LIBER XPANSION



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Chapter 1: Adventurer

Adventurer

The charming explorer, knowledge seeker, or patron of wanderlust, an adventurer is a world traveler that seeks out the bounty of goblin ears, to save a bachelor in a bind, (or the damsel in distress), finds a lost treasure or becomes a leader in their own right.

One thing is said about all adventurers, is that they are lucky. They have survived many hours of training and tough encounters. She always strikes her enemies in the right place and side steps a trap at the right moment. Adventurers seem to defy deaths existence.

Adventurers come together to better themselves, be it for personal gain or for justice of the common good. They come from all ages, all backgrounds, and play the part needed where the common man (or lady) refuse or are too scared to stand up for the greater good.

Role: Adventurers tend to lead a party towards the driving goal of the quest. Ensuring everyone makes it to the end to enjoy the riches of the bounty. They act as social diplomats in negotiations and are fond of being the leader of expeditions.

Alignment: Any

Hit Die: d8 (or by guild training)

Class Skills:

The adventurer's class skills are Acrobatics, Climb, Craft (all), Diplomacy, Heal, Intimidate, Knowledge (dungeoneering), Knowledge (geography), Knowledge (history), Perception, Profession, Ride, Stealth, Survival, and Swim.

Skill Ranks per Level: 6 + Int modifier

Class Features:

Weapons and Armor: An adventurer is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Conditioning: As a part of her growth at 1st level, an adventurer must decide which two saves will be her trained saves, and which one will be her untrained save. Once these saves are selected they may not be changed. These saves will progress per adventurer level according to Table: Adventurer.

Skill Training: Not all adventurers are trained or have practice in the same skills. At 1st level an adventurer has specialized in a number of additional skills of her choice equal to 2+ her Intelligence modifier that become class skills.

Internship (Ex): An adventurer is not always seeking out adventuring to make their money. Sometimes they choose to fall back on their day job to help pay those bills and to afford the best equipment. At 1st level the adventurer picks one craft or profession skill of her choice. This skill becomes her apprentice skill. **Guild Training:** Some adventurers are born, while others are trained to be the best. Those that are trained are members of a training guild where they have honed their abilities to better face the challenges of the world they set out to live in. This training can be the long term development of skills ranging from surviving in the wild, or the study of arcane, to taking down the enemy.

At 1st level an adventurer must decide which path to train in. This training is the foundation at which she will excels and advance with each level. She cannot switch her training once it is selected.

Best Guess (Ex): At 2nd level, adventurers start to travel a little bit of the world. After taking a few minutes to get her bearings, she then knows the direction of north and some details about the local geography. She must make a Survival check of a DC 5 to determine the direction of north. In addition an adventurer may use Survival to perform certain task as per the Table: Best Guess.

Uncanny Dodge: Sometimes an adventurer finds herself in a situation of danger. At 3rd level she is less likely to be surprised by the enemy. She cannot be caught flat-footed, and does not lose her Dexterity bonus to AC if the attacker is invisible. She does still loses this Dexterity bonus to AC if immobilized. An adventurer with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

Advanced Guild Training: An adventurer has chosen her path from the beginning on how she would grow in the world and field of study. This advanced guild training represents her progress in training and development as an adventurer.

At 4th level, she can select one advanced guild training ability listed under her guild training group. She may do so again at 7th level and ever four levels thereafter. Some of these training abilities have a level qualification, and she must meet the prerequisite before she can take these abilities.

Solo Tactics (Ex): At 5th level, all of the adventurer's allies are treated as if they possessed the same teamwork feats as the adventurer for the purpose of determining whether the adventurer receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the adventurer to receive the listed bonus.

Guild Feat: Training and experience helps adventurers grow into all she can be. At 6th level and every 4 levels after she gains a bonus feat, chosen from a list specific to each guild. The adventurer must meet the prerequisites for the feat she chooses.

Journeyman Apprentice (Ex): Traveling has let the adventurer with experience in how the world views her

Table: Adventurer

Level	Base Attack Bonus	Trained Save	Untrained Save	Special
1st	+0	+2	+0	Conditioning, Guild Training, Skill Training, Internship
2nd	+1	+3	+0	Best Guess
3rd	+2	+3	+1	Uncanny Dodge
4th	+3	+4	+1	Advanced Guild Training
5th	+3	+4	+1	Solo Tactics
6th	+4	+5	+2	Guild Feat
7th	+5	+5	+2	Advanced Guild Training
8th	+6/+1	+6	+2	Journeyman Apprentice
9th	+6/+1	+6	+3	Improved Uncanny Dodge
10th	+7/+2	+7	+3	Guild Feat
11th	+8/+3	+7	+3	Advanced Guild Training
12th	+9/+4	+8	+4	Master Apprentice
13th	+9/+4	+8	+4	Ward of the Albatross
14th	+10/+5	+9	+4	Guild Feat
15th	+11/+6/+1	+9	+5	Advanced Guild Training
16th	+12/+7/+2	+10	+5	Master Tradesman
17th	+12/+7/+2	+10	+5	Adventuring is never done
18th	+13/+8/+3	+11	+6	Guild Feat
19th	+14/+9/+4	+11	+6	Advanced Guild Training
20th	+15/+10/+5	+12	+6	Guild Master

professional trade. Journeyman apprentice allows the adventurer take 10 on her apprentice skill check as a standard action. However she can choose not to take 10 and instead roll normally.

Improved Uncanny Dodge: Surrounded by danger on all sides an adventurer is always equipped with her instincts to survive even the most perilous situations. Much like the rogue ability, at 9th level an adventurer can no longer be flanked.

Master Apprentice (Ex): Experience and time in crafting has advanced the adventurer's apprentice skill training. At 12th level the adventurer can take 20 on her apprentice skill check as a standard action. However she can choose not to take 20 and instead roll normally.

Ward of the Albatross (Su): Adventurers are the travels of the world and some take superstitions to heart. The albatross has always been a sign of luck, and luck does follow the adventurer. Once per day, if the great adventurer rolls a 1 on a d20 roll, she may immediately change the result to a natural 20.

Master Tradesman (Ex): At 16th level the adventurer has become one of the best in her field of trade.

If she has chosen a Profession skill as her apprentice skill, the adventurer may add half her class level to all checks related to the uses of her Profession skill.

In addition, if she is negotiation rates, bargaining on a contract, or in a social setting where her chosen profession may be appropriate to a skill check, she may use her apprentice skill in place of the skill needed, such as Diplomacy.

If she has chosen a Craft skill as her apprentice skill, on any item she creates using her apprentice skill, the item is considered to have the masterwork quality if it can be applied, without incurring the extra cost to make it masterwork.

The adventurer has also learned to be more efficient with her time in order to meet customer demands. When crafting items without magical properties, she may create many of these items at once. She can create a quantity of the same item at the same time equal to her Intelligence modifier. She must pay the cost of resources needed for the crafting of each item.

When crafting multiple items in this way, she must make her apprentice skill check for each item.

Due to the nature of quantity over quality, these items can not be masterwork, without paying the additional cost for the masterwork quality.

Adventuring is never done: An adventurer keeps going well into her old age but can look as fresh as when she was younger. At 17th level, she no longer suffers penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and the adventurer still dies of old age when her time is up. (And looks good doing so.)

Guild Master: To show her rank and mastery of her training, an adventurer receives the rank of guild master. Each guild has a set guild master level, and is defined in the guild training section.

Chapter 1: Adventurer

Guilds

Adventuring Guild Training:

Adventurers come from all over the world to make a name for themselves. Some are thrust into the life of adventuring by accident while others seek out ancient ruins for the sake of discovering lost treasure. Those that choose to join an adventuring guild find that every fellow guild member is different and each holds a unique set of talents.

Guild Feats: Any teamwork feat, providing that the adventurer meets the prerequisites.

Guild Training: Adventurers have a knack at being lucky from the beginning of their career. If they survive long enough, they continue to grow in this luck.

Beginner's Luck (Su): As a swift action, an adventurer can get lucky, giving her a +1 luck bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. Maintaining this bonus is a free action, but it ends immediately if he is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. This bonus increases to +2 at 5th level, +3 at 11th level, and +4 at 17th level.

Advanced Adventuring Training: At 4th level, a member of the adventuring guild can select one of the following abilities.

Adventurer's Fortune (Ex): Once per day an adventurer can choose to roll two dice instead of one for any skill

check, keeping the best result. He may use this ability one additional time per day for every five levels he of adventurer class he possesses.

Evasion (Ex): An adventurer has survived long enough to know to get out of the way in foreseeable situations. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the she is wearing light armor, medium armor, or no armor. A helpless adventurer and does not gain the benefit of evasion.

Giddy Up! (Ex): The while mounted that adventurer has his mount's base speed increased by 10 feet if the adventurer is wearing medium, light, or no armor.

Horse Sense (Ex): While mounted, the adventurer gains a bonus on initiative checks equal to $\frac{1}{2}$ his level, and can always act during a surprise round even if unaware of opponents.

Nick of Time (Ex): An adventurer has a knack for choosing the best time to act. Once per day, the adventurer can use an immediate action to perform an action that normally requires a standard action to perform. She must be of 10th level before selection this training.

One Handed Mount (Ex): While mounted, she can wield a two handed weapon with one hand. When used from the back of a charging mount and using a two handed weapon, it deals double damage.

Roguish (Ex): An adventurer may select a rogue talent that does not apply to sneak attacks. His adventurer levels act as his rogue levels for qualifying for the talent.

Table: 1-2 Best Guess (Survival) DC Chart

Task	DC
Knowing the direction of North	5
Identify a creature's ethnicity or accent	7
Estimating distance and time of travel of known locations (with crude	
map)	<u>10</u>
Identifying what animalistic threats could be in the area	10
Locating the best possible location of where water may be	10
Recognize regional terrain features	10
Identify if fauna or faun are natural to the surrounding environment	12
Identify uncommon animal or plant for local area	12
Identify unnatural weather phenomenon for local area	12
Identify if fauna is editable	12
Identifying the safest course to travel through terrain	12
Determine artificial nature of feature	15
Estimating distance and time of travel from current location to nearest	
community or noteworthy site	15
Estimating distance and time of travel of known locations (without map)	15
Know the location of the nearest community or noteworthy site	15
Identify if local terrain is manmade or natural	15
Identifying natural hazard	10+Hazard's CR
Identifying underground hazard	10+Hazard's CR
Identify and learn some detail of a creature encountered	10+Creature's CR

Run away (Ex): The adventurer can make an Escape Artist skill check in place of an Acrobatics Skill check to avoid attacks of opportunity. He may ignore one attack of opportunity from an opponent per 5 ranks of Escape Artist triggered by his movement, after he successfully passes the first attack of opportunity required skill check.

