

PATHFINDER ROLEPLAYING GAME COMPATIBLE

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ABANDONED ARTS® PRESENTS:

# AMAZING RACES: AASIMAR!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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# RACIAL FEATS AND RACIAL CHARACTER TRAITS

Several new feats are featured below for members of the aasimar race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder® Roleplaying Game: Advanced Player's Guide.™* 

# **AASIMAR FEATS**

### DAZZLING COUNTERSPELL

You can counter spells with heavenly force.

PREREQUISITES: Improved Counterspell, aasimar

**BENEFIT:** When you successfully counter an opponent's spell, your counterspell is bolstered by a dazzling display of celestial lights, causing the subject of your counterspell to be dazzled for a number of rounds equal to the level of the spell countered.

### DISRUPT UNDEAD

Your touch is a bane to the undead.

**PREREQUISITES:** aasimar

**BENEFIT:** Undead creatures that you touch or successfully hit with an unarmed strike are subject to a *disrupt undead* effect with a caster level equal to your Hit Dice. You cannot suppress this ability.

#### FAMILIAR COUNSELOR

Your celestial servant possesses incredible intelligence.

PREREQUISITES: Celestial Servant, familiar, aasimar

**BENEFIT:** If your celestial familiar has an unmodified Intelligence score of 12 or less, it gains an innate Intelligence score of 13 instead.

## **FALSE HERO**

You hide your true motives behind the reputation of your kind.

**PREREQUISITES:** non-good, aasimar

**BENEFIT:** You gain a +8 bonus on Bluff checks made to hide or lie about your alignment or motives.

## HOLY WINGS

Your wings are truly angelic.

PREREQUISITES: Angel Wings, Metallic Wings, aasimar

**BENEFIT:** Your wing attacks are treated as good-aligned for the purposes of overcoming damage reduction.

### SANGUINE SACRAMENT

Your celestial blood has been anointed as a weapon against evil and as a component for the most sacred of holy rites.

**PREREQUISITES:** Con 15, Angelic Blood, good alignment, character level 6th, aasimar

**BENEFIT:** Whenever you suffer from a bleed effect, your space and each square within 5 ft. of you are consecrated, as if by a *consecrate* spell with a caster level equal to your Hit Dice. You may cut yourself with a held slashing weapon as a standard action to inflict a bleeding wound upon yourself. Such a wound deals 1 point of damage to you at the start of each turn until stopped by magical healing or a DC 15 Heal skill check.

## SANGUINE STRIKE [COMBAT]

Your weapons are anointed with your blood.

**PREREQUISITES:** Con 15, Angelic Blood, Sanguine Sacrament

good alignment, character level 6th, aasimar

**BENEFIT:** While you suffer from a bleed effect, manufactured weapons that you wield deal 1d4 additional points of damage to undead creatures and to creatures with the evil subtype.

## **SUNSPELL** [METAMAGIC]

Your spells are empowered by the blinding light of the sun.

**PREREQUISITES:** aasimar

BENEFIT: You may alter a spell that you cast so that the spell is blindingly powerful in the sunlight. If both you and a creature affected by your spell are within an area of natural sunlight when you cast the spell, that creature must succeed on a Will saving throw against the DC of the spell or become dazzled for a number of rounds equal to the level of the spell. A creature that is already dazzled is blinded for 1 round on a failed saving throw, instead.

A sunspell takes up a spell slot two levels higher than the spell's actual level.

# **AASIMAR CHARACTER TRAITS**

## CHILD OF MAN

Your mortal heritage is especially prominent.

**BENEFIT:** You count as a Humanoid with the human subtype as it pertains to all effects which affect Humanoids specifically or differently, or which affect only Humanoids.

### MORAL COMPASS

Be it a celestial voice or the memory of an incorruptible mentor or teacher, you are possessed of an ethical spirit guide.

BENEFIT: Once per day, you can consult your spiritual center to gain the benefits of a phylactery of faithfulness for 1 round.

<sup>&</sup>lt;sup>™</sup>See the Pathfinder® Roleplaying Game: Advanced Race Guide.™

# **ALTERNATE RACIAL TRAITS**

As described in the *Pathfinder® Roleplaying Game: Advanced Race Guide* ™, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

**CELESTIAL GRACE:** Whenever an aasimar with this racial trait successfully uses the Diplomacy skill to improve the attitude of a creature, that creature takes a -4 penalty on Perception skill checks not related to the aasimar for as long as the aasimar keeps the creature engaged in conversation.

This racial trait replaces the skilled trait.

GOODLY AURA: An aasimar with this racial trait has an aura of good equivalent to that of a cleric or paladin of his level. The aasimar must maintain a good alignment in order to retain the aura; a non-good aasimar loses the benefits of this ability for as long as his alignment is non-good.

This racial trait replaces the spell-like ability trait.

# RACIAL ARCHETYPES

As described in the Pathfinder® Roleplaying Game: Advanced Player's Guide ™, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

# THE RIGHTEOUS FURY (AASIMAR BARBARIAN ARCHETYPE)

The righteous fury is a zealous champion for good. A force feared by the wicked, a righteous fury rarely suffers true evil to live, dispatching enemies of goodly folk with both swiftness and humanity.

A righteous fury has the following class features.

Alignment: any good, non-lawful

Class Skills: Righteous furies add Knowledge (religion) to their list of class skills, and remove Handle Animal, Knowledge (nature), and Survival from that list.

Wrath of the Righteous (Ex): A righteous fury may advance in the paladin class, even if his alignment is non-lawful. A righteous fury with one or more levels in the paladin class may commit non-lawful acts and associate with non-lawful creatures without risking the violation of his code of conduct.

Zeal (Ex): Whenever a righteous fury rages for at least 2 consecutive rounds, he regains 1 round of rage at the end of his rage.

This ability replaces fast movement.

Righteous Rage (Ex): At 3rd level, whenever the righteous fury rages, his weapons are treated as good-aligned for the purposes of overcoming damage reduction, and evil creatures take 1 additional point of damage from his raging attacks. This bonus damage increases by +1 for every three class levels thereafter (to a maximum of +6 at 18th level), and is not multiplied on a critical hit. This ability alters rage and replaces trap sense.

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