wild child has a base speed of 30 feet.
- **Low-Light Vision:** A wild child can see twice as far as a normal human in dim light.
- **Bound to the Land:** Wild children are most at home in their native terrain. They gain a +2 dodge bonus to AC when in a specific terrain selected from the ranger's list of favored terrains. The terrain is selected at character creation and cannot be changed afterwards.
- **Learned Speed:** A wild child has a Climb speed or Swim speed of 20 feet. This decision is made at character creation. Once this decision is made, it cannot be reversed.
- **Languages:** Wild children do not begin play speaking any languages, but they understand Common. Wild children with high Intelligence scores can choose to speak any languages they want (except secret languages, such as Druidic). They must choose Common as a bonus language to speak it.

Table 1.1: Random Starting Age (in years)

Race	Adult	Intuitive ¹	Self-taught ²	Trained ³
Adopted human	15	+1d4	+1d6	+2d6
Blood gnome	30	+3d6	+5d6	+7d6
Half-dwarf	30	+2d4	+2d6	+4d6
Hidfoot	22	+2d4	+3d6	+4d6
Necrom	120	+4d6	+8d6	+12d6
Orc-kith	14	+1d4	+1d6	+2d6
Shadow gnome	35	+4d6	+6d6	+9d6
Sharukh	20	+1d6	+4d6	+7d6
Stone dwarf	40	+3d6	+5d6	+7d6
Strandling	18	+1d6	+2d6	+3d6
Twistborn	110	+3d6	+5d6	+8d6
Wellen	25	+2d6	+3d6	+4d6
Wildchild	14	+1d4	+1d6	+4d6
Willowbranch	20	+1d6	+2d8	+3d6

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Table 1.2: Aging Effects (in years)

Race	Middle Age ¹	Old ²	Venerable ³	Maximum Age
Adopted human	35	53	70	70+2d20
Blood gnome	85	125	175	175+3d%
Half-dwarf	70	106	140	140+4d20
Hidfoot	60	85	111	111+5d20
Necrom	200	300	400	400+6d%
Orc-kith	33	48	65	65+3d10
Shadow gnome	95	140	190	190+3d%
Sharukh	75	90	110	110+5d10
Stone dwarf	125	200	250	250+3d%
Strandling	58	86	114	114+2d20
Twistborn	150	225	300	300+2d%
Wellen	68	99	133	133+3d20
Willowbranch	50	80	105	105+5d20
Wild child	25	45	60	60+1d20

¹ At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

² At old age, -2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

Table 1.3: Random Weight and Height

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Adopted human, female	4 ft. 5 in.	85 lbs.	2d10	x5 lbs.
Adopted human, male	4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
Blood gnome, female	3 ft. 0 in.	35 lbs.	2d4	x1 lb.
Blood gnome, male	3 ft. 3 in.	40 lbs.	2d4	x1 lb.
Half-dwarf, female	3 ft. 7 in.	120 lbs.	4d4	x6 lbs.
Half-dwarf, male	3 ft. 9 in.	150 lbs.	4d4	x6 lbs.
Hidefoot, female	2 ft. 6 in.	25 lbs.	2d4	x1 lbs.
Hidefoot, male	2 ft. 8 in.	35 lbs.	2d6	x1 lbs.
Necrom, female	5 ft. 2 in.	100 lbs.	2d6	x3 lbs.
Necrom, male	5 ft. 2 in.	110 lbs.	2d6	x3 lbs.
Orc-kith, female	4 ft. 5 in.	95 lbs.	2d10	x6 lbs.
Orc-kith, male	4 ft. 10 in.	130 lbs.	2d10	x6 lbs.
Shadow gnome, female	2 ft. 11 in.	30 lbs.	2d4	x1 lb.
Shadow gnome, male	3 ft. 1 in.	35 lbs.	2d4	x1 lb.
Sharukh, male	3 ft. 11 in.	160 lbs.	2d6	x7 lbs.
Stone dwarf, female	3 ft. 7 in.	150 lbs.	3d4	x8 lbs.
Stone dwarf, male	3 ft. 9 in.	180 lbs.	3d4	x8 lbs.
Strandling, female	5 ft. 4 in.	85 lbs.	2d8	x4 lbs.
Strandling, male	5 ft. 4 in.	95 lbs.	2d8	x4 lbs.
Twistborn, female	5 ft. 2 in.	110 lbs.	2d6	x4 lbs.
Twistborn, male	5 ft. 4 in.	120 lbs.	2d8	x4 lbs.

Wellen, female	5 ft. 0 in.	90 lbs.	2d8	x5 lbs.
Wellen, male	5 ft. 2 in.	110 lbs.	2d8	x5 lbs.
Wild child, female	4 ft. 5 in.	85 lbs.	2d10	x4 lbs.
Wild child, male	4 ft. 10 in.	120 lbs.	2d10	x4 lbs.
Willowbranch, female	2 ft. 7 in.	20 lbs.	2d4	x1 lbs.
Willowbranch, male	2 ft. 9 in.	25 lbs.	2d4	x1 lbs.



CHAPTER 2 - RACE TEMPLATES

<She who Smoulders> stood upon the burning sand of the dune ridge, surveying the grunting, rough-skinned workers below, laboring in the desert sun. They were as comfortable as she, and none wished for water, anathema to their respective heritages. <She who Smoulders> appeared much like the qit'ar she was raised by; catlike, with small horns-but the legend of her family told of a fiery ancestor, perhaps a wondrous efreeti.... The workers clearing the entrance to the buried temple bore a similar relation, desert folk whose lineage was entwined with beings of extraplanar stone, likely some cabal of Elementalists- <She who Smoulders> didn't care a great deal, past the diplomatic applications of such knowledge, and the acquisition of workers. She had exhausted the treasures of years of plundering for the information regarding this long-lost temple, travel to this place, and the cooperation of the skittish, elementally-mixed locals.

"Fendini, the stone, she will not yield," called up the foreman of the stony people, a man (she thought) built, literally, like

a brick. "We cannot violate the stone. If it does not want to move, who are we to offend it?"

"Because," <She who Smoulders> said in the rusty voice of her qit'ar people, "If you do not 'offend' the stone, your headman will have to accept a large quantity of gold as payment for my taking of your miserable lives." A visible heat rose from her hand, and the foreman's eyes grew wide. A few of the stony people spoke harsh words to their leader in a grating language, and he grimly went to the large fitted stones that they had excavated. He put his squarish hand to the stone, closed his eyes, and concentrated. Cracks grew in the stone, and a compatriot picked up a sledge and smote the origin of the cracks, barely missing his hand and pulverizing the block, leaving a hole two feet wide.

"Out of my way!" cried <She who Smoulders>, whispering a spell to make herself smaller, and thus entered the breach, to darkness beyond. In the dark, long chamber, sigils and statues showed beings of fire and ice, winged and hoofed, looking wise or craven, covered in centuries of dust. Some looked like angels and men combined, some like fire-beings and stunted, unlovely dwarves mixed together, a jarring thought that made her worry. The texts were so old, what if they were wrong, she thought. But my power is great, and I can overcome all, and bring the elementals to my bidding. She summoned an earth elemental and moved inward, seeing like the cat she resembled.

Something moved at them through the darkness, and the elemental interposed itself- some kind of vulture-like thing that she smote again and again with volleys of force until it collapsed and disappeared.

Demon... she thought, then turned as a doorway irised opened, revealing a huge chair made of ivory, and a being more beautiful than words sitting upon it. <She who Smoulders> entered, helpless before the need to uncover the reasons for her being, the reasons why she desired so, desired all that she wanted much more than others did. The being was before her. Horns and skin the color of fire, but that was where the stories <She who Smoulders> heard went wrong...

"Granddaughter..." the thing with the bat-like wings murmured.



The aasimar, tiefling, and elemental-kin race templates below were created before the existence of the *Pathfinder Roleplaying Game: Advanced Race Guide* or any of the associated *Blood of* books. So the initial implementation here may not perfectly align with the current implementation of native outsiders. That said there are still many ways that these templates could be used by players or gamemasters to enhance your game. My three favorite implementations are:

1. *Build Your Own Native Outsider*: Each of the major race templates (Aasimar, Elemental Breeds, Tiefling) has a starting base and then one or more additional bases that can be combined to make a new race such as an Aasimar (lillend), an Elemental Breed (tideborn [marid-born]), or a Tiefling (night hag)
2. *Other Humanoid Native Outsiders*: Often the default aasimar, elemental breeds, and tieflings are built on top of a blank slate race humanoid in general considered to be human. Using the race builder section of the *Advanced Race Guide* you could instead use these templates below rebuild any of the other races as native outsiders by swapping out equivalent abilities with reasonably matching race point values. This can be a tricky process and it is our suggestion this be done in co-operation with your gamemaster to build new native outsiders that feel balanced with the other races.
3. *Down with humanoids!:* Sometimes humanoids get all the best templates. Instead of restricting these templates to humanoids or monstrous humanoids as a gamemaster I would consider opening them up to any living, corporeal creature. Let's face it there something terribly wrong with the party stumbling upon a succubus-blooded otyugh or a lightning-kin bulette. If used in such a manner I would consider them to be a CR +1 template.

TEMPLATES

All of the templates are inherited templates that can be applied to humanoids or monstrous humanoids. While some outsiders resemble humanoids and interbreed with them easily, others have used natural abilities, magic items, or spells to blend with the races they encounter. None of the planar bloodlines in this book possess racial Hit Dice. Size and type will remain unchanged, unless

the individual template indicates otherwise. All spell-like abilities are cast as a sorcerer of the character's level, and the save DCs are Charisma-based.

Many characters do not know the secrets of their blood, but their gifts depend on their particular lineage. And while mortals can easily lose track of family ties, immortal outsiders might recognize familiar traits. At the GM's discretion, outsiders who encounter a character with one of the templates in this book could make a Knowledge (planes) check (DC 10-20, GM's discretion) to identify a character's likely progenitor. Recognition could grant the character a +2 racial bonus to social rolls with outsiders that are friendly to their kind, or a similar penalty to social rolls with outsiders that are their natural enemies.

Most planar offspring show some sign of their ancestry, even if it is small or easily waved away as a simple birthmark. Each template includes a list of likely physical characteristics to choose from, and although they are usually cosmetic and nonthreatening, they can become more powerful over time through the selection of feats that compliment the templates.

Each type of planar templates – aasimar, tiefling and elemental – has base information that all creatures of its type share. Each then has a variety of options for specific heritage (such as hound archon aasimar or succubus tiefling). The character also receives the abilities and bonuses from the custom option Languages are also noted, along with bonus languages. Characters begin with these languages in addition to the languages from their base race (elf, human, orc, etc.) and bonus languages are chosen from among both the base race bonus languages and the template bonus languages.

Aasimar

Aasimar spring from beings that naturally inhabit the glorious realms of Elysium, Heaven, and Nirvana. They share the following characteristics (unless stated otherwise):

- **Senses:** Darkvision 60 ft.
- **Celestial Affinity:** Aasimar sorcerers with the Celestial or Maestro bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. Clerics with the Good domain cast their domain powers and spells at +1 caster level. Aasimars always gain a +2 to checks to summon the same kind of outsider from which they descend.
- **Celestial Resistances:** Aasimars have cold resistance 5, electricity resistance 5, and fire resistance 5.
- **Languages:** Aasimars begin play speaking Common

and Celestial. Aasimars with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Hound Archon (Aasimar)

- **+2 Strength, +2 Wisdom, -2 Dexterity:** Hound archon aasimars move slowly, carefully, and forcefully.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Intimidate
3. Perception
4. Sense Motive
5. Stealth
6. Survival

- **Ability:** Choose either the lesser scent ability or a spell-like ability, as detailed below.

Lesser Scent (Ex): Once per day, the aasimar can benefit from a muted scent ability. They can detect opponents within 15 feet by smell, within 30 feet if upwind, and within 10 feet if downwind.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *aid*
2. *comprehend languages*
3. *detect evil*
4. *light* (2/day)
5. *protection from evil*
6. *magic weapon*

- **Resistance(s):** Electricity resistance 15 (instead of the standard celestial resistances).
- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:
 1. canine ears
 2. canine teeth
 3. dog-like eyes
 4. fur on the head
 5. glowing eyes
 6. snout-like nose structure

Lillend (Aasimar)

- **+2 Constitution, +2 Charisma, -2 Strength:** Lillend aasimars have endurance and beauty but less in the way of physical prowess.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Bluff
2. Diplomacy
3. Perception
4. Perform
5. Sense Motive
6. Survival

- **Ability:** Choose either the natural performer ability or a spell-like ability, as detailed below.

Natural Performer (Su): The aasimar can use one type of bardic performance available to bards at 1st level (choose one performance only; once the choice is made, it is permanent). If the character already has bardic performance as a class feature, they receive 4 additional bardic performance rounds.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1. *charm person*
2. *light* (2/day)
3. *share language*
4. *sleep*
5. *hypnotism*
6. *vanish*

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:
 1. feathery hair
 2. golden scales
 3. large, vibrantly colored pupils
 4. long, pointed ears
 5. small, feathered wings
 6. wide, almond-shaped eyes

Movanic Deva (Aasimar)

- **+2 Strength, +2 Intelligence, -2 Wisdom:** Movanic deva aasimars gleam with power and competence but are more adept with swords than sound judgment.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:
 1. Diplomacy
 2. Intimidate
 3. Perception
 4. Sense Motive
 5. Stealth
 6. Survival



- **Ability:** Choose either the smite evil ability or a spell-like ability, as detailed below.

Smite Evil (Su): Once per day, the aasimar can use a smite as per the paladin ability. If the aasimar acquires a class with the smite ability, their racial ability adds one more time per day they are able to activate their power.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *cure light wounds*
 2. *detect evil*
 3. *flare burst*
 4. *hide from animals*
 5. *remove fear*
 6. *vanish*
- **Resistance(s):** Acid resistance 5, cold resistance 5, and electricity resistance 5 (instead of the standard celestial resistances).
 - **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:
 1. feathery hair
 2. muscular body
 3. pale skin
 4. sharp, angular features
 5. small, feathered wings
 6. white hair

Elemental Breeds

Elemental breeds derive from beings that inhabit the Elemental Planes of Air, Earth, Fire, and Water. They share the following characteristics (unless stated otherwise):

- **Senses:** Darkvision 60 ft.
- **Elemental Affinity:** Sorcerers with the elemental bloodline appropriate to their type (such as the fire bloodline for flameblooded) treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Sorcerers descended from genies can choose to benefit from either the djinni bloodline or the elemental bloodline that matches their type. Clerics with a domain appropriate to their type cast their domain powers and spells at +1 caster level. Elemental sorcerers always gain a +2 to checks to summon the same kind of outsider from which they originate.

Aether-Kin (elemental)

Aether-kin arise from outsiders with connections to the Elemental Plane of Air.

- **Resistance:** Aether-kin gain electricity resistance 5.
- **Languages:** Aether-kin begin play speaking Common and Auran. Those with high Intelligence scores can choose any of the following bonus languages: Aquan, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.

Air-kin (aether-kin)

- **+2 Dexterity, +2 Intelligence, -2 Wisdom:** Air-kin are swift in body and mind, but apt to act rashly.
- **Movement:** +10 to base speed.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Escape Artist
3. Fly
4. Perception
5. Sense Motive
6. Stealth

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *alter winds*
2. *expeditious retreat*
3. *feather fall*
4. *feather step*
5. *floating disk*
6. *levitate* (if this spell is acquired, the air-kin does not gain +10 to their base speed)

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. constant light breeze surrounding the body
2. delicate bone structure
3. pale skin
4. semi-translucent eye color
5. swirling birthmark patterns
6. white, silver or gray hair

Djinni-Kin (aether-kin)

- **+2 Dexterity, +2 Wisdom, -2 Constitution:** Djinni-kin are as sinuous and contemplative as smoke, but more frail than usual.

- **Swift Defense (Ex):** The djinni-kin can choose one of the following feats as a bonus feat: Combat Casting, Combat Reflexes, Dodge, or Improved Initiative.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Appraise
2. Craft
3. Perception
4. Sense Motive
5. Spellcraft
6. Stealth

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1. *beguiling gift*
2. *craftier's fortune*
3. *create wine* (like *create water*; 2/day)
4. *dream feast*
5. *silent image*
6. *gust of wind* (if this spell is acquired, the djinni-kin does not gain swift defense)

** Descendants of noble djinn can cast any 1st-level spell 1/day, so long as another character expresses a wish for it out loud. The spell must be cast according to the wisher's specifications. If this ability is chosen, the djinni-kin does not gain swift defense.

- **Resistances:** Acid resistance 5 (instead of electricity resistance).
- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. constant light breeze surrounding the body
2. tall, with large bones
3. bronzed skin
4. semi-translucent eye color
5. swirling birthmark patterns
6. dark, silver or gray hair

Lightning-Kin (aether-kin)

- **+2 Dexterity, +2 Charisma, -2 Strength:** Although lightning-kin are tenacious, their force is brief.
- **Lesser Spark Leap (Ex):** The lightning-kin gains a +2 racial bonus on bull rush, disarm, overrun, and trip attacks when they charge a creature that is wearing, holding, or made of metal.

- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Escape Artist
3. Fly
4. Intimidate
5. Perception
6. Sense Motive

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *anticipate peril*
2. *dazzling blade*
3. *expeditious retreat*
4. *jump*
5. *shocking grasp*
6. *defensive shock* (if this spell is acquired, the lightning-kin does not gain lesser spark leap)

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. constant light breeze surrounding the body
2. gives off static electricity often
3. random sparks in their hair
4. smells of ozone
5. semi-translucent eye color
6. white, silver or gray hair

Flameblooded (elemental)

Flameblooded benefit from the legacy of outsiders that occupy the Elemental Plane of Fire.

- **Resistance:** Flameblooded gain fire resistance 5.
- **Languages:** Flameblooded begin play speaking Common and Ignan. Those with high Intelligence scores can choose any of the following bonus languages: Aquan, Auran, Dwarven, Elven, Gnome, Halfling, and Terran.

Azerblooded (flameblooded)

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Azerblooded are hardy and crafty but emotionally removed.
- **Metalfriend:** The azerblooded gains a +2 racial bonus on Appraise, Craft and Knowledge checks that deal with metal. If the azerblooded acquires Appraise or Craft bonuses from the list below, metalfriend stacks to provide a total of +4 when dealing with

metal items.

- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Appraise
3. Climb
4. Craft
5. Perception
6. Sense Motive

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *burning disarm*
2. *burning hands*
3. *crafter's fortune*
4. *endure elements*
5. *produce flame*
6. *elemental touch* (fire only; if this spell is acquired, the character does not gain metalfriend)



- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. hair that flickers with thick red and orange
2. heat ripples around the character
3. hot to the touch
4. metallic sheen to skin
5. molten metallic eye color
6. squat (4 ft. tall)

Efreetiblooded (flameblooded)

- **+2 Strength, +2 Wisdom, -2 Constitution:** Efreetiblooded are powerful figures but are more fragile than they would like to be.
- **Genie's Gift (Sp):** The efreetiblooded can cast any 1st-level spell 1/day, so long as another character expresses a wish for it out loud. The spell must be cast according to the wisher's specifications.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:
 1. Bluff
 2. Disguise
 3. Intimidate
 4. Perception
 5. Sense Motive
 6. Stealth
- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:
 1. *enlarge person*
 2. *produce flame*
 3. *reduce person*
 4. *silent image*
 5. *vanish*
 6. *elemental touch* (fire only; if this spell is acquired, the efreetiblooded does not gain genie's gift)

** Instead of the spell choices above, descendants of noble efreet can cast *heat metal* 1/day but do not gain genie's gift.

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. red skin
2. glowing red eyes
3. hot to the touch

4. small black horns
5. smells of smoke
6. smoke rises from the character

Fireblooded (flameblooded)

- **+2 Dexterity, +2 Charisma, -2 Intelligence:** Fireblooded are lithe and lovely, but prefer movement to study.
- **Ignite (Su):** The fireblooded can create a *spark* effect 2/day on targets, as well as on attended objects. If the spell is aimed at a target or a target's carried belongings, the target can make a Reflex save to resist.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:
 1. Acrobatics
 2. Climb
 3. Escape Artist
 4. Intimidate
 5. Perception
 6. Sense Motive
- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:
 1. *burning disarm*
 2. *burning hands*
 3. *flare burst*
 4. *produce flame*
 5. *snapdragon fireworks*
 6. *burning gaze* (if this spell is acquired, the fireblooded does not gain ignite)
- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. eyes that glow like embers when angered
2. hair that flickers with thick red and orange highlights
3. hot to the touch
4. red or orange skin
5. smells of smoke
6. smoke rises from the character

Terrafolk (elemental)

Terrafolk result from pairings with creatures from the Elemental Plane of Earth.

- **Resistance:** Terrafolk gain acid resistance 5
- **Languages:** Terrafolk begin play speaking Common and Terran. Terrafolk with high Intelligence scores

can choose any of the following bonus languages: Aquan, Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Undercommon.

Earthfolk (terrafolk)

- **+2 Strength, +2 Wisdom, -2 Dexterity:** Earthfolk are strong in mind and body, but slow to move.
- **Movement:** Earthfolk have a burrow speed of 10 ft.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Appraise
2. Climb
3. Intimidate
4. Perception
5. Stealth
6. Survival

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *endure elements*
2. *expeditious excavation*
3. *hairline fractures*
4. *magic stone*
5. *stone fist*
6. *stone call* (if this spell is acquired, the earthfolk does not gain a burrow speed)

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. crystalline growths
2. deep voice
3. gem-like eyes
4. large, imposing bone structure
5. metallic sheen to skin
6. stone-like or gravelly skin

Sandfolk (terrafolk)

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Sandfolk are sturdy in body and mind but awkward with others.
- **Sand Slip (Ex):** The sandfolk gains a +2 racial bonus to Acrobatics and Stealth checks made in sand, and +2 on all Escape Artist checks. If the sandfolk acquires Acrobatics or Stealth bonuses

from the list below, sand slip stacks to provide a total bonus of +4.

- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Bluff
3. Climb
4. Perception
5. Sense Motive
6. Stealth

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *anticipate peril*
2. *endure elements*
3. *reduce person*
4. *sleep*
5. *stone fist*
6. *dust of twilight* (if this spell is acquired, the sandfolk does not gain sand slip)



- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. cloud of dust around the character
2. grainy skin texture
3. sand-colored skin
4. shifting muscle twitches
5. specks of sand in hair
6. tall, large bone structure

Shaitan-folk (terrafolk)

- **+2 Constitution, +2 Charisma, -2 Dexterity:** Shaitan-folk are hale and attractive but lumbering.
- **Stone Rush (Ex):** The shaitan-folk gains the Improved Bull Rush feat regardless of meeting the prerequisites.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Appraise
2. Bluff
3. Climb
4. Craft
5. Perception
6. Sense Motive

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *anticipate peril*
2. *break*
3. *color spray*
4. *expeditious excavation*
5. *stone fist*
6. *glitterdust* (if this spell is acquired, the shaitan-folk does not gain stone rush)

** Descendants of noble shaitan can cast *stone call* 1/day but do not gain stone rush.

- **Resistances:** Electricity resistance 5 (instead of acid resistance).
 - **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:
1. crystalline growths
 2. deep voice
 3. gem-like eyes
 4. hairless
 5. polished stone-like skin

6. towering height

Tideborn (elemental)

The tideborn trace their ancestry to outsiders from the Elemental Plane of Water.

- **Resistance:** Tideborn characters gain cold resistance 5.
- **Languages:** Tideborn begin play speaking Common and Aquan. Tideborn with high Intelligence scores can choose any of the following bonus languages: Auran, Dwarven, Elven, Gnome, Halfling, Ignan, and Terran.

Iceborn (tideborn)

- **+2 Constitution, +2 Intelligence, -2 Strength:** Iceborn have solid health and frosty intellects, but remain delicate.
- **Snow Vision (Ex):** The iceborn can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Intimidate
2. Perception
3. Sense Motive
4. Stealth
5. Survival
6. Swim

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *expeditious excavation* (ice and snow only)
2. *frostbite*
3. *icicle dagger*
4. *obscuring mist*
5. *spider climb* (ice and snow only)
6. *unshakeable chill* (snow vision is not gained)

Physical Characteristics: Roll 1d6 or choose one or more of the following traits:

1. cold to the touch
2. frosty breath
3. pale skin
4. semi-translucent eye color
5. snowflakes appear in hair
6. white or gray eye color

Marid-born (tideborn)

- **+2 Strength, +2 Charisma, -2 Constitution:** Marid-born make quite an impression physically and socially, but are ultimately frail.
- **Giant Form (Su):** The marid-born can benefit from an *enlarge person* effect on themselves only, 1/day.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Craft
2. Diplomacy
3. Perception
4. Sense Motive
5. Stealth
6. Swim

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1. *create water* (2/day)
2. *detect magic* (2/day)
3. *hydraulic push*
4. *obscuring mist*
5. *vanish*
6. *frigid touch*
(if this spell is acquired, the marid-born does not gain giant form)

** Descendants of noble marids can cast *summon monster II* (water elementals only) 1/day but do not gain giant form.

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. light blue-green skin
2. mottled birthmarks
3. naturally hairless
4. pearlescent teeth
5. sea blue eyes
6. slightly damp to the touch

Waterborn (tideborn)

- **+2 Strength, +2 Wisdom, -2 Intelligence:** Waterborn are strong above and below the surface, but are less focused on particulars.
- **Movement:** Waterborn have a base swim speed of 30 ft.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

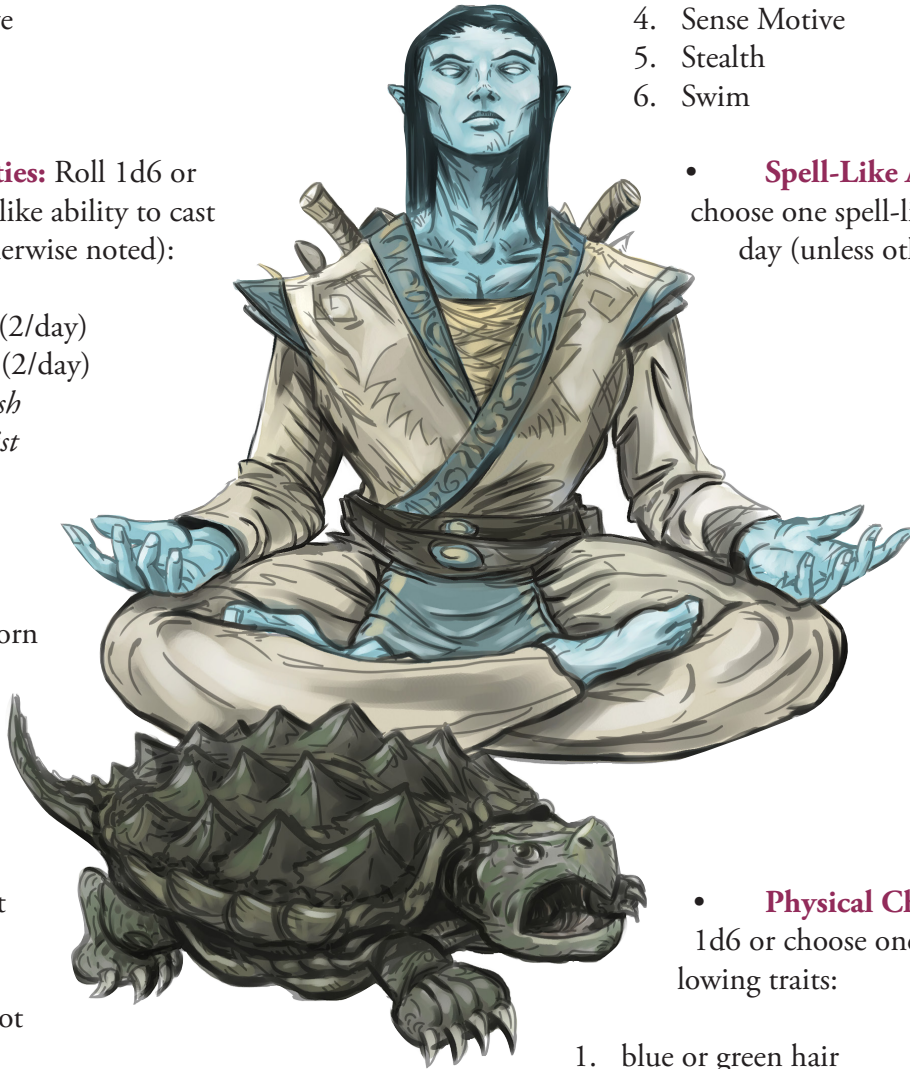
1. Acrobatics
2. Escape Artist
3. Perception
4. Sense Motive
5. Stealth
6. Swim

- **Spell-Like Abilities:** Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1. *create water* (2/day)
2. *endure elements*
3. *hydraulic push*
4. *icicle dagger*
5. *summon nature's ally I* (dolphin only)
6. *frigid touch*
(if this spell is acquired, the waterborn does not gain a swim speed)

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. blue or green hair
2. blue or green skin
3. mottled birthmarks
4. semi-translucent eye color
5. slightly damp to the touch
6. smells of the ocean



Tieflings

Tieflings are the issue of creatures spawned in the twisted pits of Abaddon, the Abyss, and Hell. They might develop in a myriad of strange ways, but they share the following characteristics (unless stated otherwise):

- **Senses:** Darkvision 60 ft.
- **Fiendish Affinity:** Tiefling sorcerers with the Abyssal or Infernal bloodline treat their Charisma score as 2 points higher for all sorcerer class abilities. Clerics with the Evil domain cast their domain powers and spells at +1 caster level. Tieflings always gain a +2 to checks to summon the same kind of outsider they stem from.
- **Fiendish Resistances:** Tieflings have acid resistance 5, cold resistance 5, and fire resistance 5.
- **Languages:** Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high Intelligence scores can choose any of the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, and Orc.

Erinyes (tiefling)

- **+2 Dexterity, +2 Wisdom, -2 Intelligence:** Erinyes tieflings are lithe and perceptive, but impatient.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Bluff
3. Diplomacy
4. Escape Artist
5. Intimidate
6. Perception

- **Ability:** Choose either the swift vengeance ability or a spell-like ability, as detailed below.

Swift Vengeance (Ex): The erinyes tiefling can choose one of the following feats as a bonus feat: Combat Reflexes, Dodge, Point-Blank Shot.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *animate rope*
2. *bane*
3. *cause fear*
4. *dread bolt*
5. *infernal healing*
6. *silent image*

- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:

1. black or vividly red hair
2. blood droplet birthmarks
3. clawed fingernails
4. long, pointed ears
5. pale skin
6. small, black wings

Gelugon (tiefling)

- **+2 Strength, +2 Intelligence, -2 Charisma:** Gelugon tieflings are strong and intelligent but alien and off-putting in appearance.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:

1. Acrobatics
2. Bluff
3. Intimidate
4. Knowledge (planes)
5. Perception
6. Sense Motive

- **Ability:** Choose either the spear affinity ability or a spell-like ability as detailed below.

Spear Affinity: Gelugon tieflings are always considered proficient with the spear weapon group (see *Ultimate Combat*). They gain a +1 racial bonus to attack and damage with this group and may attack adjacent square if their spear is considered a reach weapon.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1. *burning hands* (deals cold damage)
2. *chill touch*
3. *endure elements* (cold regions only)
4. *obscuring mist*
5. *ray of frost* (2/day)
6. *touch of fatigue* (2/day)

- **Physical Characteristics:** Roll 1d6 or chose one or more of the following traits:

1. antennae
2. compound eyes
3. mandibles

4. hard, blue skin
5. short, chitinous tail
6. clicks audibly when he walks

Night Hag (tiefling)

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Night hag tieflings are bolstered by blood and acumen, but are inherently disturbing to others.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:
 1. Bluff
 2. Diplomacy
 3. Disguise
 4. Intimidate
 5. Perception
 6. Spellcraft
- **Ability:** Choose either the nightmare immunity ability or a spell-like ability, as detailed below.

Nightmare Immunity (Su): The night hag tiefling is immune to attacks through dreams, whether they are ethereal or magical in origin.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day (unless otherwise noted):

1. *detect good*
 2. *detect magic* (2/day)
 3. *vanish*
 4. *magic missile*
 5. *ray of enfeeblement*
 6. *sleep*
- **Resistances:** Immunity to magical sleep effects, +2 racial bonus versus charm and fear effects (instead of the standard fiendish resistances).
 - **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:
 1. clawed fingernails
 2. fangs
 3. marked thinness
 4. purplish skin
 5. small horns
 6. sharp features

Succubus (tiefling)

- **+4 Charisma, -4 Wisdom:** Succubus tieflings are startlingly beautiful but can be incredibly unwise.
- **Skilled:** Roll 1d6 twice or choose to gain a +2 racial bonus to two of the following skills:
 1. Acrobatics
 2. Bluff
 3. Diplomacy
 4. Disguise
 5. Escape Artist
 6. Perception
- **Ability:** Choose either the lesser profane gift ability or a spell-like ability, as detailed below.

Lesser Profane Gift (Su): Once per day as a full-round action, the succubus tiefling can grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +1 profane bonus to one ability score of his choice. The succubus tiefling can only grant one bonus to one creature at a time, and it lasts for one minute/caster level. The succubus tiefling cannot benefit personally from this gift, nor can they take the gift back before the duration has elapsed.

Spell-Like Abilities: Roll 1d6 or choose one spell-like ability to cast 1/day:

1. *charm person*
 2. *chill touch*
 3. *comprehend languages*
 4. *detect thoughts*
 5. *disguise self*
 6. *unnatural lust*
- **Physical Characteristics:** Roll 1d6 or choose one or more of the following traits:
 1. cloven feet
 2. clawed fingernails
 3. fleshy tail
 4. red-tinged skin
 5. small, bat-like wings
 6. tiny horns

CHAPTER 3 - FLAWS

Everyone knew *Lame Edgaer*. He had been limping around nearsightedly, with his crude “eye-glasses” perched on his forehead since before his hair went white, and had limped half the town into the grave. Never stayed still, did Edgaer and the few that were still around to remember claim that he was once a prodigy of wizardry, with a mane and beard of blackest sable, a straight back and leg, and eyes so piercing, looking beyond the ordinary into the magical that one could not conceive of the watery blue orbs that he bore now.

“Oh, its the right combination that will do the trick,” he would say to anyone who would listen. He would stop unsteadily and reach for what he called his ‘scroll-quiver’ and mutter until he got a hold of it. “I could show you the right scrolls...” And while a cynical newcomer to the small village might wonder why someone, wouldn’t knock Edgaer, lame as he was down and take his scrolls, or even go so far as to bust into his small hut by the apothecary’s, to take such intriguing items and look for something more, none ever did. Or did successfully, that is. Edgaer was respected; he made his small living casting spells for people that needed them; a magical lock here, the mind of a stubborn child read there, sleep to the insomniac, and so forth.

Children would run after him and say, “Yah, Edgaer, didja ever kill a troll witcher magic?” Edgaer would smile sadly and say, “No, children, no. I did never kill a troll. But here comes one now!” and he would conjure a figment of a fat, green, silly thing with a wobbly club, and the children would scream with delight and run every which way.

“Three scrolls, three’s the rule. But which three? And from what school?” he would rhyme in a snickering sing-song, that sometime made the townspeople chuckle and wonder what it was that drove Edgaer a little mad. Issel the Eternal, the half-elf that kept the library and drew sand-patterns in back of his cottage, certainly knew, though few could understand what he said, where every second word was some strange elf word. Issel knew that Edgaer was the only survivor of a tomb-raiding trip to *The Nameless City*, inasmuch as patrons could puzzle out from his garble. Issel usually referred to Edgaer as “Young chalnatha Edgaer,” whatever that meant. Elves, half-elves, whatever, lived a long time, most knew. Or though they knew.

Khibboth thought he knew Edgaer. Khibboth thought he knew pretty much everything, in his callous, uncaring way. The half-orc was a truly inspired blacksmith, had skills beyond any dwarf-make the village knew, which almost made his personality and horrible scars worth tolerating. He took to following Edgaer around in the winter, when he would

get a cough, as some oldsters do, sometimes. During a particularly ferocious fit, Khibboth bumped Edgaer violently, so that he and his case fell. Jellic the baker saw, and told of how Khibboth slipped a dummy scroll in the case, and made off with one that fell out. Even as Edgaer was lifted to his feet, all those that were about could hear the scream, and the weak cry from the blacksmith’s shed. Jellic, Edgaer, and Tomm the Mute found a withered, ancient husk of a half-orc, looking like it was old and dead three times over.

“Oh, that silly scroll,” Edgaer was heard to chuckle. “It took me from twenty to eighty in a heartbeat, but it is the key to that door, one of the three, I tells ya, heh heh,” and he scooped up the scroll, placing it back in the ‘quiver’. His hair, Jellic said, fell back, flowing and full as it was, and Jellic saw, and told the young’uns, that Edgaer’s ears were just slightly pointed, just like the strange-tongued Issel’s.



Not every hero is a paragon of virtue, of whole physical and moral cloth. Some of the best heroes have flaws that they struggle with on a daily basis, and occasionally even overcome in the course of their adventures.

Taking Flaws

Flaws can only be taken at 1st level during character creation, and a character can have no more than two flaws. Each flaw taken grants either 3 bonus skill points or one bonus feat. If a character takes two flaws, he can only receive one bonus feat, so the other flaw must grant the bonus skill points. A character cannot take two flaws that have the same buy-off requirements (see below). Flaws cannot be taken after 1st level, but the GM certainly can assign a flaw to character if the character is being portrayed in a specific way. A GM should not do this lightly, however, and should let the player know why he is assigning the flaw. If a flaw is assigned, the character receives 3 bonus skill points immediately. Assigned flaws never grant bonus feats.

Portraying Flaws

Flaws should not be taken just for a bonus feat or a few extra skill points. A character saddled with one or two flaws should suffer the consequences, and they should not be overlooked by the player or the GM. Each flaw brings specific penalties incurred for the flaw. Beyond the mechanical penalties, though, a flaw should be portrayed whenever it would naturally arise. For instance, a character who is Paranoid should be portrayed as such by the player, and not just take the mechanical penalty that comes with the flaw and never mention it. The point of the flaws is to add color and fun. At the same time, a player should not take it as *carte blanche* to curse up a storm just because his character has the Foul-mouthed flaw. This can easily be portrayed by the player saying something like, “Kain begins swearing loudly in Dwarven.”

Buying Off Flaws

In heroic fantasy, if a character doesn't simply learn to accept and live with his flaws, he usually overcomes them in some fashion. The description for each flaw includes the specific information necessary to buy off the flaw and remove the penalty – usually by taking a specific feat or putting a certain number of skill points into a skill. Some require the character to be targeted by a specific spell, such as *remove curse* or *remove disease*. In no case can a flaw be bought off prior to 3rd level, and

some require the character to be higher level than that. This reflects the struggles of dealing with and overcoming flaws common to fantasy heroes.

A character does not have to buy off their flaws if the player enjoys the flavor the flaw brings to the roleplaying experience. If they meet the requirements for buying off the flaw (for example, putting their ability score point increase from leveling up into Constitution, which buys off a number of flaws) but elect not to buy off the flaw, they must keep the flaw for life. They cannot decide later that they are tired of the flaw and want to retroactively buy it off. A flaw can only be bought off when the requirements for doing so are first reached; a character cannot increase Constitution at 4th level, elect not to buy off the flaw, and then attempt to buy it off with another point increase to Constitution at 8th level. No two flaws are alike, in penalties or in how they are bought off. While we have taken care to balance the flaws against feats and class or racial abilities, some flaws provide greater or harsher penalties than others. No attempt was made to keep all flaws balanced against one another. A player should carefully consider the penalties incurred by taking a flaw and the difficulty in buying off the flaw, and all flaws taken should be cleared by your GM.

Flaw Descriptions

The following format is used for all flaw descriptions:

Flaw Name: This is the name of the flaw and a short first-person description of the flaw. Some flaws also have a race descriptor to show a racial preference for this flaw.

Penalty: This is a third-person description of the flaw with mechanical and story penalties. Many flaws require the character to make a Will or Fortitude save to temporarily overcome their effects or suffer only partial effects. Any penalties to skill checks, ability checks, attacks, damage or saving throws are circumstance penalties, unless otherwise noted.

Buying Off the Flaw: This is what is required to buy off the penalty for the flaw. In some cases – such as with the Albino flaw – physical characteristics are not changed, but the penalties go away as the character learns to deal with the complications of the flaw. As noted earlier, no flaw can be bought off before 3rd level, and most require the character to be 4th to 5th level. If the buy off includes the phrase “The character must take the [feat name] feat no earlier than [X] level”, the character can still take the feat prior to that level, but the flaw penalty does not go away until the stated level is reached.

Absent-Minded

While you are not truly forgetful – you may have an amazing storehouse of knowledge built up – you have a hard time remembering day-to-day minutia such as appointments, where you left your thieves' tools, what day your wedding anniversary is, or even what day it might currently be.

Penalty: Once per game day, the character must make a DC 15 Will save to successfully remember everyday things, such as where they have their belongings or other seemingly unimportant details. If the save is successful, the character remembers the small details for the day. If the save fails, the character forgets a number of minor things (GM's discretion as to what is forgotten or misplaced, and where the items really are).

This does not affect spellcasting, since the absent-mindedness only interferes with mundane details and not important specifics.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

Albino

You have alabaster skin and hair and pink eyes. Exposure to sunlight is potentially harmful to you.

Penalty: The character suffers a -2 penalty to Perception when in bright sunlight (or spells that simulate sunlight), and the character must make a DC 15 Fortitude save every hour spent exposed to the sun. A successful save means they take 1 point of non-lethal damage; a failure means they take 1 point of lethal damage.

Buying Off the Flaw: The character must take the Great Fortitude feat no earlier than 5th level. While the character will still lack pigment and find direct sunlight to be unpleasant, they will no longer take damage or suffer Perception penalties.

Allergies, Contact

You are allergic to certain materials (wool, cotton, dust, etc.) and being exposed to them causes immediate swelling, hives, or other forms of irritation.

Penalty: Pick a specific material the character is allergic to. The character must make a DC 15 Fortitude save to avoid being afflicted by their allergies. If afflicted, the character is -1 to all attacks, skill checks, ability checks and saving throws and movement rate is reduced by 5 feet. Prolonged exposure causes non-lethal damage at a rate of 1 point per hour. A DC 15 Heal check can be used to treat the allergy attack, soothing it in 1d4 hours, after which no further penalties or damage occurs. *Remove disease* ends the penalties immediately, but does not

rid the character of the flaw.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

Allergies, Ingested

You are allergic to certain types of food or drink which, while normally harmless to most people, are deadly poison for you.

Penalty: Pick a specific food or drink the character is allergic to. If the character ingests their allergen, they are poisoned.

Food/Drink Allergy (Ex) allergen—ingested; save Fort DC 15, frequency 1/round for 1d6 rounds, effect 1d3 Con, cure 2 consecutive saves.

Spells such as *remove disease* or *neutralize poison* will relieve the effects immediately, but does not rid the character of the flaw.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

Allergies, Seasonal

You are allergic to plant pollen and at certain times of the year suffer from allergies. You are prone to congestion, headaches, and trouble breathing or functioning.

Penalty: Each day while the plant is in bloom, the character must a DC 15 Fortitude save to avoid being hampered by their allergies. While hampered by allergies, characters are considered to be under the sickened condition. Pick a season – spring, summer, autumn or winter. The character suffers each day during that season. Spells such as *remove disease* will relieve the effects of seasonal allergies for 1d6 days, during which time the character will automatically succeed on the Fortitude save.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

Allergy, Venom

Toxins, venoms and poisons are even more deadly for you than normal.

Penalty: When poisoned through bite, injury, or injection, the save DC is increased by 2 and the duration is increased by 2 rounds. *Neutralize poison* will work as normal. Spells such as *remove disease* will relieve the effects of venom allergies for 1d6 hours, though the character must still make normal saves against poison

during this time.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.

Always Hungry (Halfling)

You not only relish your six daily meals, but you find it hard to live life without them. In fact, eating less than five meals a day leaves you lethargic and more than a little snippy in your attitude.

Penalty: If the character eats less than five of the accustomed six halfling meals per day, the character grows weak, taking nonlethal damage equal to its hit dice. This damage can only be restored by resuming a proper halfling diet.

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 3rd level.

Note: A character can have both the Second Breakfast feat and the Always Hungry flaw. If the character has both, and later buys off the flaw, the bonus from the feat is halved.

Always Thirsty (Halfling)

When you discovered that the human taverns serve beer in pints, you were ecstatic. Whether it is halfling beer, dwarven ale, or elven mead, you love the stuff!

Penalty: The character must make a DC 13 Will save upon entering any inn or tavern or similar business that sells alcohol. If the character fails, the character must purchase 2d3 drinks before leaving. The character must then make a Fortitude save with a DC of 10 + the number of drinks consumed or be inebriated, gaining the staggered condition for the next 1d3 hours. If the character is already inebriated, the save DC increases to 13 + the number of drinks consumed. If the save is failed the staggered condition continues for another 1d3 hours and the character is also sickened for the same amount of time.

Buying Off the Flaw: The character must take the Improved Iron Will feat no earlier than 5th level.

Arrogant

You are convinced of your own superiority, and more importantly, of the inferiority of everyone else. You aren't necessarily evil or cruel, but tend to be condescending and sardonic when dealing with those you feel are beneath you.

Penalty: The character's condescending nature results in a -2 penalty to all Diplomacy and Perform checks.

Buying Off the Flaw: The character must invest a to-

tal of 2 skill points in Diplomacy and 2 in Sense Motive no earlier than 4th level.

Asthma

You have reduced lung capacity, and can go into a respiratory attack when stressed.

Penalty: The character must make a DC 15 Fortitude save after any round in which they run or charge, or if they become fatigued. The character suffers 1d3 Con damage and is exhausted. The character may not take the Athletic feat. A *remove disease* spell immediately relieves the exhausted condition and allows the character to breathe, but does not return lost Constitution or remove the flaw.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution.



Awkward (Half-Elf)

Your blunt human movements throw off your elven physical rhythm.

Penalty: The character takes a -2 penalty on Dexterity-based skill checks and Perform skill checks.

Buying Off the Flaw: The character must invest 5 ranks into Acrobatics.

Bigoted (Human)

You focus on the traits that separate nonhumans from humans, seeing them as signs of inferiority.

Penalty: Non-human intelligent NPC's starting attitude towards the character is one step worse than usual.

Buying Off the Flaw: The character must invest 4 skill ranks into Diplomacy to focus on the traits nonhumans share with humans.

Black Lung (Half-Orc)

You've long breathed the fires of war, smelled the stink of mass funeral pyres, and inhaled the soot of the blacksmith's flames. It has given you the black lung – a hacking, wheezing cough that's impossible to suppress.

Penalty: The character suffers a -2 penalty to Disguise and Stealth checks.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution and have a *remove disease* spell cast on them to remove the black lung permanently.

Callous (Human)

You put the needs of others below your own wants. You project your disinterest in others without space for interpretation.

Penalty: The character suffers a -2 penalty to Charisma checks and Charisma-based skill checks. You cannot take Teamwork feats and gain no benefit from the aid another action.

Buying Off the Flaw: The character must invest 3 skill ranks into a Charisma-based skill to understand perspective-taking, or learn to fake it.

Cannibalistic (Half-Orc)

A strange hunger – the hunger of orcs and foul things – grows in your chest. You long to taste the flesh of your own kind in addition to humans, elves, gnomes, and others. Your mind goes unbidden to thoughts of the dark feast.

Penalty: If you are ever in the presence of fresh dead bodies of humanoids, you must make a DC 13 Will save. If the character fails, the character must attempt to

make a meal of the bodies. If prevented from doing this, the character takes a -2 to all saving throws until he can indulge in the urge to eat humanoid flesh.

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 5th level.

Chatty (Human)

Silence unsettles you, and you do your best to fill it with conversation, observations, jokes, sometimes singing. Very little crosses your mind that you don't share with whoever is in earshot.

Penalty: The character takes a -2 penalty to Perception and Stealth checks. Characters attempting Sense Motive checks on the character gain a +2 bonus.

Buying Off the Flaw: The character must take the Stealthy feat and must be 5th level to buy off this flaw.

Constant Joker (Gnome)

You find it extremely difficult to take anything seriously, and almost every situation you find yourself in causes a joke to issue forth, often to the chagrin of your traveling companions.

Penalty: Any time the character is in a serious or solemn situation, the character must make a DC 13 Will save to avoid blurting out an ill-timed joke or pun that is somehow relevant (however crudely) to the situation. Failing the save results in a -2 penalty to all further Charisma-based skill checks for the character and for the character's companions.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

Coward

You run from more combat than you engage in, and have an innate fear of being harmed.

Penalty: At the start of any combat, the coward must make a Will save with a DC equal to 10 + the CR of the encounter or become shaken for the duration. When faced with fear effects from spells, magic items or creatures, the character is -2 to Will saves.

Buying Off the Flaw: The character must take the Improved Iron Will feat no earlier than 5th level. The character must satisfy all prerequisites for the feat.

Daydreamer

You always have your head in the clouds, and find it hard to pay attention.

Penalty: The character must make a DC 15 Will save to seriously listen to someone else talk. If the character

fails the check, the GM should inform the player that the character's mind drifted off and only got partial information (GM's discretion as to what information the character actually picked up).

Buying Off the Flaw: Five skill points placed in Perception allows the character to focus their attention and remove the flaw.

Deafness, Partial

Your hearing isn't as good as it should be. You can't recognize sounds in certain audible ranges, can't hear at normal volume unless adjacent to someone, and can't locate where a sound is coming from. Alternatively, you are completely deaf in only one ear.

Penalty: The character takes a -2 penalty to all hearing-based Perception checks and to any Linguistics checks to understand a spoken language.

Buying Off the Flaw: A *remove blindness/deafness* spell cast on the character will remove the flaw.

Special: A partially deaf character gains resistance sonic 5 and +1 to saves vs. language-dependent spells. These bonuses go away when the flaw is removed.

Deafness, Total

You cannot hear even the loudest of noise.

Penalty: You cannot hear and is immune to all effects that require hearing. You automatically fail Perception checks based on sound and takes a -4 penalty on opposed Perception checks.

Buying Off the Flaw: A *regeneration* spell followed by a *remove blindness/deafness* spell cast on the character will remove the flaw.

Special: A deaf character gains resistance sonic 10 and +3 to saves vs. language-dependent spells. These bonuses go away when the flaw is removed.

Depraved (Human)

You are not evil, but your morals are corrupt. You are most comfortable in red light districts, and participate in hobbies of ill-repute.

Penalty: The character does not gain the benefit of spells with the good descriptor. If good-aligned, the character cannot cast spells with the good descriptor, or take options (such as feats and prestige classes) with a good alignment as a prerequisite. If neutrally aligned on the good-evil alignment axis, the character cannot choose options normally available to a good character, such as a neutral cleric choosing to channel positive energy and spontaneously cast *cure* spells.

Buying Off the Flaw: The character must have an *atonement* spell cast on them by a CL 10th or higher caster. Although choices such as whether a neutral cleric channels positive or negative energy are normally only made when the ability is gained, the character can change any decision made because of the limitations of this flaw when it is bought off.

Disdain (Elf)

In their hearts, all elves know the truth: they're just better than everyone else. No other race so embodies the epitome of physical perfection, grace, intellect, timeless wisdom, and art. This character reluctantly suffers the presence of lesser mortals.

Penalty: The character takes a -2 penalty to all Charisma-based skill checks when dealing with non-elves.

Buying Off the Flaw: The character must invest 1 attribute point gained by level increase into Wisdom and take the feat Skill Focus (Diplomacy).

Dishonest

You tell untruths constantly, though not necessarily well. Your lies may be nonsensical, unbelievable, or completely impossible, but none of those are an impediment to your storytelling. Some may consider you cursed to be unable to speak the plain truth.

Penalty: The character must make DC 15 Will save just to tell the plain, unadorned truth.

Buying Off the Flaw: Any time after 4th level, the character must be the center of a *zone of truth* spell. After this, the character can speak the truth without having to make a Will save.

Note: Just because a character who buys off the flaw can speak the truth does not mean they have to speak the truth.

Disinherited

You were born to wealth and privilege, but have somehow lost the lifestyle you were accustomed to. You are unused to the rough life of an adventurer and often come across as spoiled to those from lower classes.

Penalty: Since the character is unaccustomed to providing for their own needs, they are -3 to Survival checks. They cannot take the Self-Sufficient feat (except as noted below).

Buying Off the Flaw: At or after 5th level, the character may take either the Skill Focus (Survival) or Self-Sufficient feat to buy off the flaw.

Note: If the character truly was disinherited by family,

buying off the flaw does not return the character to the good graces of their family.

Dissociative (Half-Elf)

Although you have a complete control of your faculties under normal circumstances, you are prone to behaving radically different in stressful circumstances.

Penalty: When a creature successfully confirms a critical hit against the character, they must make a Will save (DC = damage dealt) or become confused for 1d4 rounds, as the spell. When rolling to determine behavior when confused, reroll “act normally” results. The character must take the second result, even if it is also “act normally”.

Buying Off the Flaw: The character must take the Iron Will and Improved Iron Will feats, and must be 4th level to buy off this flaw.

Dyspraxic (Half-Elf)

Your left brain has trouble communicating with your right brain, your left hand doesn't know what your right hand is doing, and your left foot can't keep up with your right foot.



Penalty: The character suffers a -2 penalty on fine motor skills (primarily Craft, Disable Device, Slight of Hand, and Use Magic Device, but occasionally skills like Escape Artist, Ride, and any other action that might require delicate hands). Your normal penalties for fighting two-handed are -10/-10.

Buying Off the Flaw: The character must take the Two-Weapon Fighting feat and must be 5th level to buy off this flaw.

Egotism (Elf)

This character feels that every other race is contemptuously inferior to elves and that they are best suited for subservience to elfkind or marginalization as savages.

Penalty: The character takes a -3 penalty to Sense Motive when interacting with non-elves, and the starting base attitude of non-elf NPCs that know the character is “unfriendly”.

Buying Off the Flaw: The character must invest 1 ability point increase gained by level attainment into Wisdom, and put at least 5 ranks into Perception.

Ennui (Elf)

Ennui is a state of mental lethargy caused by the accumulated weariness of long life; of seeing old friends wither and die, of tiring of constantly repeating events. The character has little desire to act first and responds slowly to most situations.

Penalty: The character receives a -4 penalty to initiative.

Buying Off the Flaw: The character must take the feat Improved Initiative at or after 5th level.

Erratic (Human)

You make quite a first impression, and second impression, and a third impression. Your outward designs give a certain impression, but your inconsistent behaviour keeps catching those around you off guard.

Penalty: The character takes a -2 penalty on initiative checks. All allies within 50 feet who can see and hear the character also suffer a -2 penalty to initiative checks.

Buying Off the Flaw: The character must take a teamwork feat to telegraph to their allies how you intend to approach a situation. The character must be 3rd level to pay off this flaw.

Excommunicated

You have been cast out of your church or religious order. That does not necessarily mean that you are a lapsed cleric

or fallen paladin, but rather that you have run afoul of either a higher authority within the church or left of your own volition over disagreements.

Penalty: Because of the nature of their expulsion, the character only gets ½ the normal amount of starting wealth and suffers a -2 penalty to all Diplomacy checks with people from his church or religious order.

Buying Off the Flaw: The character must return to their home temple and succeed on an opposed Diplomacy check against a person of official importance. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

Exiled

You may not return to the land of your birth. You are not being pursued, and at the borders of your home nation you are more likely to be turned away than to be incarcerated. Some communities erase all mention of your prior life there. Exile is usually done for political reasons rather than criminal ones. It may also be the result of breaking a taboo.

Penalty: Because of the nature of their expulsion, the character only gets ½ the normal amount of starting wealth and suffers a -2 penalty to all Diplomacy checks with people from their homeland.

Buying Off the Flaw: The character must return to their homeland and succeed on an opposed Diplomacy check against a person of official importance. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

Far-Sighted

You can see fine at distances beyond 20 feet, but have trouble seeing anything closer.

Penalty: At any range of 20 feet or less, the character suffers a -2 to Perception, attacks, Craft skills requiring up-close work (sewing, for example), and Linguistics checks regarding reading. The vision can be corrected with spectacles – including those of a magical variety – or with spells, but only temporarily.

Buying Off the Flaw: To permanently buy off the flaw, the character must take the Skill Focus (Perception) feat and be the subject of a *regeneration* spell.

Flashy (Gnome)

Your fondness for bright colored hair or exotic headgear makes it extremely hard to miss you in a crowd.

Penalty: Whenever the character is around others and does not have their head covered by a nondescript hood, their brightly colored hair or strange headgear makes

them quite obvious. The character suffers a -5 penalty to Stealth checks when trying to remain unseen.

Buying Off the Flaw: The character must take the Skill Focus (Stealth) feat no sooner than 5th level. The character still has a fondness for bright orange hair or big red hats, but they have better learned to conceal themselves.

Flatulent

You are frequently afflicted with loud and unpleasant gas.

Penalty: The character suffers a -2 penalty to Stealth checks and a -2 penalty to all Charisma-based checks.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Constitution and have a *remove disease* spell cast on them to remove the source of the gas permanently.

Foul-Mouthed

You use profanity so frequently and so loudly that you are no longer considered fit for polite company.

Penalty: Each time the character enters a conversation, they must make a DC 15 Will save to avoid cursing. If the check fails, the character suffers a -3 penalty to all Charisma-based checks during the conversation.

Buying Off the Flaw: The character must place at least 2 skill points in Linguistics and take the Skill Focus (Diplomacy) feat no earlier than 4th level.

Gold Fever (Dwarf)

You aren't just greedy – you are genuinely obsessed with gold.

Penalty: When carrying treasure equal to their Wisdom score times 10 in gp value, the character must make a daily Will save, DC 10 + (1 per 50 gp in value), or suffer a -2 penalty to all rolls for the day, due to being preoccupied with their money. If another character attempts to remove the character's wealth (such as through stealing it), the character must make a Will save (same DC as above) or attack the other character. When figuring the value of treasure, only include coins, gems, jewelry, and art objects. Weapons, armor, magic items and mundane equipment do not count.

Buying Off the Flaw: The character must willingly give away 90% of their wealth to one or more other characters, and the flaw may not be bought off until after the character has accumulated at least 5,000 gp worth of treasure.

Glutton

You may be plump, rail-thin, or somewhere in between, but you are always hungry and tend to eat in excess of your actual need.

Penalty: The character must spend 50% more on a day's worth of trail rations or a meal and must make a DC 14 Will save to avoid ordering a second helping of meals (at normal meal costs).

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 5th level.

Guileless

You are not only seemingly incapable of deception, but you act as though deception does not exist. While potentially quite intelligent or wise, you have an almost childish naivety when it comes to lies or hidden motives.

Penalty: The character suffers a -2 penalty to both Bluff and Sense Motive.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom and take the Skill Focus (Sense Motive) feat.

Heavy Sleeper

You are a very heavy sleeper and hard to wake. Your friends say you could sleep just fine through an orc invasion, in fact.

Penalty: The character must make a successful DC 15 Will save to wake at a specific time. They usually will not rouse unless touched, and then it usually requires being shaken and/or slapped. They have a -3 penalty to Perception checks while sleeping (in addition to any other penalties for sleeping) and are considered staggered for 1d4 rounds after waking.

Buying Off the Flaw: The character must take the Lightning Reflexes feat (Improved Lightning Reflexes if they already have Lightning Reflexes) no earlier than 4th level.

Hoarding (Dwarf)

You don't collect junk – you hoard treasures.

Penalty: The character is reluctant to toss aside anything, and will often have backpacks – or even residences – filled to bursting with possessions that most people would discard. Dwarves are especially prone to this. To discard any item when the character is not currently at maximum encumbrance, the character must make a Will save. Use DC 5 for items of up to 1 silver piece in value, DC 10 for items of up to 1 gp in value, DC 15 for items of up to 10 gp in value, and add +5 for every 10 gp beyond that. Items with the “broken” condition reduce

the DC by 5. Items with of masterwork quality and with the character's race (if not human) in the name increase the DC by +10; if the item has both, it is +20 to DC. For every level of the character's encumbrance the DC is reduced by 1.

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 5th level.

Special: Hoarding shares some similarities to the Packrat flaw, but the two are very different. However, a character cannot take both the Hoarding and Packrat flaws.

Illiterate

You have never learned to read. You may understand pictograms and symbols, but text is essentially meaningless to you.

