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[NTRODUCTION

first came in contact with Ryan Costello, Jr. in early September 2009 when he approached us about appearing on an episode of his new Know Direction podcast. Soon after we recorded for the podcast and struck up a friendship, e-mailing back and forth. Ryan eventually revealed to me that he was working on a Pathfinder-compatible project, but he did not have a publisher for it. I asked to take a look at his draft text and I really liked what I saw.

Ryan had been so confident that someone would like his project and want to publish it, that he had already secured Hugo Solis as art director and interior artist, along with Alan Cooper for more interior art and Kate Bradley for cover art. I thought the combination of Ryan's text with Hugo, Alan and Kate's art was too good an opportunity for 4 Winds to pass up, so we worked out an agreement and put things into motion to publish *Strategists and Tacticians: The Definitive Guide to Clever Warriors.*

Ryan polished up his draft text and then worked with interior layout designer Connie Thomson, who also acted as editor for this book, to clarify a few things and expand a couple others. Hugo worked with the other artists, and also brought Juan Diego Dianderas on board for more interior art. Once we got the final cover art from Kate, we sent it off to cover layout designer Kristen Collins to put the cover together.

So here we are. Everyone did a great job on this book, but Ryan's writing is what made it all possible. I think there's something for everyone in here, no matter what type of character you normally play. And, I'm quite confident that this will not be the last time you see something from us with Ryan's name on the cover.

> Robert W. Thomson Publisher

WHO ARE STRATEGISTS AND TACTICIANS?

Most characters fit within a narrow role in their adventuring party, typically magic user, healer, skill specialist, or warrior. However, these roles are interwoven, and multitalented characters exist in the crossovers. Some of the eleven base classes in the *Pathfinder Roleplaying Game Core Rulebook* already blend more than one role together. If warrior is red and healer is yellow, paladin is orange.

Strategists and Tacticians explores the space between the standard roles. Specifically, it looks at how warrior classes can be more than just tanks and meat shields. A fighter with a high Intelligence, for example,

may be atypical of the class but it can explore less travelled paths that take the fighter in unique directions. This book presents new options to help make any class fill a more versatile role in the party.

Chapter 1 – **Strategic Characters:** An analysis of the eleven base classes and the areas in which they can focus to increase their strategic potential while remaining effective in their primary role. This chapter includes variant class features for all eleven of the base classes.

Chapter 2 – **Prestige Classes:** Fourteen new prestige classes that redefine traditional roles, open new optimal builds for multiclass characters, and explore the new options presented elsewhere in this book.

Chapter 3 – **Options:** New feats and spells for the discerning strategist.

Chapter 4 – **Tactical Maneuvers:** Beyond tripping and grappling, these new combat maneuvers go right for the throat. Or the arm, the leg, or another easily severed limb.

Chapter 5 – **Flynn Dielle**: This book is an exploration of versatility, and your guide is Flynn Dielle, strategist and tactician. After reading his insight on any subject he has personally experienced – effectively all of them – his stat block and backstory are presented so he can continue to offer advice in your home game.

Strategists and Tacticians is a supplement for the *Pathfinder Roleplaying Game*, itself based on the 3.5 d20 system. To use this sourcebook, you will need a copy of the *Pathfinder Roleplaying Game Core Rulebook*. Like all *Pathfinder Roleplaying Game* products, it is reverse compatible with the 3.5 edition of the world's oldest roleplaying game.

"I used to wish I was taller until I heard a giant

complain about low ceilings."

– Flynn Dielle, on the advantage of being average.

MEET FLYNN DIELLE

Living by the mantra that forewarned is forearmed, Flynn Dielle keeps his eyes open and is never satisfied with how much he knows. When offered a challenge ahead of time, every spare moment he has is spent gathering information and comparing strengths and weaknesses with that which he opposes. Trips to the library, sessions with a diviner, spy missions – whatever it takes to be best prepared for what lies ahead.

If time to plot is not offered, Dielle assesses his situation as best he can in however long he has. A flying monster must be grounded. A giant's size must be used against it. A magic user's casting must be neutralized. If that means a constant distraction, a silence spell on the caster's hat, a wish for an anti-magic field right where he stands – whatever resource is available to Dielle, he will employ it.

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A HISTORY OF VIOLENCE

Humanity understood violence before it understood debate, or subtlety, or the spoken word. Intelligence was unnecessary in an era where violence was used for self-defense and survival. If humanity could not kill its predators, it would be prey. If it could not hunt for food, it would starve. Those who could not keep up physically were forced to do menial tasks, like cleaning and preparing food. It was not their fault they were born naturally weak in the skills that ran the world. They played an important role; handling the chores benefited the strong.

It often happened that humanity was not strong enough. Humans had square, fragile finger nails and short, round teeth, nothing compared to the claws and fangs on the creatures competing with them for resources. There were creatures too fast for humanity, stronger than the strong, too tough for even a dozen humans to kill with their bare hands. Humanity was forced to learn. It took the mundane objects all creatures shared – sticks and stones – and turned them into weapons. With these weapons, humanity developed new tactics that helped it evolve as a race. The other creatures were not as quick to change their hunting techniques and began losing ground. What they did learn was to fear the creature that could build weapons to make up for their lack of claws and fangs. They feared humanity. Violence inspired invention.

As humanity and its weapons began to dominate the land, it expanded its territory further than it could guard with the population of its tribes. Any further expansion would overextend humanity's resources, leaving it too vulnerable for a single race to protect. Humanity became more than a single race. It built walls around its territory, no longer needing to defend all its land, just the border around it.

This privacy allowed humanity to focus attention on more areas. Before long, it discovered it could improve its weapons. Adding a stick to a rock made it easier to swing; thus the hatchet was born. Power shifted again, and not only externally. The chores humanity assigned to the physically weak became more important. Someone had to expand humanity's arsenal. Not all the weak possessed the cunning to accomplish this, however. So humanity's dominant members were split. The strong would accomplish chores that required violence or strength. The smart would improve existing weapons or conceive and manufacture new ones. Suddenly the smart were as powerful as the strong. But the new weapons made the strong even more powerful. Invention changed violence.

Ultimately humanity's territory expanded until finally it claimed the world. Humanity's decisions dictated the lives of all other creatures. So the balance of power shifted once again. The smart no longer needed to spend their energy exclusively on weapons. They began inventing tools, changing man's criteria for survival. Thanks to the wheel and the pulley, humanity no longer needed to be so strong. It needed only to be smart enough to use these new machines to full effect. Those who could not keep up mentally were given menial tasks, like lifting and guarding. It was not their fault they were born naturally weak in the skills that ran the world. They played an important role; handling the chores benefited the smart.

The strong were no longer the dominant part of humanity, or even one of the dominant parts of humanity. The strong, threatened by these new tools, sought to steal them from the smart. Failing that, they would destroy them. Accepting that they were no physical match for the strong, the smart created new weapons to defend themselves. During this time, the smart exercised their minds, growing smarter, while the strong exercised their bodies, growing stronger. The gap between the smart and the strong widened.

The smart would look down on violence as barbaric. They accepted that the land they stood on was won through violence. It had a place in history, but it was behind them. The strong saw it differently. The smart had a gift and so did the strong. Who were the smart to say which gift was best? The smart would try to logically dictate why the strong were inferior, explaining how futile it was to cling to archaic roots, that man would have been better served focusing entirely on inventing tools and not bothering to advance the weapons they already had. The strong didn't care that violence wasn't the answer. All they knew was that it stopped the annoying questions.

Straddling between those gifted with great strength and those gifted with great smarts were the most gifted of all: those gifted with great strategy. The strategists were strong enough to overpower the smart and smart enough to outwit the strong. They preferred weapons that drew on all their talents, equal parts elegance and brutality. The strategists knew that using everything one was good at and always having options was better than being an expert in one regard and useless in all others.

The strategists had been there all along, content to participate in the history of humanity without dominating it. It was the strategists who knew the best way to kill a faster creature was not to become faster themselves, but to slow the other creature down They were the ones who would wield the new weapons forged by the smart when the strong threatened to destroy man's greatest tools. The strategists were the ones who most benefited from every technological advancement, and stayed safest during any conflict.

CHAPTER 1 - STRATEGIC CHARACTERS



"I never found out what happened after I stabbed him."

– Flynn Dielle, on the life of an adventurer.

S trategic characters always have options available to them. If their spells are resisted, they draw a sword. If their sword is shattered, they draw a dagger. If a dagger isn't enough, they trip, or tackle, or drop a chandelier. Or they turn to the allies who thrive in tricky situation they are in, aiding however they can. Excelling at one thing means less to strategists than being good enough at everything. Masters of nothing they may be, but a jack of all trades is never useless.

CULTURE AND STRATEGY

The strategies of a culture are as much the product of their surroundings as their food preference and sense of humor. Habits that keep warriors alive in some environments are a waste of time in others. Although it is impossible to master every strategy of every part of the world, knowing what to look for when fighting

an opponent is always helpful.

Dwarves: Combat between dwarves is influenced as much by their physique as their rigid codes of ethics. Their natural appreciation for stone and architecture limits their use of ranged combat for fear that stray arrows may damage finely crafted walls or cause a cavern to cave in. Dwarves fight within striking distance, confident in their ability to withstand blows and uninterested in drawn-out chasing. They find hit-and-run tactics and ranged combat despicable and frustrating. Truth be told, a frustrated dwarf who doesn't respect his opponent is the most dangerous dwarf there is.

Elves: Elven combat relies heavily on environmental integration. Sniping positions with foliage that camouflages but does not block line of sight are rare but invaluable. If there are no trees to perch on, the next best thing is a trench to spring from. Creatures that live in forests and jungles, the creatures elves are likely to encounter, use stealth and surprise similarly. As a result, elves constantly scan for ambushes during combat. This battlefield awareness makes elven combat slow and defensive, and extremely crafty.

Gnomes: Gnomes fight like peacocks. The initial combat is more about posturing, with colorful displays dazzling opponents and establishing dominance. Many

battles between gnomes never get past this phase. Of those that do, no two are the same. Animals are used heavily, though they are not typically brought to the fight. Illusions, distractions, and bluffing all play important roles. When all else fails, gnomes do resort to physical combat, although most can take a better hit than they can deliver.

Half-Elves: There is one element common to all half-elf strategies, although it is unintentional: no one knows what to expect from a half-elf. Just like there is no particular half-elf culture, half-elves fight using a mix of the fighting styles they have been exposed to. It is not unheard of for half-elves to use a combination of dwarven stoic fighting and gnomish spectacular tactics. Half-elves add a chaotic element to combat.

Half-Orcs: There is something about orc blood that dominates half-orcs. Although they have strong moral compasses and lack the inherent power, tenacity, and disposition of full-blood orcs, half-orcs still fight passionately, with a good mix of survival instinct and combat prowess. Once a half-orc is angry enough to start a fight, they are driven to defeat their enemies. Whether this is at range or in melee, with a weapon or magic, depends on the individual.

Halflings: The world does not cater to halflings. Halflings spend more time climbing and leaping than the taller races, and so adapt to their environments instinctively - ducking under chairs, climbing curtains, setting fire to tables. The environs most creatures learn to ignore, like furniture or natural hazards, halflings base their tactics around. In particular, halflings like climbing to eye level to attack larger opponents and then dropping before they can be targeted.

Humans: Only humans, able to call anywhere home and found everywhere on the planet, could create so many combat strategies that they would call them martial arts. If it causes harm, a human has thought of it and another has mastered it. From bite-based grappling to drowning foes with their own blood, it is hard to imagine a fighting style humans have not used. Unlike half-elves, who fight with unpredictable tactics, human tactics are structured and schematic. The exact structure can be predicted and understood, but with much difficulty.

VARIANT CLASS **FEATURES**

"Doing something different can catch an enemy off-guard once." – Flynn Dielle, on unpredictable behavior.

No two adventurers are created equal. One fighter can be as different from another as a paladin is from a bard. More than just different fighting styles, spells studied, or skills learned, even the fundamental abilities within a single class can vary.

The following variant class features replace one or more existing class feature of each of the core base classes. They can slightly modify how a class functions or completely redirect how the class works. When a character chooses a variant class feature, it completely replaces the original class features listed. Once a variant class feature has been chosen, the decision cannot be reversed. Variant class features do not rewrite a class; instead, they offer a new option during character creation. Barbarians with rage and barbarians with serenity, for example, can coexist in the same world.

BARBARIAN

"No one ever expects a brilliant barbarian." - Flynn Dielle, on hidden strengths.

When most barbarians rage, they draw upon nature's ferocity, relying on the instincts of a mother bear protecting her cubs or a hungry lion on the hunt. Nature, however, is not always so blunt. Like snakes waiting patiently, then striking suddenly, some barbarians lose themselves to a state of absolute calm.

Serenity (Ex), Greater Serenity (Ex), Purest Serenity (Ex)

Level: 1st, 11th, 20th

Replaces: Rage, Greater Rage, Mighty Rage

Beginning at 1st level, a barbarian can call upon inner reserves of awareness and tranquility, granting him additional combat prowess. Starting at 1st level, a barbarian can enter a state of serenity for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can enter serenity for 2 additional rounds. Temporary increases to Constitution, such as those gained from spells like bear's endurance, do not increase the total number of rounds that a barbarian can enter serenity per day. A barbarian can enter serenity as a free action. The total number of rounds of serenity per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a state of serenity, a barbarian gains a + 4morale bonus to his Dexterity and Wisdom, as well as a +2 morale bonus on all saves. While in a state of serenity. a barbarian cannot cast spells, use Intelligence-based skills, or communicate.

A barbarian can end his serenity as a free action and is fatigued after serenity for a number of rounds equal to 2 times the number of rounds spent in serenity. A barbarian cannot enter a new state of serenity while fatigued or exhausted but can otherwise enter serenity multiple times during a single encounter or combat. If a barbarian falls unconscious, his serenity immediately ends, placing him in peril of death.

PUBLISHER'S NOTES: SERENE BARBARIANS?

While it may seem incongruous to have the words "serene" and "barbarian" together, it is not only possible, but a great concept. Edgar Rice Burroughs' Tarzan character could embody a serene barbarian, for while Tarzan does get angry, he does not rage like we think of a fantasy barbarian doing. By choosing the serenity optional class feature, you can truly set yourself apart from what others expect.

At 11th level, when a barbarian enters serenity, the morale bonus to his Dexterity and Wisdom increases to +6 and the morale bonus on his saves increases to +3.

At 20th level, when a barbarian enters serenity, the morale bonus to his Dexterity and Wisdom increases to +8 and the morale bonus on his saves increases to +4.

A barbarian who chooses a path of serenity over rage still gains a rage power at 2nd level and every two levels thereafter. They function in exactly the same way, but the barbarian calls them serene powers.

BARD

"Do not dream of being a lead singer. Dream of knowing enough instruments to never leave the stage."

- Flynn Dielle, on inspiring competence.

Just as different styles of music can evoke different responses, different bards can manipulate different emotions. Some bards do not need an instrument to play music, instead creating a symphony of agony as they break bones, tear flesh, and force their enemies to cry out in pain.

To qualify for the violent performance variant class feature, a bard must first take the bardic weapon variant class feature. However, a bard can choose the bardic weapon variant class feature without also taking the violent performance alternate class feature.

Bardic Weapon

Level: 1st, 5th, 11th, 17th

Replaces: Bardic Knowledge, Lore Master

Beginning at 1st level, a bard gains Martial Weapon Proficiency as a bonus feat. At 5th level and every sixth level thereafter, she can choose a combat feat that relates to her bardic weapon.

Violent Performance Level: 1st

Replaces: Bardic Performance, Versatile Performance Some bards are trained to use pain to create magical effects on those around them. A bard can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st a bard can use violent performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of violent performance that she has mastered, as indicated by her level.

Starting a violent performance is an attack action, but it can be maintained each round as a free action. To start a violent performance, a bard must declare the effect at the beginning of her turn. She must then successfully attack an opponent with her bardic weapon. For the purpose of this attack, the bard's base attack bonus is equal to her bard level. Any other attacks made the same round use the bard's regular base attack bonus. Upon a successful hit, this attack deals no damage but begins the effect immediately. The effect continues as long as the bard successfully attacks an opponent at least once a round.

Changing a violent performance from one effect to another requires the bard to stop the previous performance and start a new one as an attack action. A violent performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one violent performance in effect at one time.

Each violent performance has audible components and visual components. As long as one component is met, the effect can succeed. So a bard can start any violent performance against an *invisible* foe, or under the effect of a *silence* spell, but not both.

Violent performances function exactly like bardic performances except as noted below. The bard can perform in combat even if the performance says otherwise. The bard cannot perform outside of combat. Substitute any reference to the bard's perform check with the result of the attack roll that started the violent performance. The following bardic performances function differently as violent performances: fascinate; soothing performance.

Fascinate: A bard can fascinate targets even in combat. Targets of fascinate receive a Will save every round. When a fascinated creature is attacked, the effect ends immediately and the target cannot be fascinated by the same bard again for 24 hours.

Soothing Performance: As a violent performance, this is called Revitalizing Bloodshed.

CLERIC

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"Do you have any idea how many times I ve been stabbed?"

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- Flynn Dielle, on the importance of clerics.

Gods speak in riddles to mortals, and clerics are the foremost decipherers of these riddles. While most interpret the messages of the gods into holy (and unholy) spells relevant to their domains, some translate them into pure, terrestrial magic.

Divine Energy (Su) Level: 1st

Replaces: Domains

Beginning at 1st level, a cleric gains one energy spell slot for each level of cleric spell he can cast, from 1st on up. Each day, a cleric can prepare a spell into his energy spell slot with an energy descriptor (acid, cold, electricity, fire, or sonic) from the sorcerer/wizard spell list as though it were on the cleric spell list. A cleric cannot "lose" an energy spell to cast cure or inflict spells spontaneously.

DRUID

"IMy druid friend] Jassa's pet tyrannosaurus is terrifying, even when she doesn't want it to be." – Flynn Dielle, on fitting in.

Most druids step lightly through nature, wishing to cause the least impact on the environment, gaining a wraithlike ability to disappear from trackers' perception as a result. Some are not so cautious, believing their footprints to be part of natural order. However, they can still dissuade trackers by spryly choosing paths along exposed roots, low branches, jagged rocks, or subtle dunes.

Trapped Route (Ex) Level: 3rd

Replaces: Trackless Step

Beginning at 3rd level, a druid traveling through natural terrain is difficult to pursue. Anyone tracking the druid treats his trail as difficult terrain. Additionally, as a swift action, a druid can designate a number (up to his Wisdom modifier) of 5-foot areas he passes through as traps. Anyone other than the druid entering such a space must make a Reflex save (DC 10 + the druid's level + Wisdom modifier) or fall prone. The druid is not actually setting traps, but merely noticing natural pitfalls along his way that he veers trackers toward.

FIGHTER

"Carry a steak in your pocket in case you have to escape from a wild animal and odds are you'll attract wild animals."

- Flynn Dielle, on self-fulfilling prophecies.

The history between fighters and animals is long. Many men owe their lives to their pet's sharper set of ears and keen nose looking out for them, and their sanity to a companion that will listen when they need to talk. Time spent training a pet means time away from training themselves, but there are fighters who believe the trade more than worth it.

Bonded Pet (Ex)

Level: 3rd or 5th

Replaces: Armor Training or Weapon Training

A fighter can choose to take this alternate class feature at 3rd level (replacing armor training) or 5th level (replacing weapon training). The level at which a fighter chooses bonded pet affects the pets she can select and the power they posses.

If a fighter chooses bonded pet at 3rd level, she gains an animal companion suitable for riding or scouting. A fighter can choose an animal companion from the following list: badger, bird, camel, dog, horse, or pony. This animal is a loyal companion that accompanies the fighter on her adventures as appropriate for its kind.

If a fighter chooses bonded pet at 5th level, she gains combat-ready а animal companion. A fighter can choose an animal companion from the following list: cat (small), dire rat, snake (viper or constrictor), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the fighter may choose a shark instead. This animal is a loyal companion that accompanies the fighter on her adventures as appropriate for its kind.

This ability functions like the druid animal companion ability (which is part of the nature bond class feature), except that the fighter's effective druid level is equal to half her fighter level.

Bonded pet replaces armor training or weapon training entirely, not just at 3rd or 5th level. A fighter still gains armor mastery and weapon mastery as normal.

MONK

"Ooh." – Flynn Dielle, on the fist-shaped hole in an orc's head.

S o m e m o n k s train to d e f e n d against a fall. Others train to attack at great heights.



To compensate

for their limited ability

to attack at range, there are monks who learn to scale towers to reach archers, or trees to leap at flying foes. These monks believe in rising to the occasion.

Wall Climbing (Ex)

Level: 4th

Replaces: Slow Fall

Beginning at 4th level, a monk gains a climb speed equal to her fast movement bonus. So at 4th level, she gains a climb speed of 10 feet. This increases to 20 feet at 6th level, 30 feet at 9th level, 40 feet at 12th level, 50 feet at 15th level, and finally 60 feet at 18th level.

As a creature with a climb speed, she gains a +8 racial bonus on all Climb checks. She must make a Climb check to climb any wall or slope with a DC higher than 0, but can always choose to take 10, even if rushed or threatened while climbing. She retains her Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against her.

Wall climbing replaces the monk's slow fall class feature entirely, not just at 4th level.

PALADIN

"Doing everything a god asks, even if it kills you, is not as bad an idea as it sounds."

– Flynn Dielle, on the afterlife.

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Although iconic paladins charge into battle on glorious mounts granted by their god, journeymen paladins prefer to enter a situation on foot, at eye-level with the people. Their gods repay their devotion with animal

helpers of other sorts.

Divine Calling (Sp) Level: 5th

Replaces: Divine Bond

Beginning at 5th level, paladins with a Charisma of 11 or higher gain the following divine spell-like abilities: 1/day – *summon monster I, summon nature's ally I.* The caster level for these effects is equal to the paladin's class level.

As the paladin's spellcasting improves, so does the selection of creatures he can choose to summon. Beginning at 7th level, a paladin with a Charisma of 12 or higher instead gains the following spell-like abilities: 1/day – summon monster II, summon nature's ally II. Beginning at 10th level, a paladin with a Charisma of 13 or higher instead gains the following spell-like abilities: 1/day – summon monster III, summon nature's ally III. Finally, beginning at 13th level, a paladin with a Charisma of 14 or higher instead gains the following spell-like abilities: 1/day – summon monster IV, summon nature's ally IV.

Note that these spell-like abilities replace the earlier abilities granted by divine calling; they are not in addition to the earlier abilities. For example, a 13th level paladin can use *summon monster IV*, but not *summon monster I*.

A paladin can only use divine calling to *summon* true neutral creatures, or those whose alignment is within one step of his. (lawful good, neutral good, or lawful neutral).

RANGERS

"IMy dwarf ranger friend I Noft was the greatest wild game cook I've ever known. If only he handled his bow as well as his stewing pot." – Flynn Dielle, in Noft Ambersteel's eulogy.

The magic granted by the forest is precious to rangers, and some seek to harness that magical power to greater effect and earlier in their adventuring careers. They know their limited magic can never compare to the large number and variety of spells nature grants its druids, but they still vie for any improvement to their spellcasting.

Orisons (Sp)

Level: 3rd

Replaces: Favored Terrain

Beginning at 3rd level, rangers can prepare a number of orisons, or o-level spells, each day, chosen from the druid spell list. This ability functions like the druid orisons ability, except that the ranger's effective druid level is equal to her ranger level. These spells are cast like any other spell, but they are not expended when cast and may be used again.

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ROGUE

"I know the only way to get Imy roque friend] Sleek to tell me how much something is worth is by pretending I already know." – Flynn Dielle, on friends you can't trust.

Whereas most rogues pride themselves on their ability to avoid the effects of incoming spells, some are so evasive they can avoid the spell altogether.

Spell Resistance (Ex) Level: 2nd

Level: 200

Replaces: Evasion

Beginning at 2nd level, a rogue gains spell resistance (SR) equal to his class level + his Charisma modifier.

Rogues who replace evasion with spell resistance may not choose the improved evasion advanced rogue talent.

SORCERER

«А natural talent уон don't nurture is worse than

not having a talent at all."

– Flynn Dielle, on sorcerers who don't study the arcane arts.

Unlike wizards, sorcerers owe their magical powers to their ancestors. They have the easiest time learning new spells, even those that do not come naturally to them.

Learned Sorcery

Level: 1st

Replaces: Sorcerer Bloodline

Beginning at 1st level, a sorcerer can ignore the spells and powers that relate to his bloodline to focus on the study of arcane magic. Every time a sorcerer gains access to a new spell level, he gains a bonus spell known called a learned spell. The sorcerer can choose and prepare learned spells like a wizard, by getting 8 hours of sleep and spending 1 hour studying a spellbook. He must have ranks in Knowledge (arcana) equal to the level of the spell in order to cast it.

Effectively this means a sorcerer with learned sorcery gains his normal selection of spells known at every level and can choose an additional spell each day. This spell is otherwise treated exactly like any other spell the sorcerer knows.

Learned sorcery replaces the bloodline arcana, all bloodline powers, bloodline feats, and bloodline spells. A character can still choose a bloodline for character background and for the additional class skill the bloodline grants.

PUBLISHER'S NOTES: INTUITIVE WIZARDS & LEARNED SORCERY

These two class options, one for the Sorcerer and one for the Wizard, give you two new types of arcane spellcasters, in essence. Both also turn the expectations upside down, from foes and friends alike. The Learned Sorcerer does not get the normal bloodline powers, instead replacing them extra spells known, which can be prepared and cast like a wizard. On the other side of the coin, the Intuitive Wizard gains spells that can be cast without preparation. Both will leave your enemies wondering just what sort of spellcaster you are.

WIZARD

"A nurtured talent you have no natural inclination

towards is worse than not having a talent at all." – Flynn Dielle, on wizards who painstakingly study the arcane arts.

After spending years with their noses buried in books and their seats planted firmly in libraries, some wizards develop a knack for certain spells they have studied or cast repeatedly.

Intuitive Wizardry

Level: 1st

Replaces: Arcane School

Beginning at 1st level, a wizard can prepare two additional cantrips each day, and can prepare a third additional cantrip at 3rd level. The true power of the intuitive wizard takes effect later.

Beginning at 5th level, whenever a wizard gains access to a new spell level, she can choose a spell of up to the second highest level spell she can now cast. This spell is known as her intuitive spell. A wizard can cast an intuitive spell a number of times per day equal to her Charisma modifier without preparing it or using up a spell per day. Temporary increases or decreases to Charisma do not affect the number of times per day a wizard can cast her intuitive spells. Once a wizard chooses an intuitive spell, she cannot change it. This spell cannot be modified by metamagic feats or abilities. The intuitive spell cannot be from the wizard's opposition schools. This spell is otherwise treated exactly like any other spell the wizard casts. This is in addition to the spell a wizard can cast spontaneously from a bonded item.

For example, Reid, a 7th level wizard, can now choose a spell of up to 3rd level (the second highest spell level he can cast) as an intuitive spell. He chooses *fireball*. Because Reid has a Charisma score of 14 (+2 modifier) he can now cast *fireball* twice a day without preparing it ahead of time. This is in addition to his 1st and 2nd level intuitive spells, each of which he can also cast twice a day.

Intuitive wizardry replaces all the powers granted by arcane schools, including the universal school.

<u>NEW CLASS:</u> APPRENTICE

"Patience can get you almost anything you could ever want. It can also get you killed." – Flynn Dielle, on taking the long road.

Following complex paths, apprentices begin their careers before they are fully developed. Although they possess abilities comparable to their fellow adventurers, the focus of their skills is less clear. Some swordplay mixed with some arcane abilities, or a little bit of skill and a little bit of divine healing. They have the potential to reach great heights, but for the time being they are lowly learners.

The apprentice class is unique among base classes. It allows character concepts dependant on multiclassing to be viable from 1st level. Rather than playing a character with one set of abilities at first level who gains an entirely new set of abilities at second level, a character can begin play with a combination of a lesser version of both sets of abilities. A character can only choose to be an apprentice at 1st level.

Role: An apprentice's varied skills can be a great boon to a small party of young adventurers, as they can at least partially fill two roles at once. As the apprentice advances in her studies, she may favor one path over the other, but will always have the benefits of both.

Alignment: Any , though an apprentice must obey alignment restrictions of her areas of apprenticeship.

Hit Die: d6.

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CLASS SKILLS

The apprentice chooses six skills as class skills. These skills are chosen from the class skills of her areas of apprenticeship (see below).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the apprentice.

Weapon and Armor Proficiency: An apprentice is proficient with all simple weapons, light armor, and shields (except tower shields).

Areas of Apprenticeship: An apprentice chooses two other base classes. These classes are considered her areas of apprenticeship. She is barred from taking levels in any base class or prestige class outside her areas of apprenticeship until she has at least two levels in each. She cannot have more than three levels of difference between her areas of apprenticeship.

Her apprentice class level stacks with levels in her areas of apprenticeship for the purpose of qualifying for feats and prestige classes, level-dependent class features, spells known, and spells per day.

Split Training: An apprentice is slower to master her abilities because she is training in two areas at once. She chooses two of the following types of training based on her areas of apprenticeship. Each type of



TABLE 1-1: APPRENTICE

Level	Base Attack Bonus		-		Special
1st	+0	+0	+0	+0	Areas of apprenticeship, split training

training can only be selected once, even if both areas of apprenticeship qualify for the same type of training.

