



# Amazing Races:

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 ifrit 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<sup>®</sup> Roleplaying Game: Advanced Player's Guide<sup>™</sup>

# Ifrit Feats

### **BLISTERING CONTEMPT**

Opponents that you demoralize feel hot under the collar.

**Prerequisites**: Cha 15, fire affinity racial trait, ifrit

**Benefit**: Creatures that you successfully demoralize using the Intimidate skill take double the usual penalties imposed by the shaken condition on saving throws against fire.

### **CLEANSING FLAME**

You channel a cleansing flame with which to burn away the rotten stain of undeath.

**Prerequisites**: access to the Fire or Sun domains (or any subdomain thereof), channel energy or lay on hands, ifrit

**Benefit**: As a swift action, you may choose to deal fire damage to undead creatures that would be harmed by your channel energy or lay on hands class feature. The saving throw against a fiery channel energy or lay on hands ability is always a Reflex save in place of the usual type, and undead that fail a saving throw against either special ability instantly catch fire (see the *Path-finder Roleplaying Game Core Rulebook* for details about catching fire).

### FATAL FLAMES

Fire claims your fallen foes.

**Prerequisites**: fire affinity racial trait, ifrit **Benefit**: Whenever you reduce an opponent to -1 hit points or less with a melee attack, that opponent catches fire.

### FIERY DENIAL

You recover from burns very quickly.

**Prerequisites:** Inner Flame\*, Scorching Weapons\*, ifrit

**Benefit**: Whenever you take fire damage (after subtracting any fire resistance that you possess), you gain fast healing 1 for a number of rounds equal to the fire damage you received.

### SCORCHING SNEAK ATTACK

Your sneak attacks engulf your enemies in flame. **Prerequisites**: sneak attack +2d6, fire affinity racial trait, Scorching Weapons\*, ifrit

**Benefit**: You may choose to deal fire damage with your sneak attack. Creatures immune to damage from sneak attacks are still immune to this fire damage.

\*See the Pathfinder® Roleplaying Game: Advanced Race Guide

# Ifrit Magic

Ifrit have access to the following spell.

### **Burning Edict**

**School** enchantment (compulsion) [curse, fire, language-dependent, mind-affecting]; **Level** inquisitor 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

**Components** V, S, F (a pair of fire-blackened iron manacles)

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

Target one living creature

Duration 1 round/level (D)

Saving Throw Will negates; Spell Resistance yes

You can attempt to control the actions of any living creature through a subtle compulsion that manifests physically as a pair of burning-hot iron bracers, which materialize around the target's wrists, arms, or other limbs. When affecting creatures without limbs, this enchantment may manifest as an iron collar, belt, or another such article. These articles always superficially resemble manacles or shackles, though they do not restrain a creature's limbs or physically impede it in any way. Though uncomfortably warm, these manifestations deal no damage initially. When the spell ends, these articles simply vanish.

If you and the subject have a common language, you can attempt to force the subject to perform as you desire, within the limits of its abilities. The creature feels a vague impulse to fulfill your spoken order, though it may simply choose not to do so. A creature that ignores your command, failing to obey your actions on its turn as directed, receives 1d6 points of fire damage instead, as the heat of the searing-hot bracers flares painfully. Each additional time that an affected creature fails to follow your commands on its turn, it receives 1d6 points of damage more than it did the last time; for example, after failing to obey your commands a second time, an affected creature would receive 2d6 points of fire damage. A creature never receives this damage more than once per round, no matter how often your actions are disobeyed in any single round.

# Ifrit Character Traits

### FIRELIGHT

Parts of your body flicker and glow like flames. **Benefit**: Your eyes or hair (or both, chosen when you select this trait) produce a hearth-orange glow, shedding light as a candle. You can suppress this ability as a free action.