Penalty: The character cannot read at all and cannot make Linguistics checks to decipher written text. The character may not take Craft (calligraphy) or any other writing-related skills. Any points placed in Linguistics apply only to the spoken language, not written.

Buying Off the Flaw: The character must take the Skill Focus (Linguistics) feat and then invest 1 skill point in Linguistics per language already known. Any new languages learned by placing points in Linguistics include both written and spoken versions.

Indecisive (Half-Elf)

Your dual nature presents you contradicting instincts that slow your reaction time.

Penalty: The character takes a -4 penalty on initiative checks. When the character takes 10 on a skill check, it takes you twice as long as making a single check would take.

Buying Off the Flaw: The character must take the Improve Initiative feat no earlier than level 5. This does not immediately take the penalty away, but reduces the penalty by 1 for every subsequent level gained. When the penalty reaches 0, taking 10 on skill checks no longer takes twice as long as it would normally take.

Indolence (Elf)

Without the sense of urgency of humans, the industrious soul of dwarves, the burning curiosity of gnomes, and the fearless nature of halflings, An inconvenience on an individual level, some (non-elves, naturally) believe that this is why elves are not considerably more advanced than other races despite a more ancient culture and longer lives.

Penalty: The bonus to class skills the character receives is +2, rather than +3, and the character gains one less

skill point per level than they would normally receive.

Buying Off the Flaw: The character must invest 1 attribute point gained by level increase into Intelligence, and take the feat Skill Focus in any one knowledge skill.

Insatiable Curiosity (Halfling)

You aren't just curious — you are curious to the point of getting yourself and others in trouble with your curiosity. Even when you know something is dangerous or that you will get in trouble, you can't help yourself.

Penalty: If the character is specifically told not to do something, or if something is blatantly dangerous, the character must make a DC 13 Will save to keep curiosity at bay. If the character fails the Will save, the character must make at least one attempt to do or get at whatever was so tempting, be it a forbidden room, powerful magic item, etc.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

Insomniac

You have a hard time falling and staying asleep for 8 hours.

Penalty: The character must make a DC 15 Fort save in order to get a full 8 hours rest. Failing the check means the character gets only 6 hours sleep or less and suffers a -1 penalty to all attacks, skill checks and ability checks the next day. Spellcasters who do not get a full 8 hours rest are only able to renew/prepare half their normal number of daily spells the next day.

Buying Off the Flaw: The character must take the Endurance feat no earlier than 3rd level. If the feat is taken before 3rd level, the flaw is not bought off until the character reaches 3rd level.

Irreligious (Gnome)

The blood of a redcap flows through your veins, leaving you bitter and blasphemous. As a result, any time you see a good-aligned holy symbol you may become dazed.

Penalty: Any time a good-aligned holy symbol is presented to the character, the character must make a DC 13 Will save or be dazed for one round. Whether the save fails or succeeds, the character cannot be affected by the same person/creature presenting the same holy symbol again for 24 hours.

Buying Off the Flaw: The character must take the Improved Iron Will feat no sooner than 5th level.

Note: This flaw has no effect on good-aligned characters, only neutral and evil characters.

Irresponsible (Human)

You don't exercise quite as much as maybe an adventurer should, your diet errs on the side of delicious, your lifestyle is fun-focused except for all the times you have to pay for your fun. You know the changes necessary to right yourself, and you plan on making them someday.

Penalty: The character takes a -4 penalty to resist effects that cause fatigue, and is fatigued for twice the duration of such effects.

Buying Off the Flaw: The character finally gets into adventuring shape by taking the Toughness feat. You must be at least 4th level to buy off this flaw.

Jingoism

You suffer from unthinking and unflinching favoritism, particularly as regards your homeland.

Penalty: The character suffers a -3 penalty to all Diplomacy checks when dealing with “foreigners” — which the character considers those from other nations, regardless of the nation he's currently in. Equipment from his own homeland is always considered superior in quality to goods of other lands, even if the other goods are masterwork or even magical.



Buying Off the Flaw: The character must take the Skill Focus (Knowledge (geography)) feat and place 4 points in Diplomacy.

Lame

You have a bad leg: a poorly repaired injury, a surgically mended club foot, or other deformity.

Penalty: The character's Strength is considered 2 points lower for purposes of carrying capacity only, and movement rate is decreased by 10 feet.

Buying Off the Flaw: While a prosthetic might be a temporary solution (which may not be much better), investing an ability score point gained from leveling up into Strength buys off the flaw completely. The character's leg is still damaged, but the character has learned to compensate for it. Alternatively, the character could pay for a *regeneration* spell, which restores the leg to full functionality.

Lazy Eye

One of your eyes doesn't quite point where you are looking, or is so off-center one can't tell exactly what you are looking at. It can be a bit disconcerting to others, and the character's field of vision is slightly compromised.

Penalty: The character suffers a -1 penalty to all Charisma-based skill checks and a -1 to Perception checks.

Buying Off the Flaw: The character must have a *regeneration* spell cast on them to repair the defect that causes their eye to point in the wrong direction.

Lecherous

You find it nearly impossible to not ogle members of your preferred sex, and you usually do not realize how obvious you are being. You are also often compelled to try and proposition anyone you find attractive.

Penalty: The character must make a Will save (DC equal to the Charisma of the person they are dealing with) or suffer a -3 penalty to all Charisma based skills with that person.

Buying Off the Flaw: The character must spend 2 skill points on Diplomacy and 3 on Sense Motive.

Maimed (Half-Orc)

Your life has been hard, and it shows. A finger here, a foot there. Pieces of your life have been left behind you by way of battle, torture and extremes.

Penalty: The character's Dexterity score is considered 2 points lower for the purposes of Armor Class bonus and Reflex saves.

Buying Off the Flaw: A character must pay for the *regeneration* spell to be cast on him to be restored.

Masochistic (Half-Orc)

Pain is joy. Battle wounds make your flesh sing. The sight of your own blood thrills you. Adventuring is the perfect way to indulge in your addiction.

Penalty: The character enjoys the pain of his own wounds so much, they must always attempt a saving throw to lessen the effects of a *cure* spell, or any spell that restores hit points that allows a saving throw.

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 5th level.

Miserly

You will never willingly purchase a masterwork item and prefer to buy the lowest priced goods available.

Penalty: The character must make a Will save (DC 15, with an additional +5 to the DC for each factor of 10 above 10 gp – DC 20 for 100 gp, 25 for 1000 gp, etc.) to spend more than 10 gp in one purchase.

Buying Off the Flaw: The character must spend more than 1,000 gp in a single purchase.

Mite-Blooded (Gnome)

Somewhere in your ancestry is one of the hideously ugly underground-dwelling fey known as a mite. This shows in your overly large, overly sensitive eyes.

Penalty: The character has light sensitivity and is dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Buying Off the Flaw: The character must take the Alertness feat no sooner than 3rd level. While the character's eyes remain overly large and a bit sensitive to light, the character learns to compensate.

Restriction: This flaw cannot be taken by shadow gnomes.

Muddled Speech (Half-Elf)

You spend so much time communicating in both of your native languages, you pepper words of one in when speaking the other.

Penalty: There is a 25% change your Charisma-based skill checks or language-dependent abilities have no effect. The character must make a concentration check (DC= 10 + spell level) when casting spells with verbal components.

Buying Off the Flaw: The character must invest 4 ranks into the Linguistics skill.

Near-Sighted

You can see just fine at distances up to 20 feet, but beyond that things begin to get very blurry.

Penalty: The character suffers a -1 penalty to all sight-based Perception checks and to ranged attack rolls at distances greater than 20 feet, with another -1 for each 20 feet of distance (so that the character is -3 to attack a creature 60 feet away, in addition to any penalties for range increments). The vision can be corrected with spectacles – including those of a magical variety – or with spells, but only temporarily.

Buying Off the Flaw: To permanently buy off the flaw, the character must take the Skill Focus (Perception) feat and be the subject of a *regeneration* spell.

Night-Blind

You have a very hard time seeing in low-light conditions.

Penalty: This negates any racial abilities such as low-light vision. In addition, the character suffers a -3 penalty to any sight-based Perception checks in low-light or dark surroundings, and opponents have concealment (20% miss chance).

Buying Off the Flaw: The character must take the Blind-Fight feat no earlier than 5th level. The character still has some difficulty seeing at night, but has learned to compensate for it.

Note: Characters with darkvision cannot take this flaw.

Night-Eyed (Half-Orc)

Your eyes are so accustomed to the dark places under the earth or the light of the stars and moon that the brilliance of the day overwhelms you.

Penalty: When first exposed to very bright lights (at the GM's discretion), the character is blinded for one round. Additionally, the character suffers a -3 penalty to any sight-based Perception checks in bright surroundings, and opponents have concealment (20% miss chance).

Buying Off the Flaw: The character must take the Blind-Fight feat no earlier than 5th level. The character still has some difficulty seeing during the day, but has learned to compensate for it.

Note: Characters must have darkvision to take this flaw.

Oblivious

You spend most of your time off in your own world. You are either deeply focused on the immediate task at hand, or operating without conscious awareness while lost in your

own thoughts.

Penalty: The character takes a -2 penalty to initiative rolls and a -2 to Perception checks. The character may not take the Alertness feat (see below).

Buying Off the Flaw: At or after 5th level, you must take the Alertness feat.

One-Eyed

Whether through birth defect, accident, or injury, you only have one good eye.

Penalty: The character's depth perception is practically non-existent, resulting in -3 penalties to Acrobatics, ranged attacks, and visual-based Perception checks.

Buying Off the Flaw: While magical items may be temporary replacements for the bad eye, the permanent solution is for the character to be the subject of a *regeneration* spell.

Outlaw

You are considered a criminal in some parts. You may or may not be justly accused, but people from that region are likely to consider you in a negative manner. No matter what, you are not nefarious enough to have a price on your head and will generally not be pursued out of the local jurisdiction. Returning to the region, however, will likely result in attempts at arrest for your past (alleged) crimes.

Penalty: The character takes a -3 penalty to Diplomacy when dealing with people from the area where they are wanted, and honest folks in that region will refuse to do business with them. Depending on the character's actions, the size of this area can grow as the game progresses, hindering them further.

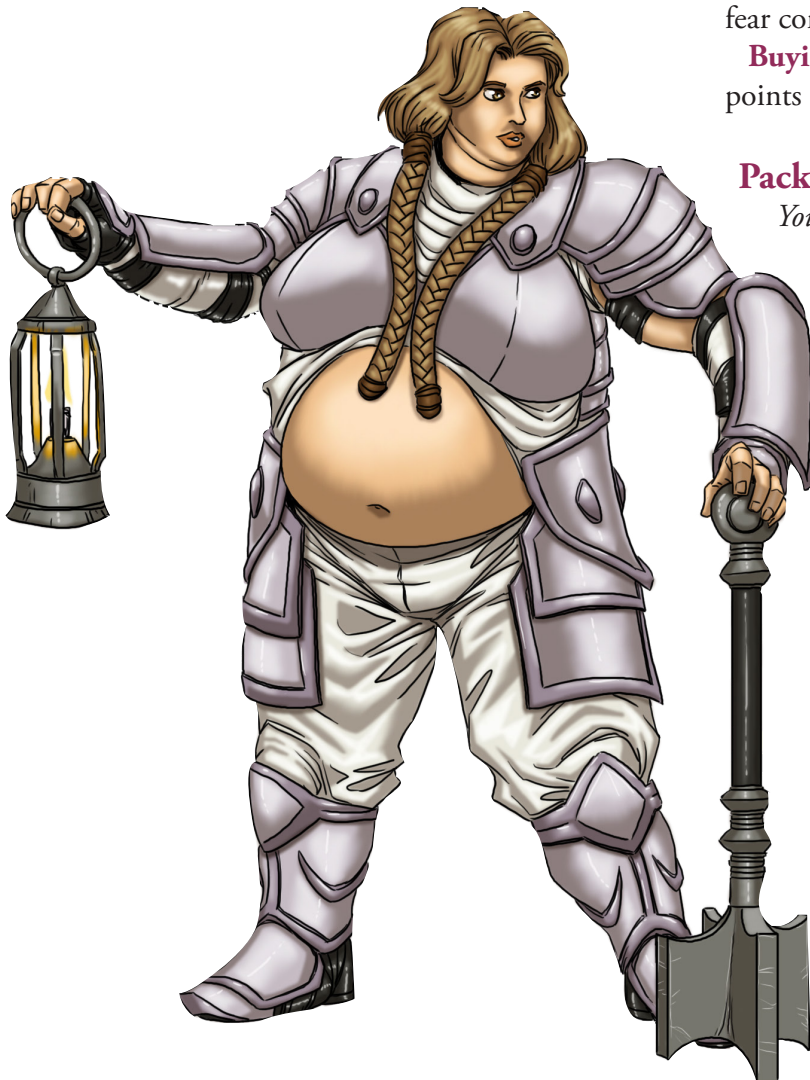
Buying Off the Flaw: The character must return to the region where they are wanted and succeed on an opposed Diplomacy check against a person of official importance and pay a 500 gp fine or bribe. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

Overweight

You are considerably heavier than most other members of your race.

Penalty: When determining the character's weight, increase both the multiplier and the number of dice rolled by one. For example, for a halfling the weight roll would be 30 lbs + 3d4 x 2 instead of 2d4 x 1; for a half-orc the roll would be 3d12 x 8 instead of 2d12 x 7, etc. Any weight above the race's normal maximum counts towards the character's encumbrance, otherwise the character is simply considered heavyset. The character must pay an additional 10% when buying clothes or armor, to represent the slightly larger size and modifications needed.

Buying Off the Flaw: The character must take the Iron Will feat to allow them to maintain a stricter diet and exercise. The next time they level up after taking the Iron Will feat, they are no longer considered overweight and the character may reroll their weight using the normal rules to determine their new, slimmer weight.



Overzealous

You are extremely pious, and consider absolutely everything that happens to be part of your god's plan. You are always eager to discuss your religion, even if the people around you aren't. Enemies of your faith are always considered to be complete monsters deserving of no mercy.

Penalty: The character's irritating attitude results in a -3 penalty to all Charisma-based checks.

Buying Off the Flaw: The character must invest 3 skill points in Sense Motive and 2 in Diplomacy.

Negative Buoyancy (Dwarf)

The phrase "sinks like a stone" describes you exactly.

Penalty: Due to their dense skeletal structure, some dwarves do not float, but rather tend to sink in water. While few dwarves love deep water, these unfortunate dwarves are rightly wary of water deeper than their chests. Dwarves with this flaw suffer a -5 to all swimming skill checks. In addition, when attempting to travel on or through water more than $\frac{3}{4}$ of their height deep, the character must make a Will save, DC 15 or suffer the fear condition.

Buying Off the Flaw: The character must invest 4 skill points in Swim.

Packrat

You refuse to toss anything out, insisting that everything will eventually be useful, or that it has sentimental value. You are loathe to discard empty scroll cases or used potion vials, even while in the deepest depths of a dungeon.

Penalty: The character has to make a DC 15 Will save to cast aside any item in their inventory, regardless of how useless it may seem to be. This includes items with the broken condition. When figuring encumbrance, add 10% to the total weight carried to account for miscellaneous trash still carried.

Buying Off the Flaw: The character must take the Iron Will feat no earlier than 4th level.

Paranoid

You almost always assume that the world is filled with secret conspiracies. You are also convinced that you alone are aware of the truth and that you are targeted by nebulous forces because of it.

Penalty: When dealing with strangers, the character suffers a -3 penalty to Sense Motive, as they immediately assume the worst about

others.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Wisdom.

Prejudiced

You have a strong dislike for one or more races other than your own.

Penalty: The character suffers a -3 penalty to all Diplomacy checks with members of their disliked race(s), and a -1 penalty to Sense Motive.

Buying Off the Flaw: You must take 3 ranks in Linguistics and learn the language of the group you are prejudiced against.

Provincial

You are from a rustic district and have had little exposure to the outside world. Folks from more developed areas are likely to consider you to be a bumpkin.

Penalty: The character suffers a -2 penalty to Knowledge (geography), Knowledge (nobility), and Knowledge (local) when outside a 50-mile-radius of their home.

Buying Off the Flaw: The character must place 5 skill points in a Knowledge skill other than Knowledge (local).

Pugnacious (Human)

Your stubbornness cannot be matched. You have never and could never lose an argument, concede to another's point of view, or allow another's point of view to go unquestioned.

Penalty: The character does not gain or grant any bonus when flanking, including a rogue's ability to sneak attack, are never considered a willing recipient of a spell that grants a numeric bonus, and do not gain the numeric bonuses from allies' effects such as inspire courage or bless.

Buying Off the Flaw: In a combat with a creature whose CR is at least the party's APL +1, the character must spend every standard action performing only aid another actions. The character must be at least 4th level to buy off this flaw.

Scrawny

You are extremely lean and underweight for your height. While you aren't necessarily frail, you are lightly built and at best may be wiry.

Penalty: The character suffers a -5 penalty to CMD against Bull Rush attempts due to their less sturdy frame.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into either

Strength or Constitution.

Self-Conscious (Half-Elf)

When you fail to get your way, or you feel you are being observed, you believe you are being judged for your mixed heritage.

Penalty: The character takes a -4 penalty on Diplomacy and Sense Motive skill checks when interacting with humanoids other than other half-elves.

Buying Off the Flaw: The character must take the Alertness feat and invest 2 ranks into Diplomacy, or the character must take the Persuasive feat and invest 1 rank into Sense Motive. The character must be 4th level to buy off this flaw.

Selfish

You have an inflated opinion of yourself and what is due to you.

Penalty: The character must make a DC 15 Will save to aid another before helping themselves, regardless of the comparative situations. For example, if the selfish character had a minor wound (1 or 2 hp below their total) and another character was badly injured (1/3 or more of their hp gone), the character would have to make a Will save to use a healing potion on the other character and not themselves.

Buying Off the Flaw: The character must invest 3 skill points in Diplomacy and 1 in Sense Motive

Shy

You are painfully shy around people you do not know, or know well.

Penalty: When in the presence of strangers the character suffers a -2 penalty to all Charisma-based skill checks. People are considered to no longer be strangers after the character has known them for more than a month in game time.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Charisma.

Smoking (Halfling)

The habit of smoking is more than just a relaxing social activity – you must have your pipe and time to smoke every few hours at the very least. When you can't smoke, you get extremely irritable.

Penalty: The character must have enough tobacco to have at least four smokes per day (about 1/4 pound of pipeweed). If the character misses just one smoke during

the day, the character takes a -1 penalty to all Charisma-based skill checks for that day. The penalty is cumulative, so a character that has fewer than four smokes per day for several days in a row gains a larger penalty. For example, Tad Barrelbelly misses at least one smoke for 3 consecutive days, resulting in a -3 penalty to all of his Charisma-based skill checks due to his irritability. The maximum penalty is -5; missing more days of smoking than five in a row has no further mechanical penalty, but should still be roleplayed.

Buying Off the Flaw: The character must take the Improved Iron Will feat no earlier than 5th level.

Note: A character can have both the Smoking feat and the Smoking flaw. If the character has both, and later buys off the flaw, the bonus from the feat is halved.

Spendthrift

You spend money fiercely and freely. You consider yourself generous but others say you are wasteful. You always go for the most expensive and/or highest quality item, and will always buy masterwork whenever possible.

Penalty: The character spends 10% more than listed price for goods to assure their quality, including masterwork and magic items.

Buying Off the Flaw: The character must take the Skill Focus (Appraise) feat no earlier than 4th level.

Sweet Tooth (Elf)

Elves will often lecture other races on appreciating subtle flavors and refined tastes in their cuisine. However, many elves have developed an almost compulsive hunger for confections, candies, and sweet flavorings of all kinds. At times the character may even binge, eating sweets until there are none left, or the character becomes sick. A character with this flaw effectively has an addiction to sweet-flavored things, minor if taken once, moderate if taken twice.

Penalty: As per Minor and Moderate addiction (see the *Pathfinder Gamemastery Guide*), however instead of Con damage, an elf with a minor sweet tooth addiction is left with the sickened condition.

Sweets

Type ingested; **Addiction** moderate DC 10 + number of sweets servings

Price 5 cp

Effect 1 hour per serving; +1 alchemical bonus to Perception and initiative

Damage 1 Dex damage

Sweets

Type ingested; **Addiction** moderate DC 15 + number of sweet servings

Price 5 cp

Effect 1 hour per serving; +2 alchemical bonus to Perception and initiative

Damage 1 Dex damage

Buying Off the Flaw: As per overcoming addiction, done after reaching 4th level.

Tactless

You aren't exactly rude, mean spirited, or even especially unpleasant. It's just that you have all the subtlety of a brick through a window. You see yourself as being frank and honest, while others generally consider you a conversational blunt instrument.

Penalty: The character suffers a -2 penalty to Diplomacy and Bluff checks.

Buying Off the Flaw: The character must take the Skill Focus (Bluff) or Skill Focus (Diplomacy) feat.

Tin Ear

While you are not hard of hearing, music is effectively meaningless to you. You are tone deaf and derive little to no enjoyment from music or singing.

Penalty: Bonuses from bardic performances that are music based are reduced by 1/2 for the character (though any based on oratory or visual performances provide full bonuses) and they suffer a -5 penalty to any Perform skill check regarding singing or musical instruments. They suffer no penalties to Perform (dance), as dance is about timing and beat.

Buying Off the Flaw: The character must invest 5 skill points in Perform (sing or any musical instrument).

Tusked Mouth (Half-Orc)

The trademark lower tusks of the orc are very pronounced on you. Your Common is slurred and magical incantations are somewhat garbled.

Penalty: When you are not speaking Orc, you take a -2 penalty to all Charisma-based skills. Additionally, you suffer a -2 penalty to your concentration checks for any spell with a vocal component due to your speech impediment.

Buying Off the Flaw: The character must invest an ability score point gained from leveling up into Charisma and take the feat Skill Focus (Diplomacy).

Unbearded (Dwarf)

You have committed a crime for which your beard has been removed as punishment.

Penalty: For male dwarves, facial hair is more than just personal grooming, it's a matter of societal standing. Long, luxurious, braided beards and mustaches in impressive styles indicate a dwarf of great esteem, while tangled, bushy, scrubby beards indicate someone on the periphery. But for an adult male dwarf to be unbearded is anathema. Such a thing indicates either a rejection of dwarven society, a curse, or is a form of punishment. Unbearded dwarves suffer a -2 penalty to all Charisma based skills (-4 when dealing with dwarves), and any dwarven NPCs are immediately unfriendly in attitude.

Buying Off the Flaw: The character must regrow at least a short beard (requiring 3d4 weeks to achieve a proper looking beard), and then succeed on an opposed Diplomacy check against a person of official importance and pay a 500 gp fine or bribe. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

Uneducated

Your lack of formal education doesn't necessarily impair your abilities, but limits your worldly knowledge.

Penalty: The character suffers a -2 penalty to all Knowledge skills that are not class skills, and -2 to Linguistics checks that do not involve racial or bonus languages for their race.

Buying Off the Flaw: The character must invest 5 total skill points in 2 or more non-class skill Knowledge skills.

Unlucky

You seem to be cursed by fate and have very poor luck. Very often, your life seems to be a series of uncertain staggers from misadventure to misadventure.

Penalty: The character suffers a -2 penalty to all saving throws and a -3 penalty to confirm critical hits.

Buying Off the Flaw: The character must have a *remove curse* spell cast on them by a CL 10th or higher caster.

Unusual Anatomy (Half-Elf)

You are susceptible to illnesses that the individual parts of your heritage are resistant to, and physicians are less adept at treating you.

Penalty: The DC to resist diseases and poisons the character is exposed to increases by +1, and an additional

+1 for each failed save. When the character gains the sickened condition, it lasts for 1 round longer than the normal duration.

Buying Off the Flaw: The character must take the Great Fortitude feat. The character must be 7th level to buy off this flaw.

Wanted Fugitive

You have a price on your head. While you are not constantly pursued, you can't linger too long in any one place or else word of your presence will draw bounty hunters, lawmen, and other agents of the authorities. Conversely, you may be targeted by criminal guilds or evil masterminds, and while not on the run from the law, you are still being hunted.

Penalty: The character takes a -3 penalty to Diplomacy when dealing with people from the area where they are wanted, and honest folks in that region will refuse to do business with them, and may even report them to the authorities. Depending on the character's actions, the size of this area can grow as the game progresses, hindering them further.

Buying Off the Flaw: The character must return to the region where they are wanted and succeed on an opposed Diplomacy check against a person of official importance and pay a 1000 gp fine or bribe. The official should have at least a +10 bonus in Diplomacy to oppose the character with.

Wavering (Human)

You do not have an attention span so much as an attention digit. You lose staring contests to dogs, give up on sentences mid-thought, and accept every new idea as far superior to every previous one.

Penalty: The character cannot perform full round actions in combat, and any skill check that allows the character to retry failed attempts takes the character twice the time indicated in the skill's action description. The character must make a concentration check every round against a DC equal to 15 + the spell's level to maintain a spell with a duration of concentration.

Buying Off the Flaw: The character must take the Alertness, Combat Casting, or Iron Will feat to steel their resolve. The character must be at least 8th level to buy off this flaw.

CHAPTER 4 - FEATS

Gerban cursed the day he took the contract from the dwarf king, as he braced his shield against the guard-ogre's smashing strike. Maybe if he wasn't so addicted to living for as long as possible on his earnings from job to job, he wouldn't have to risk life and limb every six months. The ogre growled and threw everything it had into an overhand swing with its iron-shod club, straight for Gerban's head. No force on earth could have stopped the blow, but Gerban brought his left arm up and swiped it across, deflecting the club with his trusty cold-iron shield, and the fearsome cudgel merely glanced off his shoulder. He slid his bright sword under the brute's guard, and it groaned and fell to the floor with a meaty thump. Luckily, it was alone, doubtless thought to be security enough in this small backwater of a border fort. Gerban's intelligence regarding the place was



good, and his old days as a traveling minstrel made him an aficionado at that sort of thing, even if 'his thing' nowadays was sneaking into places and knifing guards. He stalked through the inner fortifications, avoiding a rather fat goblin dog, and found the row of prisoner's cells, small guard stations on either end. He heard snoring from the nearer one, luckily, and considered his options. He had to take out the guard in one shot, or the whole place would come down on him- not good.

Gerban slid through the slightly-cracked door-frame, moving it only a little. He was nearly upon the green-skinned, snoozing half-orc, when one of its bleary eyes snapped open, and it grabbed for a nearby falcion. Gerban whipped out a nasty folding knife he acquired from a no-longer-breathing blood gnome assassin, and swung at the half-orc's head. Still sleepy, the guard was distracted by the feint with the small knife, and took the blade in its throat, with an upward curve, and died kicking on the filthy cell-block floor. Gerban quickly frisked the cooling corpse, ignoring the scrapes he obtained in his stealthy entry. His pain tolerance was much higher than the average human, that was for sure!

He found the key-ring, looked around, and started down the cell block, the depths of which had only issued a few battle-covering moaning sounds until now. Gerban put on a smile that showed he was kind and beyond reproach, and moved to look in the cells. The first three had half-orcs and other orc-kith that had obviously displeased their masters, the fourth- Within was a bedraggled but not too-damaged dwarf sitting placidly sitting in the corner, munching on a beetle. Gerban whispered, "Are you Hofstedt, Master Artisan to King Kraku of Sundown Colony?"

"I am," said the dwarf, getting to his feet. "What took you so long?"

"There were a few obstacles. Anyway, I am here to rescue you, under directives of the king. Can you handle a knife?" He handed a dagger to the dwarf, who looked at it curiously.

"Most assuredly. It is why I was kidnapped!"

"But..." said Gerban, "I thought you were some sort of magical craftsman." He took a peek down the passage, coast was clear. They started to move forward.

"Artisan, artisan- not a clumsy worker of stone. My work is art!"

I risked my life for an artist? Gerban thought. "And your art is...?"

"Pastries!" Hofstedt replied. "And this is the wrong kind of knife..."

Some abilities are not tied to your race, class, or skill—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to craft magic items, the training to deliver powerful strikes with melee weapons, or the knack for deflecting arrows fired at you. These abilities are represented as feats. While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected, as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you.

Able Drinker

You can drink anyone under the table.

Prerequisite: Con15

Benefit: You can drink any amount of alcohol without any negative effects and without any chance of getting drunk. If anyone who could be impressed by such a feat (such as pirates, mercenaries, etc.) sees you consuming such massive volumes of liquor, you receive a +4 bonus to any Charisma-based checks in social situations with them. Further, you receive a +1 to all saving throws versus poison.

Adaptable

You are amazingly adaptable to just about any situation you find yourself in.

Prerequisite: Halfling

Benefits: Once per day, for a number of rounds equal to your character level, you may treat any one non-class skill as a class skill or you can treat any weapon as one you are proficient in. You may do one or the other, but not both in the same day. If you treat a non-class skill as a class skill, and you have ranks in that skill, you gain the standard +3 bonus to the skill check. Any weapon you choose to treat as one you are proficient in must be of the appropriate size category, otherwise you suffer the standard penalties for wielding a weapon too large or too small for you.

Additional Costume

Your wardrobe has increased in size, allowing for more skillful endeavors.

Prerequisites: Dancer's costume class feature.

Benefits: You master an additional costume. You can change from one costume to another, gaining only the

benefits of the one you are currently wearing. You must acquire this costume, it has a cost of 25 gp per level you have when you take the feat.

Special: You can select this feat several times, learning to use a new costume each time.

Additional Dances

You learn an additional awalim dance.

Prerequisites: Awalim dance class feature.

Benefits: You learn two awalim dances or grade upgrades in any combination. You must abide by the normal level limit on grades.

Special: You can select this feat several times.

Advanced Energy Resistance

You are more able to resist energy than normal for your race.

Prerequisite: Natural energy resistance 5 to at least one form of energy.

Benefit: The character's resistance to one type of energy increases to 15. This only applies to one type of energy at a time, even if they have resistances to more than one type of energy.

Special: This feat can be taken more than once, improving a different type of energy each time. Its effects do not stack.

Aficionado

You know a little something about everything.

Prerequisite: Int 15, human

Benefit: You gain a +2 bonus on all Knowledge skills that are class skills for you.

Always Prepared

You are ready for anything.

Prerequisite: Quick Draw, Step Up, human

Benefit: When a creature successfully disarms you or sunder a weapon you are wielding, you may immediately do any or all of the following: take a 5-foot step (if you have not already this turn), draw a weapon, and take an attack of opportunity (if you are still able to this round).

Ancestral Understanding

Your heritage predisposes you to excel in certain areas.

Prerequisites: Elf

Benefit: Choose two skills. Those skills are considered class skills for you.

Combat Feats	Prerequisites	Benefit
Armed to the Teeth	Crack Shot	You suffer only a -2 penalty with a firearm and one-handed melee weapon.
Belly Dancer's Blade	Dancer's costume class feature with belly dancer's costume, 5th level awalim	You gain a +2 competence bonus to attack and damage with a light weapon.
Bite Attack	Fangs or reinforced teeth	You gain a primary natural bite attack.
Biter	Wild children	You gain a secondary bite attack.
Bloody Swath	Orc	You gain a +1 bonus to damage on critical hits.
Born Marine	Swim 2 ranks, Weapon Focus (cutlass)	You gain a +1 competence bonus to Acrobatics, Profession (sailor), and Swim checks.
Braced Shield	Shield Focus, Shield Proficiency	You may deny your opponent their charge bonus.
Brilliant Tactician	Int 13, Cha 13	You grant an ally a bonus to their AC or attack roll.
Brutal Storm	Str 15, Power Attack	You can knock an opponent down in round one.
Cautious Combatant	—	You never risk poisoning yourself when applying poison to a weapon.
Crack Shot	Weapon Focus (any firearm), base attack bonus +6	You threaten adjacent squares with a loaded firearm.
Curved Bow Archer	Exotic Weapon Proficiency (curved bow), elf or human	You gain a number of benefits with the curved bow.
Cutting Elbow	Int 13, Crocodile Lashing Its Tail, Improved Unarmed Strike, Muay Lopburi Style, Power Attack	You deal bleed damage with your unarmed strikes.
Dead-Eye Shot	Far Shot, Precise Shot	You may take a move action to gain a +4 circumstance bonus on your next shot.
Defensive Shot	Dodge	You can take a -2 penalty to your attack roll so that you do not draw an attack of opportunity.
Deflecting Shield	Shield Focus, Shield Proficiency	You may make a Fortitude save to negate a critical.
Dhoi Muay Training	Improved Unarmed Strike	You may learn a single Dhoi Muay technique.
Equipment Trick	Half-elf, base attack bonus +1	You may do additional tricks with your equipment.
Expert Dodger	Dodge, gnome	You gain a +2 dodge bonus to Armor Class.
Ferocious Maneuver	Con 16, ferocity or orc ferocity, orc	Do not draw attacks of opportunity from maneuvers.
Ferocious Storm	Con 16, ferocity or orc ferocity, orc	You may activate storm feats while under ferocity.
Ferocious Strike	Con 16, ferocity or orc ferocity, orc	You deal +1d4 damage when under ferocity.
Ferocious Tenacity	Con 16, orc ferocity, orc, base attack bonus +10	Your orc ferocity lasts one additional round.
Firm Grip	Weapon Focus (any light blade)	You gain a +2 bonus to CMB to bind or disarm opponents.
Fists of Stone	Improved Unarmed Strike, dwarf	You gain a +2 damage bonus with unarmed strikes.
Frying Pan Mastery	Catch Off-Guard, Halfling	You are more effective with a frying pan weapon.
Foe Hammer	Base attack bonus +1	Your blows make it harder for opponents to attack.
Improved Bind	Dex 13, Lightning Reflexes	You gain a +2 bonus to bind a weapon.

Greater Bind	Dex 13, Improved Bind, Lightning Reflexes, base attack bonus +6	You gain a +2 bonus on checks to bind a weapon and you have a larger threat range against them.
Grip of Stone	Str 13, Improved Disarm, dwarf	You gain a +4 CMD bonus against disarm attempts.
Hard to Kill	Con 13, Diehard, Toughness, dwarf	You may continue to fight when you should have fallen in battle.
Improved Savage Storm	Str 15, Power Attack, orc, base attack bonus +7	You deal +1d8 damage in the first combat round.
Improved Thundering Storm	Power Attack, Thundering Storm, orc, base attack bonus +11	You may stun foes in the first round of combat.
Knife Trick	Int 13, Combat Expertise, Improved Feint, Quick Draw, base attack bonus +1	You may feint as a free action whenever you draw a light weapon.
Last Ditch Effort	—	You gain a +4 bonus to hit for a -4 penalty to AC.
Leaping Strikes	Dex 13, Str 13, Improved Unarmed Strike	You suffer a -2 penalty to attack rolls and AC but you may double your Str modifier to damage.
Luring Retreat	Int 13, Combat Expertise, Improved Feint	You use Bluff to make your opponent chase you.
Pirate Trick	—	You can one of several pirate tricks.
Pommel Strike	—	You strike your opponent with the pommel of your weapon and deny their Dex bonus.
Powerful Cleave	Str 13, Cleave, Power Attack, orc, base attack bonus +6	You deal additional damage while cleaving.
Reckless Attack	Str 13, Power Attack, base attack bonus +1	You take a penalty to AC to guarantee a threat if you hit.
Run 'im Through	Weapon Finesse, base attack bonus +6	You deal +1d6 precision damage with light weapons on a critical hit.
Savage Storm	Power Attack, base attack bonus +4	You deal +1d4 points of damage on the first round of combat.
Slings and Arrows	Weapon Focus (bow, crossbow or sling), halfling	Once per day, you gain a competence bonus to an attack roll.
Sudden Storm	Str 15, Power Attack, orc, base attack bonus +8	You deal additional damage in a surprise round.
Swift Storm	Str 13, Power Attack, orc, base attack bonus +11	You may deal multiple attacks in a surprise round.
Thundering Storm	Power Attack, base attack bonus +7	You may forgo damage in the first round to daze opponents.
Uncontrolled Fury	Must not have rage as a class ability, dwarf	You can enter a state of rage like the spell.
Unpredictable Behaviour	Acrobatics 4 ranks, half-elf	You gain a +3 bonus to attack rolls in the first round of combat.
Versatile Weapon Training	Proficiency with the selected weapon, human, base attack bonus +5	You gain a flexible benefit as a move action.
Swift Versatile Weapon Training	Versatile Weapon Training, proficiency with the selected weapon, human, base attack bonus +10	You may use Versatile Weapon Training as a swift action.

General Feats	Prerequisites	Benefit
Able Drinker	Con 15	You suffer no ill effects from alcohol.
Adaptable	Halfling	Treat a skill as a class skill or a weapon as proficient.
Additional Costume	Dancer's costume class feature	You have mastered an additional costume.
Additional Dances	Awalim dance class feature	You learn two awalim dance or grade upgrades.
Advanced Energy Resistance	Energy resistance racial characteristic	One of your resistances increase to 15.
Ultimate Energy Resistance	Advanced Energy Resistance or an energy resistance of 15	You energy resistance increases to 30.
Afficionado	Int 15, human	Gain a +2 bonus on Knowledge class skills.
Always Prepared	Quick Draw, Step Up, human	You react quickly after losing your weapon.
Ancestral Understanding	Elf	Two skills become class skills.
Ancient Lore	Breadth of Experience, elf	You may reroll Knowledge checks.
Animal Friends	Cha 11, gnome	You can use <i>summon minor ally</i> 1/day.
Beyond Reproach	Cha 13	Others prefer not to attack you.
Bloody Sacrifice	Ability to summon a familiar, 5th level caster	You sacrifice your familiar to gain access to spent spell slots.
Body Hardening	Con 13, Toughness	You gain a +2 bonus against tactical maneuvers; your bones are +1 hardness and +3 hit points
Improved Body Hardening	Con 15, Body Hardening, Toughness	You gain an additional +2 bonus against tactical maneuvers.
Greater Body Hardening	Con 17, Improved Body Hardening, Toughness	You gain an additional +2 to Fortitude saves vs. tactical maneuvers.
Superior Body Hardening	Con 19, Greater Body Hardening, Toughness	You gain an additional +2 to Fortitude saves vs. tactical maneuvers.
Brutish Charm	Diplomacy 1 rank, Intimidate 1 rank, orc	You do not suffer penalties on Charisma-based checks due to negative Charisma modifiers.
Cautious Crafter	—	You never risk poisoning yourself when crafting poison.
Critical Conduit	Deliver touch spells ability, familiar	The threat range on touch spells delivered by your familiar is doubled.
Hide in Crowds	Bluff or Diplomacy 2 ranks, Stealth 4 ranks, human	You gain a bonus to Stealth when in a crowd of humans.
Crowd Assassin	Hide In Crowds, favored enemy (human) class ability, human	You are able to kill easily in a crowd.
Cultured	—	You gain a bonus to Charisma checks with one or more humanoid subtypes.
Cursed Spellstrike	Cursed strike class feature	You may use cursed strike as an immediate action.
Death Rattle	ferocity or orc ferocity	You may make an immediate Intimidate check to demoralize opponent when you use ferocity.
Determined Student	Int 13, Skill Focus (one Knowledge skill)	You may have 1 more skill rank than normal in your class skills.
Disguise Poison	Craft (alchemy) 8 ranks	Your poisons are more difficult to detect.

Dwarffather's Boon	Dwarf, must worship a dwarven creator deity	You gain a +2 divine bonus to any two Craft or Profession skills.
Dwarven Lore	Skill Focus (Knowledge [any]), dwarf	You gain a +2 bonus on all Knowledge checks related to dwarven lore.
Eagle Friend	Cha 13, Animal Affinity, dwarf	You may call upon giant eagles to aid you.
Earth Song	dwarf	You gain a +2 bonus to Knowledge and Perform check with dwarven songs.
Earth Baritone	Earth Song, dwarf	You gain a +2 bonus on Perform and 2 extra rounds of bardic performance.
Elven Craftsmanship	Elf	Your crafts gain the elven special quality.
Elven Master Craftsmanship	Elven Craftsmanship, elf, 150+ years old	Your crafts gain both masterwork and elven qualities.
Eternal Hope	Halfling	You may reroll one save against a fear effects.
Inspiration to Others	Eternal Hope, halfling	You grant others a bonus to save against fear effects.
Exile	Dwarf	You gain several bonuses against the creature that drove you from your homeland.
Exotic Allure	Cha 16, orc	Your good looks catch enemies off guard.
Expanded Temporal Pool	Temporal pool class ability	Your temporal pool maximum is increased by 2.
Explorer Strike	Explorer's Outfit dancer's costume, 5th level awalim	You gain a competence bonus with thrown weapons.
Extend Poison	Craft (alchemy) 8 ranks	Your poison's frequency is increased by 2 rounds.
Extra Curse Pool	Curse pool class feature	You add three points to your curse pool.
Extra Dance	Awalim dance class feature	You can use your dance 6 additional rounds per day.
Extra Fragments	Reap class feature	Your max. number of fragments increases by 2.
Extra Item Slot	Non-humanoid body shape	You can use one magic item slot that is not normally available to you.
Extra Mors Opus	Mores opus class feature	You gain one additional mors opus.
Extra Time Control Trick	Time control trick class feature	You gain one additional time control trick.
Familiar Focus	Familiar	When your master uses a harmless spell on you it is cast at CL +1.
Farsight	Elf, keen senses racial characteristic	You gain a bonus to Perception checks and a Weapon Focus with a ranged weapon.
Fateful Trinity	Wis 12, Iron Will, 8th level infynyte	You may use two dice when you reroll to alter fate.
Favored Environment	Wis 12, elf	You gain a version of the ranger's favored terrain.
Life Sculptor	Craft (any) 4 ranks, Survival 4 ranks, Favored Environment (any), elf	You may grow masterwork items from the natural surroundings.
Natural Swimmer	Swim 6 ranks, Favored Environment (aquatic), elf	You can swim at your normal movement rate.
Pulse of the Wilds	Survival 4 ranks, Favored Environment (any), elf	You gain a bonus to detect hidden hostile creatures.
Tree Stepper	Favored Environment (forest), elf	You can move easily through the trees.

Will of the Wilds	Survival 4 ranks, Favored Environment (any), elf	You gain a +4 morale bonus to Will saves in your favored environment.
Favored Mors Opus	Mors opus class feature	You gain extra soul fragments to use a specific mors opus.
Flexible Spell-Like Ability	Planar bloodline	You may choose a different spell-like ability each day.
Flexible Training	Human, 1st level only	At each even level you, may select a feat to replace a previous selection.
Friendly Face	Cha 11, gnome	You gain a +3 Bluff and Diplomacy with strangers.
Gardener	Halfling	You gain a +2 bonus to Knowledge (nature) and Heal with herbal remedies.
Gifted Medium	Elf, able to cast divination spells	You can share your divinations with others that hold your hands.
God-Touched	Cha 13, may not have the domain class feature.	You can cast a 1st level spell from a clerical domain.
Gnome Magic	Gnome, gnome spell-like abilities	You gain a +2 DC bonus to your spell-like abilities.
Greater Gnome Magic	Gnome Magic, gnome, gnome spell-like abilities	You may use each of your gnome spell-like abilities 3/day.
Grandfather's Gift	Gnome, must worship a gnomish god	You gain a +2 bonus to Handle Animals and Perform (oratory).
Green Thumb	Gnome	You gain a +2 bonus to Knowledge (nature) and Profession (gardener).
Greenskin Leadership	Orc, 7th level character	You are able to raise of horde of goblin warriors.
Grit Your Tusks	Rage class ability, half-orc or orc	When you fail a saving throw while raging, you regain on round of rage.
Healer's Knife	Healer's Uniform dancer's costume, 5th level awalim	When wielding a light slashing weapon you may make a Heal check for your attack roll.
Heritage Compounds	Craft (alchemy) 5 ranks, elf	Your crafted alchemical items are more powerful.
Hidden Ancestry	Bluff 2 ranks, Disguise 2 ranks, half-elf	You ignore penalties to Disguise yourself as a different race or ethnicity.
Hypnotic Gaze	Any planetouched race	You can use <i>hypnotism</i> 1/day as a spell-like ability.
Impressive Beard	Dwarf	You gain a bonus to all Charisma checks.
Improved Learn Ranger Trap	Survival 8 ranks, Learn Ranger Trap	You learn one additional range trap and can use both extraordinary and supernatural versions of all your traps.
Improved Maneuverability	Ability to fly	Your fly maneuverability improves by one step.
Inclusive	Elf or human	You gain a +2 bonus to Knowledge checks to determine cultural norms.
Infinite Enemy Enmity	Hero points (3) or eternal enemy class feature	You gain a +1 bonus against creatures with hero points.
Journeyman Craftsman	Master Craftsman, gnome	Treat your Craft or Profession skill as 2 levels higher when craft magic items.
Laughter Is The Best Medicine	Heal 1 rank, Perform (comedy) 1 rank, gnome	You make it easier to treat patients who you can make laugh.

Learned Sleep Starvation	—	You sleep for 4 hours instead of 8 hours.
Luck O' The Leprechaun	Gnome	You gain a +1 luck bonus to initiative and one saving throw.
Skilled Artisan	Craftsman racial characteristic, dwarf	You may exceed your level in Craft skill ranks by +2
Master Artisan	Skilled Artisan, craftsman racial characteristic, dwarf	You may exceed your level in Craft skill ranks by +4.
Moist	Planetouched race with a water aspect	You gain a +2 bonus to Reflex saves to avoid catching fire and +2 bonus to Escape Artist.
Moon Runner	Low-light vision, elf	You gain darkvision 30 ft.
Natural Buoyancy	Fly 9 ranks, planetouched with air or fire aspects	You can fly with average maneuverability.
Natural Linguist	Half-elf, must be taken at 1st level.	You gain two languages for each point of intelligence modifier.
Pain Tolerance	Con 13	You can fight longer than you should.
Pantomine	Linguistics 2 ranks, half-elf	You can use Diplomacy with creatures that cannot speak your language.
Pass For Adopted Race	Adopted human	You gain a +10 bonus to Disguise as your adopted race.
Passing Interest	Human	You gain two redistributable bonus skill ranks.
Pearl Diver	Swim 5 ranks	You are an experienced swimmer.
Planar Years	Planar bloodline, 5th character level	You age at a slower rate.
Pleasant Scent	Planar bloodline	Use <i>calm emotions</i> 1/day as a spell-like ability.
Powerful Fetish	Steal image class feature	You gain a section image fetish.
Press Ganger	Profession (sailor) 1 rank, Weapon Focus (sap), base attack bonus +1	You gain a +2 bonus to Intimidate and deal +2 non-lethal damage again flat-footed opponents.
Reflective Gaze	Planar bloodline with an earth aspect, 4th character level	You may roll twice when forced to save against gaze attacks.
Reinforced Anatomy	Planar bloodline, 7th character level	You have a chance to resist critical hits and sneak attacks
Resilient Will	Iron Will, gnome	You gain a resistance bonus to illusions.
Riddle	Halfling	You gain a +2 bonus to Perform (oratory) checks to solve puzzles or riddles.
Rope Monkey	Climb 1 rank	You retain your Dex modifier while climbing.
Second Breakfast	Halfling	You gain temporary hit points for overeating.
See Me Not	Stealthy, gnome	You can hide in plain sight among taller folk.
Shared Battle Analysis	Battle analysis class feature	You may grant your battle analysis benefit to an ally.
Shield of Courage	Shield Proficiency	You gain a +2 moral bonus against fear.
Skillful	Gnome	You gain a +2 competence bonus on three skills.
Smoking	Halfling	Once per day, you gain a bonus to Knowledge checks while smoking.
Spell Sponge	Animal companion or familiar, share spells ability	When your master targets you with a harmless spell its duration is doubled.

Spell-Like Ability Evolution	Planar bloodline, a variable spell-like ability list	You can choose a different ability from your planar template.
Stonestrider	Rock stepper racial characteristic, dwarf	You move faster on rocky terrain.
Strength of Halflings	Halfling	You gain a +2 bonus to Sense Motive checks and to resist enchantments.
Sunworshiper's Specialty	Naturalist Look dancer's costume, 5th level awalm	You heal by lying in the sun.
Tail Attack	Planar bloodline with a tail	You gain a tail natural attack.
That Charming Smile	Diplomacy 5 ranks, human	You gain a +2 bonus to Diplomacy checks with new people.
Too Damn Cute	Halfling	Three times per day, you gain a divine bonus to Charisma checks.
Twinkle-Toes	Halfling	You gain a +2 competence bonus to Perform (dance) and Knowledge checks related to dance.
Underfoot	Dodge, halfling	You may move easily through squares occupied by other characters.
Unearthly Grace	Dex 15, elf	You gain a competence bonus to all Dexterity skill checks.
Versatile Worker	Craft 4 ranks, Profession 4 ranks or Perform 4 ranks, human	When making Craft, Perform, or Profession skill checks you can roll twice.
Wanderlust	Gnome	You gain a +2 bonus to Knowledge (geography) and Knowledge (local).

Item Creation Feats	Prerequisites	Benefit
Craft Sak Yant	Ki strike class ability	You can create Sak Yant tattoos.

Metamagic Feats	Prerequisites	Benefits
Elemental Penetration	Elf, 3rd caster level	Your spell ignores some energy resistance.
Familiar Spell	Spellcaster with the familiar class feature	You can transfer a prepared spell to your familiar.

Style Feats	Prerequisites	Benefits
Gemini Style	Improved Unarmed Strike, Weapon Focus (any), half-elf, base attack bonus +1 or 1st level monk	You are treated as having a free hand while wielding your weapon.
Gemini Spirit	Improved Unarmed Strike, Dazzling Display, Gemini Style, Weapon Focus, half-elf, base attack bonus +6 or 3rd level monk	You gain concealment while performing a Dazzling Display.
Gemini Jumble	Improved Unarmed Strike, Dazzling Display, Gemini Spirit, Gemini Style, Weapon Focus, half-elf, base attack bonus +10 or 5th level monk	You may make a flurry of maneuvers.

Ancient Lore

Elves grow up hearing stories of ancient places and deeds that others have long forgotten.

Prerequisite: Breadth of Experience, elf

Benefit: The character may re-roll any Knowledge check they fail by less than 5. This can be done a number of times per day equal to their Int modifier + 3.

Animal Friends

You can summon several small animals to you once per day.

Prerequisite: Cha 11, gnome

Benefit: You can use *summon minor ally* 1/day as a spell-like ability. The caster level for this spell-like ability is equal to your character level.

Armed to the Teeth (Combat)

When properly armed you are a force to reckon with.

Prerequisite: Crack Shot

Benefit: When armed with a one-handed melee weapon in your primary hand and a one-handed firearm in your off-hand, you only take a –2 penalty on attack rolls made with either weapon.

Special: Selecting this feat counts as selecting Two-Weapon Fighting for the purposes of qualifying for other feats that have Two-Weapon Fighting as a prerequisite.

Belly Dancer's Blade (Combat)

Your weapon is part of your costume, empowering your dance.

Prerequisites: Belly dancer dancer's outfit, 5th level awalim.

Benefits: You gain a +2 competence bonus to attack and damage rolls with one light manufactured weapon. This bonus increases by +1 at 10th level, and again at 15th level and 20th level.

Special: This feat counts as Weapon Focus for the purposes of feat prerequisites.

Beyond Reproach

You are a master at convincing others you are innocent.

Prerequisite: Cha 13

Benefit: You exude an aura of tranquil serenity that makes others loath to attack you. Any intelligent creature that attempts to attack you suffers a –2 penalty on the attack and damage rolls so long as you do not have any weapons drawn that they can see and you and your apparent allies have not yet attacked that creature or its allies during the current encounter. This feat offers no

protection against anyone you have ever attacked. This is an extraordinary mind-affecting emotion effect.

Bite Attack (Combat)

You gain a bite attack.

Prerequisite: Fangs or reinforced teeth.

Benefit: The character gains a natural bite attack that does damage based on the character's size category: 1d4 for Small, 1d6 for Medium, and 1d8 for Large characters. Damage is multiplied by 2 for a critical hit.

This counts as a primary attack, or a secondary attack if the character is using a held weapon.

Biter (Combat)

A human's teeth, when tapered by a lifetime of use as a weapon, are quite dangerous.

Prerequisite: Wild children

Benefit: You gain a bite secondary attack that deals 1d4 + 1/2 Str damage

Bloody Sacrifice

Your minion will pay the ultimate price in your quest for power.

Prerequisite: Ability to summon a familiar, 5th level caster

Benefit: By sacrificing your familiar in a gruesome 10 minute ritual, you regain 5 levels of spell slots. If the familiar is of the 'Improved' variety, you regain 10 levels of spells.

Special: The sacrifice of an intelligent being is an evil act.

Bloody Swath (Combat)

You leave a trail of devastated foes in your wake.

Prerequisite: Orc

Benefit: When you score a critical hit against your opponent, you gain a +1 bonus on all damage rolls for a number of rounds equal to your Constitution modifier. This bonus can stack with itself if you confirm multiple critical attacks.

Body Hardening

A method of toughening the skin and bones, hardening them against impacts and increasing their strength.

Prerequisites: Con 13, Toughness

Benefit: You gain +2 to Fortitude saves against tactical maneuver effects (see *Strategists and Tacticians*) In addition, your bones gain +1 to hardness and +3 hit points.

Born Marine (Combat)

Trained in the dirty fighting techniques of corsairs and pirates, you create opportunities where none existed before.

Prerequisite: Swim 2 ranks, Weapon Focus (cutlass),

Benefit: You gain a +1 competence bonus on Acrobatics, Profession (sailor), and Swim checks. In addition, whenever you successfully disarm an opponent, you may spend one of your attacks of opportunity in the round to make a single attack against that foe using your highest attack bonus.

Braced Shield (Combat)

You can resist a charge, using their shield to break enemy momentum.

Prerequisites: Shield Focus, Shield Proficiency

Benefit: When using a shield, the character may ‘brace’ against a charge as a ready action. An opponent charging against a character with a braced shield loses their charging attack bonuses to attack and CMB. The character may either brace a shield or a weapon with the brace quality, not both.

Brilliant Tactician (Combat)

When examining a battlefield, you are adept at finding tactical advantages.

Prerequisite: Int 13, Cha 13

Benefit: As a full-round action, select one ally within 30 feet. That ally gains an insight bonus to his Armor Class or on his next attack roll equal to your Charisma bonus (minimum +1). This bonus lasts until the start of your next turn. Once you use this feat, you must wait 5 rounds before using it again.

Brutal Storm (Combat)

You charge into battle with a brutality that scatters foes before you.

Prerequisites: Str 15, Power Attack, base attack +1

Benefit: During the first round of combat, when you hit a creature your size or smaller, you can choose to deal no damage. If you forego damage, you instead push the target 5 feet directly away from you and knock the target prone, with a Fortitude save to avoid being knocked prone. If you score a critical hit, you can instead push the target 10 feet directly away from you and knock the target prone, with a Fortitude save to avoid the effect. The DC for the save is 10 + your base attack bonus. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the at-

tack roll has been made, but before the damage is rolled.

Special: You can only gain the benefits of one “Storm” Feat at any time.

Brutish Charm

A toothy smile and a flexed arm can do wonders, even off the battleground.

Prerequisite: Diplomacy 1 rank, Intimidate 1 rank, or

Benefit: You do not suffer penalties to Charisma-based checks due to negative Charisma modifiers. If you do not have a negative Charisma modifier, you gain +1 to all Charisma-based checks—but should your check fail, you do not get a retry for double the allotted time.

Cautious Combatant (Combat)

You do not risk poisoning yourself when wielding a poisoned weapon.

Benefit: You never risk poisoning yourself when applying poison to your weapon or when using a poisoned weapon in combat.

Normal: A character must make an exposure check when applying poison to a weapon. A character wielding a poisoned weapon exposes himself to the poison on a roll of a natural 1.

Cautious Crafter

You do not risk poisoning yourself when brewing poison.

Benefit: When crafting poison, you never risk poisoning yourself.

Normal: A character is exposed to a poison if they fail their Craft check by 10 or more when making a craft attempt.

Crack Shot (Combat)

Your skill at firearms allows you to maximize the weapon's usefulness even in melee.

Prerequisite: Weapon Focus (any firearm), base attack bonus +6

Benefit: When wielding a loaded firearm for which you have the Weapon Focus feat, you threaten adjacent squares. You no longer provoke attacks of opportunity when firing this weapon while in a threatened space.

Craft Sak Yant (Item Creation)

You are able to create magical martial tattoos.

Prerequisite: Ki strike class ability.

Benefit: You can create Sak Yant tattoos. Sak Yant are gained through fasting and prayer while the design is drawn on the flesh in the proper location. There are no

spells or caster level involved in this item crafting. The cost of the Sak Yant is for materials, but also a sacrifice as a show of dedication to the Sak Yant.

The Sak Yant is a special magical tattoo that imbues the bearer with power, but only so long as the prayer made to the tattoo is kept. Each day, the bearer must recite a prayer to each Sak Yant for 10 minutes per tattoo. If the bearer does not recite the prayer to her tattoo, the Sak Yant loses its power until the prayers are resumed. The Sak Yant is active constantly as long as the character has not missed their prayers. Each Sak Yant takes up a magic item slot. Any magic item worn in the same slot negates the magic of the Sak Yant. They are often worn openly as a sign of confidence and devotion.

The price given is for a basic Sak Yant. It is possible to craft exceptional Sak Yant that multiplies each bonus provided by the tattoo and the price of the enchantment. The bonus multiplier and cost multiplier of exceptional Sak Yant is given on Table: Exceptional Sak Yant.

Table 4.1: Exceptional Sak Yant

Cost Multiplier	Bonus Multiplier
x1	x1
x4	x2
x9	x3
x16	x4
x25	x5
x36	x6

The Sak Yant available are as follows:

- **Baramee Phra:** This Yant depicts a segmented circle. It protect wearers from devils, ghosts and all hazards. Once per day (or a number of times per day equal to the bonus multiplier for exceptional Yant Sak) the wearer can cast *protection from evil* on themselves, with a caster level equal to the number of times per day the spell can be used. **Slot:** Neck, Chest, or Body. **Base Price:** 300 gp.
- **Ganesh:** The Elephant King and Remover of Obstacles, this divine figure tramples whatever may impede his progress. The Ganesh Sak Yant grants the bearer +5 to any Strength roll to break items, including doors and walls. In addition, the bearer gains +2 to Sunder checks. **Slot:** Any except armor or shield. **Base Price:** 4000 gp.
- **Gao Yord, or 9 Spires:** The symbol of the path to enlightenment through self-examination and disci-

pline, the 9 Spires is very similar to the Hah Taew, though much larger and more intricate, as well as more powerful. It is almost always tattooed at the base of the neck (upper back) or on the abdomen. The bearer is granted a +1 competence bonus to all skill rolls and a +1 resistance bonus on all saving throws. The creator must have the ability to make Ki strikes that deals lawful damage to craft this tattoo.

Slot: Neck, Belt, or Body. **Base Price:** 7,000 gp.

- **Hah Taew, or 5 Sacred Lines:** A series of maxims in the ancient language, the Five Sacred Lines are a good luck charm and provide protection from evil spirits. It is often placed on the shoulder blades and is one of the most common Sak Yant found on women. The Hah Taew gives a +1 resistance bonus on all saving throws. **Slot:** Neck, Belt, Body, or Shoulder. **Base Price:** 1,000 gp.
- **Hanuman:** The heroic Monkey King of folklore, Hanuman was strong, agile, and most of all, cunning. He would use his agility to outmaneuver and outwit more powerful monsters encountered on his journeys. The Hanuman Sak Yant grants the bearer +1 enchantment bonus to Str and Dex, a +2 competence bonus to Acrobatics, and a +1 enchantment bonus on unarmed attacks. **Slot:** Any except armor or shield. **Base Price:** 5,000 gp.
- **Mae Tap:** The Commander, a legendary general known for her quick-thinking and ability to reverse the effect of ill fortune. The Mae Tap grants the bearer the ability, 1 times per day (or more for an exceptional Mae Tap), to choose to reroll any one d20 roll, and take the second result, regardless of whether it's higher or lower than the first. **Slot:** Neck, Chest, or Body. **Base Price:** 4000 gp.
- **Kao Yod:** This Yant is represented the nine holiness of the ultimate master, to protect the wearer from all dangers and weapons. This tattoo surrounds the wearer with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor. This counts as bracers of armor to effects that rely on or combine with that kind of item. **Slot:** Neck, Chest, or Body. **Base Price:** 1,000 gp.
- **Paed Dan, or 8 Sides:** An octagon with projecting spires, illustrating the 8 facets of the soul, with enlightenment in the center. Similar to the Paed Tidt, this is a protective spell. However, this protects the bearer from outward enemies. The Paed Dan grants the bearer the Uncanny Dodge ability. If she already possesses this ability, it becomes Improved Uncanny

Dodge. There are no exceptional Paed Dan. **Slot:** Neck, Chest, or Body. **Base Price:** 10,000 gp.