Arcanist: The apprentice is training in unlocking the arcane arts, either from a tome or hidden within her bloodline. If one of her areas of apprenticeship gains cantrips at 1st level, she gains cantrips as a character with one level in that class.

Damage Absorber: The apprentice aims to be tough enough to take a hit and keep fighting. If one of her areas of apprenticeship has a hit die of d10 or better, she gains 4 bonus hit points.

Defender: The apprentice intends to use armor to protect herself. If one of her areas of apprenticeship is proficient with medium armor, she gains medium armor proficiency.

Divine Channel: The apprentice is training to be in touch with nature or a god. If one of her areas of apprenticeship gains orisons at 1st level, she gains orisons as a character with one level in that class.

Handler: The apprentice is joined during her study by an animal companion. If one of her areas of apprenticeship can gain a companion at 1st level (such as a druid's animal companion, or a wizard's familiar), she gains access to that companion as a character with one level in that class.

Healer: The apprentice is learning to alleviate pain and heal wounds. If one of her areas of apprenticeship

PUBLISHER'S NOTES: THE APPRENTICE

This incredibly clever beginning class gives you the chance to be something very different at 1st level. By taking the apprentice class, which is only a single level, you gain access to special abilities based on the two classes you choose to apprentice in. You might be thinking of apprenticing as a cleric and a fighter, gaining bonuses to hit points or attacks and extra orisons or cure spells as a 1st-level apprentice. While you would not be as powerful as a 1st-level fighter or cleric, once you do take levels in those two classes, your powers gained as an apprentice remain, giving you some advantage for being a level behind others in the actual class itself.

With the Apprentice class, you have an extremely unique 1st-level character, with unique powers and abilities. Not quite great at any one thing, like a true apprentice learning a craft, your character fills a niche and adds to the abilities of other characters, giving you some interesting roleplaying opportunities. Perhaps your character is apprenticed to the paladin character, or the priest or wizard. can cast *cure light wounds* at 1st level, she gains *cure light wounds* 2/day as a spell-like ability.

Skill Adept: The apprentice is beginning to know what she is doing more often than not. If one of her areas of apprenticeship gains 6 + Int skill ranks or more per level, she gains 4 bonus skill points.

Warrior: The apprentice aims to swing true. If one of her areas of apprenticeship has a full base attack bonus progression, she gains +1 to hit in either melee combat or ranged combat. The apprentice must select which at 1st level. Once a selection is made, it cannot be changed.

CLASS VARIANT: SCHOOLED BARD

Music requires well pitched lyrics and intimate hand movements to affect those nearby. It can bring a happy person to tears, a sleeping person to attention, can trap a body and force it to dance — like magic. A schooled bard bridges the gap between musician and magician, able to create powerful arcane effects through performance.

A schooled bard is not a mere lounge singer or performing artist – he is a world traveler whose tales and songs channel magic in its purest form. An individual is shaped by the experiences in his life. As a collector of experience, a schooled bard is constantly reshaping that which defines him. As such, a schooled bard is not just an individual. He is an ever changing work of art.

Role: The schooled bard brings out the most in his allies. He is at home right in the middle of the party so his songs can affect the most allies and so he is not in the thick of combat, but not so far away so to be a non-factor in melee. His high charisma makes him an ideal leader or spokesperson. Finally, he uses music to fill many roles in combat: encouragement for his allies; discouragement for his enemies; a focal-point around which tactics are made; or as simple distraction.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

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

TABLE 1-2: SCHOOLED BARD

	Base Attack Fort Ref Will				$\mathbf{S}_{\mathbf{j}}$	Spells per Day					
Level	Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic performance, bardic school, cantrips, martial weapon proficiency	1	_	_	_	_	_
2nd	+1	+0	+3	+3	Bardic knowledge, specialty	2	—	—	—	—	—
3rd	+2	+1	+3	+3		3	—	_	_	_	—
4th	+3	+1	+4	+4	Inspiration and influence (level o)	3	1	—	—	—	—
5th	+3	+1	+4	+4	Piece de resistance 1/day	4	2	—	_	—	—
6th	+4	+2	+5	+5		4	3	_	_	_	_
7th	+5	+2	+5	+5	Inspiration and influence (level 1)	4	3	1	_	—	—
8th	+6/+1	+2	+6	+6	Piece de resistance 2/day	4	4	2	_	_	_
9th	+6/+1	+3	+6	+6	Martial weapon proficiency	5	4	3	_	—	—
10th	+7/+2	+3	+7	+7	Inspiration and influence (level 2)	5	4	3	1	_	_
11th	+8/+3	+3	+7	+7	Encore	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8		5	5	4	3	_	_
13th	+9/+4	+4	+8	+8	Inspiration and influence (level 3)	5	5	4	3	1	_
14th	+10/+5	+4	+9	+9	Piece de resistance 3/day	5	5	4	4	2	_
15th	+11/+6/+1	+5	+9	+9		5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Inspiration and influence (level 4)	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Martial weapon proficiency	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11		5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Inspiration and influence (level 5)	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Musical oneness	5	5	5	5	5	5

Additionally, the schooled bard gets a set of skills exclusive to the class: Bardic Perform skills. There are five bardic Perform skills, one for each bardic school of music: Perform (Mesmerizing); Perform (Minstrel); Perform (Rousing); Perform (Sentry); Perform (Warchant).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the schooled bard.

Weapon and Armor Proficiency: A schooled bard is proficient with all simple weapons, light armor and shields (except tower shields). A schooled bard can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a schooled bard wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass schooled bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A schooled bard casts arcane spells, which are drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every

bard spell has a verbal component (singing,

reciting, or music). To learn or cast a spell, a schooled bard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a schooled bard's spell is 10 + the spell level + the schooled bard's Charisma modifier.

Like other spellcasters, a schooled bard can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given in Table 1-2. In addition, he receives bonus spells per day if he has a high Charisma score. When Table 1-2 indicates that the schooled bard gets o spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The schooled bard's selection of spells is extremely limited. A schooled bard begins play knowing five o-level spells and one 1st level spell of your choice. At most new schooled bard levels, he gains one or more new spells, as indicated on Table 1-3. (Unlike spells per day, the number of spells a schooled bard knows is not affected by his Charisma score; the numbers on Table 1-3 are fixed.)

Upon reaching 4th level, and at every even-numbered schooled bard level after that, a schooled bard can choose to learn a new spell in place of one he already knows. In effect, he "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 two levels lower than the highest-level bard spell the schooled bard can cast. A schooled bard may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

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

Bardic Performance: A schooled bard is trained to use Perform skills to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a schooled bard can use bardic performance for 2 additional rounds per day. Each round, the schooled bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level and his bardic school.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the schooled bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the schooled bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A schooled bard cannot have more than one bardic performance in effect at one time.

At 7th level, a schooled bard can start a bardic performance as a move action instead of a standard action. At 13th level, he can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the schooled bard for the performance to have any effect, and such performances are language dependent. A deaf schooled bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the schooled bard for the performance to have any effect. A blind schooled bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Bardic Schools: There are five schools of bardic performances, each defined by a common theme. A schooled bard may study any or all five schools, although

TABLE 1-3: SCHOOLED BARD SPELLS KNOWN

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

this requires a great deal of dedication.

All schooled bards choose a single school as his specialty, focusing slightly more on that aspect of his performances (see below). If desired, a schooled bard may choose to exclude all schools of bardic music but his specialty, unlocking abilities exclusive to that school.

The five bardic schools of music, and the special Perform skill associated with each, are:

- Mesmerizing: Perform (mesmerizing)
- Minstrel: Perform (minstrel)
- Rousing: Perform (rousing)
- Sentry: Perform (sentry)
- Warchant: Perform (warchant).

Cantrips: Bards learn a number of cantrips, or o-level spells, as noted on Table 1-3. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Martial Weapon Proficiency: As dabblers in all subjects, a schooled bard is rarely limited to just the basics. This is as true about his casting as it is about his weapon proficiency. A schooled bard gains Martial Weapon Proficiency as a bonus feat. The martial weapon chosen must be a light or one-handed melee weapon or a ranged weapon; he may not use this bonus feat to gain proficiency with a two-handed martial melee weapon. A schooled bard gains an additional Martial

relevant information on any topic presented to him. A schooled bard may not live with his nose in a book, but he does keep his ear to the ground. Knowing a squeeze of lemon juice really brings out cheap ale's tang could prove as useful as knowing that Princess Violet had an affair with a stable boy, even if he doesn't know who Princess Violet is.

A Bardic Knowledge check can substitute for any knowledge skill check a situation calls for. For example, a schooled bard could use Bardic Knowledge in place of Knowledge (Religion) to recognize a holy symbol. DCs for Bardic Knowledge checks are always five higher than a standard knowledge skill check.

Specialty (Ex): A schooled bard shows a preference towards a school of music. Even if he is equally capable of performing every school, there is always one that speaks to him more on a personal level. This school isn't about playing the right notes to him; it is a channel for all of music's possibilities.

At 3rd level, a schooled bard chooses one bardic music school, into which he has put maximum ranks in the corresponding Perform skill. This is his specialty. A schooled bard gains two additional rounds of bardic performance per day to be used on a song from the school of his specialty at 2nd level and an additional round per day for every schooled bard level. If a schooled bard has no ranks in any other perform skill, he gains a unique specialty ability.



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schooled bard hears music in everything - wind through cobbler shoe nails, bow strings being pulled back launching into а flesh. Starting at 5th level, once per day as a round action, a schooled bard can make a Perform check instead of an attack roll to hit in combat. A schooled bard can use this ability more times per day

Influence and Inspiration (Ex): A schooled bard leads a busy life. He entertains crowds, heals the sick, leads adventuring parties down dangerous paths, and - more often than not - saves damsels in distress. It is hard to be an expert on everything and keep up on the latest spells. Luckily, a schooled bard doesn't just pick up juicy rumors in crowds and interesting insights from his surroundings. He can learn new spells by watching others cast them, spells a bard normally couldn't cast.

At 4th level, a schooled bard can attempt to learn spells he witnesses. Whenever a schooled bard sees and hears a o-level arcane or divine spell being cast, he may make a Spellcraft check to identify the spell. If successful, he adds the spell to his spells known until the next time he gains new spells. A schooled bard treats any spell he learns in this manner as a 1st level bard spell. A schooled bard can use influence and inspiration to learn one spell at a time. If he learns another spell using influence and inspiration, he immediately loses any other spell learned in this way. A spell learned in this manner is above and beyond the normal number of spells the schooled bard knows.

Starting at 7th level, a schooled bard can use influence and inspiration to learn 1st level spells as 2nd level bard spells. At 10th level, he can also learn 2nd level spells as 3rd level bard spells; at 13th level, 3rd level spells as 4th level bard spells; at 16th level, 4th level spells as 5th level bard spells. Finally, at 19th level, he can also learn 5th level spells as 6th level bard spells.

Encore (Ex): A good performer caters to his audience. Beginning at 11th level, a schooled bard can maintain a bardic performance from the previous round without using up another round of his daily allotment of bardic performances. A schooled bard can use encore a number of times per day equal to his Charisma modifier.

Musical Oneness (Su): After a career of tapping into music's full magical potential, a schooled bard becomes a being of pure musical energy.

Beginning at 20th level, a schooled bard changes his type to outsider and becomes incorporeal. At will, he can turn into a being of color and light, or one of pitch darkness. A good bard radiates light as though the subject of a *daylight* spell. An evil bard absorbs light as though the subject of a *darkness* spell, however he ignores the concealment of any creatures within his lightless dome. Neutral bards may choose whether to create a light radius or a darkness radius when they activate musical oneness. Musical oneness can be activated and deactivated at will. Activating and deactivating musical oneness is an immediate action.

BARDIC SCHOOLS

Mesmerizing: Mesmerizing bards influence the mind with harmonics, like those from a flute. A mesmerizing bard with no ranks in any other bardic perform skills gains a +1 bonus to the DC of any mindaffecting spell he casts at 2nd level, and +1 to the DC of any mind-affecting bardic performances. The bonuses increase by an additional +1 for every six schooled bard levels thereafter (to a maximum of +4 at 20th level).

The mesmerizing bardic performances listed in Table 1-4 are described below.

Fascinate (Su): At 1st level, a bard with 1 or more ranks in the Perform (mesmerizing) skill can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or another danger prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mindaffecting ability. Fascinate relies on audible and visual components in order to function.

Flashback (Su): A bard with 1 or more ranks in the Perform (mesmerizing) skill can use his music to flood an enemy's mind with conjured memories. Targets must be within 30 feet of the bard and able to hear him play. For every three levels a bard attains beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the schooled bard cannot use flashback on that creature again for 24 hours. If its saving throw fails, the bard fills its mind with subconscious images and voices, distracting them in one of the following ways, chosen by the bard when he begins his performance:

- -1 to hit a specific target chosen by the bard.
- -1 to melee and ranged weapon damage.
- Target must make a concentration check (DC 10 + bard's Cha modifier) when casting their next spell. Failure negates the spell's effects.
- Penalty equal to the bard's Charisma modifier to a single skill of the bard's choice.
- -1 to a saving throw of the bard's choice.

TABLE 1-4: MESMERIZING BARDIC PERFORMANCES

Level	Performance						
1st	Fascinate						
1st	Flashback						
3rd	Snake Charm						
6th	Suggestion						
9th	Reinstruct						
12th	Entrancing Opponent						
15th	Haunting Flashback						
18th	Mass Suggestion						

The bard must choose the exact effect of the flashback before singing. All creatures targeted that fail their Will save suffer the same effect. If the bard wishes to alter the flashback effect, he must start a new bardic performance, and each affected creature gets to make another saving throw.

Flashback is an enchantment (compulsion), mind-affecting ability.

Snake Charm (Su): A bard with 3 or more ranks in the Perform (mesmerizing) skill can use his music to calm and influence animals. Snake charm works exactly like a Handle Animal skill check, except the bard makes a Perform (mesmerizing) check instead. Snake Charm is an enchantment (compulsion), mind-affecting ability.

Suggestion (Sp): A bard with 6 or more ranks in the Perform (mesmerizing) skill can make a suggestion (as the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a suggestion does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature.

Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Reinstruct (Su): A bard with 9 or more ranks in the Perform (mesmerizing) skill can use his music to influence many creatures typically immune to mind-affecting effects.

At 9th level, a bard can affect constructs and plant creatures with the fascinate and flashback bardic performances. At 12th level, he can affect constructs and plant creatures with the suggestion bardic performances and can affect mindless undead with the fascinate and flashback bardic performances. At 15th level, he can affect constructs and plant creatures with the entrancing opponent bardic performances and can affect mindless undead with the suggestion bardic performances. At 18th level, he can affect mindless undead with the entrancing opponent bardic performances.

Entrancing Opponent (Su): A bard with 12 or more ranks in the Perform (mesmerizing) skill can use his magic to obscure an ally behind a distracting rhythm. The ally must be within 60 feet of the bard.

The target of entrancing opponent gains concealment against the attacks of any opponent that can hear the bard play.

Haunting Flashback (Su): A bard with 15 or more ranks in the Perform (mesmerizing) skill can use his music to force painful memories upon an opponent. A target must be within 30 feet of the bard and able to hear him play.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot use haunting flashback on that creature again for 24 hours. If its saving throw fails, horrible images and familiar screams distract the target in one of the following ways, chosen by the bard when he plays the song:

- Penalty equal to the bard's Charisma modifier to hit a specific target chosen by the bard.
- -1 to hit all targets.

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- Unable to score critical hits for the duration of the song's effect.
- Penalty equal to the bard's Charisma modifier to melee and ranged weapon damage.
- Target must make a concentration check (DC 20 + bard's Charisma modifier) when casting their next spell. Failure negates the spell's effects.
- Target must make a concentration check (DC 10 + bard's Charisma modifier) when casting spells for the duration of the song's effect. Failure negates the spell's effects.
- Penalty equal to the bard's Charisma modifier on all skill checks made for the duration of the song's effects.
- Penalty equal to the bard's Charisma modifier to a saving throw of the bard's choice.
- -1 penalty to all saving throws for the duration of the song's affect.

The bard must choose the exact effect of the haunting flashback before singing. If he wishes to alter the haunting flashback effect, he must expend an additional use of his bardic music. The target gets to make another saving throw.

Haunting Flashback is an enchantment (compulsion), mind-affecting ability.

Mass Suggestion (Sp): This ability functions just like suggestion, but allows a bard with 18 or more ranks in the Perform (mesmerizing) skill to make a suggestion simultaneously to any number of creatures that he has already fascinated.

Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.

Minstrel: A minstrel bard likes spirited string instruments like the lute or fiddle. A bard with no ranks in any other bardic perform skills gains a +1 bonus to his caster level at 2nd level, and a further +1 every six levels thereafter. This bonus does not grant new spells known or spells per day as though he had gone up a level.

The minstrel bardic performances listed in Table 1-5 are described below.

Countersong (Su): A bard with 1 or more ranks in the Perform (minstrel) skill to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (minstrel) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or languagedependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Musical Curing (Su): A bard with 1 or more ranks in the Perform (minstrel) skill can use his music to cure an ally's wounds. Musical curing cures hit points of damage equal to the bard's class level multiplied by his Charisma bonus to a single target within 30 feet.

Rejuvenate (Su): A bard with 3 or more ranks in the Perform (minstrel) skill can use his music to refresh

TABLE 1-5: MINSTREL BARDICPERFORMANCES

Level	Performance						
1st	Countersong						
1st	Musical Curing						
3rd	Rejuvenate						
6th	Stabilize						
9th	Remove Blindness						
12th	Song of Freedom						
15th	Musical Healing						
18th	Death Ward						

tired allies. Allies within 30 feet of the bard regain hit points as though they had just slept for 8 hours and are no longer fatigued or exhausted.

Allies gain no further benefits of eight hours of sleep, such as the chance to memorize new spells or new uses of abilities limited to daily uses.

Stabilize (Su): A bard with 6 or more ranks in the Perform (minstrel) skill can use his music to prevent a dying ally's condition from worsening. All currently dying allies within 30 feet of the bard immediately stabilize. No hit points are gained. This song has no affect on conscious, dead, or stable characters.

Remove Blindness (Sp): A bard with 9 or more ranks in the Perform (minstrel) skill can remove blindness (as the spell *remove blindness/deafness*). Using this song requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. Remove blindness only uses up one round of bardic performance per use.

Song of Freedom (Sp): A bard with 12 or more ranks in the Perform (minstrel) skill can use music to create an effect equivalent to the *break enchantment* spell (caster level equals bard class level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard cannot use song of freedom on himself. Song of freedom only uses up one round of bardic performance per use.

Musical Healing (Su): A bard with 15 ranks or more in the Perform (minstrel) skill can use music to cure the wounds of his allies. All allies within 30 feet of the bard immediately regain hit points equal to the bard's class level plus his Charisma modifier.

Death Ward (Sp): A bard with 18 or more ranks in the Perform (minstrel) skill can protect his allies from the effects of negative levels (as the spell *death ward*). All allies within 30 feet of the bard are immune to all death spells, magical death effects, energy drain, and any negative energy effects for as long as they hear the minstrel bard's music and five rounds thereafter.

Rousing: Rousing bards don't need an instrument, favoring their own powerful voices. A rousing bard with no ranks in any other bardic perform skill grants allies within 30 feet (not counting himself) a +1 bonus to Will saves at 2nd level, and a further +1 every six levels thereafter.

The rousing bardic performances listed in Table 1-6 are described below.

Inspire Competence (Su): A bard with 1 or more ranks in the Perform (rousing) skill can use his speech or poetics to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain

TABLE 1-6: ROUSING BARDIC PERFORMANCES

Level	Performance
1st	Inspire Competence
1st	On Your Toes!
3rd	Charge!
6th	Heated Negotiations
9th	Onward!
12th	Devastating Effectiveness
15th	Snap Out of It!
18th	Inspire Excellence

uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard cannot inspire competence in himself.

Inspire competence relies on audible components.

On Your Toes! (Su): A bard with 1 or more ranks in the Perform (rousing) skill can use his speech or poetics to combat-ready his allies. To be affected, an ally must be able to hear the bard sing.

All affected allies are no longer considered flatfooted. This song has no affect on allies that are not flatfooted.

On your toes is a mind-affecting ability.

Charge! (*Su*): A bard with 3 or more ranks in the Perform (rousing) skill can use his speech or poetics to increase the effectiveness of his and his allies' charges. To be affected, an ally must be able to hear the bard sing.

Affected allies add the bard's Charisma modifier to their attack roll when charging instead of the normal +2. They still suffer a -2 penalty to armor class for charging.

Charge is a mind-affecting ability.

Heated Negotiator (Su): A bard with 6 or more ranks in the Perform (rousing) skill can use his speech or poetics to punctuate an argument dramatically. The bard (or an ally within 30 feet that can hear the bard) adds the bard's bard level to the next Charisma-based skill check they make.

Onward! (Su): A bard with 9 or more ranks in the Perform (rousing) skill can use his speech or poetics to increase the tactical movement of his allies. To be affected, an ally must be able to hear the bard sing. Affected allies add 10 feet to their movement.

Onward is a mind-affecting ability.

Devastating Effectiveness (Su): A bard with 12 or more ranks in the Perform (rousing) skill can use his speech or poetics to make his allies' devastating blows more devastating. To be affected, an ally must be able to hear the bard sing.

Affected allies add the bard's Charisma modifier to their rolls to confirm critical hits.

Snap Out Of It! (Sp): A bard with 15 or more ranks in the Perform (rousing) skill can use his speech or poetics to create an effect equivalent to the *break enchantment* spell (caster level equals the bard's class level), with limitations. This song only frees a single target within 30 feet affected by enchantment spells, not transmutations or curses.

Inspire Excellence (Su): A bard with 18 or more ranks in the Perform (rousing) skill can use his speech or poetics to inspire excellence in himself and all allies around him. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing.

Affected allies gain a +4 morale bonus to the ability score of their choice.

Inspire excellence is a mind-affecting ability.

Sentry: Sentry bards favor instruments that are easy to play and can be heard from great distances, like the horn. A sentry bard with no ranks in any other bardic perform skill gains a +1 bonus to Stealth and Survival skill checks at 2nd level, and a further +1 every six levels thereafter.

The sentry bardic performances listed in Table 1-7 are described below.

Warning (Su): A bard with 1 or more ranks the Perform (sentry) skill can use music to alert his allies of impending danger. To be affected, an ally must be able to hear the bard sing. An affected ally receives a +1 morale bonus on initiative checks.

Warning can be used as an immediate action. A bard can not use another song on the same turn he uses warning.

Natural Ambiance (Su): A bard with 1 or more ranks the Perform (sentry) skill can use music to mask his allies' movement behind a cover of noises appropriate for the environment. This song can affect a number of targets equal to the bard's class level. The bard must make a Perform (sentry) check opposed by each target's Sense Motive skill check. Any target that fails the opposed check takes a penalty to Perception skill checks equal to the bard's Charisma modifier.

Pack Signal (Su): A bard with 3 or more ranks in the Perform (sentry) skill can use music to help his allies coordinate attacks. Allies must be within 30 feet and able to hear the bard. The bard must be able to see the allies.

Affected allies gain a bonus to hit equal to the bard's Charisma modifier.

Battle Rhythm (Su): A bard with 6 or more ranks in the Perform (sentry) skill can use music to improve the intensity of allies' attacks. Allies must be within 30 feet and able to hear and see the bard.

Affected allies gain a bonus equal to the bard's Charisma modifier to weapon and weapon-like spell damage.

Inspire Greatness (Su): A bard with 9 or more ranks in the Perform (sentry) skill can use music to

TABLE 1-7: SENTRY BARDIC PERFORMANCES

Level	Performance							
1st	Warning							
1st	Natural Ambiance							
3rd	Pack Signal							
6th	Battle Rhythm							
9th	Inspire Greatness							
12th	Hyena Cackle							
15th	Echolocation							
18th	Terrifying Howl							

inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels the bard attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the bard. A creature inspired with greatness gains 2 bonus hit dice, the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus hit dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus hit dice count as regular hit dice for determining the effect of spells that are hit dice dependent.

Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Hyena Cackle (Su): A bard with 12 or more ranks in the Perform (sentry) skill can use music to inspire allies and demoralize enemies. Targets must be within 30 feet and able to hear the bard.

Affected allies gain a moral bonus to hit and saving throws equal to the bard's Charisma modifier, while affected enemies suffer a moral penalty to hit and saving throws equal to the bard's Charisma modifier. Each enemy creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect.

Hyena cackle is a mind-affecting fear effect.

Echolocation (Su): A bard with 15 or more ranks in the Perform (sentry) skill can use music to help an ally locate objects and enemies. The ally must be within 30 feet and able to hear the bard. The bard must also be able to see the ally.

The ally gains blindsight and can see any objects or beings that are *invisible* within the bard's range of vision, as if they weren't invisible.

Terrifying Howl (Su): A bard with 18 or more ranks in the Perform (sentry) skill can use music to chill his enemies to the bone. Enemies must be within 30 feet and able to hear the bard.

Affected enemies will cower in fear upon hearing a terrifying howl. Each creature within range receives a

Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect.

Terrifying howl is a mind-affecting fear effect.

Warchant: Warchant bards favor drums and other percussion instruments. A warchant bard with no ranks in any other bardic perform skill gains a +1 bonus to Fortitude saves at 2nd level, and a further +1 every six levels thereafter.

The warchant bardic performances listed in Table 1-8 are described below.

Inspire Courage (Su): A bard with 1 or more ranks in the Perform (warchant) skill can use music to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level.

Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Provoke Cowardice (Su): A bard with 1 or more ranks in the Perform (warchant) skill can use music to provoke cowardice in his enemies, disheartening them against fear effects and hindering their combat abilities. To be affected, a creature must be able to perceive the bard's performance. An affected creature receives a -1 penalty on saving throws against charm and fear effects and a -1 penalty on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this penalty increases by -1, to a maximum of -4 at 17th level.

Provoke cowardice is a mind-affecting ability. Provoke cowardice can use audible or visual components. The bard must choose which component to use when starting his performance.

Sonic Boom (Su): A bard with 3 or more ranks in the Perform (warchant) skill can use music to produce an ear splitting blast of sonic energy. Sonic boom is a ranged touch attack that deals 1d8 points of damage + the bard's Charisma modifier. The target of this song must make a Fortitude save against a DC set by the bard's Perform check, or become dazed for 1 round.

The damage increases by 1d8 at 7th level and every five levels thereafter (2d8 at 7th, 3d8 at 12th, and finally 4d8 at 17th). Sonic boom counts as a weapon-like spell for the purpose of applying feats.

Inspire Valor (Su): A bard with 6 or more ranks in the Perform (warchant) skill can use music to inspire valorous heights in his allies. To be affected, an ally must be able to hear the bard sing. Affected allies are immune to fear effects and act normally when below o hit points but are not dead. They do not need to make a Constitution check each round to avoid losing

TABLE 1-8: WARCHANT BARDIC PERFORMANCES

Level	Performance
1st	Inspire Courage
1st	Provoke Cowardice
3rd	Sonic Boom
6th	Inspire Valor
9th	Sonic Circle
12th	Provoke Despair
15th	Inspire Heroics
18th	Provoke Terror

additional hit points. If their negative hit points are equal to or greater than their Constitution score, they immediately die.

Inspire valor is a mind-affecting ability.

Sonic Bubble (Su): A bard with 9 or more ranks in the Perform (warchant) skill can use music to surround himself or an ally within 30 feet with sonic energy. Sonic bubble provides the target with a deflection bonus to AC equal to the bard's Charisma modifier.

Provoke Despair (Su): A bard with 12 or more ranks in the Perform (warchant) skill can use music to provoke despair in a single enemy within 30 feet. Whenever the target of this song takes damage, they must make a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Each failed save increases the character's state of fear by one: from normal to shaken, shaken to frightened, frightened to panicked. On any round the target does not take damage, they may make a Will save as a standard action to lessen their condition by one state of fear. Failing this save does not increase the character's state of fear.

Provoke despair is a mind-affecting fear effect that stacks with other fear effects.

Inspire Heroics (Su): A bard with 15 or more ranks in the Perform (warchant) skill can inspire tremendous heroism in himself or a single ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in an additional creature. To inspire heroics, all of the targets must be able to see and hear the bard. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the performance.

Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Provoke Terror (Su): This song functions like provoke despair, above, except that a bard with 18 or more ranks in the Perform (warchant) skill can use music to simultaneously affect all enemies within 30 feet.

Provoke terror is a mind-affecting fear effect that stacks with other fear effects.

CHAPTER 2 - PRESTIGE CLASSES



"There sure are a lot of things out there that want to kill you."

– Flynn Dielle, on bringing enough ammunition.

A fter spending time out in the wild, adventurers tend to find their niche. Although the strategist's belief in keeping options open remains, there are certain directions an adventurer's career can only take after a deliberate series of steps. Qualifying for a prestige class can be like finding a rare gem. Whether you stumble across it or dedicate yourself to its pursuit, once you find this gem, it is hard to resist taking it.

ARMOR BONDED

Warriors have special connections with their armor, a relationship comparable to that they have with their fellow party members. Every nick and stain represents a story of triumph or a lesson learned, and to clean or buff out these imperfections would be to throw out a badge of honor. Some warriors take this relationship to a higher level, forging an arcane pact with their armor that renders man and metal inseparable. Such dedicated warriors are known as armor bonded.

At first the bond is simply a pact the warrior makes

with his armor. Before long, the ritual is complete and the armor becomes the warrior's skin. Armor bonded commonly wear loose clothing on top of their armor to avoid feeling naked. They give up part of their humanity to become men and women of living steel. At a distance, they can be mistaken for constructs, but up close their eyes display the thoughts of intelligent creatures.

