





# Amazing Races:

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER<sup>®</sup> ROLEPLAYING GAME

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# Racial Feats and Racial Character Traits

Several new feats are featured below for members of the samsaran 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>TM</sup>

# Samsaran Feats

### **BLOOD MEMORY**

You gain the benefits of skills learned in past lives. **Prerequisites**: samsaran

**Benefit**: You gain a +1 trained bonus on nonclass skills in which you possess at least 1 rank.

**Normal**: Trained bonuses apply only to trained class skills.

### CYCLICAL REINCARNATION

Even magical reincarnation cannot break the cycle of life.

**Prerequisites**: lawful good alignment, samsaran

**Benefit**: If you are returned to life by a *reincarnate* spell, your race is unchanged upon resurrection (though your appearance is changed profoundly, and you may return as a member of the opposite sex). Whenever you are returned to life this way, randomly select one of your six ability scores and permanently reduce that score by 1 point. Then, you may choose any other ability score and raise that score by 1 point.

### LIFE'S BLOOD HEX

Your life's blood is joined with your witchcraft. **Prerequisites**: hex class feature, Life's Blood, samsaran

**Benefit**: Your Life's Blood feat counts as both a hex and a feat, and may be affected by feats that augment hexes. In addition, you may choose to cure (and to receive) 2d4 points of damage with your Life's Blood feat, instead of 1d4.

## MYSTIC RECOLLECTION

You can marry compatible spellcasting traditions. **Prerequisites**: mystic past life, samsaran

**Benefit**: You may add one new spell to the spell list of your current spellcasting class, as described in the mystic past life alternate racial feature.

**Special**: You can gain this feat multiple times. Each time that you select this feat, you may add a new spell to your spell list as described above.

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

# Samsaran Character Traits

### RECALL KNOWLEDGE

You can access past memories on virtually any subject.

**Benefit**: Choose one Knowledge skill. That skill is always a class skill for you. Once per day, you may meditate upon your past lives for 1 hour to permanently change this selection and choose a new skill instead.

### RETAINED EXPERIENCES

You can recall a breadth of experiences from past lives.

**Benefit**: You qualify for the Breadth of Experience and Eclectic feats (see the *Pathfinder*<sup>®</sup> *Roleplaying Game: Advanced Player's Guide* for descriptions of those feats), even if you do not meet the prerequisites.

# 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.

Additional Traits: If your campaign allows the Additional Traits feat (see the *Pathfinder® Roleplaying Game: Advanced Player's Guide*), a samsaran with this racial trait may select three additional character traits of your choice when selecting that feat, not two. Additionally, whether or not the samsaran possesses the Additional Traits feat, he may choose up to two combat, faith, magic, and social traits each, due to a mystical memory of several past lives, lifestyles, and experiences.

This racial trait replaces the shards of the past trait.

**Reawakened**: A samsaran with this racial trait has gained a measure of control over his spiritual es-

sence that transcends death and reincarnation. If the samsaran is reincarnated with the reincarnate spell, he retains the samsaran subtype, and does not lose access to feats that list samsaran as a racial prerequisite.

This racial trait replaces the shards of the past trait.

**Samsaran Spell-like Abilities:** Samsaran with this racial trait gain an expanded repertoire of spell-like abilities. The samsarans effective caster level for the following abilities is equal to his total Hit Dice. If the samsaran reaches 9th level in any combination of classes, he gains contact other plane as a spell-like ability usable once per day. If the samsaran reaches 13th level in any combina-tion of classes, he gains legend lore as a spell-like ability usable once per day.

This racial trait replaces the shards of the past trait.

# Samsaran Spells

Samsarans have access to the following spells.

### **Recurrent Senses**

School divination; Level cleric/oracle 7, psychic 7, sorcerer/wizard 7 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level DESCRIPTION Your perceptions of your environment seem

familiar to you, as though you had lived these short moments a thousand times before. For the duration of the spell, your actions never provoke an attack of opportunity (unless you wish for them to do so).