- **Paed Tidt, or 8 Directions:** An octagon illustrating the 8 stages of enlightenment and the soul's journey from darkness into light. It is meant to grant protection while traveling. The Paed Tidt grants the bearer a +2 competence to Perception and Survival rolls, and the movement cost to enter squares of difficult terrain are reduced by one (to a minimum of 1). Terrain penalties on daily movement are reduced by 25%. **Slot:** Neck, Chest, or Body. **Base Price:** 3,000 gp.
- **Tiger:** The apex predator of the jungle, the regal Tiger exhibits fearlessness, lethal attacks, and a palpable air of intimidation. The Tiger Sak Yant grants the bearer a enchantment bonus of +1 to attack and damage on unarmed attacks, a +1 morale bonus to Will saves against fear effects, and a +2 competence bonus to Intimidate. **Slot:** Any except armor or shield. **Base Price:** 4,000 gp.
- **Tong Mahara:** The Great Flag, incorporating the design of the royal house combined with the ayutthayan temple. It is said to bring good fortune, popularity, and even success in love. The Tong Mahara grants the bearer +1 to Charisma, and grants a +2 to Diplomacy checks. **Slot:** Any except armor or shield. **Base Price:** 2,000 gp.

Critical Conduit

You are deadly when delivering your master's magic.

Prerequisites: Deliver touch spells ability, familiar

Benefit: When delivering a touch spell for your master, the critical threat range of your touch attack is doubled. This feat does not stack with Improved Critical or other effects that increase critical threat range.

Crowd Assassin

A crowded street is like the shadows from which you strike.

Prerequisite: Hide In Crowds, favored enemy (human) class ability, human

Benefit: As a standard action while using Stealth to hide in a 100 foot area with more humans than your HD, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as bane), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the

total. After the attack, you can make a Stealth check with a -10 penalty to hide yourself as the source of the attack.

Cultured

You have studied and experienced the cultures of different races, gaining better understanding of their customs.

Benefit: Choose one, two, or three humanoid subtypes. You gain a +3, +2, or +1 bonus, respectively, on Charisma checks and Charisma-based skill checks (other than Use Magic Device) when dealing with members of your chosen humanoid subtypes. At 10th level, this bonus doubles.

Cursed Spellstrike

Your magic is infused with cursed power, insult to injury.

Prerequisite: Cursed strike class feature

Benefit: As an immediate action, you can use your cursed strike ability against a creature affected by your spells. Use this before determining the spell's effect. If the spell allows a saving throw, creatures that pass this saving throw are not affected by the cursed strike. If it does not, creatures are allowed a Will save DC 10 + 1/2 the brujo's level + his Charisma modifier to negate the effect.

Curved Bow Archer (Combat)

You are most comfortable with this unorthodox signature weapon in hand.

Prerequisites: Exotic Weapon Proficiency (curved bow), elf or human

Benefit: You do not suffer a -2 penalty to attacks with a curved bow, and switching grips between melee and ranged does not require an action for you. You can make ranged attacks with a curved bow while threatened without provoking attacks of opportunity.

Cutting Elbow (Combat)

An unarmed attack in which the elbow is used to slash open the flesh of their opponent.

Prerequisite: Int 13, Crocodile Lashing Its Tail, Improved Unarmed Strike, Muay Lopburi Style, Power Attack

Benefit: As a standard action, you can do an unarmed attack that does 1 point of bleed damage in addition to normal unarmed damage. This increases by +1 every 5 character levels.

Dead-Eye Shot (Combat)

Whenever you take extra time with a shot, you are deadly accurate.

Prerequisite: Far Shot, Precise Shot

Benefit: Before making a ranged attack, you may spend a move action to line up your shot to gain a +4 circumstance bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a 5-foot step, until after you make the attack or the benefit of this feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of this feat.

Death Rattle

Your last rage-filled scream is a death rattle. Your enemies cannot withstand the sound.

Prerequisite: ferocity or orc ferocity

Benefit: When you utilize your orc ferocity power, you may defiantly scream your last. Make an Intimidate check as a move action against all foes within 30 ft. who can hear your scream.

Defensive Shot (Combat)

When you fire a weapon while adjacent to an opponent, you do not draw an attack of opportunity.

Prerequisites: Dodge

Benefits: When firing a weapon while in an opponent's threatened area, you may take a -2 penalty to your base attack until the end of the turn in order to not draw an attack of opportunity from one opponent whose threaten area you are within.

Deflecting Shield (Combat)

You knock away blows from your vital areas, lessening the impact of especially powerful hits.

Prerequisites: Shield Focus, Shield Proficiency

Benefit: When using a shield, the character may as an immediate action attempt a Fortitude save against a critical hit, DC the attacker's confirmation roll. If successful, the hit is considered a regular hit and does normal damage. This can be done once per encounter.

Determined Student

You do not let the limitations of others undermine your learning.

Prerequisite: Int 13, Skill Focus (one knowledge skill)

Benefit: You may have a number of ranks in your class skills equal to your character level +1.

Normal: You may have a number of ranks in your skills

equal to your character level.

Dhoi Muay Training (Combat)

You have been trained in an ancient and mysterious martial technique.

Prerequisite: Improved Unarmed Strike

Benefit: You learn a single Dhoi Muay technique (as the ayutthayan monk class feature). You must either pick the first ability in a style, or any ability in a style where you already know the first ability.

Special: This feat can be picked multiple times. Each time, you learn a new Dhoi Muay technique.

Disguise Poison

You can craft poisons whose effects are hard to detect.

Prerequisite: Craft (alchemy) 8 ranks

Benefit: A creature exposed to a disguised poison does not know that they have been exposed to poison. Disguising a poison on hand requires a Craft (poisonmaking) check equal to the DC to create the poison + 3. The Craft DC modifier for disguised poison is +3. A creature affected by disguised poison is still aware of its obvious effects, e.g., that they feel weak or have become frightened.

Normal: Without this feat, a creature generally knows the damage a poison has caused them.

Special: A successful Heal check equal to the Fortitude DC of a disguised poison +5 will enable a character to diagnose the poison.

Dwarffather's Boon

Your hand and mind are guided by dwarven deities when it comes to working stone, gems or metal.

Prerequisites: Dwarf, must worship a dwarven creator deity

Benefits: You gain a +2 divine bonus to any two Craft or Profession skills associated with working stone, gems or metal. If you have 10 or more ranks in one of the chosen skills, the bonus increases to +4 for that skill.

Dwarven Lore

Your knowledge of dwarven lore and history is impressive.

Prerequisites: Skill Focus (Knowledge [any]), dwarf

Benefits: You gain a +2 competence bonus to any Knowledge skill check that specifically concerns dwarves, dwarven history, dwarven culture, dwarven religion, etc. The bonus increases to +4 if you have 10 or more skill points in the specific skill. This stacks with the Lorekeeper alternate racial trait.

Eagle Friend

The dwarves of your clan have an ancient friendship with giant eagles.

Prerequisites: Cha 13, Animal Affinity, dwarf

Benefits: Once per day, you can issue a shrill cry that may call forth a giant eagle to help you. This is not a magical summoning, and will only work if there is a giant eagle in the area – so it only works above ground and usually not in large cities. There is a base 55% chance of success, +5% for every +1 of Charisma bonus, up to a maximum of 95%. You may attempt the summons a number of times per day equal to your Charisma bonus, but once a summons is successful, you may not benefit from this feat again for 24 hours. A giant eagle that heeds your call will serve you in battle for a number of rounds equal to your Charisma bonus or in a non-combat role (such as serving as a mount) for a number of hours equal to your Charisma bonus.

Special: Should you ever mistreat, attack, or slay any type of eagle, you lose the benefit of this feat until you make amends with the leaders of the eagle clans.

Earth Baritone

Your voice is smooth and deep, capable of singing all traditional dwarven songs.

Prerequisites: Earth Song, dwarf

Benefits: You gain a +2 competence bonus to all Perform (sing) checks (+4 if you have 10 or more ranks in the skill). In addition, if you are a bard you can use your bardic performance two extra rounds per day. The bonuses stack with both Earth Song and Extra Performance.

Earth Song

You are very knowledgeable about traditional dwarven songs, and skilled at performing them.

Prerequisites: Dwarf

Benefits: You receive a +2 racial bonus on Knowledge (history) checks concerning dwarven songs and a +2 racial bonus on Perform checks when performing traditional dwarven songs. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Elemental Penetration (Metamagic)

Your energy spells penetrate the resistance of the target.

Prerequisites: Elf, caster level 3rd

Benefit: This feat may be applied to any spell with an energy subtype (fire, cold, sonic, etc.). The target's en-

ergy resistance is reduced by 1 point per caster level. An elemental penetration spell uses up a spell slot one level higher than the spell's actual level. Element penetration spells have no impact on creatures with immunity to an energy type, only resistance.

Elven Craftsmanship

Elven craftsmen put a great deal of time into their work, but are quite insistent that the end result is worth it.

Prerequisite: Elf

Benefit: Items created gain the 'Elven' special quality.

Special: Increase initial time taken to craft item by 50%.

Elven Master Craftsmanship

Items made by you are nearly priceless and will be passed down as heirlooms through generations.

Prerequisites: Elf, 150+ years old, Elven Craftsmanship

Benefit: Items created gain both the Elven and Masterwork special qualities. Further reduce the DC of the item to be enchanted by -4.

Special: Increase materials cost and initial time taken to craft item by 50%.

Equipment Trick (Half-Elven Stone Rope) (Combat)

You use this special half-elven tool effectively in combat.

Prerequisites: Half-elf, base attack bonus +1

Benefit: While wielding a half-elven stone rope, you may use any of the following equipment tricks if you meet the appropriate trick requirements. You treat a half-elven stone rope as a normal weapon or an improvised weapon, whichever is more beneficial for you.

- Bola Whip (Improved Trip): When making trip combat maneuvers, you may use a half-elven stone rope as a two-handed trip weapon with a 10 foot reach. The half-elven stone rope deals no damage when used in this way.
- Quick Climb (Climb 5 ranks): Better than a knotted rope tied to a grappling hook; when climbing a half-elven stone rope, you can climb at half-speed without suffering a -5 penalty on climb checks.
- Rope Trick (Equipment Trick [Rope]): The half-elven stone rope is, at its core, an improvement upon the layman's rope, and therefore can act as its substitute. Your half-elven stone rope counts as a rope for the purposes of the Equipment Trick (rope) feat. You must still meet the requirements of Equipment Trick (rope)'s tricks to perform them.
- Stone Flail (Martial Weapon Proficiency): You can

change your grip on a half-elven stone rope to turn it into a lethal weapon. As a move action, you can treat our half-elven stone rope as a flail until the beginning of your next round.

- **Shielding Rope Spin (Defensive Combat Training):** The combination of momentum and large, dense rocks makes the half-elven stone rope an effective shield with the right amount of effort. When using the total defense action while wielding a half-elven stone rope, you gain concealment against the attacks of a designated target.
- **Weighted Restraints (Improved Grapple):** If you use a half-elven stone rope to tie up a pinned opponent (see the Grapple rules for more information), the DC to escape the bonds is equal to 25 + your Combat Maneuver Bonus.

Eternal Hope

Nothing ever dampens your spirits – even as others fall into darkness, you always cling to hope.

Prerequisite: Halfling

Benefits: Twice per day, if you fail a Will save that would leave you cowering, frightened, panicked or shaken you may immediately make another saving throw. You must take the result of the second saving throw.

Exile

Decades or centuries of exile have left your clan stronger and stouter than most.

Prerequisites: Dwarf

Benefits: You gain a +1 circumstance bonus to Will saves, +1 hit point, and a +1 bonus to attacks versus the specific type of creatures that forced your clan from their homeland (such as dragons, orcs, hill giants, etc.). If more than one type of creature was involved in forcing your clan out, one must be chosen for the bonus to apply to. The bonuses stack with Iron Will, Toughness, and attack bonuses versus favored enemies.

Exotic Allure

When the pale-skins behold the awesome attributes of a character with orc blood, their hesitation engenders their end.

Prerequisite: Cha 16, orc

Benefit: When in combat with a group of non-orcs, who would find your character attractive, you gain a +3 bonus to initiative, and +1 to armor class for the first round of combat.

Expanded Temporal Pool

You have a deeper ability to control time.

Prerequisite: Temporal pool class feature.

Benefit: The maximum size of your temporal pool is increased by 2 points.

Special: You can gain Expanded Temporal Pool multiple times. Its effects stack.

Expert Dodger (Combat)

Your defensive training against giants has been honed for use against many opponents.

Prerequisite: Dodge, gnome

Benefit: You gain a +2 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat. This bonus replaces the +1 bonus from Dodge.

Explorer Strike

You're an expert with thrown weapons.

Prerequisites: Costume class feature with explorer clothes, 5th level awalim.

Benefits: You gain a +1 competence bonus on attack and damage rolls with thrown weapons. This increases by +1 at 10th level, and again at 15th level and 20th level.

Extend Poison

You can craft poisons that have extended frequency.

Prerequisite: Craft (alchemy) 8 ranks

Benefit: An extended poison has its frequency extended by 2 round if its frequency is measured in rounds, or by 2 minutes if its frequency is measured in minutes. Extending a poison on hand requires a Craft (alchemy) check equal to the DC to create the poison + 4. The Craft DC modifier for extended poison is +2.

Extra Curse Pool

You can curse many times, with deadly effect.

Prerequisite: Curse pool class feature

Benefit: Add three points to your curse pool. You may select this feat multiple times and each time adds an additional three points to your curse pool.

Extra Dance

You gain extra rounds of awalim dance.

Prerequisites: Awalim dance class feature.

Benefits: You can use your awalim dance class feature 6 additional rounds per day.

Special: You can select this feat several times, and the

benefits stack.

Extra Fragments

You are able to store more soul fragments.

Prerequisite: Reap class feature.

Benefit: Your maximum capacity of fragments increases by 2.

Special: You can select extra fragments multiple times, with stacking benefits.

Extra Item Slot

You are able to wear magic items more easily than other creatures of your kind.

Prerequisite: Non-humanoid body shape

Benefit: Choose one magic item slot not normally available to creatures with your shape. You can now use magic items in that slot.

Extra Mors Opus

Through exposure to the power of excised souls, you have learned how to perform a new trick with soul fragments.

Prerequisite: Mors opus class feature.

Benefit: You gain one additional mors opus. You must meet all of the prerequisites for this mors opus.

Special: You can gain Extra Mors Opus multiple times, gaining a different mors opus each time.

Extra Time Control Trick

Through constant meditation and practice, you have learned how to perform additional tricks with time.

Prerequisite: Time control trick class feature.

Benefit: You gain one additional time control trick. You must meet all of the prerequisites for this time control trick.

Special: You can gain Extra Time Control Trick multiple times.

Familiar Focus

You are closely connected to your master's powers.

Prerequisite: Familiar.

Benefit: Whenever your master targets you with a harmless spell or spell-like ability, your master's effective caster level for the effect is increased by 1.

Familiar Spell (Metamagic)

You can imbue your familiar with a spell.

Prerequisite: Spellcaster with familiar class feature.

Benefit: You can transfer a prepared spell to your familiar, allowing the familiar to cast that spell at a later time.

Variables that rely on caster level function according to your caster level, not your familiar's Hit Dice, though your familiar's Intelligence may influence how precisely it can follow your instructions on how to use these spells.

Your familiar must be able to speak to cast spells with a verbal component (the ability to speak with its master or creatures of its kind is insufficient). Your familiar must be carrying any material or focus components necessary, unless the materials cost less than 1 gp and the spell is prepared with Eschew Materials. Attack rolls use your familiar's ability scores. A familiar spell counts against the number of spells you may prepare for as long as your familiar retains the spell. Once your familiar casts a retained spell, you can prepare a new spell in that slot the next time you prepare spells.

A familiar spell uses up a spell slot 3 levels higher than the spell's actual level. Your familiar can store a number of spell levels (including this modifier) equal to your caster level, but no spell's adjusted level can exceed half your caster level.

Special: If you are a spontaneous caster, you must select a specific spell with which to imbue your familiar; you cannot imbue your familiar with an open spell slot.

Farsight

When properly trained, an elf's eyes are as keen as a hawk's, with little blur or uncertainty due to distance.

Prerequisite: Elf, Keen Senses racial characteristic.

Benefit: You gain a +2 bonus to Perception. If the character also has Weapon Focus with a ranged weapon, they gain an additional +2 competence bonus to attack targets past the first range increment with that weapon.

Fateful Trinity

He saw a face looking back at him in the mirror, and another behind that, and another behind that...

Prerequisite: Wis 12, Iron Will, 8th level infinity

Benefit: When using the alter fate class feature, you may roll two dice when you reroll, and take the best roll of the three.

Favored Environment

Your elven heritage has given you a special affinity for the lands of your people.

Prerequisites: Wis 12, elf

Benefit: Choose a natural terrain from the ranger's favored terrain list. You gain a +1 morale bonus to initiative, Knowledge (geography), Perception, Stealth, and

Survival checks when in this terrain.

Special: If you select this feat at first level you may alter your weapon familiarity options if you possess that racial trait as follows:

- If you selected aquatic, you may exchange longsword proficiency for trident.
- If you selected cold or swamp, you may exchange the longsword and rapier proficiencies for hand axe and trident.
- If you selected forest or jungle, you may exchange the longsword and rapier proficiencies for the starknife and throwing axe.
- If you selected mountains or plains, you may exchange the longsword and rapier proficiencies for the warhammer and throwing axe.
- If you selected desert, you may exchange longsword and rapier proficiencies for scimitar and scizore.
- If you selected underground, you may exchange all bow proficiencies for light, heavy, and hand crossbow proficiencies.

Favored Mors Opus

You possess a special reserve of soul fragment power that can be used to trigger some mors opus powers.

Prerequisite: Mors opus class feature.

Benefit: Select one mors opus you know with a soul fragment cost. Each day you gain 3 extra soul fragments for the purpose of activating that mors opus alone. These conditional fragments are not useable for anything else.

Special: You can select Favored Mors Opus multiple times. Each time you take this feat, it applies to a new mors opus.

Ferocious Maneuver (Combat)

With your last breath, you call on anger deep inside of yourself to accomplish your goals.

Prerequisites: Con 16, orc, ferocity or orc ferocity

Benefit: When orc ferocity is active, you do not provoke attacks of opportunity with Bull Rush, Disarm, Steal, Sunder or Trip attempts.

Ferocious Storm (Combat)

With your last breath, you join the battle in earnest.

Prerequisites: Con 16, orc, ferocity or orc ferocity

Benefit: When orc ferocity is active, the half-orc may activate one "Storm" Feat that he knows, as if it were the first round of combat.

Ferocious Strike (Combat)

Dying only pisses you off.

Prerequisites: Con 16, orc, ferocity or orc ferocity

Benefit: When orc ferocity is active, any attacks you make do an additional +1d4 damage. This damage is multiplied on a critical hit.

Ferocious Tenacity (Combat)

The cries of your vanquished enemies provide you with the necessary grit to continue the fight.

Prerequisites: Con 16, orc, orc ferocity, base attack bonus +10

Benefit: When orc ferocity is active and you reduce an enemy to 0 or fewer hit points, you may maintain consciousness for 1 additional round. You are still disabled but may continue to fight. If, during this next round, you reduce another enemy to 0 or fewer hit points, you may continue to maintain consciousness. This may be continued until you fail to defeat an enemy, at which point you fall unconscious and begin dying as per normal.

Firm Grip (Combat)

Your hands are extremely strong and can hold things as firmly as a vice.

Prerequisites: Weapon Focus (any light blade).

Benefits: When using a light weapon to bind or disarm an opponent you gain a +2 competence bonus to your CMB.

Fists of Stone (Combat)

Your fists hit as though they are made of stone.

Prerequisites: Improved Unarmed Strike, dwarf.

Benefits: When making an unarmed attack, you gain a +2 damage bonus, increasing to +4 at 10th Hit Dice. This stacks with all other bonuses to unarmed attack damage. This applies to either lethal or non-lethal damage, depending on which you are inflicting.

Flexible Spell-Like Ability

You have a broader range of choices from your spell-like abilities.

Prerequisite: A spell-like ability drawn from a list of possible choices, planar bloodline.

Benefit: The character can choose to use a different spell-like ability from their template's list each day. A character who takes this feat forfeits their template's racial skill bonuses.

Normal: A character from a planar bloodline in this

book usually gets to choose one spell-like ability from their template's list, and the choice is permanent.

Flexible Training

You contend with your wavering interest in your training.

Prerequisite: Human, 1st level only

Benefit: At every even level, you can choose to learn a new feat in place of a feat you already learned. In effect, you lose the old feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. You can only change one feat at any given level and must choose whether or not to swap the feat when you level up.

Frying Pan Mastery (Combat)

You can fry fish or smash goblins with your trusty frying pan.

Prerequisites: Catch Off-Guard, halfling

Benefits: You are so proficient at using your frying pan in combat that you receive a +2 bonus to attack with it, and each successful hit delivers 1d6 + Str bonus damage.

Foe Hammer (Combat)

In your hands, a bludgeoning weapon is far more than a simple, brutish tool used to pound foes into submission.

Prerequisite: Base attack bonus +1

Benefit: While you rely on brute force to maximize the sheer power of a bludgeoning weapon your skill allows you to deliver that force with surprising precision. You may slam a foe in the gut or crack his skull to impair his fighting ability. You may use a full-round action to make a single attack with a cudgel at your best base attack bonus.

If you hit and inflict damage, your foe must succeed at a Fortitude save (DC 10 + half damage inflicted) or suffer a –2 circumstance penalty to attacks until the end of his next turn. This ability does not affect creatures immune to pain

Friendly Face

There is something about your face that people recognize and trust.

Prerequisite: Cha 11, gnome

Benefit: You gain a +3 bonus to Bluff and Diplomacy checks involving complete strangers. You cannot benefit from this bonus if you have previously met the person.

Gardener

You are a master gardener, familiar with all sorts of flowers,

plants and vegetables, and their herbal healing properties.

Prerequisite: Halfling

Benefits: Your knowledge of flowers, plants and vegetables grants you a +2 competence bonus on all Knowledge (nature) checks and on all Heal checks when you use herbal remedies. If you have 10 or more ranks in either skill, the bonus increases to +4 for that skill.

Gemini Jumble (Combat)

When you choose to control a target rather than damage it, you fight far more effectively.

Prerequisites: Half-elf, Dazzling Display, Gemini Spirit, Gemini Style, Improved Unarmed Strike, Weapon Focus, base attack bonus +10 or monk level 5th

Benefit: When making a full attack or a flurry of blows, if you substitute all your melee attacks for combat maneuvers, you use your highest attack bonus on all attacks. If you are wielding the weapon in which you have Weapon Focus, you are considered both armed and unarmed, whichever is more beneficial.

Gemini Spirit (Combat)

You move like a specter when demoralizing your foes.

Prerequisites: Improved Unarmed Strike, Dazzling Display, Gemini Style, Weapon Focus, half-elf, base attack bonus +6 or 3rd level monk

Benefit: When performing a Dazzling Display, you gain concealment until the beginning of your next turn.

Gemini Style (Combat, Style)

You alternate between two distinct fighting patterns without pause for thought.

Prerequisites: Improved Unarmed Strike, Weapon Focus, halfling, base attack bonus +2 or monk level 1st

Benefit: While wielding the weapon in which you have Weapon Focus, your hand (or one of your hands if wielding the weapon with two hands) is considered free and can be used to perform actions that require a free hand (such as the Snatch Arrow feat) or to hold (but not wield) another item.

Gifted Medium

You may share your gifted sight with others.

Prerequisites: Elf, able to cast divination spells

Benefits: One or more willing creatures (up to your caster level) may join hands with you during the casting of any divination spell. For the duration of the spell, as long as all participants maintain in physical contact, they can see, hear, or otherwise sense exactly what you sense

as a result of your divination spell. If any participant breaks physical contact, the spell ends immediately.

God-Touched

You have learned to draw on a bit divine power that was grace upon you by the gods of the world..

Prerequisite: Cha 13, must not have the domain class feature.

Benefit: Choose a clerical domain. You can cast the 1st-level spell from that domain once per day as a spell-like ability. Your caster level for this ability is equal to your character level. You gain no other benefit from that domain.

Gnome Magic

You are more proficient with your innate gnomish magic.

Prerequisite: Gnome, gnome spell-like abilities

Benefit: Increase the DC of saving throws versus your spell-like abilities by +2.

Grandfather's Gift

A gnomish god has gifted you with a variety of talents.

Prerequisites: Gnome, must worship a gnomish god

Benefits: You gain a +2 divine bonus to Handle Animal and Perform (oratory). If you have 10 or more ranks in one of the skills, the bonus increases to +4 for that skill.

Greater Bind (Combat)

After you bind an opponent's weapon you may take advantage of the situation.

Prerequisite: Dex 13, Improved Bind, Lightning Reflexes, base attack bonus +6

Benefit: You receive a +2 bonus on checks made to bind a foe's weapon or shield. This bonus stacks with the bonus granted by Improved Bind. When you have bound an opponent's weapon, the threat range of your next attack against the opponent is doubled, as if you possessed Improved Critical for this attack.

Greater Body Hardening

Rigorous methods of body hardening leave the character's body even more resistant to harm.

Prerequisites: Con 17, Improved Body Hardening, Toughness

Benefit: You gain an additional +2 to Fortitude Saves against tactical maneuver effects (see Strategists and Tacticians).

You also gain an additional +1 to bone hardness and +3 bone hit points. In addition, you get another +1

bonus to unarmed damage and +2 to sunder or bone break attempts with unarmed attacks. Finally, you gain a DR 2/-, which stacks with any other DR you may gain from other abilities.

Combat Maneuver: Bind

You can attempt to bind your opponent's weapon or shield in place of a melee attack. If you do not have the Improved Bind feat, or a similar ability, attempting to bind a foe's weapon or shield provokes an attack of opportunity from the target of your maneuver. Attempting to bind a foe while unarmed imposes a -4 penalty on the attack and you must use both your hands to bind the weapon or shield.

If your attack is successful, your target's weapon or shield is bound and may not be used until they successfully break it free or the item is dropped. While in a bind, neither you nor your opponent may use your bound weapons or shield. Bound shields provide no shield bonus to armor class while bound. During your opponent's turn they use an attack action to make an Escape Artist check or Combat Maneuver check against your CMD to break their weapon or shield free.

Greater Gnome Magic

You can use your spell-like abilities more times per day than most other gnomes.

Prerequisites: Gnome, Gnome Magic, gnome spell-like abilities

Benefits: You may use each of your gnome spell-like abilities 3/day.

Normal: Spell-like abilities can only be used 1/day.

Green Thumb

You are especially at home in the garden and quite capable of raising exquisite vegetables.

Prerequisite: Gnome

Benefit: You gain a +2 bonus to Knowledge (nature) and Profession (gardener). If you have 10 or more ranks in one of the skills, the bonus increases to +4 for that skill. Also, you can earn three-quarters of your Profession (gardener) check result in gold pieces per week of dedicated work.

Normal: You can earn half your Profession check result in gold pieces per week of dedicated work.

Greenskin Leadership

Many goblins flock to the banner of orcs or their kin, cowed by their cruelty and frenzied by their ferocity.

Prerequisite: Orc, 7th-level character

Benefit: This feat functions identically to the feat Leadership (whose total contents are not reproduced here), with the following exceptions:

Your cohort and followers must be of the orc or goblinoid subtype.

Leadership Score: Your base Leadership score equals your level plus your Charisma modifier. These following outside factors can affect your Leadership score.

Leader's Reputation	Modifier
Great renown	+2
Special power	+1
Cruelty	+1
Failure	-2
Kind and forgiving	-2
Cowardice	-2

The Leader...	Modifier
Has a familiar, special mount, or animal companion	-2
Has a Good alignment	-2
Recruits a cohort with a Good alignment	-2
Has a stronghold, base of operations, guild-house, etc.	+2
Moves around a lot	-1
Caused the death of other followers	+1
Gives pillage rights to followers	+2

You may use your Strength bonus instead of your Charisma bonus to determine the effects of this feat.

Special: You may not have both the Leadership and Greenskin Leadership Feats.

Grip of Stone (Combat)

They can have your axe when they pry it from your cold, dead hands.

Prerequisites: Str 13, Improved Disarm, dwarf

Benefits: You gain a +4 bonus to your CMD against disarm attempts, but gain no extra bonus to CMB for making a disarm attempt. This stacks with Improved Disarm and Greater Disarm.

Grit Your Tusks

When scorched by fireballs, tricked by glamers, or poisoned by venom, you grit your tusks together and howl with fury.

Prerequisite: Half-orc or orc, rage class feature

Benefit: When you are raging and you fail a saving throw, you regain 1 round of rage (up to your maximum for the day). You can only gain this benefit once per round.

Hard to Kill (Combat)

You are especially hard to kill.

Prerequisites: Con 13, Dwarf, Diehard, Toughness,

Benefits: When you reach zero hit points, you may make a Will save each round with a DC of 15 plus the number of hit points below zero you currently are at to remain conscious (e.g. if you are currently at -3 hit points, the save DC would be 18). You lose 1 hit point each round you remain conscious in addition to any other damage taken and you gain the staggered condition. This can be done once per day. When you reach a number of negative hit points equal to or greater than your Constitution score, you die.

Healer's Knife

You're just as good at opening wounds as you are at closing them.

Prerequisites: Dancer's costume class feature with healer's uniform, 5th level awalim.

Benefits: When wielding a light slashing weapon, you can make a Heal check in place of an attack roll. This automatically fails on a natural 1 and automatically succeeds on a natural 20, as normal for an attack roll.

Heritage Compounds

You create potent new compounds.

Prerequisites: Craft (alchemy) 5 ranks, elf

Benefit: You can imbue alchemical items you create with one of the listed properties. The alchemical item retains this additional effect for 24 hours, after which time it becomes a standard version of the alchemical item. Adding a property has no effect on the item's cost, price, creation time, or the DC of the Craft (alchemy) skill check.

- +1 to the alchemical item's DC;
- +1 to hit with the alchemical item;
- +50% damage on a direct hit;
- +50% to the duration of the alchemical item's effect.

Hidden Ancestry

Your particular blend of elven and human traits creates the illusion of a distinct race.

Prerequisites: Bluff 2 ranks, Disguise 2 ranks, half-elf

Benefit: You ignore the penalty to Disguise checks for attempting to disguise as a different race or ethnicity. A Bluff check to lie about your race or ethnicity is one step more believable than normal. For example, claiming not to be a half-elf is considered a believable lie rather than unlikely, claiming to be an enlarged halfling is unlikely rather than far-fetched.

Hide in Crowds

You use your standing as the most popular race to disappear among your kind.

Prerequisite: Bluff or Diplomacy 2 ranks, Stealth 4 ranks, human

Benefit: You gain a bonus to Stealth checks equal to the number of humans within a 100 ft radius centred on you, up to a number of humans (excluding you) equal to your HD/2. When there are more humans than your HD within 100 ft, you can use Stealth to hide while being observed, similar to a ranger's hide in plain sight ability.

Hypnotic Gaze

Your gaze can be used to mesmerize others.

Prerequisite: Any planetouched race

Benefit: The character's unusual eyes can fascinate others who stare into them. The character is able to use *hypnotism* 1/day as a spell-like ability, cast as a sorcerer of their class level. The target must be within 10 feet of the character and looking at them to be affected.

Impressive Beard

Your beard draws attention everywhere you go.

Prerequisites: Dwarf

Benefits: Your beard is so impressive that you gain a +1 circumstance bonus to Charisma-based skill checks.

Special: If you ever lose your beard you lose the benefits of this feat until the beard grows back. You cannot have the Impressive Beard feat and Unbearded flaw at the same time.

Improved Bind (Combat)

You are more skilled at binding an opponent's weapon.

Prerequisite: Dex 13, Lightning Reflexes.

Benefit: You do not provoke an attack of opportunity when performing a bind combat maneuver. In addition,

you receive a +2 bonus on checks made to bind a foe's weapon or shield. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bind your weapon or shield.

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

Improved Body Hardening

More intensive body hardening, building callouses and using repeated micro-fractures to increase bone density.

Prerequisites: Con 15, Body Hardening, Toughness

Benefit: You gain an additional +2 to Fortitude Saves against tactical maneuver effects (see *Strategists and Tacticians*). In addition, your bones gain another +1 to hardness and +3 hit points. You also get a +1 bonus to unarmed damage from your hardened bones and +1 to sunder or bone break attempts with unarmed attacks.

Improved Learn Ranger Trap

Your skill with traps is extensive.

Prerequisites: Learn Ranger Trap, Survival 8 ranks.

Benefit: You learn one additional ranger trap and can now use both extraordinary and supernatural versions of any ranger traps you know.

Improved Maneuverability

You are able to move easily and gracefully through the air.

Prerequisite: The ability to fly.

Benefit: The character's maneuverability improves by one category each time this feat is taken.

Normal: Maneuverability remains unchanged for most flying creatures, given their natural dimensions and limitations.

Special: This feat can be chosen more than once, though it cannot grant more than perfect maneuverability.

Improved Savage Storm (Combat)

Your heart sings during the initial clash of arms and armor.

Prerequisites: Str 15, Power Attack, orc, base attack bonus +7

Benefit: You add an additional 1d8 points of damage to every melee attack you make during the first round of combat. This damage is not multiplied on a critical hit. This Feat replaces the effects of Savage Storm.

Special: You can only gain the benefits of one "Storm" Feat at any time.

Improved Thundering Storm (Combat)

With a screeching war cry, your first blow in battle stuns

your foe.

Prerequisites: Power Attack, Thundering Storm, orc, base attack bonus +11

Benefit: During the first round of combat, you may choose to forego damage with any of your attacks to make an attempt to stun your opponents. If your attack hits, you do no damage, but your opponent must make a Fortitude save. The DC of this save is 10 + your base attack bonus. If your opponent fails to save, he is stunned for 1 round. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

Special: You can only gain the benefits of one “Storm” Feat at any time.

Inclusive

Your willingness to accept creatures of different backgrounds allows you to learn their customs more easily.

Prerequisite: Elf or human

Benefit: You gain a +2 bonus on Knowledge (local) checks to determine a humanoid creature’s racial or cultural norms. Additionally, once per day as an immediate action, you can reroll a failed Charisma-based skill check against a creature whose racial or cultural norms you have previously determined. This check is made after the results are revealed and does not negate the results of the first check but adds to them. For example, if you fail a Diplomacy check to improve the attitude of a creature by enough to decrease its attitude, re-rolling will not negate the decrease in attitude but grant you a new opportunity to improve their attitude.

Infinite Enemy Enmity

The nameless knight, last of his race, faced his tormentor across the valley, two titans of destiny locked in eternal combat.

Prerequisite: Hero points (3) or eternal enemy class feature

Benefit: You gain +1 to hit and damage against any opponent that possesses or has spent hero points. This feat can be taken many times, and the effects stack.

Inspiration To Others

Your hope is so strong that you are often able to drag others from the darkness with just a few inspirational words.

Prerequisites: Eternal Hope, halfling

Benefits: Once per day, you can inspire your companions to hope by providing them with a +4 circumstance bonus to any Will save that would leave them cowering,

frightened, panicked or shaken. You may affect a number of companions equal to your Charisma bonus, to a maximum of 4, all of whom must be within 30 feet of you and be able to see and hear you. The decision to use this feat must be made before any companion rolls their saving throw.

Journeyman Craftsman

You can craft fine magic weapons, armor and other items even though you are not a spellcaster.

Prerequisite: Master Craftsman, gnome

Benefit: Treat your ranks in any Craft or Profession skill as 2 higher than they actually are for the purposes of determining your effective caster level when crafting magic arms and armor or wondrous items.

Knife Trick (Combat)

You can do surprising things with a knife.

Prerequisite: Int 13, Combat Expertise, Improved Feint, Quick Draw, base attack bonus +1.

Benefit: Whenever you draw a light weapon, you may feint your opponent as a swift action. You must wait 5 rounds between each use of this feat.

Last Ditch Effort (Combat)

You can throw all caution to the wind and make a final desperate strike to defeat your enemy.

Benefit: As a full-round action, you may make a single attack at your highest attack bonus with a melee weapon with which you are currently armed. You gain a +4 circumstance bonus to the attack roll and if you threaten a critical, you automatically confirm it. Until the end of your next turn, you take a –4 circumstance penalty to your AC and you may only take a standard or move action on your next turn.

Laughter Is The Best Medicine

Your humor is so joyful that it actually helps your patients heal.

Prerequisites: Heal 1 rank, Perform (comedy) 1 rank, gnome

Benefits: Make a Perform (comedy) check against your patient’s Will save. If you meet or exceed your patient’s total, you lower the DC of a Heal check by 1. The Heal check must be made immediately after the Perform (comedy) check. For every 5 points higher than the patient’s Will save, you lower the Heal check DC by another 1 to a maximum of –5.

Leaping Strikes (Combat)

Unarmed attack techniques including leaping into the air as part of the strike.

Prerequisite: Dex 13, Str 13, Improved Unarmed Strike

Benefit: You take a -2 to attack and -2 to AC penalty during your round, but add double your strength bonus to damage with unarmed strikes. This applies to all leaping strikes that are part of other martial arts techniques (as described). Doing a leaping strike is a standard action unless otherwise stated, but only one attack per round gains the benefits of Leaping Strikes. The penalties and bonuses stack with Power Attack.

Learned Sleep Starvation

You intentionally deprive yourself of more and more sleep until you require half as much sleep to function.

Benefit: As long as you sleep for 4 hours, you gain all the benefits of 8 hours of sleep except for hit point recovery.

Life Sculptor

Unlike the intrusive and destructive craftsman of other races, you have learned to coax living creations directly from natural materials of your homeland.

Prerequisites: Craft (any) 4 ranks, Survival 4 ranks, Favored Environment (any), elf

Benefit: You can use any Craft skill to “grow” structures or items directly from the living materials of your favored terrain. The buildings and items are grown from wood, stone, coral, crystal, ice, glass, etc. as appropriate for your favored terrain. All such structures and items are considered masterwork. Creation times are quadrupled; you make only one-fourth the progress with any weekly Craft check. However, you pay no raw material cost, even if you choose to include additional masterwork components. However, if the Craft check is failed, the work is ruined and you must shape the item again from the beginning. Living sculptures are never found on the open market, and elves deal harshly with those who attempt to profit from their sale.

Luck O’ The Leprechaun

Your mother always claimed her great-greatgrandfather was a leprechaun.

Prerequisites: Gnome

Benefits: You gain a +1 luck bonus to initiative checks and to one saving throw type (Fortitude, Reflex, or Will).

Luring Retreat (Combat)

You know how to make yourself an irresistible target in melee combat.

Prerequisite: Int 13, Combat Expertise, Improved Feint.

Benefit: Whenever you move away from an opponent that threatens you while you are fighting defensively, using the total defense action, using the withdraw action, or using Combat Expertise, you can lure the foe after you with a Bluff check as an immediate action.

Use the rules for feinting, but if you succeed, instead of the usual effect, your target must move to threaten you again during his next turn if able. The effect ends if the creature is unable to do so or attempting to do so would harm it.

Master Artisan

You are renowned as a master crafter in your society.

Prerequisites: Skilled Artisan, craftsman racial characteristic, dwarf

Benefits: You may increase the number of skill points you put into a chosen Craft skill to your Hit Dice +4.

Normal: You may only put a number of skill points into a skill equal to or less than your hit dice.

Special: This feat can be taken multiple times, choosing a different Craft skill each time.

Moist

It is difficult for you to chance fire and easier to slip away.

Prerequisite: Planetouched race with a water aspect

Benefit: The character’s naturally moist condition grants them a +2 racial bonus on Reflex saves to avoid catching on fire (either from magical or natural effects) and a +2 racial bonus to all Escape Artist checks. If they have 10 or more ranks in Escape Artist, the bonus increases to +4 for that skill.

Moon Runner

Accustomed to the night, you have surpassed your people’s usual ability to see in the dark.

Prerequisites: Low-light vision, elf

Benefit: You gain the benefit of darkvision 30 ft. Vision distances beyond that benefit from low-light vision, as normal.

Natural Buoyancy

You have gained the ability to fly from your heritage.

Prerequisite: Any air or fire planetouched race, Fly 9 ranks.

Benefit: The character has developed enough of a natural buoyancy that they can fly at their base land speed with average maneuverability without any visible means of holding themselves in the air. A medium or heavy load that would affect land speed affects flight speed accordingly.

Normal: Some outsiders are held up by the element of air itself but such powerful buoyancy tends to be lost within a generation or two.

Special: This feat qualifies the character for feats related to flight, such as Flyby Attack, Hover, and Wingover.

Natural Linguist

Other languages come more naturally to you.

Prerequisites: Half-elf, must be taken at 1st level

Benefit: You gain two bonus languages for every point of Intelligence bonus, and learn two new languages for every rank invested in Linguistics.

Natural Swimmer

You are as adept under the waves as any natural sea creature.

Prerequisites: Swim 6 ranks, Favored Environment (aquatic), elf

Benefit: You can move at your normal movement rate while swimming.

Normal: You can only move at one-fourth your movement rate as a move action, and one-half your movement rate as a full-round action.

Pain Tolerance

You are highly resistant to pain.

Prerequisites: Con 13

Benefits: You may continue to act (you remain conscious) until you reach -5 hit points (instead of 0 hit points). In addition, you get a +2 circumstance bonus to all Fort saves and other rolls to resist interrogation based on torture.

Pantomime

Your inherent empathy allows you to convey meaning non-verbally.

Prerequisites: Linguistics 2 ranks, half-elf

Benefit: You can use Diplomacy against a creature that does not understand you. This includes creatures who do not speak any of your languages but not creatures with an Intelligence of 3 or less. A creature must have line of sight and be able to see you for you to use Diplomacy against that creature.

Normal: You cannot use Diplomacy against a creature that does not understand you.

Pass For Adopted Race

Your convincing behaviour masks the differences between you and your adopted race that a disguise cannot.

Prerequisite: Adopted human

Benefit: You receive a +10 bonus on Disguise checks to disguise yourself as your adopted race, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by your adopted race, you can take 10 on your Disguise check.

Passing Interest

You constantly make room in your memory for new information.

Prerequisites: Human

Benefit: You gain 2 bonus skill ranks. You can invest these skill ranks exactly like skill ranks gained from a class level. You cannot invest these skill ranks into any one skill if doing so would equal a number of skill ranks greater than your character level. Once per day, after getting 8 hours of sleep and spending 1 hour of dedicated study, you can retrain up to 2 ranks of skills. These do not necessarily need to be the skill ranks gained from this feat.

Pearl Diver

You are a practiced skin diver and are comfortable in underwater environments.

Prerequisite: Swim 5 ranks.

Benefit: You gain a +2 competence bonus on Swim checks and a +4 competence bonus on Constitution checks made to hold your breath. In addition, while underwater, you take no penalty on attack rolls and you deal normal damage when using slashing weapons. Finally, you retain your Dexterity bonus to Armor Class when off balance underwater. For details on underwater combat, see Aquatic Terrain in the *Pathfinder Core Rulebook*.

Pirate Trick (Combat)

You have learned on of the tricks to being a pirate.

Benefits: You gain one of the pirate tricks listed below.

- *Against the Rails:* The student receives a +4 competence bonus to CMB when using a trip attack combat maneuver.

- *Belay That!:* The student rolls 1d8 for damage when attacking an opponent with a belaying pin.
- *Dagger Ride:* By spending one move action, the student can drive a knife into a nearby sail and ride it to the deck (suffering no damage from the fall). While doing this, the student can attack someone below them at their full base attack bonus. If the attack succeeds, the student inflicts 1d6 damage for every 10 ft. the student descended (rounding down) total.
- *Death from Above:* If you are at least 10 ft. higher than an opponent, you may make a Reflex save (DC 15) to swing down and attack the opponent. If you succeeds in the Reflex save they may make one attack at you full attack bonus. If the attack succeeds, the attack deals damage normally, and the opponent is knocked prone. If you fails in your attack, you must make a Reflex save (DC 20) or become fall prone.
- *Hold Your Liquor:* The student suffers none of the effects of alcohol for 1 hour after consumption. In addition, the student gains a +2 competence bonus when attacking with a bottle or mug as an improvised weapon.
- *Kick Up:* The student may grab a weapon off the ground as a free action before they make an attack, provided they are standing right next to the weapon at the start of their turn.
- *Over the Side!:* Once per day, all friendly allies within a 30 foot radius gain +1 to all of their attack rolls, saving throws and skill checks until the end of the combat.

Special: You can gain Pirate Trick multiple times but each time you must select a new trick.

Planar Years

You age slower than other mortal races.

Prerequisite: Planar bloodline, 5th character level

Benefit: The character reflects the undying, unchanging nature of outsiders by aging at a slower rate than the norm for their base race. The character takes half again as many years to progress to each age category above adulthood. The maximum number of years that the character can live is improved by doubling the number of percentile dice that are rolled. For instance, an earthfolk dwarf with this feat would reach adulthood at 40, would be middle aged at 187, old at 282, venerable at 375, and would add 375 to 4d% to determine their maximum age.

Special: This feat cannot be taken more than once.

Pleasant Scent

You exude a calming scent.

Prerequisite: Planar bloodline.

Benefit: The scent that follows in the character's wake arouses pleasant memories and associations in others, whether they consciously realize it or not. The character can activate *calm emotions* as a spell-like ability and as sorcerer of their class level, 1/day. This ability only affects living creatures that are able to smell and are within 20 feet of the character, and the character gains +2 to their save DC versus creatures with Scent or a similarly enhanced sense of smell.

Pommel Strike (Combat)

You may surprise your opponent with a Pommel Strike when they least expect it.

Benefit: Instead of making a normal attack with your sword you may strike with the pommel. If you hit, you inflict 1d4 points of nonlethal damage and the target is denied their Dex bonus to AC until next round.

Special: You may only use this Feat when fighting with a Weapon that has a shaft and handle.

Powerful Cleave (Combat)

You can cleave through foes with the base ferocity of your orc ancestors.

Prerequisites: Str 13, Cleave, Power Attack, orc, base attack bonus +6

Benefit: You receive a +1 bonus to damage whenever you make an attack with Cleave or Great Cleave.

Powerful Fetish

You festoon your person with fetishes, increasing your power over others.

Prerequisite: Steal image class feature

Benefit: You gain another image fetish, adding to the number of creature types that you gain armor class bonus against. You can take this feat more than once but each time you must select a different monster type.

Press Ganger

You are adept at "helping" people volunteer for service on a ship.

Prerequisite: Profession (sailor) 1 rank, Weapon Focus (sap), base attack bonus +1

Benefit: You gain a +2 competence bonus on Intimidate checks. When making a nonlethal attack against a flat-footed opponent, your attack deals +2 points of damage.

Pulse of the Wilds

Your understanding and feel for your environment allows you to discern when something is amiss.

Prerequisite: Survival 4 ranks, Favored Environment (any), elf

Benefit: By reading the signs and listening to the voices of the wilds of your favored terrain, you acquire a sixth-sense for danger. The greater the danger, the greater your feeling of dread. When traveling outdoors in the wilderness of your chosen terrain, you receive a bonus to your Perception check equal to the CR of any hostile creature. You receive this bonus when determining initial encounter distance, and anytime the creature is within 30 feet (if it is hiding, invisible, etc.). In a mixed group of hostile creatures, you only receive the bonus against the most dangerous one.

Reckless Attack (Combat)

You may leave yourself open to deliver a dreadful attack.

Prerequisite: Str 13, Power Attack, base attack bonus +1

Benefit: As a full-round action, you can choose to take a -2 penalty to your Armor Class and make a single melee attack using your highest attack bonus. If this attack hits, it automatically threatens a critical hit. Roll again to confirm the critical hit as normal. This feat cannot be used in conjunction with spells, abilities or feats that allow you to automatically confirm critical hits. The penalty to AC lasts until your next turn.

Special: Using this feat provokes attacks of opportunity.

Reflective Gaze

It is difficult to target you with gaze attack.

Prerequisite: Planar bloodline with an earth aspect, 4th character level

Benefit: When saving versus a gaze attack, roll two dice and take the more favorable result. On a roll of a natural 20, the gaze effect is redirected back onto the creature that originated it.

Reinforced Anatomy

Your body is more resilient to attacks.

Prerequisite: Planar bloodline, 7th character level

Benefit: The character's body carries their ancestor's inherent toughness, granting them a 25% chance to ignore critical hits or sneak attacks. This bonus increases to 50% at 10th level.

Resilient Will

You are even more resistant to illusions than normal.

Prerequisite: Iron Will, gnome

Benefit: You gain a +2 resistance bonus to all illusion spells and effects. This stacks with the illusion resistance racial characteristic.

Special: If you possess the Expanded Resistance feat, the +2 resistance bonus stack with the second school as well.

Riddle

You are familiar with the time-honored riddle game, and your knowledge of riddles makes your mind as sharp as a tack.

Prerequisite: Halfling.

Benefits: You receive a +2 competence bonus to all Perform (oratory) checks if the attempt involves riddles in any way. The bonus increases to +4 if you have 10 or more ranks in Perform (oratory). In addition, once per day you can make a DC 15 Wisdom check to receive a bit of hidden insight from the GM about a puzzle, question, mystery or code that has you stumped. At the GM's discretion, the DC of the check can be raised or lowered, but the GM should inform you of the new DC before the dice are rolled.

Rope Monkey

As an experienced seaman, you can climb rigging and ropes with the speed and agility of a monkey.

Prerequisite: Climb 1 rank.

Benefit: You always retain your Dexterity bonus (if any) to Armor Class when climbing. Opponents gain no special benefit for attacking you while you are climbing, even if they have higher ground. Finally, if you take damage from an attacker while climbing and your Climb check exceeds the DC by 5, you gain a +1 circumstance bonus on your attack rolls against the target that attacked you until the end of your next turn.

Normal: While climbing, a character loses his Dexterity bonus (if any) to Armor Class. Opponents gain a +1 circumstance bonus on attack rolls against characters against whom they have the higher ground.

Run 'im Through (Combat)

You can slip through your enemy's defenses to impale him on your weapon.

Prerequisites: Weapon Finesse, base attack bonus +6

Benefit: You deal +1d6 points of precision damage on a confirmed critical hit made with rapiers and light piercing or slashing weapons.

Savage Storm (Combat)

The rush of joined combat allows you to make a particularly savage opening volley.

Prerequisites: Power Attack, base attack bonus +4

Benefit: You add an additional 1d4 points of damage to every melee attack you make during the first round of combat. This damage is not multiplied on a critical hit.

Special: You can only gain the benefits of one “Storm” Feat at any time.

Second Breakfast

You are a halfling who enjoys eating, and it shows!

Prerequisite: Halfling.

Benefits: As long as you are able to eat at least five of your normal six daily meals, you gain temporary hit points equal to your character level. Any damage taken is subtracted from these temporary hit points first, and the temporary hit points, if unused, fade at the end of the day. They are restored the next morning, provided you had your minimum of five meals the day before. The temporary hit points do not carry over to the next day and stack with new temporary hit points gained through this feat.

See Me Not

By being small, shy, and unobtrusive, others often completely overlook your presence.

Prerequisites: Stealthy, gnome

Benefits: You gain the ability to hide in plain sight, similar to the ranger ability, allowing you to use the Stealth skill while being observed. However, this ability only works if there is at least one other person of Medium size or larger present for your target to focus on. If there is no one but you and the observer, or all others are small sized just like you, this ability does not work.

Shared Battle Analysis

When you slow time to prepare yourself for battle, you can slow time around an ally so that he can prepare as well.

Prerequisite: Battle analysis class feature.

Benefit: When you use your battle analysis class feature, you may spend an additional 1 point from your temporal pool and choose an ally within 30 feet. That ally can roll twice for initiative, taking the better result.

Shield of Courage

Having a shield strapped to your arm fills you with confidence.

Prerequisites: Shield Proficiency.

Benefit: When using a shield, the character gains a +2 morale bonus vs fear effects.

Skillful

You are very good at certain varied skills.

Prerequisites: Gnome

Benefit: You gain a +2 competence bonus to any three skills of your choice. This feat may be taken multiple times, applying it to different skills each time. You cannot apply this feat to the same skill more than once.

Skilled Artisan

You are especially skilled at creating works of art.

Prerequisites: Craftsman racial characteristic, dwarf

Benefits: You may put skill ranks into a single Craft skill equal to your Hit Dice +2.

Normal: You may only put a number of skill points into a skill equal to or less than your hit dice.

Special: This feat can be taken multiple times, choosing a different Craft skill each time.

Slings and Arrows (Combat)

You are an especially good shot with a bow or sling.

Prerequisites: Weapon Focus (bow, crossbow or sling), halfling

Benefits: Once per day, you gain a circumstance bonus equal to your character level to an attack with any bow, crossbow or sling with which you have the Weapon Focus feat dedicated to.

Smoking

You find that sitting down with your pipe and some good, aged bronzeleaf helps you think and concentrate.

Prerequisite: Halfling.

Benefits: Once per day you gain a +2 circumstance bonus to all Knowledge checks while smoking your pipe. You can also, once per day, take 20 on any skill check that you normally could not be able to take 20 on, so long as the check is performed immediately after finishing your pipe. If you have 10 or more ranks in a Knowledge skill, the bonus increases to +4.

Special: If you ever lose your pipe and/or your pipeweed, you cannot benefit from this feat until you again have both.

Spell Sponge

Your mystical connection with your spellcasting master attunes you to helpful magical effects.

Prerequisites: Animal companion or familiar, share

spells ability.

Benefit: Whenever your master targets you with a armless spell with a target of “you,” the spell’s duration is doubled as if modified by the Extend Spell meta-magic feat. This does not affect spells with a duration of concentration, instantaneous, or permanent, or spells already modified by Extend Spell.

Spell-Like Ability Evolution

Your spell-like abilities have changed as your grown in power.

Prerequisite: A spell-like ability drawn from a list of possible choices, planar bloodline.

Benefit: The character can choose another spell-like ability from the list of spells possible for their template in place of the one they already have. This switch is permanent unless undone by taking this feat again. It does not allow the character to switch back and forth between spells at will or to use more than their daily allotment.

Normal: A character from a planar bloodline in this book usually gets to choose one spell-like ability from their template’s list, and the choice is permanent.

Special: This feat can be taken more than once, but no more than once every 3 levels.

Stonestrider

Rather than be slowed by rocky terrain, you find your footing even better.

Prerequisites: Rock stepper racial characteristic, dwarf

Benefits: When walking or running on rocky terrain or natural stone (but not worked stone like castle floors), your base movement increases by 10 feet. In addition, you fatigue at half the normal rate.

Strength Of Halflings

You may be small, but that’s just fine. You rely on your strength of resolve more than your physical strength.

Prerequisite: Halfling

Benefits: Your strength of resolve is very strong, granting you a +2 racial bonus to Sense Motive skill checks made to resist attempts to change your mind or tempt you (such as from opposed Bluff or Diplomacy checks) and to Will saves to resist enchantment spells. This bonus stacks with the bonus granted by halfling luck.

Swift Versatile Weapon Training (Combat)

You quickly switch grips on a weapon of your choice.

Prerequisite: Versatile Weapon Training, proficiency

with the selected weapon, human, base attack bonus +10

Benefit: You can choose the benefit of your Versatile Weapon Training as a swift action.

Sudden Storm (Combat)

Your ambush does additional damage to ensure that your foes don’t have the opportunity to counterattack.

Prerequisites: Str 15, Power Attack, orc, base attack bonus +8

Benefit: You roll an additional dice of damage equal to your normal weapon damage for every melee attack that you make during a surprise round. This damage is not doubled on a critical attack; you simply add one additional weapon damage dice to your damage roll.

Special: You can only gain the benefits of one “Storm” Feat at any time.

Superior Body Hardening

The character has so trained their body that their bones are as dense as stone, their skin capable of turning a knife, and muscles like iron bands.

Prerequisites: Con 19, Greater Body Hardening, Toughness

Benefit: You gain a +3 to Fortitude Saves against tactical maneuver effects (see *Strategists and Tacticians*). You gain a +2 to bone hardness and +6 bone hit points, +2 bonus to unarmed damage, and +4 to sunder or bone break attempts with unarmed attacks. Finally, you gain a DR 5/—, replacing the DR 2/— from Greater Body Hardening, and stacks with any other DR you may gain from other abilities.

Swift Storm (Combat)

You can mow down enemies like the humans mow wheat, spilling blood like rain.

Prerequisites: Str 13, Power Attack, orc, base attack bonus +11

Benefit: During the first round of combat, you can take a standard action to make a melee attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (at a -5 penalty) against the same foe. You can continue to make attacks, each with a cumulative -5 penalty each attack until you miss. As soon as you miss once, your Swift Storm is ended. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Special: You can only gain the benefits of one “Storm” Feat at any time.

Sunworshipper's Specialty

You can heal yourself with just a few rays.

Prerequisites: Naturalist Look dancer's costume, 5th level awalim

Benefits: You can spend 30 minutes lying in sunlight to regain 2d8 hit points. At 10th level, you only need to spend 20 minutes. At 15th level, it further decreases to 10 minutes, and at 20th level decreases to 5 minutes. You can do this once per day per point of Charisma modifier.

Tail Attack

You can slap foes with your tail.

Prerequisite: Planar bloodline with a tail

Benefit: The character gains a natural tail attack that does damage based on the character's size category: 1d4 for Small, 1d6 for Medium, and 1d8 for Large characters. Damage is multiplied by 2 for a critical hit. This counts as a primary attack, or a secondary attack if the character is using a held weapon. Given the tail's relative size, weight, and control, the character only applies half their Strength to a damage roll.

That Charming Smile

Non-humans instinctively distrust most humans for their unpredictability, but there's something about you they like.

Prerequisite: Diplomacy 5 ranks, human

Benefit: You gain a +2 bonus to Diplomacy checks to improve the attitude of characters who do not know you. Additionally, you can improve the attitude of a creature who does not know you by up to three steps. If you have wild empathy, these bonuses also apply to wild empathy checks.

Normal: You can improve the attitude of a creature by only two steps.

Thundering Storm (Combat)

You knock your opponents off balance with a quick opening attack.

Prerequisites: Power Attack, base attack bonus +7

Benefit: During the first round of combat, you may choose to forego damage with any of your attacks to make an attempt to daze your opponents. If your attack hits, you do no damage, but your opponent must make a Fortitude save. The DC of his save is 10 + your base attack bonus. If your opponent fails to save, he is dazed for 1 round. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

Special: You can only gain the benefits of one "Storm"

Feat at any time.

Too Darn Cute

You have been blessed by one or more of the halfling gods with exceptional cuteness, whether physical or in your personality (or both!).

Prerequisite: Halfling

Benefits: Three times per day you gain a +2 divine bonus to any Charisma-based skill check. If you have 10 or more ranks in the skill, the bonus increases to +4.

Tree Stepper

You are at home moving amongst the intertwining branches of the deep woods.

Prerequisites: Favored Environment (forest), elf

Benefit: You can move through the tree-tops with ease. In areas of dense forest, you move at your base speed. In areas of light forest, you move at half your base speed. You may run through the tree-tops at up to 3x this movement rate. Wearing medium or heavy armor negates this feat, as does carrying a medium or heavy load, but otherwise your hands are free as you step and leap nimbly from branch to branch.

Normal: Moving through the treetops is a dangerous and snail-paced endeavor requiring numerous Acrobatics and Climb checks.

Twinkle-Toes

You are very knowledgeable about and proficient in numerous halfling folk dances, as well as dances from other cultures.

Prerequisite: Halfling

Benefits: You receive a +2 competence bonus to all Perform (dance) skill checks and to all Knowledge checks that relate to dances or dancing. If you have 10 or more ranks in either of the skills, the bonus increases to +4.

Ultimate Energy Resistance

Your energy resistance is legendary.

Prerequisite: Advanced Energy Resistance or an energy resistance of 15

Benefit: The character applies this feat to the same kind of energy chosen for Advanced Energy Resistance, improving it to a total of 30. This only applies to one type of energy at a time, even if they have Advanced Energy Resistance to more than one type of energy.

Special: This feat can be taken more than once, so long as it is modifying Advanced Energy Resistance to a different type of energy. Its effects do not stack.

Uncontrolled Fury (Combat)

You can work yourself into a fury of spinning axes and swirling beards.