Fighters, clerics of the Metal, Protection, Strength, or War domains, barbarians in medium armor, and most other warrior classes are the most common armor bonded, as they are all likely still alive thanks to their armor. Paladins rarely become armor bonded because the end result distances them from their humanity. Some multiclassing wizards or sorcerers enjoy the reduction in armor check penalty but have a hard time meeting the prerequisites. Few other classes wear heavy enough armor to qualify.

Role: As living suits of armor, armor bonded are prototypical warriors and well-suited for front-line melee combat or guarding spellcasters.

Alignment: There is no moral or ethical trend among armor bonded. Good armor bonded undergo the ritual as an altruistic gesture. Neutral armor bonded feel safe with thick metal skin. Evil armor bonded seek immortality.

Hit Die: d10.

TABLE 2-1: ARMOR BONDED

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Within the shell
2nd	+2	+1	+1	+1	One with the armor
3rd	+3	+2	+1	+1	Flexible steel
4th	+4	+2	+1	+1	Enchantment ritual
5th	+5	+3	+2	+2	A second skin
6th	+6	+3	+2	+2	Graft
7th	+7	+4	+2	+2	Graft
8th	+8	+4	+3	+3	Graft
9th	+9	+5	+3	+3	Graft
10th	+10	+5	+3	+3	Graft

REQUIREMENTS

To qualify to become an armor bonded, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Craft (Armorsmithing) 4 ranks.

Feats: Armor Proficiency (medium).

Special: The character must have worn the suit of masterwork medium or heavy armor they are bonding with for at least the last two levels of experience.

The ritual to bond a character to her armor (which is performed at 1st level) takes 24 hours and costs 100 gp per armor bonus the suit provides.

CLASS SKILLS

The armor bonded's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the armor bonded prestige class.

Weapon and Armor Proficiency: An armor bonded is proficient with all simple and martial weapons and with all armor (light, medium, and heavy) and shields (including tower shields).

Within the Shell (Ex): Common activities are no longer uncomfortable for an armor bonded to perform while armored. When eating, his helm opens to grant access to his mouth. When sleeping, a cushion lines the armor's interior. When performing delicate hand gestures, his gauntlets fit snugly. Armor check penalties are lessened by 2 for all skill checks, except Swim, to a minimum of 1. Arcane spell failure is lessened by 15%, to a minimum of 0%. So an armor bonded with masterwork breastplate incurs a -1 armor check penalty rather than the normal -3, and a 10% arcane spell failure rather than the normal 25%. Finally, an armor bonded is no longer fatigued after sleeping in medium or heavy armor. These benefits only apply when wearing the armor to which he is bonded.

One with the Armor (Ex): At 2nd level, an armor bonded's armor becomes form fitting to the point of being skin tight. His base land speed is no longer reduced while wearing bonded armor.

Flexible Steel (Ex): Beginning at 3rd level, an armor bonded adds his class level to his armor's maximum dexterity modifier.

Enchantment Ritual (Ex): At 4th level, the bonding has magical benefits. An armor bonded's armor gains an armor special ability worth up to 4000 gp. This special ability only applies when the armor bonded wears the armor to which he is bonded.

A Second Skin (Ex): At 5th level, the bonding's effect on the armor bonded is no longer superficial. Armor and armor bonded are now inseparable. It is to him a layer of skin, taking on his features and body type. There are spells and grafts that can imitate his former appearance, but that is no longer how he looks. An armor bonded adds the weight of his armor to his previous weight. His armor no longer counts when determining load. An armor bonded's armor may still be enchanted normally. Although he may wear enchanted clothing on top of his armor, an armor bonded may not don another suit of armor.

Graft: Beginning at 6th level, an armor bonded's relationship with his armor grants him abilities that are the envy of most warriors. His armor evolves thanks to magical grafts exclusively available to those who have finished the bonding ritual and grown accustomed to how it affects their lives. Any graft can be taken at any level between 6th and 10th, provided all prerequisites are met. Once a graft is taken, it cannot be changed except with a wish spell.

Agility Graft (Ex): This graft grants a +2 enhancement bonus to Dexterity. It can be taken twice, for a total +4 bonus to Dexterity.

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Chain Whip (Ex): An armor bonded who selects this graft can, as an attack action, make a trip attack with a 10-foot reach. This graft is available only to those armor bonded who are bound to suits of chainmail.

Choke Chain (Ex): An armor bonded who chooses this graft receives a +2 bonus on checks made to strangle a foe (see Chapter 4). This graft can be taken twice, for a total +4 bonus to strangle combat maneuvers. This graft is available only to those armor bonded who are bound to suits of chainmail.

Crashdown (Ex): The body of an armor bonded with this graft absorbs damage he suffers from a fall and releases it against those around him. An armor bonded gains DR 25 against damage from falling any height. In addition, the impact of the landing creates powerful tremors. Anyone within a 10-foot radius centered on the armor bonded takes 1d6 damage per 10 feet the armor bonded fell.

Damage Reduction (Ex): An armor bonded who selects this graft gains DR 5/-. This graft can be taken twice for a total of DR 10/-

Energy Conductor (Su): Ideal for armored casters looking to enhance their magical output, whenever an armor bonded with the energy conductor graft casts a spell of a chosen energy type, he deals an additional 1d6 damage to each target of the spell, even if the spell does not normally deal damage. Activating energy conductor is a swift action that does not provoke attacks



of opportunity. This graft can be taken twice, either to increase the damage of a single energy type to 2d6, or to choose a second energy type.

Energy Resistance (Ex): The metal skin of an armor bonded who chooses this graft protects him from a certain amount of damage from energy. He gains energy resistance 10 against a chosen energy type. This graft can be taken twice, either to increase the energy resistance of a single energy type to 20, or to choose a second energy type.

Fleshsteel (Sp): An armor bonded who selects this graft can cast *alter self* as the spell a number of times per day equal to his Constitution modifier, with a caster level equal to his class level. Prerequisite graft: Old Face.

Girth (Ex): This graft grants the armor bonded a +1 armor bonus to his AC. Girth can be taken five times for a total of +5 armor bonus to AC.

Health Graft (Ex): An armor bonded who selects this graft gains a +2 enhancement bonus to Constitution. This graft can be taken twice, for a total +4 enhancement bonus to Constitution.

Horns (Ex): Choosing this graft causes bull-like horns to grow out the sides of the armor bonded's head. The horns deal an additional 1d6 damage on a successful charge.

Limber (Ex): Some armor bonded wish to be better able to dodge spell effects and keep their balance. Those selecting this graft gain a +1 bonus to Reflex saves. This graft can be taken twice for a total +2 bonus to Reflex saves.

Metal Veins (Ex): This graft takes the bonding ritual a step further than most, and the armor bonded gives up his humanity entirely to become even more like a walking suit of armor. He gains the Construct type. Because he still has a fraction of his mortality, spells that restore hit points still affect him, but restore only half as many hit points.

Old Face (Sp): An armor bonded who selects this graft can give his metallic face the color and apparent texture of his face from before he completed the bonding ritual. Old face is a standard action and requires concentration to maintain. An armor bonded suffers a -1 penalty to AC as long as he maintains his old face.

Power Graft (Ex): This graft grants a + 2 enhancement bonus to Strength. Power graft can be taken twice, for a total +4 enhancement bonus to Strength.

Retractable Weapon (Ex): Just as an armor bonded holds a place close to his heart for his armor, he holds a place for his weapon as well. An armor bonded who selects this graft gains Quick Draw as a bonus feat.

Rumble Legs (Ex): When an armor bonded with this graft successfully charges, he may attempt to trip his opponent as a swift action.

Shield Graft (Ex): Forming a shield out of his plates, an armor bonded who selects this graft gains a +2 shield bonus to AC. This graft can be taken twice, for a total

+4 shield bonus to AC. This graft is available only to those armor bonded who are bound to suits of half- or full-plate.

Smoke (Su): As a move action, an armor bonded with this graft can gain concealment at will for a number of rounds per day equal to his Constitution modifier. These rounds need not be consecutive.

Spike Shooter (Ex): An armor bonded who selects this graft can launch up to three steel spikes per round as a full attack. Each spike launched deals one point of nonlethal damage to the armor bonded. Treat these spikes in every other way as darts. This graft is available only to those armor bonded who are bound to suits of armor to which spikes have been added.

Thick Skin (Ex): This graft gains a +1 bonus to Fortitude saves. Thick skin can be taken twice for a total +2 bonus to Fortitude saves.

Wings, Lesser (Ex): Two bone-like metal shafts sprout from the back of an armor bonded who selects this graft. A mesh between then creates a bat-like wing, although not a very effective one. An armor bonded with this graft can *feather fall* as the spell at will.

Wings (Ex): The mesh fills out and can support a load. An armor bonded who selects this graft gains a fly speed of 40 feet with average maneuverability and adds Fly to his list of class skills. Prerequisite graft: Wings, Lesser.

domain, sacrifice their higher level sorcerer spells in favor of even more access to lower level sorcerer spells.

Role: Although the source of their magic is unusual, a blood caster still feels the role of an arcanist, and serves a party as any wizard or sorcerer would.

Alignment: The dangers inherent in turning one's own blood to magic scare off most rational adventurers. Blood casters tend to be chaotic, with a large portion of them chaotic neutral.

Hit Die: d6.

REQUIREMENTS

To qualify to become a blood caster, a character must fulfill all the following criteria.

Feats: Toughness.

Spells: Able to spontaneously cast 3rd level arcane spells.

CLASS SKILLS

The blood caster's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

BLOOD CASTER

The luckier wielders of the arcane arts forgo the years of studying ancient tombs and mastering subtle finger flicks and exact annunciation. They are born tapped into the unknown from which magic is generated. These spontaneous casters often credit their bloodline with this innate gift. Blood casters believe that it is the blood itself that holds the power.

Blood casters do not just feel magic within their veins, they channel it. Sometimes called sanguinists or sanguinomancers, these masochist mages are willing to drain their own life energy, converting it into magic. Particularly skilled blood casters can even sacrifice spells to heal their wounds. Teamed with an attentive healer, a blood caster can cast a nearly unlimited number of spells.

Sorcerers make up almost all blood casters. No other spontaneous arcanists have the same depth of spells available to them and therefore the risks to body and mental stability are too great. Sorcerer/clerics, particularly those who worship gods with the magic All of the following are class features of the blood caster prestige class.

Weapon and Armor Proficiency: Blood casters are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a blood caster's gestures, which can cause their spells with somatic components to fail.

Spells per Day: At each level above 1st except 5th and 7th, a blood caster gains new spells per day, spells known, and an increase in caster level as if she had also gained a level in whatever arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one arcane spellcasting class before becoming a blood caster, she must decide to which class to add each level of blood caster for the purpose of determining spells per day.

Blood to Magic (Su): A blood caster can sacrifice hit points to gain new spells per day. For every hit point sacrificed, she gains a blood point. Sacrificing hit points for blood points is a move action

TABLE 2-2: BLOOD CASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Blood to magic	-
2nd	+1	+1	+1	+1	Blood siphon	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+2	Patch light wounds	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+2	Magic to blood	+1 level of existing arcane spellcasting class
5th	+2	+2	+2	+3	Damage reduction 5/-	-
6th	+3	+2	+2	+3	Patch moderate wounds	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+4	Tenacity	-
8th	+4	+3	+3	+4	Spell siphon	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+5	Patch serious wounds	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+5	Damage reduction 10/-	+1 level of existing arcane spellcasting class

that does not provoke attacks of opportunity. Blood points last 1 round/class level. Any number of hit points up to her Constitution score can be sacrificed each day. Blood points can be spent to cast additional spells per day. The cost in blood points of casting a spell depends on the spell's level (see Table 2-3). A blood caster cannot use blood points to cast a spell of higher level than she can normally cast, nor can she use blood points to cast spells she does not know.

Blood Siphon (Su): The blood of a blood caster is not the only blood that can be turned into magic. Beginning at 2nd level, a blood caster can deliver a touch attack that drains hit points equal to her class level. These hit points are instantly converted into blood points. If the target is not a spontaneous arcane spellcaster, its blood is less potent and the blood points only last until the end of the blood caster's next turn.

Patch Light Wounds (Sp): Because blood casters have a better understanding of how the body works, they have access to some spells that elude most arcane casters. Beginning at 3rd level, once per day a blood caster can sacrifice a spell slot of 1st level or higher to cast *cure light wounds* on herself.

Magic to Blood (Su): Beginning at 4th level, a blood caster can sacrifice spell slots to heal lost hit points. Sacrificing a spell slot is an immediate action that does not provoke attacks of opportunity. A sacrificed spell slot heals a number of hit points equal to the level of the spell slot sacrificed.

Damage Reduction (Ex): Sacrificing blood for magic is an unnatural process. The body reacts to it in the only way it knows how: scabbing. This magic-based scabbing makes the body tougher, allowing blood casters to absorb more damage than usual. Beginning at 5th level, a blood caster gains DR 5/-. This increases to DR 10/- at 10th level.

Patch Moderate Wounds (Sp): Beginning at 6th level, once per day a blood caster can sacrifice a spell slot of 3rd level or higher to cast *cure moderate*

TABLE 2-3: BLOOD POINTS COST BY SPELL LEVEL

Spell Level	1	2	3	4	5	6	7	8	9
Blood Point Cost	1	3	5	7	9	11	13	15	17

wounds on herself. Patch moderate wounds does not replace patch light wounds, it is in addition to it.

Tenacity (Ex): Regular sacrifice of blood is hard on a body, and that body gets harder as a result. Beginning at 7th level, a blood caster can inflict nonlethal damage on herself to create bruise points. Bruise points work like blood points but they are far less effective. Suffering nonlethal damage for bruise points is a move action that does not provoke attacks of opportunity. Any number of nonlethal damage up to the blood caster's Constitution score can be suffered each day. Bruise points last 1 round. The cost of casting a spell with bruise points is twice the cost in blood points found in Table 2-3. A blood caster can only use bruise points to cast a spell five levels lower than the highest level spell she can cast.

Spell Siphon (Su): A blood caster can sacrifice the spells of another arcane caster to heal lost hit points. Beginning at 8th level, once per day a blood caster can deliver a touch attack that drains a spell from a target arcane spellcaster. On a successful touch attack, roll 1d6. This is the level of spell drained. A siphoned spell or spell slot heals a number of hit points equal to twice the level of the spell siphoned. If the target is not a spontaneous caster, randomly determine the spell the caster loses. If the target is not a caster or is a caster who does not have a spell of the appropriate level left to cast, spell siphon has no effect.

Patch Serious Wounds (Sp): Beginning at 9th level, once per day a blood caster can sacrifice a spell slot of 6th level or higher to cast *cure serious wounds* upon herself. Patch serious wounds does not replace patch light wounds or patch moderate wounds, it is in addition to them.

BUTCHER

In civilization, a butcher is a noble profession. Handling the cutting and sorting of animal body parts lets the squeamish and less skilled with anatomy still enjoy a nice cut of meat. Visiting the town butcher can be a very pleasant afternoon outing. However, in the ruthless lands of the deep jungle or dank dungeon, there is nothing pleasant or noble about anyone going by the name "butcher". Out where it is lawless, a butcher severs limbs to do away with opponents, sometimes leaving a foe alive to fend for itself, armless and legless.

Butchers are particularly scary people because of the intelligence they possess. Anyone can swing a blade in another's direction and cut off a few fingers and maybe a hand. A butcher studies how bodies work, how they hold together. They know how to take a body apart.

Butchers are all at least part rogue in order to qualify for the class. Most are fighter/rogues. As brutal as the butcher prestige class may seem, its qualifications are not easy to meet. Rogues have the skill points and fighters have the base attack bonus to meet the prerequisite. Some clerics/rogues and paladin/rogues consider systematically amputating opponents more merciful than killing them, particularly those with access to *regenerate* spells.

Role: Butchers thrive within striking distance of the limbs of their foes. However, their understanding of how the body works also makes them reliable secondary healers.

Alignment: Although most adventurers would sever a foe's limb if they had to, choosing to specialize in the amputation of one's enemies requires a devoted mind to justify. Very few butchers are neutral, with a significant portion favoring lawful evil.

Hit Die: d8.

REQUIREMENTS

To qualify to become a butcher, a character must fulfill all the following criteria.

Base Attack Bonus: +6. Skills: Heal 5 ranks. Feats: Improved Sever Limb (see Chapter 3). Special: Sneak attack +1d6.

CLASS SKILLS

The butcher's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Profession (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the butcher prestige class.

Weapon and Armor Proficiency: Butchers are proficient with all simple and martial weapons, and light armor.

Numbering Sever (Ex): A butcher's attack is precise, not like that of some amateur. When he successfully severs a limb, he deals nonlethal damage to his target, rolling his weapon's damage.

Second Chop (Ex): Even with his sharpened dismemberment skills, a butcher is not above making mistakes. He does, however, learn from them. Beginning at 2nd level, whenever a butcher successfully hits a target but fails to sever that target's limb, the DC to resist his next sever limb attack against the same limb of the same target increases by +2, stacking with each failed attempt.

Sickening Slice (Ex): With a flick of the wrist at just the right moment, a butcher can spray a stream of arterial blood into his target's face. Beginning at 3rd level, whenever a butcher successfully severs a limb, his target is sickened for 1d4 rounds by the spray of its own blood.

Painful Severing (Ex): Shock cannot protect this victim. Beginning at 4th level, a butcher gains Painful Severing as a bonus feat (see Chapter 3), even if he does not meet the requirements. If he already has Painful Severing, he may pick another feat.

Disarming Sever (Ex): No one ever accuses a butcher of having no sense of humor. A sick sense of humor, maybe. Beginning at 5th level, whenever a butcher severs an arm or a hand wielding a weapon, he can take that weapon in his off hand as a swift action. A butcher may take the weapon even if he wielded a one-

TABLE 2-4: BUTCHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+0	Numbing sever
2nd	+1	+1	+1	+1	Second chop
3rd	+2	+2	+1	+1	Sickening slice
4th	+3	+2	+1	+1	Painful severing
5th	+3	+3	+2	+2	Disarming sever
6th	+4	+3	+2	+2	Sever cleave
7th	+5	+4	+2	+2	Dazing slice
8th	+6	+4	+3	+3	Sever artery
9th	+6	+5	+3	+3	Double sever
10th	+7	+5	+3	+3	Stunning sever

handed weapon in two hands to sever the limb, but not if he is wielding a two-handed weapon, or his off hand is already occupied.

Sever Cleave (Ex): Beginning at 6th level, once per round when a butcher successfully severs a limb, he may make an immediate additional attack against his target using his highest base attack bonus.

Dazing Slice (Ex): A butcher knows everything about the way a body works, including where the nerves are. Beginning at 7th level, whenever a butcher successfully severs a limb, his target is dazed for 1 round (Will save DC 10 + $\frac{1}{2}$ butcher's class level + butcher's Int modifier to resist).

Sever Artery (Ex): Beginning at 8th level, a butcher may choose to sever an artery rather than a limb. A sever artery attack works exactly like a sever hand attack, except on a success the target takes 1 point of Constitution damage from blood loss. Creatures immune to critical hits are immune to the Constitution damage dealt by this attack.

Multi-Sever (Ex): A skilled butcher's quickness with a blade is only matched by his intuit understanding of how to lop off arms and legs. Beginning at 9th level, once per day a butcher may declare a multi-sever. On the round multi-sever is declared, a butcher may attempt to sever all of a target's limbs, up to his class level. A butcher may not sever artery or sever cleave on the same turn it multi-severs.

Stunning Slash (Ex): The nerve damage a butcher causes freezes his target in place. Beginning at 10th level, whenever a butcher successfully severs a limb, his target is stunned for 1 round.

<u>CROWD DISPLEASER</u>

There are people who perform for pleasure. There are others who perform for profit. There are some who perform to entertain. And then there are those who perform to annoy. They live for the boos, the hisses,

the rotten tomatoes flung their way.

Crowd displeasers thrive on the reactions of others. If they were funnier or had a more pleasant demeanor, maybe they would be satisfied merely making people happy. But no, inside of these rare performers is a wicked bend that thrives on the anguish of others; that wants to experience the full emotional range the average polite person keeps hidden. Annoyance, anger, hatred – these are to a crowd displeaser what a satchel full of scrolls is to a wizard.

Bards make up the majority of crowd displeasers, although some feel a few levels in fighter handy for when the masses turn violent. Rogues and chaotic clerics have been known to dabble in crowd displeasing in the name of their profession or their god. Sorcerers are sometimes flippant enough to give crowd displeasing a try. Most other classes would never dare waste their time deliberately angering people and can even be reluctant to party alongside a crowd displeaser.

Role: In combat, crowd displeasers weaken the resolve of their enemies, assuming uncommon leadership roles. Outside of combat, they are skill specialists, just like bards.

Alignment: It is hard to find a truly good person who can raise ire like a crowd displeaser. It is equally hard to find the logic in their behavior. Crowd displeasers tend to be chaotic neutral.

Hit Die: d8.

REQUIREMENTS

To qualify to become a crowd displeaser, a character must fulfill all the following criteria.

Skills: Perform (any) 7 ranks.

Spells: Able to cast 2nd level arcane spells.

Special: Bardic music class feature.

CLASS SKILLS

The crowd displeaser's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex),

TABLE 2-5: CROWD DISPLEA	\SER
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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+1	+1	Bardic music, raising ire	+1 level of existing arcane spellcasting class
2nd	+1	+1	+1	+1	Displeasing performance, bother	+1 level of existing arcane spellcasting class
3rd	+2	+1	+2	+2	Ridicule	+1 level of existing arcane spellcasting class
4th	+3	+1	+2	+2	Annoy	+1 level of existing arcane spellcasting class
5th	+3	+2	+3	+3	Bad vibes	+1 level of existing arcane spellcasting class
6th	+4	+2	+3	+3	Frustrate	+1 level of existing arcane spellcasting class
7th	+5	+2	+4	+4	Friendly teasing	+1 level of existing arcane spellcasting class
8th	+6	+3	+4	+4	Irritate	+1 level of existing arcane spellcasting class
9th	+6	+3	+5	+5	Off key	+1 level of existing arcane spellcasting class
10th	+7	+3	+5	+5	Infuriate	+1 level of existing arcane spellcasting class

Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the crowd displeaser prestige class.

Weapon and Armor Proficiency: A crowd displeaser is proficient with all simple weapons and light armor. A crowd displeaser can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a crowd displeaser wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (as most do). A multiclass crowd displeaser still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells per Day: At each level, a crowd displeaser gains new spells per day, spells known, and an increase in caster level as if she had also gained a level in whatever arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained. If she had more than one arcane spellcasting class before becoming a crowd displeaser, she must decide to which class to add each level of blood caster for the purpose of determining spells per day.

Bardic Music: A crowd displeaser's class levels stack with her bard levels when determining how often she can use her bardic performances and for setting the DC of her songs' saving throws. A crowd displeaser does not gain any additional class features, new bardic performances, or anything else associated with gaining a new level of bard.

Raising Ire (Su): A crowd displeaser gains a dodge bonus to AC and a resistance bonus to all saves equal to 2 per opponent targeting her. These bonuses begin as soon as she is targeted and last until the end of the turn after she is targeted. This includes melee attacks, ranged attacks, special attacks, spells and spell-like abilities (including summoning spells) that damage or target creatures (other than those cast by allies), and any other effect that overtly focuses on her. "Overtly" is left to the GM's discretion, but a good guideline for effects that would not be overt are those that are only perceived by whoever is creating the effect (like a paladin's detect evil ability or a rogue hiding in shadows to sneak attack). A crowd displeaser needs to know she is getting her audience's goat. If she can't see someone's reaction, a crowd displeaser does not benefit from raising their ire.

Displeasing Performance (Su): A displeasing performance is a type of bardic performance exclusive to crowd displeasers. Each displeasing performance distracts a target or targets, applying penalties and manipulating their behavior. In addition to bardic performances known, a crowd displeaser can learn the following displeasing performances. Displeasing performances work exactly like bardic performances and take up bardic performance uses.

Bother (Su): A crowd displeaser of 2nd level or higher can use her performance to bother a target. To be affected, a target must be able to hear the crowd displeaser. The target of bother suffers a -1 penalty to attacks and skill checks and must make a concentration check to cast any spell. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

Ridicule (Su): A crowd displeaser of 3rd level or higher can use her Perform skill to provoke an opponent into targeting her. To be affected,

the opponent must be able to hear the crowd displeaser. The effect lasts for as long as the opponent hears the crowd displeaser perform and for 5 rounds thereafter. The opponent cannot target anyone with an offensive attack or spell unless they target the crowd displeaser in whole or in part as well. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

Annoy (Su): A crowd displeaser of 4th level or higher can use her performance to annoy a target. A crowd displeaser can perform annoy within 5 rounds of performing bother without ending the effects of that performance. To be affected, a target must be able to hear the crowd displeaser. The target of annoy suffers a -2 penalty to attacks and skill checks and must make a concentration check to cast a spell any round they are not targeting the crowd displeaser. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

Bad Vibes (Su): A crowd displeaser of 5th level or higher can use her performance to slow a spellcaster's casting ability. To be affected, a target must be able to hear the crowd displeaser. The casting time of any spell the target casts is doubled: spells with a casting time of 1 free, swift, or immediate action are cast as a standard action; spells with a casting time of 1 standard action



are cast as a full round action; etc. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

Frustrate (Su): A crowd displeaser of 6th level or higher can use her performance to frustrate a target. A crowd displeaser can perform frustrate within 5 rounds of performing bother or annoy without ending the effects of those performances. To be affected, a target must be able to hear the crowd displeaser. The target of frustrate suffers a -3 penalty to attacks and skill checks and must make a concentration check to cast a spell any round they are not targeting the crowd displeaser. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

Friendly Teasing (Su): A crowd displeaser of 7th level or higher can use her performance to grant an ally, so driven to want to cause harm, an additional attack. To be affected, the ally must be able to hear the crowd displeaser. The effect lasts for as long as the ally hears the crowd displeaser perform and for 5 rounds thereafter. The target of friendly teasing gains an additional attack at the highest base attack bonus when making a full attack. This affect does not stack with other effects that grant extra attacks, such as the *haste* spell.

Irritate (Su): A crowd displeaser of 8th level or higher can use her performance to irritate a target. A crowd displeaser can perform irritate within 5 rounds of performing bother, annoy, or frustrate without ending the effects of those performances. To be affected, a target must be able to hear the crowd displeaser. The target of irritate suffers a -4 penalty to attacks and skill checks and must make a concentration check to cast a spell any round they are not targeting the crowd displeaser. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

Off Key (Su): A crowd displeaser of 9th level or higher can use her performance to stun targets. To be affected, targets must be able to hear the crowd displeaser and be within 30 feet of her. Any target that fails a Fortitude saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) is stunned for 1 round.

Infuriate (Su): A crowd displeaser of 10th level can use her performance to irritate a target. A crowd displeaser can perform infuriate within 5 rounds of performing bother, annoy, frustrate, or irritate without ending the effects of those performances. To be affected, a target must be able to hear the crowd displeaser. The target of irritate suffers a -5 penalty to attacks and skill checks and must make a concentration check to cast a spell any round they are not targeting the crowd displeaser. The target may make a Will saving throw (DC 10 + $\frac{1}{2}$ crowd displeaser's level + crowd displeaser's Cha modifier) each round to ignore the effect for that round.

DAREDEVIL

Part acrobat, part martial artist, daredevils rush headlong into combat with a death wish. At a glance they are under armored and unarmed, flying into danger with the apparent threat of a headless arrow. That is because a daredevil's armor is surprise and his weapon is his flailing body. He neuters opponents as quickly as possible and then turns the tables on his helpless enemies.

Monks make the best daredevils, already accustomed to combat without armor or weapons. Barbarians, fighters, and rogues who are willing to risk combat without armor make good daredevils, typically favoring the disarming daredevil maneuvers and wielding the stolen weapons against their owners. Rangers with combat-oriented animal companions liken many daredevil maneuvers to the tactics of short feral animals bringing their opponents down to size. Parcours comes in handy when fighting in forests.

Role: Daredevils are warriors who influence the battlefield. Their daredevil maneuvers do not directly harm their enemies like a blast of magic or blow from a weapon, but they render them vulnerable to such attacks.

Alignment: All stripes of daredevils exist. Daredevil maneuvers require deep concentration and exact movements, which tend toward the lawfully minded. Daredevils turn battlefields into circuses, which favors the chaotic. All adventurers appreciate advantages in combat.

Hit Die: d8.

REQUIREMENTS

To qualify to become a daredevil, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Acrobatics 6 ranks.

Feats: Improved Unarmed Strike, Toughness.

CLASS SKILLS

The daredevil's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the daredevil prestige class.

Weapon and Armor Proficiency: Daredevils are proficient with all simple weapons. They are not proficient with any type of armor or shield.

Bonus Feats: At 1st, 3rd, 6th, and 9th level a

daredevil may select a bonus feat. These feats must be taken from the following list: Improved Bull Rush; Improved Disarm; Improved Grapple; Improved Overrun; Improved Trip. The daredevil does not need to meet prerequisites for a bonus feat.

These bonus feats are in addition to the feats a character of any class gets from advancing levels. A daredevil is not limited to the above list when choosing these feats. A daredevil may choose any feat he meets the prerequisite for instead if he already has all these feats.