Saddle up (Ex): When the mount is equipped with a saddle and harness, the adventurer can climb upon it as a swift action.

Track (Ex): An adventurer adds ¹/₂ his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Trap Awareness (Ex): Exploring wilderness frontiers or delving into an ancient ruin, adventurers are trained to expect certain things such as traps. He gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three adventurer levels he possesses. Trap awareness bonus stacks with the trap sense bonuses gained from multiple classes.

Tough Break (Ex): Some adventurers get a second chance at leaving an impression. Once per day an adventurer, can reroll one attack, damage, saving throw, or skill check roll. The adventurer must keep the result of the second roll even if the result is lower than her initial roll or a failed check. It's a tough break for someone, even the adventurer.

Untrained Conditioning: Giving up is something an adventurer never does. Trying to overcome her weakness to become the best adventurer she can be boosts her confidence and moral. This can be shown by having the fortitude to keep going, the agility of quick reflexes, or exercising her strong will of mind. This ability gives the adventurer a +2 bonus to her untrained save as a morale bonus.

Guild Master: As time ticks on the adventurer can run down her luck and have to rely on her lifetime of murid experiences to survive. At 20th level, the adventurer's beginner's luck bonus now becomes a permanent class bonus to attack and damage rolls. However, she retains this pool of luck and may use it to assist her allies in a similar way as a bardic performance. Except, she can only affect a number of allies equal to her Charisma modifier that are within 30 feet.

Assassin Guild Training:

Lurking in the shadows hunting their prey for coin, the adventurer has joined the silent guild of assassins. They spend their time hiding in the dark alley way of an urban environment or disguised to get the drop on their target. Adventurers of this guild are trained to hone in and strike precisely where needed.

Guild Feats:

Guild Training: Silent and deadly an adventurer of this guild gains sneak attack as per the rogue ability. The

damage die of his sneak attack increases by +1d6 every three levels.

Advanced Assassin Training: At 4th level, an adventurer of the assassin guild can select one of the following abilities.

Bleeding Attack (Ex): An assassin can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of sneak attack the assassin possesses. Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any DR the creature might possess.

Death Attack (Ex): An assassin of 8th level studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Hide in Plain Sight (Su): A 6th level assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, an assassin can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Hidden Weapons (Ex): An assassin with this ability can easily conceal weapons on his body. He adds his level on opposed Sleight of Hand checks made to conceal a weapon. In addition, he can draw hidden weapons as a move action, instead of as a standard action.

In for the Kill (Ex): The assassin is well versed in making short work of his enemies. He is specialized in the performance of a quick clean kill. This training allows for

Chapter 1: Adventurer

an assassin to perform a coup de grace as a standard action.

No Trace (Ex): Assassins learns to cover their tracks, remain hidden, and conceal her presence. The DC to track an assassin using the Survival skill increases by +1. In addition, his training gives him a +1 insight bonus on Disguise skill checks and on opposed Stealth checks whenever he is stationary and does not take any action for at least 1 round. For every three adventurer levels that he possess, the increase to Survival DCs and the bonuses on Disguise and opposed Stealth checks increase by 1.

Poison Use (Ex): An assassin cannot accidentally poison themselves when applying poison to a weapon and can apply a dose of poison to a weapon as a swift action.

Precise Dagger (Ex): An assassin likes to get up close and personal with his dagger. When he makes a sneak attack with a dagger, he uses d8s to roll sneak attack damage instead of d6s.

Sneak Talent: An assassin may select one of the following rogue talents that apply to sneak attack: befuddling strike^{APG}, distracting attack^{APG}, offensive defense^{APG}, powerful sneak^{APG}, slow reactions, and underhanded^{UC},

Track (Ex): An assassin adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

Herculean Guild Training:

Adventurers can be tough, fierce, and sometimes chaotic in battle. Then there are those that learn to focus this strength outward towards their enemies. Whoa to the men and women who stand in their way, for they are the adventurers of great strength and battle prowess that win at the end of the day. In the arena, field of battle, or the tavern brawl, herculean adventurers are the strongest heroes.

Guild Feats: Athletic, Catch Off Guard, Dazzling Display, Endurance, Tough, Improved Unarmed Strike, and any Combat Feat, so long as he meets the prerequisites.

Hit Die: His hit die is increased from a d8 to a d10 at first level.

Guild Training: Like his barbarian brethren, a herculean gains great strength and fortitude. They gain the ability of adrenaline rush. The herculean adventurer progresses in adrenaline rush as described below.

Adrenaline Rush (Ex): A herculean adventurer uses the excitement of physical activity to push himself beyond his normal means which sometimes results in exhaustion.

Starting at 1st level, a herculean adventurer can work himself into an adrenaline rush for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can rush for 2 additional rounds. Temporary increases to Constitution, such as those gained from adrenaline rush and spells like *bear's endurance*, do not increase the total number of rounds that a he can rush per day. A herculean can enter a rush as a free action. The total number of rounds of adrenalin rush per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in having a rush, he may apply a +4 morale bonus to his Strength, Dexterity, or Constitution. He may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. The increase to Constitution grants 2 hit points per Hit Dice, but these disappear when the rush ends and are not lost first like temporary hit points.

A herculean adventurer can end his rush as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent using adrenaline rush. A he cannot enter a new rush while fatigued or exhausted but can otherwise use adrenaline multiple times during a single encounter or combat. If a herculean falls unconscious, his rush immediately ends, placing her in peril of death.

Advanced Herculean Training: At 4th level, an adventurer of a herculean guild can select one of the following abilities.

Eye to Hit (Ex): A mercenary adventurer has learned to hit with precision. When performing a called shot, he reduces the penalty of the called shot by +1. This penalty is further reduced for every 4 levels of adventurer that he possesses to a minimum of a -0 penalty to perform called shots.

Fierce Charge (Ex): The herculean gains power early in a charge. He can perform a charge attack against an opponent while only having to move 5 feet, instead of the normal 10 feet required for a charge.

Herculean Power (Ex): The adventurer gains a rage power using his herculean level as his barbarian level when determining requirements.

Kip Up (Ex): Herculean can stand up from prone as a swift action that does not provoke attacks of opportunity.

Knockout (Ex): Once per day, a hercuelan can hit are enought to instantly knock a target unconscious. He must announce this intent before making his attack roll. If he hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw (DC = 10 + $\frac{1}{2}$ the herculean's level + the his Strength modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a fullround action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability.

Massive Weapons (Ex): A herculean becomes skilled in the use of massive weapons from his giant enemies. The attack roll penalty for using weapons too large for his size is reduced by 1, and this reduction increases by 1 for

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every 5 levels beyond 5th (to a minimum of 0).

OH YEAH (Ex): Adrenaline pumps through his body more than ever before, creating a greater rush. The bonus from using adrenaline rush increases from a +4 to +6. The herculean must be of 11th level to choose this advanced training.

Scrap It: When hit by a melee or ranged attack and holding a shield, he can maneuver the shield in front of himself to absorb all the damage from that attack. The shield gains the broken condition. If this shield is used to absorb a second attack, it has the same effect, but is then destroyed instead of broken. Any and all attempts to fix the shield are unsuccessful, even with attempts of the make whole or mending spell.

What a Rush (Ex): A herculean is normally tired immediately after an adrenaline rush. This advanced training allows for him to fend off his fatigue condition for a number of rounds equal to his Constitution modifier before it takes effect.

During this period of coming down from a rush, if the adventurer launches into another adrenaline rush, he may use this training again, and repeat the cycle until he finally ends his rush completely. When going through this cycle, the total number of rounds of his rush are accumulative when determining how long he will have the fatigued condition. Unfortunately, due to the nature of starting and stopping adrenaline rushes in this fashion, he suffers from the exhausted condition instead fatigue.

Guild Master: At 20th level the herculean adventurer is the embodiment of what a frontline guild member should be. He can take a full-attack action and move up to his speed as part of a full-round action, (he can move before or after the attacks). Whenever he scores a critical hit, he can ignore any DR the target might possess. He gains a +4 insight bonus to his AC for the purpose of confirming critical hits against him. In addition, when he is below 0 hit points, he does not die until his negative total is in excess of twice his Constitution score.

Archetype Chapter Placeholder

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Chapter 2: Battle Lord

Dual Specialist (Battle Lord Archetype)

Sometimes versatility is better than power. That's the motto of the dual specialist, a soldier who sacrifices the higher secrets of the battlefield arts to bring a wider array of versatility and knowledge to the table. While a dual specialist may not have the raw talent for organizing complex military maneuvers and training troops in the more complex and advanced drills, his ability to master two roles simultaneously, such as the scout and medic's skills, makes him an invaluable asset to any group.

The dual specialist has the following class features:

Dual Specialization I (Ex): At 4th level, the dual specialist gains the enlisted training benefit of one specialty he did not choose for his 2nd level specialty class feature.

This replaces the combat drill normally gained at 4th level.

Dual Specialization II (Ex): At 8th level, the dual specialist gains the corporal training benefit for the specialization he selected with his dual specialization I class feature.

This replaces the dual command class feature.

Dual Specialization III (Ex): At 12th level, the dual specialist gains the sergeant training benefit for the specialization he selected with his dual specialization I class feature.

This replaces the combat drill normally gained at 12th level.

Dual Specialization IV (Ex): At 16th level, the dual specialist gains the lieutenant training benefit for the specialization he selected with his dual specialization I class feature.

This replaces the three-fold command class feature.

Dual Specialization V (Ex): At 20th level, the dual specialist gains the Colonel training benefit for the specialization he selected with his dual specialization I class feature.

This replaces the divine aura class feature.

Warchief (Battle Lord Archetype)

While many battle lords use cunning and tactical acumen to win battles, others use fierce charisma to rile their troops into a blood-thirsty frenzy. These warchiefs are true terrors on the battlefield, leading their hordes in ferocious charges across blood-slicked plains.

The warchief has the following class features.

Lord of Hordes: The warchief uses his Charisma modifier in place of his Intelligence modifier when determining the benefits of his chosen Specialty and the DC of any Intelligence based drills or auras. Warchiefs must be of chaotic alignment, and creatures of lawful alignment cannot benefit from their drills or auras.