Prerequisites: Must not have rage as a class ability, dwarf

Benefits: Spend a full action entering a state of fury. You are affected as per the spell *rage*, with a duration of 1 round per 4 character levels, plus your Charisma modifier. This is considered a spell-like ability and can be done a number of times per day equal to your Charisma modifier. If the *rage* spell is cast on you while in the furied state, the duration of the fury is increased to that of the spell's duration, but is considered another use of this ability. If you cannot enter a state of fury again that day, the spell has no additional effect.

Underfoot

You have mastered the talent of darting, sliding and diving through, between and around the legs of the "big folk".

Prerequisites: Dodge, halfling

Benefits: You can move into and through squares occupied by other characters – even unfriendly opponents – that are at least one size category larger than you. Doing so provokes an attack of opportunity from opponents, but provides you with soft cover (+4 to AC). You still may not end your move in the same square as another character.

Unearthly Grace

You move with a nearly unearthly fluidity through a variety of situations.

Prerequisites: Dex 15, elf

Benefit: The character gains a +1 competence bonus to all Dexterity-based skill checks. At 10 or more ranks, this bonus increases to +2.

Unpredictable Behaviour (Combat)

Your mix of elven and human tactics makes you an unpredictable combatant.

Prerequisites: Acrobatics 4 ranks, half-elf

Benefit: You gain a +3 bonus to attack rolls in the first round of combat. If you have 10 or more ranks in Acrobatics, the bonus lasts for the first two rounds of combat.

Versatile Weapon Training (Combat)

You get more out of a weapon of your choice.

Prerequisite: Proficiency with the selected weapon, human, base attack bonus +5

Benefit: Choose one type of weapon. As a swift action, you can choose to gain a +1 bonus on all attack rolls

you make using the selected weapon, a +2 bonus on all damage rolls you make with the selected weapon, or a +1 shield bonus to your AC while wielding your selected weapon. This bonus lasts until the beginning of your next turn.

Versatile Worker

Your hands are made for multiple professions.

Prerequisites: Craft 4 ranks, Profession 4 ranks or Perform 4 ranks, human

Benefit: When making Craft, Perform, or Profession skill checks, roll your d20 twice and take the more favorable result.

Wanderlust

Wanderlust has taken you many places and you have picked up a wide variety of information about the places you have visited.

Prerequisites: Gnome

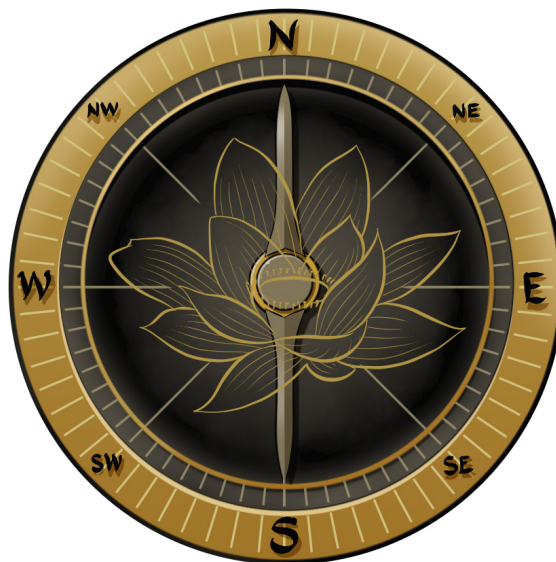
Benefits: You gain a +2 insight bonus on Knowledge (geography) and Knowledge (local) and one of the two (your choice) is always a class skill for you. If you have 10 or more ranks in either skill, the bonus for that skill increases to +4.

Will of the Wilds

The majesty of nature grants you an additional reserve of willpower to aid in defense of your homeland.

Prerequisites: Survival 4 ranks, Favored Environment (any), elf

Benefit: While in your favored terrain, you receive a +4 morale bonus to Will saves.



CHAPTER 5 - CLASSES

The misty courtyard of the ancient Temple of Ayutthayan hummed with morning birdsong, but the eight humanoids that stood in a ragged line before another two on a low dais were unmindful of the joyous noise, or, at least pretended to be. A stern-looking human woman on the dais tapped her long-gonne on the flagstones and spoke clearly.

"I am Amadi Jonas, sheriff of the King-on-the-Sea in these parts, and I have let your agents know of the need for your particular skills. I will serve as guide for this mission, for I know the area well. I am also rather skilled in my own field of weaponry, you needn't worry about protecting me." She raised her shooting iron slightly, never letting go of it. "Rangka?"

The indicated she-orc-kith stepped forward, smooth muscles bulging under pale green skin, contrasting with her clay-red hair. "The Tusked Legion is preparing to sweep into the Towered Coast at the behest of the Fanged Prophet. This group is to see that he dies first. We assault the reoccupied Hold of Zard next morning, it will take a day to reach it. There are three phases to the mission: first, we travel up the Xeng River on Captain Elias's ship-" she nodded to a flamboyantly dressed, piratical man, who grinned, festooned with weapons and various flags-of-port- "Under the guise of a, traveling band of entertainers..."

A somewhat plump, gaudily but scantily clad woman stepped forward, exuding confidence. "Which, I imagine, is the second phase. Merlada's Troupe will feature her... skills, as well as a dancer and clown, portrayed admirably by awalima Senjita, and Tsuru, who will use his skills as shinobi-wan to gain access for the players' wagon, distracted by Senjita and her lithe panther, Agraka-" and where a shabby human had stood was a sinuous black panther, totem shape of a devious brujo.

The sheriff took up the assignment. "Finally, the internal strike team will be hidden in the wagon, covered by the subterfuge spells of Meralda and Agraka. Each has their own specific tasks when inside the compound of Hold of Zard. Phase three will involve distraction, as Captain Elias and I will secured ourselves in the crow's nest, and start choosing our targets! As the defenders rush the boat, the undetected Agraka- " who was now a grubby, grinning man with several nasty knives, "will obscure the area with foul mists, so the ship can pull away and the intruders may- intrude. This will include Black Grutea," indicating a dire-looking dwarf in black leather with a scythe, "Nimbus Timetaker," a bow from a jittery-

looking halfling with a number of sharp little blades, "... and Daricon, who-"

"Who is destined to plunge the Blade of Kruun into the Fanged Prophet's black heart, needing only to have his piteous minions swept aside by you, my Company of Companions!" The fanatical looking male, of some odd elven offshoot, was of the rare cadre of beings known as 'Infynyte', who could manipulate destiny in some way- no more unusual than Nimbus' time-tricks or Grutea's ability to make death his helper.

"Right..." said Amadi Jonas, giving a thin smile to the doubtful-looking crew. "So. Get some sleep, pray to whatever you have to pray to- for tomorrow is going to be a busy day. Something in her manner indicated she was hoping that not all of the group would come back..."



AWALIM

In this world of wonder and mystery, there are some who seek to amuse and entertain with their bodies in the art of dance. In lands beyond the seas and over the mountains, some have developed the art of dance into a supernatural expression, which allows them to not only emulate nature's grace, but embody it. These are the awalim, and while their veils and scanty clothes seem to make them out to be noncombatants, their might is like a storm.

Legends tell of city in another place and time known simply as the city of sin. There the first awalim gained their powers, changing from decadent entertainers to supernatural powerhouses. United only by their powers, they were a diverse lot and had no agenda; some turned to crime, some stayed as entertainers and protectors of entertainers, others tried to reform the city of sin or went wandering. So it remains today, the awalim have no agenda beyond joy in the dance and to revel in their power.

Awalim tap into ancient customs of propitiating spirits, magnifying the audience's passions, and focusing their own desires to achieve feats of daring unparalleled in the field of performance art.

Role: Awalim are flexible fighters. Not quite as tough as armored warriors, they are more tactically versatile. By changing their dance and costume, they change what they can do, making them very unpredictable. Because they can easily pass as normal entertainers, they are common as infiltrators and bodyguards.

Alignment: Any. Some awalim are wandering spirits without a care in the world, some are bullies or enforcers, while others guard their wards with vigor. Few awalim have much interest in the grand scale, they stay local and personal in their involvement.

Hit Dice: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.). In addition, each awalim begins play with an outfit worth 10 gp or less and a dancing costume. The style of costume determines some of their abilities.

Class Skills

The awalim's class skills are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (Local) (Int), Profession (Wis), Perform (Cha), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the awalim.

Weapon and Armor Proficiency: The awalim is proficient with all simple and martial weapons and with one exotic weapon of her choice but not with any armor or shields.

Dancer's Costume (Ex or Su): At 1st level, the awalim has one dancing costume, indicative of how she goes about performing and fighting. This is more than a simple stage outfit, it shapes the mind-set and abilities of the awalim. She cannot just put on any costume she finds; the costume is a reflection of her career and grows and develops as she does.

At 1st level the awalim selects one costume from the list at the end of the class description. Each costume gives the supernatural ability to use her Perform (Dance) skill bonus in place of her bonus in specific skill(s). At 4th level and every four levels until level 16, she gains additional abilities tied to the costume and the role it represents. When substituting skills, the awalim uses her total Perform (Dance) skill bonus, including class skill bonus, in place of her bonus in the replaced skill, whether or not he has ranks in that skill or if it is a class skill.

A costume is only effective while worn. Changing into or out of costume takes one minute. The costume is not magical, it only enables the awalim's magical abilities. Only an awalim may benefit from her own costume, on another creature it just looks tastelessly gaudy. A costume has Hardness 0 and 10 hp, but continues to function even if sundered, the remains of a sundered or bedraggled costume still lets the awalim use her costume abilities, but it must be repaired to work the next day. If an outfit is damaged or destroyed, it can be repaired with Craft (tailor) or replaced at the cost of 25 gp per level. This is also the value of the awalim's current costume, but she need not spend any money to increase the value of a costume when she levels up; she continuously makes small additions over her career, these additions have no cost unless the whole costume is replaced. If an awalim retracts her costume or masters a new costume, it has a cost of 25 gp per level. Costumes work by playing on cultural expectations; if desired the GM and player can agree on a different look for a costume that better fits the local idea of a certain archetype.

Magical clothing such as robes, cloaks and boots adjust themselves to fit the style of the awalim's costume, just

like a piece of armor fits itself to the wearer's size

Unbound Elegance (Ex): When unarmored, not using a shield, and with light encumbrance, the awalim adds her Charisma bonus (if positive) as a dodge modifier to armor class and CMD. In addition, an awalim gains a +1 to this bonus at 5th level. She loses this bonus when she wears any armor, uses a shield, when she carries a medium or heavy load, or when she is denied her Dexterity bonus to armor class. See “dances” below on how the awalim keeps her Dexterity bonus to Armor Class.

Awalim Dance (Ex and Su): The greatest power of the awalim, her dances inspire those around her and imbue her with a power only she can comprehend. At 1st level, she selects three dances from Table: Awalim Dances. She knows the first grade of these dances. At 3rd level and every odd level thereafter, she may either select an additional dance or increase the grade of one of her dances by one.

Dance effects come in several grades or degrees of mas-

tery. When she first learns a dance, an awalim can only use the grade 1 effect. To improve a dance to 2nd grade, the awalim must be at least 5th level and gain a dance; she learns the new grade of a dance she already knows instead of learning a new dance. She unlocks another grade of dance at 9th level and every 4 levels thereafter. She must have all previous grades of a dance to learn its next grade. Each grade has all of the benefits of all earlier grades.

Dance effects are given in Table: Awalim Dances. Each dance has two effects; an inspiration (ex) and an imbue-ment (su). Inspiration affects all allies within 60 ft. who can see the awalim (including herself). All bonuses from inspiration are morale bonuses. Imbuements (su) only affects the awalim herself and can have dramatic effects, such as limited shape change that gives natural armor or weapons. If a limb transforms into a natural attack, the awalim still has the option to use that limb normally by foregoing the natural attack. All bonuses from imbue-ments are enhancement bonuses, and all natural attacks gained from imbue-ments are primary attacks. Enhance-ment bonuses to attack and damage from dances stack

Table 5-1: Awalim

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Dancer's costume, dances, unbound elegance
2nd	+2	+3	+3	+0	Don't touch , resplendent beauty
3rd	+3	+3	+3	+1	Dance (move action)
4th	+4	+4	+4	+1	Costume ability
5th	+5	+4	+4	+1	Dance (2nd grade)
6th	+6/+1	+5	+5	+2	Show must go on
7th	+7/+2	+5	+5	+2	Dance
8th	+8/+3	+6	+6	+2	Costume ability
9th	+9/+4	+6	+6	+3	Dance (3rd grade)
10th	+10/+5	+7	+7	+3	Untouchable
11th	+11/+6/+1	+7	+7	+3	Dance (swift action)
12th	+12/+7/+2	+8	+8	+4	Costume ability
13th	+13/+8/+3	+8	+8	+4	Dance (4th grade)
14th	+14/+9/+4	+9	+9	+4	Second costume
15th	+15/+10/+5	+9	+9	+5	Dance (immediate action)
16th	+16/+11/+6/+1	+10	+10	+5	Costume ability
17th	+17/+12/+7/+2	+10	+10	+5	Dance (5th grade)
18th	+18/+13/+8/+3	+11	+11	+6	Perfect inspiration
19th	+19/+14/+9/+4	+11	+11	+6	Dance
20th	+20/+15/+10/+5	+12	+12	+6	Dual costume

with enhancement bonuses to weapons; one affects the weapon, the other affects the awalim wielding it.

Starting a dance is a standard action. Once begun, it can be maintained as a free action each round, but if the awalim is prevented from taking actions, the dance immediately ends. An awalim can use her dances for a number of rounds per day equal to $4 + \text{her Charisma modifier}$. At each level after 1st an awalim can use her dances for 2 additional rounds per day. An awalim can only ever maintain one dance at a time, she must end one dance to begin another. At 3rd level, an awalim can begin a dance as a move action. At 11th level, the awalim can begin a dance as a swift action. At 15th level, an awalim can begin a dance as an immediate action.

An awalim who is using her dances ability is never denied her Dexterity bonus to armor class; her dance moves are unpredictable whether she is consciously dodging or not. Unless noted otherwise, an awalim can dance as long as she is using a movement mode she has a speed for, but not otherwise; an awalim cannot dance while climbing or swimming unless she has a climb or swim speed, respectively. An awalim that fails an Acrobatics roll to balance or jump stops dancing, but can resume.

Don't Touch (Su): At 2nd level, so long as the awalim is wearing her dancer's costume, she is protected from those who can appreciate her beauty. When she would normally be hit by an attack from a creature of her own creature type, such as humanoid for a humanoid awalim, she can try to distract the attacker to miss as an immediate action. The target must make a Will save ($\text{DC } 10 + \frac{1}{2} \text{ the awalim's level} + \text{her Charisma modifier}$) or miss this attack. She declares this after the attack roll is known but before damage is determined or critical threats verified. This is a mind-affecting charm effect with visual components and a range of 100 ft. At level 3 and each level thereafter, the awalim can select an additional creature type she can affect with this ability. Despite this being a mind-affecting ability, don't touch works on constructs, plants, and/or undead if the proper creature type has been selected, as long as they have an intelligence score of 1 or greater.

Resplendent Beauty (Sp): At 2nd level, so long as the awalim is wearing her costume, she glows with internal passion and radiance. This works like a light spell targeting the awalim cast by a sorcerer of her awalim level. She can activate or suppress this effect as a swift action. As a

standard action, she can reinforce this light to counter darkness; her light effect gains an effective spell level equal to half her class level for the purpose of countering darkness effects. This persists one minute.

Show Must Go On (Sp): At 6th level, so long as the awalim is wearing her costume, she's dressed for any occasion or climate. This works like an *endure elements* spell targeting the awalim cast by a sorcerer of her awalim level. She can activate or suppress this effect as a swift action.

Untouchable (Su): At 10th level, the awalim is considered to have selected all creature types for her don't touch class feature. Don't touch now works on all types of creatures.

Second Costume (Su): At 14th level, the awalim masters an additional costume. She can change from one



costume to another as a move action, gaining the benefits of the one she is currently wearing, but only one costume at a time. She must acquire the new costume, it has a base cost of 350 gp.

Perfect Inspiration (Su): At 18th level, the awalim can select any one dance for which she has all five grades. All numeric inspiration bonuses provided by that dance are doubled.

Dual Costume (Su): At 20th level, the awalim can mix elements from two costumes she knows and owns, gaining the benefits of both.

Awalim Costumes

Below is a selection of seven awalim costumes to choose from at first level. A second costume is selected at 14th level or through the use of the Additional Costume feat.

Belly Dancer's Costume

This garb has a long sequined skirt and flashy jewelry—brass and glass at low level, gold and gems at higher levels. Awalim that select this costume can use Perform (Dance) checks in place of Diplomacy checks.

Lap Dance (Ex): A 4th level awalim in a belly dancer's costume can use Perform (Dance) in place of Acrobatics checks to move out of a threatened space without triggering an attack of opportunity, and can use Acrobatics to move through an opponent's space at no penalty to the check.

Targeting Confusion (Ex): At 8th level, when a creature that threatens the awalim makes an attack against another creature, the awalim can use her don't touch ability to make that attack miss.

Whirling Attack (Ex): At 12th level the belly dancer's costume gives a +2 competence bonus to attack rolls with weapons that deal slashing damage.

Too Hot to Hold (Ex): A 16th level awalim in a belly dancer's costume who uses the don't touch ability gains additional protection. If the target fails its saving throw, it cannot attack the awalim again until the beginning of her next turn. This does not work with targeting confusion, above.

Explorer's Outfit

Consists of a tight body or small two-piece outfit worn with utility belts and pads for knees, wrists, and elbows. It often has flashy silver studs or other eye-catching ornaments. Awalim that select this costume can use Perform

(Dance) checks in place of Disable Device checks and Perception checks to locate traps and hidden doors.

Platform Dance (Su): A 4th level Awalim in explorer's outfit can make a Perform (Dance) check when she triggers a trap. If this check matches the disarm DC of the trap, the trap triggers, but causes no direct harm to any creature. It might still have indirect effects that can be potentially harmful, such as a falling portcullis sealing a passage but failing to hit anyone, or a water spray flooding a room but not bowling anyone over.

Elbow Flash (Ex): At 8th level the awalim learns to block attacks with the cuffs of her explorers costume, gaining a +2 shield bonus to AC.

Step Up and Move (Ex): When an awalim of 12th level takes the full attack action, she can take a move action on the same turn, either before or after the attack sequence. She cannot take a 5 ft. step in a round she does this.

Knee Block (Ex): At 16th level the awalim gains +4 shield bonus to AC in place of the bonus gained at 8th level.

Genie Garb

This garb has a pair of soft pantaloons and a small top. Common accessories include a face veil, fez, turban, anklets, and other jewelry, often with bells attached. Awalim that select this costume can use Perform (Dance) checks in place of Use Magic Device checks.

Elemental Grace (Ex): A 4th level awalim in genie garb gains a +20 ft. bonus to fly, land, and swim speed. This does not confer fly or swim speed; she must be able to use each type of movement before she can use that bonus.

Elemental Resistance (Su): At 8th level, select a damage type; acid, cold, electricity, or fire. This choice cannot be changed. The awalim gains resistance to this damage type equal to her class level.

Elemental Fury (Su): At 12th level, any weapon or unarmed attack the awalim uses is sheathed in energy that deals an extra 1d6 points of damage on a successful hit. Extra damage is not multiplied on a critical hit. The type of damage is the same as that picked for elemental resistance above. Ranged weapons confer this ability on their ammunition. This does not harm the awalim or her weapon.

Spirit Stride (Su): The awalim gains a movement speed based on the element chosen at level 8. Acid: Burrow 10 ft. without leaving a tunnel. Cold: swim 50 ft. Electricity: fly 50 ft. (perfect). Fire: land speed 70 ft. These speeds include the speed bonus gained at level 4.

Healer's Uniform

This garb consists of buttoned white bottom and top and a cap emblazoned with symbols of healing. Awalim that select this costume can use Perform (Dance) checks in place of Heal checks.

Radiant Health (Su): At 4th level the awalim gains fast healing 1 while dancing. This fast healing increases to two at level 8 and by an additional point per round every 4 levels beyond level 8.

Energizing Euphoria (Su): A 8th level awalim in a healer's uniform can cure the wounds of an adjacent living creature (herself included) as a full-round action. Make a Perform (Dance) check; the target heals this many hit points. The target takes 1d4 points of Wisdom damage from sensory overload.

The Little Death (Ex): At 12th level, when the awalim makes a physical attack against a living creature, she can try to stagger it as an immediate action. If the attack inflicts any damage, the creature must make a Fortitude save (DC 10 + 1/2 the awalim's level + the awalim's Charisma bonus) or be staggered for one round. If the attack misses or fails to inflict damage, the effect is spoiled.

Eternal Health (Su): At 16th level the awalim gains fast healing 1 as long as she is conscious. This stacks with the level 4 ability.

Naturalist Look

The naturalist look is achieved with garlands, ribbons, strings, decorative talismans, and very little else. Talismans include flowers, coins, jewelry, and trophies like feathers, teeth, claws, or bits of fur. Awalim that select this costume can use Perform (Dance) checks in place of Climb, Survival and Swim checks.

In Touch With Nature (Ex): A 4th level awalim with the naturalist look can use the druid's woodland stride and wild empathy abilities, using her awalim level + Charisma bonus for wild empathy checks.

Uninhibited Dodge (Ex): A 8th level awalim with the naturalist look gains a +2 dodge bonus to armor class.

Savage Fury (Ex): A 12th level awalim with the naturalist look gains a +2 competence bonus to melee damage.

Fish in the Water (Su): A 16th level awalim with the naturalist look gains the aquatic subtype with the amphibious quality, the ability to breathe water, and a swim speed of 60 ft. She is in no way hindered on land.

Plumes

This garb is made of large, brightly colored and sequined

plumes and feathers, creating a spectacular ensemble like the plumage of a preening bird. Awalim that select this costume can use Perform (Dance) checks in place of Acrobatics and Fly checks.

Avian Grace (Ex): When a 4th level awalim tries to reduce the damage from a fall with an Acrobatics check, the damage is reduced by 1d6 for every 10 points on her Acrobatics roll; a result of 10 removes 1d6 falling damage, a result of 20 removes 2d6 falling damage, and so on. If she reduces fall damage as a part of a charge, this damage is added to the damage of any attack she makes at the end of the charge.

Ruffled Feathers (Su): An 8th level awalim in plumes is protected by her plumage. She gains temporal hit points equal to her Perform (Dance) skill modifier. She can restore these temporary hit points at the rate of 1d6 points per round by ruffling her feathers (a full-round action).

Spread Your Wings (Su): A 12th level awalim in plumes has her natural reach increased by +5 ft.

Soar (Su): A 16th level awalim in plumes gains a fly speed of 90 ft. (average).

Veils

This garb consists of a number of overlapping, multicolored veils that can easily be altered from completely covering to almost nothing. Awalim that select this costume can use Perform (Dance) checks in place of Disguise checks. Such a disguise is built out of veils made to look like other clothes.

Veiled Threat (Ex): The awalim gains the rogue's sneak attack class feature, inflicting 1d6 hit points of extra damage per four class levels.

Confusing Veils (Ex): At 8th level an awalim in veils cannot be flanked, and instead gains a +2 dodge bonus to armor class when she would normally be flanked.

Mask of Veils (Su): A 12th level awalim in veils can assume a disguise as a full-round action.

Misleading Veils (Ex): At 16th level, when an opponent attacks the awalim and misses, she can redirect the attack as an immediate action. The awalim makes an attack roll against an enemy within reach of the initial attacker. If this attack hits, the initial attack is redirected and hits the awalim's target. If there are no enemies within the initial attacker's reach of, the awalim can redirect its attack to hit the creature itself.

Table 5-2: Awalim Dances

Grade	1st Grade	2nd Grade	3rd Grade	4th Grade	5th Grade
Minimum Level	1st level	5th level	9th level	13th level	17th level
Bear					
Inspiration	+2 to melee attacks.	+2 CMB and CMD in grapple.	+2 bonus to melee damage.	+2 Fortitude saves.	+2 to CMB. This does not stack with the 2nd grade bonus.
Imbuement	+2 natural armor.	2 claw attacks (1d6) each.	Bite attack (1d6).	DR 5/Piercing.	When an opponent is hit by more than one of your attacks on your turn, each attack after the first deals 1d6 extra damage.
Cobra					
Inspiration	+2 to attack with light weapons, unarmed strikes, and natural attacks.	+2 to Acrobatics and Escape Artist checks.	+2 bonus to damage with melee attacks.	+2 to CMD.	+2 to melee damage against creatures of a larger size. This stacks with the 2nd grade ability.
Imbuement	+2 Dodge bonus to armor class.	Bite attack that does 1d6 damage and bleed 1.	Acid spit that deals 1d6 acid damage as a thrown weapon (10-foot range increment).	Add 1d6 precision damage to each attack. This damage is not multiplied on a critical hit, and creatures immune to critical hits are not affected.	A creature damaged by the awalim's acid spit must make a Fortitude save (DC 10 + 1/2 the awalim's level + Charisma bonus) or be blinded for 3 rounds. Creatures without eyes or immune to critical hits are not affected.
Crab					
Inspiration	+2 to melee attacks.	Ignore difficult ground caused by water.	+2 to melee damage.	+2 to Reflex and Fortitude saves.	+2 CMB and CMD on grapple checks.
Imbuement	+2 natural armor.	2 Claw attacks (1d8).	Gain aquatic subtype and is treated as having a swim speed for penalties to underwater combat. But cannot breathe underwater.	+4 natural armor. This does not stack with the grade 1 natural armor bonus.	Claw threat range 18-20.

Elephant					
Inspiration	+2 CMB on bull rush, overrun, reposition, and trip.	Ignore difficult terrain caused by mud or overgrowth.	+2 damage to melee attacks.	+2 CMD.	+2 to CMB. This does not stack with the 2nd grade bonus.
Imbuement	+2 natural armor.	Can overrun as an immediate action during movement.	An opponent hit by the awalim's attack of opportunity cannot move until the end of his current turn.	Immune to bull rush, overrun, reposition, trip.	+5 ft. of reach on trip attacks only.
Ibis					
Inspiration	+2 to melee attacks.	+2 to all Knowledge checks, can attempt Knowledge checks unskilled.	Ignore difficult ground caused by marsh, swamp, or shallow water.	+2 dodge bonus to AC.	+2 damage to piercing attacks.
Imbuement	Gain 10 ft. reach with piercing weapons only.	Each successful attack causes 1 bleed damage. Bleed damage from several such attacks stack.	Gain the benefit of the Improved Critical feat with all piercing attacks.	+2 bonus to attack and AC when you are fighting defensively (now -2 attack/+4 AC).	Add one to the critical hit multiplier of all piercing weapons.
Jaguar					
Inspiration	+2 melee attack rolls.	+2 on Acrobatics, Climb, Stealth, and Swim checks.	1d6 sneak attack damage, as the rogue ability. This stacks with sneak attack from other sources.	Suffer no movement penalties to Stealth.	1d6 sneak attack damage, as the rogue ability. This stacks with sneak attack from other sources.
Imbuement	+10 ft. land speed.	Bite (1d6) and 2 claws (1d4).	Climb and swim speed 20 ft.	Gain pounce.	Rake (2 claws, 1d4 each).
Monkey					
Inspiration	+2 attack with thrown weapons.	Ignore non-proficiency penalties on thrown weapons, can draw, or pick up a thrown weapon as a free action.	+2 damage with thrown weapons.	Can trip with a thrown attack.	When succeeding on a trip with a thrown weapon, the target also takes damage as from an attack.
Imbuement	+2 dodge bonus to armor class. Gains a tail.	+2 attack and damage in melee.	Climb speed 30 ft., can move at climb speed using brachiation. Can climb with both hands full.	The awalim gains the benefits of the Dazzling Display feat and need not use it with a weapon.	When using Intimidate to demoralize, that opponent loses any grapple holds and cannot make attacks of opportunity for 1 round.

AYUTTHAYAN MONK

Originating in a distant land full of mountainous jungles, the Ayutthayan brotherhood started when a mercenary, widely feared for martial skill, retired from the world and took up a life of contemplation, constructing a simple shrine in which to meditate and reflect upon life. The world was not content to leave this hermit alone, however, with glory-seekers and brigands alike intruding upon the sanctuary. It is said that those who survived their transgressions became the first disciples. Of these disciples, five rose above the rest – powerful Khorat, crafty Lopburi, poised Chiaya, agile Thasao, and the wrestler Koshasan. Each of them applied their master's teachings to the fighting style that suited their strengths, developing five different forms of the same art.

The temple-school they built, named Ayutthaya, quickly gained a reputation for producing unparalleled warriors, besting even the elite royal guards. The King sent his best warriors to study at the temple, who then passed on both the philosophy and the fighting arts of the Ayutthayans to the royal heirs. The temple of Ayutthaya grew and grew until the fighting arts of the Ayutthayans spread throughout the small nation, with other temples being built to spread their teachings. In time it seemed that almost every youth in the nation spent time in the cloistered halls of the Ayutthayan temples. It was a golden age. However, outside the nation armies gathered, to conquer, plunder, and destroy. When the invasion came, the Ayutthayans rallied to their nation's defense, and what had started as a sweeping advance became a bloody stalemate, the invaders unable to make progress but the defenders not numerous enough to force them back. The heir to the throne and a cadre of loyal guards – all masters of the Ayutthayan fighting arts – escaped from the capital and left their nation, traveling across the sea before the inevitable conquest. Through them, the Ayutthayan teachings survived and spread across the known world. While the sect is small in number, none who have crossed their path can doubt the efficacy of their teachings.

Role: An ayutthayan monk is well versed in combat, capable of incapacitating enemies by killing or nauseating them. She is less well suited for front-line combat due to her lack of armor, but with some magical backup she can hold the line as well.

Alignment: any lawful.

Hit Die: d8.

Starting Money: 1d6 x 10 (35 gp average). In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The ayutthayan monk's class skills are Acrobatics, Climb, Craft, Escape Artist, Intimidate, Knowledge (history), Knowledge (religion), Perform, Profession, Sense Motive, and Swim.

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the ayutthayan monk.

Weapons and Armor Proficiency: Ayutthayan monks are proficient with the scimitar, quarterstaff, daab, club, mae sun sawk, spear, and trident. Ayutthayan monks are not proficient with any armor or shield. When wearing armor, or carrying a medium or heavy load, an ayutthayan monk loses her AC bonus, as well as her flurry of blows ability.



Bonus Feats: At 1st level, 5th level and every 4 levels thereafter, an ayutthayan monk gains a bonus feat. These bonus feats must be selected from the list of combat feats. The ayutthayan monk needs to fulfill all prerequisites of her bonus feats.

Flurry of Blows (Ex): Starting at 1st level, ayutthayan monk can make a flurry of blows as a full-attack action. When doing so, she may make on additional attack, taking a -2 penalty on all of her attack rolls, as if using the Two-Weapon Fighting feat. If the ayutthayan monk uses a monk weapon, she can make either her ordinary attacks or her flurry of blows attack(s) with the weapon, but not both. If the ayutthayan monk uses two monk weapons, the second weapon can make either her ordinary attacks or her flurry of blows attacks, whichever

her first weapon did not do. Treat each end of a double weapon as a different weapon for this rule. At any time in the attack sequence, the ayutthayan monk can choose to make an unarmed attack instead of a weapon attack.

At 8th level, the ayutthayan monk can make two additional attacks when she uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat). At 15th level, the ayutthayan monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat). An ayutthayan monk applies her full Strength bonus to her damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in one or both hands.

Table 5.3: Ayutthayan Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus
1st	+1	+2	+2	+2	Bonus feat, flurry of blows, unarmed strike, way of the body	-1/-1	1d6	+0
2nd	+2	+3	+3	+3	Dhoi muay, high jump	+0/+0	1d6	+0
3rd	+3	+3	+3	+3	Ki strike (magic)	+1/+1	1d6	+0
4th	+4	+4	+4	+4	Dhoi muay	+2/+2	1d8	+1
5th	+5	+4	+4	+4	Bonus feat	+3/+3	1d8	+1
6th	+6/+1	+5	+5	+5	Dhoi muay	+4/+4/-1	1d8	+1
7th	+7/+2	+5	+5	+5	Ki strike (cold iron, silver)	+5/+5/+0	1d8	+1
8th	+8/+3	+6	+6	+6	Dhoi muay	+6/+6/+1/+1	1d10	+2
9th	+9/+4	+6	+6	+6	Bonus feat	+7/+7/+2/+2	1d10	+2
10th	+10/+5	+7	+7	+7	Dhoi muay	+8/+8/+3/+3	1d10	+2
11th	+11/+6/+1	+7	+7	+7	Ki strike (lawful)	+9/+9/+4/+4/-1	1d10	+2
12th	+12/+7/+2	+8	+8	+8	Dhoi muay	+10/+10/+5/+5/+0	2d6	+3
13th	+13/+8/+3	+8	+8	+8	Bonus feat	+11/+11/+6/+6/+1	2d6	+3
14th	+14/+9/+4	+9	+9	+9	Dhoi muay	+12/+12/+7/+7/+2	2d6	+3
15th	+15/+10/+5	+9	+9	+9	Ki strike (adamantine)	+13/+13/+8/+8/+3/+3	2d6	+3
16th	+16/+11/+6/+1	+10	+10	+10	Dhoi muay	+14/+14/+9/+9/+4/+4/-1	2d8	+4
17th	+17/+12/+7/+2	+10	+10	+10	Bonus feat	+15/+15/+10/+10/+5/+5/+0	2d8	+4
18th	+18/+13/+8/+3	+11	+11	+11	Dhoi muay	+16/+16/+11/+11/+6/+6/+1	2d8	+4
19th	+19/+14/+9/+4	+11	+11	+11	Bonus feat	+17/+17/+12/+12/+7/+7/+2	2d8	+4
20th	+20/+15/+10/+5	+12	+12	+12	Dhoi muay	+18/+18/+13/+13/+8/+8/+3	2d10	+5

An ayutthayan monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. An ayutthayan monk cannot use any weapon other than an unarmed strike or a monk weapon as part of a flurry of blows. An ayutthayan monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can she make natural attacks in addition to her flurry of blows attacks.

Unarmed Strike: At 1st level, an ayutthayan monk gains Improved Unarmed Strike as a bonus feat. An ayutthayan monk's attacks may be with fist, elbows, knees, and feet. This means that an ayutthayan monk may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for an ayutthayan monk striking unarmed. An ayutthayan monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes. Usually an ayutthayan monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling. An ayutthayan monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. An ayutthayan monk also deals more damage with her unarmed strikes than a normal person would, as shown on Table: Ayutthayan Monk. The unarmed damage values listed on Table: Ayutthayan Monk is for Medium monks. A Small ayutthayan monk deals less damage than the amount given there with her unarmed attacks, while a Large ayutthayan monk deals more damage; see Table: Small or Large Ayutthayan Monk Unarmed Damage.

Table 5.4: Small or Large Ayutthayan Monk Unarmed Damage

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

Way of the Body Conditioning (Ex): The ayutthayan monk spends countless hours conditioning her body to resist the heaviest of blows. As long as she is not wear-

ing any armor or using a shield (exception, see mae sun sawk, in the weapon section below), an ayutthayan monk gains a circumstance bonus to natural armor equal to her Constitution modifier. This bonus increases by 1 for every four ayutthayan monk levels, up to a maximum of +5 at 20th level.

Dhoi Muay (Ex): At 2nd level, and every 2 levels thereafter, the ayutthayan monk gains a Dhoi Muay technique. These abilities are grouped in styles. The ayutthayan monk can combine styles as she likes, as long as she begins by learning the first technique in each style.

High Jump (Ex): At 2nd level, an ayutthayan monk halves the difficulty of all high jumps, and the DC of jump checks are not increased if she lacks a running start. Ayutthayan leaping kicks are generally high jumps, not long jumps.

Ki Strike (Su): At 3rd level, an ayutthayan monk learns to focus her spiritual energy in attacks. Ki strike allows her unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction. At 7th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction. At 11th level, her unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction. At 15th level, her unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

EX-AYUTTHAYAN MONKS

A monk who becomes nonlawful cannot gain new levels as a monk but retains all ayutthayan monk abilities.

DHOI MUAY TECHNIQUES

You may notice that the feats and styles do not follow the neat progress of the *Ultimate Combat* martial arts styles, in which the style and associated techniques share the same naming convention. Most of the styles in *Ultimate Combat* are based on Southern Chinese Kung Fu styles, which do follow such naming conventions, especial the Five Animals Tiger, Crane, Leopard, Snake, Dragon and their associated signature techniques: Tiger Claw, Crane Wing, Leopard Fist, Snake Fang, Dragon Palm, etc. While obviously expanded to include other creatures as the basis for styles, the principle remains the same. However, Dhoi Muay is based mostly on ancient Thai boxing techniques from the Ayutthaya period, and the different regional styles had differing emphasis. There

was a saying describing the differences as “punch Korat, with Lopburi, posture Chaiya, faster Thasao”. In keeping with this spirit, each style has been associated with techniques they most strongly resonate with, but often the techniques do not share naming conventions with their style.

An ayutthayan monk can learn any combination of styles she likes. There is no rivalry between styles, and each style gladly accepts students from other styles. Any character who knows a certain technique can teach that technique to students, even if the student is of a much higher level. Still, each style is taught in a certain area, the ayutthayan monk may have to travel to distant temples and find secret masters to learn all the styles. This might involve trials and challenges in a campaign centered on martial-arts, but in a game where the ayutthayan monk is just one adventurer in a group of strangely talented heroes, training should rarely be an issue. No master would refuse training to a disciple on a quest to save the world, and if caught deep in the Abyss the GM may let the ayutthayan monk learn new techniques from self-discovery or a divine agent. Or just waive the training as irrelevant to the story.

Each style consists of four abilities. The first ability is named for the style and is a stance or gives a bonus, and this ability must be learned first. The later abilities are specific techniques tied to the style and can be learned in any order.

While the ayutthayan monks are certainly the masters of Dhoi Muay, other characters can learn these techniques through the Dhoi Muay Training feat (see *Chapter 4: Feats*). Whether this requires temple service or acceptance by a master depends on the campaign and is up to each GM to decide.

Muay Chaiya Style (Combat, Style)

A style of unarmed combat, focusing on posture for defense, maneuver, and transitioning between stances from attack to defense. Many of its techniques are based on the movements used by armed combatants. Myay Chaiya style does not rely on full attacks, instead assuming a defensive stance and creating openings for extra attacks.

Benefit: As a full-round action you can enter Myay Chaiya stance for one round. While in this stance you are fighting defensively, but gain a +4 bonus on unarmed attack rolls, making the total modifier +0 on attacks, +2 to AC. You can make a single unarmed melee attack as a part of the action to assume this stance. Other effects, such as ranks in the Acrobatics skill, can further modify the effects of fighting defensively.

Hurling the Spear (Combat)

An unarmed combat technique in which you kick your opponent in the midsection, then follow with a spearing elbow to the face.

Benefit: You must be in Muay Chaiya stance to use this technique. After a successful unarmed attack, you may make an additional unarmed attack against the same opponent. If this second attack causes damage, the target creature must make a successful Fortitude save vs DC (10 + ½ your class levels + Strength bonus), or be nauseated for 1 round.

Knight Throwing an Axe (Combat)

An unarmed combat technique in which you thrust your opponent backwards, then attack with a leaping elbow to their head.

Benefit: After a successful Bull Rush against your opponent, you may make a single unarmed attack at your highest attack bonus against your enemy as a free action. This attack deals normal unarmed damage, but your Strength bonus to damage is doubled.

Tiger Pulling the Tail (Combat)

An unarmed combat technique in which a defensive fighter ducks under their opponent's attack, grabbing their legs and literally yanking them off their feet.

Benefit: You must be in Muay Chaiya stance to use this technique. As an immediate action when you are hit by an attack, you may make an Acrobatics check. If the result of this check is better than your AC, use the result of the roll instead of your AC against the triggering attack. If this causes the opponent's attack to miss, you may make a free trip attempt against your opponent which does not trigger an attack of opportunity.

Muay Khorat Style (Combat, Style)

A style of unarmed combat, focusing on powerful hits. Many of its techniques are based on the untamed power of wild horses.

Benefit: You gain a +2 bonus to damage with unarmed attacks.

Bolting Horse (Combat)

An unarmed attack in which you strike the enemy with both fists and a knee thrust simultaneously.

Benefit: This technique is a full-round action and allows you to make up to three attacks (as many attacks as you would normally get, up to 3), all at your highest BAB.

Horse Kick (Combat)

An unarmed combat technique in which you attack with a tumbling double-kick, turning your entire body.

Benefit: Make a full attack with all your attacks targeting a single opponent. Combine the damage of all your attacks into one. This minimizes damage lost for damage reduction, Hardness, and other things that reduce damage. If using the optional rule for massive damage, count the total combined damage as one attack for this rule.

Throwing Buffalo Punch (Combat)

An unarmed combat technique in which you attack with a powerful spinning backfist, powerful enough to knock a water buffalo off its feet.

Benefit: As a standard action, you make a single unarmed attack. Any hit is considered a critical threat and the target creature, if the same size or smaller than you are, is knocked 10 feet in a direction of your choosing and must make a reflex save, DC (10 + ½ your monk levels + Str modifier) or be knocked prone. If you have levels of ayutthayan monk the maximum size of the opponent increases with level. At 6th level, the opponent can be one size category larger than you are. At 11th level, it can be two size categories larger. At 16th level, it can be three size categories larger. At 20th level, an opponent of any size can be knocked down. This is not a trip attack; creatures immune or resistant to trip attacks do not get to use their resistance against throwing buffalo punch. Flying creatures knocked down this way instead fly their speed straight down; if they hit the ground they end up prone on the ground. At the GMs discretion, oozes and similar amorphous creatures still cannot be knocked down.

Muay Koshasan Style (Combat, Style)

A style of unarmed combat, focusing on grabs, throws, crushes, and breaking of joints, patterned after the attacks of the Elephant.

Benefit: You do not provoke an attack of opportunity when performing a grapple combat maneuver. You gain a +2 bonus to CMB checks to grapple and a +2 bonus on CMD against grapples. This stacks with the benefits of feats like Improved Grapple.

Clinch & Neck Wresting (Combat)

A form of grappling in which the combatants remain standing, grasping each other by the back of the head, striking with the knees or elbows.

Benefit: You can make a CMB check to grapple as an at-

tack rather than as a standard action. If you have a hold on an opponent, you cannot use extra attacks to improve the grip further but can make ordinary attacks or spend an attack to make a CMB check with grapple bonuses to do your unarmed damage. All these checks take the normal penalties for iterative attacks and/or flurry of blows.

Elephant Battle (Combat)

An unarmed attack to momentarily stun the opponent, followed by a leaping double-elbow to the opponent's head.

Benefit: As a full-round action, make an unarmed attack. If this attack causes any damage, you may make a second unarmed attack which deals double damage. This damage multiple increases as you advance as an ayutthayan monk; it becomes x3 at 11th level, x4 at 16th level, and x5 at 20th level.

Elephant Pulverizing Tree (Combat)

An unarmed combat technique in which you catch the opponent's attack, strike them in the attacking limb, twist their body, and throw them to the ground, like an elephant breaking a tree.

Benefit: When you are missed by a melee attack, you can take an immediate action to make an unarmed attack with your highest base attack bonus on the opponent that missed you. If this attack hits, you cause normal damage and can make a free trip attempt against the opponent. This trip attack does not trigger an attack of opportunity.

Muay Lopburi Style (Combat, Style)

A style of unarmed combat focusing on tactical fighting. Many of its techniques are designed to preempt an opponent's attacks, weaken them, or put them at a disadvantage.

Benefit: You do not trigger an attack of opportunity when performing a disarm or trip combat maneuver. You gain a +2 bonus to feint, disarm, and trip attempts. This bonus stacks with the benefits of feats, such as Improved Trip and Improved Disarm.

Crocodile Lashing Its Tail (Combat)

An unarmed attack in which you perform a spinning kick to the opponent's legs. Often used as a fight opener, an opponent will not fall for this trick twice in one bout.

Benefit: As a swift action, you may make an unarmed trip maneuver against an adjacent opponent. You cannot use this technique again against the same opponent for one hour.

Cutting Elbow (Combat)

An unarmed attack in which the elbow is used to slash open the flesh above the opponent's eye.

Benefit: As a standard action, you can do an unarmed attack that blinds the opponent and does 1 point of bleed damage in addition to normal unarmed damage. Bleed damage increases by +1 every 5 character levels. The opponent can clear her eyes as a move action, and vision is also restored if the bleeding is stopped (by a DC 15 Heal check or any effect that restores hit points). An opponent lacking eyes or with more than one set of eyes cannot be blinded.

Viruun Counterattack (Combat)

An unarmed combat technique in which you anticipate the opponent's attack, delivering a powerful blow to the opponent's limb before the attack is completed.

Benefit: When you are hit by a melee attack, you may take an immediate action to make an unarmed attack against that opponent at your highest base attack bonus. If your attack causes any damage the opponent's attack misses you. As you are attacking the limb, you can use this technique even if the attacker is out of your reach, but you cannot use it against a reach weapon.

Muay Thasao Style (Combat, Style)

A style focusing on speed, defeating enemies with blinding fast strikes. Many of its techniques are based on the heroic legends of Hanuman the monkey king.

Benefit: You gain a +2 bonus on initiative, attacks of opportunity, and on attacks made as immediate actions. This does not stack with the bonuses from other Dhoni Muay styles, but does stack with bonuses from feats.

Hanuman Climbs The Tree (Combat)

An unarmed combat technique used against tall opponents, by literally climbing up their body to attack their vulnerable spots.

Benefit: Make a Climb check against an adjacent creature's CMB as a swift action. This creature must be of a larger size category than you. If this check succeeds, you gain a +2 circumstance bonus on AC, CMB, CMD, saving throws, unarmed attack rolls, and unarmed damage rolls against that creature until the beginning of your next turn.

Hanuman's Ring (Combat)

An unarmed combat technique in which you assume a defensive stance, then rapidly strike the opponent with a blow

to the torso, followed immediately by a double-punch to the jaw.

Benefit: You must be fighting defensively to use this technique. As a full-round action, make an unarmed attack. If this attack causes any damage, make another unarmed attack. This second attack causes double damage. If the second attack causes any damage, your target cannot use its mouth until it recovers. Note the damage your second attack caused; when the target has recovered this many hit points, it can use its mouth again. A disabled mouth prevents eating solid food (including swallow attacks), speech, spells with verbal components, bite attacks, and breath weapons. A creature with more than one mouth only has one mouth of your choice disabled. You can only disable the mouth of a creature up to one size category larger than you are. If you have levels as an ayutthayan monk, this size limit increases as you advance. At 6th level, the opponent can be two size categories larger than you are. At 11th level, it can be three size categories larger. At 16th level, it can be four size categories larger. At 20th level, you can disable the mouth of an opponent of any size.

Hanuman Visits Lanaka (Combat)

An unarmed combat technique in which you assume a defensive stance with a leg chambered. When an enemy enters your melee range, you stun them with a quick kick, then follow with a leaping knee strike to the head.

Benefit: When fighting defensively and an enemy moves into your threatened area, you can take an immediate action to make an unarmed attack against them. If the target takes any damage from your attack, it must make a Fortitude save (DC 10 + ½ your monk level + Strength bonus) or be nauseated for 1 round.



BRUJO

In the desert lands, in the dry and cold mountains, in the wastelands claimed by no man, life is harsh and often short and brutal. Books, shadowy patrons, or erratic blood of an ancient mistake are too weak to thrive here. A different kind of magic grows strong, magic of the quick advantage, magic of the survival of the fittest.

Brujo (feminine bruja) practice witchcraft with an edge, magic on the edge of a knife, depending on the inherent magic present in nature around them without the protective obligation of the druid. Brujo take what they need, because nature has more than any spellcaster can take or even control, and to underestimate the power of the natural world is to be a weak fool. Cagy, tricky, and with unexpected abilities to manipulate the natural and sentient world, a brujo is not a magic-user to be trifled with.

Role: A brujo fills a role somewhat between a druid, witch, and sorcerer, with a martial and aggressive bent; curses are used to weaken opponents, in addition to the brujo's spells. The addition of their shapechanging and other special skills contribute to reconnaissance or manipulation of more organized enemies. Though of brooding and independent nature, most brujo realize they are not front-line combatants and grudgingly cooperate with an adventuring party for mutual benefit.

Alignment: Any, though most are chaotic, evil, or both.

Hit Dice: d8.

Starting Wealth: 3d6 x 10 (105 average gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The brujo's class skills are Craft (Int), Fly (Dex), Heal (Wis), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana), Knowledge (nature), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the brujo.

Weapon and Armor Proficiency: Brujo are proficient with all simple weapons, plus the hand crossbow, hand

axe, throwing axe, sap and short sword. They are not proficient with any type of armor or shield, and these interfere with a brujo's gestures, which can cause spells with somatic components to fail.

Cabals (Ex, Sp, Su): Cabals among the extremely loose 'brotherhood' of brujo give direction to the temperament of these fractious mages of the wild, a means to define themselves, and that which they wish to control, and that which they hate and wish to destroy. What may be the only unviolable rule in the collectivity of brujo is that one must never fight (directly, anyway) a fellow member of one's cabal. Each cabal starts play with a specialty ability that increases in power at 9th and 18th levels. Using these powers is a swift action. The totem animal for each cabal can be spoken to by members of that cabal as if they had speak with animals (for that species only) and, at 4th level and higher can be assumed with the animal shape ability as a free action, instead of a standard one. The elemental weakness incurred by all cabals influences a direction for that cabal's hatred, and causes them to suffer accordingly; Air (vulnerable to electricity, -2 to saving throws against spells with the air or electricity descriptors). Earth (vulnerable to acid, -2 to saving throws against spells with the acid or earth descriptors). Fire (vulnerable to fire, -2 to saving throws against spells with the fire descriptors). Water (vulnerable to cold, -2 to saving throws against spells with the cold or water descriptors). Vulnerability is the monster ability: A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure.

Cabals are listed at the end of the class description.

Cantrips: Brujo can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Brujo Spells Known. These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to meta-magic feats for example, are expended normally.

Curse Pool (Su): A brujo uses points from his curse pool to fuel his cursed strikes and some other abilities. A brujo starts play with a curse pool of 3 points plus his Charisma modifier, and adds 2 points every level after level 1. This pool renews when the brujo prepares spells slots for the day.

Cursed Strike (Su): Perhaps even more fearsome than their spellcasting ability is the brujo ability to focus their ire to curse targets. By expending point(s) from their curse pool (above) they can inflict penalties to attack rolls, armor class, and skill checks of their enemies on a one for one basis, up to a penalty equal to half the brujo's level (minimum 1). The curse lasts 1 minute per brujo level but may be negated with remove curse or break enchantment.

Jorge is a seventh level brujo who currently has a full curse pool of 15 points when he makes a cursed strike. He can curse the target with up to three points of penalty. Knowing that there will be more encounters before a chance to recover, Jorge spends 2 points on this particular curse to reduce the opponent's attack rolls, skill checks, and armor class by two points each.

The brujo can use a cursed strike as an immediate action when making a melee attack, before the attack is rolled. If used as part of a melee attack the target receives no save against the curse, but the curse fails on a missed attack roll and wastes the points from the curse pool.

At 1st level, the brujo may make a cursed strike at a range of 30 ft. When used at range the target may make a Will save DC 10 + 1/2 the brujo's level + his Charisma modifier to negate the effect. At 9th level, the ranged curse can be used at a range of 100 ft. At 18th level the maximum range is 400 ft.

Eschew Materials: A brujo gains Eschew Materials as a bonus feat at 1st level.

Spells: The brujo casts arcane spells from the witch spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, the brujo must

Table 5-5: Brujo

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Cabal, cantrips, cursed strike, curse pool, eschew materials	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Cursed bond	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Steal image	5	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Animal shape 1/day	6	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	6	4	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Improved cursed bond	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Animal shape 2/day	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Borrow body	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Cabal power, cursed strike (100 ft.)	6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Animal shape 3/day	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Bonus feat	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+4	+8	Steal body	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8	Animal shape 4/day	6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+4	+9	Greater cursed bond	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+9	Borrow body 2/day	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+5	+10	Animal shape 5/day	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10	Bonus feat	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+6	+11	Cabal power, cursed strike (400 ft.)	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Greater image	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	Animal shape (at will, pass without trace)	6	6	6	6	6	6	6	6	6

have a Charisma score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a brujo's spells is 10 + the spell level + the brujo's Charisma modifier. Like other spellcasters, a brujo can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Brujo. In addition, he receives bonus spells per day if he has a high Charisma score. A brujo's selection of spells is extremely limited. A brujo begins play knowing 4 0-level spells and 2 1st level spells of his choice. At each brujo level, he gains one or more new spells, as indicated on Table: Brujo Spells Known. Unlike spells per day, the number of spells a brujo knows is not affected by his Charisma score; the numbers on Table: Brujo Spells Known are fixed. Upon reaching 4th level, and at every even-numbered level after that, a brujo can choose to learn a new spell in place of one he already knows. In effect, he loses the old spell in place of the new one. The spell's level must be the same as the one being exchanged. A brujo may swap out 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 spells known for the level.

Cursed Bond (Ex or Sp): At 2nd level a brujo forms a cursed bond of shared ire. This bond can take on one of two forms: a familiar or a bonded fetish. A familiar is a magical pet that follows the rules and stipulations of the familiar gained through the wizard's arcane bond class feature. A brujo's cursed bond with a familiar is more fleeting than a wizard's, and if the familiar is killed or dismissed, it can be replaced with the same or a different species of familiar one day later through a ritual that takes 4 hours but has no gold piece cost.

Brujo who select a bond with a fetish imbue a set of homemade objects with the power to protect himself. The fetish grants DR 1/magic to the brujo until he fails a saving throw vs. a spell specifically targeted at him, whereupon the fetish will negate the spell or effect. The fetish then becomes inert until the next time the brujo recovers his spell slots. The fetish can negate spells of any spell level the brujo can cast, a higher-level spell does not trigger the fetish. Spells that the brujo voluntarily fail his saving throw against (usually healing and buffs) do not activate the fetish. The fetish is a set of small talismans and trophies the brujo collects over time. It cannot be sundered as it is not a single object, but if all the brujo's fetishes are taken, it takes him one hour each day over a week's time to create enough new ones to activate the ability again. Fetishes have no monetary cost.

Table 5-6: Brujo Spells Known

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



Steal Image (Su): An iconic power of the brutish brujo is the ability to capture the image of an opponent, which gives the brujo protection from them for a time. A brujo captures these images on small fetishes on his person, tiny statuettes or framed pictures. At 3rd level, a brujo can own 1 image fetish, and create and own another for every 3 levels past 3rd, to a maximum of 6 at 18th level. Image fetishes are created with a full-round action when in the presence of a member of a monster type (or subtype in the case of humanoids and outsiders) such as 'magical beast' or 'humans') and give a +2 profane bonus to armor class and attack rolls against creatures of that type. A stolen image has hardness 3 and 1 hit point; lost or destroyed images can be replaced up to the brujo's maximum.

Animal Shape (Su): At 4th level, a brujo gains the ability to turn himself into any Small or Medium animal and back again once per day. His options for new forms include all creatures with the animal type. This ability functions as a *beast shape I* spell, except as noted here. The effect lasts for 1 hour per brujo level, or until he changes back. Changing form (to animal and back) is a standard action that doesn't provoke an attack of opportunity. The form chosen must be one the brujo is familiar with. A brujo loses his ability to speak while in animal form because he is limited to the sounds a normal animal can make, but can communicate with other animals of the same general grouping as the new form; he cannot cast spells in this but can use cursed strike in both the ranged and melee options. The animal shape class feature is equivalent to the druidic wild shape class feature for feats and abilities, brujo levels count as druid to qualify for such feats.

A brujo can use this ability once per day at 4th level, and an additional time per day for every three levels of brujo, to a maximum of five times per day at 16th level. At 20th level, a brujo can assume animal form at will, and gains the power of pass without trace in animal form. At 7th level, a brujo can use animal shape as *beast shape II* to change into a Large or Tiny animal. At 10th level, a brujo can use animal shape as *beast shape III* to change into a Huge or Diminutive animal.

Bonus Feat: At levels 5, 11 and 16, brujo gains a bonus feat from the Item Creation or the Metamagic feat list. The brujo must meet all prerequisites for the bonus feat.

Improved Cursed Bond: At 6th level a brujo who has selected the familiar cursed bond receives Improved

Familiar as a bonus feat, with the added ability of being able to obtain a different familiar from the Improved Familiar list when a new level is reached. For brujo that take the cursed fetish bond, their DR becomes 2/silver, and his fetish can absorb two spells per day before going inert.

Greater Cursed Bond: At 14th level, a brujo (or his familiar, as appropriate for each feat) who has selected the familiar cursed bond receives one of the following bonus feats that affect familiars: Critical Conduit, Extra Item Slot, Familiar Spell, Familiar Focus, or Spell Sponge. For brujo that take the cursed fetish bond, the DR becomes 3/adamantine, and his fetish will negate three spells per day.

Borrow Body (Sp): At 8th level, a brujo can use *marionette possession* as a spell-like power once per day as a swift action, and can use it an additional time per day at 15th level. The brujo's familiar and any creature summoned by the brujo count as willing targets. A summoned creature possessed by this effect has the duration of the summoning extended to the duration of the possession.

Steal Body (Sp): At 12th level, a brujo can use *magic jar* as a spell-like ability, using one of his fetishes as the jar component. If the brujo uses its familiar as a target, it does not get a saving throw to resist the *magic jar*.

Greater Image (Su): At 19th level, the bonuses to armor class and attack rolls granted by the steal image class ability increase to +4.

Cabals

There may be more obscure additional cabals than these, but these are the most common.

Beastslave Cabal

Beastslave cabal brujo are exceptionally in tune with nature, and know that they want to use it like a cruel bludgeon to destroy their enemies. Beastslaves exclusively wear as many animal skins as they can get their hands on, but rarely tan or cure them.

Cabal Power (Sp): Can use *charm animal* as a spell-like power by spending 1 curse pool point; *hold animal* at 9th level; *dominate animal* at 18th level.

Totem Animal: panther (leopard).

Elemental Weakness: fire (vulnerable to fire, -2 to saving throws against spells with the fire descriptors).

Bloodjoy Cabal

Bloodjoy cabal brujo really like to shed blood; they crave it like plants crave rain, and often decorate their bodies with scars, most of them very fresh.

Cabal Power (Ex): +1 to hit/damage damage with light slashing weapons; +2 at 9th level, +3 at 18th level.

Totem Animal: wolverine.

Elemental Weakness: water (vulnerable to cold, -2 to saving throws against spells with the cold or water descriptors).

Deathchortle Cabal

Deathchortle cabal brujo laugh at the absurdity of life, of sentient beings, and themselves. It is not a kind laughter, but closer to that of the insane. They are rarely quiet and wear motley, like fools.

Cabal Power (Su): As an immediate action, the deathchortle brujo can spend 1 point from his curse pool to gain DR 1/magic for 1 minute. At 9th level the brujo can spend 2 points to gain DR 2/silver, at 18th level he can spend three points to gain DR 3/-. This stacks with the benefits of a fetish cursed bond, and the materials needed to penetrate the damage resistance becomes those from this ability, superseding those from cursed bond.

Totem Animal: alligator.

Elemental Weakness: air (vulnerable to electricity, -2 to saving throws against spells with the air or electricity descriptors).

Fleshtwist Cabal

Fleshtwist cabal brujo revel in ugliness and deformity, and the power of the disgusting. Most are deformed of face or body, wearing their ugliness like a badge.

Cabal Power (Su): As an immediate action, the fleshtwist brujo can spend one point from his curse pool to gain a bonus to an Intimidate check equal to his class level. At 9th level, when using this ability, the Intimidate check affects all non-allies within 30 ft. At 18th level, this area extends to 100 ft.

Totem Animal: giant frog.

Elemental Weakness: fire (vulnerable to fire, -2 to saving throws against spells with the fire descriptors).

Ghostbite Cabal

Ghostbite cabal brujo are envious of the walking dead, and those that float through the material without being part of it. They prefer to emulate the dead, and dress and smell like them.

Cabal Power (Sp): Can *see invisible* for 1 minute by spending as point from their curse pool as an immedi-

ate action; At 9th level they can imbue their attacks with *ghost touch* ability for one round by spending as point from their curse pool as an immediate action; At 18th level they can use *ethereal jaunt* as a spelllike ability at a cost of three points from the curse pool.

Totem Animal: wolf.