Trick Fighting (Ex): A daredevil substitutes his character level for his Base Attack Bonus when performing the following special attacks: charge; combat maneuvers, daredevil maneuvers (see below), and off-hand tactics (see Chapter 4).

Fast Movement (Ex): Beginning at 2nd level, a daredevil's land speed is faster than the norm for his race by +10 feet. This benefit applies only when wearing no armor, and not carrying a medium or heavy load. This bonus stacks with fast movement gained from another source, such as a class feature, feat, or spell. His speed increases another +10 feet at 7th level and another +10 feet at 10th level.

Elbow Strikes (Ex): A daredevil knows how to use every part of his body as a weapon. Beginning at 3rd level, a daredevil deals his unarmed strike damage when he successfully performs a combat maneuver.

Daredevil Maneuvers (Ex): Over time. daredevils learn and develop variations of the attacks they specialize in. Beginning at 4th level and every two



TABLE 2-6: DAREDEVIL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Bonus feat, trick fighting
2nd	+1	+1	+1	+1	Fast movement
3rd	+2	+2	+2	+1	Bonus feat, elbow strikes
4th	+3	+2	+2	+1	Daredevil maneuver
5th	+3	+3	+3	+2	Parcours
6th	+4	+3	+3	+2	Bonus feat, daredevil maneuver
7th	+5	+4	+4	+2	Fast movement
8th	+6	+4	+4	+3	Daredevil maneuver
9th	+6	+5	+5	+3	Bonus feat
10th	+7	+5	+5	+3	Daredevil maneuver, fast movement

levels thereafter, a daredevil learns one of the following daredevil maneuvers (if he meets the prerequisites).

Barreling Charge: After successfully bull rushing a target at least 15 feet, a daredevil who learns this maneuver can make a single attack as a swift action. He gains a +2 bonus on this attack. Prerequisite: Improved Bull Rush.

Bowl Over: After successfully bull rushing a target at least 5 feet, a daredevil who learns this maneuver can attempt to trip that target as a swift action. Prerequisites: Improved Bull Rush and Improved Trip.

Disarming Takedown: While grappling unarmed, a daredevil who learns this maneuver can make a disarm check as an immediate action against anyone he is grappling. Prerequisites: Improved Disarm and Improved Grapple

Hiptoss: When grappling unarmed, a daredevil who learns this maneuver may make a trip attack against anyone he is grappling as swift action. He can choose to end the grapple immediately with his opponent prone at his feet. Prerequisites: Improved Trip and Improved Grapple.

Swiping Leg Sweep: After successfully disarming an opponent, a daredevil who learns this maneuver can attempt to trip that opponent as a swift action. Prerequisites: Improved Disarm and Improved Trip.

Waffling Charge: After successfully hitting a melee attack at the end of a charge, a daredevil who learns this maneuver can choose to overrun that target. Prerequisite: Improved Overrun.

Weapon Shove: After successfully bull rushing a target at least 5 feet, a daredevil who learns this maneuver can attempt to disarm that target as a swift action. Prerequisites: Improved Bull Rush and Improved Disarm.

Parcours (Ex): The whole world seems a lot flatter to someone who can jump twice his height and roll off great falls. Beginning at 5th level, a daredevil ignores

the effects of difficult terrain and can make Acrobatics and Climb checks at full speed without penalty.

EXPERT FIGHTER

A non-combatant like a peasant, noble, or wizard who sees a fighter risking life and limb while raising arms might assume they only do it to defend themselves or that which they hold dear. They are wrong. Fighters raise arms in answer to a calling. Whereas any warrior can fight, a fighter masters it. But beyond even a fighter's dedication is the expert fighter.

Expert fighters learn to fight like they are unlocking their souls. Any day not fully dedicated to becoming the peak of warriordom is a day spent betraying themselves. To them life is a race and combat is the hurdles. Anyone who cannot make the jump falls behind.

Any class can qualify for this prestige class. Fighters qualify the fastest but are also most restricted by the prestige class's special requirement. The more dedicated a character is to being a combat monster, the more quickly they can qualify. Although spellcasters can qualify for the class, there is little reason to do so. Even multiclassing caster/warriors only benefit if they are willing to sacrifice three caster levels. Any warrior class benefits from this prestige class, but fighters benefit the most. Bear in mind that a character who takes levels in a prestige class they later no longer qualify for loses all benefits of the prestige class's class features.

Role: Like fighters, expert fighters are warriors. They can handle anything in combat fighters can, but on a larger scale.

Alignment: Good and evil can both benefit from the expert fighter's abilities, but chaotic adventurers rarely have the dedication needed to maintain the discipline required by the class.

Hit Die: d10

REQUIREMENTS

To qualify to become an expert fighter, a character must fulfill all the following criteria.

Feats: Five combat feats.

Special: All feats must be combat feats.

TABLE 2-7: EXPERT FIGHTER

Level	Base Attack Bonus		Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Bonus feat, fighter level
2nd	+2	+1	+1	+1	Bonus feat
3rd	+3	+2	+1	+1	Bonus feat

CLASS SKILLS

The expert fighter's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the expert fighter prestige class.

Weapon and Armor Proficiency: Expert fighters are proficient with all simple and martial weapons and with all armor (light, medium, and heavy) and shields (including tower shields).

Fighter Level: An expert fighter's class levels stack with her fighter class levels for the purposes of qualifying for feats and other prestige classes.



Bonus Feats: At every level, an expert fighter gets a bonus combat feat. An expert fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. An expert fighter is still limited to combat feats when choosing these feats.

HOLY STRIKER

Deities take infinite shapes and grant powers in infinite ways. Their faithful are mortals with finite perception and therefore translate how they understand their deity in more finite ways. Somewhere between those who gain power through their worship, like clerics, and those who express their worship through power, like paladins, are holy strikers.

Holy strikers are the mortals who are devoted to their deities but do not crusade in their name. They appreciate the power they receive through worship, but express this appreciation by continuing along the path that brought them to their deities' attention. Lawful neutral and neutral good deities typically have more holy striker worshippers than paladins because their neutrality does not couple well with the unwavering devotion of the paladin code.

Holy strikers are mostly clerics who multiclass as warriors. Although druids and paladins do meet the prerequisites, druid holy strikers sacrifice the advancement of their animal companions and wild shape abilities, and paladin holy strikers are somewhat redundant. Cleric/ barbarians, cleric/fighters, cleric/rangers, and cleric/rogues all benefit from the holy striker prestige class.

Role: Holy strikers are versatile in combat as self-sufficient warriors and battle-able healers.

Alignment: While there is a slight tendency among holy strikers toward lawful and good alignments, there are no alignment restrictions.

Hit Die: d8.

REQUIREMENTS

To qualify to become a holy striker, a character must fulfill all the following criteria.

Base Attack Bonus: +5. **Spells**: Ability to cast 2nd level divine spells.

TABLE 2-8: HOLY STRIKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Channel energy, cloth and armor 1	-
2nd	+1	+1	+1	+1	Bonus feat	+1 level of existing divine spellcasting class
3rd	+2	+2	+1	+2	Prayer of strength	+1 level of existing divine spellcasting class
4th	+3	+2	+1	+2	Cloth and armor 2	+1 level of existing divine spellcasting class
5th	+3	+3	+2	+3	Blessed weapon, bonus feat	-
6th	+4	+3	+2	+3	Godspeed	+1 level of existing divine spellcasting class
7th	+5	+4	+2	+4	Cloth and armor 3	+1 level of existing divine spellcasting class
8th	+6	+4	+3	+4	Bonus feat	+1 level of existing divine spellcasting class
9th	+6	+5	+3	+5	Prayer of dominance	+1 level of existing divine spellcasting class
10th	+7	+5	+3	+5	Cloth and armor 4	+1 level of existing divine spellcasting class

CLASS SKILLS

The holy striker's class skills are Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the holy striker prestige class.

Weapon and Armor Proficiency: Holy strikers are proficient with all simple weapons, with all types of armor (light, medium, and heavy), and with shields (except tower shields).

Spells per Day: At each level except 1st and 5th, a holy striker gains new spells per day and an increase in caster level as if he had also gained a level in divine spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If he had more than one divine spellcasting class before becoming a holy striker, he must decide to which class he adds the new level for purposes of determining spells per day.

Channel Energy (Su): If a holy striker gains channel energy as a class feature from another class he belongs to, his holy striker levels stack with the levels of that class for the purposes of determining how powerfully he channels energy. If the holy striker replaced channel energy with a variant class feature that is level dependent, his holy striker levels stack with the levels of the class that had channel energy. This does not give the holy striker the ability to channel energy if he does not already have this class feature from another class.

Cloth and Armor (Su): Deities repay devotion by lightening their worshippers' loads. Whenever a holy striker wields his holy symbol in one hand, his armor check penalty and maximum Dexterity bonus improve by 1 each. For example, a holy striker wearing non-masterwork full plate (armor check penalty -6, maximum Dexterity bonus +1) wielding his holy symbol



would have an armor check penalty of -5 and a maximum Dexterity bonus of +2. This bonus increases to 2 at 4th level and improves by 1 every three subsequent levels (3 at 7th level and 4 at 10th level).

Bonus Feats: At 2nd level and every three levels thereafter (5th and 8th), a holy striker gets a bonus combat feat. A holy striker must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. A holy striker is not limited to combat feats when choosing these feats.

Prayer of Strength (Sp): One can pray for the might to overcome physical obstacles. Beginning at 3rd level, as a full round action, a holy striker can pray for strength. The following round, he adds his Wisdom modifier to one Strength check or one Strength-based skill check.

Blessed Weapon (Su): Beginning at 5th level, a holy striker wielding his deity's favored weapon of masterwork quality treats it as a silver holy symbol.

Godspeed (Su): Beginning at 6th level, a holy striker wielding his deity's holy symbol may cast any domain spells with a normal casting time of 1 standard action, and cure (or inflict) spells (depending on his alignment), as a swift action. He may do this once per day per class level.

Prayer for Dominance (Su): Many an adventurer has prayed for support at a pivotal moment. Beginning at 9th level, once per day, as a full round action, a holy striker can pray for dominance. For a number of rounds equal to his Wisdom modifier, he gains a bonus to attacks equal to his class level.

IOUN ANGEL

As enigmatic as magic items are to magical laments, ioun stones are odd even to professional crafters of magic items. They grant the "wearer" unorthodox abilities and enhancements without being tied to related body slots, all by floating around their head. However, the rare few who understand the nature of ioun stones are able to unlock whole new powers.

Ioun angels have ioun stones floating so densely around their heads they appear to be halos. Eventually ioun angels can train their ioun stones to float around other parts of their bodies, tapping into further powers. This blur of multihued crystals orbiting all parts of a person's body is a spectacle of blinding beauty.

Any arcane spellcasting class can qualify for this prestige class and have a reason to take it. However, it can be an expensive prestige class to enter.

Role: The powers ioun stones unlock make ioun angels specialized arcanists, capable of filling many secondary roles depending on their choice of ioun stones.

Alignment: Ioun angels are not driven by morality. Some ioun angels answer a silent calling. Others are just fascinated by the magic of ioun stones.

Hit Die: d6.

REQUIREMENTS

To qualify to become an ioun angel, a character must fulfill all the following criteria.

Skills: Use Magic Device 8 ranks.

Feats: Craft Wondrous Item.

Spells: Must be able to cast 3rd level arcane spells.

CLASS SKILLS

The ioun angel class skills are Appraise (Int), Craft (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the ioun angel prestige class.

Weapon and Armor Proficiency: Ioun angels are proficient with simple weapons. They are not proficient with any armor or shields.

Spells per Day: At each level, an ioun angel gains new spells per day and an increase in caster level as if she had also gained a level in arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character


TABLE 2-9: IOUN ANGEL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Ioun understanding	+1 level of existing spellcasting class
2nd	+1	+1	+1	+1	Form ioun stone, steal ioun	+1 level of existing spellcasting class
3rd	+2	+1	+1	+2	Orbit hands	+1 level of existing spellcasting class
4th	+3	+1	+1	+2	Orbit feet	+1 level of existing spellcasting class
5th	+3	+2	+2	+3	Extra orbits	+1 level of existing spellcasting class
6th	+4	+2	+2	+3	Stone from a scroll	+1 level of existing spellcasting class
7th	+5	+2	+2	+4	Curse stone	+1 level of existing spellcasting class
8th	+6	+3	+3	+4	Orbit heart	+1 level of existing spellcasting class
9th	+6	+3	+3	+5	Orbit weapon	+1 level of existing spellcasting class
10th	+7	+3	+3	+5	Orbit spell	+1 level of existing spellcasting class

of that class would have gained. If she had more than one arcane spellcasting class before becoming an ioun angel, she must decide to which class she adds the new level for purposes of determining spells per day.

Ioun Understanding (Su): The secrets that separate ioun stones from standard magic items are unlocked by an ioun angel. Armed with this knowledge, she is able to craft ioun stones much earlier than most casters. Upon reaching 6th caster level, an ioun angel can craft ioun stones. Normally a character must be 12th caster level to create ioun stones.

Form Ioun Stone (Su): Ioun angels have access to cheaper substitutes to the material normally required to craft ioun stones. Beginning at 2nd level, an ioun angel can craft ioun stones for one quarter the listed market value instead of one half.

Steal Ioun (Su): Beginning at 2nd level, an ioun angel can steal an ioun stone from another character. She must make a successful touch attack (without provoking an attack of opportunity) against a character with an ioun stone floating around their head. Simply having an ioun stone in their possession is not enough. If the character has multiple ioun stones floating around their head, the ioun angel must designate which ioun stone she is attempting to steal before making the touch attack.

Orbit Hands (Su): Beginning at 3rd level, an ioun angel may have an ioun stone float around one of her hands, granting one of the following bonuses: +1 to hit with melee attacks and melee touch attacks; +1 to hit with ranged attacks and ranged touch attacks; or a +3 bonus to Appraise, Climb, Disable Device, Handle, Linguistics, Sleight of Hand, and Use Magic Device skill checks. An ioun angel must choose which bonus to apply when memorizing her spells for the day. She cannot change her decision until the next time she memorizes spells. Ioun stones floating around hands do not occupy the hands body slot.

Orbit Feet (Su): Beginning at 4th level, an ioun angel may have an ioun stone float around one

of her feet, granting one of the following bonuses: +1 dodge bonus to AC; +1 bonus to Reflex saving throws; or a +3 bonus to Acrobatics, Climb, Ride, Stealth, or Swim skill checks. An ioun angel must choose which bonus to apply when memorizing her spells for the day. She cannot change her decision until the next time she memorizes spells. Ioun stones floating around feet do not occupy the feet body slot.

Extra Orbits (Su): Beginning at 5th level, an ioun angel may have an additional ioun stone float around either her hands or feet. She may choose a second bonus from the options listed or choose one bonus a second time, with the bonuses stacking. Beginning at 7th level an ioun angel gains an additional extra orbit which can be applied to the feet or hands, and again at 10th level, which can be applied to the feet, hands, or torso (see Orbit Heart below).

Stone from a Scroll (Su): Beginning at 6th level, an ioun angel becomes more versatile in the ioun stones she can create. When creating an ioun stone, instead of preparing or knowing the spell required, an ioun angel may sacrifice a scroll with the required spell on it even if she cannot cast that spell. Form ioun stone does not apply when creating ioun stones using a scroll.

Curse Stone (Su): Knowing the ins and outs of ioun stones means an ioun angel is able to craft them to help, or to do harm. Beginning at 7th level, an ioun angel can craft a cursed ioun stone. A cursed ioun stone applies a penalty equal to the bonus the ioun stone of that color normally applies. For example, a cursed dusty rose ioun stone applies a -1 insight penalty to AC rather than the normal +1 insight bonus to AC. Crafting a cursed ioun stone costs twice the market price of a standard ioun stone of the same color.

A cursed ioun stone can be forced onto a target as a ranged touch attack. The only way to remove a cursed ioun stone is to destroy it. If a cursed ioun stone floats around the head of a character with a standard ioun stone of the same color, both ioun stones are immediately destroyed.

Orbit Heart (Su): Beginning at 8th level, an ioun angel may have an ioun stone float around her torso, granting one of the following bonuses: +2 hit points/ class level; +1 bonus to natural armor; +1 bonus to Fortitude saving throws; or a +1 bonus to caster level. An ioun angel must choose which bonus to apply when memorizing her spells for the day. She cannot change her decision until the next time she memorizes spells. Ioun stones floating around torsos do not occupy the chest body slot.

Orbit Weapon (Su): When an ioun angel has nearly mastered ioun stones completely, she learns to share their benefits. Beginning at 9th level, an ioun angel may have one of her ioun stones float around the weapon of an ally. Whoever wields the weapon gains the benefits of the ioun stone, a +1 bonus to the weapon that stacks with any other bonus the weapon already has, and +2d6 damage to all successful attacks. Bows and crossbows that have ioun stones float around them bestow these benefits to their ammunition.

Orbit Spell (Su): Beginning at 10th level, an ioun angel may substitute an ioun stone for the material components of any spell she casts. Doing so destroys the ioun stone.

<u> JINX</u>

Fortune is universally praised and feared despite being completely intangible and theoretical. When a person beats the odds in a favorable way a few times they are considered lucky. Conversely, a person beating the odds unfavorably a few times is considered unlucky. And when people beat the odds unfavorably whenever a certain individual is around, that person is considered a bearer of bad luck, a jinx.

Misfortune is a fragile toy, but a jinx has few other options. If they are destined to bring bad luck with them wherever they go, it is better that they focus it on those who deserve it. Who deserves a bit more bad luck is entirely up to the jinx.

Anyone can seem like a jinx, but certain people excel at it. Clerics, particularly those of chaotic or evil gods, enjoy catching their enemies off-guard. Sorcerers and wizards benefit from an increased hit die and base attack progression, although at the expense of their casting ability. Although good clerics qualify for the class, healing their allies becomes a mixed blessing because of their radial curse.

Role: Jinxes make good arcanists, as their radial bad luck serves them like an ongoing spell. Many good-intentioned jinxes try to be healers, but there are obvious drawbacks.

Alignment: Fate, not morality, decides who becomes a jinx. However, fate tends to choose those with less strident ethics, preferring chaotic targets.

Hit Die: d8.

REQUIREMENTS

There are three ways to qualify for the jinx prestige class. All characters must fulfill the following criteria.

Alignment: Non-lawful.

A character must also fulfill *either* this criteria:

Spells: Ability to cast *bestow curse*.

Or this criteria:

Base Attack Bonus: +5.

Special: Curse spell-like ability. This can be a class feature, a racial feature, or an ability granted by some other source.

Or this criteria:

Base Attack Bonus: +5.

Special: Must have been affected by a curse, such as being targeted by a *bestow curse* spell.

CLASS SKILLS

The jinx's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the jinx prestige class.

Weapon and Armor Proficiency: Jinxes are proficient with all simple weapons and light armor.



TABLE 2-10: JINX

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Radial curse	+1 level of existing spellcasting class
2nd	+1	+1	+1	+1	Armored cursing	+1 level of existing spellcasting class
3rd	+2	+1	+1	+2	Bonus curse	-
4th	+3	+1	+1	+2	Curse gets worse	+1 level of existing spellcasting class
5th	+3	+2	+2	+3	Lucky bond	+1 level of existing spellcasting class
6th	+4	+2	+2	+3	Bonus curse	_
7th	+5	+2	+2	+4	Curse gets worse	+1 level of existing spellcasting class
8th	+6	+3	+3	+4	Lingering curse	+1 level of existing spellcasting class
9th	+6	+3	+3	+5	Curse reach	-
10th	+7	+3	+3	+5	Bestow curse, curse gets worse	+1 level of existing spellcasting class

Spells per Day: At each level except 3rd, 6th, and 9th, a jinx gains new spells per day and an increase in caster level as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If he had more than one spellcasting class before becoming a jinx, he must decide to which class he adds the new level for purposes of determining spells per day.

Radial Curse (Sp): Bad luck lingers and spreads. Anyone, friend or foe, who comes within 30 feet of a jinx suffers a -1 penalty to hit and -1 penalty to AC. A jinx cannot turn off radial curse, although it can be repressed in an anti-magic field or by *dispel magic*.

Armored Cursing (Su): When everyone thinks someone is unlucky, that someone has to learn to protect himself. Beginning at 2nd level, when wearing light or medium armor, a jinx ignores arcane spell failure when casting a spell that applies a penalty or a condition to a target.

Bonus Curse: At 3rd and 6th, a jinx learns additional curses. He adds any one spell with the word "curse" in its name, except *remove curse* and its derivatives, to his spells known/spells per day. The jinx must be high enough level to cast this spell. If this spell is not on the jinx's class spell list, he treats it as a spell equal to the highest level spell he can cast.

Curse Gets Worse (Su): At 4th, 7th, and 10th level, a jinx chooses one of the penalties below to add to his radial curse. He may choose the same penalty more than once. Its effects stack.

- -2 to all Str-based skill checks;
- -2 to all Dex-based skill checks;
- -1 to hit (stacks with existing radial curse penalty);
- -1 to AC (stacks with existing radial curse penalty);
- -2 to Perception skill checks;
- Must make a Concentration check to cast (DC 15 + double spell level);

- Vulnerability to fire;
- -1 to all Fortitude saves;
- -1 to all Reflex saves;
- -1 to all Will saves.

Lucky Bond (Su): Beginning at 5th level, a jinx chooses one person who, from that point forward, is immune to the jinx's radial curse.

Lingering Curse (Su): Beginning at 8th level, anyone exiting a jinx's radial curse continues to suffer the penalties for a number of rounds equal to the jinx's Charisma modifier (minimum 1).

Curse Reach (Su): Beginning at 9th level, a jinx can cast *bestow curse* at a range of close (25 feet + 5 feet/2 levels) rather than touch, or he increases the range of his curse spell-like abilities by 30 feet. This does not affect *bestow curse*'s spell level.

Bestow Curse (Sp): Beginning at 10th level, a jinx can cast *bestow curse* without preparation three times per day.

LAND SHARK

Sharks are terrifying beasts. They can tear through dragonhide with their muscular jaws and multiple rows of teeth. They hone in on the smallest drop of blood within miles, aware that wounded prey is an easier meal. If sharks were not water-bound, they could be considered nature's most efficient killer. For druids who revere nature's power, sharks are more than just fascinating. They are examples.

It is well within a druid's power to take the shape of a shark, as much as it is within their divine power to grant themselves the ability to breathe water. All it takes is some magical ingenuity to transform themselves into air breathing sharks. Once this has been accomplished, these special druids, called land sharks, can turn their obsession into bold new takes on their wild shape ability.

A character must be a druid to qualify to be a land shark. Multiclassing druid/barbarians and druid/

fighters can find this prestige class extremely tempting, but this slows their wild shape progression. Because the prestige class does not improve a druid's spellcasting ability, druids who become land sharks either tend towards combat or are willing to sacrifice their role as caster in favor of becoming combatants.

Role: Like the kings of the ocean they emulate, land sharks are exceptional hunters and killers. As druids, they are still in touch with natural magic, able to support and heal fellow adventurers or themselves.

Alignment: Despite the neutrality of sharks, land sharks are usually more motivated than most druids, driven to the prestige class by its inherent power. There are far more good and evil land sharks than true neutral.

Hit Die: d10.

REQUIREMENTS

To qualify to become a land shark, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Intimidate 3 ranks, Knowledge (nature) 6 ranks.

Spells: Able to cast 3rd level divine spells.

Special: Wild shape class feature; must be familiar with sharks.

CLASS SKILLS

The land shark's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the land shark prestige class.

Weapon and Armor Proficiency: Land sharks are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape. Land sharks are proficient with light and medium armor, but are prohibited from wearing metal armor just like a druid.

Wild Shape (Su): A land shark adds her class level to her druid levels when determining the number of wild shapes she gets per day and the size and types of wild shapes she can assume. A druid need only be familiar with one type of shark to be considered familiar with all types of sharks.

Shark Companion (Ex): The only animal that can stand to be a land shark's companion is another shark. A land shark immediately dismisses her existing animal companion, replacing it with a shark. Her shark animal companion gains the air breathing special ability and a 30-foot fly speed with average maneuverability. A land shark adds her class level to her druid levels for the purpose of advancing her animal companion.

Amphibious (Ex): Soon after devoting herself to sharks, a land shark grows a thin set of gills, almost invisible to the naked eye, and can survive indefinitely on land and in water. Beginning 2nd level, a land shark gains the amphibious special quality.

Cartilaginous Skeleton (Ex): Beginning at 2nd level, a land shark's skin becomes rubbery, pliable, and more resistant. She gains a +2 natural armor bonus to AC. This bonus increases to +3 at 6th level and +4 at 9th level.

Jaws (Ex): Beginning at 3rd level, a land shark grows a second row of serration teeth. She gains a natural bite attack equivalent to the bite of the largest shark she can wild shape into.

Megalodon (Ex): Beginning at 4th level, a land shark adds her class level to Intimidate skill checks.

Sharkman (Su): Or sharkwoman. Beginning at 5th level, a land shark gains the ability to turn herself into a humanoid-shark hybrid. This requires a use of wild shape and functions just like wild shape, except as noted below.

A land shark retains her ability to speak while in hybrid form and can also communicate with sharks. She retains her arms, legs, and general humanoid shape.



TABLE 2-11: LAND SHARK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Shark companion, wild shape
2nd	+2	+1	+1	+1	Amphibious, cartilaginous skeleton +2
3rd	+3	+2	+1	+2	Jaws
4th	+4	+2	+1	+2	Megalodon
5th	+5	+3	+2	+3	Sharkman
6th	+6	+3	+2	+3	Cartilaginous skeleton +3
7th	+7	+4	+2	+4	Blood seeker
8th	+8	+4	+3	+4	Shark hybrid wild shape
9th	+9	+5	+3	+5	Cartilaginous skeleton +4
10th	+10	+5	+3	+5	Elemental shark

Her face takes on shark-like characteristics, like a larger mouth and a snout for a nose. Her skin color takes on a grey-blue tint. Her fingers and toes become webbed. She gains a tail and a dorsal fin. Any gear she was wearing adapts to her new size and shape. She gains a swim speed equal to the swim speed of a shark of her choice that she can wild shape into. She retains all extraordinary and supernatural abilities that depend on her original form as well as any natural attacks and movement types possessed by her original form. She gains the keen scent special ability.

Blood-Seeker (Ex): Beginning at 7th level, a land shark gains a shark's sense for blood. She adds her class level to Survival skill checks made to track wounded creatures. A wounded creature is any creature not currently at full hit points that lost hp to weapon or spell damage that day.

Shark Hybrid Wild Shape (Su): Beginning at 8th level, a land shark can spend two daily uses of wild shape to turn into a hybrid of a shark and another animal. This functions just like wild shape, except as noted below.

A land shark retains her ability to communicate with sharks. The face of the animal she wild shapes into takes on shark-like characteristics, like a larger mouth and a snout for a nose. Her skin color takes on a grey-blue tint. She gains a swim speed equal to the swim speed of a shark of her choice that she can wild shape into. She retains her natural bite attack. She gains the keen scent special ability

Elemental Shark (Su): Beginning at 10th level, a land shark can shark hybrid wild shape into sharkelemental hybrids in addition to shark-hybrids. The shark hybrid wild shape rules still apply.

<u>MONSTER WITHIN</u>

When a caster uses magic to repeatedly defy the forces of nature, there are consequences. These small, repeated infractions of the laws that govern

reality do not happen without equal and opposite reactions. Most casters believe they are in control, and that a magical backlash could never happen to them– until it does.

Monsters within are casters whom the universe has punished. They are twisted by the very magic they possess, turning from dominant masters of the subtle arts to powerful, brute force beasts. Even divine casters can fall prey to this bizarre magical mutation.

No one chooses to be a monster within, but there are those who deal with it better than others. All monsters within have to cope. Bards, sorcerers, and wizards have to deal with finding themselves suddenly suited for melee and unable to cast. Clerics, druids, paladins, and rangers have to accept that they are much more fragile when not transformed. Anyone who can master the monster enjoys the benefits of dominating a battlefield both magically and physically.

Role: A monster within plays two distinct roles in a party, fierce warrior and powerful arcanist. However, a monster within cannot fill these roles simultaneously, and only the most powerful monsters within can choose when to fill which role.

Alignment: The path to becoming a monster within is a careless and involuntary one, but neither good nor evil. Monsters within are predominantly chaotic.

Hit Die: d6.

REQUIREMENTS

To qualify to become a monster within, a character must fulfill all the following criteria.

Saves: Will +6.

Spells: Able to cast 4th level arcane or divine spells.

CLASS SKILLS

The monster within class skills are Bluff (Cha), Craft (Int), Knowledge (arcana) (Int), Knowledge (religion), Intimidate (Cha), Profession (Wis), and Spellcraft (Int). **Skill Points at Each Level**: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the monster within prestige class.

Weapon and Armor Proficiency: Monsters within are proficient with all simple weapons. They are not proficient with any type of armor or shield.

Spells per Day: At every level except 1st, a monster within gains new spells per day and an increase in caster level as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If he had more than one spellcasting class before becoming a monster within, he must decide to which class he adds the new level for purposes of determining spells per day.

The Monster (Su): Whenever a monster within casts a spell, he must make a Will save (DC 10 + the level of the spell). If he fails this save, his spell (hereafter referred to as the trigger spell) is cast normally but then something happens – something unnatural. The monster within undergoes a transformation, both mental and physical. This transformation is complete at the end of the round the trigger spell is cast and lasts for 2 rounds/level of the trigger spell.