Tactical Insanity (Ex): Starting at 4th level, the warchief no longer gains bonus feats when he learns a new drill. Instead, each time he gains a new drill he

chooses one rage power he qualifies for, he uses his warchief level as his barbarian level. Whenever he activates the associated drill, he and each ally affected by the drill gain the use of this rage power. The warchief and any allies currently affected by a drill that grants the use of a rage power cannot use any Dexterity or Intelligence based skills while the drill is active. Rage powers normally usable once per rage are instead useable once per minute.

This alters the combat drills class feature.

Furious Strength (Ex): At 8th level, the warchief and any ally benefiting from one of his drills gains a +4 morale bonus to their Strength score and a +2 morale bonus to Will saves.

This replaces the dual command class feature, which is instead gained at 16th level in place of the three-fold command class feature.

Juggernaut (Su): At 20th level, the warchief becomes a living embodiment of fury, a nearly unstoppable force whose strength only grows when his allies fall. Whenever an ally currently affected by one of the warchief's drills is reduced to 0 or fewer hit points, the warchief gains 20 temporary hit points, a +4 morale bonus to Fortitude saves, and increases the morale bonuses to Strength and Will granted by his furious strength class feature by +2. The benefits of this ability and any remaining temporary hit points disappear 1 hour later or when the ally is restored to at least 50% of their normal maximum hit point total, whichever happens first.

This replaces the divine aura class feature.

Zealot (Battle Lord Archetype)

Zealots are holy and pious warriors, men whose faith is stronger than their steel. Found leading the armies of churches and powerful religious orders, these righteous warriors are the strong right hand of their faith.

The zealot has the following class features:

Alignment: A zealot can be of any alignment.

Zealotry: The zealot uses his Wisdom modifier in place of his Intelligence modifier when determining the benefits of his chosen Specialty and the DC of any Intelligence based drills or auras. The zealot must choose a patron deity whose alignment is within one step of their own. Zealots cannot share the benefits from their drills or auras with allies whose alignment is more than one step different from their own.

Channel Energy (Su): Starting at 4th level, the zealot learns to Channel Energy as a cleric of his class level. A good zealot (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures.

An evil zealot (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures.

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A neutral zealot who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30 foot radius centered on the zealot. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two zealot levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to $10 + \frac{1}{2}$ the zealot's level + the zealot's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost.

A zealot may channel energy a number of times per day equal to 3 + his Wisdom modifier. This is a standard action that does not provoke an attack of opportunity. A zealot can choose whether or not to include himself in this effect. A zealot must be able to present a holy symbol of his patron deity to use this ability.

This replaces the combat drills normally gained at 4th and 16th level.

Channel Smite (Su): At 5th level, the zealot gains Channel Smite as a bonus feat.

This replaces the increases to the radius of his drills and auras normally gained at 5th and 15th level.

Champion of the Faith (Ex): At 16th level, whenever an enemy successfully struck by the zealot's channel smite fails their Will save to halve the channel damage, the struck opponent is also blinded and nauseated for a number of rounds equal to the zealot's Wisdom bonus.

This replaces the three-fold command class feature.

New Feats

Military Training I

Training includes in-depth training in a military specialty.

Prerequisites: Int 13, Profession (soldier) 5 ranks. **Benefit:** Select one battle lord specialty. This cannot be a specialty you have gained through another source. You gain the enlisted training benefit for the selected specialty. You do not gain any of the other specialty abilities.

Military Training II

You continue to training in your military specialty

Prerequisites: Int 15, Military Training I, Profession (soldier) 9 ranks.

Benefit: You gain the corporal training benefit for the specialty you selected with Military Training I. You do not gain any of the other specialty abilities.

Military Training III

Your training continues to become a military specialist. **Prerequisites:** Int 17, Military Training I, Military

Training II, Profession (soldier) 13 ranks.

Benefit: You gain the sergeant training benefit for the specialty you selected with Military Training I. You do not gain any of the other specialty abilities.

Syphon (Psionic Alternate Conduit Class)

While psionic powers spring from sentient minds, there are those who are sentient and lack the talent to manifest its powers. They lack to ability to use internal reservoir of power, but yet still feel the flow of psionics coursing through out the area where they stand. A small select few of these individuals are not actually feeling the psionic stream pass them, but actually have it drawn to them. Their very presence causes the energy to gravitate towards them as the moon pulls the ocean's tide. With the proper instruction and training, they are able to tap into the conscious rivers and manifest powers.

Syphons have the following class features:

Class Skills: A Syphon gains the skill Autohypnosis. A Syphon removes Knowledge (arcane) and replaces it with Knowledge (psionics).

Detect Psionics (Ps): The special nature of syphons allow them to naturally sense the flow of psionic energy around them. They commonly hope to pin point the source so that they may draw upon it's energies to fuel their own desire. At 1st level, a syphon gains the power to use of the *detect psionics* talent a number of times per day equal to her Charisma modifier as though she had spent 1 power point. She does not have to spend power points to use this ability, but may spend them from her syphon reservoir to augment the power as needed.

Psionic Absorption (Su): At 1st level, a syphon can absorb any psionic or psi-like power targeted at her from any source (to include traps and psionic items). She may draw the power into her body as an immediate action.

The rule of measuring the amount of power absorbed by the syphon is designated by her syphon reservoir, which is a pool of points representing absorbed power points. The syphon must be aware of the power targeting her for it to be absorbed. Only powers of a level equal to the maximum power level known in accordance with the chart labeled *Table: Syphon* may be absorbed in this way. Any power that is absorbed is then converted into power points at a rate of 3 power points per power level and placed into his power pool.

Powers that are considered 0-level or "talents" cannot be absorbed or converted into power points, but the syphon does gain limited power resistance to these equal to 10 + her syphon level. However there is one exception to this rule, if a talent has been augmented and cost a minimum of 2 power points, it may be absorbed normally and converted to 1 power point.

At 7th level, activating psionic absorption becomes a free action that the syphon may perform at any time.

<u>Visual Display</u>: As she is the target of a manifested power and it is absorbed, her veins pulse with power. The syphon's veins that are close to the surface of her skin illuminate and pulse with a soft faint glow while this power takes affect.

Maximum Syphon Reservoir (Ex): A syphon has a limited amount of psionic power that she body can absorb into her body. When she progresses in level the maximum number of her syphon reservoir increases as described on Table Syphon. This value represents the number of power points that she may have stored within herself at any given time. When the syphon does not have sufficient "slots" in her syphon reservoir to absorb any given power, she is affected by the power as normal.

For example: A 6th level syphon will have a syphon reservoir currently "filled" with 9 power points, and is targeted with a *ectoplasmic grapnel* (a 3rd level power). With 2 points left in her reservoir before she is at the maximum, the syphon is unable to use this ability to absorb the power.

A syphon may spend a number of power points per syphon ability equal to $\frac{1}{2}$ her syphon level (minimum 1). There are some abilities that alter this restriction. Power points in her reservoir never expire and any points remaining after a rest, stay within the syphon reservoir until they are expended. Unless noted otherwise, spending points from this reservoir takes a swift action.

When spending power points from her syphon reservoir to manifest psionic powers, she follows the standard rules of using the psionic system. A syphon's manifested level is equal to the number of syphon class levels she possesses and she uses her Charisma as her psionic attribute.

Psionic Blast (Su): As a standard action that does not provoke an attack of opportunity, a syphon converts absorbed power into a ray of psionic power. The syphon expends 1 power point from her syphon reservoir and slings an ectoplasmic ray at a target creature within of 25 feet as a ranged touch attack. If the attack is successful, it deals 2d6 points of psionic damage.

A syphon can expend additional power points when activating this ability, to increase the psionic blasts damage by 1d6 per point spent. He is still limited to his maximum points per ability spending restriction.

In addition, starting at 2nd level, the distance of the blast increases by 5 feet per syphon level, up to a maximum of 120 feet at 20th level.

Power Vortex (Su): The ethereal plane that leaks into the world is drawn to the syphon. She acts as a vortex pulling this power to her from all forms of matter. A practice that takes focus and can lead to exhaustion. She is unable to see the patterns like that of a cryptic, but is aware that the ley lines of psionic energy create a vast network like a river system that she can transfer to herself. The effects of this power manifest in various forms depending on the individual and environment. It is not uncommon for the wind to become stronger or for tiny objects to be attracted towards the syphon as if being pulled by a magnetic force.

At 1st level, once per day when a syphon spends a round to become psionic focused, she may begin to pull power points from the world around her. Each round that she remains concentrating, she can charge her syphon reservoir, filling it with 1d6 power points per round. Barring any distractions (such as taking damage), she may continue to hold this concentration, as a full-round action, and benefit from this ability for a number of rounds equal to ½ her class level (minimum 1). She may not absorb more power points than her reservoir can hold. When this ability ends, she expends her psionic focus.

If her concentration is broken by a hostile source, such as a failed concentration check after taking damage, the syphon's body becomes startled by the sudden halt of psionic energy flow within herself. She then becomes fatigued for a number of rounds equal to the number of rounds that she maintained her concentration.

Precognitive Defense (Ex): The flow of energy around her allows the syphon to feel subtle changes in physical movement from those around her. Like a tossed rock splashing into a pond, this movement sends ripples across the plain of existence that offer a precognitive advantage to the syphon.

Starting at 2nd level, a syphon uses these movements to alert her of impending danger. She gains a +1 dodge bonus to her Armor Class. This bonuses increases by a +1 every 4 levels there after (+2 at 6th, +3 at 10th, etc). thunder rumbling past the syphon. *Alacrity*: A syphon gains a circumstance bonus to Intelligence based checks for a number of minutes equal to her class level. The circumstance bonus that is granted

Syphon Power (Su): At 3rd level, like her magical counterparts, a sphyon learns to channel her power points to emulate and manifest certain abilities. The fol-

lowing list is similar to that a of a conduit but with certain rule alterations to the list. In addition, at 6th level, and at every three levels thereafter, the syphon chooses another power.

When using a syphon power that has a DC, it is equal to $10 + \frac{1}{2}$ the syphon's class level + her Charisma modifier, or as noted within the description of a certain power. In addition, while most of these powers are supernatural, they are fueled by power points, and the following offer the average displays of each power.

Acceleration (Psi): Once per day, a syphon becomes faster than her normal actions. This functions as the *physical acceleration* power. This heightened state lasts for a number of rounds equal to 1 + her Charisma modifier. It may not be augmented by power points as per the psionic power, but the syphon may spend a power point after the initial duration ends to extended the duration for 1 round. She may continue to do so on consecutive rounds, but is subjected to concentration checks as if she had manifested it as a psionic power. By spending 3 power points she may perform this power one additional time per use after the first. The syphon must be at least 7th level before selecting this power. <u>Auditory Display:</u> Those within 10 feet of the manifester hear the sound of thunder rumbling past the syphon.