Elemental Weakness: water (vulnerable to cold, -2 to saving throws against spells with the cold or water descriptors).

Greedmagic Cabal

Greedmagic cabal brujo fancy themselves spellcasters extraordinaire, on par with the greatest of wizards, to the point of always wearing robes and points hats or other clothes typical of wizards they have heard of.

Cabal Power (Ex): Gain Spell Focus as a bonus feat; gain Spell Specialization as a bonus feat at 9th level; gain Greater Spell Specialization as a bonus feat at 18th level.

Totem Animal: eagle.

Elemental Weakness: earth (vulnerable to acid, -2 to saving throws against spells with the acid or earth descriptors).

Poisonrot Cabal

Poisonrot cabal brujo are slow and contemplative, and very observant, especially when it comes to watching things wriggle and die. They like to blend in, and are very conforming, for brujo.

Cabal Power (Su): As a swift action they can spend one point from their curse pool to excrete 1 dose of small centipede venom and apply it to a weapon; this becomes medium spider venom at 9th level and large scorpion venom at 18th level; saving throws are as listed. The poison loses potency in 1 minute unless used.

Totem Animal: Medium venomous snake

Elemental Weakness: earth (vulnerable to acid, -2 to saving throws against spells with the acid or earth descriptors) .

Shadowman Cabal

Shadowman cabal brujo believe they are darkness personified; the actual condition of no light. They wear blacks and grays, and always talk in whispers.

Cabal Power (Ex): +2 to Stealth checks; +4 at 9th level; +8 at 18th level.

Totem Animal: jaguar (leopard) .

Elemental Weakness: air (vulnerable to electricity, -2 to saving throws against spells with the air or electricity descriptors).

Corsair

CORSAIR

Sea-faring warriors and commanders, corsairs are specialists in the difficult arts of amphibious assault, ship to ship combat, and boarding actions. Their hard lifestyle leaves them inured to the hardships of life at sea and gives them a respect and reverence for the ocean uniquely their own.

Alignment: any.

Hit Dice: d10

Starting Wealth: 4d6 x 10 (140 average gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The corsair's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All the following are class features of the corsair.

Weapons and Armor Proficiency: Corsairs are proficient in light and medium armor, shields (except tower shields), all simple weapons, plus the trident, cutlass, hand crossbow, mortuary sword, main gauche, boarding axe, boarding pike, boarding lance, gaff, and gaffpike. If firearms are used in the campaign, the corsair is proficient with all one-handed firearms.

Bonus Feats (Ex): The corsair gains Nimble Moves feat as a bonus feat at first level. In addition, at 2nd level, and every 4th level thereafter the corsair gains a bonus combat feat of their choice, as long as they qualify for it. A corsair that wears heavy armor loses access to these bonus feats.

Favored Mark (Ex):

At 1st level, a corsair gains a modified version of the ranger's favored enemy ability. He selects a seafaring organization, such as a nation, mercantile league, or seafaring religious group. Coast guard and toll ships, merchant

ships, pirates, and wild sea monsters are each considered a separate "organization for the purpose of this ability. The GM is the final arbiter of which groups work in each campaign and who belongs to each group. The corsair gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against ships and creatures of his selected affiliation. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A corsair may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the corsair may select an additional favored mark. In addition, at each such interval, the bonus against any one favored mark (including the one just selected, if so desired) increases by +2. Alternatively, at 5th level, the corsair can forever set his favored mark bonus to +4 against all his favored marks, gaining a slightly higher total bonus at the cost of future specialization.

Exotic Lands and Weapons (Ex): A corsair encounters a lot of foreign ports and crews, and encounters a lot of exotic weapons during their career. A second level corsair who spends a minute training with an exotic weapon he has seen employed proficiently that day gets the benefits of the Exotic Weapon Proficiency feat for that weapon for one week. The corsair can use this ability at will, but



can only be proficient with one exotic weapon at a time this way.

Seadog (Ex): At third level, the corsair gains a +2 bonus on initiative checks and Climb, Knowledge (geography), Knowledge (nature), Perception, Profession (sailor), Stealth, and Survival skill checks when he is on a water vessel or on shore (within 100 ft. of a significant body of water such as a lake, river, or seashore), but the bonus does not apply underwater or on extra-planar waters. If the corsair is not sure if his sea dog bonus applies in a specific situation, such as if he might be close to water but doubts his own judgement, it does not apply.

At 8th level, seadog extends underwater and to extra-planar waters and coasts, and the bonus increases to +4. At 13th level, seadog extends one mile inland from any significant body of water and the bonus increases to +6. At 18th level, the benefit extends one mile per corsair level inland and the bonus increases to +8.

Ship's Sponsor (Ex): At 3rd level, the corsair with a letter of marque (see the alignment section, above) is rec-

ognized enough to find a sponsor. This is a government, corporation or rich individual who can furnish him with a vessel and more. This is gained in return for the booty the corsair pays for his letter of marque. This ship can be worth up to 500 gold pieces per level of the privateer. At 8th level, the maximum value of the ship increases to 1000 per level. At 13th level, it increases again to 2000 gp per level. This money can be used to purchase one or more ships, including modifications, siege weapons, and enchantments specific to the ships themselves. Any magic item or enchantment that works without being attached to a ship cannot be purchased with these funds. These ships belong to the sponsor, even if the corsair spends his own funds to improve them further, but the corsair can use them as long as he is an active sailor in good standing.

A corsair that lacks a letter of marque does not gain a sponsor, but can usually acquire a vessel by unlawful means. At the GMs option, corsairs in good standing might find sponsors for other causes, such as exploration, pirate-hunting, or war.

Table 5-7: Corsair

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st favored mark, Nimble Moves
2nd	+2	+3	+3	+0	Bonus feat, exotic lands and weapons
3rd	+3	+3	+3	+1	Seadog +2 (at sea), ship's sponsor (500 gp/level)
4th	+4	+4	+4	+1	Artillery, ensign (black, false, white)
5th	+5	+4	+4	+1	2nd favored mark
6th	+6/+1	+5	+5	+2	Bonus feat
7th	+7/+2	+5	+5	+2	Ensign (church, inverted, yellow), ship's crew
8th	+8/+3	+6	+6	+2	Seadog +4 (underwater), ship's sponsor (1000 gp/level)
9th	+9/+4	+6	+6	+3	Siege feat
10th	+10/+5	+7	+7	+3	3rd favored mark, bonus feat, ensign (jack, red)
11th	+11/+6/+1	+7	+7	+3	Siege feat
12th	+12/+7/+2	+8	+8	+4	Black spot
13th	+13/+8/+3	+8	+8	+4	Ensign (arcane, jolly roger), seadog +6 (1 mile), ship's sponsor (2000 gp/level)
14th	+14/+9/+4	+9	+9	+4	Bonus feat
15th	+15/+10/+5	+9	+9	+5	4th favored mark
16th	+16/+11/+6/+1	+10	+10	+5	Ensign (sea-lord, swallow), evasive maneuver
17th	+17/+12/+7/+2	+10	+10	+5	Siege feat
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, seadog +8 (1 mile/level)
19th	+19/+14/+9/+4	+11	+11	+6	Improved black spot
20th	+20/+15/+10/+5	+12	+12	+6	5th favored mark, master corsair

Ensign (Ex/Sp/Su): When he hoists his personal flag, allies take heart and enemies waver. As he advances in level, his legendary status allows him to achieve magical effects this way. When an ensign is shown, all viewers are allowed to roll a Knowledge (local or nobility) check with a bonus equal to the level of the corsair to identify him and his ship, even if they are untrained in the skill.

Unless a description states otherwise, ensigns are language-dependent, mind-affecting fear effects, and affects creatures that can see it (hearing is not required, and it only requires a shared language and its symbols to be known, not actual literacy). Note that even the beneficial effects of ensigns share these descriptors, meaning that paladins and others immune to fear cannot benefit. A Will saving throw (DC 10 + 1/4 the corsair's level + the corsair's Charisma modifier) is allowed to negate or reduce the effect. The effect persists as long as the flag is visible. Flags can be flown on ships or carried as banners. Hoisting a flag is a standard action, but the corsair need not be the one to actually raise or carry the flag, as long as he is within 60 ft. and the flag is flown on his direct order. Ordering a crewman to hoist the flag is a free action, a crewman can be ordered to ready an action to wait for such an order. Only a single ensign can be flown at any time, and a new ensign can only be flown every 10 minutes. One flag can immediately replace another, as long as it was at least 10 minutes since the previous ensign was raised. The corsair is affected by his own flags and considered his own ally. At sea, an ensign affects all who can see it. On land, an ensign only affects creatures within 100 ft. of the flag. A creature can only be affected by one enemy and one friendly ensign at a time. If more than one hostile or one friendly ensign is showing, only the closest one of each type has any effect.

A typical ensign has AC 15 (it is not an immobile object when flown in the wind), Hardness 0, and 20 hit points. It costs 4 gp and is readable at about a mile. A flag is immune to piercing and bludgeoning damage. When carried, it cannot be directly attacked and must be sundered. The corsair starts with a number of ensigns he can use at 4th level, and gains new flags at level 7, 10, 13, and 16. Every corsair can use all the flags indicated for his level.

Black Flag (Ex): At 4th level the corsair can inspire by flying the black flag of assault. When a corsair flies this flag, they are announcing their intention to attack in order to intimidate their enemies. Allies gain a +4 morale bonus to initiative. Enemies must save or gain the shaken condition.

False Flag (Ex): At 4th level the corsair has the self-

confidence to fly the flag of a friendly or neutral to their enemies, or to appear like easy prey, fooling enemies to leave their guard down. Allies gain a +5 morale bonus to Bluff and Disguise attempts to carry out this deception. Enemies must save or be flat-footed for the first round of combat unless the deception is seen through before then.

White Flag (Ex): A 4th level corsair has the integrity to inspire with a white flag of parlay, sometimes mistakenly thought of as the flag of surrender. Allies gain a +4 morale bonus to Diplomacy checks. Enemies must save or suffer a -4 penalty to Sense Motive checks.

Church Pennant (Ex): A 7th level corsair can fly a pennant bearing the symbol of his faith. Allies who have at least paid lip service gain a +2 morale bonus to saving throws. Enemies who fail their save take a -2 penalty to saving throws.

Inverted Flag (Ex): An inverted flag means that a ship is in distress or has been abandoned. Such a ship is generally ripe for salvage. A 7th level corsair can use it as a trick to lure enemies, it must be flown over a seemingly abandoned ship. Allies gain a +4 morale bonus to Stealth. Enemies must save or gain the fascinated condition. While fascinated they must spend one move (on foot or in a vehicle they are controlling) each round moving towards or exploring the supposed salvage, and may take no other actions. Any direct threat breaks the fascination, but usually only after a surprise round.

Yellow Jack (Ex): The yellow flag indicates a disease quarantine. A 7th level corsair has the leadership to inspire an infected crew and the stomach to fly the yellow jack even when not infected. Those failing to save refuse to approach within 100 ft. of a quarantined ship or a quarantine flag and turn enemies if approached. Allies gain a +4 morale bonus on Bluff, Heal, and Intimidate checks.

Naval Jack (Ex): A corsair of 10th level has either the rank or the ego to fly a naval jack. This flag is flown to indicate the corsair's affiliation or independence. Allies gain a +2 morale bonus to all skill checks. When flying on a ship, those who board must save or loudly identify themselves. They have the option to not board the ship when they fail their saving throw, but cannot board without attracting attention.

Red Flag (Ex): A corsair of 10th level can fly the red flag of slaughter. The red flag means only one thing: no quarter, no taking of prisoners. Typically this flag is only flown when the quarry has angered the corsair, to make an example. A good corsair should be careful of his alignment when raising this flag, and can spare what he thinks are non-evil enemies while under this flag without

risking his reputation. Allies can choose to be enraged, as the spell rage. Enemies must save or gain the frightened condition.

Arcane Sigil (Su): Only a 13th level corsair with arcane allies can fly this flag; it bears the arcane mark of an allied arcane order or spellcaster. Allies gain Spell Resistance of 6 plus the corsair's level. Enemies automatically suffer a -2 penalty on saving throws against arcane spells, there is no saving throw to negate this penalty.

Jolly Roger (Ex): A 13th level corsair has a personal mark whose fame has spread far and wide that is designed to strike terror into the hearts of enemies. Allies gain a +2 morale bonus to attack and initiative. Enemies must save or gain the cowering condition. A successful save causes the shaken condition.

Sea-Lords Pennant (Sp): A 16th level corsair can call on the beasts of the deep for service. The flag triggers a *summon nature's ally V* spell when hoisted, as if cast by a druid of the corsair's level. For each level the corsair advances beyond level 16, the numeral of *summon nature's ally* increases by one, up to *summon nature's ally IX* at level 20. The creature(s) appear off the ship and must have the air or aquatic subtype or a swim or fly speed. Enemies that control summoned creatures must save once for each such creature they control or the summoned creature change sides and fights for the corsair.

Swallow-Tail Burgee (Su): This bordered flag is flown by a 16 level corsair to invoke good winds and a speedy voyage. All allies' and their ships gain a 30 ft. circumstance bonus to speed this flag is flying. Onlookers must save or be fascinated by the swift movement, though any direct threat breaks this fascination in the usual manner.

Artillery (Ex): At 4th level, a corsair gains Siege Engineer as a bonus feat. At 9th level, the corsair can apply his seadog bonus on Craft (siege engine), Disable Device, and Knowledge (engineer) checks. At 11th and 17th level, the corsair may select another artillery or siege-related feat, such as Siege Commander, Master Siege Engineer, or Siege Gunner.

Ship's Crew: At 7th level, the corsair gains the benefits of the Leadership feat, and his ship counts as a stronghold for purposes of the feat and he does not take a penalty for moving around a lot as long as his ship goes along. These followers are his ship's mate and crew, and normally stay with the corsair's ship. With the GMs approval a corsair can take the Leadership feat to gain the normal benefits away from his ship too, gaining both a crew and a landing party.

Black Spot (Ex): At 12th level, a corsair can, as a standard action, denote one target within his line of sight to be marked with the black spot, someone he is devoted to chasing down. A corsair can track a swimming creature or a ship the marked creature commands with an opposed Survival check. This check suffers a penalty of -1 for each day since the marked creature went through the area. In addition, the corsair receives a +2 insight bonus on attack rolls made against the marked creature, and all critical threats are automatically confirmed. A corsair can have no more than one black spot active at a time. He can dismiss this effect at any time as a free action, but he cannot place a new black spot for 24 hours. If the corsair sees proof that his marked creature is dead, he can select a new quarry after 1 hour.

Evasive Maneuver (Ex): At 16th level, a corsair can avoid magical and unusual attacks. If he makes a successful saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. If the corsair is aboard a ship when this happens, neither the ship nor the corsair's allies aboard that ship takes damage from that attack. This cannot prevent effects other than hit point damage. Ship evasion can be used only if the corsair is wearing light armor, medium armor, or no armor.

Improved Black Spot (Ex): At 19th level, the corsair's ability to mark with the black spot improves. He can now mark a target as a free action, and can take 20 while using Survival to track his quarry. His insight bonus to attack increases to +4. If marked creature is killed or the mark is dismissed, he can select a new one after 10 minutes have passed.

Master Corsair (Ex): A corsair of 20th level can always sail a ship at full speed, regardless of wind, current, or impediments as long as there is enough water for the ship to pass. He can, as a standard action, make a single attack against a favored mark at his 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 corsair's level + the corsair's Charisma modifier. A corsair 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 corsair can use this ability a number of times equal to his Charisma bonus, but not more than once against the same creature in a 24-hour period.

HETAERA

The hetaera tradition is an ancient one, rising out of a desire for beauty and excellence and a taste for sensual pleasures. It is an institution guarded by the noble and the wealthy because it grants access to some of the most interesting men and women in the world. No mere commoner can command a hetaera's affections, but many visitors at court wish they had a hetaera's connections. Hetaerae are chosen not only for their breathtaking faces, but also for their ready minds and keen insight. Sometimes fostered as children, they are trained extensively in politics, performance, and magic, so that they can gain and hold the attentions – and the patronage – of the mighty. In so doing, they take on the essence of grace and start to become mighty themselves, and through the assistance of their lovers.

Role: Hetaerae are fixtures at courts and places of political influence, but they also travel as diplomats, spies, matchmakers, and messengers. They are often proficient healers and powerful social representatives, with some exotic bits of magic up their sleeves.

Alignment: Any

Hit Die: d8

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The hetaera's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex).

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following are class features of the hetaera.

Weapon and Armor Proficiencies: Hetaerae are proficient with daggers, light crossbows, darts, shortbows, knives, short swords, rapiers, scimitars, chakrams, whips, garrotes, lassos, nets, and spiked chains. They

are proficient with light armor and with bucklers.

Spells: A hetaera casts divine spells drawn from the hetaera spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a hetaera must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a hetaera's spell is 10 + the spell level + the hetaera's Charisma modifier.

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

The hetaera's selection of spells is extremely limited. A hetaera begins play knowing four 0-level spells and



two 1st-level spells of the hetaera's choice. At each new hetaera level, she gains one or more new spells, as indicated on Table: Hetaera Spells Known. Unlike spells per day, the number of spells a hetaera knows is not affected by his Charisma score.

Upon reaching a new level, a hetaera can choose to learn a new spell in place of one she already knows. In effect, the hetaera "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 hetaera spell the hetaera can cast. A hetaera 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.

A hetaera 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 allotment of spells per day for the spell's level.

Cantrips: Hetaerae learn a number of cantrips, or 0-level spells, as noted on Table: Hetaera 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.

Service Spells (Su): A hetaera can cast an extra spell per level per day from any spell on the hetaera class list, as long as it provides a benefit to others for no personal compensation. Service spells cannot be used for magic item creation, cannot result in damaging effects, and must be cast on a single target. With a successful Spellcraft check (DC 15 + the spell's level), the hetaera can even cast a spell she does not know, but that is one the hetaera's spell list, so long as it is of a level she is able to cast and she has not already used a service spell of that level on that day.

Endowment: As a hetaera gains experience, she gains a number of endowments that aid her in social situations, benefit her friends, or harm her foes. She gains one endowment on each level indicated on her class chart. A hetaera cannot select an individual endowment more than once.

Canny Observer (Ex): When a hetaera with this endowment makes a Perception check to hear the details of a

Table 5-8: Hetaera

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Cantrips, endowment, service spells, spells
2	+1	+0	+3	+3	Boon (favor), endowment
3	+2	+1	+3	+3	Endowment
4	+3	+1	+4	+4	Armor of beauty
5	+3	+1	+4	+4	Boon (skill), endowment
6	+4	+2	+5	+5	Endowment
7	+5	+2	+5	+5	Searing kiss
8	+6/+1	+2	+6	+6	Boon (unique), endowment
9	+6/+1	+3	+6	+6	Endowment
10	+7/+2	+3	+7	+7	Bolstering grace, major endowment
11	+8/+3	+3	+7	+7	Boon (favor, 2/day), endowment
12	+9/+4	+4	+8	+8	Endowment
13	+9/+4	+4	+8	+8	Purity of body
14	+10/+5	+4	+9	+9	Boon (skill, 2/day), endowment
15	+11/+6/+1	+5	+9	+9	Endowment
16	+12/+7/+2	+5	+10	+10	Purity of mind
17	+12/+7/+2	+5	+10	+10	Boon (unique, 2/day), endowment
18	+13/+8/+3	+6	+11	+11	Endowment
19	+14/+9/+4	+6	+11	+11	Tireless body
20	+15/+10/+5	+6	+12	+12	Kiss of death

Table 5-9: Hetaera Spells Known

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

conversation or to find concealed or secret objects, she gains a +4 bonus.

Charmer (Ex): Once per day, the hetaera can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this endowment before making the Diplomacy check. A hetaera can use this ability one additional time per day for every 5 hetaera levels she possesses.

Coax Information (Ex): A hetaera with this endowment can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward her. Additionally, after the effect expires the target must succeed on a Sense Motive check versus the hetaera's coaxing roll to suspect her of undue influence. Otherwise, the target will not treat her as unfriendly or consider reporting her to authorities.

Convincing Lie (Ex): When a hetaera with this endowment lies, she creates fabrications so convincing that others treat them as truth. When a hetaera with this endowment successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the hetaera's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the hetaera's, the individual can use his own modifier and gain a +2 bonus on any check

to convince others of the lie. This effect lasts for a number of days equal to 1/2 the hetaera's level + the hetaera's Charisma modifier.

Double-Edged Sword (Su): A hetaera's caster level is automatically considered to be one level higher when she is using healing spells on her current and former lovers. A hetaera's current and former lovers must add 1 to the DC to resist her damage-inducing spells. The benefit and penalty increase by 1 for every three character levels the hetaera possesses.

Evasion (Ex): A hetaera 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 hetaera is wearing light armor or no armor. You must be at least 2nd level to select this endowment.

Esoterica Scholar (Ex): Once a day, a hetaera with this endowment may attempt a Knowledge check, even when she is not trained in that Knowledge skill, and add her Charisma modifier to the check. Every three levels thereafter, she can make another attempt per day and gains a cumulative +1 bonus.

Face in the Crowd (Ex): A hetaera masters stealthy movement and leaves no trace of her passing in cities. While in urban environments, she leaves no trail

and cannot be tracked, though she can choose to leave behind a trail if she so desires. Furthermore, she can always choose to take 10 when making a Stealth check. You must be at least 4th level to select this endowment.

Guileful Polyglot (Ex): A hetaera with this endowment who has at least one rank in Linguistics gains four additional languages. A hetaera with this endowment who does not have any ranks in Linguistics gains two additional languages. If she later gains ranks in Linguistics, she gains two additional languages, to a total of four additional languages above those granted by the Linguistics skill itself. She also gains one of the following options: a +1 bonus every three levels to Bluff checks to pretend she does not know a language or to lie about messages she has delivered as a translator, or the same bonus to Diplomacy or Bluff checks used to seduce a target with an exotic, romantic language (chosen by the DM).

Hard to Fool (Ex): Once per day, a hetaera with this endowment can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this endowment before making the Sense Motive check. A hetaera can use this ability one additional time per day for every 5 hetaera levels she possesses.

Hidden Sting (Ex): A hetaera adds 1/2 her level on Sleight of Hand checks made to conceal a dagger, dart, or knife. If she also possesses the Poison Use endowment, she can apply poison to the weapon before hiding it on her person and can draw it for an attack without wiping off the dose.

Honeyed Words (Ex): Once per day, the hetaera can roll two dice while making a Bluff check, and take the better result. She must choose to use this endowment before making the Bluff check. A hetaera can use this ability one additional time per day for every five hetaera levels she possesses.

Improved Unarmed Strike: A hetaera that selects this endowment gains Improved Unarmed Strike as a bonus feat.

Intimidating Prowess: A hetaera that selects this endowment gains Intimidating Prowess as a bonus feat.

Lasting Poison (Ex): A hetaera with this endowment can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus.

Applying poison in this way requires a full-round action, or a standard action if the hetaera has the swift poison endowment.

Master Poisoner (Ex): A hetaera can use Craft (alchemy) to change the type of a poison. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to the poison's DC. If successful, the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. The hetaera also receives a bonus on Craft (alchemy) skill checks when working with poison equal to 1/2 her hetaera level. You must have the poison use endowment and be at least 3rd level to select this endowment.

Natural Born Liar (Ex): When a hetaera successfully deceives a creature with a Bluff, that creature takes a -2 penalty versus the hetaera's Bluff checks for the next 24 hours. This ability does not stack with itself but the penalty does increase by -1 for every three levels the hetaera possesses.

Poison Use (Ex): A hetaera is trained in the use of poison and cannot accidentally poison herself when applying poison to a blade.

Sly Smile (Ex): A hetaera gains a +1/2 morale bonus on Bluff and Diplomacy checks per hetaera level (minimum +1).

Sociable (Ex): Hetaera are skilled at charming others and recovering from faux pas. If a hetaera with this endowment attempts to change a creature's attitude with a Diplomacy check and fails by 5 or more, she can try to influence the creature a second time even if 24 hours have not passed.

Societal Connections (Ex): A hetaera with this endowment gains better access to magic items from societal connections. She treats every settlement as one size greater for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the hetaera can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the hetaera can also sell stolen items within the halls of aristocracy. If the check fails by 5 or more, the hetaera does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the society may alert the authorities to the hetaera's presence in an act of reprisal for spooking the market or to divert attention away from their own illicit

activities. The DCs of the checks are by settlement size and are given in the table below.

Community Size	DC
Thorp	10
Hamlet	12
Village	15
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

Swift Poison (Ex): A hetaera with this endowment can apply poison to a weapon as a move action, instead of a standard action.

Uncanny Dodge (Ex): Starting at 4th level, a hetaera can 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 AC if immobilized. A hetaera with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her. A hetaera must be at least 4th level to select this endowment.

Weapon Finesse: A hetaera that selects this endowment gains Weapon Finesse as a bonus feat.

Wealthy Patrons (Ex): A hetaera collects items as well as lore from her patrons, picking up small gifts of this or that throughout her liaisons. As a result, she may carry unspecified equipment worth up to 50 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, she may dig through her pockets to retrieve an item she specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, she can retrieve no more items until she refills her deep pockets by spending a few hours and an amount of gold to bring her total up to 50 gp per class level.

Boon (Ex): A boon is a quantifiable, non-monetary way an NPC might help the hetaera. This might take the form of a discount on goods or services, a one-time bonus on a specific skill check, or even a simple magical benefit that only that character can provide. Any player

character could gain a boon following the rules presented in the Gamemastery Guide, however hetaerae are able to effortlessly make such positive interactions that they can call upon a limited number of boons when within an urban environment.

Locating an NPC to provide a boon to the hetaera requires an hour of time and a successful Diplomacy check with the DC indicated by the type of boon. At 2nd level a hetaera could receive one favor per day from NPC patrons of the hetaera (DC 10). Examples of favours that could be granted include but are not limited to:

- Can find a seller to buy any non-magic item or a buyer for any magic item.
- Can guard a precious object or hide it where none will find it.
- Free healing on a single occasion.
- Gifts a PC one non-magical weapon, piece of armor, or adventuring gear.
- Letter of recommendation to lower-ranking priests, ordering them to help the PCs as required (granting the aid of a 1st-level adept hireling for 3 days).
- Provides a 50% discount on a high quality, nonmagical item made using one of his Craft skills.
- Provides a room and prepares an elaborate feast in a PC's honor.
- Provides an invitation to an aristocratic event, such as an estate party, royal gala, or public celebration.
- Provides material for a PC, cutting the price to create a non-magical item in half.
- Use of influence to save the PCs from prosecution for a crime.

At 5th level, the hetaera could receive a skill boon from NPC patrons of the hetaera (DC 15). Examples of skill boons that could be granted include but are not limited to:

- Attends a character on his visit to the royal court, granting the PC a +4 Sense Motive check on interactions with the court's members during that outing.
- Favorable introductions to contacts in a local church, providing a PC a +2 bonus on Diplomacy checks made to influence members of that specific church.
- Freely uses his highest Craft or Profession skill for the PC for a month of service (perhaps crewing a vehicle or ship, tending to a rare plant, or training an animal) .
- Grants access to an exceptionally well outfitted workspace, granting a PC a +4 bonus on a specific

Craft or Profession check.

- Offering a day-long primer on local courtesy, granting the PC a +2 bonus on a Knowledge (nobility) check for the city or region.
- Proves especially knowledgeable in mysterious alchemical techniques, granting a PC a +4 bonus on one Craft (alchemy) check made to create an alchemical item.
- Provides information with which to blackmail a local criminal, granting a PC a +4 bonus on Intimidate checks against local street thugs.
- Relates his experience patrolling the local sewers, granting a PC a +2 bonus on Knowledge (dungeoneering) checks in the city sewers.
- Shares rural remedies, granting the PC a +2 bonus when using Heal to treat diseases.
- Teaches a PC a trick of the trade, granting a perpetual +1 bonus on one Craft or Profession check that the PC and expert share.

At 8th level, the hetaera could receive a unique boon from NPC patrons of the hetaera (DC 20). Examples of unique boons that could be granted include but are not limited to:

- Allows the PC to commune with the spirit animal of his tribe, granting the PC the ability to *speak with animals* of a specific regional species once per day.
- Can brew 4 unique potions that instantly heal the disease filth fever.
- Can create a special tool that opens an ancient lock, circumvents an impassible trap, or replaces a part of a fabulous broken mechanism.
- Can form a posse, bringing together a group of 2d4 low-level warriors to aid in one specific plan.
- Competently manages a home or business for an absentee PC.
- Creates a map or leads a PC through the local wilderness to a secret location only he knows about.
- Grants a PC a minor, landless title that affords him access to certain local rights.
- Grants the secret of a specialized fighting style, providing a PC with a +1 bonus on initiative.
- Loans a ship and provides a crew for a voyage to a distant land.
- Obtains membership in a regional guild, providing a PC with a 10% discount on a certain kind of goods in a wide region.

At 11th level, the hetaera can call upon up to two

favors a day, at 14th level, the hetaera can call upon up to two skill boons a day, and at 17th level, the hetaera can call upon two unique boons a day.

Armor of Beauty (Su): At 4th level, the hetaera's beauty and presence grant her protection from on-slaughts. Enemies find that they don't want to hurt her and pull their punches, even against their better judgment. When she is unarmored and unencumbered, the hetaera adds her Charisma bonus to her AC and CMD as a dodge bonus. She loses these bonuses when she is immobilized, helpless, or fighting mindless opponents.

Searing Kiss (Sp): At 7th level, a number of times per day equal to the hetaera's Charisma modifier + 4, she can try to deliver a spell by making a kissing gesture at a target. This special kiss can deliver any spell with a range of touch that damages or distresses a target as a ranged touch attack within 30 ft. If the attack is successful, the target must then roll a saving throw to determine whether or not they are affected. With a successful Spellcraft check (DC 15 + the spell's level), the hetaera can even use a spell she does not normally know, but that is on her spell list, so long as she is of sufficient level to cast it.

Bolstering Grace (Su): At 10th level, a hetaera gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Major Endowments: At 10th level and each level thereafter, a hetaera can choose one of the following major endowments in place of a hetaera endowment as listed on the class table.

Alluring (Su): A hetaera gains a +2 inherent bonus to her Charisma score.

Another Day (Ex): Once per day, when the hetaera would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The hetaera is staggered for 1 round on her next turn.

Armor of Wisdom (Su): A hetaera may add her Wisdom bonus to her AC and CMD as an insight bonus under the same conditions as her armor of beauty class ability.

Deadly Cocktail (Ex): A hetaera with this endowment can apply two doses of poison to a weapon at once. These can be separate poisons, in which case they both affect the target individually, or two doses of the same toxin, in which case the poisons' frequency is extended by 50% and the save DC increases by +2. This endow-

ment is an exception to the rule that injury poisons can only be delivered one dose at a time.

Distraction (Ex): At 8th level, whenever a hetaera is detected while using Stealth, she can immediately attempt a Bluff skill check opposed by the Sense Motive skill of the creature that detected her. If this check succeeds, the target assumes that the noise was something innocent and disregards the detection. This only functions if the creature cannot see the hetaera. This ability can only be used once during a given Stealth attempt. If the same creature detects the hetaera's presence again, the ability has no effect.

Familiar (Ex): A hetaera with this endowment gains a familiar as the familiar option of the wizard's arcane bond class feature. This ability functions exactly like that part of the class feature, but the hetaera's effective wizard level is her hetaera level -4.

Feat: A hetaera may gain any feat that she qualifies for in place of an endowment.

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

Master of Disguise (Ex): Once per day, a hetaera with this endowment gains a +10 bonus on a single Disguise check.

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

Poison Immunity (Ex): The hetaera gains immunity to poisons of all kinds.

Redirect Attack (Ex): Once per day, when a hetaera with this endowment is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the hetaera, and the creature that made the attack against the rogue must make a new attack roll against the new target.

Rumormonger (Ex): A hetaera with this endowment can attempt to spread a rumor through a small town or larger settlement by making a Bluff check. She can do so a number of times per week equal to her Charisma modifier (minimum 0). The DC is based on the size

of the settlement, and it takes a week for the rumor to propagate through the settlement. If the check succeeds, the rumor is practically accepted as fact within the community; succeeding by 5 or more over the DC decreases the time it takes the rumor to propagate by 1d4 days. A failed check means the rumor failed to gain traction, while failing by 5 or more causes the opposite of the rumor or some other competing theory involving the rumor's subject to take hold.

Community Size	DC
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

Skill Mastery (Ex): The hetaera becomes so confident in the use of certain skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. 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. A hetaera may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

Thoughtful Reexamining (Ex): Once per day, a hetaera with this endowment can reroll a Knowledge, Sense Motive, or Perception skill check to try to gain new or better information from the roll. This reroll can be made any time during the same day as the original check.

Tongues (Ex): A hetaera can speak with any living creature that has a language. You must possess the guileful polygot endowment to select this major endowment.

Unwitting Ally (Ex): A hetaera with this endowment can spend a swift action to attempt to make an opponent act like an ally for purposes of providing a flank until the beginning of the hetaera's next turn. The opponent must be able to hear and see the hetaera, and the hetaera must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, the hetaera cannot use this endowment again on the same opponent for the next 24 hours. If the hetaera fails the check

by 5 or more, she cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.

Weapon Snatcher (Ex): A hetaera with this endowment can make a Sleight of Hand check in place of a combat maneuver check when attempting to disarm an opponent.

Purity of Body (Ex): At 13th level, a hetaera gains immunity to all diseases, including supernatural and magical diseases.

Purity of Mind (Ex): At 16th level, a hetaera gains immunity to all enchantments and mind-affecting effects. She may suppress this ability to gain benefit from beneficial spells and abilities of this nature.

Tireless Body (Ex): At 17th level, a hetaera no longer needs to sleep and is immune to staggered, fatigue, and exhaustion conditions.

Kiss of Death (Sp): At 20th level, a hetaera can modify her searing kiss ability to deliver a truly lethal caress. She cannot use another kiss effect in the same round and must succeed at a touch attack. If successful, the target must make a Will save (DC 10 + ½ the hetaera's level + the hetaera's Charisma modifier) to negate the effect. Even if the target succeeds, the creature is staggered for 1d4 rounds, and the hetaera cannot try a kiss of death on that target again for 24 hours. If the creature's saving throw fails, it dies. Kiss of death is a mind-affecting death effect that relies on touch.

Sample Patron NPCs for Hetaera

To provide some color and an NPC in the background, here are some sample NPC patrons to provide the listed boons at the three levels:

Favor (Level 2)

- **Brundar the Fat:** Loves his sobriquet, thinks it makes him desirable.
- **Captain Gerudan:** Mercenary-about-town that could wash his armor now and then.
- **Honson Sheetweaver:** Halfling hotelier, he has seen a lot of things...
- **Sister Miracle:** A free spirit of the Goddess of Love.
- **Soliman, Head Scribe:** Far more passionate than his appearance warrants.
- **Tommaso Therchin:** A slimy lecher that knows the value of a gold coin.

- **Tubal'Chak:** All business, a trade for a trade; refreshing, in a way.

Skill (Level 5)

- **Adira Gearthumbs:** Semi-disinherited young noble, loves to "slum" with adventurers and interesting people.
- **Chamberlain Goss:** Powerful player at court, constantly trying to make contacts to increase the power of his position.
- **Doriath Venotha:** Wrinkled elf of unknowable age, trying to relive his mostly-imagined youth.
- **Ferrik "Thumbs" Ferrikson:** Addicted to intrigue, tells lies for his own amusement.
- **Jerellin the Poisoner:** Never eat anything in her presence, just to be on the safe side.
- **Lady Librea Johanna:** Lady-in-waiting to the highest-ranking lady in court, sadly wishes to have servants of her own.
- **Velgoth the Sexton:** Very secular insider to all the intrigues of the church, but sneers at the gods.

Unique (Level 8)

- **Brother Dark:** Excommunicated cleric, will do anything for a price, and respects those that do the same.
- **Cilmaren the Silent:** Repressed elven majordomo, a terrible gossip and flamboyant dresser in his own chambers.
- **Contessa Zabet Bathus:** Quite thoroughly evil, but wealthy and influential.
- **Fabyo Goldenhair:** "Professional barbarian" drawing tribute from court, grown a bit soft in the meantime.
- **Gran'Pappy Grumm:** Near-senile patriarch of a large family of miners and rambunctious hill-billies.
- **Jebbel Bellyfur:** Obsessive cartographer, rarely spends his money, but loves to have people listen to him lecture.
- **Syl-Do the Xesa:** Weird sexless vegetable humanoid, greatly enjoys the "gendered experience".

Names and races can be adapted to the campaign that the hetaera is currently active in; remember that boons can take nearly any shape the hetaera wishes, with the same relative power level of those suggested at each attained level.

INFINYTE

(Knights Acolyte of the Infinite Balance)

"Time is a dream—or a nightmare—from which there is no waking. We who travel in Time are dreamers who occasionally share a common experience." -Michael Moorcock, *The Dreamers at the End of Time*

There are those who are born to be tools of the multiverse—not chosen, but simply pieces in the machine of Time and Space to aid in its grinding out the motions of eternity. Those that are born thinking themselves ordinary mortals and become Knights Acolyte of the Infinite Balance, or "Infinites" soon come to the realization that there is something... selected about them, that there are purposes in play that may take their destinies to places they know not of. Ordinary peasants are rarely infinites, and it is often the inborn distinctness of an infinite that guides the multiverse into creating them—last of a tribe, orphan son of a lost king, a would-be wizard awakening from a coma. Infinites soon learn of their different-ness and turn their efforts to understanding and using their powers to struggle against the cosmic plans that have involuntarily included them.

Purple Duck Note: *Access to the Hero Point rules system from the Advanced Player's Guide is essential for using the infinite, and familiarity with hero points and their uses and methods of recovery is a must for GMs and players involved.*

Role: The infinite is a being caught up in a conflict that he is barely aware of, much less understands. Though a competent warrior, his ability to change the progress of destiny comes in handy at appropriate, carefully chosen moments. Multiclassing into magic is appropriate for an infinite, and their ability to save the day, snatched from the jaws of defeat are very useful.

Alignment: Any non-evil with a neutral component. An infinite that becomes good or evil keeps his hero points if he has 3 or fewer, but loses all other infinite abilities.

Hit Die: d10.

Starting Wealth: 5d6 x 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The infinite's class skills are Appraise (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (nobility) (Int), Knowledge (planes), Linguistics (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the infinite.

Weapon and Armor Proficiency: Infinites are proficient with simple and martial weapons, light and medium armor, and shields (except tower shields).

Consort (Ex): The Balance works in an orderly way, and when an infinite is born, so is a match, or mate for them, or perhaps a "best friend". At 1st level, this



consort can take one of two forms: either the consort is present (a designated PC or NPC), and gains a +1 circumstance bonus to Armor Class for every 5 levels of infinityte possessed (as long as they are within sight of the infinityte), or the consort is elsewhere, “at home”, and the security of that consort grants the infinityte +1 competence bonus on skill checks for every 5 levels of infinityte possessed. If the consort were to “join” or leave the party, the bonus could be shifted from one form to the other, (losing skill points or bonuses) as long as both are not in place at the same time. Designating a new Consort (should they pass away) cannot take place until a new level has been reached.

Imbalance: It is possible for more than one incarnation of the multiverse’s champion to exist in the same place at the same time, but it is a sign of a momentous event, and strains the fabric of reality, and the sanity of the infinitytes themselves. For each infinityte visible to another infinityte, those infinitytes suffer a -2 penalty to Wisdom, and the hero points available to the NPC regarding eternal enemy increases by 1.

Incarnate Memory (Ex/Sp/Su): Infinitytes walk many paths and have lived many lives in many realms. Sometimes the memories of these past or concurrently lives flood back to the infinityte granting them access to additional abilities.

At 1st, 5th, 9th, 13th, and 17th levels the infinityte can gain access to one or more benefits from their alternate destinies.

Class Abilities: The infinityte can gain a class of ability from an other class of equal or lower class value. If that class ability naturally scales with class level it does not scale for the infinityte but they may select it again later to increase its scaling.

For instance, at 1st level the infinityte can regain memories of being a powerful wizard and regain access to 1st level spells as a wizard. If the infinityte wanted to cast 2nd level wizard spells he would have to spend two more instances of his incarnate memory to do so. Likewise, a 1st level incarnate could take the eidolon ability of the summoner, if his alternate destiny trafficked with demons and proteans but it would never have more evolution point unless the infinityte learned this ability multiple

Table 5-10: Infinityte

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Consort +1, imbalance, incarnate memory (1st), detect law/detect chaos, eternal hero points (1)
2nd	+2	+0	+0	+3	Eternal enemy (1), item of legend (1,000 gp)
3rd	+3	+1	+1	+3	Hero point maximum 4
4th	+4	+1	+1	+4	Alter fate (1/day), item of legend (2,000 gp)
5th	+5	+1	+1	+4	Consort +2, incarnate memory (2nd)
6th	+6/+1	+2	+2	+5	Item of legend (5,000 gp), seize opportunity (1/day)
7th	+7/+2	+2	+2	+5	Eternal enemy (2), hero point maximum 5
8th	+8/+3	+2	+2	+6	Alter fate (2/day), item of legend (10,000 gp)
9th	+9/+4	+3	+3	+6	Incarnate memory (3rd)
10th	+10/+5	+3	+3	+7	Consort +3, item of legend (17,000 gp), eternal hero points (2)
11th	+11/+6/+1	+3	+3	+7	Hero point maximum 6
12th	+12/+7/+2	+4	+4	+8	Alter fate (3/day), eternal enemy (3), item of legend (26,000 gp)
13th	+13/+8/+3	+4	+4	+8	Incarnate memory (4th), seize opportunity (2/day)
14th	+14/+9/+4	+4	+4	+9	Item of legend (37,000 gp)
15th	+15/+10/+5	+5	+5	+9	Consort +4, hero point maximum 7
16th	+16/+11/+6/+1	+5	+5	+10	Alter fate (4/day), Item of legend (50,000 gp)
17th	+17/+12/+7/+2	+5	+5	+10	Eternal enemy (4), incarnate memory (5th)
18th	+18/+13/+8/+3	+6	+6	+11	Item of legend (65,000 gp)
19th	+19/+14/+9/+4	+6	+6	+11	Hero point maximum 8, seize opportunity (3/day)
20th	+20/+15/+10/+5	+6	+6	+12	Consort +5, item of legend (82,000 gp), servant of the balance

times.

Feats: The infynite can gain any feat as a bonus whose requirements he can meet with the exception of the class or race requirement. The infynite is considered to be all races and classes at the infynite's class level when selecting a bonus feat in this way. So at 5th level, the infynite could select Weapon Specialization in a weapon that he possesses Weapon Focus in or he could take Fight On as 1st level because in one realm he was a dwarf even though he is not one now.

Skills: The infynite can add two skills to his list of class skills. Additionally, any skills added through this ability gain a competence bonus equal to 1/2 the infynite's class level (minimum +1).

Detect Law and Chaos (Sp): At 3rd level, an infynite can use *detect law* and *detect chaos* at will, as a spell-like ability, using their infynite level as their casting level. They can only use one form at a time.

Eternal Hero Points (Ex): Infynites are heroes who use the Hero Point optional system, described in the *Advanced Player's Guide*. At the beginning of play, an infynite receives 3 hero points, rather than 1. Each day the number of hero points the infynite regains is determined by his class level. At 1st level, they always regain 1 hero point. At 10th level, they regain 2 hero points per day.

Purple Duck Note: *You cannot regain any hero points from the eternal hero points class features unless you have used them on a previous day, or you cannot camp for a couple of days to regain all your hero points.*

Eternal Enemy (Su): At 2nd level, the presence of an infynite draws the attention of cosmic forces eager to join the conflict between law and chaos. This is depicted by, each game session, a gamemaster having a pool of hero points from which his monsters and NPC foes can use to improve their chances. The gamemaster gains 1 hero point per session at 2nd level, and 1 additional point every 5 levels beyond 2nd (7th, 12th, 17th levels). Unlike infynites and other player character's with hero points, there is no way for the gamemaster to regain hero points during the course of a session.

Item of Legend (Su): At 2nd level, The Balance takes notice of the infynite and unbeknownst to him has placed in his path an item of legend whose power increases with the infynite's character level. This item can take the form of a suit of armor, a ring, a weapon

or a wondrous item. Once chosen the item cannot be changed unless it is destroyed at which point it can be replaced for free when the character gains a new infynite level. The item of legend provides no benefit to any other character other than the infynite.

The exact nature and description of the benefit must be decided by the player character and the GM (the Balance) to make sure the item works thematically with the game and does not create an unfair advantage. Below is a table of that lists the approximate value of the item of legend at each level.

Level	Approximate Value (gp)
2nd	1,000
4th	2,000
6th	5,000
8th	10,000
10th	17,000
12th	26,000
14th	37,000
16th	50,000
18th	65,000
20th	82,000

Some sample items of legend are listed on page 8 to provide further guidelines. The item of legend uses the infynite's class level for its caster level and his Charisma modifier for any saves on spell-like abilities.

Hero Point Maximum: The number of hero points that an infynite can possess at one time increases with level. At 3rd level the maximum raises to 4 points. The maximum increase by one point again at 7th level and at every four levels beyond that until they may possess a maximum of 8 hero points at 19th level. However, they still regain hero points as described in the hero point rules and in the eternal hero points class ability.

Alter Fate (Ex): At 4th level, the infynite is further able to tip the scales of fate in his favor. Once per day, he may reroll any attack or damage roll, or saving throw and take the best of the two rolls. He may reroll 2/day at 8th level, 3/day at 12th level, and 4/day at 16th level.

Seize Opportunity (Ex): At 6th, level the infynite is able to alter their personal flow of time and take an additional round of actions 1/day at any point in the

initiative count. At 13th level, he may do this 2/day and at 19th level he may do this 3/day.

Servant of the Balance (Su): At 20th level, the infinyte becomes the avatar of the Balance itself. He becomes immune to all alignment-based spells, has a constant *detect chaos/detect law* effect in place, and gains DR 10/epic.

Sample Items of Legend

Below are two sample items of legend.

Item of Legend (Ring of Fire)

Level	Abilities
2nd	<i>dancing lights</i> (at-will)
4th	<i>endure elements</i> (heat/self only)
6th	sustenance (as <i>ring of sustenance</i>) if within 30 ft. of a fire source.
8th	fire resistance 5
10th	<i>burning hands</i> (at-will)
12th	fire resistance 10
14th	<i>burning gaze</i> (5/day)
16th	fire resistance 20
18th	<i>fireball</i> (3/day)
20th	fire Resistance 30

Item of Legend (Sword of Destiny)

Level	Abilities
2nd	mwk silver longsword
4th	+1 <i>silver longsword</i>
6th	<i>embrace destiny</i> (1/day)
8th	+1 <i>silver dispelling longsword</i>
10th	+5 Sense Motive, +5 Knowledge (history)
12th	+2 <i>silver dispelling longsword</i>
14th	<i>embrace destiny</i> (2/day), <i>dispel magic</i> (2/day)
16th	+3 morale bonus to saves
18th	+3 <i>silver dispelling longsword</i>
20th	+4 <i>silver dispelling longsword</i>

Item of Legend (Shield of Tears)

Level	Abilities
2nd	mwk heavy darkwood shield
4th	+1 <i>heavy darkwood shield</i>
6th	<i>compassionate ally</i> 1/day
8th	+1 <i>blinding heavy darkwoood shield</i>

Hero Magic

Certain spells, feats items are keyed to work with hero points, and must exist in a game setting where an infinyte exists. They act differently upon an infinyte, as follows:

Feats

- *Blood of Heroes*: Hero's Fortune is not a prerequisite.
- *Hero's Fortune*: Increases maximum hero-points to 6 (if at 2nd level.)
- *Luck of Heroes*: For every 3 levels of infinyte, the threshold to recover a 'spent' hero point decreases by 1. Hero's Fortune is not a prerequisite.

Spells

- *Heroic Fortune*: grants 2 temporary hero points

Magic Items

The following grant 1 hero point immediately upon possession by the infinyte:

- *hero's blade*
- *ring of heroes*
- *staff of fortune*

10th	+5 Intimidate, +5 Knowledge (nobility)
12th	+2 <i>blinding heavy darkwood shield</i>
14th	<i>compassionate ally</i> 2/day, <i>deeper darkness</i> 2/day
16th	Wielder is immune to gaze attacks
18th	+3 <i>blinding heavy darkwood shield</i>
20th	+4 <i>blinding heavy darkwood shield</i>

Note: See the entry for the Timebender class for description of the Time/Destiny War over the Eternal City of Taelenor, an optional campaign feature for Infinytes.

REAPER

Reapers are fueled by death, the death they cause and the death that surrounds them. Warriors who found themselves drawn to libraries to better understand why targeting certain parts of the body yielded a faster kill often stumbled across books on necromancy in their research. Inevitable and endless, death terrifies the living and burdens the minds of any adventurer. Typically, only arcane and divine practitioners of necromancy are able to tap into the darkest of the dark arts. Unlike casters, who whip spells from a safe distance, a warrior comes face to face with his victims when he claims their lives. He is close enough to see his victim realize its life has ended. He smells his victim's innards as they are exposed to the air. No longer just death dealers, these warriors reap what they sow.

Role: Reapers are front-line combatants, crushing pawns and minions to build up the momentum to confront larger threats. They are well protected by their choice of armor, but are offensive minded combatants.

Alignment: Any non-good. To reap lives for personal

gain is an evil action, one which can possibly be compensated with good deeds to keep a neutral alignment. No-one who uses reaper powers intentionally can be good. Neutral reapers are constantly torn between good and evil, and some refuse to use their powers except in dire need.

Hit Die: d10.

Starting Money: 4d6 x 10 gp (140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The reaper's class skills are Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Table 5-11: Reaper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Reap
2nd	+2	+3	+0	+3	Mors opus
3rd	+3	+3	+1	+3	Soul mate 1
4th	+4	+4	+1	+4	Mors opus
5th	+5	+4	+1	+4	Speak with dead 1/day
6th	+6/+1	+5	+2	+5	Mors opus
7th	+7/+2	+5	+2	+5	Soul mate 2
8th	+8/+3	+6	+2	+6	Mors opus
9th	+9/+4	+6	+3	+6	Last Rites
10th	+10/+5	+7	+3	+7	Mors opus, speak with dead 2/day
11th	+11/+6/+1	+7	+3	+7	Soul mate 3
12th	+12/+7/+2	+8	+4	+8	Mors opus
13th	+13/+8/+3	+8	+4	+8	Death's head
14th	+14/+9/+4	+9	+4	+9	Mors opus
15th	+15/+10/+5	+9	+5	+9	Soul mate 4, speak with dead 3/day
16th	+16/+11/+6/+1	+10	+5	+10	Mors opus
17th	+17/+12/+7/+2	+10	+5	+10	Crystallize fragment
18th	+18/+13/+8/+3	+11	+6	+11	Mors opus
19th	+19/+14/+9/+4	+11	+6	+11	Soul mate 5
20th	+20/+15/+10/+5	+12	+6	+12	Grim reaper, mors opus, speak with dead 4/day

Class Features

The following are class features of the reaper.

Weapon and Armor Proficiency: A reaper is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) but no shields.

Reap (Su): A reaper excises fragments of the souls of the creatures he kills. Soul fragments are the source of a reaper's necromantic powers. When he deals enough damage to bring an enemy below 0 hp, or kills a dying or helpless living target, he reaps 1 soul fragment from the creature. When he kills a living, conscious target with a melee attack, whether by reducing the target's hp to a negative amount equal to or greater than its Constitution score or by massive damage if that rule is used, he instead reaps 3 fragments. The target must be a living creature with at least 3 Intelligence and HD equal to or greater than half the reaper's character level or its soul is not potent enough for necromantic use. Constructs and elementals (specifically creatures with "elemental" in the name, not all creatures of the elemental subtype) are not considered living creatures for this purpose and cannot be reaped. A reaper can have a number of soul fragments at one time equal to his Intelligence bonus (minimum 1). A reaper is the keeper of these souls for a very short time, unspent fragments disappear when a reaper sleeps or meditates.

At 1st level, a reaper gains a bonus to damage on melee attacks equal to his number of fragments stored, up to a maximum equal to his Intelligence bonus.

Mors Opus: At 2nd level and every even level thereafter, a reaper learns new ways to tap the power of excised souls. He gains a mors opus, a special attack or ability fueled by soul fragments. A reaper cannot select an individual mors opus more than once. Unless otherwise noted, using a mors opus does not provoke an attack of opportunity. A reaper must have at least one unspent soul fragment to gain the benefits of a mors opus. Mors opus marked with an asterisk (*) spend fragments, which a reaper may only do once per round.

Darkvision (Su): The dead see the world in ways the living cannot. The fragments of souls within a reaper's body share with him some of what they see. A reaper gains darkvision out to 60 ft. If he already possesses darkvision from another source, the range of his darkvision increases by 30 ft.

Death Reaper (Su): Within all undead are tattered pieces of their living soul, tainted and dismissed. A reaper is

able to excise these bits into fragments. When he destroys an undead creature, he reaps fragments from the undead creature as though it were an intelligent living creature. He cannot gain points for slaying the creature, since undead have no negative hit points.

Death's Debt (Su): Death owes reapers for all the creatures they kill in its name. A reaper gains a bonus to saving throws against death and negative energy effects equal to his current number of fragments.

Deconstruct Soul (Su): The magic which brings constructs and elementals to life shares more similarities than differences with the souls of the living. When a reaper destroys a construct or reduces an elemental to -1 hit point or below, he can reap fragments, regardless of the creature's Intelligence score. He does not gain points for slaying such a creature.

Deflective Fragment (Su):* A reaper can concentrate soul fragments into a thick enough cluster to absorb attacks. As a swift action, a reaper can spend a soul fragment to gain a shield bonus to AC equal his Intelligence modifier. This bonus lasts until the beginning of the



reaper's next turn.

*Drag to the Grave (Su):** A reaper commands his soul fragments to push and pull at a target, forcing it to the ground. As part of a trip combat maneuver, a reaper gains a bonus to his CMB roll equal to his number of soul fragments. After the attack, one soul fragment is lost.

Drag to Hell (Su): When making a full attack, one of a reaper's attacks gains the trip special quality. He must designate one of his attacks before rolling, and a miss ruins the attempt for the round. A reaper must first possess drag to the ground to choose this mors opus.

Fragment Self (Su): When a reaper is desperate for a soul fragment, he can reap a fragment of his own soul. As an immediate action, a reaper gains 1 fragment, inflicting 1d8 damage on himself. This damage cannot be prevented, and the reaper can never have more than one fragment after using this ability.

Ghostly Familiar (Su): A reaper can shape the soul fragments he has reaped into an animal to chat with and bring along on adventures. He applies the ghost template to an animal available to wizards as a familiar. He and his ghostly familiar gain the benefits of the wizard's arcane bond class feature, using his reaper level as his wizard level. The ghostly familiar disappears when the reaper runs out of fragments but reappears when he has gained new ones. Its rejuvenation ability works as long as the reaper is alive or undead. The only ghost special attack the ghost familiar has is corrupting touch, which does 1d6 damage.

*Grave Hold (Su):** As a reaper grabs at an enemy, so do his fragments of souls. As part of a grapple combat maneuver, the reaper gains a bonus to his CMB roll equal to his number of soul fragments. After the attack, one soul fragment is lost.

Grave Touch (Su): The fragments of souls latch onto a reaper's target as he strikes. When making a full attack, one of a reaper's attacks gains the grab special attack (see Pathfinder Bestiary). He must designate one of his attacks before rolling, and a miss ruins the attempt for the round. A reaper must first possess grave hold to choose this mors opus.

*Jagged Fragment (Su):** A reaper thrusts at a foe with a weapon coated in brittle soul fragments. As a move action, a reaper spends fragments to deal an additional 1d6 precision damage per fragment spent on his next successful melee attack. A reaper can spend a number of fragments equal to his Intelligence modifier. Fragments spent on jagged fragment still count against his maximum number of fragments until he successfully

deals this additional precision damage. Fragments spent on jagged fragment cannot be spent on another mors opus, even if they still count against a reaper's maximum number of fragments.

Life Taker (Su): When a foe drops, the reaper aims to finish the job. The reaper can perform a coup-de-grace as a standard action (instead of a full-round action). When an adjacent creature is knocked unconscious, the reaper can perform a coup-de-grace against that creature as an immediate action. If this kills the target, that merits the usual soul fragment. Note that a coup-de-grace triggers attacks of opportunity.

*Lifesense (Su):** The reaper notices and locates living and undead creatures within 60 feet, just as if it possessed the blindsight ability. The reaper can activate this sense as a move action. It lasts for one minute per fragment spent.

*Lifetimes of Knowledge (Su):** The soul fragments a reaper collects still contain remnants of what those creatures experienced while alive, and what they learned. As an immediate action, he gains a 1d6 bonus to a Knowledge skill per fragment spent. He can spend these fragments after the initial skill roll to improve the result, but must decide how many before rolling the extra dice and cannot continue to spend to get more dice.

*Necrotic Blast (Su):** A reaper can convert soul fragments into pure necrotic energy. As a standard action, a reaper fires 1 ray per fragment spent, with a maximum number of rays equal to his Intelligence modifier. Each ray has a range of 30 feet and deals 1d6 negative energy damage plus the reaper's class level on a successful ranged touch attack. This negative energy instead heals undead by the same amount.

*Otherworldly Ally (Su):** A reaper learns to ignore the whispers of the souls that follow him, save for the occasions when their instinct to scream at an incoming attack alerts him of an unknown assailant. As an immediate action, a reaper can spend a fragment to gain either a +2 bonus to hit, a +2 bonus to AC, or a +2 bonus on a skill check as though an ally had successfully aided him in combat.

Preserve Fragment (Su): Most reapers wake with nothing to show for the previous day's work. A reaper can learn to hold onto a portion of the souls he reaped. When he goes to sleep with unspent fragments, he can keep up to one fragment per four reaper levels, up to his maximum pool capacity. The reaper must be level 4 to learn this mors opus.

*Quench Soul (Su):** A reaper can feed off souls to mend his wounded body. As a full round action, a reaper can

heal 1d6 + the reaper's level hp per fragment spent. He can spend fragments up to his Intelligence modifier on a single quench soul. He cannot spend his last soul fragment on this ability; he must always have one soul fragment remaining after using it.

Ranged Reaping (Su): Although unwieldy blades are the traditional weapon of choice, a reaper can find comfort in keeping his distance from the souls he excises. Reaper abilities that can normally only be used with a melee attack can now be used with ranged attacks at a range of up to 60 feet.

Reaping Critical (Su): The impact of a reaper's blows shatter his target's living soul. A reaper can reap fragments equal to the critical multiplier of his weapon when he verifies a critical hit. Note that a coup-de-grace is a critical hit. This replaces any fragments normally reaped with that attack.

Reaping Weapon Focus (Su): A reaper grows attached to his weapon of choice. When a reaper successfully deals maximum damage (that is, he rolls the highest possible result on his damage die) with a weapon with which he possesses the Weapon Focus feat, he reaps a fragment.

Sense Death's Approach (Su): A reaper is perennially aware of how close others are to death. He can learn the exact hit point damage taken by any creature he can reap from within 120 feet as a free action, and also learns how large a proportion of its hit point the target has remaining; more than three quarters, more than half, more than a quarter, or less than a quarter hit points remaining. Reapers are immune to this ability, and 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks the ability.

*Slayer's Miasma (Sp):** The souls of a reaper's victims dissolve into a black mist around him. As a standard action, a reaper can spend a fragment to cast obscuring mist as if cast by a witch of his reaper level. The radius and duration of the effect doubles at level 5, triples at level 10, and quadruples at level 15.

*Soul Casting (Sp):** Although a reaper studied necromancy to become a better warrior, he can unlock arcane potential he did not realize he had. A reaper learns a single spell with the death descriptor. He can cast the spell, using its normal casting time, by spending an amount of fragments equal to the spell's level. If the spell has multiple levels listed for different classes, use one of the level for witch, sorcerer, cleric, or the highest level for any class (in that order). A reaper's caster level when casting this spell is equal to his reaper level. The spell is considered an arcane spell, but a reaper ignores his armor's arcane spell failure when casting this spell.

*Soul Strike (Su):** A reaper commands the souls he has reaped to guide his weapon true. As a swift action, a reaper spends a fragment to gain a bonus to his melee attacks equal to his Intelligence modifier for one round.

Steal Fragment (Su): A reaper can tear a fragment of soul from a living creature. He gains a touch attack that deals 1d8 damage and grants 1 fragment. A reaper can only use steal a fragment on an individual target once per day, but can continue to use the attack to inflict damage.