While transformed, a monster within is affected as follows:

- He suffers a penalty to the key ability score of the trigger spell (Charisma for a bard spell, Wisdom for a cleric spell, etc.) equal to twice the level of the trigger spell;
- He gains a bonus to Strength equal to twice the level of the trigger spell;
- His size increases as though affected by an *enlarge person* spell, including all bonuses and penalties that spell incurs;
- He gains a bonus to attacks equal to his caster level;
- He gains 5 temporary hp/HD;
- He gains two natural slam attacks that deal 1d6 + Str each;
- He can use any class feature and any feat he possesses as long as he still meets the prerequisites;
- He undergoes slight cosmetic changes such as a change of skin and eye color, disproportionately large jaw or neck, disproportionately small head, eyes, or ears, etc. He also has markedly different posture and mannerisms. Friends and family who have never witnessed the transformation must succeed on a DC 15 Perception skill check to recognize the monster within as the person they know.

Because of the violating and unstable nature of the transformation, a monster within cannot voluntarily fail the save to purposefully undergo the transformation.

Magic Static (Su): When transformed, the monster within's skin sparks with magical energy. The only physical harm in touching it is gaining the monster's ire, but the same cannot be said for casting. While transformed, a monster within must make a caster level check (DC 25 + the level of the spell being cast) or the casting fails and the spell is lost. The magic static is focused inward, offering no protection from spells that target a monster within.

Beast Skin (Ex): Beginning at 2nd level, when transformed, a monster within gains a natural armor bonus equal to his class level.

Bonus Weapon Proficiency: Although a monster within is mentally quite different when transformed, a part of him is still in some control and still learning. One of the first lessons learned is the importance of a melee weapon. Beginning at 3rd level, a monster within receives Martial Weapon Proficiency as a bonus feat, even if he does not meet the prerequisites. The weapon chosen must be a melee weapon.

Monstrous Speed (Ex): Beginning at 4th level, a monster within grows sure-footed with his new legs. He gains +10 feet to his speed while transformed.



TABLE 2-12: MONSTER WITHIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	The Monster, magic static	—
2nd	+1	+1	+1	+1	Beast skin	+1 level of existing spellcasting class
3rd	+1	+2	+1	+2	Bonus weapon proficiency	+1 level of existing spellcasting class
4th	+2	+2	+1	+2	Monstrous speed	+1 level of existing spellcasting class
5th	+2	+3	+2	+3	Spelltouched transformation	+1 level of existing spellcasting class
6th	+3	+3	+2	+3	Intimidating roar	+1 level of existing spellcasting class
7th	+3	+4	+2	+4	Controlled casting	+1 level of existing spellcasting class
8th	+4	+4	+3	+4	Incredible strength	+1 level of existing spellcasting class
9th	+4	+5	+3	+5	Abomination	+1 level of existing spellcasting class
10th	+5	+5	+3	+5	Unleash the beast	+1 level of existing spellcasting class

Spelltouched Transformation (Su): Beginning at 5th level, the trigger spell has a lingering effect when a monster within transforms. The exact effect is based on the spell's school. The effect lasts for the duration of the transformation.

Abjuration: He gains a randomly determined type of energy resistance equal to his class level, determined using the table below. If he already has resistance to the type of energy that comes up on his roll, roll again (or the GM can choose).

d6	Energy
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Player's choice and roll again next round

Conjuration: He gains a +2 bonus to AC.

Divination: He detects the power and location of all auras of a certain alignment.

Roll on the table below:

d4	Spell Granted
1	detect chaos
2	detect evil
3	detect good
4	detect law

This is a spell-like ability that mimics the effect of the third round of the spell granted.

Enchantment: His attacks cause Confusion for 1 round. A successful Will saving throw negates this effect. The save DC is equal to the save DC of the trigger spell. If the trigger spell does not allow saving throws,

calculate the save DC as though it did. This is a mind-affecting effect. Whether the target saves or

fails its saving throw, it becomes immune to this ability for 24 hours.

Evocation: His attacks deal an additional 1d6 energy damage. If the trigger spell has an energy subtype, he deals that type of energy. If not, randomly determine the energy type on the table below.

d6	Energy
1	Acid
2	Cold
3	Electricity
4	Fire
5	Sonic
6	Player's choice and roll again next round

Illusion: He gains a 25% miss chance.

Necromancy: Whenever his attack causes damage, he gains 1 temporary hit point. These temporary hit points last the duration of the transformation.

Transmutation: He gains a fly speed of 20 feet with poor maneuverability.

Universal: Universal trigger spells mimic the spelltouched transformations of another school. Randomly determine the effect.

d8	Effect
1	As an abjuration spell
2	As a conjuration spell
3	As a divination spell
4	As an enchantment spell
5	As an evocation spell
6	As an illusion spell
7	As a necromancy spell
8	As a transmutation spell

Intimidating Roar (Ex): Beginning at 6th level, when a monster within transforms, he can attempt

to demoralize all enemies within 30 feet. See the Intimidate skill for details.

Controlled Casting (Su): Beginning at 7th level, a monster within can choose to increase the casting time of a spell to guarantee it will not trigger a transformation. He can cast spells with a casting time of a free action, an immediate action, or a swift action as a standard action and spells with a casting time of a standard action as a full round action. All other spells are cast at double their casting time.

Incredible Strength (Su): Beginning at 8th level, a monster within gains a +4 bonus to Strength when transformed. This is in addition to the size bonus he gets when transformed.

Abomination (Su): Beginning at 9th level, when a monster within transforms, he increases his size by two categories. He gains a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty on attack rolls and AC due to his increased size. His space and reach increase accordingly. His speed does not change.

Unleash the Beast (Su): A monster within is finally as one with the monster. Beginning at 10th level, a monster within can voluntarily fail the Will save to purposefully undergo the transformation.

PIKEMAN

The oldest man-made weapon is the spear. Sharper than human nails, longer

than human nails, longer than human arms, it can be thrown or stabbed with, or held strong to stop incoming enemies. The years have passed, magic and monsters share man's planet, and yet the spear is no less deadly as a weapon. Massive amounts of them can be made inexpensively. As a result, the spear has remained prominent in many kingdoms' arsenals.

For every kingdom that arms hundreds of its soldiers with spears, a new use for the old weapon is discovered. For every war fought with new spear techniques and lost, the victors learn from those they have slain. These ideas spread, and eventually rare warriors master enough of them to unlock awesome lethal potential. These men become pikemen, masters of the spear.

Fighters and rangers make the best pikemen. Two weapon fighting feats can be applied to spear attacks immediately. Barbarians fit the theme of warriors wielding antiquated weapons and can use many of the class features while raging. Because spears can be thrown as ranged attacks, pikemen benefit from the quick draw feat and lots of spears, or one spear with the returning magic special abilities. Note that any class feature that mentions spears is referring to longspears, shortspears, and spears.

Role: Pikemen are warriors, able to manipulate a battlefield as they take down the enemy. They favor systematic combat, attacking precisely at a safe distance.

Alignment: Pikeman training is rigorous and militaristic, strongly favoring lawful characters, or at the very least law-leaning neutral characters. As a soldier's job is not to ask why, pikemen tend to be neutral more often than good or evil.

Hit Die: d10.

REQUIREMENTS

To qualify to become a pikeman, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Weapon Focus (longspear, shortspear, or spear).

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-13: PIKEMAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Smack, stab, and slice
2nd	+2	+1	+1	+1	Swift set vs. charge
3rd	+3	+2	+1	+1	Vault
4th	+4	+2	+1	+1	Shaft trip
5th	+5	+3	+2	+2	Spear mastery +1d6
6th	+6	+3	+2	+2	Trip toss
7th	+7	+4	+2	+2	Spear mastery +2d6
8th	+8	+4	+3	+3	Ranged set vs. charge
9th	+9	+5	+3	+3	Spear mastery +3d6
10th	+10	+5	+3	+3	Spearhead Charge

CLASS FEATURES

All of the following are class features of the pikeman prestige class.

Weapon and Armor Proficiency: Pikemen are proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Smack, Stab, and Slash (Ex): A pikeman wielding a spear is as versatile as a four armed man wielding a longsword, a quarterstaff, and a dagger. He treats spears as 1d8/1d8 double weapons that can deal bludgeoning, piercing, or slashing damage.

Swift Set vs. Charge (Ex): Beginning at 2nd level, a pikeman can set his spear against a charge as a swift action, dealing double damage on a successful hit against a charging character.

Vault (Ex): Spears are more than just weapons to pikemen. Beginning at 3rd level, a pikeman gains a +10 bonus to Acrobatics skill checks when making a long jump while wielding a spear.

Shaft Trip (Ex): Beginning at 4th level, a pikeman treats spears as trip weapons.

Spear Mastery (Ex): Spears are sharp. They dig deep. Pikemen dig deeper. Beginning at 5th level, a pikeman deals an additional 1d6 damage when he successfully hits with a spear. This bonus increases to 2d6 at 7th level, and 3d6 at 9th level. This is considered precision damage.

Trip Toss (Ex): Beginning at 6th level, a pikeman may make trip attacks with a spear at a range of 30 feet. He must make a ranged touch attack against his target. Otherwise this functions just like a trip attack.

Ranged Set vs. Charge (Ex): Pikemen don't need to reach a charging opponent to stop him dead in his tracks. Beginning at 8th level, when a pikeman sets vs. charge as a ready action, he can throw his spear as a ranged attack against any opponent that charges within 30 feet of him. He does not need to be the target of the charge. If he hits, he automatically deals double damage. If he has the quick draw feat, he can do ranged set vs. charge once per attack he can make in a round, but can only target each charging creature once.

Spearhead Charge (Ex): Beginning at 10th level, a pikeman deals double damage when he charges with a spear. This is not the same as a critical hit. Creatures immune to critical hits are still vulnerable to spearhead charge. If he successfully scores a critical hit on a charge, a pikeman deals triple normal damage (with a shortspear) or quadruple the normal damage (with a spear or long spear).

RIGHTEOUS RAGER

"Evil is just a natural part of life, like diseases, death, and planar rifts to hell." Flynn Dielle, on why it's okay to kill certain creatures.



Although certain types of

people tend to catch a god's favor more than others, mortals cannot always predict who will be blessed. Typically only the wisest and most devout gain access to divine magic but occasionally a misfit will possess the unusual combination of skills a god requires and will benefit from this happenstance. Mockingly called

TABLE 2-14: RIGHTEOUS RAGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+1	+1	+0	+1	Rage	+1 level of divine spellcasting
2nd	+2	+1	+1	+1	Bonus domain	+1 level of divine spellcasting
3rd	+3	+2	+1	+2	Impulsive channeling	+1 level of divine spellcasting
4th	+4	+2	+1	+2	Inflict serious wounds	+1 level of divine spellcasting
5th	+5	+3	+2	+3	Holy rage	+1 level of divine spellcasting
6th	+6	+3	+2	+3	Power prayer	+1 level of divine spellcasting
7th	+7	+4	+2	+4	Poise	+1 level of divine spellcasting
8th	+8	+4	+3	+4	Weapon of infliction	+1 level of divine spellcasting
9th	+9	+5	+3	+5	Greater rage	+1 level of divine spellcasting
10th	+10	+5	+3	+5	Rage curing	+1 level of divine spellcasting

"men of the loin cloth" by their brethren that "earn their power," righteous ragers are anomalous, yet powerful.

Righteous ragers can't tell a holy text from a recipe book, but they know power when they feel it. They barely pray, they never preach, and they would sooner break a skull than mend a wound.

Most righteous ragers are barbarian/clerics, as there are few other classes that meet the prerequisites.

Role: Righteous ragers deliver and heal large amounts of damage. They approach combat like warriors, but the aftermath like healers.

Alignment: Righteous ragers are as different as their gods. A character of any alignment can be become a righteous rager.

Hit Die: d10.

REQUIREMENTS

To qualify to become a righteous rager, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Spells: Able to cast 1st level divine spells, access to cleric domains.

Special: Two rage powers.

CLASS SKILLS

The righteous rager's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (religion) (Int), Intimidate (Cha), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the righteous rager prestige class.

Weapon and Armor Proficiency: Righteous ragers are proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Rage (Ex): A righteous rager's class level stacks with her barbarian levels when determining how often she can rage in a day. She does not gain any other benefits of the barbarian class, like rage powers.

Bonus Domain: At 2nd level, a righteous rager chooses one of the following cleric domains: Destruction, Protection, Strength, and War. This is now considered one of her cleric domains in addition to the domains she already has access to.

Impulsive Channelling (Ex): When righteous ragers cut loose, sometimes they cannot contain the



WAYWARD RIGHTEOUS RAGERS

Despite the name, righteousness is not the source of a righteous rager's power. Neutral and even evil righteous ragers are just as common as good. Also called sin ragers, an evil righteous rager channelling negative energy to mend his undead minions as he enters a rage is terrifying to behold.

holy power they possess. Beginning at 3rd level, when entering a rage a righteous rager may channel energy as a free action, so long as such an action does not go against their alignment (see sidebar below).

Spontaneous Inflict Wounds (Sp): Beginning at 4th level, a righteous rager can convert a prepared spell to spontaneously cast inflict spells, regardless of alignment. If she can already spontaneously cast inflict spells, she can cast inflict spells at +2 caster level.

Holy Rage (Ex): Beginning at 5th level, a righteous rager can lose a prepared spell to enter a holy (or unholy) rage. A holy rage provides the same bonuses and penalties as a normal rage except a holy rage lasts 1 round/level of the spell lost and a righteous rager is not fatigued at the end of the rage.

Power Prayer (Ex): The unique manner in which righteous ragers brandish their holy symbols has an unusual affect on people. Beginning at 6th level, when a righteous rager brandishes her holy symbol, she gains a bonus to Intimidate skill checks equal to her class level.

Poise (Ex): Beginning at 7th level, a righteous rager can spontaneously cast domain spells by expending uses of her rage per day. She must expend a number of rounds of rage equal to the level of the spell she is spontaneously casting. These spells are in addition to domain spells she has prepared.

Weapon of Infliction (Ex): A righteous rager's weapon not only delivers the full power of her body, it delivers the full power of her god. Beginning at 8th level, as a move action a righteous rager can imbue her weapon with the power of an inflict spell. The inflict spell lasts 1 round/class level or until she successfully hits. Imbuing a weapon uses up a spell slot in the same way as spontaneously casting an inflict spell.

Greater Rage (Ex): Beginning at 9th level, a righteous rager's bonuses to Strength and Constitution during a rage each increase to +6, and her morale bonus on Will saves increases to +3. The penalty to AC remains at -2.

Rage Curing (Sp): Beginning at 10th level, a righteous rager can cast cure spells on herself as a swift action while raging.

<u>ROUGHHOUSE</u>

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Bar fights happen all the time. Combine drinking with other common bar activities, like games of chance and competition for affection, and fights are more likely to break out than not. To some, a bar fight seems like an amateur brawl that ends when it runs out of steam. However, this is not truly the case. Bar fights have pace setters who dictate when things have gone too far and settle things before someone gets killed. These experienced bar fighters are roughhouses.

Not everyone who takes up adventuring went to fighter's college and knows how to use a sword. Some warriors, like roughhouses, trace their humble roots to their tendency to win the fights they had growing up. Without formal training, they learned to turn any old thing lying around into a deadly weapon, from beer mugs to severed zombie legs.

Almost all roughhouses are fighters or barbarians. Although roughhouses fight with a style somewhat similar to monks, the philosophies are so different that only ex-monks qualify for the class. Rogues and even bards can qualify for the class and make much more flamboyant roughhouses.

Role: Roughhouses are urban experts and warriors. They thrive in situations where they appear out of their element or ill-prepared.

Alignment: The illogical and apparently inefficient roughhouse fighting style alienates lawful characters, but neutral and especially chaotic characters enjoy its freedom. Most roughhouses are a touch sinister. Although there are plenty of good roughhouses, they are outnumbered by both neutral and evil roughhouses.

Hit Die: d10.

REQUIREMENTS

To qualify to become a roughhouse, a character must fulfill all the following criteria.

Ability: Strength 15. Alignment: Any chaotic. Base Attack Bonus: +5. Feats: Improved Unarmed Strike.

CLASS SKILLS

The roughhouse's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the roughhouse prestige class.

Weapon and Armor Proficiency: A roughhouse gains Exotic Weapon Proficiency: Improvised Weapons as a bonus feat, no longer taking a -4 penalty to attacks with improvised weapons. They gain no other weapon or armor proficiencies.

Improvisation (Ex): When a roughhouse uses improvised weapons, he turns simple barstools and mugs into deadly weapons. Consult the improvised

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TABLE 2-15: ROUGHHOUSE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Improvisation
2nd	+2	+1	+1	+1	Quick grab
3rd	+3	+2	+1	+1	Armed unexpectedly
4th	+4	+2	+1	+1	Breakaway
5th	+5	+3	+2	+2	Superior improvisation, improvised shield
6th	+6	+3	+2	+2	Weapon chucks
7th	+7	+4	+2	+2	Dislodge
8th	+8	+4	+3	+3	Improved critical
9th	+9	+5	+3	+3	Collapse
10th	+10	+5	+3	+3	Magic hands

weapon list on Table 2-16 to determine damage dealt. A roughhouse's improvised weapons are always considered masterwork.

Quick Grab (Ex): Breaking the base of a nearby bottle, switching the grip on a waitress tray, or ripping a limb off a nearby tree – beginning at 2nd level, a roughhouse can make an improvised weapon as an immediate action. He can use quick grab on any object one size category smaller than him or smaller within reach.

Armed Unexpectedly (Ex): A roughhouse's enemies don't expect much from him. Beginning at 3rd level, once per combat, all enemies are considered flat-footed against a roughhouse as long as he starts the round unarmed. This is a mind-affecting ability.

Breakaway (Ex): Beginning at 4th level, as a standard action a roughhouse can make a melee attack with an improvised weapon with double the normal Strength bonus to damage. On a successful hit, the improvised weapon is immediately destroyed.

Superior Improvisation (Ex): Beginning at 5th level, a roughhouse uses the superior improvised damage list on Table 2-16 to determine damage dealt by his improvised weapons.

Improvised Shield (Ex): Beginning at 5th level, a roughhouse can quick grab an item to be used as a shield. An improvised shield grants a 1d4 -1 (minimum 1) shield bonus to AC.

Weapon Chucks (Ex): Experienced roughhouses do not settle for readily available improvised weapons. Beginning at 6th level, a roughhouse gains a bonus equal to his class level when attempting to overcome an object's Break DC. When he successfully breaks an object at least one size category larger than him, he can quick grab from the remains either a light and one-handed weapon or a twohanded weapon.

Dislodge (Ex): Beginning at 7th level, a roughhouse can quick grab items that are bolted down or mounted

on walls, such as candle holders or stuffed animal heads, by succeeding at a DC 20 Strength check. He can even dislodge chunks of his surroundings, like grabbing a stone from a cave wall or a breastplate off a fallen opponent underfoot.

Improved Critical (Ex): Beginning at 8th level, improvised weapons wielded by a roughhouse threaten a critical on a roll of 19-20.

Collapse (Ex): Roughhouses bring new meaning to the term "tipping the scales". Beginning at 9th level, as a full round action, a



TABLE 2-16: ROUGHHOUSE IMPROVISED WEAPONS

Weapon Type	Approximate Weight	Example	Improvised Damage	Superior Improvised Damage
Bludgeoning				
Light	< 1 lbs	Smooth rock	1d2	1d3
Light	1-10 lbs	Bronze doorknob	1d3	1d4
One-handed	5-50 lbs	Porcelain cat	1d6	1d8
Two-handed	10-100 lbs	Table leg	2d6	2d8
Two-handed	50-500 lbs	Sarcophagus lid	2d8	4d6
Piercing				
Light	< 1 lbs	Pointy rock	1	1d2
Light	1-10 lbs	Chipped beer mug	1d2	1d3
One-handed	5-50 lbs	Stalagmite	1d4	1d6
Two-handed	10-100 lbs	Petrified porcupine	1d8	2d6
Two-handed	50-500 lbs	Broken support beam	2d6	2d8
Slashing				
Light	< 1 lbs	Sharp rock	1d2	1d3
Light	1-10 lbs	Orc skull	1d3	1d4
One-handed	5-50 lbs	Chunk of church bell with a clean edge	1d6	1d8
Two-handed	10-100 lbs	Guillotine head	2d6	2d8

roughhouse can drop an item up to one size category larger than him and twice his weight, damaging all creatures in a 10-foot radius. The roughhouse makes a single attack roll, dealing 4d6 damage to all opponents he successfully hits. Popular items include knocking over statues, walls of ruins, or pipe organs. Whether the attack is successful or not, the item is rendered useless as an improvised weapon.

Magic Hands (Su): Beginning at 10th level, any weapon enchantments cast on a roughhouse's hands are passed on to his improvised weapons. For example, if a roughhouse's hands are considered +1 *frost burst* weapons, his improvised weapons are considered +1 *frost burst* weapons.

PUBLISHER'S NOTE

Some people love prestige classes, some don't. For those that do, the prestige classes in this chapter are right up your alley. For those who usually do not care for prestige classes, the classes presented here might just change your minds. The armor bonded and the crowd displeaser are two of my favorites and I could have a lot of fun playing either one. Then there is the butcher, which can be all kinds of frightening, especially as an NPC. Our editor shuddered simply reading the class description. I must have the PCs in my regular game run across one of them in the near future. Mwhahahaa...!



"Even a wizard as powerful as me needs to use his sword on occasion! Sometimes, you run out of spells, or you find yourself face-to-face with a dragon who laughs at your attempts to use magic on it (not that I speak from experience...). An adventurer who's a onetrick pony won't survive long. Know your enemy, and use strategy to your best advantage!"

— The Forgetful Wizard

CHAPTER 3 - OPTIONS



A dventurers cannot help developing fondness for the tools of their trade. Warriors and their weapons, casters and their spells – in many ways, adventurers owe them their lives. With great heroes, the relationship is comparable to a marriage. Strategists, however, do not mind flirting with other tools here and there.

A wizard who loves his fireball better have a cone of cold handy in case a fire elemental comes his way. A warrior may treat his cold iron hammer like a spouse, but if he draws a silver dagger to confront a werewolf he is only cheating on death. No matter how an adventurer specializes, it is wise to keep a couple of other options open.

FEATS

"All exits were blocked."

– Flynn Dielle, on the hole in his floor.

The following feats are intended to add utility to a character or enhance the versatility of a character. Their benefits range from granting bonuses to unlocking whole new abilities.

APPROXIMATE UNDERSTANDING

You lack formal training or knowledge about a subject but you understand it enough to get by.

Benefit: Ignore one skill or feat requirement of a prestige class. You only need to choose which requirement you are ignoring when you take the first level of a prestige class. Once the requirement to ignore has been chosen, it cannot be changed (unless the GM permits).

BATTLE CRY

You influence others not through inspiration, but through fear.

Prerequisite: Bardic performance class feature.

Benefit: You may make Intimidate skill checks instead of Perform (act, comedy, dance, or oratory) skill checks to start and maintain bardic performances.

BATTLEFIELD INTUITION (COMBAT)

Your keen wit improves your reaction time.

Benefit: You add your Wisdom modifier to initiative checks. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity score or the Improved Initiative feat.

TABLE 3-1: FEATS

IADLE 5-1. FEATS		
Feats	Prerequisites	Benefits
Approximate Understanding	_	Ignore one skill or feat requirement of a prestige class
Battle Cry	Bardic performance class feature	Use Intimidate for bardic performances
Battlefield Intuition	-	Add Wis bonus to initiative checks
Blood Ripper	Base attack bonus +4	Deal extra damage to uninjured foes
Bone Crusher	-	You sever limbs with bludgeoning weapons
Brutal Deception	Cha 13, non-lawful alignment	Deal extra damage when attacking friendly targets
Careful Stringing	Dex 15	You fire bows while wielding one-handed melee weapons
Corkscrew Charge	Dex 15	Charge to spaces adjacent to the closest space
Damage Accumulation	Dex 12, base attack bonus +11	You are able to bypass the DR of your foes
Divination Bullseye	_	+1 to hit foes radiating auras
Drive Blade	Str 15	Lodge your weapon into your foe for additional damage
Drive and Turn	Drive Blade	Cause bleed damage when driving your blade
Fast Hands	Base attack bonus +9, Combat Reflexes	Perform combat maneuvers during attacks of opportunity
Favored Spell	_	You master a spell you know
Improved Favored Spell	Favored Spell, Caster level 3rd	You master 1 spell/caster level
Flash Attack	Improved Two Weapon Fighting, Two Weapon Fighting, Weapon Focus (any light weapon)	Attack with two light weapons as a standard attack
Forceful Riding	_	Your riding style relies on power
Four Point Charge	Dex 16	Charge your run speed
Harsh Words	Bardic performance class feature	Lose spells to gain a sonic attack
Healing Run	Dex 13, Dodge	Move before and after casting a cure spell
Improved Choking Strike	Dex 13, Improved Unarmed Strike	+2 bonus on choking strike attempts, no attack of opportunity
Improved Off-Hand Tactics	Improved Unarmed Strike	No attack of opportunity performing off- hand tactics
Improved Sever	Str 13, Power Attack	+2 bonus on sever attempts, no attack of opportunity
Limb Ripper	Str 22, Improved Sever, Improved Unarmed Strike, Improved Grapple	Sever limbs unarmed while grappling
Improved Strangle	Improved Grapple, Improved Unarmed Strike	+2 bonus on strangle attempts, no attack of opportunity
Magic Reservist	Levels in a class with 6 or fewer caster levels, caster level 1st	Increase the DC of all your spells' saving throws
Magical Fighter	3rd level fighter	Choose combat feats or metamagic feats as bonus feats
Momentum Shot	_	Charge during ranged combat
Muscle Reaction	-	Add Str bonus to initiative checks
Obscure Passage	Divine caster with a domain spell slot	Permanently replace one of your selected domains
Pack Shape	Wild shape class feature, wolf animal companion	Summon wolves when wild shaping

Preceptive Throat ThreatBase attack bonus +6React more quickly during throat threat combat maneuverPower of SuggestionSpell Focus (Illusion)Use Blaff to force foes to reroll Will to resist your illusionsPresence of Mind–Add Int bonus to initiative checksRanged FlankDoint Blank Shot, Precise Shot, base attack broits +1on Stonit threat combat maneuver at Precise Shot, Intimidate to ranksFeinr throat threat combat maneuver at precise Shot, Intimidate to ranksRoaring RageRage class featureIt is hard to hear over your screamsSelf-MutilationCon 15Sever your own limbsSlugger-Sever your own limbsSyontaneous LearnerSpell Focus (conjuration)Use summon spells to summon individual creatureSword and Shield SynergyTwo Weapon Defense, Two Weapon Fight work weapon FightWield a shield and a light weapon in the same handThreats of ViolenceCha15Single Consuments work weapon FightImprove a headburt's damage by 2d6, 4d6, 4d6Threat Sing Spell-Single Consuments single AssetSingle Consuments constenderThreat Giant-Single Consuments single AssetSingle Consuments constenderThreat Single FeatsFrequencies Shield Shield Bash single SpellApply both shield bouses when wielding single Consuments constenderThreat Single FeatsFrequencies Shield Shield Bash single SpellSingle Proficency, Improved Shield Bash Shield SpellSpell Single SpellDinding Spell-Single Spell Single SpellSingle Spellingle Single Sp	Feats	Prerequisites	Benefits
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Residual Spell – Affected area is difficult terrain	Pinpoint Spellcasting	_	
	Residual Spell	_	Affected area is difficult terrain

BLINDING SPELL (METAMAGIC)

The magical energy you discharge affects your target's vision.

Benefit: The target(s) of a blinding spell are blinded for 1 round. If the spell offers a saving throw, passing that save negates the blindness.

A blinding spell uses up a spell slot one level higher than the spell's actual level.

BLOOD RIPPER (COMBAT)

There is nothing you like more than spilling your enemy's blood.

Prerequisite: Base attack bonus +4.

Benefit: When you successfully hit an opponent who is currently at full hit points (or more, if they have temporary hp due to spells or other effects), you deal an extra 2d6 damage. This extra damage

is considered precision damage, is not multiplied on a critical hit, and does not apply to attacks that deal nonlethal damage.

BONE CRUSHER (COMBAT)

With the blunt head of your weapon you can destroy the bones and nerves of arms, feet, hands, and legs.

Benefit: You can attempt to sever limbs using a bludgeoning weapon.

Normal: You can only attempt to sever limbs using a slashing weapon.

BRUTAL DECEPTION

You know that the best time to plant a dagger in someone is right after a friendly pat on the back.

Prerequisites: Cha 13, non-lawful alignment.

Benefit: You automatically score a critical hit when you successfully attack a target with a friendly attitude towards you (see the Diplomacy skill). Abilities dependent on critical hits, such as the vorpal weapon property, do not take effect.

CAREFUL STRINGING (COMBAT)

Even when fighting at range, you remain prepared for melee combat.

Prerequisite: Dex 15.

Benefit: You can fire a bow normally while wielding a one-handed melee weapon.

COMPLEX SPELL (METAMAGIC)

You cast simple spells in complex ways.

Benefit: Complex spells add +10 to the DC of Spellcraft skill checks to identify them.

A complex spell uses up a spell slot one level higher than the spell's actual level.

CORKSCREW CHARGE (COMBAT)

You charge along a winding path.

Prerequisite: Dex 15.

Benefit: When charging, you may end your charge in any space adjacent to the closest space from which you can attack. All other restrictions on movement during a charge still apply.