Alacrity: A syphon gains a circumstance bonus to Intelligence based checks for a number of minutes equal to her class level. The circumstance bonus that is granted equals the total number of power points expended when activating this ability. <u>Mental Display:</u> Those within 10 feet of the manifester feel as though she is smug and

Loval	Base Attack Bonus	Fort Save	Ref Save	Will Save	Max	Canada	Maximum Power Leve
1st	+0	+0	+0	+2	Reservoir 3	-	1st
		+0	+0	+2		Detect Psionics, Psionic Absorption, Psionic Blast. Power Vortex	
2nd	+1				5	Precognitive Defense	1st
3rd	+2	+1	+1	+3	6	Syphon Power	1st
4th	+3	+1	+1	+4	8	Psi Weapon	2nd
5th	+3	+1	+1	+4	10	Drain Cognizance Crystal, Metapsionic Feat	2nd
6th	+4	+2	+2	+5	11	Syphon Power	3rd
7th	+5	+2	+2	+5	13	Power Flux	3rd
8th	+6/+1	+2	+2	+6	15	Power Leech, Transference	4th
9th	+6/+1	+3	+3	+6	16	Syphon Power	4th
10th	+7/+2	+3	+3	+7	18	Absorbing Flux Field, Reserve Tank	5th
11th	+8/+3	+3	+3	+7	20	Metapsionic Feat	5th
12th	+9/+4	+4	+4	+8	21	Syphon Power	6th
13th	+9/+4	+4	+4	+8	23	Improved Transference	6th
14th	+10/+5	+4	+4	+9	25	Improved Power Resistance	7th
15th	+11/+6/+1	+5	+5	+9	26	Syphon Power	7th
16th	+12/+7/+2	+5	+5	+10	28	Redirection	8th
17th	+12/+7/+2	+5	+5	+10	30	Metapsionic Feat	8th
18th	+13/+8/+3	+6	+6	+11	31	Syphon Power	9th
19th	+14/+9/+4	+6	+6	+11	33	Emergence	9th
20th	+15/+10/+5	+6	+6	+12	35	Astral Apotheosis	9th

Table: Syphon

maybe too cocky for her own good.

Deflective: This power has taught the syphon to instinctively perceive her surroundings, and may deflect a melee or ranged attack as an immediate action. Once per round she may activate this ability, by spending a number of power points up to ½ her class level.

She then makes an opposed check against the attacker equal to d20 + her syphon level + the number of power points, versus the original attack result. If her roll is higher than the attack roll, the attack is considered deflected and treated as though it had failed. <u>Auditory/Visual Display:</u> The syphon's body blurs and vibrates as though shifting realities, before coming back into focus.

Psi Strike: The syphon learns to harness the power of her psionic blast and focuses the destructive energy into a single touch. She may now deliver her psionic blast as a touch attack. <u>Visual Display</u>: The manifester's hands glow with a purple flame until the blast has been discharged.

Convince: The syphon gains a circumstance bonus to her Charisma based checks for a number of minutes equal to her syphon levels. This circumstance bonus gained is equal to the number of power points expended when activating this ability. <u>Olfactory Display</u>: The smell of fresh blooming flowers fills the area 15 feet around the syphon for a brief moment.

Explode: The syphon channels her psionic blast through her body overloading the surrounding area with power that damages everything around her, leaving herself unharmed. Using a psionic blast in this way requires the syphon to spend 1 additional power point in addition to the cost of the psionic blast she manifests, but this does not count against her spending restriction. This blast takes the shape of a 20 foot burst centered on her and allows for a Reflex save to halve the damage. <u>Material/Mental (sometimes Visual) Display:</u> For only a second, a sharp burst of wind rushes forth from the syphon and enemies near her feel a heat wave as if they are being melted.

Focus: A syphon gains a circumstance bonus to all Wisdom based checks (but not to Will saving throws) for a number of minutes equal to her syphon class level. The circumstance bonus granted is equal to the number of power points expended when activating this ability. <u>Mental Display</u>: Those around the manifester feel as though the syphon is wiser and more mysterious then she appears.

Funnel: Mastering the ability to shape her psionic blast, a syphon can funnel it into 30 foot cone with which to engulf her enemies. Channeling her blast in this way cost one power point separate from her blast and does not count towards her spending restrictions. A successful Reflex save halves the damage from the attack. <u>Material</u> <u>Display</u>: Miniscule crystals, almost like dust, coat the area covered by the blast, and then disappear after 1 round.

Grace: A syphon gains a circumstance bonus to Dexterity based checks (but not to Reflex saves) for a number of minutes equal to her syphon level. The circumstance bonus granted is equal to the number of power points expended when activating this power. <u>Auditory Display</u>: Those adjacent to the syphon hear an object rushing past their ear when she moves.

Holding Back: A syphon can expend 1 an additional power point in the creation of a psionic blast and hold its charge as a readied action. She is unable to use another blast until she has released the held charge. When she does, it is considered a free and instantaneous action. This charge can be held up to 1 minute per syphon level before it dissipates. A syphon must be 4th level before selecting this power. <u>Visual Display</u>: A syphons hands become wreathed in white light while the power is being held.

Improved Psi Strike: The syphon's touch is on par with a soulknife's blade. She has her psi strike power's damage die increased by one step. The syphon must be of 8th level before selecting this power.

Improved Mending (Psi): The syphon may now reweave the pattern of another creature. She may use the natural healing power to other creatures. This power used in this way is never restricted by her level when spending power points. A syphon must possess the mending power and be of 6th level.

Line: A syphon alter the path of her blast and direct it into a straight line. A psionic blast can now become a 60 foot line instead at the cost of 1 power point that does not count against her spending restrictions. A successful Reflex save halves the damage from this attack.

Lesser Power: A syphon learns minor powers she can use at will to aid her in a variety of ways. The syphon gains 2 talents from the wilder talent list. She must have at least 1 power point in her syphon reservoir to use these talents.

Mending: The syphon see her own pattern through the eyes of a cryptic and is able to nurture and reweave it. She gains the natural healing power as a power known.

Mystical Eyes: A syphon can spend a power point to cause her eyes to shine light in a 40 foot cone. For the first 20 feet her eyes produce normal light, and increases the light level for the other 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). This power last for a 10 minutes per syphon level. <u>Visual Display</u>: See description

Powers Known (Psi): A syphon learns to manifest a single power known. She may select this ability more than once and each time she selects it she learns to manifest another psionic power. She uses the wilder power list as her syphon list of powers that she can choose from. She must be of the proper level and is lim-

ited in choosing a power level based on her Maximum Power Level known. As she increases her level she can select higher level powers. The syphon uses her syphon level as her manifester level. She uses Charisma as her psionic attribute, and must have a Charisma of equal to 10 + the power's level in order to manifest her power known. She spends power points from her reservoir to manifest said powers and follows the normal rules for manifesting powers (such as point cost, DC, durations, etc). <u>Display:</u> Various.

Rigor: Selecting this power allows for the spyhon to gain a circumstance bonus to Constitution based checks (but not to Fortitude saving throws) for a number of minutes equal to her syphon class level. The bonus granted is equal to the number of power points spent when activating this ability.

Surge: The syphon gains a circumstance bonus to Strength based checks (but not CMB, melee attack rolls, or damage rolls) for a number of minutes equal to her syphon class level. The circumstance bonus granted is equal to the number of power points expended when activating this ability. <u>Mental Display</u>: Those within 15 feet feel a slight rush of adrenaline, and then it's gone.

Vitality: After activating this power, a syphon gains a number of temporary hit points equal to 3x the number of power points expended. Vitality may only be used once per day per 5 syphon levels (minimum 1). These temporary hit points remain until removed or for syphon level x 2 hours, whichever comes first. <u>Mental/Visual Display</u>: Those around the syphon feel refreshed and healthy, and for a brief second the manifester looks 10 years younger.

Psi Weapon (Ex/Ps): At 4th level, a syphon gains the feat Psionic Weapon even if she does not meet the perquisites. In addition, she is able to augment the weapon effected by this feat by spending 1 power point add-ing a +1 enhancement bonus to attack and damage at the time of feat use.

At 8th level, the syphon may spend 2 power points to grant a +2 enhancement bonus. At 12th level she may spend 3 power points to grant a +3 enhancement bonus.

At 16th level, for 4 power points this becomes a +4 enhancement bonus. Finally at 20th level, by spending 5 power points she grants the weapon a +5 enhancement bonus. This power augmentation bonus does stack on top of any other enhancement bonus the weapon may already have.

Drain Cognizance Crystal (Su): Syphons are unique in their own way and grow more into their own quirky characteristics. They are one of the rare individuals who can reverse the flow of power that is stored inside of a cognizance crystal. What is even more unique about them, is that they are able to pull this power with out the crystal being attuned to them. At 5th level, when a syphon is holding or otherwise touching an unregulated cognizance crystal, she may spend a full round action to drain the crystal of it's stored power points. She transfers on a 1-for-1 basis of power points from the crystal to her own syphon reservoir. She may only drain a number of power points during this round equal to her current level. She is unable to drain more power points than what is stored inside the crystal and she can not hold more power points in her reservoir than her maximum capacity allows.

If a cognizance crystal is being worn, held, or otherwise visible on another creature, the syphon can make touch attack against the crystal as a part of the same full round action. If she is successful, she may draw in the power from the crystal.

Metapsionic Feat: At 5th level, the syphon develops a natural gift of a Metapsionic Feat. She can select any metapsionic feat that she qualifies for, but must meat the prerequisites. She gains an additional metapsionic feat at 11th level and at 17th level.

Power Flux (Ex): At 7th level, the syphon's body is altered and attempts to resist astral and etheral energies as her natural immunity fights back against its unnatural gift of drawing in psionic energy. This causes her great pain incurring the nauseated and fatigued condition until her body can sort out the energies.

At this point the syphon has to make a decision from one of two options and once this decision is made, it can not be changed by any means. The first is to give into this nature and lets her body shut out all psionic energy flowing through her, as it has finally learned to develop it's own. In game terms, she no longer is a syphon and looses all her special abilities and powers known. She keeps her skills, attributes, and feats, but instead becomes a wilder of equal level. Disbanding all abilities of a syphon and progresses normally in her new class.

Or the second option is that she continues the fight to control her body and develops along the syphon path. If she chooses this option, she develops an organic resistance to this energy. She gains a power resistance equal to 6 + her syphon class levels. If she already possesses innate power resistance from another source, it increase its value by +2. At her discretion, a syphon can willingly lower this resistance as an immediate action.