Surrounded by Death (Su): Many warriors find memories of killing to be haunting but the reaper chooses to surround himself with mementos of his kills. A reaper gains a bonus to saving throws against fear and compulsion effects equal to his current fragment total.

Wild Reaper (Su): The reaper believes all creatures have souls. When a reaper kills a living creature, its intelligence does not matter to the soul fragments he reaps. All other restrictions still apply.

Soul Mate (Su): As deliverers of death and collectors of souls, reapers learn to value others who kill on their behalf. At 3rd level, a reaper designates an ally as a soul mate. When the designated ally drops or kills a creature the reaper damaged on the same day, he reaps 1 fragment from that creature. If a soul mate dies, he reaps 3 fragments from the soul mate. At 7th level and every four levels thereafter, a reaper can designate an additional ally as a soul mate. If a soul mate dies or does not kill anyone for one week the ability ends for that soul mate and a new soul mate may be selected.

Speak with Dead (Sp): The fragments of souls that cloak a reaper whisper reminders of what he took from them. He learns to hear the words of all dead creatures, not just those he reaped. At 5th level, a reaper can cast *speak with dead* with a caster level equal to his reaper level 1/day. He gains an additional use of this ability at 10th level and every five levels thereafter.

Last Rites (Su): To a reaper who has mastered extracting souls from corporeal forms, extracting incorporeal souls is child's play. At 9th level, all of a reaper's weapons and armor gain the ghost touch special property as long as he wears or wields them.

Death's Head (Su): The number of soul fragments a reaper can control staggers those in his haunted presence. Whether he allows the fragments to fly about freely or he wears them as a cloak of souls, a reaper's face is

obscured by death. At 13th level, he gains a gaze attack with a range of 15 ft. Subjects of his gaze must succeed at a Will saving throw against a DC equal to 10 + 1/2 the reaper's level + his Intelligence modifier or become shaken for 1d4 rounds. Creatures who save against this gaze are immune to further exposure for 24 hours.

Crystallize Fragment (Su): At 17th level, after a career serving death, a reaper is able to keep some of the souls he has reaped. A reaper can spend 5 fragments to create 1 crystallized fragment of soul. A crystallized fragment is never spent when it is used to power a mors opus. Instead, it renews and can be spent again after 1 hour. A crystallized fragment counts against a reaper's maximum number of fragments. A reaper can have a number of crystallized fragments equal to his Intelligence modifier. A crystallized fragment has AC 14, 5 hp and hardness 10.

Grim Reaper (Su): At 20th level, a reaper comes to resemble the death he surrounds himself with. As a move action a reaper can transform himself into a ghostly embodiment of death called a grim reaper. When in grim reaper form, he gains the incorporeal subtype and a fly speed equal to twice his land speed with perfect maneuverability. A reaper can transform into a grim reaper a number of rounds per day equal to his reaper level. He can spend a fragment as a free action to gain a number of additional rounds equal to his Intelligence bonus.



SHERIFF

The shire-reeve, or more commonly, sheriff, is an officer of government charged with maintaining law and order. Within her jurisdiction, a sheriff is entrusted with the authority and responsibility to collect taxes, keep the peace, enforce the law, and punish lawbreakers. In lands farther from civilization or where other officers of the law are few, a sheriff is also empowered to raise a militia of the common folk to defend their lands and to pursue dangerous criminals. Despite technical boundaries to their authority, most sheriffs consider it their obligation to uphold the law and punish lawbreakers wherever they roam.

Role: Sheriff is a martial character entrusted with the good sense and honor to uphold the law in dark times. They are capable on the front line, and have a range of combat options beyond straight onslaught, but their true strength lies in their legal authority and ability to find and pursue criminals.

Alignment: Any lawful

Hit Dice: d10

Starting Money: 3d4 x 10 (75 gp plus badge of office and career gear). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The sheriff's class skills are Appraise (Int), Bluff (Cha), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis). A sheriff gains additional class skills from her career.

Skill Ranks per Level: 4 + Int modifier

Class Features

The following are class feature of the sheriff.

Weapon and Armor Proficiency: All simple and martial weapons, and light, medium, and heavy armor, as well as shields (except tower shields).

Specialized Weapon Training: Sheriffs master unusual weapons useful for bringing down lawbreakers. At 1st level, sheriffs gain proficiency with the following exotic weapons: bola, lasso, mancatcher, net, repeating cross-

bow, sai, and swordbreaker dagger. Sheriffs are also proficient with all firearms if they are in use in the campaign.

Jurisdiction: At 1st level, a sheriff is given legal jurisdiction by a government to deliver justice within its borders, keep order, and maintain peace. This is a country or similar area, such as the boundaries of a city-state's influence, a province of an empire, a state of a federation, or a collection of islands unified by a loose alliance. At 4th level, and every three levels thereafter, the sheriff can select an additional country in which she has legal jurisdiction. She is free to select any country she has visited and does not possess a criminal record in as a place of jurisdiction, provided the country is not experiencing utter lawlessness or revolution. The sheriff need not be officially sworn in as an officer of the law in a new jurisdiction (although it is common for the rulers to do so), as the sheriff's zeal to enforce the law of the new country is alone sufficient to instill her with the benefits of operating within a jurisdiction.

When working in a place in which she has jurisdiction and displaying a symbol of office (such as a badge,

chain, or similar publicly recognized device), the sheriff gains a circumstance bonus equal to +1/2 her sheriff level to Diplomacy, Intimidate, Knowledge (local), and Sense Motive. As the symbol of office plainly indicates a connection to lawful authority, chaotic creatures have a base starting attitude of no better than unfriendly with respect to the sheriff while she displays her symbol.

Jurisdiction also protects the sheriff from some legal protection as a duly selected representative of the law. She can wear arms and armor, she is allowed to use force within reasonable limits without risk of persecution, and an insult or assault on her person is a serious offence. Just refusing to cooperate with her investigation is a minor crime and she can temporarily arrest those who fail to cooperate and bring them in for questioning. This authority can be censored by superiors, so it is best to thread carefully against well-connected individuals.

Career: Every sheriff has a particular way of dealing with criminals and dispensing justice. Each sheriff selects the career under which she operates at 1st level. A sheriff's choice of career provides her not only with a set of abili-

Table 5-12: Sheriff

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Career, jurisdiction (1st), specialized weapon training
2nd	+2	+3	+0	+3	Career ability
3rd	+3	+3	+1	+3	Career feat
4th	+4	+4	+1	+4	Jurisdiction (2nd)
5th	+5	+4	+1	+4	Take them alive, warrant
6th	+6/+1	+5	+2	+5	Career feat
7th	+7/+2	+5	+2	+5	Jurisdiction (3rd)
8th	+8/+3	+6	+2	+6	Career ability
9th	+9/+4	+6	+3	+6	Career feat
10th	+10/+5	+7	+3	+7	Jurisdiction (4th)
11th	+11/+6/+1	+7	+3	+7	Take them alive
12th	+12/+7/+2	+8	+4	+8	Career feat
13th	+13/+8/+3	+8	+4	+8	Improved warrant, jurisdiction (5th)
14th	+14/+9/+4	+9	+4	+9	Career ability
15th	+15/+10/+5	+9	+5	+9	Career feat
16th	+16/+11/+6/+1	+10	+5	+10	Jurisdiction (6th)
17th	+17/+12/+7/+2	+10	+5	+10	Take them alive
18th	+18/+13/+8/+3	+11	+6	+11	Career feat
19th	+19/+14/+9/+4	+11	+6	+11	Jurisdiction (7th)
20th	+20/+15/+10/+5	+12	+7	+12	Marshal

ties which are gained as she advances, but also a code to which she must adhere. Sheriffs who violate their code lose all benefits and feats gained from their career for 24 hours. The violation of their code is subject to GM interpretation.

A sheriff's choice of career gives her additional class skills, bonus equipment related to her particular method of dispensing justice, and a particular special power. At 2nd, 8th, and 14th level, a sheriff gains an ability determined by her career. At 3rd level and every 3 levels thereafter, a sheriff receives a bonus feat, chosen from a list specific to each career. The sheriff must meet the prerequisites for these bonus feats.

A sheriff cannot change her career without undertaking a lengthy process to dedicate herself to a new cause. When this choice is made, she immediately loses all of the benefits from her old career. She must then follow the code of her new career for one entire level without gaining any benefits from that career. Once accomplished, she gains all of the bonuses from her new career.

Take Them Alive: There are many cases in which a sheriff will have to keep or enforce order, but lethal force isn't justified. As such, sheriffs employ certain fighting practices for non-lethal situations. At 5th level, the sheriff gains her choice of any two of the following abilities:

- +2 bonus on attack rolls when inflicting non-lethal damage.
- +2 bonus on CMB checks made to perform a dirty trick and a +2 bonus to CMD to resist a dirty trick.
- +2 bonus on CMB checks made to disarm a foe and a +2 bonus on CMD to resist disarm attempts.
- +2 bonus on CMB checks made to grapple a foe and a +2 bonus on CMD to resist or escape grapples.
- +2 bonus on CMB checks made to reposition a foe and a +2 bonus on CMD to resist reposition attempts.
- +2 bonus on CMD checks made to sunder and a +2 bonus on CMD to resist sunder attempts.

The sheriff may make another selection from this list at 11th and 17th level, and may make the same selection multiple times, to a maximum bonus of +4 in each area.

Warrant: At 5th level, a sheriff can, as a standard action, issue a warrant for a particular creature. This warrant affects only herself. A sheriff can have no more than one warrant at a time and the warranted creature must be either a wanted criminal or suspected of a crime within

the sheriff's jurisdiction. She can dismiss this effect at any time as a free action, but she cannot select a new warrant for 24 hours. If the sheriff sees proof that her warranted creature is dead or imprisoned, she can select a new warrant after waiting 1 hour.

A government can also issue open warrants for wanted criminals, often accompanied by bounties, and these also confer warrant bonuses to sheriffs without counting as the sheriffs one personal warrant.

Whenever she is fighting a creature under warrant, the sheriff receives a +2 insight bonus on attack rolls. She also gains a +2 insight bonus to Survival rolls to track the warranted creature and on Diplomacy checks to gather information on it.



Improved Warrant: At 13th level, the sheriff's ability to pursue her warrant improves. She can now select a warranted creature as a free action, and can take 10 while using Survival to track her warrant, and can track at normal speed without penalty. The sheriff can also take 10 on Diplomacy checks to gather information about her warranted creature, and the time to gather information about her warranted creature is halved. Her insight bonus on attack rolls against her warranted creature, on Survival rolls to track her warranted creature, and on Diplomacy checks to gather information on her warranted creature increases to +4. If her warranted creature is killed or imprisoned, she can select a new one after 10 minutes have passed.

Marshal: At 20th level, the sheriff's ability to declare a warrant grows further. The sheriff can now select up to three creatures at a time for personal warrants. She can also take 20 while using Survival to track a warranted creature, and the time to gather information about a warranted creature is never more than 30 minutes. She automatically confirms critical threats on warranted creatures. If a warranted creature is killed or imprisoned, she can select a new one after 1 minute.

Ex-Sheriffs

A sheriff that ceases to be lawful loses the jurisdiction class ability and cannot gain further levels as a sheriff. A divine justice who grossly violates the code of conduct required by her god loses all spells and supernatural class features until she atones for her deeds (see the atonement spell description).

Careers

The following careers represent the most common chosen by sheriffs. Sheriffs that work under these careers do not always agree with each other, and they do not represent any sort of formal organization.

Name of Career

Description of Career

Code: The type of behavior expected of a sheriff of this career.

Skills: What skills a sheriff gains as Class Skills for using this career.

Career Feats: The sheriff gains a bonus feat from this list, chosen at levels 3, 6, 9, 12, 15, and 18. The sheriff must meet the prerequisites for the selected feat. You may ignore race requirements of the feat, if any. Some feats have superscripts that indicate their source if they

do not appear in the Hardcover Core Rulebook. Those superscripts are: PP - *Paths of Power*, P&P - *Ploys and Plots*

Career Gear: A bonus piece of equipment related to their specific way of fighting crime.

Jurisdiction: Certain careers hold jurisdiction in different ways. Not all careers have this field.

Career Power: The sheriff's special power tied to their career.

Career Abilities: Special abilities tied to their career Power, gained at 2nd, 8th, 14th.

Bounty Hunter

Specializing in chasing down fugitives and hunting wanted criminals, the bounty hunter sheriff is considered to be the most ruthless and persistent kind of lawman, willing and able to follow their prey to the Abyss and back if need be. Bounty hunters usually try and bring their quarry back alive despite the extra difficulty, and usually only the most dangerous or difficult prey are killed, if for no other reason than that they're usually worth more alive so they can be brought to trial. This determination and ruthlessness, coupled with their occasionally grisly habit of taking trophies as proof of a difficult quarry run to ground, gives bounty hunter sheriffs a fearsome reputation.

Code: A bounty hunter does not entirely abandon pursuit of a fugitive until they are captured or killed. A prisoner in a bounty hunter's custody is under her protection until they are turned in to the client or the local authorities. A bounty hunter will not report their quarry as being captured or killed without irrefutable physical proof. Once a bounty hunter has agreed to bring a target in, they are oath-bound to do so unless betrayed by their client. If the criminal moves out of their jurisdiction or they may resume the hunt when the criminal returns, which can take years.

Skills: The bounty hunter sheriff gains Knowledge (dungeoneering) and Survival as class skills to aid her in pursuing her quarry.

Bounty Hunter Feats: Alertness, Blind-Fight, Bludgeoner, Enforcer, Flanking Foil, Improved Drag, Improved Grapple, Iron Will, Persuasive, Self-Sufficient, Smash, Vicious Stomp.

Bounty Hunter Gear: At 1st level, a bounty hunter sheriff gains a silver star, a set of masterwork manacles, a

crowbar, and a portable ram for free.

Bounty Hunter Power (Ex): Bounty hunters are said to be willing and able to kick down castle walls if their quarry is hiding behind them. The truth is not far off. At first level, the sheriff gains the breach ability. When attempting to break a door or gate, the bounty hunter gains a competence bonus equal to +1/2 their sheriff level (minimum of 1) to break attempts. When attempting to smash a door or gate, the sheriff's strength modifier is considered to be double its normal number (i.e. a 1st level sheriff with a Strength of 18 would gain a +8 to damage a door or gate rather than +4). This bonus is included before other abilities such as Power Attack or for using a two-handed weapon (so the aforementioned sheriff wielding a 2 handed weapon with power attack would gain +15 to damage rather than +9). This can only be applied to doors, gates, and walls, and not to creatures (including constructs).

Bounty Hunter Abilities: The bounty hunter career is focused on capturing foes and bringing them home to face justice.

Bounty (Ex): At 2nd level, when tasked to deal with a target creature, the bounty hunter can declare that specific creature to be her bounty. The bounty hunter gains all the benefits of the favored enemy ability with a bonus equal to 1/2 her sheriff level (minimum +1) against the specific target creature only, not other members of its race. The bounty hunter must have an adequate description of the creature including unique features or a sufficient visual depiction (drawing, painting, magical image) to be able to identify the target creature. The bounty hunter can only have one bounty at a time. A bounty hunter can change her bounty with 10 minutes of dedicated study of a new target's description.

Gaoler (Ex): The bounty hunter sheriff is an expert at keeping prisoners securely in custody, both by constant vigilance and by redundant restraints. Starting at 8th level, the Escape Artist DC for a creature attempting to escape from ropes or bonds used by a bounty hunter sheriff is increased by 1/2 the number of sheriff's class level plus the sheriff's Intelligence modifier. This applies to a number of creatures up to the bounty hunter's Intelligence modifier at one time. The character must have adequate equipment (manacles, ropes, chains, etc.) to gain the full bonus. With only some equipment but not an adequate amount of equipment to fully bind a target, the Escape Artist DC is increased only by the sheriff's Intelligence modifier.

Evasion (Ex): A bounty hunter sheriff must often evade traps set by desperate criminals. When she reaches 14th level, a bounty hunter's keen reflexes allows her to 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. Unlike many other classes with evasion, this ability works in any armor. A helpless bounty hunter does not gain the benefit of evasion.

Divine Justice

The divine justice holds that true justice comes only from divine will. A sheriff of divine justice is gods' instrument in the material plane, a force for keeping chaos at bay.

Code: A sheriff of divine justice must enforce justice with dispassionate certainty. Chaos cannot be tolerated nor allowed to flourish. The sheriff may not ally with chaotic characters except in emergencies, and only for short durations. Sheriffs of divine justice will not excuse unlawful acts in their presence, though they may delay executing justice until the current situation is resolved. A sheriff of divine justice must select a deity to follow whose alignment is no more than one step removed from her own, along either the law/chaos axis or the good/evil axis.

Skills: A sheriff of divine justice gains Perform (oratory) and Knowledge (religion) as class skills.

Divine Justice Feats: Beyond Reproach^{P&P}, Enforcer, Extra Smite, Friendly Face^{PP}, God-Touched^{P&P}, Intimidating Prowess, Iron Will, Improved Disarm, Improved Grapple, Persuasive, Unbendable Will^{PP}, Warrior Priest, Weapon Focus (their deity's favored weapon).

Divine Justice Gear: At 1st level, a sheriff of divine justice receives a silver holy symbol of their faith for free. This symbol also serves as a silver star.

Divine Justice Power (Sp): At will, a divine justice sheriff can use *detect chaos*, as the spell. The sheriff can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is chaotic, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the sheriff does not *detect chaos* in any other object or individual within range. In addition, the sheriff may use *protection from chaos* once per day as a spell-like ability with a

caster level equal to the sheriff's class level.

Divine Justice Abilities: The divine justice career is focused on removing chaos from the world, be it mortal or extraplanar in origin.

Smite Chaos (Su): Starting at 2nd level, a sheriff of divine justice can call out to the powers of law to aid her in the struggle against chaos. As a swift action, the sheriff chooses one target within sight to smite. If this target is chaotic, the sheriff adds her Charisma bonus (if any) to her attack rolls and adds her sheriff level to all damage rolls made against the target of her smite. If the target of smite chaos has the (chaotic) subtype, the bonus to damage on the first successful attack increases to 2 points of damage per level the sheriff possesses. Regardless of the target, smite chaos attacks automatically bypass any DR the creature might possess. In addition, while smite chaos is in effect, the sheriff gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the smite. If the sheriff targets a creature that is not chaotic, the smite is wasted with no effect. The smite chaos effect remains until the target of the smite is dead, or the next time the sheriff rests and regains their use of this ability. At 6th level, and at every 6 levels thereafter, the sheriff may smite chaos one additional time per day.

Divine Spellcasting: Sheriffs of divine justice receive their authority directly from the gods. As such, they are gifted with the limited ability to spontaneously cast divine spells.

An divine sheriff casts divine spells drawn from the paladin spell lists. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an divine sheriff must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an divine sheriff's spell is 10 + the spell's level + the divine sheriff's Charisma modifier (see FAQ at right).

Like other spellcasters, an divine sheriff can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table: Divine Sheriff Spells. In addition, she receives bonus spells per day if she has a high Charisma score.

Unlike other divine spellcasters, an divine sheriff's selection of spells is extremely limited. An divine sheriff begins play knowing two 1st-level spells of her choice. At each new divine sheriff level, she gains one or more new spells, as indicated on Table: Divine Sheriff Spells. Unlike spells per day, the number of spells an divine sheriff knows is not affected by her Charisma score; the num-

bers on Table: Divine Sheriff Spells under spells known are fixed.

Axiomatic Weapon (Su): At 14th level, when the sheriff wields a weapon with which they have Weapon Focus, it is considered to have the *axiomatic weapon* property in addition to any other bonuses or properties it may possess.

Judge, Jury, and Executioner

Some sheriffs feel that the best justice is final justice, that redemption is in the hands of the gods. Others feel that executing dangerous criminals is effectively a sanitation measure, done for the benefit of society. Regardless of their personal motivations, a judge, jury, and executioner sheriff does not hesitate to kill a criminal or dangerous creature that threatens the local peace. That does not mean that they cut down every cutpurse and petty thief they come across, but those who commit heinous violent acts will receive no quarter. While many feel safe by having such a protector, no small amount of people are disquieted by having a "killer with a badge" walking among them. Many carry an executioner's sword as the symbol and tool of their career - and a shovel, for dealing with the aftermath.

Code: A judge, jury and executioner sheriff shall be the embodiment of the Law and its instrument. The sheriff will not stay their hand against enemies who have committed heinous crimes. A prisoner condemned to die should be executed swiftly and without undue suffering. The sheriff shall not inflict pain or injury for any other reason than in the service of the Law or in defense of their life or an innocent life.

Skills: The judge, jury, and executioner sheriff gains Heal and Knowledge (religion) as class skills.

Judge, Jury, and Executioner Feats: Cleaving Finish, Critical Focus, Deadly Finish, Exotic Weapon Proficiency (Executioner's Sword), Hammer the Gap, Improved Critical, Improved Vital Strike, Intimidating Prowess, Power Attack, Vital Strike.

Judge, Jury, Executioner Gear: At 1st level, a sheriff of this career receives an aiguillette, executioner's sword, 50 feet of rope, and a shovel for free.

Judge, Jury, and Executioner Power: The judge, jury, and executioner sheriff is so dedicated to delivering final justice they can use the justice judgement as per the

inquisitor class. This judgment spurs the sheriff to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 for every five sheriff levels she possesses. At 10th level, this bonus is doubled on all attack rolls made to confirm critical hits. The sheriff can use this ability starting at 1st level, a number of times per day equal to their Constitution bonus. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end.

Judge, Jury, and Executioner Abilities: The judge, jury, and executioner career takes justice into its own hands and deals harshly with criminals.

Trusting Your Gut (Ex): At 2nd level, the judge, jury and executioner sheriff may add ½ her sheriff level as a competence bonus to Perception checks against warranted creatures. When she successfully uses Sense Motive to get a hunch that someone is wrong, she can sense if whoever she is observing has committed murder in the last month.

No Hiding From Judgment (Ex): At 8th level, the sheriff may reroll the concealment miss chance on all attacks missed attacks due to concealment.

Blade of the Carnifex (Ex): At 14th level, when the sheriff wields a slashing weapon with which she has Weapon Focus, she can imbue it with the vorpal weapon special ability for one round as a swift action. This ability may be used a number of times per day equal to the sheriff's Constitution modifier.

Long Arm of the Law

The long arm sheriff keeps the peace through superior firepower. A skilled gunman, the long arm uses firearms to deal with lawbreakers and threats to public safety.

Code: A long arm sheriff must respect her weapons as she respects herself. A gunman who fails to maintain her weapons is asking to have her weapons fail her. A long arm uses her weapons in the service of her station and in defense of herself and those under her authority. A long arm sheriff understands that guns are lethal weapons with a high risk of collateral damage. The best gunfights have the fewest shots fired, and are ideally won before the trigger is pulled.

Skills: The long arm of the law sheriff gains Disable Device and Stealth as class skills.

Long Arm of the Law Feats: Gunsmithing, Deadly Aim, Sword & Pistol, Rapid Reload, Snap Shot, Quick

Draw, Point-Blank Shot, Rapid Reload, Rapid Shot, Shot on the Run, Parting Shot. A long arm of the law sheriff with the Amateur Gunslinger feat can select gunslinger deeds instead of feats as long as her sheriff level is as high as the gunslinger level of the deed.

Long Arm of the Law Gear: At 1st level, a sheriff gains a tin star and a pistol or blunderbuss with the broken condition for free. The weapon will only work in the hands of the sheriff it was issued to or a creature with the Gunsmithing feat. Otherwise it is only useful as scrap (worth 4d10 gp if sold).

Long Arm of the Law Power (Ex): Long arms know that you can't miss fast enough to win a gunfight, they will often use a shooting stance to steady their weapon for a more certain hit, holding handguns in both hands instead of one. When using a one-handed firearm with two hands, the sheriff adds 1 ½ times their Dex bonus to ranged attack rolls. She also gains the Amateur GunslingerUC feat.

Long Arm of The Law Abilities: The long arm of the law is focused on dispensing justice from the sight of a gun.

Pistol Whip (Ex): A sheriff might occasionally find themselves in a brawl where there isn't room or time to fire an aimed shot, and they must use the butt or barrel of their weapon as a makeshift cudgel instead. Starting at 2nd level, the Long arm gains Catch Off-Guard as a bonus feat.

Staring Down The Barrel (Ex): Remaining cool under hostile fire or in the face of imminent violence can itself be intimidating, and is one of the best tools for a sheriff to keep the peace. Starting at 8th level, the sheriff gains a +4 morale bonus to saving throws against fear effects and on Intimidate checks.

Bulletproof Will (Ex): Starting at 14nd level, the Long arm can, though force of will, resist hostile fire aimed at them. As a swift action, the sheriff can add her Will save bonus to her touch AC as a morale bonus against ranged attacks for one round. This effect can be used a number of times per day equal to 3 + the sheriff's Wisdom modifier.

Posse Leader

"The Law of the Country", or posse comitatus, allows for a sheriff to call upon all able bodied adults in their jurisdiction for temporary aid in times of crisis. This would typically be done to hunt down a dangerous outlaw, slay

a murderous beast, or repel invaders. It might also be done in times of natural disaster, such as a wildfire or flooding. In any event, the Posse Leader is the keystone whose strength and competence allows the rest to be far more effective than they would on their own. Without the posse leader, they are a disorganized rabble; without them, she's just one against overwhelming odds. But together, they are a force to be reckoned with.

Code: A posse leader will only call for aid in times of crisis - to defend against invaders, to hunt down a dangerous enemy, to organize the community against a disaster. A posse leader will not abandon their followers, nor put them unnecessarily in harm's way. A posse leader will not abuse those she leads.

Skills: A posse leader gains Knowledge (geography) and Linguistics as class skills.

Posse Leader Feats: Back to Back, Coordinated Charge, Coordinated Defense, Coordinated Manuevers, Duck and Cover, Enfilading Fire, Leadership, Lookout, Out-flank, Pack Attack , Persuasive, Shield Wall

Posse Leader Gear: At 1st level, the posse leader gains a brass shield, banner, signal horn, a pouch with 20 tin stars, and an area map in addition to their normal equipment.

Posse Leader Power: Being charged with keeping the peace and hunting down dangerous criminals, the sheriff has the authority to call upon any able-bodied person to assist her. When in a populated area where her authority is recognized (i.e. where she has jurisdiction), the sheriff may gather a posse, temporarily gaining one plus their Charisma modifier Foot Soldier allies (see the Gamemastery Guide) or other suitable local allies of challenge rating 1/2, gaining an additional ally at each additional odd level. After 9th level, the allies act as Guards or Turnkeys (see the *Pathfinder Gamemastery Guide*), or other local allies of CR at least 5 less than the posse leader's level.

The posse, being temporary, does not count towards the sheriff's followers (if any). The duration of the posse is up to one day per level of sheriff, and the sheriff may not have more than one posse at a time.

Posse members are reluctant of critical danger. They balk at entering defended locations, and are best used to guard flanks, the camp, mounts, prisoners, and escape routes. If half the members of a posse are wounded or if one is killed, the posse retreats unless the sheriff can

convince them their help is absolutely vital.

GMs are encouraged to use the statistics of any bandits or other low-level goons in the scenario for members of the posse, as long as their CR is either half the posse leaders level or equal to or less than the posse leader's level -5, whichever is greater. Having the posse be identical to the enemy goons means their effect on the battle can often be disregarded; simply remove a number of goons equal to the number of posse members from the fight and assume the posse defeated these at the same rate the player characters defeated the remaining villains.

Posse Leader Abilities: The posse leader is focused on using teamwork to capture or kill lawbreakers.

Deputize (Ex): The posse leader can grant part of her authority to allies, starting at 2nd level. Each deputy must show a symbol of legal authority to benefit from this ability, usually a tin star. Deputies gain the bonuses granted by the sheriff's jurisdiction ability when in her presence or acting on her behalf. The benefits are only gained in an area where the sheriff has jurisdiction. The sheriff can deputize all members of her posse. If the sheriff has the Leadership feat, she can deputize her cohort and followers. Finally, she can deputize a number of other allies equal to 3 + her Charisma bonus, which generally includes any adventuring companions.

Unified Purpose (Ex): At 2nd level, the posse leader sheriff can lead her deputies as though they were one. Any deputy within 60 ft. who can see the sheriff gains the benefits of a teamwork feat the sheriff possesses, as if they all possessed the feat. The sheriff can change what teamwork feat this applies to as a swift action.

Heroic Leadership (Su): At 14th level, the posse leader sheriff can inspire her deputies to deeds of great courage and heroism far beyond their normal capabilities. She and her deputies gain a +2 morale bonus on attack rolls and +4 vs. morale bonus on saving throws against fear effects. Deputies must be within 60 feet and able to see the sheriff to benefit from these bonuses.

SHINOBI

A covert agent or mercenary who specializes in commando-style operations, a shinobi is a professional spy, thief, saboteur, and assassin. Using a variety of unconventional weapons and her rigorous training in Ninjutsu, a shinobi can handle a large variety of tasks capably. While the shinobi and their techniques began among peasants forming a covert resistance to the oppressive warrior caste, in time those same skills were soon available for hire to the very same warlords. Demand for the covert operatives' services grew, with the peasants using the wealth acquired to build their own family clans to pass on their secretive training and work together on larger missions. It is impossible to say how many shinobi there are - a common saying is that "the best shinobi is the one that you never knew was even there."

Role: Even among a group of fellow adventurers, a shinobi will tend to be secretive and will stay close to her cover identity as often as possible. She may even tend

to act in more of a supporting capacity unless forced to direct action. Those who come to earn a shinobi's trust, however, will rarely find a more formidable ally. By the same token, those who betray her will rarely see a more deadly enemy.

Alignment: Any; the tasks a shinobi is given often require some moral flexibility.

Hit Die: d8

Starting Equipment: The shinobi starts with a shinobigatana, 1 traveling outfit, 1 common outfit, and 1 outfit for a cover identity, as well as 3d6 x 10 gp.

Class Skills

The shinobi's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int),

Table 5-13: Shinobi

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Cover identity, deception, improvised disguise (-15), ninjutsu technique
2nd	+1	+0	+3	+3	Passing knowledge, shinobi training, sneak attack +1d6
3rd	+2	+1	+3	+3	Covering lie, infiltration +1, ninjutsu technique
4th	+3	+1	+4	+4	Covering alignment, exotic weapon training, poison use
5th	+3	+1	+4	+4	Cover identity, ninjutsu technique, sneak attack +2d6
6th	+4	+2	+5	+5	Sabotage, shinobi training
7th	+5	+2	+5	+4	Infiltration +2, ninjutsu technique
8th	+6/+1	+2	+6	+6	Exotic weapon training, sneak attack +3d6
9th	+6/+1	+3	+6	+6	Cover identity, improvised disguise (-10), ninjutsu technique
10th	+7/+2	+3	+7	+7	Death attack, shinobi training
11th	+8/+3	+3	+7	+7	Infiltration +3, ninjutsu technique, sneak attack +4d6
12th	+9/+4	+4	+8	+8	Exotic weapon training
13th	+9/+4	+4	+8	+8	Cover identity, ninjutsu technique, quiet death
14th	+10/+5	+4	+9	+9	Shinobi training, sneak attack +5d6
15th	+11/+6/+1	+5	+9	+9	Infiltration +4, ninjutsu technique
16th	+12/+7/+2	+5	+10	+10	Exotic weapon training, true death
17th	+12/+7/+2	+5	+10	+10	Cover identity, improvised disguise (-5), ninjutsu technique, sneak attack +6d6
18th	+13/+8/+3	+6	+11	+11	Shinobi training
19th	+14/+9/+4	+6	+12	+12	Infiltration +5, ninjutsu technique, swift death
20th	+15/+10/+5	+6	+12	+12	Exotic weapon training, shinobi master, sneak attack +7d6

Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

Class Features

All of the following are class features of the shinobi.

Weapon & Armor Proficiency: A shinobi starts with proficiency in all simple weapons, kunai, shuriken, bo staff, and shinobigatana; she is also proficient with light armor.

Cover Identity: More than a disguise, a shinobi uses cover identities as a facade in her daily life. She constructs the persona to further her mission while remaining unsuspected as what she truly is - assassin, thief, spy, and saboteur. Often a cover identity uses a broad archetype and fulfills the stereotypes of that class to avoid suspicion. Typical covers include merchants, herbalists, entertainers, porters, courtesans, musicians, monks, artists, pilgrims, fortune tellers, and scholars - all occupations that allows her to travel and gather reconnaissance, or to gain access to her target, without being noticed.

The shinobi has a single cover identity at 1st level, and may construct another every four levels thereafter (5, 9, 13, and 17.) Constructing a cover identity takes twice as long as a normal disguise, but once it has been established (passes 5 checks against NPCs) it can be assumed in 1 minute with the proper gear without requiring a disguise check. A cover identity can be maintained as long as the shinobi wishes. A shinobi can only use one cover identity at a time, and creatures who know the character under one cover identity gain a +10 familiarity bonus to checks against a different cover identity and against other abilities related to a specific cover.

When using a cover identity, the shinobi cannot openly carry or wield weapons without breaking cover. While few would object to a merchant or traveler carrying a walking stick, for example, one carrying a sword attracts notice. It is for this reason that so many shinobi weapons are designed to be concealed or disguised, and why many shinobi learn to fight without weapons. When creatures make a successful perception check to spot weapons the shinobi is carrying, the cover is considered blown and the shinobi loses all benefits related to the cover for the remainder of the encounter. If attempting the same cover identity against the same creatures later, the creatures gain a +10 familiarity bonus against the shinobi.

Deception (Ex): The path of the shinobi relies on fooling the perceptions of others, concealing the truth, and spotting the falseness of others. A shinobi adds ½ her class levels to Bluff, Disguise, and Sense Motive checks as a competence bonus (minimum +1).

Improvised Disguise (Ex): A shinobi is a master at improvising a disguise, especially one that doesn't have to hold up to close scrutiny or for very long. With a few simple articles of clothing, or even blanket or a couple basic props, a shinobi can do a very simple disguise in almost no time. A shinobi may construct an improvised disguise in 1d4 rounds, but at -15 to their disguise roll, and may not attempt a different size category. This disguise will automatically fail against anyone who is a friend or knows the character well, and suffers a -1 per round of scrutiny. It is mostly used for quickly throwing



off pursuit. For example, a shinobi is being chased by guards and ducks into an alley, getting out of side for moments. The guards catch up and run into the alley, storming past a beggar waving their cup from the confines of a filthy blanket. Reaching a dead end without finding the shinobi, the guards exit the alley - and see the blanket left behind, the shinobi no longer needing it. This penalty lessens to -10 at 9th level and -5 at 17th.

Ninjutsu (Ex): The arts of the shadow warrior, Ninjutsu techniques are extensively studied and practiced, allowing the shinobi to be expert in a wide range of abilities. The shinobi gains a ninjutsu technique at 1st level, and every other level in shinobi afterward (1st, 3rd, 5th, 7th, 9th, 11th, 13th, 15th, 17th, 19th). See page 6 for ninjutsu techniques.

Shinobi Training (Ex): At 2nd level, a shinobi must select one training path to pursue. This training manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th levels. The shinobi can choose feats from her selected training path, even if she does not have the normal prerequisites.

Path of the Alchemist: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Adder Strike, Cautious Combatant, Cautious Crafter, and Master Alchemist. At 6th level, she adds Pinpoint Poisoner and Throw Anything to the list. At 10th level, she adds Disguise Poison and Extend Poison to the list.

Path of the Assassin: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Improved Initiative, Quick Draw, Stealthy, and Vital Strike. At 6th level, she adds Improved Vital Strike and Weapon Specialization to the list. At 10th level, she adds Greater Vital Strike and Critical Focus to the list.

Path of the Combatant: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Combat Expertise, Improved Disarm, Improved Dirty Trick, and Improved Trip. At 6th level, she adds Greater Disarm and Greater Trip to the list. At 10th level, she adds Improved Reposition and Greater Dirty Trick to the list.

Path of the Open Palm: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Combat Reflexes, Mantis Style, Panther Style, and Stunning Fist. At 6th level, she adds Mantis Wisdom and Panther Claw to the list. At 10th level, she adds Mantis Torment and Panther Parry

to the list.

Path of the Saboteur: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Extra Ranger Trap, Foe Hammer, Learn Ranger Trap, and Trapper's Setup. At 6th level, she adds Advanced Ranger Trap and Improved Sunder to the list. At 10th level, she adds Greater Sunder and Improved Learn Ranger Trap to the list.

Path of the Spy: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Betrayer, Beyond Reproach, Improved Feint, and Improved Steal. At 6th level, she adds Greater Feint and Deceptive Exchange to the list. At 10th level, she adds Greater Steal and Escape Route to the list.

Path of the Twin Blade: If the shinobi selects this path, she can choose from the following list whenever she gains a shinobi training feat: Double Slice, Improved Shield Bash, Quick Draw and Two-Weapon Fighting. At 6th level, she adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, she adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

The benefits of the shinobi's training path apply only when she wears light or no armor. Once a shinobi chooses a training path it cannot be changed.

Exotic Weapon Training: At 4th level, the character gains Exotic Weapon Proficiency in one of the following: kusari-gama, kyotetsu-shoge, chikirigi, nunchaku, hankyu yumi, shikomizue, double walking-stick katana, sai, meteor hammer, blowgun, tekko-kagi, wakizashi, bo staff, kama, double-chained kama. She may choose again at 8th, 12th, 16th, and 20th levels. The GM may add additional exotic weapon options to this list to fit their campaign setting.

Passing Knowledge (Ex): Starting at 2nd level, when using a cover identity the shinobi may make untrained Knowledge and Profession checks pertaining to her cover as if she were trained and gains a bonus equal to ½ her class levels on these checks. For example, a shinobi using the cover of a herbalist could make untrained Knowledge (nature) checks to identify basic herbs or Profession (healer) checks to recommend basic plants for treating common ailments. The shinobi gains no such benefit for checks that are not pertinent to her cover identity.

Sneak Attack (Ex): The shinobi is adept at using surprise to make her move, catching her target unawares to

land a more severe blow. At 2nd level, and every 3 levels afterwards (2nd, 5th, 8th, 11th, 14th, 17th, 20th), she adds an additional +1d6 damage to sneak attacks.

Covering Lie (Su): When using a cover identity, a shinobi of 3rd or higher level can even fool truth-detecting magic. The shinobi may make a Bluff attempt as an immediate action against such spells, DC of 15 + the creature's caster level to succeed. If successful, the shinobi's lies are not detected or she is not forced to tell the truth.

Infiltration (Ex): Shinobi specialize in penetrating the defenses of enemy fortresses, encampments, and lairs, usually without leaving any signs of their presence. At 3rd level, and every 4 levels in shinobi afterwards (3th, 7th, 11th, 15th, 19th), the character gains a +1 bonus to Acrobatics, Climb, Stealth, Knowledge (engineering), Perception, and Swim, when infiltrating a hostile building or encampment.

Covering Alignment (Su): Starting at 4th level, a shinobi can alter her alignment aura to match that of her cover identity (often neutral). This does not protect against spells or effects that cause harm based on alignment.

Masking her aura takes a minute of concentration, and lasts until she changes it, or assumes a different cover identity.

Poison Use: Starting at 4th level, shinobi learn the use of poisons and how to apply them to weapons. She will not accidentally poison herself when using it on a weapon. In addition, the shinobi is skilled at administering poison and gains a +1 per 4 levels of Shinobi class to Sleight of Hand checks to add poison to food or drink.

Sabotage (Ex): The art of disabling, crippling, or destroying an enemy's ability to fight - indirectly. Whether it involves setting fire to warehouses full of food or munitions, spiking an enemy's siege weapons, disabling alarm bells, jamming sally ports to delay defenders, or unlocking gates, a shinobi is an expert. Starting at 6th level, the shinobi gains a competence bonus equal to ½ her class levels to Disable Device checks when attempting sabotage. A successful disable device roll renders the object inoperable until repaired (usually a successful Craft, Knowledge, Profession, or Use Magic Device check). If she succeeds by more than 10, she can choose to imbue the item with the 'broken' condition.

Death Attack: At 10th level, the Shinobi gains the ability to commit a Death Attack, as per the assassin prestige class. At 13th she gains Quiet Death, at 16th she gains True Death, and at 19th she gains Swift Death, all as per the assassin prestige class abilities.

Shinobi Master: Upon reaching 20th level, the character may select 4 ninjutsu techniques from those she already knows. These techniques have all their bonuses doubled.

Ninjutsu Techniques

The following techniques are available to any shinobi who is able to select a ninjutsu technique.

Bajutsu: The art of horsemanship, Bajutsu is training in how to handle, train, ride and utilize horses effectively. The shinobi gains Handle Animal and Ride as a class skills. She also gains a competence bonus equal to their 1/2 her shinobi level to Craft (Cooking) when using horse meat, Handle Animal, and Ride.

Bojutsu: The combat art of staff-fighting, bojutsu trains shinobi in using the simple staff as an effective weapon against conventionally armed opponents. The shinobi gains either +1 to attack or +1 to AC when fighting defensively with a quarterstaff* or bo staff per 6 levels of the shinobi class.

* includes double-walking-stick katana when blades are concealed.

Chi-mon: The art of geography, this trains the shinobi in reading maps, memorizing landmarks and terrain features to orient herself with, as well as learning how to cross various types of terrain. In addition, the shinobi learns how trade is influenced by terrain and location, to help both with cover occupations and sabotage. The shinobi gains +1 to Knowledge (local), Knowledge (nature), and +2 to Knowledge (geography), per 4 levels of shinobi class she possesses. The character may attempt a recall a route travelled at least once before with a Knowledge (local) check +5 to DC, and attempt to trace a route taken while unable to see their surroundings with a Knowledge (geography) check +10 to DC.

Dakentaijutsu: The art of unarmed combat, focusing on strikes. The shinobi learns to use her entire body as a weapon, dealing lethal damage whether using a precise strike with their fingertips or a powerful spinning kick. Dakentaijutsu is entirely pragmatic in nature, without

the artistic nature of many martial arts. The shinobi gains a +1 competence bonus to damage with unarmed attacks, and gains an additional +1 to attack or damage with unarmed attacks per 6 levels of the shinobi class.

Hensojutsu: The art of disguise and impersonation of a specific individual. Distinct from the Cover Identity ability, which creates the guise of a person who does not exist, Hensojutsu teaches the shinobi how to disguise herself, to impersonate specific people, and to quickly change or alter her appearance to avoid recognition. The character gains +1 to Disguise checks per 4 levels of shinobi class and penalties for various disguises are additionally reduced by 1.

Hojutsu: The art of using and maintaining firearms. The shinobi studies the effective use and care for firearms, including loading, storing power, disassembling and cleaning the weapon, and manufacturing her own bullets. The shinobi gains the Exotic Weapon Proficiency (Firearms), and gains a +1 to Craft rolls for moulding bullets or making powder for every 4 levels in the shinobi class.

Iaido: A lesser form of the samurai art of Iaijutsu, Iaido is a series of techniques for quickly drawing and cutting with the ninja sword as one reflexive movement. The shinobi gains +1 to initiative when wielding a shino-bigatana or shikomizue, with an additional +1 to initiative per 5 levels in the shinobi class. A qualifying weapon counts as being wielded by the shinobi as long as it is on their person.

Intonjutsu: The art of escaping and concealment, this teaches a shinobi how to escape captivity, shake off pursuit, stealth techniques, and hiding objects – stolen goods, equipment, alchemical objects, and so on. The shinobi gains a +1 competence bonus to Escape Artist, Sleight of Hand, and Stealth per 3 levels of shinobi class.

Jutaijutsu: The art of grappling, Jutaijutsu teaches the shinobi methods of executing throws, joint locks, pins, and other grappling techniques. The shinobi gains a +2 competence bonus to CMB and CMD while grappling. Executing a Joint Lock is a grapple action, similar to tying up an opponent. The target creature gains the pinned condition, but the DC to escape is the attacker's CMB + 10. Failing to escape inflicts 1d3 nonlethal damage.

Kayakujutsu: The art of pyrotechnics, shinobi are

trained to craft small portable devices capable of starting a fire, creating a cloud of thick sulfurous smoke, or small aerial bursts of color capable as serving as either a distraction or a signal. She is also skilled in using various special substances and items effectively. Shinobi with kayakujutsu gain +3 to Craft (Alchemy). Items shinobi often use including fireworks, happou (hollowed eggs filled with various chemical powders), and metsubushi. Metsubushi is a blinding powder often carried in happou, and functions as per the 'smoke cloud' element of the spell *pyrotechnics*. Fireworks work as described in the same spell. In addition, any attacks the shinobi makes that inflict fire damage gain an additional +1 fire damage per 4 levels of the shinobi class she possesses.

Kendo: A lesser form of the samurai art of Kenjutsu, Kendo is a system of fencing for the shinobi. When using a sword that she has Weapon Focus in, the shinobi gains a +1 competence bonus to damage rolls with the sword, and an additional +1 to either attack or damage at the character's choice, per 6 levels of shinobi class.

Koppojutsu: The art of bone-breaking, koppojutsu is a series of combat techniques used to disable the opponent by attacking the body's structure. A character skilled in koppojutsu may use strikes or grappling techniques to break an opponent's bones. When done in a grapple, the character must successfully maintain the grapple for that round, and the bone break is done in place of any other grappling action. See *Strategists and Tacticians* for more information on the bone break combat maneuver.

Koshijutsu: The art of nerve-strikes, koshijutsu teaches the shinobi to temporarily stun or paralyze an attacker by striking nerves or pressure points. While grappling, instead of dealing damage, the shinobi may attempt to strike a pressure point to escape the grapple or disarm the opponent, or attempt to strike a nerve point to paralyze the opponent. Striking a pressure point is an opposed check, each character using their CMB. If the shinobi is successful, the target creature must release the grapple, or if wielding a weapon, drop it.

Kyudo: A lesser form of the samurai art of Kyujutsu, Kyudo is a system of archery for the shinobi. Kyudo gives the shinobi a competence bonus of +1 to attack and +5 feet to range increments for every 6 levels in the shinobi class when using a composite shortbow (hankyu yumi).

Taihenjutsu: The art of the body, taihenjutsu is a series of drills teaching the shinobi various methods of evading blows, breaking their fall, and rolling with impacts in order to lessen injury. The shinobi gains the ability to make a reflex save, DC 10 + 1 per 5 feet fallen, for half falling damage. In addition, any dodge bonus the shinobi possesses increases by +1 per 6 levels of the shinobi class.

Shurikenjutsu: The art of using throwing stars and other thrown missile weapons. While any character may learn how to use throwing stars, shinobi become adept with them, using them far beyond most classes abilities. Shinobi with shurikenjutsu may throw an additional shuriken per attack, and for every 6 levels of shinobi she possesses – so that an 18th level shinobi could throw 4 shuriken for each of her 3 attacks.

Sui-ren: Literally, “Water-training”, Sui-ren is the art of swimming, navigating underwater, using water as concealment, entering and leaving water stealthily, finding potable water in the wilderness, and fighting in the water. The shinobi suffers only half penalties when fighting in or under water, and gains +1 to all skill checks relating to water.

Shinobi Weapons

The three weapons described below are widely used by shinobi, to the point of being signature weapons. They are typically forged only by shinobi themselves or blacksmiths known to them and trusted.

Chikirigi: 15 gp 1d4 (S) 1d6 (M), 20/x2, 8 lbs, Bludgeoning, 2 handed (exotic), disarm, trip.

Appearing to be a pilgrim’s staff or walking stick, this weapon is actually partially hollowed, with a retractable chain attached to a small iron ball. Used as a lightweight flail, the chikirigi is most effective as a surprise weapon, and for entangling an opponent’s weapon. A proficient wielder gains a +1 to CMB when attempting to disarm their opponent. When retracted, creatures suffer a +2 to perception DC to spot the flail.

Shinobigatana: 45 gp 1d6 (S) 2d4 (M), 19-20/x2, 4 lbs, Slashing, 2-handed (exotic)*

As unique to the Shinobi as the katana is to the samurai, the shinobigatana is a modified katana or kodachi repurposed for the stealthy warrior. Often made by regrounding the broken blades of katanas retrieved from

the battlefield, a shinobigatana has a blade shorter than usual for a katana - usually 20 to 24 inches long - with an extended grip half the length of the blade. This unusual proportion makes for a blade that is quick to draw, agile in close quarters, but gives up little of the reach of a standard katana. In the hands of a proficient wielder, the shinobigatana gains a +1 initiative bonus on the first round of an encounter, due to its rapid draw. * - Shinobi can wield a shinobigatana with two hands as a martial weapon, but by taking Exotic Weapon Proficiency, they can wield it as a one-handed weapon.

Shikomizue: 55 gp 1d4 (S) 1d6 (M), 20/x2, 5 lbs, Slashing or Piercing, One-handed (exotic).

A sword cane made from a kodachi or wakazashi, this concealed weapon is often hidden as the haft of walking stick, umbrella, or in at least one case, even the handle of a child’s carriage. You can draw the blade as a swift action (or a free action if you have the Quick Draw feat). An observer must succeed at a DC 20 Perception check to realize a shikomizue is a weapon rather than a walking stick, umbrella, etc; the DC decreases to 10 if the observer is able to handle the weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a shikomizue for you, even though it isn’t a light weapon. You can’t wield a shikomizue in two hands in order to apply 1-1/2 times your Strength modifier to damage.



TIMEBENDER

A rare few people are gifted with a looser connection to the flow of time than most creatures. Some of these time-slipped individuals never consciously realize they are using this gift, instead calling it good luck or excellent innate timing. Others learn how to exploit their nature to speed up, slow down, or repeat short periods of time.

These warriors hone their ability to control time as well as a fighter learns complicated maneuvers or a sorcerer masters arcane spells. To their foes, timebenders appear to move with bursts of speed faster than the eye can follow, strike from multiple places at once, and possess an uncanny ability to evade attacks. Timebenders' control over time itself often gives them a swaggering arrogance and a tendency to leap into action without thinking, trusting their extraordinary luck and skills to save them.

Role: Timebenders are agile front-line fighters, ducking and weaving in and out of the fray, speeding up time to

make several strikes or a clever escape. Timebenders generally find other characters plodding and slow in action as well as thought, and cannot resist the opportunity to display their incredible powers.

Alignment: Any.

Hit Die: d10.

Starting Wealth: $d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The timebender's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Knowledge (history) (Int), Knowledge (local) (Int), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Table 5-14: Timebender

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Accelerate defense, temporal flurry, time shunt
2nd	+2	+3	+3	+0	Temporal pool, time trick
3rd	+3	+3	+3	+1	Repeat time, uncanny dodge
4th	+4	+4	+4	+1	Temporal flurry (3), time trick
5th	+5	+4	+4	+1	Shove forward
6th	+6/+1	+5	+5	+2	Time trick
7th	+7/+2	+5	+5	+2	Battle analysis (2 dice)
8th	+8/+3	+6	+6	+2	Time trick
9th	+9/+4	+6	+6	+3	Forced repetition
10th	+10/+5	+7	+7	+3	Advanced time tricks, time trick
11th	+11/+6/+1	+7	+7	+3	Battle analysis (3 dice) , temporal flurry (4)
12th	+12/+7/+2	+8	+8	+4	Time trick
13th	+13/+8/+3	+8	+8	+4	Improved uncanny dodge
14th	+14/+9/+4	+9	+9	+4	Time trick
15th	+15/+10/+5	+9	+9	+5	Extra moments
16th	+16/+11/+6/+1	+10	+10	+5	Temporal flurry (5), time trick
17th	+17/+12/+7/+2	+10	+10	+5	Battle analysis (20)
18th	+18/+13/+8/+3	+11	+11	+6	Time trick
19th	+19/+14/+9/+4	+11	+11	+6	Time stop master
20th	+20/+15/+10/+5	+12	+12	+6	Time master, time trick

Class Features

All of the following are class features of the timebender.

Weapon and Armor Proficiency: Timebenders are proficient with all simple and martial weapons, with light armor, and with shields. Level Base Attack

Accelerate Defense (Su): A timebender can speed up time a fraction of a second in order to speed past opponent's blows. The timebender gains a dodge bonus to his Armor Class equal to his Intelligence bonus (minimum +1). The dodge bonus to Armor Class gained from this ability may not exceed the timebender's class level.

Temporal Flurry (Su): The hallmark power of a timebender is the ability to move faster than the eye can follow to make a series of darting strikes. Once per round, a timebender can choose to set up an echo of himself in time, allowing him to take multiple actions in succession. The timebender must declare his use of this

ability before taking any actions in a round. The timebender cannot use this option if he is limited to only one standard action (such as during a surprise round or when staggered) or is otherwise unable to take a full-round action. The timebender must have light encumbrance and wear light armor or no armor and not be using a large or wall shield to use this ability.

Instead of a full round of normal actions, the timebender can take two standard actions. The number of standard actions a timebender can take when using this ability increases to three at level 6, four at level 11, and five at level 16.

The actions a timebender can make during a temporal flurry are limited to quick movements and darting attacks with agile weapons. During each standard action gained by a timebender during a temporal flurry, the timebender may only perform one of the following actions: take a melee attack action with an unarmed strike, natural attack, a light weapon, or a weapon that can be used with Weapon Finesse (the time bender need not



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have Weapon Finesse, it is a restriction on what weapons can be used); use a Dex or Str-based skill that is a part of movement or requires a move action or standard action; use an extraordinary ability; or take a move action. The timebender cannot use standard actions during a temporal flurry to cast spells, use spell-like or supernatural abilities, or make a partial charge. Timebender class features that require standard or move actions can only be used with temporal flurry if explicitly noted.

All attacks a timebender makes during a temporal flurry take a -2 penalty.

Time Shunt (Su): A timebender is immune to time manipulation other than that of his own class features. This renders him immune to *accelerate poison*, *allegro*, *contingent action*, *elude time*, *haste*, *sands of time*, *sepia snake sigil*, *slow*, *temporal stasis*, *time shudder*, and similar spells that would affect his personal time. Each time he is targeted by such a spell, the timebender restores one point to his temporal pool, up to the normal starting value. The timebender is also immune to ageing and the effects of another timebender's class features and other time-related abilities, but these do not restore his temporal pool.

The timebender is not immune to indirect effects of time abilities, such as an opponent's extra attacks from haste or extra actions from *time stop* (but see time mastery below). At the GMs discretion, artefacts, natural phenomena, gods, and similar great powers might ignore this protection and be able to affect the timebender.

Temporal Pool (Su): A timebender gains a pool of temporal points, which reflect his ability to affect the flow of time and accomplish amazing feats. The number of points in a timebender's temporal pool is equal to one-half his timebender level plus his Intelligence bonus (minimum 1 point). A timebender replenishes this pool once per day after resting for 8 hours.

By spending 1 point from his temporal pool, a timebender can do one of the following:

- Take an additional standard or move action when making a temporal flurry, or
- Give himself a +4 dodge bonus to AC for 1 round.

Each of these powers is activated as a swift action.

Time Trick (Su): As a timebender grows in power, he learns further tricks with the ebb and flow of time to give him an edge in battle. Starting at 2nd level, a

timebender gains one time trick. He gains an additional time trick for every two levels of timebender attained after 2nd level. A timebender cannot select an individual time trick more than once unless mentioned in the trick description. All time tricks are supernatural abilities.

Erase Surprise: A timebender learns to reverse time a fraction of a second in order to react more swiftly when surprised. If the timebender would not otherwise act during a surprise round, he may spend 1 point from his temporal pool in order to take a move or standard action in the surprise round.

Evasion: The timebender can slow time in order to 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 timebender is wearing light armor or no armor. A helpless timebender does not gain the benefit of evasion.

Extend Breath: The timebender learns the trick to convince his body that less time is passing, so it needs less oxygen to operate. The timebender can hold his breath for a number of minutes equal to 6 times his Constitution score before he risks drowning.

Flurry of Shots: While using temporal flurry, the timebender may also make ranged attack actions.

Hasten Healing: By accelerating the healing process, a timebender may cause a creature's wounds to rapidly heal. This ability requires a standard action and requires the timebender to touch the target. The target heals 1d8 + the timebender's class level in hit points. His caster level for this effect is equal to his timebender level. Once a creature has benefited from the hasten healing trick, it cannot benefit from it again for 24 hours. This ability cannot be used on wounds that cannot heal naturally. The timebender may use this ability on himself while using temporal flurry (this is an exception to the rule that timebenders cannot use supernatural abilities during a temporal flurry).

Impulsive Action: The timebender gains a +2 bonus to initiative checks. This time trick can be taken multiple times, and its effects stack.

Lacerating Strike: As a standard action the timebender can make an attack that does bleed damage rather than normal hit point damage. The attack does normal damage, and the opponent takes an equal amount of bleed damage at the beginning of each of its turns equal to the timebender's Intelligence bonus until the bleeding is stopped.

Speedy Relocation: In any round during which a time-

bender is using his temporal flurry, he does not trigger attacks of opportunity for movement.

Stilled Surfaces: When taking a move action during a temporal flurry action, the timebender may walk across liquid surfaces (lava, mud, water, etc.) or terrain that cannot otherwise support his weight without falling (such as sand), so long as he ends his temporal flurry on a surface that will support his weight.

Quicker Than The Eye: The timebender can spend one point from his temporal pool to render an opponent flat-footed against him for his current turn. Uncanny dodge renders an opponent immune to this ability.

Repeat Time (Su): At 3rd level, a timebender can rewind his personal temporal position a fraction of a second in order to retry a failed action. As an immediate action, a timebender can spend 1 points from his temporal pool to reroll any single d20 roll he has just made. The timebender must utilize the result of the second roll, even if it is lower.

Uncanny Dodge (Su): Starting at 3rd level, a timebender can 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 AC if immobilized. A timebender with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against her.

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

Shove Forward (Su): At 5th level, a timebender can touch a creature or object to displace it from time, shoving it forward several seconds into the future. As a standard action, a timebender can spend 1 points from his temporal pool to make a melee touch attack against a target. If the target fails a Reflex save (DC equal to 10 + 1/2 the timebender's level + the timebender's Intelligence modifier), it disappears from the present moment and reappears in the same location 1 round later. To the target, no time has passed. If an object occupies that space when the target reappears, the target appears in the closest available space to its original location—this displacement does not cause the target any additional harm. No magic or divinations can detect the target during this time, as it exists outside of time and space—in effect, the target ceases to exist for the duration of this ability. At 11th level, the target is displaced 1d4 rounds into the fu-

ture. At 17th level, the target is displaced into the future a number of rounds equal to 1d4 plus the timebender's Intelligence modifier.

Battle Analysis (Ex): A timebender can slow time for all combatants other than himself when combat commences in order to prepare himself for battle. As a result, the timebender is immediately prepared to react. At 7th level, when rolling for initiative, a timebender may spend 1 point from his temporal pool in order to roll twice for initiative, taking the better result. At 13th level, a timebender may choose to instead spend 2 points from his temporal pool in order to roll three times for initiative, taking the best result. At 19th level, a timebender may choose to instead spend 3 points from his temporal pool to treat his initiative die as though he had rolled a natural 20.

Forced Repetition (Su): At 9th level, a timebender can reverse the temporal position of another creature within 30 feet. As an immediate action, a timebender can spend 2 points from his temporal pool to force the target to reroll any single roll it has just made and abide by the result of the lowest roll.

Advanced Time Tricks (Su): At 10th level, and every two levels thereafter, a timebender can choose one of the following advanced time tricks in place of a time trick. All advanced time tricks are supernatural abilities.

Dire Repetition: At a cost of 2 points from the temporal pool, the timebender can use his forced repetition ability on another creature within his line of sight instead of within 30 feet.

Distant Shove (Su): At a cost of 2 points from the temporal pool, the timebender can use his shove forward ability on a target within 60 feet. Using the ability at a target outside of the timebender's reach requires a ranged touch attack rather than a melee touch attack.

Fast Healing (Ex): The timebender learns how to constantly accelerate his internal healing process, giving him fast healing 1. The timebender heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the timebender to regrow lost body parts (or to reattach severed parts). Unlike the monster ability, the timebender's fast healing functions only as long as he is conscious. A timebender must have selected the hasten healing trick before selecting this trick.

Improved Evasion: This ability works like evasion, ex-

cept that while the timebender still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless timebender does not gain the benefit of improved evasion. A timebender must have selected the evasion trick before selecting this trick.

Push Surprise: A timebender learns to reverse time a fraction of a second in order to react more swiftly in a surprise round. If the timebender can act during a surprise round (normally or through erase surprise), he may spend 1 point from his temporal pool in order to have a normal round instead of a surprise round, and so be able to take a full-round action, a standard and move action, or use time flurry. A timebender must have selected the erase surprise trick before selecting this trick.