Normal: When charging, you must end your move in the closest available space from which you can attack.

DAMAGE ACCUMULATION (COMBAT)

By targeting carefully, you are able to better bypass the natural defenses of your opponents.

Prerequisites: Dex 12, base attack bonus +11.

Benefit: When making a full attack against a single target, you can sacrifice an attack action so that the target's damage reduction applies to the total damage you deal that round.

Normal: Damage reduction applies to all attacks individually.

DIVINATION BULLSEYE

You use powers of divination to target your enemies.

Benefit: When you cast a divination spell, you gain a +1 bonus on all attack rolls to hit targets radiating an aura you perceive. You may concentrate on your divination spell while attacking as long as you only attack targets with radiating auras. For example, a paladin detecting evil gains a +1 bonus on all attack rolls to hit any creature that radiates an evil aura. As long as he is attacking targets radiating an evil aura, he continues to concentrate on *detect evil*.

DRIVE AND TURN (COMBAT)

You are an expert at digging your weapon in deep.

Prerequisite: Drive Blade.

Benefit: When your weapon is driven into a target, that target takes 2 points of bleed damage per round and suffers a -2 penalty to attacks and AC and a -4 penalty to skill checks. This replaces the bleed damage and penalties suffered from the Drive Blade feat.

When holding the driven in weapon, you may turn the blade as a standard action, dealing the weapon's normal damage in addition to the effects listed above.

DRIVE BLADE (COMBAT)

You can lodge your weapon into your opponent's flesh and bones.

Prerequisite: Str 15.

Benefit: Whenever you deal maximum damage with a piercing weapon, you can choose to drive the blade into the wound as a combat maneuver. As long as the weapon is driven in, the target takes 1 point of bleed damage per round and suffers a -1 penalty to attacks and AC and a -2 penalty to skill checks. The target must make a Concentration check in order to cast spells.

When you drive your weapon, you can choose to hold or release it. If you choose to hold the weapon as an attack action, the target must make a successful combat maneuver check to remove the weapon as a standard action. You continue to wield the weapon if it is removed. If you choose to release the weapon, removing it is a standard action. Whoever removes the weapon can choose to wield it or let it drop to the floor. Removing a driven in weapon deals the weapon's normal damage.

EXTREMELY THICK SKULL (COMBAT)

Your headbutt is delivered good and hard. Don't mind the headaches.

Prerequisite: Thick Skull.

Benefit: You can choose to increase the damage of your headbutt natural attack by +2d4, +4d4, or +6d4. For every 2d4 you increase your damage by, you take 1d4 damage. You must increase the damage by 2d4 increments, so you could not increase the damage by 1d4, 3d4, or 5d4.

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FAST HANDS (COMBAT)

You react to threats more creatively than most.

Prerequisites: Base attack bonus +9, Combat Reflexes.

Benefit: When making an attack of opportunity, you may perform a combat maneuver that requires an attack action.

Normal: When making attacks of opportunity, you may only make a standard attack.

FAVORED SPELL

Despite exploring some non-casting endeavors, you remain a master of one spell.

Benefit: Choose one spell you can cast. Treat your character level as your caster level when casting this spell. For example, a Monk 9/Sorcerer 1 who chooses magic missile as her favored spell casts magic missile as a 10th level sorcerer.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

FLASH ATTACK (COMBAT)

You use the small size and weight of two light weapons to attack with unmatched speed.

Prerequisites: Double Slice, Two Weapon Fighting, Weapon Focus (any light weapon).

Benefit: When wielding two light weapons, you may attack once with each as a standard action, an attack of opportunity, as part of a charge, or as part of a Spring Attack. An unarmed strike counts as a light weapon.

Normal: You may only make a single attack of any type as a standard action.



FORCEFUL RIDING

You have a riding style that relies more on power than finesse.

Benefit: When mounted, you steer with your might and stay on with your leg muscles. Riding is less about oneness with the animal for you and more of a wrestling match.

You may use your Strength modifier instead of your Dexterity modifier on Ride skill checks.

FOUR POINT CHARGE (COMBAT)

By mimicking how animals run, you can charge further. **Prerequisite:** Dex 16.

Benefit: When charging unarmed or wielding a one-handed weapon, you may move your run speed. Any effects that modify your run speed, such as wearing heavy armor, carrying a heavy load, or the Run feat modifies your Four Point Charge as well.

Normal: A character moves twice his speed when charging.

HARSH WORDS

You have mastered painful insulting.

Prerequisite: Bardic performance class feature.

Benefit: As a standard action you may expend a spell slot to gain an ear-splitting ranged sonic attack. Expending a spell slot means the bard loses a spell per day as though he had just cast a spell.

This attack has a range of 30 feet and deals 1d6 points of sonic damage per level of the spell slot expended. For example, if a 10th level bard expends a 4th level spell slot, harsh words deals 4d6 points of sonic damage.

HEALING RUN

When your allies need healing, you are able to help them and then get back into position.

Prerequisite: Dex 13, Dodge.

Benefit: When casting cure spells and other spells or class features that restore hit points (including a paladin's lay on hands ability), you can move both before and after delivering the touch spell, provided your total distance moved is not greater than your speed.

You must move at least 5 feet both before and after you heal your target in order to utilize the benefits of Healing Run.

IMPROVED CHOKING STRIKE (Combat)

You are skilled at choking opponents.

Prerequisites: Dex 13, Improved Unarmed Strike. **Benefit**: You do not provoke an attack of opportunity when performing a choking strike combat maneuver (see Chapter 4). In addition, you receive a +2 bonus on checks made to deliver a choking strike to a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to attack you with a choking strike. **Normal**: You provoke an attack of opportunity when performing a choking strike combat maneuver.

IMPROVED FAVORED SPELL

Although casting is not your primary focus, there are a few spells which you have mastered.

Prerequisites: Favored Spell, caster level 3rd.

Benefit: Choose one spell you know per caster level of one of your spellcasting classes. Use your character level as your caster level when casting these spells. This is in addition to the spell you chose for the favored spell feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spellcasting class.

IMPROVED OFF-HAND TACTICS (COMBAT)

You are exceptionally good at using off-hand tactics.

Prerequisite: Improved Unarmed Strike.

Benefit: When performing off-hand tactics, you do not provoke attacks of opportunity.

IMPROVED SEVER (COMBAT)

You are particularly good at cutting off body parts in melee.

Prerequisites: Str 13, Power Attack.

Benefit: You do not provoke an attack of opportunity when performing a sever combat maneuver (see Chapter 4). In addition, you receive a +2 bonus on checks made

to sever a foe's limb. You also receive a +2 bonus to your CMD whenever an opponent tries to sever your limb.

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

IMPROVED STRANGLE (COMBAT)

You have a vice-like grip when you strangle targets. **Prerequisites**: Improved Grapple, Improved Unarmed Strike. **Benefit**: You do not provoke an attack of opportunity when performing a strangle combat maneuver (see Chapter 4). In addition, you receive a +2 bonus on checks made to strangle a foe. You also receive a +2 bonus to your CMD whenever an opponent tries to strangle you.

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

INTENSIFY SPELL (METAMAGIC)

Reduce a spell's range to increase its effect.

Benefit: When casting an intensified spell, reduce the range increment by one or more steps (as indicated below). For every increment you reduce the range, your effective caster level for this spell increases by 1. This stacks with other modifiers that affect caster level.

The range increments are: long; medium; short; touch; personal. If the spell has an invariable range other than touch or personal (that is, a range expressed in feet), it counts as the lower of the two range increments it falls between. For example, a cleric applies Intensified Casting to a *bless* spell. *Bless* has a range of 50 feet, which falls between close range (25 feet + 5 feet/level) and medium range (100 feet + 10 feet/level). For the purposes of determining its range increment, it is considered a close range. This does not actually affect its range, however the cleric could reduce it to a range of touch and cast it with +1 effective caster level.

An intensified spell uses up a spell slot two levels higher than the spell's actual level.

LIMB RIPPER (COMBAT)

You sever limbs through sheer force.

Prerequisites: Str 22, Improved Sever, Improved Unarmed Strike, Improved Grapple.

Benefit: When you are grappling an opponent, a successful check allows you to continue grappling the foe, and also allows you to perform a special sever combat maneuver as part of the standard action spent to maintain the grapple. Designate a limb (arm, foot, hand, leg) like you normally would when severing a limb, then make a Strength check. This is the save DC for your sever limb attempt. If your target fails this Fortitude save, you rip off the designated limb. This ends the grapple.

MAGIC RESERVIST

Although you are a secondary caster, your spells have the impact of a primary caster.

Prerequisites: Levels in a class with 6 or fewer caster levels, caster level 1st.

Benefit: Choose a class you belong to with 6 caster levels or less. When determining the save DC for your spells, treat 1st level spells you cast as 2nd level spells, 2nd level spells you cast as 4th level spells, 3rd level spells you cast as 6th level spells, 4th level spells you

cast as 8th level spells, and 5th and 6th level spells you cast as 9th level spells.

For example, a 4th level bard with Charisma 16 (+3 modifier) casts *blindness/deafness*. This is a 2nd level spell and takes a 2nd level spell slot to cast. However, the bard treats it as a 4th level spell when setting the difficulty class. So the save DC for this bard's *blindness/deafness* spell is 10 + the level of the spell + Charisma modifier, or 10 + 4 + 3 for a total of 17.

Magic Reservist does not actually raise your caster level for the purposes of qualifying for prestige classes, improving animal companions, or anything other than determining the save DC of your spells.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new class with 6 or fewer caster levels.

MAGICAL FIGHTER (COMBAT)

Your versatility allows you to train as a fighter and caster simultaneously.

Prerequisite: 3rd level fighter.

Benefit: When you gain a bonus feat as a fighter, you may select metamagic feats or combat feats.

MOMENTUM SHOT (COMBAT)

Your momentum makes your ranged attacks more effective.

Benefit: You can charge towards an opponent and make a ranged attack. You gain the normal benefits and penalties of charging (+2 bonus to attack, -2 penalty to AC). You must follow all the normal restrictions on movement, except that you must end your move within 30 feet of your target. As long as every step you take brings you closer to your target in a straight line, you may move as far as you wish within the limit of your speed.

Normal: When you charge, you can only make a melee attack.

MUSCLE REACTION (COMBAT)

Your muscles are always tense, ready to start swinging.

Benefit: You add your Strength modifier to initiative checks. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity or the Improved Initiative feat.

NEUTRAL ENERGY (METAMAGIC)

Your spells rely less on energy and more on pure magical punch.

Benefit: You can remove the energy type from the damage dealt by a spell, such as fireball. The amount of damage dealt remains the same (for example, 5d6 for a fireball cast by a 5th level caster), but it is no longer fire damage.

A neutral energy spell uses up a spell slot two levels higher than the spell's actual level.

OBSCURE PASSAGE

You interpret the word of your god differently.

Prerequisite: Divine caster with a domain spell slot.

Benefit: Permanently replace one of your selected domains with another, even if that domain does not belong to your deity. If you select an alignment domain, it does not need to match your deity's alignment but must match your alignment.

OFFENSIVE TOOL (METAMAGIC)

Your spells don't have time to wait for volunteers.

Prerequisite: Chaotic alignment.

Benefit: You may turn spells that require willing targets into offensive spells. Any unwilling creature you target is allowed a Will saving throw to resist the spell's effects. In the case of spells that affect you and willing targets, like *dimension door*, the spell affects you normally but your target is unaffected if it successfully saves. You can not apply offensive tool to spells that raise the dead.

An offensive tool spell uses up a spell slot three levels higher than the spell's actual level.

PACK SHAPE

You and your animal companion form a pack of wolves. **Prerequisite**: Wild shape class feature, wolf animal companion.

Benefit: When you wild shape into a wolf, you are joined by 1d3 additional wolves as though you had cast *summon nature's ally II*.

PAINFUL SEVERING (COMBAT)

You do more than just cut off your opponent's limbs.

Prerequisite: Base attack bonus +10, Heal 9 ranks. **Benefit**: When you successfully sever a limb, you deal normal weapon damage to your victim.

Normal: When you sever a limb, no damage is dealt.

PANDER

Your performance favors one subject.

Prerequisite: Bardic performance class feature.

Benefit: When you begin a bardic performance that grants a bonus to multiple allies, choose one affected ally. That ally receives double the usual bonus.

For example, a 5th level bard performs inspire courage for his three allies, choosing one to pander. That chosen ally receives a +2 morale bonus on saving throws against charm and fear effects and a +2 morale bonus on attack and weapon damage rolls. The other two allies receive the usual +1 morale bonus on saving throws against charm and fear effects and +1 morale bonus on attack and weapon damage rolls.

PERCEPTIVE THROAT THREAT

Your eyes watch all around you when you have someone by the throat.

Prerequisite: Base attack bonus +6.

Benefit: When you are performing a throat threat combat maneuver, you may make an attack against your captive as an immediate action when you are the target of a melee or ranged attack, or an offensive spell.

Normal: When you are performing a throat threat combat maneuver, you may make an attack against your captive as an immediate action only when your captive attempts an action that you are aware of, or any ally of your captive provokes an attack of opportunity from you.

PINPOINT SPELLCASTING

(METAMAGIC)

You reduce the potency of a spell but increase the range.

Benefit: When casting a spell with a range of close, medium, or long, for every -1 you apply to your caster level, you increase the spell's range according to the chart below. You cannot decrease your caster level below the minimum required to cast the spell.

Spell Range	Range Increase*
Close	+5 ft.
Medium	+10 ft.
Long	+40 ft.
	*Per -1 to caster level

POWER OF SUGGESTION

Your words manipulate as powerfully as your magic.

Prerequisite: Spell Focus (Illusion).

Benefit: You can convince doubters that your illusions are real. Make a Bluff check opposed by your target's Sense Motive. If successful, they must make another Will save against an ongoing illusion spell you cast that they already disbelieved.

PRESENCE OF MIND (COMBAT)

The depths of your knowledge improve your reaction time.

Benefit: You add your Intelligence modifier to initiative checks. This is in addition to other modifiers to initiative checks, like the bonus provided by a high Dexterity or the Improved Initiative feat.

RANGED FLANK (COMBAT)

Even at a distance, you can take advantage of a distracted opponent.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +10.

Benefit: When attacking with ranged or thrown weapons from a distance of up to 30 feet, if the nearest adjacent space to your target is unoccupied

and the opposite space is occupied by a threatening ally, you are considered flanking. Both you and your ally gain all the benefits of flanking, including +2 flanking bonus on attacks, rogues can sneak attack, etc.

Normal: Only characters in melee are considered flanking.

RANGED THROAT THREAT (COMBAT)

You target a vital area from a safe distance.

Prerequisites: Improved Precise Shot, Point Blank Shot, Precise Shot, Intimidate 10 ranks.

Benefit: You can attempt a throat threat combat maneuver from up to 30 feet away. The normal requirements for throat threat apply except you must be wielding a piercing ranged weapon.

RESIDUAL SPELL (METAMAGIC)

Your spells leave behind a lingering effect in the area they affected.

Benefit: The area a residual spell affects is considered difficult terrain for 1 round/spell level.

A residual spell uses up a spell slot equal to the spell's actual level.

ROARING RAGE

You bellow powerfully when raging.

Prerequisite: Rage class feature.

Benefit: For the duration of your rage, all creatures within 100 feet of you suffer a penalty to listen-based Perception checks equal to 10 + your Charisma modifier.

SELF-MUTILATION

With the advantages offered by magical prosthetics, you see no reason to settle for your natural limbs.

Prerequisite: Con 15.

Benefit: You can willingly sever your own arms, feet, hands, and legs. Doing so deals 1d3 Constitution damage but otherwise follows the normal rules for severing limbs.

SLUGGER (COMBAT)

You are ever ready to strike.

Benefit: You may make a number of attacks of opportunity in a round equal to the number of attacks granted by your base attack bonus. This does not stack with other sources that provide additional attacks of opportunity, such as the Combat Reflexes feat.

Normal: A character without this feat can make only one attack of opportunity per round

Special: The Slugger feat does not allow a rogue to use her opportunist ability more than once per round.

SPONTANEOUS LEARNER

You learn new spells more quickly than others. **Prerequisites**: Arcane caster level 4th, ability to

cast spells spontaneously.

Benefit: Every level, you can choose to learn a new spell in place of one you already know.

Normal: You can choose to learn a new spell every second level (sorcerers) or every third level (bards).

SUMMON RECALL

You can summon an individual creature more than once.

Prerequisite: Spell Focus (conjuration).

Benefit: When casting a *summon* spell, you can choose to call the last individual creature you conjured before, or a new creature entirely. For example, a druid casts *summon nature's ally II* and summons a dire bat that dies while scouting a dungeon. If the druid casts *summon nature's ally II* again, he can summon that same dire bat with memories of what it had scouted. If he summons another creature, he can no longer conjure that same dire bat.

SWORD AND SHIELD SYNERGY

(Сомват)

You can wield two weapons while wearing a shield.

Prerequisites: Two Weapon Defense, Two Weapon Fighting.

Benefit: You can carry a shield and wield a light melee weapon in the same hand. When you make an attack with your off-hand weapon, you lose your shield's bonus to AC (including the shield's enhancements) until the beginning of your following turn.

Normal: A character cannot carry a shield and wield a weapon in the same hand.

THICK SKULL (COMBAT)

You are so dense, you can headbutt an armored foe and not feel a thing. Your target, on the other hand...

Prerequisite: Toughness.

Benefit: You gain a natural attack that deals 1d4 damage (1d3 for small creatures) + $\frac{1}{2}$ your Strength modifier.

THREATS OF VIOLENCE (COMBAT)

Your words are more frightening than your weapon.

Prerequisite: Cha 15.

Benefit: When performing the throat threat combat maneuver, you may substitute your CMB roll with an Intimidate skill check opposed by your target's CMD.

THROAT THREAT GIANT (COMBAT)

The bigger the throat, the more to slit.

Benefit: You may throat threat opponents one size category larger than you.

Normal: You may throat threat targets your size or one size category smaller than you.

TWO SHIELD FIGHTING (COMBAT)

You make a good offense out of a great defense.

Prerequisites: Shield proficiency, Improved Shield Bash, Two Weapon Fighting.

Benefit: When wielding two shields, apply the shield bonus of both shields to your AC. If both shields provide an enhancement bonus to AC, apply the higher enhancement bonuses in full as the primary shield and +1 enhancement bonus for the off-hand shield.



SPELLS

"I have traveled the world, I have traveled the planes. Only once have I seen anything as breathtaking as magic."

– Flynn Dielle, on Princess Modestina's eyes.

Nothing can turn a battle like a perfectly-placed, welltimed spell. To the uninitiated, magic is like a wild animal, untamed and dangerous unless caged. Many novice wizards have burnt down their homes stopping thieves, partially proving the point. Casters should not feel slighted by the prejudice. Strategic thinking turns it into an advantage. Even a caster in complete control can unnerve an army with a smirk that says "I have no idea what destruction I am about to bring forth."

The following spells add new options for all the spellcasting classes. Many magically recreate the effects of combat maneuvers.

BARD SPELLS

1ST-LEVEL BARD SPELLS

Fight or Flight: Target gains temporary bonus to hit or to speed.

2ND-LEVEL BARD SPELLS

Autocannibalism: Forces subject to bite itself. **Mask Limb**: Convinces the subject they have lost a limb.

4TH-LEVEL BARD SPELLS

Animate Body Part: Bring severed limb to life. Siphoning Touch, Lesser: Receive the effects of a 2nd level or lower touch spell as though your target cast it on you.

6TH-LEVEL BARD SPELLS

Siphoning Touch: Receive the effects of a 5th level or lower touch spell as though your target cast it on you.

CLERIC SPELLS

1ST-LEVEL CLERIC SPELLS

Fight or Flight: Target gains temporary bonus to hit or to speed.

Judgmental Cure: Heals 1d8 hit points to good creatures; deals 1d8 damage to evil creatures.

3RD-LEVEL CLERIC SPELLS

Disarming Storm: Disarms targets in an area.

Siphoning Touch, Lesser: Receive the effects of a 2nd level or lower touch spell as though your target cast it on you.

4TH-LEVEL CLERIC SPELLS

Animate Body Part: Bring severed limb to life. Regenerate, Lesser: Reconnects severed limbs.

5TH-LEVEL CLERIC SPELLS

Fast Healing: Grants target fast healing 2. **Updraft**: Launches a foe 10 ft. per caster level straight up.

6TH-LEVEL CLERIC SPELLS

Siphoning Touch: Receive the effects of a 5th level or lower touch spell as though your target cast it on you.

9TH-LEVEL CLERIC SPELLS

Siphoning Touch, Greater: Receive the effects of a 8th level or lower touch spell as though your target cast it on you.

DRUID SPELLS

2ND-LEVEL DRUID SPELLS

Fetch: Teaches target animals the disarm combat maneuver.

3RD-LEVEL DRUID SPELLS

Disarming Storm: Disarms targets in an area.

4TH-LEVEL DRUID SPELLS

Blood Slugs: Conjured slugs deal Con damage. **Updraft**: Launches a foe 10 ft. per caster level straight up.

5TH-LEVEL DRUID SPELLS

Fast Healing: Grants target fast healing 2. **Regenerate, Lesser**: Reconnects severed limbs.

PALADIN SPELLS

1ST-LEVEL PALADIN SPELLS

Judgmental Cure: Heals 1d8 hit points to good creatures; deals 1d8 damage to evil creatures.

4TH-LEVEL PALADIN SPELLS

Disarming Storm: Disarms targets in an area.

RANGER SPELLS

2ND-LEVEL RANGER SPELLS

Fetch: Teaches target animals the disarm combat maneuver.

4TH-LEVEL RANGER SPELLS

Updraft: Launch a foe 10 ft. per caster level straight up.



SORCERER/WIZARD SPELLS

1 ST-LEVEL SORCERER/WIZARD SPELLS ENCHANTMENT

Fight or Flight: Target gains temporary bonus to hit or to speed.

2ND-LEVEL SORCERER/WIZARD SPELLS

ENCHANTMENT Autocannibalism: Forces subject to bite itself.

EVOCATION

Phantom Limb: Mimic the sensation of a limb.

3RD-LEVEL SORCERER/WIZARD SPELLS CONJURATION

Teleporting Strike: Temporarily teleport a short distance.

ILLUSION

Mask Limb: Convince the subject they have lost a limb. **NECROMANCY**

Siphoning Touch, Lesser: Receive the effects of a 2nd level or lower touch spell as though your target cast it on you.

4TH-LEVEL SORCERER/WIZARD SPELLS TRANSMUTATION

Body Heat Ray: Deals 1d6/level cold damage to one target and 1d6/level fire damage to another.Foot/Hand Burst: Severs target's hand or foot.

5TH-LEVEL SORCERER/WIZARD SPELLS

CONJURATION

Updraft: Launch a foe 10 ft. per caster level straight up. **EVOCATION**

Rain of Darts: Magical darts target creatures in an area. **TRANSMUTATION**

Arm/Leg Burst: Severs target's arm or leg.

6TH-LEVEL SORCERER/WIZARD SPELLS CONJURATION

Delayed Teleport: Teleport as an immediate action. **NECROMANCY**

Siphoning Touch: Receive the effects of a 5th level or lower touch spell as though your target cast it on you.

9TH-LEVEL SORCERER/WIZARD SPELLS NECROMANCY

Siphoning Touch, Greater: Receive the effects of a 8th level or lower touch spell as though your target cast it on you.

SPELL DESCRIPTIONS

ANIMATE BODY PART

School necromancy [evil]; Level bard 4, cleric 4 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one severed body part Duration 1 round/level Saving Throw none; Spell Resistance no

You bring life back into a severed body part: a hand, arm, foot, or leg. It quickly develops a new manner of movement and attacks whatever targets you designate. Designating a target is a free action. An animated body part cannot have been severed for longer than an hour for the spell to work. If it attacks the character to which it belonged, it receives a +2 bonus to Armor Class.

This spell cannot animate body parts still attached to a creature.

Animate body part can be made permanent with a *permanency* spell. If so, it qualifies as a neutral evil improved familiar that can be taken at 3rd level.

ANIMATED BODY PART CR 1 N Tiny Construct Init +1; Senses blindsight; Perception -5 DEFENSE AC 15, touch 13, flat-footed 13 (+2 size, +1 Dex, +2 natural) hp 5 (1 HD) Fort +0; Ref +1; Will -5 **Immune** construct traits OFFENSE Speed 20 ft. Melee claw +3 (1d3 +1) STATISTICS Str 12, Dex 14, Con –, Int –, Wis 1, Cha 1 Base Atk +0; CMB -1; CMD 11 ECOLOGY Environment any **Organization** solitary Treasure none

ARM/LEG BURST

School transmutation; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration instantaneous Source Throw Fortifued pageton Snell Pagiste

Saving Throw Fortitude negates; **Spell Resistance** yes If you successfully touch your target's arm or leg, the body part explodes unless the target succeeds at a Fortitude save. Treat it as though it had been the target of the sever combat maneuver, leaving nothing behind.

AUTOCANNIBALISM

School enchantment (compulsion) [mind-affecting, evil]; Level bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a pair of humanoid incisors) **Range** touch

Target one living creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes The subject of this spell is overcome with a need to gnaw its own flesh, eating anything that it chews off. It deals damage to itself equal to its bite damage, including any modifiers that apply, or 1 point of damage +1/2 its Strength modifier if the subject does not have a natural bite attack. The subject can take no actions other than bite itself, but is not considered helpless. After the spell ends, it can act normally. On each of the creature's turns it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends, but the subject is left sickened for 1d4 rounds.

BLOOD SLUGS

School conjuration (creation); Level druid 4 Casting Time 1 round Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect ten blood slugs Target up to ten creatures within range Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes You create blood-thirsty slugs that burrow into flesh

and settle in veins. The slugs appear on the subject's body and immediately attempt to penetrate their skin. Targets must make a Fortitude save for each blood slug affecting them. Each failed saving throw deals 1 point of Constitution damage and reduces the target's speed by 5 feet (minimum 5). The damage from multiple blood slugs stacks.

BODY HEAT RAY

School transmutation [cold, fire]; Level sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a piece of coal)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Effect ray, see text
Duration instantaneous
Saving Throw Fortitude half, see text; Spell Resistance ves

You drain the body heat from your target's body, dealing 1d6 points of cold damage per caster level (to a maximum of 10d6). A successful Fortitude save halves this damage.

Using the creature's drained body heat, you may fire a ray originating from your target at any other creature within 30 feet. You must succeed on a ranged touch attack to hit. This ray deals 1d6 points of fire damage per caster level (to a maximum of 10d6).

DELAYED TELEPORT

School conjuration (teleportation); Level sorcerer/wizard 6 Casting Time 1 minute Range personal Target you Duration 1 hour/level or less; see text Saving Throw none; Spell Resistance no This spell functions like *teleport*, except as noted above. Once the spell is cast, you can teleport yourself once as an immediate action any time during the spell's duration. Doing so ends the spell. If you have not teleported by the time the duration ends, the spell has no effect.

DISARMING STORM

School conjuration (creation) [air]; Level cleric 3, druid 3, paladin 4
 Casting Time 1 standard action

Components V, S, DF Range 30 ft. Area cone shaped burst Duration instantaneous

Saving Throw no; Spell Resistance no

A blast of air loosens the grip of subjects in your area. All creatures within a 30-foot cone risk being disarmed by this spell. Make a special disarm maneuver check, using your caster level or your base attack bonus, whichever is higher. Compare the result to the CMD of your targets. Every target whose CMD you beat drops a held object (your choice if they are holding multiple objects) as though subject to the disarm combat maneuver.

FAST HEALING

School conjuration (healing); Level cleric 5, druid 6 Casting Time 1 standard action Components V, S, DF Range touch Target living creature touched Duration 1 round/level Saving Throw no; Spell Resistance no The subject gains fast healing 2, as described in the appendices of the Pathfinder Roleplaying Game Bestiary.

FETCH

School transmutation; Level druid 2, ranger 2 Casting Time 1 standard action Components V, S Range touch Target animal touched Duration 1 round/level Saving Throw no; Spell Resistance no The target animal's fangs curve like claws, or it grows opposable talons. For the duration of the spell, the animal can make disarm checks, substituting your

FIGHT OR FLIGHT

School enchantment (compulsion) [mind-affecting]; Level bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 min.

Saving Throw no; Spell Resistance no

caster level for its base attack bonus.

Once during the spell's duration, as a swift action, the subject of this spell can gain a +1 bonus to attack, + 1 per four caster levels beyond 1st (+2 total at 5th level, +3 at 9th, etc.), or gain an additional 5 feet to speed, +5 feet per four caster levels (+10 feet total at 5th level, 15 at 9th level, etc). This effect lasts until the end of the subject's next turn.

FOOT/HAND BURST

School transmutation; Level sorcerer/wizard 4

Casting Time 1 standard action Components V, S Range touch Target living creature touched

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes If you successfully touch your target's hand or foot, the body part explodes unless the target succeeds at a Fortitude save. Treat it as though it had been the target of the sever combat maneuver, leaving nothing behind.

JUDGMENTAL CURE

School necromancy [good]; Level cleric 1, paladin 1 Casting Time 1 standard action Components V Range touch Target creature touched Duration instantaneous Saving Throw none; Spell Resistance no

This spell got its name from a priest torturer who would violently interrogate anyone he suspected to be evil. If they were in fact good, casting the spell would heal the wounds he'd inflicted. If they were evil, it was the world he was curing.