This decision can only be made once and only when she reaches 7th level. She must decide which option to follow before reaching 8th level. The onset time of being nauseated and fatigued after reaching 7th level is 1 hour. Until the syphon makes her decision she continues with these conditions and can not be cure of these ailments from any other source. Unless it comes from a cosmic/ divine source, or a *whish* spell or equivalent, in which case the source of such power makes the decision for her and is irreversible.

Power Leech (Ps): At The syphon has chosen her path of evolution to continue as a syphon. The results of her choice has regulated the balance of psionic energy within her body to allow her control this new energy she has come to understand. So much so, that she can now tap into the power of others.

At 8th level, the syphon gains the power known *power leech* for free, and may use this power at the cost of 5 power points. This ability also becomes a natural ability that she may use as a psi-like ability a twice per day at no cost. When using it as a psi-like ability, the duration is up to 1 round per ½ her syphon class level.

Transference (Su): At 8th level, as a full-round action, the syphon may transfer power points from her syphon reservoir to another creature's power pool. The target must have the ability to maintain a power point pool, and the syphon must be touching her target. She can transfer an amount equal to 1 + her Charisma modifier, or less, in power points per round. She may maintain this ability for additional rounds as long as she concentrates and spends a full round action. The syphon is unable to absorb power points from her class features while using this ability.

Absorbing Flux Field (Su): The nature of a syphon's psionic absorption changes as her core being consumes more psionic energy. Her body begins to regulate and metabolize each power absorbed differently and grows in its hunger.

At 10th level, the syphon can choose to either keep her original psionic absorption class feature, or let her body constantly consume and purge the psionic energy from patterns around her. Once this decision has been made it can not be changed.

If she decides to keep the unaltered class feature gains a bonus metapsionic feat and power known at 10th level instead.

If she decides on the later, her body feeds on all of the residual vitality from powers manifested around her. Her body gains a second reservoir of temporary power points that she can use (See Reserve Tank). Absorbing power points happens on the following conditions/rules:

If someone is within 10 feet of her and manifests a power, she gains 1 power point for every 3 power points spent to manifest that power (minimum of 1). She can absorb a maximum number of points equal to her ½ her syphon's class level at any given instance. She cannot gain power points that would cause you to exceed her syphon reservoir maximum (the extra bleeds off).

If a target of a power that targets a single creature or has an area of effect and allows the target a saving throw that is within 15 feet of the syphon and who's area of effect does not encompass the syphon, she gains 1 power point.

If the syphon is the direct target of a power or within

an area of effect of a power, she receives 1 power point for every 2 power points her foe spent to manifest the power (to a maximum number of points equal to the syphon's class level). If the power offers a saving throw, she absorbs these power points even if the power is negated on a successful save and also on failed saves. She only gains power points from this ability and the syphon still undergoes the effects of the power that she is a target of. This ability unlike psionic absorption, does not negate any effects, penalties, conditions, etc caused by the manifested power

If the syphon's power resistance negates the manifest power targeted at her, she absorbs power points as described above. Under any circumstance, a syphon can not absorb power points when she is the source of the power with this ability.

Reserve Tank (Ex): When energy is absorbed into her second pool, it sits waiting for the syphon to channel it. The syphon may spend these temporary points from her reserve tank if she has spent all of her power points from her psionic reservoir. She must spend these points within a minute of any final absorbed points or her pattern bleeds. If it remains unused, it slowly leaks from her pattern at a rate of 4 points per round. The maximum amount of power points her reserve tank can hold is equal to her Charisma score.

At any time while there are power points in her new reserve tank, she can transfer some or all of them to her

syphon reservoir before they disappear from her pattern. The syphon may do this by expending her psionic focus.

<u>Visual Display</u>: When points go unused, the syphon physically manifest symptoms of this bleeding. The most common is the "bleeding" of ectoplasm from a syphon's ears, nose, or eyes. Rare occurrences report bleeding from more than one of theses locations.

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Improved Transference (Su): At 13th level, a syphon learns to control the flood gates of energy that transfers through her body and may do so in a larger single dose. When she uses her transference ability she can now transfer a number of points from her reservoir and/or her reserve tank to another creature at a rate equal to her character level.

When using the improved version, the syphon performs this ability as a standard action, but it can not be maintained. After using this ability she can not absorb any power points until the beginning of her next turn due to the shock of sudden power loss.

Improved Power Resistance (Su): At 14th level, the syphon's power resistance increases to 11 + her syphon class level. If she possess power resistance from another source that offers a greater resistance, increase that source's value by an additional +2.

Redirection (Su): At 16th level, when the syphon is a target of a power and suffers no effect, (such as due to power resistance or a successful saving throw) she may as an immediate action, redirect the power to another eligible creature within range of the original power description, or back at the originating manifester.

The redirected power behaves in all ways as if its new target was the original target of the power. In order to do this, the syphon must spend a number of power points equal to the power's level + 2 of the manifested power or psi-like ability. If the power is an area of effect, the syphon must spend 3 + the power's level to redirect it. Powers that affect the syphon in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A syphon may choose to either absorb power points or redirect the power. She may not do both with ability.

Emergence (Ex): At 19th level, the syphon's body and mind have been drained and overcharged with the controlling psionic energy passing around her, that she has imprinted her personality upon the world. This energy forms into a solid mass capable of storing only energy that belongs to the syphon. The syphon has influenced the world to gain a personal psicrystal, as if she had the Psicrystal Affinity feat.

This psicrystal is special only to her and gains a unique ability to also store energy. The psicrystal also acts as a cognizance crystal that has a level equal to the syphon's class level - 5. If a syphon already has this feat, it only gains the cognizance crystal ability. Astral Apotheosis: The syphon becomes a physical anathema of the flow of psionic energy in the world. She becomes aligned to the ley lines of the world, as well as the Astral and Ethereal planes of existence. The syphon no ages or requires sleep, food, or water. She may now choose use a power point absorbing ability once per round conjunction with an ability she previously could not (such as transference or redirection).

Evolutions

The below introduces two new evolutions that can be taken by metamorphs. Since metamorphs are restricted to evolutions based on their phenotype, each evolution has recommendations on which would be most suitable.

Astounding Leap (Ex) [2 points]: The metamorph becomes able to jump heights unreachable by others. When determining jump height from Acrobatics checks to jump, the metamorph's jump height is equal to $\frac{1}{2}$ their Acrobatics check instead of $\frac{1}{4}$ their Acrobatics check. This evolution is suitable for all phenotypes.

Blood Drain (Ex) [2 points]: A metamorph evolved ability to quickly suck blood of a grappled victim. If a metamorph establishes or maintains a pin, it deals 1d4 points of temporary Constitution damage. A metamorph must be at least 5th level to select this evolution. This evolution is mostly suitable for fey, monstrous, and undying phenotypes.

Energy Drain (Su) [4 points]: A metamorph can drain life from living creatures bestowing 1 negative energy level with a touch. This ability can be used as a standard action requiring a successful melee touch attack (which can be done without hindrance while incorporeal) or instead of dealing damage after a successful grapple check made to maintain the grapple.

Bestowing a negative energy level grants the metamorph 5 temporary hit points that last for one hour. A Fortitude saving throw made to naturally remove negative energy level bestowed by this ability has a DC of 10 + ½ the metamorph's level + the metamorph's genesis ability score modifier. A metamorph must be at least of 7th level and needs to have a negative energy affinity to select this evolution. At 15th level, a metamorph can spend 2 more evolution points to be able to bestow 2 negative energy levels with this evolution. This evolution is only suitable for the undying phenotype.

Energy Transfer (Ex) [2 points]: The metamorph can power technology with their body's energy. Expending one use of Vitality Surge as a swift action, the metamorph can temporarily charge up a technological item. The technological item receives a temporary number of charges equal to half the metamorph's level. These charges last for a number of minutes equal to the metamorph's level. The metamorph must be at least 5th level before selecting this evolution. This evolution is only suitibale for the constructed phenotype.

Exceptional Luck (Su) [2 points]: Fate is on the metamorph's side. As an immediate action the metamorph can reroll any one d20 roll they have made before the results are revealed, but must take the new result even if it is worse than the previous one. Exceptional Luck may be used once per day, and an additional time per day for every five metamorph levels gained. This evolution is only suitable for the fey phenotype. **Glide (Ex) [1 point]:** The metamorph grows a pair of wings, but they are not large or strong enough to fly with. When falling, the metamorph may attempt a DC 15 Fly check to fall safely, taking no falling damage. While falling, another DC 15 Fly check may be made to control the direction of the metamorph's fall. If successful, the metamorph may move 10 feet horizontally in a direction of their choosing for every 20 feet they fall vertically. This evolution is suitable for aberrant, bestial, draconic, fey and monstrous phenotypes.

Integrated Blaster (Ex) [2 points]: The metamorph gains a powerful energy weapon. The metamorph gains a natural ranged weapon that deals 1d8 + the metamorph's genesis ability score modifier in energy damage. It selects either acid, cold, electricity, or fire upon gaining this evolution. This attack has a range increment of 30 feet. This evolution may be purchased a number of times equal to half the metamorph's maximum number of natural attacks. Each time this evolution is purchased, the range increment of integrated blaster increases by 5 feet. This evolution is only suitable for the constructed phenotype.

Jinx (Su) [1 point]: The metamorph has become able to influence other's fate as well as their own. The metamorph may expend one use of Exceptional Luck as an immediate action after being attacked by an enemy to make them reroll their attack roll before the results are revealed, taking the new result even if it is worse. The metamorph must be aware of the attack in order to use this evolution. This evolution requires the Exceptional Luck evolution in order to be taken. This evolution is only suitable for the fey phenotype.

Powerful Leap (Ex) [1 point]: The metamorph's leg muscles become powerful, capable of launching the metamorph into the air at a moment's notice. The metamorph always counts as having a running head start for the purposes of performing Acrobatics skill checks. This evolution is suitable for all phenotypes.

Spore Burst (Ex) [2 points]: The metamorph is able to burst their spore pustules in order to cover a large area. As a standard action, they may burst a pustule, coating a 20-foot cone with their deadly spores. Creatures that are in this cone must make a Fortitude save or these spores take root into the victim's flesh, and particularly in their lungs. This evolution requires the spores evolution to be taken. This evolution is only suitable for the bestial, monstrous, and plant phenotypes.

New Feat

Evolution Surge

You can push your body to manifest temporary evolutions at the expense of your vitality.

Prerequisites: Evolution class feature, vitality surge.