### Vagant Vision

School illusion (phantasm) [mind-affecting]; Level bard 4, mesmerist 4, psychic 4 Casting Time 1 standard action Components V, S Range touch Target one living creature Duration 1 round/level Saving Throw Will partial; Spell Resistance yes DESCRIPTION

You fill the subject's thoughts and overwhelm its senses with half-recalled memories of countless

past experiences, and perhaps even past lives. Overpowered by this phantasmal perceptions, the subject must succeed on a Will saving throw or be stunned for the duration of the spell. Even if the subject succeeds on this saving throw, it is shaken by the cacophonous impressions until the spell expires.

# Racial Archetypes

As described in the Pathfinder® Roleplaying Game: Advanced Player's Guide TM, 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.

### THE ARCANE KISMET (Samsaran Sorcerer Archetype)

Some samsaran sorcerers have learned to use the arcane awareness that belongs to every sorcerer by blood to tap not into feats of arcane mystery, but into the secrets and experiences of countless past lives.

An arcane kismet has the following class features.

- **Bygone Feats:** The arcane kismet gains a special benefit from multiclassing; by taking one or more levels in a class other than sorcerer, the arcane kismet can explore and gain access to abilities and class features mastered in a previous life. An arcane kismet with one or more levels in any of the following classes may select the indicated benefits instead of a bonus feat, whenever the sorcerer would normally gain access to a bloodline bonus feat. If the arcane kismet has selected any archetype or ability which replaces a class feature mentioned below, he gains no bonus or benefit related to that class feature.
- This ability alters the sorcerer's bloodline bonus feats.
- Alchemist or Investigator: The arcane kismet may choose any discovery or inspiration for which he qualifies, and gains a +1 bonus to his caster level (not to exceed his total Hit Dice) for the purposes of determining the effects of extracts he creates.
- Arcanist: The arcane kismet may select any arcane exploit for which he qualifies, and gains a +1 bonus to his arcanist caster level (not to exceed his total Hit Dice).
- Antipaladin or Paladin: The arcane kismet may choose any cruelty or mercy for which he qualifies.
- *Barbarian or Skald*: The arcane kismet may choose any rage power for which he qualifies.
- *Bard*: The arcane kismet may choose any masterpiece (see the *Pathfinder® Roleplaying Game: Ultimate Magic* sourcebook) or versatile performance for which he qualifies.
- *Bloodrager*: The arcane kismet gains a +1 bonus to his bloodrager and sorcerer caster levels (not to exceed his total Hit Dice).
- *Brawler, Cavalier, Fighter, Samurai, or Warpriest*: The arcane kismet may select any combat feat for which he qualifies.

- *Cleric*: The arcane kismet gains one additional channel energy die, and gains a +1 bonus to his cleric caster level (not to exceed his total Hit Dice).
- *Druid*: The arcane kismet gains one additional daily use of the wild shape class feature, and gains a +1 bonus to his druid caster level (not to exceed his total Hit Dice).
- *Gunslinger or Swashbuckler*: The arcane kismet may select any combat, grit, or panache feat for which he qualifies.
- *Inquisitor*: The arcane kismet gains one additional daily use of the judgment class feature. Alternately, the arcane kismet may choose any teamwork feat for which he qualifies.
- *Magus*: The arcane kismet may choose any magus arcana for which he qualifies.
- *Monk*: The arcane kismet may choose any bonus feat for which he qualifies from the monk's list of bonus feats. Alternately, the arcane kismet may choose any one style feat for which he qualifies.
- *Ninja or Rogue*: The arcane kismet gains one additional sneak attack die, and may choose any ninja trick or rogue talent for which he qualifies.
- *Oracle*: The arcane kismet may choose one revelation for which he qualifies, and gains a +1 bonus to his oracle caster level (not to exceed his total Hit Dice).
- *Ranger*: The arcane kismet may choose any bonus feat for which he qualifies from any of the ranger's combat style feats.
- Shaman or Witch: The arcane kismet may choose one hex for which he qualifies, and gains a +1 bonus to his shaman or witch caster level (not to exceed his total Hit Dice).
- Summoner: The arcane kismet gains a +1 bonus to his effective summoner level for the purposes of determining the statistics, abilities, and evolution pool of any eidolon that he can summon.
- *Wizard*: The arcane kismet may choose any arcane discovery for which he qualifies (see the *Pathfinder® Roleplaying Game: Ultimate Magic* sourcebook), and gains a +1 bonus to his wizard caster level (not to exceed his total Hit Dice).

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