Judgmental cure has different effects based on the alignment of the target. Good creatures touched are cured 1d8 hit points. Evil creatures touched are dealt 1d8 damage. It has no effect on neutral creatures.

MASK LIMB

School illusion (phantasm) [mind-affecting]; Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a silk or satin glove) **Range** close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 min./level

Saving Throw Will disbelief; **Spell Resistance** yes You convince the subject of this spell that they are missing a body part. You must choose one of the following body parts at the time of casting: arm, foot, hand, or leg. If your target fails its Will saving throw, it suffers the appropriate penalties as per the sever combat maneuver for the duration of the spell.

PHANTOM LIMB

School evocation [force]; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (a pinch of ground bone) Range touch Target living creature touched Duration 1 min./level (D)

Saving Throw none; Spell Resistance yes

You return sensation to severed nerves, recreating everything about the subject's lost limb but the physical. The effects of all the subject's lost limbs are negated for the duration of the spell. This includes reduced speed, the ability to walk and run, reduced carrying capacity, the ability to wield weapons and manipulate items, and penalties to skill checks. For all intents and purposes, phantom limb allows the subject to act as though the limbs were never lost for the duration of the spell.

If the subject is wearing a prosthetic, it falls off. A phantom limb can not be severed. If the subject of phantom limb loses a limb before the spell duration ends, phantom limb affects the newly severed limb as well.



RAIN OF DARTS

School evocation [force]; Level sorcerer/wizard 5 Casting Time 1 standard action Components V, S, F (a dart) Range personal Area all foes within a 30-ft. radius centered on you Duration concentration, up to 1 round/level Saving Throw none; Spell Resistance no You rain down on your nearby foes with magic darts by the dozen. All targets within 30 feet of you take 1d4+1 points of force damage.

REGENERATE, LESSER

School conjuration (healing); Level cleric 4, druid 5 Casting Time 1 hour Components V, S, DF Range touch Target living creature touched

Duration instantaneous **Saving Throw** Fortitude pegates (h

Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

You reconnect the subject's severed body parts (hands, feet, arms, and legs), but only if the missing limb is present during casting. Multiple limbs can be reattached with a single casting of *lesser regenerate*. After the spell is cast, it takes 2d10 rounds for the limb to become useful again and for the negative effects of losing the limb to end. *Lesser regenerate* also rids the subject of exhaustion and/or fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

SIPHONING TOUCH

School necromancy; Level bard 6, cleric 6, sorcerer/ wizard 6

Casting Time 1 standard action Components V, S Range touch

Target touched willing creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no Your touch borrows magic from an ally. Upon casting this spell, when you touch your target, choose a spell of 5th level or lower with a range of touch you believe they know and can cast.

If the target does know and can cast that spell (other than through the use of a magic item), you immediately gain the benefit of that spell as though they had cast it and targeted you, including any class features, feats, etc., the target has that modify the spell. This includes metamagic feats only if the spell was memorized with the metamagic feat applied (in the case of casters that memorize spells) and the spell is still 5th level or lower after the metamagic feat has been applied. Your target loses the spell as though she had cast it. If you siphon a cure spell from a class that can spontaneously convert memorized spells, like a cleric, she chooses which memorized spell to lose. If the target does not know or cannot cast the spell you choose, *siphoning touch* has no effect.

SIPHONING TOUCH, GREATER

School necromancy; **Level** cleric 9, sorcerer/wizard 9 As *siphoning touch*, except you can choose a spell of 8th level or lower.

SIPHONING TOUCH, LESSER

School necromancy; Level bard 4, cleric 3, sorcerer/ wizard 3

As *siphoning touch*, except you can choose a spell of 2nd level or lower.

TELEPORTING STRIKE

School conjuration (teleportation); Level sorcerer/wizard 3 Casting Time 1 swift action Components V, S Range medium (100 ft. + 10 ft./level) Target you Duration see text Saving Throw none; Spell Resistance no You momentarily whisk yourself off to another location within range, returning to your previous

location seconds later. Upon casting this spell, you instantaneously appear anywhere within the spell's

range. You have enough time to perform a single

standard action before you are transported back to where you were when you cast the spell.

Teleporting into a threatened square does not provoke attacks of opportunity.



UPDRAFT

School conjuration [air]; Level cleric 5, druid 4, ranger 4, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature **Duration** instantaneous

Saving Throw Reflex negates; **Spell Resistance** yes You create a powerful air current that thrusts a creature skyward. You launch your target into the air 10 feet per caster level (maximum 100 feet). Unless they have some way of slowing their descent (the ability to fly, a *feather fall* spell, etc), they fall back down on the beginning of their turn using the standard rules for falling. If they hit something on the way up, such as a ceiling, the effect ends. Your target suffers damage upon impact as though he had fallen the distance travelled. Your target then immediately begins falling back down, and will take damage again upon impact with the ground.

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CHAPTER 4 - TACTICAL MANEUVERS



"I eat a lot of chili and I drink a lot of ale, but I don't eat chili before meeting with a princess and I don't drink ale before going in a dungeon." – Flynn Dielle, on everything's time and place.

n a daily basis adventurers live in fear of death by weapon, monster, or magic. They share worlds with thousands of beasts, demons, and oddities with claws, fangs, and other, often indescribable, natural weapons out to get them. They face the angry side of flesh-tearing blades and bone crushing clubs. At any moment, they could be subject to magic that can break their bodies as badly as it breaks the laws of nature. Simple fantasy fights to the death are easily represented by the standard combat rules. More nuanced combats, or those that are out of the ordinary, are represented by combat maneuvers.

Detailed below are rules for four new combat maneuvers that represent specific combat situations: choking strike, sever, strangle, and throat threat, in addition to a completely new type of combat maneuver, offhand tactics.

CHOKING STRIKE

"Now he hates me more, but hurts me less." – Flynn Dielle, demonstrating a choking strike.

A choking strike is shocking and stressful to nearly any foe, making it an effective strategy in melee combat. A quick strike to the throat stops a target in its tracks.

You can attempt to use a choking strike in place of a melee attack. If you do not have the Improved Choking Strike feat, or a similar ability, attempting to deliver a choking strike to a foe provokes an attack of opportunity from the target of your maneuver.

A choking strike is a quick, powerful blow to the throat that momentarily closes the windpipe. If your attack is successful, your opponent is staggered for 1 round, +1 round for every 5 by which your attack exceeds your opponent's CMD.

Attempting a choking strike maneuver on creatures that do not breathe, such as undead and constructs, is simply a unarmed strike attack and does not cause the target to become staggered.

<u>SEVER</u>

"It's much easier to outrun a three-legged centaur." – Flynn Dielle, on alternatives to fighting to the death.

You can attempt to sever an arm, foot, hand, or leg at the joint as part of an attack action in place of a melee attack. Normally you cannot sever other limbs than those four extremities, but your GM may deem some special limbs fragile enough to qualify (a wing, for example). If you do not have the Improved Sever feat, or a similar ability, attempting to sever an item provokes an attack of opportunity from the target of your maneuver.

Declare which limb you are targeting before your combat maneuver roll. If your attack is successful, you sever the targeted limb. Your opponent can make a Fortitude save (DC equal to your combat maneuver roll) to ignore the effect. Although horrific, the mind blocks out the pain of losing a limb. This attack deals no damage. The penalties for losing limbs are outlined later in this chapter (see The Loss of a Body Part).

STRANGLE

"One of those things уон take for granted until it's gone." – Flynn Dielle, on breathing.

As a standard action, you can attempt to strangle a foe, slowly squeezing its life out. If you do not have the Improved

Strangle feat, or a similar

ability, attempting to strangle a foe provokes an attack of opportunity from the target of your maneuver. Humanoid creatures without two free hands attempting to strangle a foe take a -4 penalty on the combat maneuver roll.

If successful, both you and the target gain the grappled condition. Although both creatures have the grappled condition, you can, as the creature that initiated the strangle, release the strangle as a free action, removing the condition from both you and the target. If you do

not release the strangle, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the strangle, you get a +5 circumstance bonus on strangle checks made against the same target in subsequent rounds. Unlike a grapple, you cannot perform any other actions while maintaining a strangle. The effects of strangle function exactly like the rules for drowning. Attempting a strangle maneuver on creatures that do not breathe, such as undead and constructs, is treated as a grapple.

THROAT THREAT

"Sometimes you have to shake an enemy's hand and

mean it."

– Flynn Dielle, on surrender.

When you catch an enemy off-guard, you can take him hostage. Your blade remains pressed against his throat, a flick of your wrist away from a lethal cut.

In melee combat, you can attempt to throat threat a flat-footed opponent as a standard action. Because your opponent must be flat-footed, this does not provoke an attack of opportunity. You cannot be threatened by any other foes when you initiate the throat threat and you must be wielding a slashing or piercing melee weapon (typically a dagger but not limited to it). Your target immediately becomes aware of you when you attempt to throat threat.

If successful, both you and the target gain the grappled condition. Although both creatures have the grappled condition, you can, as the creature that initiated the throat threat, release the throat threat as a free action, removing the condition from both you and the target. If you do not release the throat threat, you must continue to make a check each round, as a standard action, to maintain the hold. If your target does not break the throat threat, you get a +5 circumstance bonus on throat threat checks made against the same target in subsequent rounds. Your target remains flatfooted against you for as long as you maintain the throat threat unitation, a vital strike.

While maintaining a throat threat, you may make a single devastating attack, known as a vital strike, as an immediate action if your target attempts any action that you are aware of, or if any of your target's allies provoke an attack of opportunity from you or enter your threatened area. A vital strike automatically hits and scores a critical hit against your flat-footed opponent and your target must make a Fortitude save (DC equal to the damage dealt) or be stunned for one round.

Your opponent may make a Stealth skill check to attempt an action without your noticing, including a move action that gets away from your throat threat, but



you gain a +5 bonus on the opposed Perception check to notice. Creatures immune to critical hits are immune to throat threat. You can only throat threat a target your own size or one size category smaller than you. Creatures of a different type than you get a +5 circumstance bonus to their Fortitude save to resist being stunned.

OFF-HAND TACTICS

"Look for any - ANY - advantage." – Flynn Dielle, on fighting dirty.

Tradition states that an empty hand on the battlefield is a wasted hand. A warrior should use his off hand to wield a shield for better protection, another weapon to improve the likelihood of landing a blow, or hold his weapon with both hands for more power and a deadlier swing. Strategists buck tradition.

Off-hand tactics are combat maneuvers that require less effort than standard combat maneuvers and can be performed in melee combat as an off-hand attack. The normal rules with two-weapon fighting apply. Offhand tactics are largely improvised, and sometimes are called underhand tactics because such maneuvers are considered dirty. This opinion has not stopped even paladins from occasionally using off-hand tactics to even the odds.

During combat, a character with a free hand can attempt to a variety of off-hand tactics that manipulate opponents and control the battlefield. Unless you have the Improved Off-Hand Tactics feat, off-hand tactics provoke attacks of opportunity.

EAR SLAP

As an off-hand attack, you smack your target in the ear on the side of the helmet. If your attack is successful, your target is deafened for 1 round, +1 round for every 5 by which your attack exceeds your opponent's CMD.

You cannot ear slap a creature more than two size categories larger or smaller than you. Creatures with no discernible anatomy are immune to ear slap. Targets of a different type than you gain a +4 bonus to their CMD to resist ear slap.

EYE GOUGE

As an off-hand attack, you rake your opponent's eyes. If your attack is successful, your target is blinded for 1 round, +1 round for every 5 by which your attack exceeds your opponent's CMD.

You cannot eye gouge a creature more than two size categories larger or smaller than you. Creatures with no discernible anatomy are immune to eye gouge. Targets of a different type than you gain a +4 bonus to their CMD to resist eye gouge. Creatures with blindsight are immune to eye gouge.



GRAB AND STAB

As an off-hand attack, you pull your target towards your waiting blade. If your attack is successful, your next attack against that target this round gains a +4 circumstance bonus to hit, +1 for every 5 by which your attack exceeds your opponent's CMD, and you add 1 ¹/₂ times your Strength bonus to damage on a successful hit.

You cannot grab and stab a creature more than two size categories larger or smaller than you. Targets with more legs than you or exceptionally stable targets like dwarves gain a +4 bonus to their CMD against grab and stab.

GRASP

As an off-hand attack, you grab hold of your opponent's armor, clothes, or body, limiting how and where it can move. If your attack is successful, your opponent cannot leave your natural reach. You maintain this grasp as an attack action until either you release your opponent or your target breaks free from your grasp. Every round your opponent may make a combat maneuver check as a free action to escape. You and your target continue to act normally otherwise. You are not considered grappled when grasping.

HEART PUNCH

As an off-hand attack, you aim to stop your opponent's heart with a punch in the chest.

If your attack is successful, your target is dazed for 1 round, +1 round for every 5 by which your attack exceeds your opponent's CMD.

Creatures immune to critical hits or with no discernible anatomy are immune to heart punch. Targets of a different type than you gain a +4 bonus to their CMD to resist heart punch.

SHOVE

As an off-hand attack, you force your target back. If your attack is successful, you move your opponent back 5 feet, while you remain in your space. Your opponent cannot make a 5 foot step on its next turn. Targets with more legs than you or exceptionally stable targets like dwarves gain a +4 bonus to their CMD against shoves.

SMACK

As an off-hand attack, you slap your opponent's face. If your attack is successful, your opponent suffers a -1 morale penalty to attack anyone other than you on its next turn, with an additional -1 penalty for every 5 by which your attack exceeds your opponent's CMD. Smack is a mind-affecting effect.



STRAIGHT ARM

As an off-hand attack, you jostle your opponent's face, obscuring its field of vision. If your attack is successful, you gain concealment against your opponent's attacks until the beginning of your next turn.

THE LOSS OF A BODY PART

There are immediate life-changing consequences to losing any limb, the details of which vary based on which limb has been severed. Menial tasks, like cooking, jogging, swimming, and jumping, once simple, now need constant adjustments to complete. Complex tasks, such as combat, item creation, riding, and climbing, need to be relearned completely. This is not to say someone who has lost a limb or was born without one is somehow inferior. It is simply saying that there is a period of adjustment in which to grow accustomed to an altered state.

HAND

Since a person's manual dexterity comes primarily from the opposable thumbs interacting with the fingers and palms, the loss of a hand limits how complex items are used and how items are carried.

A character who has lost a hand incurs the following penalties:

- -5 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -4 penalty on grapple checks;
- Must make a caster level check to cast spells with somatic components;
- Unable to wield two-handed weapons or make two-weapon attacks, but may still wear a shield on the affected arm;
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is reduced by one third, as shown on Table 4-1 (for medium creatures). These penalties do not stack with other penalties for losing limbs.

A character who has lost both hands, or one hand and one arm, cannot use any of the listed skills, make attacks, cast spells with somatic components, or handle objects, without the aid of prosthetics (see the appendix of this book) or magic.

ARM

Losing an arm at the elbow (or higher) severely limits what that side of the body can do. With a markedly shorter reach and range, the arm is practically unusable.

A character who has lost an arm incurs the following penalties:

- -10 penalty on Climb, Craft, Disable Device, Sleight of Hand, and Use Magic Device skill checks;
- -8 penalty on grapple checks;
- Must make a caster level check at a -5 penalty to cast spells with somatic components;
- Unable to wield weapons two-handed or make two-weapon attacks, and may not wear a shield on the affected arm.
- Carrying capacity is not reduced. However, the maximum weight a character can lift over head or off the ground is halved, as shown on Table 4-2 (for medium

TABLE 4-1: MODIFIED LIFTING CAPACITY: HAND

Strength	Lift Overhead	Lift off Ground
1	7	14
2	14	28
3	21	42
4	28	56
5	35	70
6	42	84
7	49	98
8	56	112
9	63	126
10	70	140
11	81	162
12	91	182
13	105	210
14	123	246
15	140	280
16	161	322
17	182	364
18	210	420
19	245	490
20	280	560
21	322	644
22	364	728
23	420	840
24	490	980
25	560	1120
26	644	1288
27	728	1456
28	840	1680
29	980	1960
+10	x4	x4

creatures). These penalties do not stack with other penalties for losing limbs.

A character who has lost both arms cannot use any of the listed skills, make attacks, or use objects, without the aid of prosthetics (see the appendix of this book) or magic.

FOOT

Keeping upright becomes a chore with the loss of the foot. Uneven legs, no pivot point, and a smaller base affect land movement.

A character who has lost a foot incurs the following penalties:

• -5 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion).

TABLE 4-2: MODIFIED LIFTING CAPACITY: ARM

Strength	Lift Overhead	Lift off Ground
1	5	10
2	10	20
3	15	30
4	20	40
5	25	50
6	30	60
7	35	70
8	40	80
9	45	90
10	50	100
11	57	115
12	65	130
13	75	150
14	87	175
15	100	200
16	115	230
17	130	260
18	150	300
19	175	350
20	200	400
21	230	460
22	260	520
23	300	600
24	350	700
25	400	800
26	460	920
27	520	1040
28	600	1200
29	700	1400
+10	x4	x4

- Cannot run.
- Cannot bull rush or overrun and takes a -4 penalty to resist these combat maneuvers.
- Land movement rate is reduced by half, and characters can no longer benefit from the fast movement class feature.
- Carrying capacity is reduced by one third and the maximum weight a character can lift over head or off the ground is halved, as shown on Table 4-3 (for medium creatures). These penalties do not stack with other penalties for losing limbs.

A character who has lost both feet, or one foot and one leg, is always considered flat-footed, cannot use any of the listed skills, and can only move 5 feet as a full round action, without the aid of prosthetics (see the appendix of this book) or magic.

TABLE 4-3: MODIFIED LIFTING CAPACITY: FOOT

Str	Light Load	Medium Load	Heavy Load	Lift Over Head	Lift off Ground
1	1 lb.	2-4 lbs.	5-7 lbs.	5	10
2	4 lbs.	5-9 lbs.	10-14 lbs.	10	20
3	7 lbs.	8-14 lbs.	15-20 lbs.	15	30
4	9 lbs.	10-18 lbs.	19-27 lbs.	20	40
5	11 lbs.	12-22 lbs.	23-34 lbs.	25	50
6	14 lbs.	15-27 lbs.	28-40 lbs.	30	60
7	16 lbs.	17-31 lbs.	32-47 lbs.	35	70
8	18 lbs.	19-36 lbs.	37-54 lbs.	40	80
9	20 lbs.	21-40 lbs.	41-61 lbs.	45	90
10	22 lbs.	23-44 lbs.	45-67 lbs.	50	100
11	26 lbs.	27-51 lbs.	52-77 lbs.	57	115
12	29 lbs.	30-58 lbs.	59-87 lbs.	65	130
13	34 lbs.	35-66 lbs.	67-101 lbs.	75	150
14	39 lbs.	40-78 lbs.	79-117 lbs.	87	175
15	44 lbs.	45-89 lbs.	90-134 lbs.	100	200
16	51 lbs.	52-102 lbs.	103-154 lbs.	115	230
17	58 lbs.	59-116 lbs.	117-174 lbs.	130	260
18	66 lbs.	67-133 lbs.	134-201 lbs.	150	300
19	78 lbs.	79-156 lbs.	157-234 lbs.	175	350
20	89 lbs.	90-178 lbs.	179-267 lbs.	200	400
21	102 lbs.	103-204 lbs.	205-307 lbs.	230	460
22	116 lbs.	117-231 lbs.	232-347 lbs.	260	520
23	133 lbs.	134-267 lbs.	268-401 lbs.	300	600
24	156 lbs.	157-311 lbs.	312-467 lbs.	350	700
25	178 lbs.	179-356 lbs.	357-534 lbs.	400	800
26	204 lbs.	205-409 lbs.	410-614 lbs.	460	920
27	231 lbs.	232-463 lbs.	463-694 lbs.	520	1040
28	267 lbs.	268-534 lbs.	535-801 lbs.	600	1200
29	311 lbs.	312-622 lbs.	623-934 lbs.	700	1400
+10	x4	x4	x4	x4	x4

LEG

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Losing a leg at the knee (or higher) strips it of its fundamental purposes. Walking is replaced by hopping, standing is replaced by balancing, kicking becomes impossible. Very little can be done in an upright position without aid from a prosthetic, magic, or fellow adventurer.

A character who has lost a leg incurs the following penalties:

- -10 penalty on Acrobatics, Climb, Ride, Stealth, and certain Perform skill checks (GM's discretion).
- Cannot run or charge.
- Cannot bull rush or overrun and takes a -12 penalty to resist these combat maneuvers.

TABLE 4-4: MODIFIED LIFTINGCAPACITY: LEG

Str	Light Load	Medium Load	Heavy Load	Lift Over Head	Lift off Ground
1	1 lb.	1-2 lbs.	2-5 lbs.	5	10
2	2 lbs.	3-4 lbs.	5-10 lbs.	10	20
3	3 lbs.	4-6 lbs.	7-15 lbs.	15	30
4	4 lbs.	5-8 lbs.	9-20 lbs.	20	40
5	5 lbs.	6-11 lbs.	11-25 lbs.	25	50
6	6 lbs.	7-13 lbs.	14-30 lbs.	30	60
7	7 lbs.	8-15 lbs.	16-35 lbs.	35	70
8	8 lbs.	9-17 lbs.	18-40 lbs.	40	80
9	10 lbs.	11-20 lbs.	21-45 lbs.	45	90
10	11 lbs.	12-22 lbs.	23-50 lbs.	50	100
11	12 lbs.	13-25 lbs.	26-57 lbs.	57	115
12	14 lbs.	15-28 lbs.	29-65 lbs.	65	130
13	16 lbs.	17-33 lbs.	34-75 lbs.	75	150
14	19 lbs.	19-38 lbs.	39-87 lbs.	87	175
15	22 lbs.	23-44 lbs.	45-100 lbs.	100	200
16	25 lbs.	26-51 lbs.	52-115 lbs.	115	230
17	28 lbs.	29-57 lbs.	58-130 lbs.	130	260
18	33 lbs.	34-66 lbs.	67-150 lbs.	150	300
19	38 lbs.	39-77 lbs.	78-175 lbs.	175	350
20	44 lbs.	45-88 lbs.	89-200 lbs.	200	400
21	51 lbs.	52-102 lbs.	103-230 lbs.	230	460
22	57 lbs.	58-115 lbs.	116-260 lbs.	260	520
23	66 lbs.	67-133 lbs.	134-300 lbs.	300	600
24	77 lbs.	78-155 lbs.	156-350 lbs.	350	700
25	88 lbs.	89-177 lbs.	178-400 lbs.	400	800
26	102 lbs.	103-204 lbs.	205-460 lbs.	460	920
27	115 lbs.	116-232 lbs.	233-520 lbs.	520	1040
28	133 lbs.	134-266 lbs.	267-600 lbs.	600	1200
29	155 lbs.	156-311 lbs.	312-700 lbs.	700	1400
+10	x4	x4	x4	x4	x4

- Speed is reduced to 5 feet, and can no longer make a 5-foot step.
- Carrying capacity is reduced by two thirds and the maximum weight a character can lift over head or off the ground is halved when sitting, impossible when standing, as shown on Table 4-4 (for medium creatures). These penalties do not stack with other penalties for losing limbs.

A character who has lost both legs is always considered flat-footed and prone, and can only move 5 feet as a full round action, without the aid of prosthetics (see the appendix of this book) or magic.

CHAPTER 5 - FLYNN DIELLE

R lynn Dielle tightened the rope around the chimney and tossed the loose end off the roof. It fluttered down the side of the building and rested against the center of the window without a sound. The murmuring from the chimney did not get any more urgent so Flynn drew the rope back up. He tied it tight around his waist and jumped off the roof, drawing his daggers midair.

He flew feet-first into the window, shattering through it like a battering ram. With an overhead scissor motion, he cut himself loose, hoping the poison didn't wipe off his blades.

As quickly as he could, Flynn accessed the situation. Three hobgoblins working under an ogre, all dressed down and sharpening weapons. A canvas on the floor that should be avoided. Iron doors locking a line of cupboards shut. Stacks of arrows behind the ogre. Barrels of rum and bottles of brandy behind a bar. A spray of blood coming from Flynn's left. Uh oh.

A shard of glass had sliced Flynn's arm when he made his entrance. He needed to handle his wound, the hobgoblins, and the ogre immediately and before Barnaby arrived.

Flynn decided his arm could wait. He rushed forward, digging a dagger into each of the chests of the first two hobgoblins he could reach. He dashed around the canvas, luring a hobgoblin who tripped and fell. The strident strategist stabbed the prone hobgoblin then took a minute to dress his arm with a strip of canvas. The moment cost him. The gap-toothed ogre walloped him with a swing of his greatclub.

Conscious but dazed, Flynn stepped back from the ogre and tossed his daggers. One flew over the ogre's shoulder, scattering a quiver of arrows. The other went harmlessly between the ogre's legs, puncturing a barrel of rum.

"Ha!" the ogre and Flynn both laughed, but only the ogre was confused by his foe's reaction.

A ray of fire flew in through the open window. The spilled rum quickly caught and the arrows served as kindling. Even as the rum burned out, the fire sustained, and the ogre was right in front of it.

Flynn tripped the stunned giant, poked him in the eye and punched him in the throat. He left the ogre – laid out flat, blind, and choking – to be finished off by the fire. He jumped from one iron door handle to the next, sidestepping the fire until he reached the bar. With time on his side, he carefully judged the row of brandy bottles before choosing one and returning to the window. With greater care, he jumped back through, grabbing the foot of his flying wizard friend.

"What did you get?" Barnaby asked.

"Single barrel aged Pomace from the year she was born," Flynn replied. "Here's to Princess Modestina's birthday."

FLYNN DIELLE CR 14

Male human fighter 10/bard 5 CG Medium humanoid (human)

Init +2; Senses Perception +15

- DEFENSE
- AC 20, touch 16, flat-footed 18 (+4 armor, +3 Dex, +3 deflection)

hp 75 (10d10 +10 + 5d8+5 + 10)

Fort +9, **Ref** +10, **Will** +7

OFFENSE

Spd 30 ft.

Melee 2 +3 Shortswords +20/+20/+15/+15 (1d8+10, 19-20/x2) +3 Shortsword +20/+15 (1d8+10, 19-20/x2) and Unarmed Strike +16/+11 (1d3+5, 19-20/x2)

+1 Silver Dagger +20/+15 (1d4+7, 19-20/x3)



Ranged +1 Shock Composite Longbow +17/+12 (1d8+4 +1d6 electricity, x3)

Special Attacks Corkscrew Charge, Damage Accumulation, Flash Attack, Harsh Words

Bard Spells Known (CL 5th, +17 melee touch, +16 ranged) 2nd (DC 14, 3/day) — cure moderate wounds (as 15th level bard), cat's grace, heroism

1st (DC 13, 5/day) — cure light wounds, comprehend languages, feather fall, fight or flight

0 (DC 12) — dancing lights, detect magic, know direction, light, mage hand, resistance

TACTICS

- **Before Combat** Flynn is always happier negotiating than fighting. He tries to use Diplomacy to calm emotions.
- **During Combat** Flynn avoids melee if he can long enough to start an inspire courage bardic performance and draw one or both of his shortswords. Unless he is sure his foes are evil, he will employ off-hand tactics to inconvenience them and slow them down. If he believes they are evil, he will focus on any foes separate from the group. If he can get out of his foes' reach mid-combat, he will use his favored spell, *cure moderate wounds*, to heal himself.
- **Morale** Flynn has spent enough time in prisons, brigs, and dungeons to know he can survive and even thrive locked away. As long as he believes his life will be spared, he will throw down his weapons and surrender if reduced to 5 hp. Otherwise he will try to flee or, failing that, fight to the death.

STATISTICS

Str 18, **Dex** 17, **Con** 12, **Int** 12, **Wis** 10, **Cha** 14 **Base Atk** +13/+8; **CMB** +17; **CMD** 30

- Feats Two Weapon Fighting, Double Slice, Weapon Focus: Short Sword, Corkscrew Charge, Damage Accumulation, Favored Spell (*cure moderate wounds*), Flash Attack, Harsh Words, Improved Unarmed Strike, Improved Two Weapon Fighting, Improved Off-Hand Tactics, Improved Choking Strike, Weapon Specialization: Short Sword
- Skills Bluff +17, Diplomacy +20, Knowledge (arcana) +9, Knowledge (dungeoneering) +12, Knowledge (history) +7, Knowledge (nobility) +7, Perception +15, Perform (Oratory) +20, Sense Motive +20

Languages Common, draconic

SQ Bardic Performances (14 rounds/day), Bardic Performance: Distraction (Su), Barbic Performance: Inspire Courage +2 (Su), Bardic Performance: Inspire Competence +2 (Su)

Combat Gear +3 Chain Shirt, +3 Shortswords (2), +1 Silver Dagger, +1 Shock Composite Longbow; Other Gear Belt of Physical Perfection +2

USING FLYNN DIELLE

Tired of the mysterious man in the corner or the sagely old wizard handing out quests? Flynn Dielle is an NPC of a different sort. Cocksure and likeable, he is a man who analyzes situations and deals with them in the most efficient manner he can estimate. If that means manipulating a novice band of PCs, he will do so as long as he believes they will be safe. For example, if Flynn needs an evil countess's bodyguards distracted so he can deal with her, he might tell a party to burn down

the count's armory. If he doesn't feel the need

to tell them the spectacular explosion of a *necklace of fireballs* in the armory will alert the guards and everyone else in the county, he won't. He will try to make it up to the PCs if he can.