Benefits: You can spend a vitality surge as a swift action to manifest an evolution worth up to one evolution point per five levels for a number of rounds equal to your metamorph level.

Special: If you are an everchanging metamorph, you can rearrange your evolutions as if you had finished your rest when the effects of this feat end.

Bionicist (Metamorph Archetype)

While some metamorphs rely on more natural methods of transformation, the bionicist takes a more direct and technological route, replacing weak organic matter with iron, steel, and stronger materials. Whether they achieve this process through advanced alchemical techniques derived from golem creation, or advanced technology from beyond the stars, the result is always frighteningly consistent- an indestructible, unfeeling machine with the mind of a mortal creature.

The bionicist has the following class features:

Golemoid: The bionicist must have the reconstructed phenotype.

Mind of Steel (Ex): At 2nd level, the bionicist gains a +2 bonus to all Will saves against mind-affecting effects. This bonus increases to +4 at 10th level. At 20th level, the bionicist becomes immune to mind-affecting effects.

This ability replaces the bonus feats that are gained at 2nd and 10th level.

Body of Iron (Ex): Starting at 6th level, the bionicist gains DR 1 / adamantine and a +2 inherent bonus to Strength. This damage reduction stacks with that granted by the damage reduction (adamantine) evolution. At 10th level, the bionicist increases the inherent bonus to Strength granted by this ability to +4, and at 14th level the bonus to Strength increases to +6.

This replaces the bonus feats that are gained at 6th and 14th level.

Construct Crafter: At 9th level, the bionicist gains the Craft Construct feat, even if he would not normally qualify for it, and treats his class level as his caster level for all uses of this feat. The bionicist must still have some way to provide the necessary spells to craft a construct, such as a wand, scroll, or the major magic evolution.

This replaces the ability increase class feature.

Constructed Transcendence (Ex): At 20th level, the bionicist becomes immune to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. He no longer heals naturally, and is not affected by positive or negative energy effects such as a cleric's channel energy or the *cure/inflict wounds* spells.

He can still receive healing via the Craft Construct feat, his vitality surge ability, or spells such as *make whole*. This replaces the evolutionary ascendency class feature.

Blob (Metamorph Archetype)

Blobs are metamorphs that have evolved from the great gelatinous cube.

Blobs have the following class features:

Oozing Phenotype: A blob adds Knowledge [dungeoneering] and adds half its level (minimum 1) to Knowledge checks made to recognize or identify strengths and weakness of oozes. Blobs must following the ooze phenotype.

Damage Reduction (Ex): At 1st level, a blob gains DR 1/— against nonlethal damage. At 2nd level this is replaced by regular DR/— equal to half its level.

This ability replaces adaptive defense.

Corrosive Grasp (Ex): At 3rd level, a blob gains an ability to add 2d6 points of acid damage to a single natural melee attack or unarmed strike per round (this extra damage is not multiplied on a critical hit), or to deal the same amount of damage directly as a standard action requiring melee touch attack. At 7th level and every four levels thereafter the damage increase by 2d6.

This ability replaces all iterations of enhanced natural attacks.



Corrosive Flesh (Ex): At 4th level, any creature that swallowed the blob or is grappling it suffers corrosive grasp damage at the end of its turn. The blob can suppress this effect at will as a free action.

This ability replaces natural armor bonus 1.

Spawn Oozeling (Ex): At 8th level, a blob can spend one vitality surge as a standard action to excrete a pile of ooze on the occupied square or any of the adjacent ones. The spawned oozeling turns its square into a difficult terrain and deals the blob's corrosive grasps damage to anyone entering the square or starting its turn there and lasts for 1 minute. The blob is uneffected by this ability.

At 12th level, a blob can cause any number of its oozelings' patches to expand to an adjacent 5-ft. square as a free action; each continuous patch of ooze can only expand by 5 feet per turn.

At 16th level, a blob can dissolve its body into a pool of inert goo as a move action and reform in a different existing oozeling at the beginning of its following turn destroying that oozeling patch.

At 20th level, when a blob is killed with hit point damage while at least one other oozeling is spawned, its body dissolves into pool of inert goo, and then reforms from and within a random oozeling patch with 0 hit points destroying that patch in the process.

Spawn oozeling ability replaces natural armor bonus 2, 3, 4, and 5.

Oozing Flesh (Ex): At 9th level, a blob gains 25% chance of ignoring extra damage from a critical hit, sneak attack, and other sources of precision damage. At 13th level, the chance increases to 75%, and at 17th level, the chance reaches 100%.

Suitable Evolutions: All-around vision, blindsense, blindsight, burrow, chameleon skin, climb, compression, constrict, endure elements, energy immunity (acid, cold, or fire), energy resistance (acid, cold, or fire), gills (representing absorption of oxygen from water instead of actual organs), grab, keen scent, no breath, prehensile appendage, pull, reach, scent, slam, swallow whole, swim, telepathy, tentacle, tremorsense, unnatural aura, and web (reflavored as sticky goo) are fitting evolutions for blob.

Doppelmorph (Metamorph Archetype)

Doppelmorphs do not try to become exotic hybrid of humanoid and another creature. Instead, they blend traits of different humanoid races into a perfect envoy, spy, or a trickster.

Doppelmorph has the following class features:

Class Skills: A doppelmorph removes Acrobatics, Climb, Fly, and Swim from the list of its class skills, and adds Bluff, Diplomacy, Disguise, and Sense Motive.

Weapon And Armor Proficiency: A doppelmorph is proficient in all simple and martial weapons, light and medium armors, and shields.

Adaptive Combat: A doppelmorph adds either its genesis ability bonus (minimum +1) or class level, whichever is lower, to attack rolls and weapon damage rolls against humanoids that share any of the doppelmorph's racial subtypes and to AC and saving throws against attacks and abilities of such humanoids.

Adaptive combat replaces adaptive defense feature.

Polyhumanoid: A doppelmorph adds half its level to all Disguise checks (minimum +1), or full its level to Disguise checks made to to appear as a generic member of a humanoid race. At each level a doppelmorph adds one humanoid racial subtype to possessed subtypes, which lets the doppelmorph ignore -2 penalty for disguising as a member of such race, learn racial feats, and be treated as a member of that race for purpose of all effects. Polyhumanoid counts as a choice of doppelmorph's phenotype and replaces regular effects of that feature.

Bonus Feats: A doppelmorph bonus feats are selected from the following list: Alertness, Deceitful, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, and Stealthy. Additionally, the doppelmorph can pick racial feats in place of bonus feats but must meet their prerequisites normally.

Alter Features (Ex): At 3rd level, when a doppelmorph disguises oneself the changes to the appearance are minor but real physical alterations. The doppelmorph no longer needs cosmetics, reduces the time needed to disguise oneself to 1d3 minutes, and can shift its size between Small and Medium when applying disguise. This size change adjusts attack rolls, AC, skills, carrying capacity, ability to wield weapons, and other size modifiers but does not affect ability scores. Alter feature does not affect the doppelmorph's equipment in any way.

At 11th level, physical adjustments done during changing or dropping current disguise purge the doppelmorph's body of diseases, poisons, and parasites.

At 19th level, a dopplemorph gains immunity to petrification and involuntary polymorphy.

Alter features replaces enhanced natural attacks 1, 3, and 5.

Humanoid Empathy (Ex): After reaching 4th level, a dopplemorph adds half its level as a racial bonus to Bluff, Diplomacy, and Sense Motive checks when interacting with humanoids that share any of the doppelmorph's racial subtypes. The same bonus applies to the doppelmorph's Perception checks made to see through disguise when the target tries to impersonate a humanoid sharing any of the doppelmorph's racial subtypes.

This ability replaces all natural armor AC increases. **Alter Aura (Ex):** At 7th level, when a doppelmorph puts on a disguise, a fitting alignment aura forms masking the doppelmorph's normal alignment, and the readable surface thoughts match the disguise.

Additionally, a doppelmorph becomes immune to effects that would detect lies, and cannot be magically compelled to reveal not being its current persona; for the purpose of divination and mind-affecting magic a doppelmorph disguise is truth. For the purpose of scrying each disguise is a separate entity that can be scried on only while put on. Scrying on inactive disguise automatically fails. Using part of the doppelmorph's body during scrying has 50% chance of correctly targeting the doppelmorph regardless of its disguise. At 15th level, spiritual adjustment done during changing or dropping current disguise purges the doppelmorph's mind of any mindaffecting effects.

This ability replaces enhanced natural attacks 2 and 4. **Omnihumanoid:** A 20th level doppelmorph counts as member of any and all humanoid subspecies when it's beneficial but not when it would be disadvantageous.

Omnihumanoid replaces evolutionary ascendency.

Suitable Evolutions: A doppelmorph can select evolutions that mimic or resemble racial abilities of any humanoid races known to the dopplemorph. A doppelmorph may select minor magic, major magic, and ultimate magic evolutions without learning prerequisite evolutions to duplicate a humanoid race racial spell-like abilities and treats such spell-like abilities as corresponding racial abilities for purpose of feats and effects.

Everchanging (Metamorph Archetype)

(W) .

Some metamorphs exist in a state of constant flux, changing themselves everyday.

Everchangings have the following class features:

Evolutions: An everchanging metamorph evolution pool is smaller but its evolutions can be changed on a daily basis, when the metamorph is finishing its eight hours of rest.

At 1st level, an everchanging metamorph has 1 evolution point plus half its class level, with one additional evolution point gained at 5th, 9th, 13th, and 17th levels.

This alters the evolutions class feature.

Necromorph (Metamorph Archetype)

Necromorphs are metamorphs copying the life-stealing abilities of the undead and dark fey. It uses this as a substitute for the exceptional vitality possessed by other metamorphs.

Necromorphs have the following class features:

Phenotype: Necromorphs usually have undying or more rarely fey phenotype. In rare circumstances, a necromorph aspiring to acquire traits of more exotic lifestealing creature might be of different phenotype.

Lifestealing: A necromorph dealing damage with natural attack to a living creature gains temporary hit points equal to the hit points lost by the victim (with a maximum equal to current positive hit points. Damage reducing the victim below 0 hit points grant no temporary hit points). This stolen hit points form a separate pool from other sources of temporary hit points, stacking with themselves with a maximum equal to the necromorph's maximum hit points. Temporary hit points gained from this ability deplete at the rate of 1 point per round.

This ability replaces vitality surge.

Chapter 2: Mnemonic

Mnemonic Errata Amnesiac Archetype

Under Amnesic Trance

"At 9th level, the amnesiac retains the use of his improved thought strike..." the underlined text should be replaced with "...memory wipe...".