### WISHFUL THINKING

You can coax an uttered wish out of anyone. **Benefit**: You gain a +2 trait bonus on Bluff and Diplomacy skill checks made to convince or trick a creature into wishing for something or revealing a secret want or desire.

## Alternate Racial Traits

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

As You Wish: An ifrit with this trait can cast *detect* magic, mage hand, mending, and prestidigitation once per day each, but may only use these spell-like abilities in order to grant (or attempt to grant) another creature's wish, which must be expressed verbally in a language that the ifrit understands.

At 9 Hit Dice, the ifrit adds *break enchantment* to this list. At 13 Hit Dice, the ifrit adds *legend lore* to this list.

This racial trait replaces the spell-like ability trait.

**Glinting Eyes:** Ifrit with this trait gain low-light vision.

This racial trait replaces the fire affinity trait.

**Superiority Complex**: Ifrit with this trait gain a +2 bonus on Charisma-based skill checks made to influence genies, and creatures related to them, including ghuls (see the *Pathfinder Roleplaying Game Bestiary 3*), ifrit, oread, sylph, and undine. This racial trait replaces the fire affinity trait.



# Racial Archetypes

As described in the Pathfinder® Roleplaying Game: Advanced Player's Guide<sup>TM</sup>, 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 FLAMERAGER (Ifrit Barbarian Archetype)

The righteous fury is a zealous champion for good. Primal, elemental fire fuels these ifrit's terrible rage. Burning with barely-contained fury, the flamerager surrenders himself to these elemental forces with terrible abandon.

A flamerager has the following class features:

Simmering Rage (Ex): A flamerager gains Extra Rage as a bonus feat. Whenever a flamerager receives any amount of damage, he must succeed on a Will saving throw or enter a rage as an immediate action (as long as he is able), spending at least 1 round of rage to do so. The DC of this saving throw is equal to the amount of damage received. This ability alters rage

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- Fiery Feats (Ex): Whenever a flamerager would gain a rage power, he may choose to gain any of the following feats instead: Blazing Aura\*, Blistering Contempt (see above), Blistering Feint\*, Elemental Feint\*, Extra Rage, Fleet, Fiery Denial (see above), Firesight\*, Inner Flame\*, or Scorching Weapons\*. The flamerager must qualify for a feat in order to select it.
- Feats marked with an asterisk (\*) are described in see the *Pathfinder Roleplaying Game Advanced Race Guide*.
- **Fiery Temper (Su)**: At 2nd level, a flamerager gains the Lesser Elemental Blood (fire) rage power (see the *Pathfinder Roleplaying Game Advanced Class Guide*). At 6th level, the flamerager gains the Elemental Blood (fire) rage power, and at 10th

level, the flamerager gains the Greater Elemental Blood (fire) rage power.

- This ability replaces the rage powers gained at 2nd, 6th, and 10th levels.
- **Burning Anger (Ex):** At 3rd level, a flamerager gains a +1 bonus on saving throws against fire effects, and against effects which would halt, hold, or paralyze the flamerager or impede his movement. These bonuses increase by +1 every three barbarian levels thereafter (at 6th, 9th, 12th, 15th, and 18th level).

This ability replaces trap sense.

- **Molten Rage (Su)**: At 7th level, a flamerager's terrible rage manifests in a new way. When a flamerager enters a rage, his flesh takes on a fiery glow, as though magma were coursing through his veins. Whenever a weapon strikes the raging barbarian, that weapon takes an amount of damage equal to one-half of the flamerager's barbarian level. This ability in no way prevents the weapon from damaging the barbarian.
- At 13th level, this damage is increased to an amount equal to the flamerager's barbarian level.
- At 19th level, this damage is equal to twice the flamerager's barbarian level.

This ability replaces damage reduction.

Flit like Flames (Ex): At 14th level, a flamerager gains a +4 bonus on Reflex saving throws against area effects. This bonus stacks with all other modifiers, including those granted by his burning anger class feature.

This ability replaces indomitable will.

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