It's important to know that Flynn Dielle is not a trickster by nature. He uses trickery for the greater good. He is just as likely to alert the PCs of goblins menacing a farm that he hasn't the time to deal with.

Flynn Dielle speaks in witticisms. His advice borders on riddles because he believes that wisdom comes from within. By forcing a person to consider a less obvious message, he is making others think. The more thought put into a problem, the more solutions there are to choose from. Samples of Flynn Dielle's witticisms are peppered throughout this book. A GM should feel free to use them, as well as a few more presented here:

"I remember it like it was yesterday..." - Flynn Dielle, on things to say while making up a lie.

"A smile and a nod says 'I'm friendly'. A wink and a nod says 'Just between us'. A smile, a wink, and a nod says you're hiding something." – Flynn Dielle, on the art of bluffing.

"I wouldn't want a pyromancer's help with a panicked crowd in a city street." – Flynn Dielle, on over-specializing.

"Dragons understand us like we understand dogs."

– Flynn Dielle on sharing the world with a superior race.

"If I have to wrestle a crocodile, I want to do it in the arctic."

– Flynn Dielle, on minimizing the advantages of your enemies.

"Why wouldn't I be wearing this hat?" - Flynn Dielle, on why he was wearing that hat.

"I'd give up both legs and an arm before I gave up my life,"

– Flynn Dielle, on the cruelty of severing limbs.

"That's a story for another day." – Flynn Dielle, on leaving them wanting more.

Appendix - Prosthetics

The adventurer's life is not an easy one, and odds are that sooner or later, someone is going to be missing something. While magical healing is an amazing thing, the truth is that most parties aren't going to have a healer of sufficiently advanced level to cast *regenerate* and replace a missing limb, or even *lesser regenerate* to reattach one. At lower levels, the amount of money required for such healing may be unattainable. In short, there are going to be times when someone's going to need an artificial replacement for their own flesh and blood, at least in the short term.

There are many ways in which a character can lose a limb (not the least of which is the sever combat maneuver described in Chapter 4 of this book) but not all are described in detail. It is mentioned that someone who is turned to stone, damaged, and then turned back to flesh suffers the same "deformities" that were suffered while petrified. Presumably this would mean a missing arm or leg. Others are more vague, but the description of the *regenerate* spell clearly states that it regenerates lost limbs, indicating that such a thing can happen. There are also products available from other companies, usually products that detail critical hits and fumbles, that specify the loss of limbs on occasion.

PROSTHETICS

There are several different levels and types of replacements for a missing limb, from the incredibly basic, such as hook hands and peg legs, to mechanical and magical replacements that are nearly as capable as the genuine article.

TYPES OF PROSTHETICS

Prosthetics come in two types: mundane and magical. Mundane prosthetics are further categorized into Basic, Cosmetic, Intermediate, Mechanical, and Combat.

Basic prosthetics, such as the gaff hand, peg leg or crutch, are very simple prosthetics that do not resemble the actual lost limb at all and have the most basic functionality. Basic prosthetics do grant a character some sense of wholeness and capability, however. Basic prosthetics are the least expensive of all prosthetics.

PUBLISHER'S NOTE

All of the prosthetics in this appendix appeared in our last book, *Luven Lightfinger's Gear and Treasure Shop*. They are included as an appendix here, and slightly updated to include benefits (if any) gained from the wearing of a prosthetic, if the optional rules for severing limbs are utilized (see the sever combat maneuver in Chapter 4 – Tactical Maneuvers).

Cosmetic prosthetics are sculpted, high quality replacements that look life-like (at least at first glance) but aren't actually functional. In this sense, cosmetic prosthetics are not as functional even as basic prosthetics but do more for a character's self esteem and hide his injury from the eyes of others.

Intermediate prosthetics are partially functional replacements capable of grabbing and releasing objects, or allowing one to walk stiffly but at a reasonable pace. Intermediate prosthetics include hinged forearms and calves, to which other types of prosthetic can be attached.

Mechanical prosthetics are fully articulated prosthetics with multiple moving parts, such as clockwork arms and hands capable of grasping and holding most everyday objects, even up to and including weapons, or clockwork legs capable of walking and running. Other mechanical prosthetics include clamps and haft locks, which make holding and gripping things much easier. Mechanical prosthetics are often extremely expensive.

Combat prosthetics are technically a basic prosthetic in the form of a weapon, an artificial limb that sacrifices appearance and function for lethality.

Magical prosthetics are just that - a variety of prosthetic types that provide the full function of the missing limb, and sometimes more. Magical prosthetics are the most expensive of all prosthetics.

Standard magical prosthetics perfectly mimic the body part they are replacing, except they may be dispelled, which leaves them useless but still attached. More advanced magical prosthetics offer new abilities superior to the limbs they are replacing.

All prosthetics, mundane and magical alike, can be sundered, and the hardness and hit points of each prosthetic is noted in the description.

MUNDANE PROSTHETICS

The mundane prosthetics listed in Table A-1 are detailed below.

Blunt Fist: A blunt fist is a type of combat prosthetic. It is a solid ball of metal, or sometimes it is shaped like a fist or hammerhead. It can be used as a tool, but it's most practical application is as a weapon. A blunt fist does 1d6 bludgeoning damage per strike. It is considered a light martial weapon.

Hardness: 10; Hit Points: 10

Blunt Foot: A solid wooden sphere with the base shaved flat, the blunt foot allows its wearer to move at a normal rate. The wearer may not run, charge, bull rush, or overrun.

Hardness: 5; Hit Points: 10

Clamp: A spring-loaded, metal, crab-like claw originally designed by gnomes to improve their grip. As a prosthetic, it negates the -4 penalty to grapple, and can be used as a gauntlet attack. In all other ways it is identical to the sculpted hand.

Hardness: 10; Hit Points: 10

Clockwork Arm: The clockwork arm appears to be a normal arm sleeved in plate armor, but when one listens closely the sound of gears whirring and clicking can be heard whenever the arm moves. First perfected by gnomes, clockwork arms are now built by several master smiths. The clockwork arm provides a near-perfect semblance of full functionality, but is quite expensive. Wearing a clockwork arm grants a character a +2 bonus to Strength when determining lifting/ carrying capacity and for attacks and damage with weapons wielded by the clockwork arm (the bonus does not apply to weapons wielded by the other arm, except for two-handed weapons), as well as for grappling. It also negates the wearer's penalties for losing an arm at the shoulder or elbow.

Hardness: 10; Hit Points: 30

Clockwork Leg: Similar to the clockwork arm, the clockwork leg appears to be an armored leg that clicks and whirs as it moves. The clockwork leg was another gnomish invention. The leg provides a near-perfect return to full functionality and mobility for the wearer, but is very expensive. The clockwork leg negates the wearer's penalties for losing a leg at the knee.

Hardness: 10; Hit Points: 35

Combat Prosthetics: Combat prosthetics are weaponized replacements for a character's hand or arm, designed for bludgeoning, slashing, or piercing. Piercing hands are generally a sturdy steel spike or dagger-like blade, slashing hands are either an array of knives or one large, often curved blade like a kukri, and bludgeoning hands are often solid metal fists or mace heads. None are suitable for manual tasks but are too well-secured to be disarmed in combat. As a rule of thumb, any light melee weapon can be made into a weapon hand at 1 ¹/₂ times the weapon's cost. The wearer must be proficient in the type of weapon in order to use the combat prosthetic without penalty.

Combat prosthetics – and the people who wear them – are impressive to behold. Any character wearing one receives a +5 circumstance bonus to Intimidate checks.

Hardness and Hit Points: as weapon type

Note: A few specialized combat prosthetics are individually detailed in this listing. Many other prosthetics can be used in combat, but are not specifically combat prosthetics.

Crossbow Arm: The crossbow arm is a light crossbow designed to be loaded and fired with one hand. It is out of the way when at rest. Bolts fired from the crossbow arm deal 1d8 (19-20/x2) piercing damage.

It is considered a light simple weapon.

Hardness: 5; Hit Points: 5

TABLE A-1: MUNDANE PROSTHETICS

INOSTILITES	
Type of Prosthetic	Cost
Basic Prosthetics	
Blunt Fist	50 gp
Blunt Foot	50 gp
Crow's Foot	65 gp
Crutch	5 gp
Fork Hand	35 gp
Gaff Hand	25 gp
Hoof, Animal	45 gp
Hoof, Steel	55 gp
Peg Leg, Metal	55 gp
Peg Leg, Wooden	35 gp
Cosmetic Prosthetics	
Sculpted Arm	100 gp
Sculpted Foot	80 gp
Sculpted Hand	80 gp
Intermediate Prosthetics	
Hinged Calf	75 gp
Hinged Forearm	75 gp
Pocket Shaft	120 gp
Shin Sheath	120 gp
Talon	65 gp
Wooden Leg	95 gp
Mechanical Prosthetics	
Clamp	65 gp
Clockwork Arm	500 gp
Clockwork Leg	800 gp
Haft Lock	150 gp
Combat Prosthetics	
Crossbow Arm	110 gp
Spiked Limb	75 gp

NOTE: Weights are not listed for the prosthetics as they are assumed to roughly equal the weight of the lost limb they are replacing. They are thought of as part of the body, not as carried equipment.

Crow's Foot: Y-shaped with built in stump grip, the wooden crow's foot returns the feel of a normal foot to the wearer, negating the penalty to Climb skill checks. In all other ways it is identical to the blunt foot.

Hardness: 5; Hit Points: 5



Crutch: A Y- or T-shaped implement of wood used to help support one's weight when one's leg cannot. A character's speed is reduced by 5 ft. while using a crutch. The crutch can be used as an improvised melee weapon, but without the Catch Off-Guard feat, wielders suffer a -4 penalty to attack rolls.

Hardness: 5; Hit Points: 5

Fork Hand: A pair of straight or slightly curved tines like those on a pitchfork, mounted on a harness that fits over the character's stump. It is otherwise similar to a sculpted hand. A fork hand can be used for melee attacks, delivering 1d4 piercing damage on a successful strike. It is considered a light simple weapon for combat purposes. The character wearing a fork hand also receives a +5 circumstance bonus to Intimidate checks, if the fork hand is used as part of the intimidation. A fork hand reduces the penalty to Climb, Craft, Open Lock, Sleight of Hand, and Use Magic Device checks from -5 to -3.

Hardness: 10; Hit Points: 2

Gaff/Hook Hand: A simple metal gaff hook, like those used by sailors and longshoremen, mounted on a harness that fits over the character's stump. It is only capable of the crudest manipulation and does not have a grip. It is impossible to hold a tool or weapon with this hand, but it can be used for opening doors or loosely holding onto things. It is otherwise similar to a sculpted hand. A hook hand deals 1d4 (19-20/x2) piercing damage when used in combat, and is considered a light simple weapon. The character wearing a gaff hand also receives a +5 circumstance bonus to Intimidate checks, if the hook is used as part of the intimidation. The gaff hand reduces the penalty to Climb, Craft, Open Lock, Sleight of Hand, and Use Magic Device checks from -5 to -2.

Hardness: 10; Hit Points: 2

Haft Lock: A vice that provides a great deal of grip, but unlike the clamp, the haft lock must be adjusted manually to achieve the proper tension. As a prosthetic, it allows the wearer to wield a weapon two-handed. Adjusting a haft lock takes one full round. In all other ways it is identical to the sculpted hand, and like the clamp, it can be used to make a gauntlet attack.

Hardness: 10; Hit Points: 10

Hinged Calf: This tight jointed prosthetic mimics the knee-to-ankle area of the leg. Ankle/foot prosthetics can be attached to its ankle end. The hinged calf is made of leather and metal. The hinged calf negates the wearer's penalties for losing a leg at the knee. The wearer still suffers the penalties for losing a foot.

Hardness: 5; Hit Points: 10

Hinged Forearm: This tight jointed prosthetic mimics the elbow-to-wrist area of the arm. Wrist/ hand prosthetics can be attached to its end. The

hinged forearm is made of leather and metal. The hinged forearm negates the wearer's penalties for losing an arm at the elbow. The wearer still suffers the penalties for losing a hand.

Hardness: 5; Hit Points: 10

Hoof: Sometimes made of steel and designed to look like a horse's foot, other times these are real animal hooves. Dense, durable, light, and aerodynamic, the hoof allows the wearer to run, overrun, and bull rush normally. In all other ways it is identical to a blunt foot.

Hardness: 10 (steel), 5 (animal hoof); Hit Points: 10 **Peg Leg, Metal**: A higher quality peg leg than the standard wooden peg. Like the wooden leg, it includes a leather cup and straps to tie onto the stump of the leg. A metal peg leg allows the wearer to run and charge, it reduces the penalty to Acrobatics, Climb, Ride, Stealth, and Perform checks by 3, from -5 to -2. It also allows the wearer to run and charge, but still at a reduced speed.

Hardness: 10; Hit Points: 10

Peg Leg, Wooden: The standard in foot/leg prosthetics, this device is a wooden peg with a leather cup and straps to tie onto the stump of the leg. A peg leg can be made to fit anything from a missing foot to an entire missing leg. A wooden peg leg allows the wearer to run and charge, it reduces the penalty to Acrobatics, Climb, Ride, Stealth, and Perform checks by 2, from -5 to -3. It also allows the wearer to run and charge, but still at a reduced speed.

Hardness: 5; Hit Points: 10

Pocket Shaft: A pocket shaft gives every impression of being nothing more than a hinged forearm without a wrist attachment. However, a pocket shaft actually contains a hidden repository. The pocket can hold as much as a belt pouch, and is padded to muffle the sound of items moving inside. Discovering the existence of the pocket shaft requires a DC 25 Perception check. In all other ways it is identical to a hinged forearm.

Hardness: 5; Hit Points: 10

Sculpted Foot: This prosthetic is a wooden or stone foot which resembles a real foot. Sculpted feet are often painted in flesh tones to match the skin of the character wearing them and can only be identified as a prosthetic with a successful Perception check (DC equals the Craft skill check of the individual that sculpted the prosthetic). If the character is wearing socks, shoes or boots, no one can identify the prosthetic. The sculpted foot is not at all fully functional. It is otherwise similar to a blunt foot.

Hardness: 5 (wood) or 8 (stone); Hit Points: 10 (wood) or 15 (stone)

Sculpted Hand: This prosthetic is a wooden or ceramic hand, usually in a generally relaxed pose, which looks real at first glance. Sculpted hands are often painted in flesh tones to match the skin of the character wearing it and can only be identified as a prosthetic with

a successful Perception check (DC equals the Craft skill check of the individual that sculpted the prosthetic). It can hold mundane objects weighing 10 pounds or less, such as cups and pouches, between its opened fingers, but cannot be used to wield weapons. A sculpted hand reduces the penalty to Climb, Craft, Open Lock, Sleight of Hand, and Use Magic Device checks from -5 to -2.

A sculpted arm functions in the same manner as a sculpted hand.

Hardness: 5; Hit Points: 10

Shin Sheath: The distance between the knee and the ankle is exactly the same length as the average dagger. Resembling a hinged calf, the shin sheath is the dream of any rogue who has lost a leg. Finding a dagger hidden in a shin sheath requires a DC 25 Perception check. In all other ways it is identical to a hinged calf.

Hardness: 5; Hit Points: 10

Spiked Limb: The spiked limb is a solid piece of oak covered in metal spikes. An ever-present weapon, it delivers 1d6 points of bludgeoning and piercing damage on a successful strike, and is treated as a light simple weapon. It is otherwise identical to a ceramic hand.

Hardness: 10; Hit Points: 10

Talon: A modified fork or hook, with three metal digits that can open and close, allowing them to hold objects somewhat well. The claws are manipulated by using the muscles of the upper arm and turning the remnants of the limb. Some look like a set of simple metal hooks capable of pivoting, while others are more ornate, shaped to resemble the talons of predatory birds. The talon hand can be used as a weapon, delivering 1d6 points of slashing damage. It is treated as a light simple weapon. Talons are otherwise similar to sculpted hands. It is identical to a gaff/hook hand in all other ways.

Hardness: 10; Hit Points: 5

Wooden Leg: A simplified and not very life-like wooden leg which has a hinged knee and jointed ankle. The wooden leg allows the character to walk stiffly. It is otherwise similar to a wooden peg leg.

Hardness: 5; Hit Points: 10

MAGICAL PROSTHETICS

All magical prosthetics completely negate any and all penalties for losing the limb which the prosthetic replaces, in addition to the magical abilities/bonuses mentioned in each individual description. The magical prosthetics listed in Table A-2 are described below.

BONELESS LEG

Aura moderate transmutation; CL 11th

Slot feet; Price 10,180 gp; Weight 2 lbs.

A boneless leg can deflate, allowing for contortions otherwise impossible to perform. Once per day, the prosthetic provides the wearer with *freedom* of *movement*, as the spell.

CONSTRUCTION

Requirements Craft Wondrous Item, animate object, freedom of movement; Cost 5,140 gp

CLAY ARM

Aura faint transmutation; CL 11th Slot none; Price 5,140 gp; Weight 2 lbs.

A clay arm mimics every function of a real arm perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal arm. It provides no bonuses or extra abilities beyond mimicking a normal arm. A clay arm includes a clay hand. A clay arm is plain and nondescript until it is placed against the stump of an arm. The magical arm then melds to the stump and it takes on the appearance of the wearer's flesh tone. **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object*; Cost 2,620 gp

CLAY FOOT

Aura faint transmutation; CL 11th

Slot none; Price 2,600 gp; Weight 1 lb.

A clay foot mimics every function of a real foot perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal foot. It provides no bonuses or extra abilities beyond mimicking a normal foot. A clay foot is plain and nondescript until it is placed against the stump of an ankle. The magical foot then melds to the stump and it takes on the appearance of the wearer's flesh tone.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 1,340 gp

CLAY HAND

Aura faint transmutation; CL 11th Slot none; Price 2,600 gp; Weight 1 lb.

A clay hand mimics every function of a real hand perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal hand. It provides no bonuses or extra abilities beyond mimicking a normal hand. A clay hand is plain and nondescript until it is placed against the stump of a wrist. The magical hand then melds to the stump and it takes on the appearance of the wearer's flesh tone. **CONSTRUCTION**

Requirements Craft Wondrous Item, animate object; Cost 1,340 gp

CLAY LEG

Aura faint transmutation; CL 11th Slot none; Price 5,140 gp; Weight 2 lbs.

A clay leg mimics every function of a real leg perfectly. Its texture is different and it is subject to *dispel magic*, but is otherwise identical to a normal leg. It provides no bonuses or extra abilities beyond mimicking a normal leg. A clay leg includes a clay foot. A clay leg is plain and nondescript until it is placed against the stump of a leg. The magical leg then melds to the stump and it takes on the appearance of the wearer's flesh tone.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 2,620 gp

TABLE A-2: MAGICAL PROSTHETICS

Type of Prosthetic	Cost
Boneless Leg	10,180 gp
Clay Arm	5,140 gp
Clay Foot	2,600 gp
Clay Hand	2,600 gp
Clay Leg	5,140 gp
Dart Launcher	5,100 gp
Dexterous Leg	16,100 gp
Energy Palm, Cold	2,080 gp
Energy Palm, Electricity	2,080 gp
Energy Palm, Fire	2,080 gp
Grafted Arm	4,300 gp
Grafted Foot	1,700 gp
Grafted Hand	1,700 gp
Iron Arm	3,700 gp
Iron Hand	2,600 gp
Limber Leg	1,700 gp
Mithral Arm	16,500 gp
Rabbit's Foot	25,080 gp
Responsive Leg	9,100 gp
Retractable Tendril	15,140 gp
Swift Heel	2,080 gp
Wizard's Hand	1,000 gp

NOTE: Weights are not listed for the prosthetics as they are assumed to roughly equal the weight of the lost limb they are replacing. They are thought of as part of the body, not as carried equipment.

DART LAUNCHER

Aura moderate evocation; CL 9th

Slot hands; Price 5,100 gp; Weight 2 lbs.

A *dart launcher* is a magical forearm prosthetic that is really a mystical projectile launcher. As a standard action, the *dart launcher* may make up to three ranged attacks (if the wearer can make that many attacks in a round) at the wearer's base attack bonus plus Dexterity bonus, dealing 1d4 damage each on a successful hit. It does not need to reload. However, unlike most magical prosthetics, the *dart launcher* does not mimic the functions of the lost arm.

CONSTRUCTION

Requirements Craft Wondrous Item, *secret chest*; Cost 2,600 gp

DEXTEROUS LEG

Aura moderate transmutation; CL 11th Slot feet; Price 16,100 gp; Weight 2 lbs.

A *dexterous leg* is a very life-like wooden leg, with hinged knee and ankle. When affixed to the stump of a leg, the *dexterous leg* magically affixes itself to

the stump and responds to the wearer as if it were a real leg. The wearer receives a +4 bonus to Dexterity from the magic of the leg.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, *cat's grace*; **Cost** 8,100 gp

ENERGY PALM

Aura moderate evocation; CL 8th (cold or electricity) or 10th (fire)

Slot hands; Price 2,080 gp; Weight 1 lb.

The *energy palm* is a steel hand prosthetic that enhances any masterwork or magic weapon it holds with energy damage, as though wielding a *flaming*, *frost*, or *shock* weapon. The energy type is chosen when the prosthetic is crafted and can not be changed. If the weapon wielded already possesses an ability of the type provided by the *energy palm*, no benefit is gained. The *energy palm* does not apply the energy damage to unarmed attacks. In the case of ranged weapons, the energy damage is applied to the ammunition.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, and flame blade, flame strike, or fireball (fire), or chill metal or ice storm (cold), or call lightning or lightning bolt (electricity); **Cost** 1,080 gp

GRAFTED ARM

Aura moderate necromancy; CL 5th Slot hands; Price 4,300 gp; Weight 3 lbs.

Originally, a *grafted arm* simply used the arm of a recently dead creature of the same race or type as the wearer. However, the suspicious deaths a few of the donors led many kingdoms to ban the limbs of their dead citizens from being used in this way. A popular alternative became large apes and their monstrous cousins, which could be hunted freely and would provide plenty of material from a single kill. A *grafted arm* mimics every function of a real arm perfectly. The arm grants the wearer a +2 bonus to Strength. It also grants a natural claw attack that delivers 1d4 damage on a successful strike, plus Strength bonus. **CONSTRUCTION**

Requirements Craft Wondrous Item, *bull's strength, gentle repose*, arm of an ape or ape-like creature; **Cost** 2,300 gp

GRAFTED FOOT

Aura moderate necromancy; CL 5th

Slot feet; **Price** 1,700 gp; **Weight** 1 lb.

The foot of a former living creature that is grafted onto a stump. Many cities have implemented laws limiting what body parts can be used for grafting, so the popular donor for a *grafted foot* became any creature that can climb well. It mimics every function of a real foot perfectly and provides a +4 bonus to climb. **CONSTRUCTION**

Requirements Craft Wondrous Item, *gentle repose*, *spider climb*, foot of a climbing creature; **Cost** 950 gp

GRAFTED HAND

Aura moderate necromancy; CL 5th Slot hands; Price 1,700 gp; Weight 1 lb.

The hand of a former living creature of grafted onto a stump. When using body parts of the same type of

creature as the wearer became outlawed, reptilian humanoid hands became the standard because of the natural claw attack it could grant. A *grafted hand* mimics every function of a real hand perfectly. It also provides a natural claw attack dealing 1d4 plus Strength bonus in damage.

CONSTRUCTION

Requirements Craft Wondrous Item, *gentle repose*, hand of a reptilian humanoid; **Cost** 950 gp

IRON ARM

Aura faint transmutation; CL 11th

Slot none; Price 3,700 gp; Weight 5 lbs.

An *iron arm* mimics every function of a real arm perfectly. It also functions like a gauntlet, and unarmed strikes with the arm deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal). The *iron arm* also acts as a buckler, granting a +1 shield bonus. An iron arm includes an iron hand.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 2,340 gp

IRON HAND

Aura faint transmutation; CL 11th

Slot none; Price 2,600 gp; Weight 2 lbs.

An *iron hand* mimics every function of a real hand perfectly. It also functions like a gauntlet, and unarmed strikes with the hand deal 1d3 (plus Strength bonus) lethal damage (as opposed to nonlethal).

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*; Cost 1,340 gp

LIMBER LEG

Aura faint transmutation; CL 11th

Slot feet; Price 1,700 gp; Weight 2 lbs.

A favorite of bards or performers in need of a prosthetic, the *limber leg* is like an ever present dance partner. The wearer receives a +4 bonus to Perform (dance). **CONSTRUCTION**

Requirements Craft Wondrous Item, *animate object*; **Cost** 900 gp

MITHRAL ARM

Aura moderate transmutation; CL 8th

Slot hands; Price 16,500 gp; Weight 2 lbs.

Dwarves and drow elves have argued for hundreds of years over which of the two races invented this particular magical prosthetic, as the item is well known in both cultures. The *mithral arm* is a very life-like arm, matching the body style and shape of the wearer. If it wasn't for the fact that the arm is silver-blue and shiny, someone looking at it could mistake it for a real



arm. Anyone wearing a *mithral arm* has a +4 bonus to Strength. The arm does grant some feelings: the wearer can sense heat, cold, and pressure with the arm, but not pain. *Mithral arms* have been crafted that replace the entire arm from the shoulder, or just the forearm and hand.

CONSTRUCTION

Requirements Craft Wondrous Item, animate object, bear's strength; Cost 8,500 gp

RABBIT'S FOOT

Aura moderate transmutation; CL 11th Slot feet; Price 25,080 gp; Weight 2 lbs.

Not actually the paw of a rabbit, the *rabbit's foot* prosthetic is named for the ability it provides its wearer. Anyone with a *rabbit's foot* prosthetic gains the evasion ability. If the wearer already has evasion from another source, this item does not grant any further abilities. **CONSTRUCTION**

Requirements Craft Wondrous Item, animate object, jump; Cost 12,580 gp

RESPONSIVE LEG

Aura moderate transmutation; CL 11th

Slot feet; Price 9,100 gp; Weight 2 lbs.

Similar to the *clay leg*, a *responsive leg* not only replaces the missing original leg, but enhances the wearer's reactions. Its wearer receives a +2 bonus to initiative. **CONSTRUCTION**

Requirements Craft Wondrous Item, animate object, cat's grace; Cost 4,600 gp

RETRACTABLE TENDRIL

Aura moderate conjuration; CL 7th

Slot hands; Price 15,140 gp; Weight 2 lbs.

A whip-like tendril springs out of what otherwise looks like a hinged forearm prosthetic. As a standard action, the wearer may make a trip or grapple maneuver, with a +4 bonus to CMB. The tendril has a 10 foot reach. Unlike most magical prosthetics, the *retractable tendril* does not mimic the functions of the lost arm. Wearing a hand prosthetic with the *retractable tendril* prevents the tendril from being used.

CONSTRUCTION

Requirements Craft Wondrous Item, *black tentacles*; Cost 7,620 gp

SWIFT HEEL

Aura faint transmutation; CL 1st

Slot feet; Price 2,080 gp; Weight 1 lb.

While replacing a limb, the philosophy of many spellcasters is "why not make it better?" A *swift heel* mimics every function of a real foot perfectly, plus it increases the movement rate of the wearer by 10 feet, so long as the wearer of the prosthetic is wearing light armor or no armor.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate object*, *longstrider*; **Cost** 1,080 gp

WIZARD'S HAND

Aura faint transmutation; CL 1st Slot hands; Price 1,000 gp; Weight 1 lb.

The *wizard's hand* is a simple magical prosthetic hand.

It is a leather or metal bracer that has been crafted with the spell *mage hand*. The bracer does not cause a physical hand to appear, so the character still has a visible stump, but the *mage hand* cantrip allows the wearer to pick up light objects (less than 5 pounds) and use them in a fully normal way. The hand is not powerful enough to wield a weapon in combat, even if it can lift and carry the weapon. Anyone physically touched by the *wizard's hand* feels the sensation of being touched, poked or grabbed. There is no warmth to the hand, nor is the hand cold to the touch.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage hand*; Cost 500 gp

ARMOR FOR PROSTHETICS

Armored prosthetics are easily achieved by adding armor-grade leather or steel to a prosthetic. A character with funds to spend can choose to add mithral or adamantine armor to a prosthetic. Typically, only fulllength prosthetic arms or legs are armored. Rather than granting an armor class bonus (as armor worn by a character would), armor for prosthetics instead increases the hardness and hit points of the prosthetic, making it less vulnerable to damage from an enemy's blade.

Leather armor adds:

- +2 to the hardness and +5 hit points to a prosthetic arm. Cost: 15 gp, Weight: 2 lbs.
- +2 to the hardness and +7 hit points to a prosthetic leg. Cost: 20 gp, Weight: 4 lbs.

Steel armor adds:

- +10 to the hardness and +7 hit points to a prosthetic arm. Cost: 25 gp; Weight: 4 lbs.
- +10 to the hardness and +15 hit points to a prosthetic leg. Cost: 30 gp; Weight: 6 lbs.

Adamantine armor adds:

- DR 1/-, +20 hardness and +10 hit points to a prosthetic arm. Cost: 1,500 gp; Weight: 6 lbs.
- DR 1/-, +20 hardness and +20 hit points to a prosthetic leg. Cost: 2,000 gp; Weight: 10 lbs.

Mithral armor adds:

- +15 hardness and +7 hit points to a prosthetic arm. Cost: 1,000 gp; Weight: 2 lbs.
- +15 hardness and +15 hit points to a prosthetic leg. Cost: 1,500 gp; Weight 3 lbs.

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"There sure are a lot of things out there that want to kill you." – Flynn Dielle

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