"At 13th level, the amnesiac retains the use of his greater thought strike class feature..." the underlined text should be replaced with "...improved memory wipe...".

"At 17th level, the amnesiac retains the use of his <u>supreme thought strike</u>..." the underlined text should be replaced with "...greater memory wipe...".

Dan Tien (Mnemonic Archetype)

"As you think, so shall you become." – Bruce Lee Mnemonics are renowned (only among those that they allow to remember) for their ability to alter the thoughts of others. Some mnemonic sects focus on their own psyche and view the teachings of the rare art of the amnesic trance, art of forgetting what you know to better improve one self. A counter sect of mnemonics called the Dan Tien teaches lessons of consciously transferring energy along a practitioner's body. They practice the art of controlling this energy through concentrated mediation.

Dan Tiens learn basic meditations, and then are taught to apply them to martial practices. Like their amnesic counter parts, through the martial arts they enter a trance that narrows their focus and strengthens their resolve. The application of the physical movements reinforces the reputation that each encounter with a mnemonic will leave a different impression.

A dan tien has the following class features:

Brain over Brawn: A dan tien uses his Intelligence modifier in place of his Strength modifier when calculating his unarmed strike damage.

This ability modifies the unarmed strike class feature.

Diminished Thought Strike (Su): Dan tiens focus more on the application of the movement rather than that of its results. Because of this training, dan tiens have a reduced thought strike pool that is equal to ¹/₂ the dan tien's class level + his Intelligence modifier.

This ability modifies the thought strike class feature.

Combat Trance (Ex): At 1st level, a dan tien mind is trained to improve his combat effectiveness. He must perform an uninterrupted meditation as a full-round action. If wounded, he must make a concentration check with a DC equal to the damage dealt or spend another round focusing. If this concentration check fails, he may choose to spend a thought strike to negate the failed save and count it as a success.

The dan tien may maintain this trance for a number of rounds equal to his class level + his Intelligence modifier per day. These rounds need not be consecutive and he may voluntarily leave this trance as a free action.

While entranced the dan tien's no longer just performs his actions, but instead becomes these actions. His mind leads his body to make precise, intelligently placed strikes. When performing unarmed strikes or using his selected mnemonic weapon, he gains a +2 bonus to attack rolls and his critical hit range increases by 1. For instance, his unarmed strike changes to a critical threat range of 19-20, instead of a natural 20.

For each successful confirmed critical hit, the dan tien gains a cumulative insight bonus of +1 to all attacks and damage rolls while this trance is persistent. This bonus does not get added to critical confirmation rolls. Once the trance ends, these bonuses no longer apply.

Additionally, this ability acts as though the dan tien has the Combat Meditation and Meditation Master feats, only for the purpose of qualifying for meditation feats. As a bonus, if he does acquire the Combat Meditation feat, he gains all of the benefits and adds his Wisdom modifier to the number of times he can perform his combat trance.

This ability replaces the memory theft and memory wipe class feature.

Mirrored Maneuvers (Ex): At 3rd level, as part of entering a combat trance, the dan tien may select one target and may attempt to use his assess technique ability as a free action. If successful, the dan tien may mimic the movements of the target. So long has he is under the influence of a combat trance, the dan tien may choose to use the same initiative as the target, but he always performs his actions after the target. Once this is decided it cannot be changed.

For a number of consecutive rounds equal to his Intelligence modifier after the combat trance begins, the dan tien can choose to mimic the target's attack action, if capable. The dan tein doesn't need to have the same weapon, but the weapon must be from of the same weapon group*. Under these conditions, on the dan tien's turn, he uses the same attack roll result of the assessed individual. The damage portion of the weapon's damage dice (before modifiers, qualities, magic, etc) is used in configuring the dan tien's damage. Even if the weapon's damage die is of a different die type.

For instance, a 3rd level fighter is the target of Xin Ironfist, the dan tien. Xin takes a round to perform a combat trance, while doing so she decides to use her mirrored maneuvers ability. She selects an orc fighter and is successful on her assess technique roll. She learns that the fighter has the Power Attack feat.

Xin then decides that she wants to mirror the orc fighter, and takes his higher initiative. On the next round, the orc fighter makes a standard attack against another opponent with a long sword and gets a 17 total on his attack roll and rolls 6 on a d8 for damage. (Xin's player has been rolling very poorly this evening) Xin decides to

Chapter 2: Menemonic

mimic the attack with scythe (heavy blades weapon group) and uses the 17 attack result and deals 6 points of damage from the scythe, and then adds her strength and other modifiers to the damage result.

An example: Xin watches as the orc fighter charges one of her allies with a longsword. While Xin does hold a weapon that belongs to the same group, she is untimely surrounded on all sides and is unable to charge a target. She doesn't meet the same conditions and is unable to mirror the orc's assault.

This ability replaces the photographic reflexes ability.

Focused Style: At 4th level, the dan tein decides to master the connected arts of movement and meditation. He receives a bonus feat and may either a Meditation feat or a Style feat. He must meet the prerequisites. He may select to use his dan tien level as his monk level for the purpose of qualifying for these feats.

This ability replaces prefect recall class feature.

Flowing Return (Ex): At 5th level, the dan tien moves with the receptive motion of those who assail him. Gracefully guiding bows away and using the opportunity to strike through open defense. With the expenditure of 2 thought strikes and the use of an attack of opportunity, he can attempt to redirect a strike in a similar way as a parry. The dan tien makes an attack roll as if he were making an attack of opportunity; for each size category the attacking creature is larger than dan tien, he takes a -2 penalty on this roll. If his result is greater than that of the attacking creature's roll result, the creature's attack automatically misses. The dan tien must declare the use of this ability after the creature's attack is announced, but before its attack roll is made. On a successful deflection and if he has at least 1 thought strike remaining, the dan tien can as an immediate action make an attack against the creature whose attack he parried, provided that the creature is within his reach.

This ability replaces the spell eraser class feature.

Snatch Arrows: Learning to anticipate movements from afar, the dan tien gains the Snatch Arrows feat as a bonus feat.

This replaces the memory lapse class feature.

Returning Flow (Ex): At 8th level, when a dan tien uses the Snatch Arrows feat, he can use the momentum of the snatch object, and can throw a caught piece of ranged ammunition (such as an arrow, bolt, or sling bullet, but not a firearm bullet) as though it were a thrown weapon with a range increment of 20 feet (even though it isn't his turn). The thrown ammunition deals the normal amount of damage for its type plus his Strength modifier. This attack provokes an attack of opportunity as normal, unless he spends a thought strike.

This replaces the mnemonic ranged weapon class feature.

Defensive Roll (Ex): At 11th level, a dan tien may use the defensive roll advanced rogue talent once per day. At 13th level, he may use it additional times per day. He may do so by expending 1 thought strike per use after the first.

This this replaces the improved memory wipe class feature.

Quivering Palm (Su): At 16th level, a dan tien can affect the flow of energy and leave a lasting impression in another creature, days after he has struck it in combat. The dan tien gains the same quivering palm class ability of that of a monk. He uses his dan tien level as his class level and his Intelligence modifier in place of his Wisdom modifier.

This replaces the greater memory wipe class feature.

Sensei (Mnemonic Archetype)

The sensei shares his breath of knowledge with those he considers students. With his ability to observe all things he interacts with, he is able to teach and train others in foreign arts.

The sensei has the following class features:

Chapter 2: Mystic

New Talents

Extended Range (Su): A mystic who selects this talent may add 5 feet to the range of their elemental blast. At 10th level, this bonus increases to 10 feet.

Path of Air Advanced Talents:

Leaf on the Wind (Ex): A mystic with this talent may move while taking a full attack action. She may move up to her speed during this full attack. She must forgo the attack made at her lowest base attack bonus to do so, but may make her remaining attacks at any point during her movement. She must end her movement at least 15 feet from her original location. This movement provokes attacks of opportunity as though it were a normal single move action.

Path of Fire Advanced Talents:

Flame Propulsion (Su): A mystic with this talent becomes wreathed in mystical flickering blue and white flames that surrounds her body lifting her off the ground. A mystic can spend 1 point from her ki pool as a free action to obtain the effects of a *fly* spell for a number of rounds equal to her Wisdom modifier. The effects are modified so that the speed while flying is 80 feet. Due to the mystical nature of these flames, they do not burn nor do they ignite flammable items, because of the intense shimmering brightness the mystic gains concealment for the duration.

Concussive Blast (Su): A mystic who takes this talent can spend 1 point from her ki pool as a free action before making a full attack action with the elemental



blast talent. For the purpose of a Concussive Blast attack the mystic deals half of her damage as bludgeoning and half as fire. She is unable to critically hit while using a concussive blast. At the time of activation, the she may spend one additional ki point to make all of the damage bludgeoning instead of splitting it.

To start, the mystic makes as many attack rolls as she can using her base attack bonus against a single target. She makes these attacks in order from highest to lowest as if she was making a normal full attack action but with the effects of elemental blasts. For each attack roll that is a hit, she increases the base damage amount of each hit by her base elemental blast amount. For instance, an 11th level mystic gains two attacks during a full round attack action, allowing her to make two elemental blast attacks. The first one hits dealing 1d10. The second elemental blast also hits, to cause 2d10 points of damage.

Additionally, if the target is medium sized, creature and objects in adjacent squares must make a Reflex save or suffer the base damage of the blast.

Path of Force Advanced Talents:

Imposing Mind (Ex): A mystic with this talent may spend 2 additional ki when using a mind affecting elemental technique to add the Thenodic Spell or Coaxing Spell metamagic effects.

Path of Earth Advanced Talents:

Molten Earth (Su): In sometimes in nature, earth and fire blend and complement each other. An earth mystic with this talent modifies her elemental strike ability and the elemental blast talent, allowing her to convert half of the damage dealt into fire damage.

This talent can also be used in conjunction with *spiked pit*, *spiked stones*, *clashing rocks*, and *crushing hand* techniques to convert the half the damage to fire damage.

Spending 2 additional ki points while using the *soften earth and stone* or *shifting sands* technique will modify the techniques so that creatures or objects found within the area of effect will suffer damage equal Xd6 fire damage per round. Where X equals half the mystic's level.

At 16th level, if the mystic with this talent also has the *wall of stone* technique, she can instead emulate a *wall of lava* at 16th level.