Speedy Moves: In a round when the timebender is using temporal flurry, he does not trigger attacks of opportunity on his own turn for any reason. He can still trigger attacks of opportunity outside his own turn, such as if he is tripped by an opponent with Greater Trip. A timebender must have selected the speedy relocation trick before selecting this trick.

Stilled Air: When taking a move action during a temporal flurry action, the timebender may walk in the air as though subject to an air walk spell, so long as he ends his temporal flurry on a solid surface. A timebender must have selected the stilled surfaces trick before selecting this trick.

Quicker Than Thought: The timebender can spend one point from his temporal pool to make an opponent unable to make attacks of opportunity and lose its Dexterity bonus to armor class against him for his current turn. Uncanny dodge does not render an opponent immune to this ability. A timebender must have selected the quicker than the eye trick before selecting this trick.

Improved Uncanny Dodge (Su): A timebender of 13th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has timebender 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.

Extra Moments (Su): At 15th level, a timebender learns to eke out a few extra moments when he is restricted in the actions he can take. The timebender is immune to

the staggered condition.

Time Stop Master (Sp): At 19th level, a timebender learns the ultimate control over time and can reliably slow time to a crawl. The timebender can spend 3 points from his temporal pool to use *time stop* as a spell-like ability. In addition, whenever another creature within 60 feet of the timebender casts *time stop*, the timebender joins the caster in her stopped time. The timebender gains the same number of apparent rounds of time as the caster, and the timebender and the caster can affect one another with attacks and spells during the duration of those apparent rounds.

Time Master (Sp): At 20th level, a timebender has an infinite temporal pool. He can spend an unlimited number of temporal pool points each day, making all abilities that normally rely on the temporal pool at-will abilities.

Taelenor and the Time/Destiny War

In every time, in every dimension, on every world that supports thinking life, the sandstone-towered Eternal City, Taelenor stands. In some realities, it is ruined and lifeless, though still possessed of a nexus to many other worlds. In other realities, it is the last bastion of sanity and safety for those caught in the grip of cosmic forces. Taelenor has many properties of a demiplane, and has the following planar traits:

- **Timeless**
- **Size:** The Eternal City is city-sized (and counts as a small city) and is part of the environment of the world that it is situated in.
- **Sentient:** The City itself can sense the needs and expectations of its inhabitants and visitors, and respond.
- **Deific Exclusion:** The gods cannot visit Taelenor (unless they are 'unconscious' and powerless) and divine spells, abilities, and hero points do not work there.
- **Dimensional Nexus:** One can access a portal to any other plane in existence in Taelenor.
- **Difficult to Find:** Access to Taelenor is not easy; one cannot use any magic whatsoever, not even *wishes* or *plane shift*, to find Taelenor. The City will allow itself to be found only by those that quest for it.

Infinites and Timebenders have a fierce rivalry over the right of their kind to inhabit Taelenor. In this secret war, those who wish a respite from Time, and those who seek relief from Destiny will often come into conflict over its dominion.

CHAPTER 6 - ADDITIONAL CLASS OPTIONS

Ti-Loup et Le Roi du Mort

(Little Wolf and the King of the Dead)

*Four score of years since Ti-Loup paddled,
Stroke the river, smoke the pipe;
Two score since this old world he straddled-
Paddle straight and true, boys!*

*The things that Ti-Loup did and saw,
Stroke the river, smoke the pipe-
Never believed by priest and all,
Paddle straight and true, boys!*

*For once did Ti-Loup paddle far-
Stroke the river, smoke the pipe,*



*Farther yet than the evening star,
Paddle straight and true, boys.*

*So far rowed he, the sun went out,
Stroke the river, smoke the pipe-
All good Gods presence he did doubt,
Paddle straight and true, boys!*

*Ti-Loup, he took his pipe and blew,
Stroke the river, smoke the pipe-
Rekindled sun, shone bright and true,
Paddle straight and true, boys.*

*But in that land there dwelt a King,
Stroke the river, smoke the pipe-
A king of Death, of all dead Things.
Paddle straight and true, boys.*

*“Who’s there?” roared he, with voice so cold,
Stroke the river, smoke the pipe,
“Who ends my darkness, stale and old?”
Paddle straight and true, boys.*

*“Tis me, Ti-Loup!” Ti-Loup did cry,
Stroke the river, smoke the pipe,
“That light may live, and darkness die!”
Paddle straight and true, boys!*

*“Then let death clutch thee!” the King pronounced,
Stroke the river, smoke the pipe,
And from the shadows Things did pounce,
Paddle straight and true, boys.*

*Ti-Loup’s paddle swung straight and true,
Stroke the river, smoke the pipe-
Away from him the Things they flew,
Paddle straight and true, boys!*

*His faith was true, his light was bright-
Stroke the river, smoke the pipe,
The death-land purged with right’s pure light,
Always paddle, straight and true...*

CLASS OPTIONS

The following is a compilation of archetypes (for gladiators, monks, and voyagers), a prestige class (Grave Tyrant), a cavalier order (Order of the Holy Blade), new equipment, and several feats for expanding and spicing up your *Pathfinder Roleplaying Game*. Some of the archetypes are for classes that originally appeared in *Paths of Power*, available from 4 Winds Fantasy Gaming/Purple Duck Games.

Gladiator Archetypes

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. A character can have more than one archetype if the multiple archetypes do not replace the same class features.

Gladiatorial Performance, Money, and Debt: A gladiator can typically assume to earn 10 times his best Performance check made during a combat (if he survives), and a liberal arena will even assess ½ his best check if he loses but survives. This earning is placed only against his debt, with other considerations as listed in the original *Paths of Power*. For the sake of role-playing, it is suggested that a gladiator complete at least one fight before his companions “buy him out”; this also keeps the option for further fights, money and glory open, as he may occasionally come out of retirement from the arena.

Auctorati (Archetype)

Auctorati are volunteer gladiators, those that join the ranks of professional fights for security, fame, and possibly fortune. The number of auctorati in an arena varies by location, as some more “civilized” lands prefer them to doomed slaves or prisoners of war. In hard economic times, also, the number of auctorati increase as making a living gets harder, and making a living at dying seems like a good deal.

Volunteer Corp (Ex) At 1st level, an auctorati's debt is only 1d4x100, and his reputation score starts at 5 + 1d4. This may bring about the possibility of an auctorati being independent fairly soon, should he win his early combats, but the GM should still enforce the “one fight rule”.

Bestiarius (Archetype)

Specialists within the arena at fighting and killing fierce animals and strange beasts, bestiarii also are acknowl-

edged as fine leaders of the hunt, when their contract dictates that they do so. Some bestiarius take on the characteristics of beasts, modifying their appearance and so forth. Their skills are known far and wide, and sometimes a nobleman will train with the bestiarii- believing that caged animals are more predictable than thinking animals... the bestiarius would not argue, but he would know the truth.

Class Skills: A bestiarius must know the nature of his chosen prey; they gain Knowledge (nature) and Handle Animal as class skills, which replace Knowledge (nobility) and Sleight of Hand.

From the Wilderness (Ex): Starting at 1st level, bestiarii fight almost as much out of doors as in the arena, as they are drawn from those that capture beasts for the competition. They gain a +1 circumstance bonus to all Acrobatics, Stealth, Climb and Survival checks, regardless of terrain or locale. This replaces city bound.

Master of Beasts (Ex): At 2nd level, a bestiarius begins to know his dictated prey in the arena and outside. He gains a +1 morale bonus to hit and damage monsters of the animal type; this increases to +2 at 6th and +3 at 10th level. At 4th level, they get a +1 morale bonus to hit and damage monsters of the magical beast type; this increases to +2 at 8th level, and +3 at 10th level. This replaces master of melee combat.

Tamed Beast (Ex): Starting at 1st level, a bestiarius can use *exerceo* with animals that they have trained, requiring a Handle Animal training check (DC 20) for the beast and subsequent checks during combat to ensure that the beast is “pretending” as well, and has not been angered into attacking for real. Bestiarii can also train animals to make false attacks against enemies, (Handle Animal DC 20) which can be made in conjunction with an Intimidate attempt by the animal, granting the animal a +1 bonus, increased by 1 for every 5 that the Handle Animal check was exceeded.

Morituri (Archetype)

The morituri, or “those about to die” have accepted their fate as food for the sword, a sacred vow respected even in the bloody sands. Their living, impending sacrifice is dedicated to a noble house or high aristocrat who has purchased the morituri's contract, and the morituri is bound to him. This sometimes takes the form of the morituri being a “paid adventurer” in the aristocrat's

service, taking the morituri out of the arena more than other gladiators. Morituri are also favored bodyguards, once their skill and fearlessness has grown. Morituri often have a singular style of appearance, depending on the local arena, such as shaved heads, a certain tattoo, or a distinctive weapon or armor. A morituri will not begrudge healing, and will not rush into a suicidal situation (unless his sponsor wishes it) but will certainly not flee from a battle for fear of death.

The Daily Gift (Ex): At 1st level, a morituri gladiator has a bond with the official or noble that oversees his pledge and nominally sees to his needs, so that he need not be distracted by the day-to-day of survival, or of necessarily pleasing the crowd. Once per day, a morituri can substitute his Knowledge (nobility) check for any other skill check, by pledging their act to their sponsor. This replaces reputation, which is always considered to have a score of 10.

Salute Death (Ex): The morituri gladiator is committed to his pledge to seek death, and the base fears of the unsworn affect him little. At 1st level the morituri gains bravery, as a fighter, gaining a +1 bonus to saves against fear. This bonus increases by 1 for every four levels of gladiator, to a maximum of +5 at 17th level. The morituri also suffers a negative penalty equal to the bonus against death spells and death attacks; -1 at 1st level to a maximum of -5 at 17th level. This replaces exercise.

Veteran (Ex): To seek death is to honor life, and a morituri does not throw his away- only the worthy can take it. The crowds must see the true warrior, before any “acting” can take place to please them. A morituri can-

not take the Diehard feat, or any trait that affects stabilization; at 3rd level a morituri receives Endurance as a bonus feat. This replaces persona developed, which must then begin at 7th level.

Grave Tyrant (Prestige Class)

The practice of necromancy, of controlling one's own body and those of others often takes a dark path towards manipulating and controlling the undead; animated and possessed corpses -and sometimes souls- of the deceased. Many sinister power-seekers use these controllable horrors to further their own agendas and rule their own tiny thanotic kingdoms. Grave tyrants are among those power-seekers whose obsession with controlling the dead focuses their divine powers towards exerting more and more power over undead, so much so that they start to take on the characteristics of the dead, eventually becoming indistinguishable from the undead.

Grave tyrants give up much for their obsessive desire to control the dead, turning their focus on divine spells towards exerting their will over the walking dead. They are rewarded by the dark powers that they serve by acquiring more and more undead traits, removing themselves from all semblance of life in the process known as “Unbirth”.

Role: The grave tyrant usually pursues his powers of control of the dead for selfish reasons, and as such is often a loner. An army of obedient corpses can be useful to military purposes or nations, however, and some grave tyrants use their skills in a mercenary fashion, directing their minions to a cause in exchange for wealth, power, “raw materials” or other considerations. A grave tyrant in an adventuring party would be a sinister addition, giving the knowledge that, should one fall, the adventuring

Table 6-1: Grave Tyrant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+1	Channel energy, legion of the dead I
2	+1	+1	+1	+1	Grave aspect I
3	+2	+1	+1	+2	Legion of the dead II
4	+3	+1	+1	+2	Grave aspect II
5	+3	+2	+2	+3	Legion of the dead III
6	+4	+2	+2	+3	Grave aspect III
7	+5	+2	+2	+4	Legion of the dead IV
8	+6	+3	+3	+4	Grave aspect IV
9	+6	+3	+3	+5	Legion of the dead V
10	+7	+3	+3	+5	Grave aspect V, master of undead

would still continue.

Alignment: any evil

Hit Dice: d8.

Requirements

To qualify to become a grave tyrant, a character must fulfill all the following criteria.

Feat: Command Undead

Skills: Intimidate 3 ranks, Knowledge (religion) 5 ranks

Special: Must be able to channel negative energy 3d6

Class Skills

The grave tyrant's class skills are Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Dex), Knowledge (arcane) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Wis), and Stealth (Dex)

Skill Points: 4 + Int Modifier.

Class Features

The following are class features of the grave tyrant.

Weapon and Armor Proficiency: The grave tyrant gains no proficiency in any weapons or armor.

Channel Energy (Su): The grave tyrant class level stacks with levels in any other class that grants the channel energy ability.

Legion of the Dead (Su): The grave tyrant can control undead in large numbers—much larger than normal for necromancers. When commanding undead that have fallen under the grave tyrant's control, the undead gain additional abilities based on the grave tyrant's level as shown below.

Legion of the Dead I: The grave tyrant can enslave undead (as per the Command Undead feat) within 60 ft. and any undead controlled by the grave tyrant gain a +4 profane bonus to Str and Cha. Additionally you may channel energy one additional time per day.

Legion of the Dead II: The grave tyrant can enslave undead within 90 ft. and any undead controlled by the grave tyrant gain lifesense 60 ft. You may now control up to 4 HD of undead/level. Additionally you may channel energy one additional time per day.

Legion of the Dead III: The grave tyrant can enslave undead within 120 ft. and any undead controlled by the grave tyrant have their channel resistance increased by

+2. You may now control up to 6 HD of undead/level. Additionally you may channel energy one additional time per day.

Legion of the Dead IV: The grave tyrant can enslave undead within 150 ft. and any undead controlled by the grave tyrant gain one teamwork feat of the your choice that the grave tyrant would qualify for. You may now control up to 8 HD of undead/level. Additionally you may channel energy one additional time per day.

Legion of the Dead V: The grave tyrant can enslave undead within 180 ft. and any undead controlled by the grave tyrant gain two teamwork feats that the grave tyrant would qualify for (instead of one). You may now control up to 10 HD of undead/level. Additionally you may channel energy one additional time per day.

Grave Aspect (Su): As the grave tyrant grows more powerful, they take on more features of the undead as shown below. Grave tyrants have been known to call the process “Unbirth”, as they see it as cleansing the taint of life from themselves.

Grave Aspect I: The grave tyrant gains darkvision 60 ft. (or if they already possess darkvision it is instead increased by 30 ft.), gain immunity to sleep effects, and only heal 1/2 as many hit points for channeling positive energy and healing magic.

Grave Aspect II: The grave tyrant is immune to bleed , paralysis, and stunning effects. Additionally they are only harmed by 1/2 the value of a channeling negative energy.

Grave Aspect III: The grave tyrant gains a +4 save bonus to disease, poison, and death effects. The grave tyrant does not heal from channeling positive energy, and is not damaged by channeling negative energy.

Grave Aspect IV: The grave tyrant gains a +4 save bonus to mind-affecting effects. The grave tyrant heals ½ the normal hit points as if they were undead from channeling negative energy. Curative spells work on the character, but only heal ½ their usual amount.

Grave Aspect V: The grave tyrants type changes to undead with the augmented subtype. They gain all the traits of the undead creature type and gain a +4 bonus to their Charisma score.

Master of Undead (Su): When the grave tyrant reaches 10th level the save DC to resist the Command Undead feat is now DC 10 + cleric level + Charisma modifier. Additionally, intelligent undead receive a new saving throw once a week to resist the feat.

Monk of the Holy Blade (Monk Archetype)

The monks of the holy blade are devotees to a religious order, dedicated servants of law and order sworn to oppose evil at all turns. Their task is to protect and nurture good discipline wherever it can be found. Upon completing their training, monks of the holy blade are expected to leave their cloistered fortresses and travel the world. As an enlightened swordsman, the monk of the holy blade becomes one with her weapon, wading fearlessly into the thick of battle, emerging unscathed. While they learn many of the same esoteric talents as conventional monks, the monks of the holy blade are not especially skilled at unarmed combat and instead focus their energies on their blade, making them capable of incredible feats of swordplay.

The monk of the holy blade archetype is written to be used with the unchained monk from Pathfinder Unchained, but can be used with the core monk—any differences are noted in the text.

Weapon and Armor Proficiency: A monk of the holy blade is proficient with simple and martial swords. A monk of the holy blade may not take weapon proficiency in any weapon that is not a sword. This does not include polearms with sword-like blades such as the podao or naginata. There are some swords the monk of the holy blade is not automatically proficient with, but which she can learn to use along with her martial arts. If something renders one of these weapons into a martial weapon (as opposed to an exotic weapon), such as elven weapon familiarity with the elven curve blade, the monk of the holy blade becomes proficient with that weapon.

Monks of the holy blade are not proficient with any armor or shield, and many of their special abilities cannot be used while wearing either.

Alignment: Lawful Good only. Monks of the holy blade are as bound to their philosophy as paladins are, and must maintain their alignment with equal vigor.

Flurry of Blades: At 1st level, a monk of the holy blade can make a flurry of blades as a full-attack action. When making a flurry of blades, the monk of the holy blade can make one additional attack at her highest base attack bonus. At 11th level, a monk of the holy blade can make an additional attack at her highest base attack bonus whenever she makes a flurry of blows. These additional attack stacks with the bonus attacks from *haste*, two-weapon fighting, and other similar effects. This replaces

flurry of blows.

Enlightened Blade: At 1st level, a monk of the holy blade gains Weapon Focus in a proficient sword of her choice. When using any weapon she has Weapon Focus with, the monk is skilled enough to strike non-lethally, using the flat of the blade, without penalty and dealing the normal amount of non-lethal damage. Whenever the monk of the holy blade hits with a weapon she has Weapon Focus in, the weapon deals a minimum damage depending on the monk's level. The minimum damage dealt by enlightened blade is the same damage a conventional monk deals with an unarmed strike. The monk of the holy blade gains can decide to use the weapon's base damage instead of the enlightened blade damage—this must be declared before the attack roll is made. This increase in damage does not affect any other aspect of the weapon, and doesn't apply to alchemical items, bombs, or other weapons that only deal energy damage. This replaces unarmed strike.

Bonus Feats: At 1st, 2nd, and every 4th level thereafter (1st, 2nd, 6th, 10th, 14th, 18th), the monk may select a bonus feat from the following list: Combat Reflexes, Deflect Arrows*, Dodge, Power Attack, Combat Expertise, Defensive Combat Training, Exotic Weapon Proficiency, Weapon Focus.

At 6th level the following feats are added to the list: Dazzling Display, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility.

At 10th level, the following are added to the list: Improved Critical, Shatter Defenses, Spring Attack, Whirlwind Attack.

The monk need not have any of the normal prerequisites for any of these feats to take them. This replaces the normal selection of Bonus Feats.

* A monk of the holy blade can use Deflect Arrows with any sword she has Weapon Focus in.

Smiting Blade (Su): At 1st level, the monk gains the ability to smite evil, as per the paladin ability. At first level, she may smite once per day, but at 4th level, and every 4 levels thereafter, she gains an additional smite per day (4th, 8th, 12th, 16th, 20th). This replaces the stunning fist class ability.

Ki Pool (Su): Same as per monk, except ki strike applies to attacks made with an enlightened blade, not unarmed attacks. Any ki power that a normal monk can use unarmed a monk of the holy blade instead uses with her

enlightened weapon(s).

Style Strike (Ex): At 5th level, the monk of the holy blade gains the style strike ability. This is the same as the unchained monk ability of the same name, except as noted below and in that all attacks made with a style strike must use an enlightened blade. Ignore this ability if using the core monk.

Hammerblow: The monk strikes with both hands on her weapon(s), dealing tremendous damage. If the attack hits, the monk rolls her damage twice, adding both rolls together before applying Strength and other modifiers to the damage. This bonus damage is not multiplied on a critical hit. The monk may only use her hands to wield enlightened weapons and nothing else.

Ki Blade: At 13th level, a monk of the holy blade can shape their ki into a spiritual sword at will. This is made of force and is indestructible, but disappears after one round if it leaves the monk of the holy blade's hand. It functions as one of the monk's enlightened blade(s), selected when it is created. The appearance of the sword reflects the wielder's personality. At level 17 it gains the axiomatic property, and at level 19 it gains the holy property. Creating a ki blade is a swift action. This replaces tongue of the sun and moon, timeless body, and flawless mind for an unchained monk. A core monk instead replaces diamond soul, timeless body, and empty body.

Fallen Monks of the Holy Blade

Monks of the holy blade must begin their career as lawful good, but time and experiences may exchange their outlook. Monks of the holy blade who become non-lawful or non-good retain their current abilities but cannot gain levels in their class nor gain new abilities, and must choose a new class at their next level. The exception is that monks of the holy blade may undergo a conversion to lawful evil alignment. Such a monk of the unholy blade can continue in the class, but their ki blades gains the unholy property at level 19. Because they retain the lawful component of their alignment, they often remain their role as hero and exemplar, which makes them extra dangerous.

Order of the Holy Blade (Cavalier Order)

A cavalier who belongs to this order pledges himself to oppose evil in all its forms, to promote justice, and to defend the innocent. The cavaliers of the holy blade are often considered to be glory-seekers or somewhat arrogant champions of the cause by more modest members of the order, but none can deny that they have accomplished great deeds with their efforts.

Edicts: The cavalier must seek out and confront evil, be it a tyrant decimating their people through unjust and bloodthirsty rule, or a demon rampaging through the land. He must not associate with evil beings except under the most dire of circumstances, must never willingly break an oath, or betray an ally. He must attempt to live as an example of honor, trustworthiness, justice, and discipline. He must maintain a lawful good alignment, and protect the innocent above all else.

Challenge: Whenever an order of the holy blade cavalier issues a challenge, he receives a morale bonus to attack and damage, equal to $\frac{1}{2}$ their Charisma bonus (minimum +1). This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the holy blade cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. Whenever an order of the holy blade cavalier uses Heal on a non-evil creature besides himself, he receives a bonus on the check equal to $\frac{1}{2}$ his cavalier level (minimum +1)

Order Abilities: A cavalier belonging to the Order of the Holy Blade gains the following abilities as he increases in level.

Defend the Weak: At 2nd level, the Cavalier may as an immediate action use their body to protect an adjacent creature being attacked. The protected creature is considered to have soft cover granting a +4 to AC until the beginning of the next round. In addition, the cavalier may make a Reflex saving throw against any successful attack on the protected creature. If successful, the attack roll is applied against the cavalier's Armor Class. Successful attacks deal damage to the cavalier as normal in place of their original target.

Help the Innocent: At 8th level, the cavalier receives Persuasive as a bonus feat, even if he does not meet the requirements. When using a Charisma-based skill to aid a creature of good alignment in some way, the cavalier adds $\frac{1}{2}$ his cavalier level as a morale bonus to the skill

check.

Punish the Wicked: At 15th level, the cavalier may call upon his faith to imbue him with the power to strike against evil. While imbued with the power of his faith, the cavalier's attacks are considered lawful for purposes of overcoming damage reduction. Against enemies vulnerable to lawful damage, such as chaotic outsiders, the cavalier adds his class levels to his damage roll. This ability lasts a number of rounds equal to the cavalier's Charisma modifier, and can be done once per day.

Voyageur Archetype

Voyageurs travel the wilds in small bands of like-minded individuals, but all need not be alike; there is room in a crew for different abilities, each suited to the well-being and profitability of the team. More than one archetypes can be taken if they do not replace the same class feature.

Cannonier (Archetype)

The dangers of the wilderness are often the equal or greater than the profits to be had by traversing the wilds, which keeps adventurers like the voyageur following the trails to wealth and glory. Among the many roles on a voyaging team is the cannonier, a guardian, food provider and watchman for the working crew. "Keep your powder dry" is his battle cry, and the cannonier fusses and fondles his deadly weapons all through the long journeys, often giving it a nickname like "Grande Bertha" or "Bette le Noir". Some say the cannonier is smug because he need not carry the canoe, but they do not begrudge his sharp eye and deadly aim.

Class Skills: The cannonier replaces Knowledge (local) with Knowledge (engineering) as a class skill.

Musket Expert (Ex) At 1st level, a cannonier gains the Amateur Gunslinger feat and Exotic Weapon Proficiency (firearms) feat as bonus feats, but they are proficient only with muskets and rifle firearms. They can use any 1st level gunslinger deed. At every five levels thereafter, the cannonier can take a grit feat or select a gunslinger deed of his level or lower. This replaces all bonus feats.

Firestick Sentry (Ex) At 2nd level, the cannonier takes point on portages, letting the others carry while he watches for danger. He gains a +1 circumstance bonus to Perception, increasing to +2 at 5th level and by 1 for every four levels of voyageur he possesses, to a maximum of +5 at 17th level. This replaces the stout class ability.



Filou (Archetype)

The presence of a little magic goes a long way in the bush, and a speedy trip is often the safest trip. To risk the joining of a filou, or magic-trickster among the voyageur crew is risky, as priests tend not to approve of their amateur communing with strange powers they meet on their journeys. A filou on the crew guarantees no healer will join the expedition, a calculated risk many bourgeois are willing to take. Filou often have a small cache of scrolls or other minor magic trinkets to put into use if need be, to deal with 'unforeseen circumstances' or other hazards. It is definitely their ability to coax canoes into the air that make filou truly valuable, and makes their aid competed for.

Class Skills: The filou replaces Knowledge (local) with Knowledge (arcana), and Stealth with Spellcraft as class skills.

Weapon and Armor Proficiencies: Filou voyageurs are proficient only with simple weapons, and are not proficient with armor or shields.

Magique (Sp): At 1st level, a filou can use the rudiments

of spellcasting magic. They can use two wizard cantrips per day per point of Intelligence Bonus, as a sorcerer, though they have no 'spells known' and may use any cantrip they wish, up to their twice Intelligence bonus, per day. At 6th level, they can use any 1st level wizard spell once per day per point of Intelligence bonus, and at 10th level, they can use any 2nd level wizard spell once per day per point of Intelligence bonus. They gain Eschew Materials as a bonus feat. This replaces the milieu, avant, gouvernail and self-sufficient class features.

Canoe Volant* (Sp): At 3rd level, a filou can make a pact with a spirit of nature to levitate a canoe or similar light craft, allowing a crew to paddle it through the air! The spell is very similar to *levitate*, except that it can lift 200 lbs./level, and lasts for 1 hour per level. The canoe can be propelled by specially made paddles [DC 20 Craft (paddle making)] at a speed identical to that of a water craft. Part of the pact, however, is that no divine spells or magic be used, cast, or even spoken of during the canoe volant effect; such an event ends the effect immediately, with the expected disastrous effect. A filou can effect canoe volant once per day. This replaces paddle making and stout.

* For the story behind the archetype, read "La Chasse-galerie" retold by Honoré Beaugrand,

Trappeur (Archetype)

In certain areas, the prize for the voyageurs, the treasure that they seek, is furs and other animal products. Empires have risen and fallen for such things, and the voyageurs, and those with the skills to get the furs – les trappeurs- are quite happy to profit by their need. Though a skilled trappeur will also paddle and portage, it is on land and in the shallows that they shine, making traps to obtain valuable furs. That traps are also useful for defending camp and dissuading predators is also an added bonus to the voyageur crew, to profit and be protected by the skills of a trappeur.

Class Skills: The trappeur replaces Diplomacy with Disable Device as class skills.

Brown Gold Finder (Ex): Starting at 1st level, a trappeur gains half his voyageur level as a bonus to track monsters of the animal type (minimum +1) and on Knowledge (nature) checks to identify them. This replaces linguistics.

Trap (Ex): At 3rd level, a trappeur learns how to create a snare trap (see ranger traps in *Pathfinder Roleplaying Game: Ultimate Magic*). At 6th level he learns to make 2 more ranger traps, and at 10th level, another 2 ranger traps. The trappeur can use these traps a total number of times per day equal to half his voyageur level. Once a trap is learned, it can't be unlearned and replaced with a different kind of trap. The trappeur cannot select an individual trap more than once. This replaces paddle making, avant, and gouvernail.

Master Trapper (Ex): At 15th level, a trappeur can use his learned expertise to protect campsites and even communities. The area affected by the trap, or that triggers it, is doubled, and his Craft check to make the trap is increased by +5. This replaces bourgeois.

VOYAGEUR'S TUYAU

Aura faint divination; **CL** 7th

Slot none; **Price** 28,000 gp; **Weight** —

Description

This beautifully carved tobacco pipe (tuyau) has many odd powers, especially when used by voyageurs. Those who are using the *voyageur's tuyau* may speak, but cannot use voice-activated abilities or spells with vocal components (unless they are a voyageur or multiclassed). The tuyau never runs out of tobacco, and can light itself as a free action; this can be used as the *spark* cantrip. Those who smoke it benefit from a constant *know direction* effect, and gain +5 to Survival. When using watercraft, a voyageur gains +5 to Perception, and gains the uncanny dodge class ability. By blowing the smoke out from a *voyageur's tuyau* and following it, the user can cast *locate object* or *locate creature* once per day. Finally, anyone who possesses one of these items is immune to the spell *feast of ashes*.

Construction

Requirements Craft Wondrous Item, *know direction*, *locate creature*, *locate object*, *spark*, creator must have at least one level of voyageur; **Cost** 14,000 gp

CHAPTER 7 - GEAR AND MAGIC ITEMS

The ruin lay before the party as it had for millennia before, for no one knew exactly what or who had made the Pale City, or for what purpose. What was known was that none could stay there long, in the sere mountains of the south, and that the Sons of the Angels group of rebels against the throne, aasimars all, had vanished without a trace, fifty years ago.

The explorers stood before the Dim Gate, entrance to the maze of chambers below, and steeled themselves to enter. Kronithia, their leader, was a young necrom elf who nonetheless bore the dreaded drua na'Coith on her arm, the life-drainer, brooking no questions as to her purpose with it. Cormac Chae was a twistborn, elven as well but born to change shape at his will; it was his skills that allowed them to infiltrate the stone-dwarf caravan that were the only humanoids that knew the area well. The gem he bore in his head, the skull-jewel of fate was the impetus of his journey, his reward, or the means of its removal. All could be given

in the maze of the Pale City, it was said. The next was their burden-bearer, their risk-taker, the scout Brakksaz, he with the one hoof and one horn, remnants of some accident of birth. He was Kronithia's chattel, under some controlling power of hers. A pair of misshapen sharukh, dwarf-orc aberrations provided the muscle for the arduous quest, fear-some fighters both.

Kronithia motioned onward into the depths. Brakksaz led the way, listening here and there with an ear trumpet, seeking hidden ways and traps. The halls seemed to lead nowhere in particular, and Brakksaz found two deadly devices in the walls in short order. They followed a slope down, and were confronted in the darkness by a pair of semihumanoid constructs with slim, bladed weapons. Cormac and the sharukhs took them apart with minimal damage to the group- and their egress showed a passage further below. Kronithia scented magic, and onward they skulked... into a spherical sepulchre of doom! Ancient spectres of vague winged beings floated out of dark holes, gliding through the party's defenses, sapping their strength. Kronithia shouted a word, and a blast of sunlight caused the pack of undead to flee. Brakksaz quickly found a secret door down, but one of the sharukh was gone, the other dulled and weak.

They climbed down a ladder of rustless iron, entering a chamber with a door covered in strange runes. Even Kronithia could not read them, but she was determined to enter, and worked the magicks to do so. Within was a simple chamber, carved as if from the earth itself. Upon a rough dais sat a cubical stone, pulsing with internal light. The sharukh, first through the door, stood staring at it, drooling, as did Cormac Chae- but not Kronithia and Brakksaz.

"The stone of ascendancy!" murmured the necrom elf.

"What powers does it have?" Brakksaz merely stepped forward, black eyes shining, and grasped the glowing cube- and was swallowed in a paroxysm of light and smoke! When the cataclysm cleared, what was Brakksaz was gone, and what remained, was him perfected in demonic majesty, fire glowing from every pore, horns and hooves black as the loss of hope... "It has the power.... To let me be ME!" Brakksaz said, and was upon them.



EQUIPMENT

The following equipment that expand on earlier releases the Player's Options series.

Aiguillette (25 gp; 1 lbs.): A cord, often of gold braid, with decorative spike-like tips, worn across the chest and shoulder. It is a symbol of office used instead of badges in some jurisdictions. It is derived from a military ornament given to distinguished troops.

Assembly Weapon (500 gp; —): A weapon can be constructed so that it can be quickly assembled from parts, each of which is inconspicuous. It takes a minute to assemble or disassemble the weapon.

Recognizing the disassembled weapon for what it is requires a DC 15 Disable Device check. If the pieces are separated (generally carried by different creatures), the DC of recognizing any single piece as being part of a weapon is 25.

An assembly weapon costs an additional 500 gold pieces, plus twice the cost of the weapon. An assembly weapon cannot be of masterwork quality or of special materials, and can't be made into a magic weapon, but it can have magic-enhancing spells cast on it.

Blinding Egg (50 gp; ½ lb.; Craft (alchemy) DC 15): A small bird's egg filled with itching and blinding powders, the blinding egg is thrown like a grenade (range increment 10 ft.) and can also be applied as a melee touch attack. A target hit must succeed at a DC 18 Fort save or be blinded for one round and sickened. The target is allowed a Fortitude save each round to negate the sickening; spending a full-round action getting rid of it allows an additional Fortitude save with a +4 bonus. Even if the initial save is successful, the distraction caused by the egg is sufficient to allow the use of Stealth. This is a consumable item.

If applied in melee it only affects a single target. If thrown, it splashes, but the Fortitude save DC of a splash is only 8.

Breaching Kit (50 gp; 20 lbs.): A set of tools used for breaking into locked residences and businesses, consisting of a crowbar, portable ram, sledge, common wire saw, and adze. A full kit adds +6 to Strength checks to break doors or chests and allows up to three people to help, adding +2 for each.

Disappearing Powder (1 gp; —; Craft (alchemy) DC 15): This is a colored, glittery powder that can be thrown

into the air. While onlookers are distracted by the pretty cloud, the user can quietly disappear. Variants use weak smoke or flash powders. Also used as a stage-magician prop. This is a consumable item.

Using disappearing powder is a standard action (a swift action with a DC 15 Sleight of Hand check) and causes an automatic distraction to use the Stealth skill.

Diving Air Bag (2 gp; 12 lb): A pouch made of an animal bladder, weighted down with rocks to neutral buoyance. You can use the air bag to fill your lungs with air underwater, permitting you to replenish your air, resetting the timer for holding your breath. Inflating an air bag, or holding it over your head to inhale the air in it, is a full-round action. Removing the ballast takes one minute and reduces the weight of the air bag to 1 lb. Adding the correct ballast takes five minutes assuming a good supply of small rocks or the like. Diving with an unweighted bag is impossible.

Inflated air bags are very bulky and difficult to swim with; each air bag imposes a cumulative armor check penalty of -1, which stacks with normal armor check penalties and like other armor check penalties is doubled with regard to the Swim skill. An uninflated air bag gives no armor check penalty.

Diving Kit (25 gp; 6 lb): A set of primitive "SCUBA" equipment. This includes a set of flippers and a simple snorkel. It grants a swim speed of 15 ft., allows the wearer to take 10 on Swim checks, and the wearer can use Stealth against observers above the surface without holding breath. It reduces the wearer's land speed to 5 ft. Taking the diving kit on or off is a full-round action, or a move action to remove it by destroying it.

Ensign (4 gp; 2 lb): Ensign is ship-speak for flag, often a signal flag. Naval flags are about three feet by five. A typical ensign has AC 15 (it is not an immobile object when flying in the wind), Hardness 0, and 20 hit points. It is immune to piercing and bludgeoning damage. It is readable at about a mile. The price is for a sturdy sewn flag, but flags embroidered with fancy coats-of-arms in threads of precious metals can easily cost a hundred times as much. A simple ensign can be hand-colored on canvas in about 10 minutes at almost no cost, but only lasts until the first squall.

Firepot (4 gp; 0.5 lb): The doka is a small, ceramic pot, lashed shut with heat proof twine and with small holes allowing access and air. It holds a live coal which it will

keep burning for 12 hours. A lack of air will smother the coal. It is insulated so that you may carry it secreted in your clothes. It provides warmth, providing a +2 bonus on Constitution checks against cold weather conditions. The firepot allows access to fire, which will always succeed in igniting combustibles, as opposed to the vagaries of flint and steel fire making. If thrown as a grenade-like weapon (range increment 10 ft.) it will break, igniting a pool of oil, dry straw, or other incendiary material or causing 1d3 fire damage if used as a weapon.

Flagpole (1 gp; 16 lb.): A flagpole is a 10 ft. pole suitable for carrying a flag or banner and with a rope mechanism for hoisting it. Early flagpoles often have the flag tied to it and the flag and pole are then hoisted onto a mast at sea or carried by an especially trusted retainer on land. A flagpole is AC 6, Hardness 5, and has 40 hit points. It will only take damage from a piercing and bludgeoning attack on an attack roll that would be a critical hit against a creature.

Folding Raft (40 gp; 15 lb.): A collapsible, 1-man raft. It has room for one person and his personal gear. In collapsed form, it may be carried slung over one shoulder or as a backpack and resembles a small tent. Assembling or disassembling it takes one minute. It takes a DC 20 Disable Device check to recognize its purpose when disassembled. It is a water vehicle with a speed of 20 ft.

Grappling Cane (200 gp; 4 lb.): Concealed as a metal headed walking stick is a spring-loaded grappling hook and cable. The cable can be shot to its full length of 50 ft., and requires heavy gloves or the winding mechanism in the stick to climb on, as it is too thin for bare hands. When using the winding mechanism, the stick is flexed back and forth, pulling the character up the line like a windlass. The device functions like a normal grappling hook, but suffers no range penalties up to its full range and eliminates the penalty for climbing at half instead of one-quarter speed.

On close inspection it takes a DC 20 Disable Device or Knowledge (engineering) check to recognize the device for what it is.

Inflatable Floatation Device (5 gp; 4 lb.): A large airtight bag, usually made of an animal skin one size smaller than the user, that can be inflated and strapped to the body to aid in buoyancy. It allows the user to take 10 on Swim checks, as long as he stays on the surface. Inflating or deflating the device takes one minute. Larger

devices are possible and can be fitted to mounts—calculate costs for different creatures as if the floatation device was a set of armor.

Grabbing hold of some random floating wreckage has the same effect, but depending on the size and shape of the wreckage might reduce swim speed.

Lead Foil (2 gp; 1 oz.): A one-foot-square of very thin lead. Used to wrap objects to shield them from detection spells such as *detect magic*. Lead foil is very fragile, and is destroyed if a wrapped item is handled roughly or used in combat. A single sheet of lead foil can coat an object the size of a dagger, potion, or scroll case; a one-handed melee weapon requires about five sheets, a two-handed melee weapon 10 sheets, a pole arm or missile weapon 25 sheets.

Lead Lined Vestments (25 gp; 4 lb.): A body covering heavy garment, like a full catsuit, hooded robe, or suit of full armor can be lined with lead to stop certain detection spells from detecting the wearer. This works best with stiff materials, like a suit of rigid armor or a leather raincoat; other clothes lose the integrity of the lining after about day of use. This counts as wearing metal armor for a druid, even if the vestments are not armor.

Lead Paint (25 gp per liquid ounce; 1 oz.): An alchemic paint containing enough lead to block *detection* spells, an ounce of lead paint can coat about a 1 ft. square in the same manner as terne-plating. Applying it effectively requires a full-round action and a Craft (painting) check (DC 10), but it takes a DC 15 check for it to look good. The paint is brilliantly white, and the painter can add pigments to color it before use.

Money Belt (2 gp; 1/4 lb.): A most unusual money belt developed for those whose security needs are more stringent than average. Even on close inspection it takes a DC 20 Perception check to recognize anything is out of the ordinary. This article is constructed from high quality leather, with a buckle. Twisting the buckle reveals a tiny concealed edge. Using this tool, the wearer measures off two-inch segments of the belt, starting at the buckle. Each two-inch segment can hold up to five coins, 20 gems, a tightly folded sheet (which can hold things like a message, map, or scroll of a single spell) or a similar diminutive object. The pockets are routinely lined with thin lead to block *detect magic* and the like.

Parabolic Ear (20 gp; 8 lb.): This is a large parabola made of waxed paper. It works by concentrating sound from a certain direction, and cuts the range penalty on Perception checks to listen to -1 per 50 ft. In this way, shouted orders can be heard at a quarter mile, a normal discussion can be heard up to a 300 ft. away and a quiet talk or whispers up to 100 ft. away. Halve these ranges under noisy conditions, and halve them again if there is a breeze. Wind stronger than a breeze prevents the use of this device and might damage it. The device is usually camouflaged as a large hat or parasol and takes a minute to set up. Even on close inspection it takes a DC 20 Disable Device or Knowledge (engineering) check to recognize its special function.

Parasol Buckler (100 gp; 4 lb.): This is an elegant parasol that is sturdy enough to function as a buckler in an emergency. Readyng it is as simple as removing it from the pole and holding it (like drawing a weapon). It has a Hardness of 5 and only 10 hit points, making it relatively easy to sunder. Strictly an emergency weapon, once it has been used as a buckler, it no longer looks like a high-class parasol but still functions as one unless it has the broken condition.

On close inspection it takes a DC 20 Disable Device or Knowledge (engineering) check to recognize the device for what it is.

Riot Shield, Metal (175 gp; 15 lbs.): +2 to AC, but grants DR 3/piercing and +3 to touch AC vs splash attacks. A large metal shield with a curved shape, used to deflect thrown weapons, sling bullets, stones, and splash weapons.

Riot Shield, Wooden (125 gp; 7 lbs.): +1 to AC but grants DR 2/piercing and +2 to touch AC vs splash attacks. A large lightweight wooden shield with a curved shape, used to deflect thrown weapons, sling bullets, stones, and splash weapons.

River Cart (75 gp, 250 lbs. — can carry 500 lbs.): A river-cart is specialized for wilderness travel with wooden, detachable, ungreased wheels that can be detached to make a river-crossing raft, steerable with the long axle-pole. It has a deck 10 ft. square, with a slat railing, with a high enough clearance to sleep under. The squeaky wheels make it nearly impossible to travel stealthily.

Secret Compartment (25 gp; —): There is a number of personal items ubiquitous in each culture; examples

from various areas include armor, saddles, sheathes, holy symbols, codpieces, corsets, clogs, high-heeled boots, fancy hats, sword hilts, and so on. The trick is to select an item so common it does not register, yet large enough and rigid enough to hold a compartment. Such objects can be fitted with secret compartments, perfect for hiding a weapon like a knife, reserve funds, a potion, or other objects up to 8 ounces or so in weight. The compartment is lined in lead to foil many detection spells. A secret compartment like this will pass most searches automatically, and only a determined search allows a Perception check (CD 25) to discover the compartment.

Secret Pockets (5 gp; —): Tiny secret pockets can be sewn into clothing. Even on close inspection it takes a DC 20 Perception check to recognize anything is out of the ordinary. Each secret pocket can hold up to five coins, 20 gems, a tightly folded sheet (which can hold a message, map, or scroll) or a similar diminutive object. The pocket is lined in lead to foil many detection spells. A secret pocket like this will pass most searches automatically, and only a determined search allows a Perception check (CD 25).

Slow Fuse (10 gp; 1/4 lb.; Craft (alchemy) DC 20): A foot of heavy cord (Hardness 2, hp 1) infused with chemicals to make it smolder slowly and steadily. A slow fuse burns at the rate of one inch per 10 minutes. It doesn't need air to burn, but dipping it in water for a minute will extinguish it by heat loss. The best way to extinguish it is to cut off the smoldering part and let that burn out. Provides access to fire, which will always succeed in igniting combustibles, as opposed to the vagaries of flint and steel fire making. Using it to ignite anything but a combustible takes a full-round action or more. A slow fuse used with a melee attack can inflict one point of fire damage. Cutting the fuse to use it as a timer requires a Knowledge (engineering) check (DC of 30), each point of failure means the timing is off by one round. A slow fuse is one-use only.

Spell Manacles (8 gp; —): A set of manacles or cuffs can be treated with an alchemical process involving holy and unholy water, silver, lead, and cold iron that interferes with spellcasting. Casting a spell or using a spell-like ability when so bound requires a Concentration check (DC 20 + spell level) or the casting fails. This is in addition to any issues caused by any inability to use spell components. The cost is for the anti-casting treatment; the manacles are extra. Variants of spell manacles can

be made that interfere only with either divine or arcane magic, at the same cost. More expensive variants exist,

Terne-plating (1 sp; —): Items can be covered in a thin layer of a mix of tin and lead to shield them (and their contents) from certain *detection* spells, such as *detect magic*. A terne-plated object looks like it is made of dull grey metal of little value, but a DC 15 Appraise check is enough to realize the truth if an item is studied. An item to be plated must not be overly flexible or heat-sensitive. Metal, bone, glass, ceramic, and wooden objects are routinely terne-plated. Terne-plating gradually wears thin and has to be renewed after about a month of adventuring or a year of normal use.

The cost given is to coat a small item like a dagger, potion, or scroll case; a one-handed melee weapon costs five times as much, a two-handed melee weapon 10 times, a pole arm or missile weapon 25 times as much. Soft containers cannot be plated, but bottles and boxes can; the cost is about 1 sp per cubic foot of volume. A room or building can have its walls, floor, and ceiling terne-plated at a cost of 1 gp per 5 ft. cube of volume. Terne-plating in construction is usually hidden to prevent wear.

Tin Star (1 sp; — lbs.): A symbol of office for small, poor jurisdictions, this is a small metal badge in the shape of a multi-pointed star, usually 4 to 7 points. It is made of base metals like tin or pewter. It usually has the sigil of either the sheriff or the noble he serves engraved upon it, and is worn by Sheriffs and those they have deputized.

Water Feet (15 gp; 5 lb.): The mizugumo are outsize pontoons worn on the feet, permitting the shinobu to walk on land or water. Using mizugumo is a balancing act, requiring a DC 20 Acrobatics check each round. Once the wearer is underway, he can take 10 on these Acrobatics checks as long as the surface walked on is smooth and he moves at the same pace and in the same direction, but any maneuver requires a roll. A failed roll indicates the water feet get flooded and sink. Fitting or removing mizugumo is a full-round action.

The device comes folded and unfolds like two small parasols. Even on close inspection it takes a DC 20 Disable Device or Knowledge (engineering) check to recognize anything is out of the ordinary before it is worn. Variant mizugumo exist that are acid-proof (50 gp) or lava-proof (500 gp) and allows walking on such exotic liquids for up to five minutes.

MAGIC ITEMS

The following magical items were recently discovered or crafted by the heroes of this tome.

BLOODLINE DRAUGHT

Aura moderate necromancy; **CL** 7th

Slot none; **Price** 1,400 gp; **Weight** —

Description

This blood-like draught is imbued with the blood of a certain type of outsider. A drinker immediately loses any racial template it may have and gains the racial template appropriate to the blood the draught was made of. If the racial template is available to the character's race in the campaign, the effect is permanent, otherwise it lasts for 23 hours.

Construction

Requirements Craft Wondrous Item, *bloodline curse*; Cost 700 gp

BOOK OF RUNDO, VOLUME 57

Aura moderate abjuration; **CL** 6th

Slot shield; **Price** 19,030 gp; **Weight** 14 lbs.

Description

Also known as a "shield-book", each item looks like a massive, metal-bound book with a strap-handle on the back, inscribed with a volume number, ie. book of rundo, volume 57 in Dwarven. A *book of rundo* acts as a +1 *heavy steel shield*, and confers acid and fire resistance 5 to the wielder, as well as repelling water, oil and other fluids from itself. The wielder may also address the item directly, whereupon it will inscribe everything they say within it. If separated from the wielder, this item is protected by *illusory script* for up to 7 days after losing contact with the wielder; this effect can only be activated once per 24 hours. A *book of rundo* can contain 5 years' worth of text, whereupon it will typically be hung in a dwarven feast-hall to be enjoyed by those who wish to read of the adventures within.

Construction

Requirements Craft Magic Arms and Armor, *book ward*, *illusory script*, creator must be a dwarf Cost 9,515 gp

CRIMSON TOME OF EXCITING ADVENTURES

Aura moderate abjuration; **CL** 6th

Slot none; **Price** 7,000 gp; **Weight** 10 lbs.

Description

These fine-looking books, bound in red leather with gold stitching, contain maps, lists, genealogies, travelogues, and accounts of travels of halflings brave (or foolish) enough to leave the comforts of home, with the

intent that they should not have to, after reading it. The possessor gains a +2 bonus to Knowledge checks (local, geography, history, nature) if they consult it for 10 minutes, and are immune to *lesser geas* spells, gaining a saving throw against *geas/quest* spells.

Construction

Requirements Craft Wondrous Item, *bestow insight*, *resistance*, creator must be a halfling and have 5 ranks in the four Knowledge categories above; **Cost** 3,500 gp

DRUA NA'COITH (LIFE-DRAWING DEVICE)

Aura moderate conjuration; **CL** 9th

Slot hands; **Price** 70,000 gp; **Weight** 2 lb.

Description

Nefarious devices that bought a necrom elf his passage into the Circle of the Undying, a *drua na'coith*, or "life-drawing device" looks like a mass of coils and wires vaguely shaped like a glove, prominent upon it 5 dark spherical crystals. When a melee touch attack is successfully made against a mortal target (no outsiders or constructs) the target ages one year, and one of the crystals glows with purple light; the target takes one point of Strength damage, but only for 1 round. If all five crystals are lit, the device no longer functions, though the crystals can be replace for 5,000 gp each.

Each crystal may be removed and consumed, whereupon the consumer adds 1 year to the variable amount allowable for his race before he dies of old age. The maximum number of crystals allowed is the same as the modifier for the variable determining maximum age, thus 2 for humans, and 6 for necrom elves. A critical hit with the *drua na'coith* has double effect in all ways, in Strength damage and duration, years taken, and years received. Some say that these dark crystals may be purchased on the black market, but it would likely draw the attention of very curious and determined elves.

Construction

Requirements Craft Wondrous Item, *chill touch*, *raise dead*, creator must be middle-aged or younger; **Cost** 35,000 gp

FLAWED GIRDLE

Aura faint necromancy, **CL** 3rd

Slot belt; **Price** 300 gp; **Weight** 1/2 lb.

Description

The wearer instantly gains a flaw of the maker's choosing, per the *bestow flaw* spell. If the wearer voluntarily put it on, there is no saving throw. The girdle becomes nonmagical once used. Variants of this item can occupy other item slots, often appropriate to the flaw they

invoke.

Construction

Requirements Craft Wondrous Item, *bestow flaw*; **Cost** 150 gp

GIRDLE OF RACE CHANGE

Aura strong transmutation; **CL** 17th

Slot belt; **Price** 18,700 gp; **Weight** 1/2 lb.

Description

The wearer instantly changes to a race determined when the girdle is made. This can include any subrace, crossbreed, or race template in use in the campaign. The girdle becomes non-magical once it has had its effect. While the effect of this item might not be what a wearer expects, it is not a cursed item, can be identified normally, and is often made in a style suggestive of the race.

Construction

Requirements Craft Wondrous Item, *alter self*, *wish*; **Cost** 9,350 gp

GOODSEEDS

Aura faint conjuration, **CL** 3rd

Slot none; **Price** 25 gp; **Weight** —

Description

These seeds can be sown and will sprout in any kind of soil, needing neither light nor water. In one hour, one seed will produce one *goodberry*. If the planter passes a DC15 Knowledge (nature) or Profession (gardener) check, the seed produces an additional *goodberry* for each point the check exceeded the difficulty. If the *goodberries* are not harvested within an hour, it rots over one day, fertilizing the ground and causing growth like the enrichment version of *plant growth* with a radius of 10 ft per berry. The seeds are one use and usually come in pouches of 1-100 seeds.

Construction

Requirements Craft Wondrous Item, *goodberry*; **Cost** 125 sp

GUARDIAN JEWELLRY

Aura faint conjuration (possibly hidden), possibly faint alignment aura, **CL** 3rd

Slot none; **Price** 100 gp; **Weight** —

Description

This is a fancy piece of jewellery with an apparent value of half the value of the piece of *guardian jewellery*. The piece of jewellery is a stylized representation of the creature it will summon. Some guardian jewellery is made obvious as an implied threat, while others are subtle and hidden with enchatments like magic aura and require an Ap-

praise check (DC 20) to recognize.

When the wearer of the jewelry is attacked in melee, the jewelry activates as a *summon monster I spell*, and the summoned creature instantly attacks the attacker as if it had a readied action for the purpose, gaining surprise if the attacker was unaware of its presence. On each of the attacker's turns for as long as the *summon monster* spell lasts, the summoned creature will try to pursue and attack the same target again. The original wearer has no control over the summoned creature. The creature summoned is determined when the item is created. Once activated, the item is destroyed.

If a creature wears more than one piece of *guardian jewelry*, only the cheapest one activates against an attacker. A creature that is currently being attacked by one piece of *guardian jewelry* will not trigger another piece from the same wearer, even if that creature attacks the wearer again.

The listed cost is for the least powerful *guardian jewelry* possible. More powerful items can be crafted, at a cost of spell level x caster level x 100 gp. A counter-detection effect similar to magic aura that lasts as long as the item can be added for 100 gp. Reusable *guardian jewelry* is available at four times the cost; such a piece can only activate once per day.

Construction

Requirements Craft Wondrous Item, *summon monster I*;
Cost 50 gp

KILT OF THE FICKLE FEY

Aura faint divination; **CL** 5th

Slot armor; **Price** 4,100 gp; **Weight** 5 lbs.

Description

This skirt-like garment of heavy woolen cloth bears a broad belt of some tanned animal-skin that is not leather. The pattern of the cloth is recognizable by fey as belonging to some facet of the houses of fey royalty, granting a +1 bonus to Diplomacy checks when dealing with that creature type. Though primarily cloth, a kilt of the fickle fey acts as a +1 *armored kilt*, but may only augment light armor, without upgrading that light armor to medium armor. The kilt of the fickle fey also adds 1 to the DR/cold iron of a particular creature, until that creature has its DR overcome by a cold iron weapon, then the DR bonus from the kilt is lost for 24 hours.

Construction

Requirements Craft Magic Arms and Armor, Knowledge (nature) 5 ranks, *enhanced diplomacy*, creator must have the fey subtype **Cost** 2,050 gp

ROD OF THE SERVANT

Aura moderate enchantment; **CL** varies

Slot none; **Price** see below; **Weight** 5 lbs.

Description

This rod is always of an attractive nature, gilded and decorated tastefully with pearls and metal-wrought flowers. The wielder can cast an extra spell per level per day, provided those spells are not used for magic item creation, do not result in damaging effects, and they must be cast on a single target. There are three types; lesser, normal, and greater. Higher level rods of the servant allow for servant spells to be cast of the lower levels, as well.

Rod	Spell levels	Price	Min. Level of Creator
Lesser	1st and 2nd	4,000 gp	9th
Normal	3rd and 4th	16,000 gp	10th
Greater	5th and 6th	35,000 gp	16th

Construction

Requirements Craft Rod, *modify memory*, *unseen servant*, creator must be a hetaera, creator must be able to cast spells allowed by rod; **Cost** 2,000 gp (lesser), 8,000 (normal), 18,500 (greater)

ROSARY OF DEIFIC FAVOR

Aura faint evocation; **CL** 3rd

Slot none; **Price** 650 gp; **Weight** —

Description

This set of beads is part of a holy symbol of a specific deity. The beads and symbol are composed of materials indicative of the deity, and are readily recognizable as representing that god. While functioning as a normal holy symbol, the *rosary of deific favor* grants the wearer a bonus faith trait (so long as the wearer does not already possess one) or a bonus religion trait, specific to the deity that it represents, again, as long as the wearer does not already possess a religion trait. The *rosary of deific favor* only works for a wearer that chooses the deity it represents as a patron, though they don't have to be a divine spellcaster. If the owner has the rosary's deity as a patron, they choose which trait they receive when it comes into their possession, regardless of it being identified as a magic item, and that bonus trait will not change for that individual.

Construction

Requirements Craft Wondrous Item, Additional Traits, *consecrate/desecrate*, creator must worship keyed deity;
Cost 325 gp

SKULL-JEWEL OF FATE

Aura faint evocation; **CL** 3rd

Slot headband; **Price** 6,000 gp; **Weight** —

Description

This smooth, black, thumb-sized gemstone has no effect unless placed against the forehead of a living humanoid. The *skull-jewel of fate* then implants itself in the flesh and bone of the recipient and grants the recipient 1 hero point (see the rules for Hero Points) which can stand alone or accumulate with other hero points the recipient possesses; it replenishes normally. The implantation process does make their psyche more accessible, and they suffer a -1 penalty to charm and compulsion effects.

Note that a character with a ka stone (see *Prestige Archetypes: Living Monolith* from *Purple Duck Games*) cannot receive a *skull-jewel of fate*. Note also that an infynite receives two bonus hero points from a *skull-jewel of fate*, and suffers an additional -1 penalty to charm and compulsion effects. Once implanted, a *skull-jewel of fate* can only be removed by means of a *break enchantment* spell and a *severed fate* spell cast simultaneously. Even if the recipient is dead, a remove curse (or either of the spells above) must be used to separate the skull-jewel from their corpse or skeleton - merely bashing away will destroy the item.

Construction

Requirements Craft Wondrous Item, *doom*, *heroic fortune*; **Cost** 3,000 gp

SWORD OF TWO EDGES

Aura strong universal; **CL** 13th

Slot weapon; **Price** 29,000 gp; **Weight** 4 lbs.

Description

This strange-looking sword is forged in two identical halves, one white, and the other black. It behaves as a +1 *vicious longsword* until it strikes a humanoid with two subtypes, such as a half-elf or half-orc. When this happens, the target is split into two beings, one of each of the subtypes the target possesses, such as an elf and a human; the target takes no actual damage. Each being has half of the character levels as the original being, split as evenly as possible between the two beings, with corresponding hit points. Gear is split evenly, according to total value. Ability scores are rounded downward, if necessary. The two beings are independent of thought and motive, and exist in two forms for as many days as the total points of damage that would have been done when the sword of two edges struck; if self-inflicted, those damage points count, too. If this is a player character, the player must choose one half to play, while the

other is an NPC under control of the GM. If one half dies before the duration ends, the other must live out his life in the new form. If both survive until the end of the duration, they merge once more into the original form, regardless of distance, combining experience points and reappearing with maximum hit points and full ability scores. The sword of two edges becomes a normal +1 *longsword* after making this single special strike, with the ability to cast *light* on command.

Construction

Requirements Craft Magic Arms and Armor, *enervation*, *light*, *limited wish*; **Cost** 14,450 gp

TOTEM CLOAK

Aura faint transmutation; **CL** 4

Slot shoulders; **Price** 8,000 gp; **Weight** 1 lb.

Description

This cloak is made out of the pelt of an animal, usually one of Medium or Large size, but sometimes the skins of several smaller creatures sewn together. Once per day, the wearer can assume the shape of the animal whose pelt he wears as *beast shape II*, and when he uses a spell or power to assume the shape of the cloak as a swift action rather than as a standard action. It is rumored these cloaks are made out of the skins of brujo killed in their totem animal form, and brujo of the cloak's totem are likely to covet it. A brujo of the proper totem in animal form can use the totem cloak at will to cast *antropomorphic animal*, using their animal form attributes, size, and claw attacks but retaining their human intelligence and ability to use tools and cast spells.

Construction

Requirements Craft Wondrous Item, *anthropomorphic animal*, *beast shape II*, creator must be a brujo; **Cost** 4,000 gp

CHAPTER 8 - SPELLS

The two duellists could not be more different- in the blue area of the Magic Duelling Hall was Gar'chagor rough orc-kith cabalist of the brujo tradition, an extreme rarity in the High College, and an abrasive presence there. Perched on his shoulder was an equally ragged eagle, well-known to be his totem familiar, and as mean-tempered. In the red area was Gar'chagor's sworn enemy, the colorless and elegant shadow gnome Umbraon the Sombre, stripped now of most of his ornaments, as no artifact but spell components could be brought to the Hall. Umbraon also carried a companion familiar, a large black bat who was loathed throughout the High College for its "messiness". Both appellants to the Decision by Duel were known for their tempers, and the galleries were packed to see the outcome. Proctor Jolita, an ancient halfling instructor, floated ethereally in the chamber as adjudicator and announcer.

"Greetings, Collegiates, to our solemn spectacle, a Duel of Magic according to our most high traditions and somber accords. The appellant in the red zone is Umbraon the

Somber, opposed in antagonism by the appellant in the blue zone, Gar'chagor, of the Southern Dire Swamps. Let the contest begin!"

The duelling platforms, magicked to move in random patterns, rose to the sound of trumpets, and a hissing cheer wafted up from the gallery.

"The combatants have begun. Gar'chagor casts the first spell, illusion of invincibility, one would assume, to thwart any rays sent his way. Umbraon responds with a defensive spell, phantom armor, which looks resplendent in its manifestation. Now one can assumed the offensive will be taken! Gar'chagor now flashes a knife- a spell component, to be sure, and s making his chant... ah, he casts torture familiar, an unfamiliar spell to me, if you'll pardon the pun. Oh dear, Umbraon's pet bat is in a bad way, the screams are quite unnerving. He is quite angry now, but he seems to be keeping his cool, he is casting a simple spell, forget, I believe- Will the spell get through? Gar'chagor is grinning now, so I assume it did not. Oh well. We will have to wait to see what would happen to a duelist that forgets he is dueling! Gar'chagor makes a twisting motion, what is he up to- ah! He has used some kind of teleport, a lesser dimension door, and is now on Umbraon's disk! They are not built to take that weight, and I see now that the disk is crashing to the chamber floor! It has hit with such force that the masonry is chipped, and both combatants are somewhat stunned.

Umbraon has shaken off the attack, though his armor is no longer in place- with a shout and a gesture, I see that Gar'chagor is not moving, due to the gnome's stun spell. Victory might now be at hand... but Umbraon's bat has now battened its teeth on its master's neck! Very inconvenient. Gar'chagor seems not to have shaken off the stunning effect, and has grabbed up some masonry chips- what for? Ahhh, another rare spell, launch bullet, I believe, and... and Umbraon is down, the gnome is down! And may not get up again, perhaps... Gar'chagor's supporters are hissing their cheers, and the Hall of Witnesses shall be prepared for another day. Ahn 'chall namastor!"



Hetaera Spell List

Hetaera possess a dedicated spell list as shown below. Some spells on the list are located in other 4WFG/PDG products as listed below.

- BoAM *Book of Arcane Magic*
- BoDM *Book of Divine Magic*
- PoP *Paths of Power*

0 level spells: *create water, daze, depilatory^{BoDM}, detect magic, detect poison, ghost sound, mending, message, open/close, prestidigitation, purify food and drink, read magic, share sensation*

1st level spells: *ale goggles, alarm, animate image, block the seed^{PoP}, charm person, chill touch, color spray, command, comprehend languages, cure light wounds, detect charm, disguise self, disrobe, dream feast, entropic shield, expeditious retreat, friendly face^{BoAM}, grease, hide from undead, hypnotism, inflict light wounds, magic mouth, protection from chaos/evil/good/law, sanctuary, shield, shocking grasp, silent image, summon monster I, touch of gracelessness, undetectable alignment, unseen servant, vision of exquisite pleasure*

2nd level spells: *aid, alter self, arcane lock, blur, calm emotions, cat's grace, cure moderate wounds, daze monster, delay poison, detect thoughts, eagle's splendor, elemental touch, enthrall, ghoul touch, grace, heroism, hidden speech, hold person, hypnotic pattern, inflict moderate wounds, limited telepathy^{BoAM}, minor image, mirror image, misdirection, perceive cues, pleasant dreams^{BoDM}, resist energy, restoration (lesser), reverse gender, spectral hand, spider climb, suggestion, summon monster II, tongues, touch me not^{BoAM}, touch of idiocy, whispering wind, zone of truth*

3rd level spells: *ale goggles (mass), charm monster, clairaudience/clairvoyance, confusion, create food and water, cure serious wounds, dispel magic, displacement, geas (lesser), glibness, glyph of warding, good hope, haste, hedonist's delight, helping hand, illusory script, inflict serious wounds, magic circle against chaos/evil/good/law, major image, overwhelming sensations, pheromones, poison, protection from energy, remove blindness/deafness, remove curse, remove disease, slow, sepia snake sigil, summon monster III, tiny hut, vampiric touch*

4th level spells: *apparent master, bestow curse, black tentacles, break enchantment, contagion, cure critical*

wounds, dimension door, dominate person, freedom of movement, globe of invulnerability (lesser), hallucinatory terrain, hold monster, inflict critical wounds, mind to mind^{BoAM}, modify memory, neutralize poison, rainbow pattern, secure shelter, sending, succor^{BoDM}, summon monster IV, vision of exquisite pleasure (mass), zone of silence

5th level spells: *breath of life, command (greater), cure light wounds (mass), dream, false vision, heroism (greater), mind fog, mirage arcana, mislead, nightmare, persistent image, prying eyes, sanctuary (mass)^{BoDM}, seeming, slay living, spell resistance, suggestion (mass), summon monster V, telepathic bond, unwilling shield*

6th level spells: *animate objects, cat's grace (mass), charm monster (mass), cure moderate wounds (mass), eagle's splendor (mass), fox's cunning (mass), geas/quest, harm, heal, heroes' feast, peace aura^{BoDM}, permanent image, programmed image, summon lover, summon monster VI, veil*

Purple Duck Games: Adding New Spells

It is next to impossible to keep up with the massive list of new spells being created daily for the *Pathfinder Roleplaying Game*. There are probably dozens of spells that could have been added to the hetaera's spell list since the class was first written. When looking at new official and 3PP sources, a Gm should consider the following things when deciding whether or not to add spells to the hetaera's spell list.

Hetaera's spells:

- tend to come from the divination, enchantment, illusion, or transmutation schools.
- tend to benefit others or hinder others (without dealing direct damage).
- damage dealing spells that they do possess tend to have a range of touch.

ALTER OTHER

School transmutation (polymorph); **Level** hetaera 3, sorcerer/wizard 3

Range touch

Target one willing creature touched

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Except as noted, this is the same the *alter self* spell. The target can end the spell at any time as a standard action.

ALTER OTHER, MASS

School transmutation (polymorph); **Level** sorcerer/wizard 6

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

Target One willing creature/level, no two of which are more than 30 ft. apart.

Except as noted, this is the same as *alter other*. Each target can end the spell at any time as a standard action.

ARMOR

School conjuration (creation); **Level** hetaera 1, sorcerer/wizard 1

Components M (drop of mercury)

Casting Time 1 standard action

Range touch

Target one willing creature touched

Duration 1 hour/level (D)

Saving Throw Reflex negates (harmless); **Spell Resistance** yes (harmless)

This creates a brightly colored breastplate on a willing subject that is not wearing any other armor. It counts as light armor, confers an armor bonus of +4 but has no armor check penalty, arcane spell failure chance, or speed reduction. It is considered metal armor. If the affected creature makes a move to take it off (a standard action), the spell ends.

ARMOR TRANSFORMATION

School transmutation; **Level** bard 1, sorcerer/wizard 1, witch 1

Components V, F (show armor worn by target)

Casting Time 1 swift action

Range Touch

Target one willing creature touched

Duration 1 hour/level

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

yes (harmless)

This spell requires the caster to touch a creature that is wearing stage armor, some strips of mail, or a few buckles, but not be enough to offer any armor bonus. That armor is imbued with magic and gives an armor bonus of +4 with no weight, armor check penalty, or spell failure chance. It is considered metal armor.

ATTRACTIVENESS

School transmutation; **Level** bard 3, hetaera 3, cleric 4

Components V, S

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 hour/level

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

When touched, the target becomes much more attractive, poised, and self-confident. This improves the attitude of all creatures the target meets who start with an attitude of indifferent or better. Indifferent creatures become friendly, friendly creatures become helpful. Creatures immune to mind-affecting effects don't have their attitude improved. See the Diplomacy skill for more on attitude.

BARREN SEED

School abjuration; **Level** bard 2, cleric 2, druid 2, hetaera 1, sorcerer/wizard 2

Components V, S, M (boiled seed)

Casting Time 1 standard action

Range touch

Target one living creature

Duration 1 day/level

Saving Throw Fortitude negates; **Spell Resistance** Yes

The target is rendered sterile. Any magical fertility enhancement will overcome this spell. The target may voluntarily fail the saving throw.

BEAUTY

School transmutation; **Level** bard 2, hetaera 1, sorcerer/wizard 2

Components V, S, M/DF (bird feather)

Casting Time 1 standard action

Range touch

Target one creature touched

Duration 1 minute/level

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

The target becomes much more attractive. This improves the attitude of all indifferent creatures of the targets type (for example humanoid) who the target interacts with to friendly. See the Diplomacy skill for more on attitude.

BENIGN DISPEL

School abjuration; **Level** all 0th level spell lists

Components V, S

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Target one spell, creature, or object

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You can use *benign dispel* to *dispel magic* you have created or cast yourself. You can dispel the effects of a single spell on a single target, or a single lasting area spell.

A dispelled spell ends as if its duration had expired. Spells that cannot be affected by *dispel magic* are also immune to *benign dispel*. *Benign dispel* can dispel spell-like effects you have created just as it does spells, but not supernatural effects.

Benign dispel cannot affect magic items of any kind.

BENIGN DISPEL, GREATER

School abjuration; **Level** all 1st level spell lists

Range long (400 ft. + 40 ft./level)

Target or Area: One spell, creature, or object

Except as noted this is the same as *benign dispel*. *Greater benign dispel* cannot affect an area, but does not require a line of sight or effect; as long as the target is in range you can cast it successfully.

BENIGN DISPEL, SWIFT

School abjuration; **Level** bard 2, cleric 2, druid 2, sorcerer/wizard 2

Casting Time 1 swift action

Except as noted above this is the same as *benign dispel*.

BESTOW FLAW

School necromancy [curse]; **Level** bard 1, cleric/oracle 2, hetaera 1, shaman 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

The target gets a flaw of your choice (see chapter 3). This is a permanent curse, but can be removed by remove curse and similar means. If the target fulfills the "buying off the flaw" condition of the flaw, it gets a new waving throw each day to break the curse. If the caster suffers from the flaw bestowed by the spell, the save DC increases by 2.

BLOODLINE CURSE

School necromancy [curse]; **Level** bard 4, hetaera 5, shaman 4, sorcerer/wizard 5, witch 4;

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

Select a subrace, half-breed race, or racial template appropriate to the race of the target. The target becomes of this race or gains this racial template. This is a permanent curse, but can be removed by *remove curse* and similar means. If the caster is of the bestowed race or have the bestowed racial template, the save DC increases by 2.

The target has its sense of self wracked by this event, inflicting 3d4 points of Charisma damage.

If the template granted is one with a CR bonus, the wearers Charisma suffers a racial penalty equal to the CR bonus.

BLUNDER

School enchantment (compulsion) (mind-affecting);

Level bard 0, hetaera 0, sorcerer/wizard 0, witch 0

Components S

Casting Time 1 immediate action

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

Target one creature

Duration Instantaneous

Saving Throw Will negates; **Spell Resistance** yes

This spell causes the target to burp, fart, say something rude, pick his nose, scratch his genitals, or otherwise do something socially inappropriate. This gives a -4 circum-

stance penalty on any Charisma roll or Charisma-related skill check the target is performing at the time.

CREATURE IMAGE

School illusion (figment); **Level** bard 2, hetaera 1, sorcerer/wizard 2

Components V, S, F (tooth of the creature type depicted)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./level)

Effect figment of one creature

Duration concentration + 1 round/level (D)

Saving Throw Will disbelief ; **Spell Resistance** no

Creates a visual illusion of a single creature, as visualized by the caster. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. The maximum size of the illusory creature depends on caster level, see the attached table.

The figment acts according to the caster’s instructions, not unlike a summoned monster. The spell ends if the figment moves out of range.

Caster Level	Maximum Size
1-2	Small
3-4	Medium
5-6	Large
7-8	Huge
9-10	Gargantuan
11+	Colossal

CROSS-FERTILITY SPELL

School transmutation; **Level** druid 4, cleric 5, hetaera 4, shaman 5, sorcerer/wizard 6

Components V, S, M (cocoon)

Casting Time 1 standard action

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

Target one creature

Duration 10 minute/level (D)

Saving Throw Fort negates (harmless); **Spell Resistance** yes

Makes the target’s next mating within the duration fertile, regardless of racial differences. Any offspring is viable, but inherits random traits from both parents which might not synergize. This spell can be used to create all manner of hybrid humanoids and even new monsters.

DEFLECT BLOW

School abjuration; **Level** cleric 1, hetaera 0, magus 1, shaman 0, sorcerer/wizard 1, witch 1

Components S

Casting Time 1 immediate action

Range personal

Target you

Duration instantaneous

You make a quick warding gesture and an attacking weapon strays. It confers a +4 deflection bonus to AC against that one attack only, which can turn it into a miss.

DIMENSION DOOR, LESSER

School conjuration (teleportation); **Level** bard 2, hetaera 2, magus 1, sorcerer/wizard 2, witch 2

Components V, S

Casting Time 1 standard action

Range close (25 ft. + 5 ft./level)

Target you

Duration instantaneous

This is the same as *dimension door*, except as noted above and in that you must see the destination when casting the spell. You can bring a familiar in physical contact with you along when you cast this spell, but not any other creature.

ENHANCE FERTILITY

School transmutation; **Level** cleric 4, druid 3, hetaera 5, sorcerer/wizard 5

Components V, S, M (a ripe fruit)

Casting Time: 1 standard action

Range touch

Target one creature touched

Duration 1 hour/level or until discharged

Saving Throw Fortitude negates (see text); **Spell Resistance** Yes

This spell imbues the targets reproduction with power. The next time the target copulates with a member of the opposite gender, it results in pregnancy, regardless of racial differences and mundane birth control measures taken. Both the target and the partner is allowed a Fortitude saving throw to avoid the effect, the target when the spell is cast, the partner when copulating.

ENLARGED IMAGE

School illusion (pattern) [mind-affecting]; **Level** bard 2, cleric 3, hetaera 2, sorcerer/wizard 4

Components V, S

Casting Time 1 standard action

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

Effect enlarged pattern of a single creature (see text).

Duration 10 minute/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

This spell creates a Large illusory copy of the target, that floats 10 ft. above the target's head and mimics all the target's actions and greatly amplifies all sounds the target makes. This requires quite a lot of headroom to work, the ceiling height must be at least 30 ft. or the spell fails. While *enlarge image* is in effect, any non-physical effect emanating from the target reaches twice as far and any extraordinary, non-physical effect has twice its normal range.

This affects such things as the Intimidate checks, *prayer* spell, the paladin's aura of courage and aura of resolve, bardic performance, awalim inspiration effects, and the Display Weapon Prowess feat. The target also suffers a -20 modifier on Stealth checks.

ENLARGED IMAGE, GREATER

School illusion (pattern) [mind-affecting]; **Level** bard 5, cleric 6, hetaera 6, sor/wiz 7

As *enlarged image* except this spell creates a Huge illusory copy of the target, that floats 20 ft. above the target's head and mimics all the target's actions and greatly amplifies all sounds the target makes. This requires 50 ft. of headroom or the spell fails.

Effects enhanced by enlarged image reach five times as far with improved enlarge image.

FEIGN DEATH

School necromancy [death]; **Level** cleric 3, hetaera 4, sorcerer/wizard 3

Components V

Casting Time 1 immediate action

Range touch

Target one willing living creature

Duration 1 day/level or until triggered

Saving Throw no; **Spell Resistance** no

This spell kills a willing target, binds the soul to the body, and creates a contingency that allows the target

resurrect itself at any time inside the duration of the spell. If the spell ends while the target is dead, the soul passes on and can no longer resurrect the body. As a part of this spell, the corpse and its possessions are protected by magic aura. Note that a corpse is an object, including a corpse under this spell, allowing magic aura to work on it.

The casting time is an immediate action; it can be cast as a reaction to an attack but before the attack is executed; seemingly the attack killed the target. If prepared with a contingency it can trigger on death. While dead and bound to the body, the target can perceive what is within 10 ft. of his heart. At any time within the duration of the spell he can resurrect his body.

Coming back from the dead is an ordeal. The subject of the spell gains two negative levels when it is raised, just as if it had been hit by an energy-draining creature. The save DC to remove these negative levels in a day is automatically successful. Resurrection by *feign death* does not cause the loss of spells.

A creature raised by *feign death* has half its full hit points. Any ability scores damaged to 0 are raised to 1. All poison and disease are cured in the process of raising the subject. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life.

FEIGN DEATH, GREATER

Level cleric 8, sorcerer/wizard 7

Duration 10 years/level or until triggered

This is the same as *feign death* except as noted above and as follows. The target's body is repaired when resurrected, healing any attribute damage and restoring any missing body parts. Only the target's heart needs to be intact for the resurrection to be possible.

FOOLS GOLD

School transmutation; **Level** sorcerer/wizard 2

Components V, S, F (small piece of gold)

Casting Time 1 full round

Range touch

Target lead, copper, or brass objects, up to 1 lb/level

Duration 1 hour/level (see text)

Saving Throw Will negates (object) (see text); **Spell**

Resistance yes (object)

This spell turns lead, copper, or brass into shining gold.

It can be used to swindle, but a safer use is to impress with paste jewelry. Gold has a hardness of 5 and one pound of raw gold is worth 25 gp, one pound of gold coins are worth 50 gp, the value of other forgeries seem to be worth a hundred times the object's original value, up to a maximum of 100 gp per caster level. A magical object or an object in a creature's possession gets a Will save when the spell is initially cast. When an object under *fools gold* touches lead or iron the transformation is negated.

FORGET

School illusion (phantasm) [mind-affecting]; **Level** bard 2, hetaera 2, sorcerer/wizard 3, witch 3

Components V, S

Casting Time 1 standard action

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

Target one creature

Duration 1 round and instantaneous (see text)

Saving Throw Will negates; **Spell Resistance** yes

The target is dazed for one round and forgets what happened during the daze and in the last minute. The memory loss is an instantaneous effect and cannot be dispelled, but lost memories can be recovered using *hypnotism* or with any effect that restores Intelligence drain. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

FORGET, MASS

School illusion (phantasm) [mind-affecting]; **Level** bard 4, hetaera 4, sorcerer/wizard 5, witch 5

Target Up to one creature/level, no two of which are more than 30 ft. apart.

Duration 1 round and instantaneous (see text)

Except as noted above, this is the same as *forget*.

FUMBLE

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, hetaera 1, magus 1, sorcerer/wizard 1, witch 1

Components V, S

Casting Time 1 standard action

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

Target one creature.

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** Yes

This spell causes the target to fumble. One of the following happens to the target, as selected by the caster. If the event is not applicable, nothing happens.

- Fumbles and drops any items it holds in its hands (or other appendages).
- Trips up and falls prone. A flying or swimming creature first takes a full move downwards, then falls prone if it hits the ground or bottom.
- Blunders and triggers an attack of opportunity from a creature threatening it
- Has its vision (or other primary sense) blocked and is blind until it takes a move action to clear it.
- Gets entangled by its own gear or a nearby terrain feature such as a bush. Takes a standard action to clear.

IDOL IMAGE

School illusion (phantasm) [mind-affecting]; **Level** bard 3, cleric 4, hetaera 2, paladin 3

Target Up to one creature/level, no two of which are more than 30 ft. apart.

Saving Throw Will negates

As *enlarged image* except it creates an image of the caster in the target's mind. None other than the target can perceive this image, and it can only create an image of the caster. It makes effects enhanced by *enlarged image* work over any range as long as the target and caster are on the same plane. Communication is one-way, the caster cannot use this link to perceive the target.

IDOL IMAGE, DISTANT

School illusion (phantasm) [mind-affecting]; **Level** bard 4, cleric 5, hetaera 3, paladin 4

Range anywhere on the same plane

Target one target friendly to the caster.

Saving Throw Will negates

As *idol image* except as noted above.

IDOL IMAGE, MASS

School illusion (phantasm) [mind-affecting]; **Level** bard 4, cleric 6, hetaera 5

Target Up to one creature/level, no two of which are more than 30 ft. apart.

Saving Throw Will negates

As *idol image* except as noted above. Targets need not

remain close together once the spell is cast.

ILLUSION OF INVINCIBILITY

School illusion (pattern) [mind-affecting]; **Level** bard 3, hetaera 2, magus 4, sorcerer/wizard 4
Components V, S
Casting Time 1 standard action
Range personal
Target you
Duration 10 minutes/level
Saving Throw Will disbelief; **Spell Resistance** no

You are covered in an illusion of might, seemingly invincible to attacks. This can in itself convince some opponents to attack others rather than you. A creature attempting to attack you must make a Will saving throw; a failure means that the attack missed. They can try to attack again, gaining a new saving throw with each attack, and once they pass the saving throw they remain unaffected by the spell. This only affect attacks that require attack rolls.

LAUNCH BULLET

School transmutation; **Level** magus 2, sorcerer/wizard 2
Components V, S
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one or more small missiles
Duration instantaneous
Saving Throw no; **Spell Resistance** no

You launch pebbles, coins, sling bullets or other small items to strike opponents. You may fire one missile at levels up to 6, two missiles at level 7, and three missiles at level 11 and up. Each missile requires a ranged attack to hit and deals 4d6 points of bludgeoning damage. The missiles counts as being launched from a missile weapon with an enhancement bonus to hit and damage of +1 per 3 caster levels (+1 at third level, +2 at sixth level, +3 at 9th level, +4 at 12th level, +5 at 15th level and +6 at 18th level) but ignoring range increments. Launch bullets can be used with sling or firearm bullets, use the normal rules for any special ammunition used.
The missiles may be fired at the same or different targets, but all of them must be aimed at targets within 30 feet of each other and fired simultaneously.

MATURE PLANT

School transmutation; **Level** druid 2, ranger 2, witch 2
Components V, S, M/DF (diamond dust, see text)
Casting Time 1 standard action
Range touch
Target plant touched
Duration 1 round/level (concentration)/instantaneous (see text)
Saving Throw none; **Spell Resistance** no

This spell matures a single plant, causing it to grow and mature in a matter of rounds. It can be cast on a newly planted seed or on an immature plant. For each round the plant grows by one size category, up to a maximum size depending on caster level. If the plant reaches its full natural size and the caster would be capable of making a plant larger than this, it will then burst into flower and fruit simultaneously on the next round, regardless of the season. If the spell is cast on a seed, the seed sprouts and the plant grows to tiny size on the first round, and then continues to grow as above. The grown plant is not magical and cannot be dispelled, but if the spell is dispelled while the plant is still growing, growth immediately stops.

The spell can never make the plant grow larger than it could naturally do in the current location and it will not grow in a way that causes it to damage construction. It can create difficult ground and the trunk of the plant is a solid volume, but the trunk can never fill the entire area where the plant is growing.

If the plant yields something of with a gold value, the caster needs to sprinkle an equal value in diamond dust over the plant as it grows. Normal hardwoods, fruit or herbs have no cost. This spell has no effect on plant creatures or on plants with a challenge rating, such as green slime.

Caster Level	Maximum Size
1-2	Small
3-4	Medium
5-6	Large
7-8	Huge
9-10	Gargantuan
11+	Colossal

MUTUAL ATTRACTION

School enchantment (charm) [mind-affecting]; **Level** bard 0, hetaera 0, sorcerer/wizard 0, witch 0
Duration 10 minutes/level

This is the same as *charm person*, except as noted above and in that it affects both the caster and the target, charming each in relation to the other. The spell only works as long as it affects both parties; if it is saved against, dispelled, suppressed, or otherwise negated for one party, the spell ends.

NEGLECT

School illusion (glamer); **Level** bard 0, hetaera 0, sorcerer/wizard 0, witch 0
Components V, S, M (tattered ribbon or some cobwebs)
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target burst out to range
Duration 10 minutes/level
Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell causes the affected area to appear vacant, neglected, and unused. This spell creates illusory dust, cobwebs, thin wisps of mist, eerie but faint lights, rattling and prattling noises, ghostly footsteps, and other mood elements suited to an abandoned or haunted look as desired by the caster. It does not impair visibility in any way, merely making things look like they have been undisturbed for a long time. It cannot change the appearance of living creatures.

PHANTOM ARMOR

School illusion (shadow); **Level** magus 1, sorcerer/wizard 2
Components V, S, M (small bar of steel)
Casting Time 1 standard action
Range personal
Target you
Duration 1 hour/level (D) or until disbelieved; see text.
Saving Throw Will disbelief (see text); **Spell Resistance** yes (harmless)

This spell creates the illusion of a suit of full-plate armor on your person. This suit gives an armor bonus of +9 with no weight, chance of arcane spell failure, movement restriction, or armor penalty. An opponent that misses an attack against you is allowed a Will saving throw to

disbelieve, which ends the spell but the miss is still a miss. If you take off the phantom armor, the spell ends.

PUSHING RAY

School transmutation; **Level** magus 0, medium 0, sorcerer/wizard 0, witch 0
Components V, S
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

This ray gives a telekinetic push similar to what an normal human hand can do. This is sufficient to switch a lever, move small objects, and possibly open a stuck door or push weak creatures around but does not allow fine manipulation. A ranged touch attack is required to hit, and the spell can attempt Strength feats involving pushing (such as opening a stuck door), bull rush, or trip as a Medium creature with Strength 10 and +0 CMB.

REPULSIVENESS

School transmutation; **Level** bard 2, hetaera 1, sorcerer/wizard 2
Components V, S, M (rotten apple)
Casting Time 1 standard action
Range close (25 ft. + 5 ft. /2 levels)
Effect one creature
Duration 1 hour/level (D)
Saving Throw Fortitude negates; **Spell Resistance** Yes

The target becomes hideous to gaze upon. This gives a -2 enhancement penalty per caster level (to a maximum of -10) to all Charisma rolls and charisma-related skill checks except Intimidation and Use Magic Device.

SCAPEGOAT

School enchantment (charm) [mind-affecting, language-dependent]; **Level** bard 4, hetaera 5, shaman 5, sorcerer/wizard 5, witch 5
Range Close (25 ft + 5 ft./2 caster levels)

This is the same as *taunt*, except that the caster designates a creature in range as the target of the attacks. If this creature saves against the spell, it is completely negated and affects no other targets.

STUN

School enchantment (compulsion) [mind-affecting];

Level bard 4, hetaera 3, magus 4, sorcerer/wizard 4

Components V, S

Casting Time 1 standard action

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

Target one creature.

Duration 1 round/level (D); see text;

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

The target is stunned, causing them to drop any held items. At the end of each of their turns, a target can attempt a new Fortitude save to break free. They can take no action on the turn they break free.

STUN, MASS

School enchantment (compulsion) [mind-affecting];

Level hetaera 6, sorcerer/wizard 7

Target up to one creature per level, no two of which can be more than 30 ft. apart.

Except as noted, this is the same as *stun*.

STUPEFY

School enchantment (compulsion) [mind-affecting];

Level bard 2, hetaera 1, sorcerer/wizard 2

Components V, S, M (pinch of brightly colored sand)

Casting Time 1 standard action

Range medium (100 ft. + 10 ft./caster level)

Target one creature

Duration 1 round/level (D); see text;

Saving Throw Will negates, see text; **Spell Resistance** yes

You toss colored sand in the air, drawing the gaze of your target. The sand freezes to hang motionless in the air, and the targets attention remains riveted to it.

Targets are dazed and can take no actions, though it defends itself normally, and gets a new saving throw each round to break the spell (which counts as a full-round action). A target that takes any damage is immediately freed of the spell.

STUPEFY, MASS

Level bard 5, hetaera 4, sorcerer/wizard 6

Target One creature per level, no two of which can be more than 30 ft. apart.

Except as noted, this is the same as *stupefy*.

TAUNT

School enchantment (charm) [mind-affecting, language-dependent]; **Level** bard 1, hetaera 0, magus 1, paladin 1, ranger 1, sorcerer/wizard 1, witch 1

Components V, S, M (slug or toad - live, dead, or imitation)

Casting Time 1 standard action

Range 10 ft.

Target One or more creatures of the same type in range.

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** Yes

You spit a slug at a group of creatures, followed by insults, coaxing them to ignore everything else in order to attack you.

Targets can perform no other standard or full-round action than to attack the caster in melee. If they do not attack the caster, they can take no other standard or full-round action. They can spend move, free, and swift actions however they like. Targets get a new saving throw at the end of each of their turns to break the spell.

TOIL AND TROUBLE

School enchantment; **Level** witch 3

Casting Time 1 minute

Components V, S, M (A pot of water, 6 different body parts of different animals)

Range personal

Target one living being

Effect those who speak with the caster suffer penalties

Duration 1 hour/level (2d6 days)

Saving Throw none; **Spell Resistance** no

This spell prepares the witch or brujo casting it to have a type of dire enchantment readied, contingent on the prepared witch being spoken to. The recipient of the *toil and trouble* effect must be the first being to address the caster, without being first addressed or attacked. If the target addresses the caster, the spell is discharged against the target, with no saving throw. This condition applies to allies, too! A victim of *toil and trouble* suffers -5 to all skill checks, and -2 to attacks, damage and initiative; this lasts for a randomly-determined number of days, typically a week. Note that this is not a curse effect, but can be countered with *break enchantment* or a successful *dispel magic*.

TORTURE FAMILIAR

School necromancy [evil]; **Level** witch 2, wizard/sorcerer 3

Casting Time standard action or 1 minute

Components V, S, M (small knife)

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

Target one familiar

Effect varies due to spell form

Duration 1 round/level/ special

Saving Throw Will negates /none; yes

This spell has two forms, one of which is inflicted upon the caster's own familiar, and one which is targeted at an opponent's familiar. The first usage requires a 1 minute ritual of torture inflicted upon the caster's own familiar; this inflicts a number of points of Constitution damage up to the caster's own level, to a minimum of 1. Each point of Constitution damage replenishes a spell slot of the caster's choosing, thus 3 points of Constitution damage inflicted restores a 3rd level spell slot that has been used. A tortured personal familiar will not perform any duties for its master until a number of days equal to the torture damage has passed, regardless as to whether the damage has been healed.

The second form of the spell requires a standard action, and is directed at another spellcaster's familiar. If it fails it saving throw, its master is denied any bonuses the familiar grants to him, and the familiar must roll d% on the table below:

d100	Effect
01-25	Uses a spell-like power or an ability in a random manner, or curls up in a ball if not applicable.
26-50	Does nothing but scream.
51-75	Deals 1d6 points of damage to itself.
76-100	Attacks master with its most lethal method.

UNSEEN MUSICIAN

School illusion (figment); **Level** bard 0, cleric 1, hetaera 0, sor/wiz 1

Components V, S

Casting Time 1 standard action

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

Effect audio figment similar to a single performer.

Duration 10 minute/level (D)

Saving Throw Will disbelief; **Spell Resistance** no

This creates an audible illusion of a musician; the only

action it can perform is to play music as the caster directs. It can generate sound as if it carried a portable musical instrument of the caster's choice. The caster must know the tune to be played, and the unseen musician gives only a passable performance, equivalent to a Perform check of 10. It can do the "aid other" action by providing musical accompaniment. It is mostly used as background music or as accompaniment for a singer or dancer. The unseen musician can only drone, harmonize, and play instruments; it cannot speak or sing intelligibly.

VIRGINITY

School conjuration (healing) [emotion]; **Level** bard 5, cleric 5, druid 4, hetaera 4

Components V, S, DF

Casting Time 10 minutes

Range touch

Target one willing living creature

Duration instantaneous

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes

The target is restored to physical and mental virginity. All memory of sexual acts is lost, including any trauma such acts might have caused. Any close personal relationships the target had seem distant and remote; family, friends and loved ones are fondly remembered, but the passion is gone. Dire hostility fades to vague dislike. (In game terms, the target's attitude to everyone moves one step closer to indifferent.) Both nice and traumatic emotional experiences become distant.

Any mundane clothes or gear the target is carrying is destroyed, leaving the target completely naked. Artifacts and magical items cannot be destroyed in this way, and cause the spell to fail.

CHAPTER 9 - NPC GALLERY

MEMORIALS FOR THE FALLEN

Sheriff Adari Jonas passed away in the night, at the age of threescore-and-eleven. A long life of dedication to the law was remembered at the Temple of Justice, and a statue is forthcoming to acknowledge her career as protector, judge, and friend.

Ar'uuu, self-styled brujo of the dank swamps east of the city, was discovered by the city guard lurking in the sewers below, performing some foul rite against the will of the Exarch. Chase was given and many guards lost before the miscreant was eviscerated.

Burbulu Brightsand went down with the good ship Stark Morning off the coast of Death Rocks, whereupon all hands were lost. No body was subsequently found, and rumors abound of his reaching some nearby hidden shore. These have not been confirmed.

Daricon Chall's glowing corpse was immolated on a holy pyre in the city square today, after he was discovered entangled with the foul and dying Fanged Prophet. The city guard is prepared to suppress any spontaneous cults arising to worship the charismatic and mysterious warrior.

The bizarre death-dealer known as **Hemolinolia Dirtsmeat** was reported perished in a mercenary invasion to wipe out the Greenbriar goblins; a doomed mission, as it was reported that 10 score goblins manned the ruined forest mission. The mercenary company drank to her life last night.

Lerofta the Lithe, awalim dancer and protector of the forest, beloved of the villages of Lath'Erethelon and Forestburg, consumed by a rampaging dragon with scales of green whilst protecting the village road and allowing a caravan to escape. Her entrancing movements will be missed by many.

Meralda, called "the Magnificent", was found perished in her apartments after a seven-day festival dedicated to the Goddess of Pleasure. Reports of the royal healer suggest dehydration, exhaustion and other diverse effects...

The itinerant sellsword known as **Nimbus**, sometimes

called the Timetaker, perished in a fracas near the town gate that seemed to involve two sets of mercenaries, one of which was identified as the "Spellbounders" of the eastern province. Her body was not recoverable.

Rangka Chakk, monastic sister of the Order of Ayutthayan, perished on the walls of the Hold of Zard, taken down by many enemies as her companions rushed the castle to put an end to the despotic rule of the Fanged Prophet. Prayers for her spirit will echo through the valleys.

Local well-known healer **Yamasa Chihiko** was found deceased on the doorstep of his shop and home this morning, with small wounds of a strange nature. Robbery is rumored, but odd circumstances and possession cloud the truth of this beloved citizen's death.

The NPCs detailed in this section use the elite array (15, 14, 13, 12, 10, 8) for character creation, have full hit points at 1st level, but do not use traits or favored class bonuses.



ADARI JONAS (CR 2; XP 600)

Female human sheriff 3

LN Medium humanoid (human)

Init +3; **Senses** Perception -1**Defense****AC** 16, touch 13, flat-footed 13

(+3 armor, +3 Dex)

hp 21 (3d10)**Fort** +3, **Ref** +4, **Will** +2**Offense****Speed** 30 ft.**Melee** pistol-whip +4 (1d8+1 plus prone) or (1d10+1 plus prone)**Ranged** mwk pistol +7 (1d8/x4) or mwk blunderbuss +7 (1d8)**Special Attacks** long arm power (two hand shooting) +2**Statistics****Str** 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 8, **Cha** 14**Base Atk** +3; **CMB** +4; **CMD** 17**Feats** Amateur Gunslinger, Catch Off-Guard, Gunsmithing, Rapid Reload (pistol)**Skills** Craft (firearms) +7, Diplomacy +8, Intimidate +8, Knowledge (local) +7, Stealth +9; **ACP** -1**Languages** Common, Orc**SQ** career (long arm of the law), deeds (gunslinger dodge), grit (1 point), jurisdiction (lands by the sea)**Combat Gear** *potion of healing*; **Gear** masterwork blunderbuss, masterwork pistol, studded leather armor, tin star*, 10 gp

Adari Jonas is never far from home, the sheriff's office of the King of the Lands by the Sea. As such, she does not adventure much, but seeks to keep the peace in her jurisdiction. Her legendary shootout with invading hobgoblins is a thing of local legend.

AR'UUU (CR 3; XP 800)

Male wild child brujo 4

CN Medium humanoid (human)

Init +2; **Senses** low-light vision, Perception +0**Defense****AC** 16 (+4 armor, +2 Dex)

(+2 dodge underground)

hp 26 (4d8+4)**Fort** +5, **Ref** +3, **Will** +3**DR** 1/—; **Defensive Abilities** fetish, stolen image**Weakness** fire**Offense****Speed** 30 ft., climb 20 ft.**Melee** +1 *throwing axe* +6 (1d6+1) or mwk throwing axe

+6 (1d6)

Ranged +1 *throwing axe* +6 (1d6+1) or mwk throwing axe +6 (1d6)**Special Attacks** *charm animal* (1 curse point), cursed strike**Spells Known** (CL 4th; concentration +7)2nd (4/day)—*lesser dimension door*1st (7/day)—*cure light wounds*, *mage armor*, *obscuring mist*0th (at-will)—*dancing lights*, *detect magic*, *guidance*, *read magic*, *resistance*, *touch of fatigue* (F-DC 13)**Statistics****Str** 10, **Dex** 15, **Con** 12, **Int** 12, **Wis** 10, **Cha** 16**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Eschew Materials, Weapon Finesse, Cursed Spell-strike**Skills** Intimidate +10, Knowledge (nature) +7, Spellcraft +8, Use Magic Device +10**Languages** Common, speak with leopards**SQ** animal shape 1/day, beastslave cabal, curse pool (12 curse points), cursed bond (fetish)**Combat Gear** *scroll of identify*; **Gear** +1 throwing axe, mwk throwing axe, throwing axe, witch's kit

A'ruuu is a barely-civilized feral human, somehow surviving being raised by wild animals such as bears and large cats. His unexpressed wish is to destroy cruel humans who represent his neglectful family, and he may not be too discriminating what 'cruel' means.

BURBULU BRIGHTSAND (CR 1/2; XP 200)

Male strandling corsair 1

NG Medium humanoid (aquatic, elf)

Init +1; **Senses** low-light vision; Perception +4**Defense****AC** 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 13 (1d10+3)**Fort** +5, **Ref** +3, **Will** +0**Offense****Speed** 20 ft., swim 20 ft.**Melee** trident +4 (1d8+2), dagger +3 (1d4+2/19-20/x2)**Ranged** net +2 (entangled), trident +3 (1d8+2)**Special Attacks** favored mark (sea beasts) +2**Statistics****Str** 15, **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 14**Feats** Nimble Moves, Weapon Focus (trident)**Skills** Climb +6, Escape Artist +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +4, Survival

+4, Swim +14; **Racial Modifiers** +8 to Swim checks
Languages Aklo, Aquan, Common, Elven
SQ amphibious, weapon familiarity
Gear 2 daggers, net, trident, chain shirt, fighter's kit, 10 sp

Burbulu Brightsand is a young stranding who is just starting his career as a ship's scout, a position that he had to convince his captain was legitimate. Burbulu scouts out harbors and short routes for his captain, which seems to be profiting him well.

DARICON CHALL (CR 3; XP 800)

Male adopted (elf) human infinity 4
CN Medium humanoid (elf, human)

Init +1; **Senses** Perception +0

Defense

AC 16, touch 9, flat-footed 15
(+7 armor, +1 Dex, -2 rage)

hp 43 (4d10+16)

Fort +6, **Ref** +3, **Will** +7

Offense

Speed 20 ft.

Melee *sword of destiny* +11 (1d8+9/19-20)

Ranged mwk chakram +6 1d8+6

Special Attacks alter fate (1/day), rage (12 rounds/day)

Spell-like Abilities (CL 4th; concentration +5)

At will—*detect chaos*, *detect law*

Base Statistics

When not raging, Daricon's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 35; **Fort** +4, **Ref** +3, **Will** +5;

Melee sword of destiny +9 (1d8+6/19-20); **Ranged** mwk chakram +6 (1d8+4); **Str** 18, **Con** 14; **CMB** +8

Statistics

Str 22, **Dex** 12, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +10; **CMD** 21

Feats Extra Rage, Weapon Focus (longsword)

Skills Acrobatics +5, Ride +8, Sense Motive +7, Survival +7

Languages Common, Elven

SQ consort +1 (saves), hero points (4/eternal hero points [1]), incarnate memory I (barbarian rage), item of power (4th level)

Combat Gear 2 *potions of healing*, **Gear** +1 *chainmail*, *sword of destiny*, *belt of tumbling*, mwk chakram, ranger's kit, parabolic ear, 30 gp

Those who meet Daricon Chall believe him either mad, chosen by the gods, or both. Raised by strange necrom elves, he is a force to be reckoned with is not to be

denied, however, and he claims to seek a one-eyed troll who possesses the ultimate knowledge of the world's future.

HEMOLINOLIA DIRTSMEAR (CR 3; XP 800)

Male blood gnome reaper 4

N Small fey (gnome)

Init +4; **Senses** low-light vision; Perception +1

Defense

AC 22, touch 15, flat-footed 17

(+5 armor, +2 shield, +4 Dex, +1 size),

hp 31 (4d10+4)

Fort +5, **Ref** +5, **Will** +5; +2 vs. illusions

DR 2/cold iron

Offense

Speed 15 ft.

Melee mwk longsword +9 (1d6+1/19-20/x2)

Ranged sling bullet +8 (1d4+1)

Special Attacks reap (max. soul fragments/4), reaping critical

Spell-like Abilities (CL 4th; concentration +5)

1/day—*bleed* (W-DC 12), *chill touch* (F/W-DC 13)

Statistics

Str 12, **Dex** 18, **Con** 13, **Int** 14, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 19

Feats Extra Fragments, Weapon Finesse

Skills Climb +8, Knowledge (dungeoneering) +9, Knowledge (religion) +9, Sense Motive +8

Languages Aklo, Common, Giant, Gnome, Orc

SQ fell magic, silent hunter, weapon familiarity

Combat Gear *potion of healing*; **Gear** +1 *hide armor*, masterwork longsword, +1 *buckler*, pathfinder's kit, sling and 20 bullets, 10 gp

Hemolinolia Dirtsmeare is a creepy little being, constantly muttering about the spirits and gods of the dead calling to her. She is currently hiring herself out for dangerous missions in dark places, hopefully full of grubby little beings for her to slaughter in the name of her dark visions.

LEROFTA THE LITHE (CR 2; XP 600)

Female half-elf (wellen) awalim 3

CG Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +1

Defense

AC 16, touch 15, flat-footed 11

(+1 armor, +2 Dex, +3 dodge)

hp 22 (3d10+3)

Fort +4; **Ref** +5; **Will** +0; +2 vs. enchantment

Defensive Abilities don't touch (W-DC 14), unbound elegance; **Immune** sleep

Offense

Speed 30 ft.

Melee mwk scimitar +5 1d6+1/18-20/x2

Ranged mwk hunga munga +5 1d6+1/x2

Special Attacks dances (cobra, elephant, ibis, jaguar, monkey) 9 rounds/day (move action)

Statistics

Str 13, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +3; **CMB** +4; **CMD** 19

Feats Additional Dances, Cultured (elf, human), Weapon Finesse

Skills Bluff +8, Diplomacy +8, Intimidate +8, Knowledge (local) +6, Perform (dance) +9

Languages Common, Elven

SQ enthusiastic, keen senses, naturalist's costume, resplendent beauty

Combat Gear flask of alchemist's fire; **Gear** bracers of armor +1, mwk hunga munga, mwk scimitar, pathfinder's kit, 18 gp

Lerofta moves easily between human and elf communities, though she is a proud member of her own tribe of wellen half-elves. She often dwells in the forest between the three communities, protecting and helping travellers and enjoying the out-of-doors.

MERALDA THE MAGNIFICENT (CR 3; XP 800)

Female human hetaera 4

NG Medium humanoid (human)

Init +0; **Senses** Perception +8

Defense

AC 18, touch 14, flat-footed 14

(+4 armor, +4 Cha)

hp 30 (4d8+8)

Fort +3, **Ref** +4, **Will** +5

Offense

Speed 30 ft.

Melee dagger +2 (1d4-1/19-20)

Ranged dart +3 (1d4-1)

Special Attacks service spells (levels 0-2)

Spells Known (CL 4th; concentration +8)

2nd (2/day)—*enthrall* (W-DC 17), *limited telepathy* (W-DC 16)

1st (4/day)—*friendly face* (W-DC 16), *command* (W-DC 16), *cure light wounds*, *expeditious retreat*

0th (at-will)—*detect magic*, *ghost sound* (W-DC 14), *prestidigitation*, *read magic*

Statistics

Str 8, **Dex** 10, **Con** 14, **Int** 13, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +2; **CMD** 12

Feats Beyond Reproach, Spell Focus (enchantment)

Skills Appraise +8, Bluff +12, Diplomacy +12, Knowledge (local) +8, Knowledge (nobility) +8, Linguistics +7, Perception +8, Perform (acting) +10

Languages Common, Dwarven, Elven, Giant, Orc

SQ boon (favor, 1/day), charmer (1/day), coax information, sly smile

Combat Gear *potion of eagle's splendor*, *potion of cure light wounds*; **Gear** courtier's outfit, +1 studded leather armor, *guardian jewelry*, jeweled buckler (45 gp), *wand of charm person* (50), survival kit, belt pouch, 90 gp

With patrons and admirers in many towns and forts, Meralda, known as 'The Magnificent' is a political force as well as an entertainer. She is always willing to let her forte of powers oppose some evil force; her morality is a surprise to many.

NIMBUS (CR 2; XP 600)

Female halfling (willowbranch) timebender 3

N Small humanoid (halfling)

Init +3; **Senses** Perception +0

Defense

AC 19, touch 15, flat-footed 14

(+3 armor, +3 Dex, +1 Int, +1 shield, +1 size)

hp 24 (3d10+3)

Fort +5; **Ref** +7; **Will** +2; +2 vs. fear

Defensive Abilities time shunt, uncanny dodge

Offense

Speed 20 ft.

Melee mwk scimitar +8 (1d4+1/19-20/x2)

Ranged sling +7 (1d3+1)

Special Attacks temporal flurry (-2), quicker than the eye, repeat time, temporal pool (4)

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 16

Feats Adaptable, Expanded Temporal Pool, Weapon Finesse

Skills Acrobatics +9, Stealth +13

Languages Common, Halfling, Sylvan

SQ halfling luck, weapon familiarity

Combat Gear boots of the cat; **Gear** buckler, mwk studded leather, mwk scimitar, sling + 20 bullets, fighter's kit

Extremely jittery by nature, Nimbus Timetaker only experiences peace when she is in the midst of combat or life-threatening situations. An adrenaline junkie, she

takes risks and jobs unheard of for most halflings, smiling all the while in the heat of crisis.

RANGKA CHAKK (CR 2; XP 800)

Female orc-kith ayutthayan monk 3

LN Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 14, touch 10, flat-footed 14

(+1 armor, +3 natural)

hp 26 (3d8+9)

Fort +6, **Ref** +3, **Will** +4

Defensive Abilities ferocity

Offense

Speed 30 ft.

Melee unarmed strike +6 1d6+2 or flurry of blows +4/+4 1d6+2

Ranged mwk spear +4 1d8+2

Special Attacks muay chaiya style, ki strike (magic)

Statistics

Str 14, **Dex** 10, **Con** 17, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 15

Feats Athletic, Craft Sak Yant, Skill Focus (Acrobatics), Skill Focus (Climb)

Skills Acrobatics +8, Climb +11, Intimidate +6, Sense Motive +7, Swim +4

Languages Common, Giant, Orc

SQ high jump

Combat Gear 3 *potions of magic fang*; **Gear** kao yod sak yant (body), mwk spear, monk's kit, spider-silk rope and grapnel

Rangka Chakk is a seeker of causes, and enjoys nothing more than being part of a movement, army, or resistance force. She leaves a memento of her sak yant tattoo on her favorite member of any movement she is part of.

YAMASA CHIIHIKO (CR 3; XP 800)

Male half-dwarf shinobi 4

NG Medium humanoid (dwarf, human)

Init +1; **Senses** darkvision 30 ft.; Perception +2

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 26 (4d8+4)

Fort +4, **Ref** +5, **Will** +4

Offense

Speed 30 ft.

Melee unarmed strike +6 (1d3+4) or mwk wakizashi +6 (1d6+3/18-20)

Ranged mwk shuriken +4 (1d2+3)

Special Attacks blinding egg, stunning fist [F-DC 15 (2/day)]

Statistics

Str 17, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +5, **CMD** 16

Feats Mantis Style, Unarmed Strike, Stunning Fist

Skills Bluff +1, Disguise +1, Escape Artist +7, Heal +6, Sense Motive +3, Sleight of Hand +7, Stealth +9

Languages Common, Dwarven, Giant

SQ Cover identity [physician; Knowledge (local), Profession (physician)], deception, improvised disguise (-15), ninjutsu (intonjutsu, daekentaijutsu), path of the open hand

Combat Gear blinding eggs (6), *origami swarm*, *portion of cure light wounds*, *guardian jewelry*; **Gear** *cloak of protection* +1, healer's kit, infiltration kit, leather armor, mwk wakizashi, mwk shuriken (10), 30 sp

Who Yamasas' parents were, none can say, but this strange-looking orphan has become the source for information in the secretive capital of the despotic rulers of his city. None would suspect the bland healer of any mischief, and he comes and goes as he pleases, in the night.

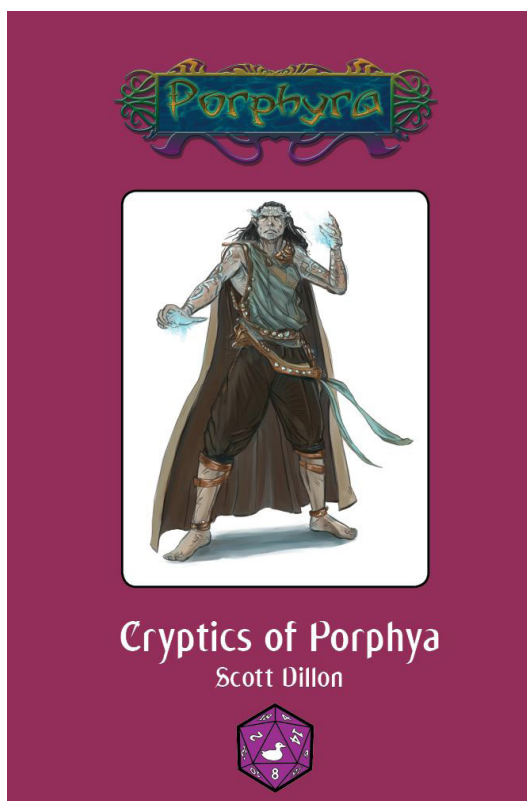
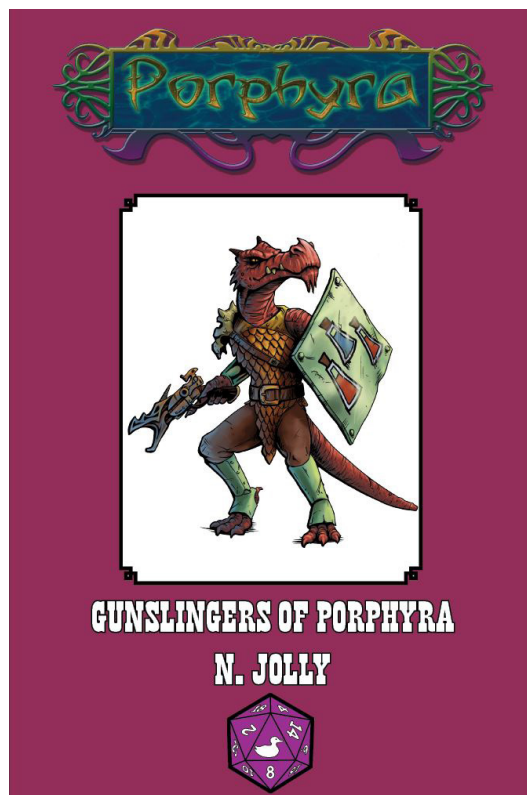
Paths of Power II: Paths of Blood - Index

aasimar	25	feats	52	eagle friend	66	greater bind	71
hound archon	26	able drinker	53	earth baritone	66	greater body	71
lillend	26	adaptable	53	earth song	66	hardening	
movanic deva	27	additional costume	53	elemental penetration	66	greater gnome magic	71
aiguillette	150	additional dances	53	elephant battle	95	green thumb	71
assembly weapon	150	advanced energy	53	elven craftsmanship	66	greenskin leadership	72
auctorati	142	resistance		eleven master	66	grip of stone	72
awalim	84	aficionado	53	craftsmanship		grit your tusks	72
ayutthayan monk	91	always prepared	53	equipment trick	66	hanuman climbs the	96
blinding egg	150	ancestral	53	eternal hope	67	tree	
bloodline draught	153	understanding		exile	67	hanuman's ring	96
book of rundo,	153	ancient lore	61	exotic allure	67	hanuman visits	96
volume 57		animal friends	61	expanded temporal	67	lanaka	
breaching kit	150	armed to the teeth	61	pool		hard to kill	72
brujo	97	belly dancer's blade	61	expert dodger	67	healer's knife	72
cannonier	147	beyond reproach	61	explorer strike	67	heritage compounds	72
chikirigi	135	bite attack	61	extend poison	67	hidden ancestry	73
classes	83	biter	61	extra curse pool	67	hide in crowds	73
core races	3	bloody sacrifice	61	extra dance	67	horse kick	95
corsair	102	bloody swath	61	extra fragments	68	hurling the spear	94
crimson tome of	153	body hardening	61	extra item slot	68	hypnotic gaze	73
exciting adventures		bolting horse	94	extra mors opus	68	impressive beard	73
disappearing powder	150	born marine	62	extra time control	68	improved beard	73
diving air bag	150	braced shield	62	trick		improved body	73
diving kit	150	brilliant tactician	62	familiar focus	68	hardening	
drua na'coith	154	brutal storm	62	familiar spell	68	improved learn	73
dwarf	4	brutish charm	62	farsight	68	ranger trap	
half-dwarf	4	cautious combatant	62	fateful trinity	68	improved	73
stone dwarf	5	cautious crafter	62	favored environment	68	maneuverability	
elemental breeds	27	clinch & neck	95	favored mors opus	69	improved savage	73
aether-kin	28	wrestling		ferocious maneuver	69	storm	
air-kin	28	crack shot	62	ferocious storm	69	improved thundering	73
djinni-kin	28	craft sak yant	62	ferocious strike	69	storm	
lightning-kin	28	critical conduit	64	ferocious tenacity	69	inclusive	74
flameblooded	29	crocodile lashing its	95	firm grip	69	infinite enemy	74
azerblooded	29	tail		fists of stone	69	enmity	
efreetiblooded	30	crowd assassin	64	flexible spell-like	69	inspiration to others	74
flameblooded	30	cultured	64	ability		journeyman	74
terrafolk	30	cursed spellstrike	64	flexible training	70	craftsman	
earthfolk	31	curved bow archer	64	frying pan mastery	70	knife trick	74
sandfolk	32	cutting elbow	64	foe hammer	70	knight throwing an	94
shaitan-folk	33	dead-eye shot	65	friendly face	70	axe	
tideborn	33	death rattle	65	gardener	70	last ditch effort	74
iceborn	33	defensive shot	65	geminii jumble	70	laughter is the best	74
marid-born	34	deflecting shield	65	geminii spirit	70	medicine	
waterborn	34	determined student	65	geminii style	70	leaping strikes	75
elf	6	dhoi muay training	65	gifted medium	70	learned sleep	75
necrom elf	6	disguise poison	65	god-touched	71	starvation	
twistborn elf	7	dwarffather's boon	65	gnome magic	71	life sculptor	75
ensign	150	dwarven lore	65	grandfather's gift	71	luck o' the	75

leprechaun		superior body	80	deafness, partial	41	provincial	49
luring retreat	75	hardening		deafness, total	41	pugnacious	49
master artisan	75	swift storm	80	depraved	41	scrawny	49
moist	75	sunworshipper's	81	disdain	41	self-conscious	49
moon runner	75	specialty		dishonest	41	selfish	49
muay chaiya style	94	tail attack	81	disinherited	41	shy	49
muay khorat style	94	that charming smile	81	dissociative	42	smoking	49
muay koshasan style	95	tiger pulling the tail	94	dyspraxic	42	spendthrift	50
muay lopburi style	95	throwing buffalo	95	egotism	42	sweet tooth	50
muay thasao style	96	punch		ennui	42	tactless	50
natural bouyancy	75	thundering storm	81	erratic	42	tin ear	50
natural linguist	76	too damn cute	81	excommunicated	42	tusked mouth	50
natural swimmer	76	tree stepper	81	exiled	43	unbearded	51
pain tolerance	76	twinkle-toes	81	far-sighted	43	uneducated	51
pantomime	76	ultimate energy	81	flashy	43	unlucky	51
pass for adopted race	76	resistance		flatulent	43	unusual anatomy	51
passing interest	76	uncontrolled fury	82	foul-mouthed	43	wanted fugitive	51
pearl diver	76	underfoot	82	gold fever	43	wavering	51
pirate trick	76	unearthly grace	82	glutton	44	flawed girdle	154
planar years	77	unpredictable	82	guileless	44	folding raft	151
pleasant scent	77	behaviour		heavy sleeper	44	girdle of race change	154
pommel strike	77	versatile weapon	82	hoarding	44	gnome	8
powerful cleave	77	training		illiterate	44	blood gnome	9
powerful fetish	77	versatile worker	82	indecisive	44	shadow gnome	10
press ganger	77	viruun counterattack	96	indolence	44	goodseeds	154
pulse of the wilds	78	wanderlust	82	insatiable curiosity	45	grappling cane	151
reckless attack	78	will of the wilds	82	insomniac	45	grave tyrant	143
reflective gaze	78	filou	147	irreligious	45	guardian jewellery	154
reinforced anatomy	78	firepot	150	irresponsible	45	half-elf	11
resilient will	78	flagpole	151	jingoism	45	strandling	11
riddle	78	flaw	36	lame	46	wellen	13
rope monkey	78	absentminded	38	lazy eye	46	half-orcs	14
run 'im through	78	albino	38	lecherous	46	orc kith	14
savage storm	79	allergies, contact	38	maimed	46	sharukh	15
second breakfast	79	allergies, ingested	38	masochistic	46	halflings	17
see me not	79	allergies, seasonal	38	miserly	46	hidefoots	17
shared battle analysis	79	allergies, venom	38	mite-blooded	46	willowbranches	18
shield of courage	79	always hungry	39	muddled speech	46	hetaera	106
skillful	79	always thirsty	39	near-sighted	47	humans	19
skilled artisan	79	arrogant	39	night-blind	47	adopted human	20
slings and arrows	79	asthma	39	night-eyed	47	wild children	21
smoking	79	awkward	40	oblivious	47	inflatable floatation	151
spell sponge	79	bigoted	40	one-eyed	47	device	
spell-like ability	80	black lung	40	outlaw	47	infinyte	114
evolution		callous	40	overweight	48	kilt of the fickle fey	155
stonestride	80	cannibalistic	40	overzealous	48	lead foil	151
strength of halflings	80	chatty	40	negative buoyancy	48	lead lined vestments	151
swift versatile	80	constant joker	40	packrat	48	lead paint	151
weapon training		coward	40	paranoid	48	money belt	151
sudden storm	80	daydreamer	40	prejudiced	49	monk of the holy	145

blade		feign death	162
morituri	142	feign death, greater	162
npc gallery	168	fools gold	162
adari jonas	169	forget	163
ar'uu	169	forget, mass	163
burbulu brightsand	169	fumble	163
daricon chall	170	idol image	163
hemolinolia	170	idol image, distant	163
dirtsmear		idol image, mass	163
lerofta the lithe	170	illusion of	164
meralda the	171	invincibility	
magnificent		launch bullet	164
nimbus	171	mature plant	164
rangka chakk	172	mutual attaction	165
yamasa chihiko	173	neglect	165
order of the holy	146	phantom armor	165
blade		pushing ray	165
parabolic ear	152	repulsiveness	165
parasol buckler	152	scapegoat	165
race templates	24	stun	166
reaper	118	stun, mass	166
riot shield, metal	152	stupefy	166
riot shield, wooden	152	stupefy, mass	166
river cart	152	taunt	166
rod of the servant	155	toil and trouble	166
rosary of deific favor	155	torture familiar	167
secret compartment	152	unseen musician	167
secret pockets	152	viginity	167
spells	157	slow fuse	152
alter others	159	spell manacles	152
alter others, mass	159	sheriff	112
armor	159	shinobi	130
armor transformation	159	shinobigatana	135
attractiveness	159	shikomizue	135
barren seed	159	skull-jewel of fate	156
beauty	159	sword of two edges	156
benign dispel	160	terne-plating	153
benign dispel, greater	160	tiefling	34
benign dispel, swift	160	erinyes	34
bestow flaw	160	gelugon	34
bloodline curse	160	night hag	35
blunder	160	succubus	35
creature image	161	timebender	136
cross-fertility spell	161	tin star	153
deflect blow	161	totem cloak	155
dimension door,	161	trappeur	148
lesser		voyageur's tuyau	148
enhance fertility	161	water feet	153
enlarge image	162		
enlarge image, greater	162		

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