Path of Water Advanced Talents:

Jagged Blood (Su): The blood found within a creature's veins takes on a jagged property and inflicts horrifying wounds as it's used to restrict movement. After a creature fails their save against a *hold person* technique, the mystic may inflict the Jagged Blood condition by spending 1 ki point as a free action. A creature with the Jagged Blood condition takes bleed damage equal to half the mystic's level and receives a -2 penalty on saves to break free of the technique on rounds suffer from this condition. The mystic must possess the *command blood* talent in order to select this talent.

Chapter 2: Mystic

Extensionist (Mystic Archetype)

The path of the mystic is as varied as each mountaintop and with no roads to enlightenment running parallel. Extensionists are mystics whose path has leads them to greater external observation. They focus less on enhancing the body with elemental accompaniments and focus more on allowing internal energy to flow outward into the world around them.

The extensionist has the following class features:

Elemental Strike: When making an elemental strike, the extensionist only gains her class level as her BAB while using the elemental blast talent. Any elemental strike that is not modified by the elemental blast talent has the damage die reduced by one size category. By spending 1 point from her ki pool as a swift action, the extensionist can make her next 2 attacks as elemental strikes if they meet the qualifications.

The extensionist has more focused training and can only make elemental strikes with unarmed strikes, natural weapons, and elemental blasts. Elemental Blasts are also considered to be part of your path weapon group. If the extensionist takes the Weapon Group Proficiency talent then path weapons belonging to said group may be used to make elemental strikes.

This modifies the Elemental strike portion of the Ki pool class feature.

Improved Elemental Blast (Su): At 2nd level the extensionist gains the elemental blast talent. Because of her extended path focus, she must decided if she wants to add her Dexterity or her Strength modifier to her damage rolls. Once this decision is made, it is permanent and can not be changed. Going forward she may add this modifier when making elemental blasts and any talents that are augmented by her elemental blasts.

This ability replaces the mystic talent that is gained at 2nd level.

Musha-chie (Psionic Mystic Archetype)

All mystics travel a path to enlighten themselves, but it is the Musha-chie that looks to expand their mind to gain a deeper wisdom. By following the path of the "warrior's wisdom", the Musha-chie open their mind to astral and ethereal acceptance.

The musha-chie have the following class features:

Class Skills: The musha-chie adds Autohypnosis (Wis) as a class skill.

Psi Path: At 1st level, a musha-chie awakens his third eye and takes a path similar to that of a psychic warrior. Focusing on combing an elemental focus with martial combat that is infused with psionic practices. When he selects his elemental path he must still select from either Improved Unarmed Strike or Weapon Focus feat.

However, the musha-chie does not gain the initiate level ability tied to that elemental path. He instead opens

the path to pisconic energy gaining the feat Wild Talent.

At 4th level, the musha-chie continues down his psi path and martial training. If he has selected the way of the fist, he gains the feat Psionic Fist as a bonus feat. If he chose the path to focus on an elemental path weapon he gains Psionic Weapon as a bonus feat that can only applied to his chosen path weapon.

This ability alters the path basics class feature and replaces the 4th level mystic talent.

Ki Psionics: A musha-chie can use his ki points in place of power points for psionic based special abilities such as manifesting powers and certain psionic feats. He may also spend power points in place of ki for the purpose of activating elemental techniques.

This ability alters the ki pool class feature.

Musha-chie Talents: Unique only to musha-chie, they add the following talents to their list of mystic talents:

Power Boost: A musha-chie gains the Psionic Talent as a bonus feat.

Power Known: A musha-chie that selects this talent gains a power known taken from the psychic warrior's power list. He uses his musha-chie level as his psychic warrior's class level in determining his maximum power level known.

Warrior Talent: A musha-chie may select two talents taken from the psychic warrior's power list.

Psionic Technique (Ps): Starting at 5th level, a musha -chie can select a power known in place of an elemental technique from his path. He may chose this option whenever he would earn a new elemental technique based on his level advancement. He can only choose powers from the psychic warrior's power list and uses his musha-chie class level as his psychic warrior level to determine maximum power level known. He uses his Wisdom as his psionic attribute to determine saving throws, DC, etc. He also uses his musha-chie level as his manifester level when concerning powers known.

Chapter 2: Pauper

The Pauper's Philosophical Views of the World

Paupers are sensitive to the world around them but have grown to understand the fine balance of emotions. Many do this by developing a system of views and use them as a guideline to govern their acts in the world.

This section introduces example philosophical paths which paupers can use to help define how they receive hope and despair points for their respective pools.

Path of Truth and Lies: The pauper sees the world as simple truths that can be countered by lies. It's a world where lies can be broken with the honest truth. Paupers of this path notice the world of deceitful politicians but the kind innocence of the words spoken of a young child with no inhibition.

Despair: When the pauper speaks any lies, including bluffing and exaggerating, statements of half-truths with the intent to deceive, and is believed by others, he receives a despair point. When he notices those around him (with a successful Sense Motive for lies or Perception skill checks) in similar situations, he gains a despair point. This applies to all forms of communication that he can notice, such as noticing a feint or combat trick in combat.

Hope: The pauper gains hope when he is successful in an honest diplomatic interaction, such as a bartering with a shop keeper for items of equal value. He also gains hope when he notices the outcome of a situation that can be handled without violence. In this situations when violence becomes the last resort and he sees it as justified, he gains hope. Depending on the alignment, successful hits that drop an opponent to 0 or fewer hit points, can be considered a simple true outcome of fate.

If presented with circumstances, where telling the truth would bring harm to an ally and the pauper is successful in a bluff, he may gain a hope point. If he is unsuccessful, he gains a despair point for putting his allies at risk.

Path of Peace: The pauper on the path of peace looks to spread just that, peace. The look to calm the emotions of those that disrupt the tranquility of the life cycle with aggression. Yet they understand the need for action to cause the fall of tyranny to achieve peace. It is a delicate balance the pauper takes up gladly.

Despair: In order to spread peace a pauper must speak out against those that threaten the tranquility of the environment. When a pauper is in a situation that he is unable to solve any issues with a calm mind, he gains some despair. When one of his allies or himself looses themselves to their emotions and if he realizes this is contradictory to his path, he gains a point of despair.

Hope: When the pauper is able to able help to deescalate potential aggressive confrontation with either a successful Diplomacy skill check through negotiations,

he is able to gain a hope. He understands that every once in a while he and his allies must use intimidation to solve these situations. When the pauper or one of his allies is able to use intimidation to keep the peace, he gains a point of hope.

Path of the Un/Broken Chains: A pauper of the chains philosophy strives to help those that are oppressed and encourage those that are enslaved to throw off their shackles. They hope to convince those that "own" people, or monstrous humanoids, against their will to set them free. They believe all creatures deserve freedom.

Despair: Whenever a pauper sees humanoids, animals or even monstrous creatures held against their will (such as slavery) or abused (verbally or otherwise) while in chains or cages, he gains a despair point. Some paupers even apply this same view to animals that are chained or caged, and apply it to those that appear malnourished and abused. These paupers also commonly view stray animals in the same light.

Hope: A pauper that brings attention to these ill things and makes another creature aware of these plights, as well as sympathetic to a cause gains a point of hope. They gain a point of hope when they are able to free enslaved beings, this could be by buying it's freedom or even helping them escape. The paupers that are zealots even gain hope when unfortunate and ill events happen to these tyrannical overlords.

If a pauper chooses to raise awareness of the suffering of the enslaved by wearing shackles on her wrists, legs, or both; and is able to share her message after being asked, she may gain hope. At the start of each day she begins with a fresh pool of hope equal to her hope modifier. If she already has hope in her pool that is over this amount, she does not gain any hope.

Absolver (Pauper Archetype)

A pauper is sometimes asked by those around them to account for the sea of regrets felt by others. An absolver can alleviate the pain felt by the guilty, and sow seeds of hope in their wake.

An absolver has the following class features:

Path of Redemption: At 1st level, an absolver may listen to the sorrows of others to gain despair points, or deliver motivational speeches to gain hope points. In doing so, the absolver becomes a beacon of morality and virtue wherever they go.

This acts as the qualifications required to earn despair and hope points.

Assumption of Sins (Ex): At 2nd level, an absolver can spend hope as a swift action to grant morale bonuses to their allies, spending 1 point to affect up to two allies with a +1 morale bonus to attack rolls and skill checks for until the end of the pauper's next action. This bonus

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increases by +1 for ever 4 pauper levels of the absolver, to a maximum of +6 at 20th level.

This ability replaces morale support.

Symbol of Tranquility (Sp): At 3rd level, an absolver may perform various rituals that help their allies. An absolver may spend 2 points of hope to deliver a simple therapeutic discussion with a target to affect them with a *remove curse*, using their pauper level as their effective caster level, and with a casting time of 10 minutes. In addition to this effect, any fear effects on the target are automatically ended.

This ability replaces attenuate.

Cathartic Consequence (Su): At 6th level, an absolver may transfer negative status effects from one person to another. By performing a touch attack on a hostile target, or a move action on a willing adjacent target, the absolver may spend 1 point of hope and 1 point of despair to remove any one condition listed in the condition summary of the core rules (dazzled, sickened, panicked, etc). The absolver must then suffer the condition for one full round. After that round, they may touch an secondary adjacent target, requiring a touch attack for hostile or reluctant targets. If the secondary target is willing, the condition is transferred. Otherwise, the target may make a Will saving throw (treat this as a despair effect). If the target succeeds at their save, the absolver keeps the condition until the duration elapses, or they successfully transfer it to another target. If an acquired condition such as panicked or stunned would prevent the absolver from acting, they may spend 2 hope points to ignore the condition for one round, but the only action they can take is to move to a target, and/or attempt to transfer the condition.

This ability replaces empathic transference.

Forgiving Voice (Sp): At 9th level, the absolver may listen to someone's darkest secrets, then spend a point of despair to cast *atonement* on the subject as a spell like ability with a casting time of 10 minutes, with the material component being paid for by the target of the *atonement* effect when necessary.

Alternately, the absolver may use this "confession" to remove 1 negative level from the target per point of despair spent. If the absolver chooses, they may use both effects at once, provided that they pay for despair points for the respective effects.

This ability replaces protective shout.

Sublimation of Sins (Su): Knowing the darkness that stains the heart of all that walk, an absolver understands the tolls of sin. By spending hope and despair points, an absolver may inflict a luck penalty on themselves, and also on all enemies within 100 ft, affecting attack rolls, skill checks and ability checks. The absolver may spend up to half their hope maximum and despair maximum on this effect, respectively. The penalty is equal to the des-

pair points spent by the absolver. Enemies may resist the effect with a Will save (DC equal to $10 + \frac{1}{2}$ pauper level + Wisdom bonus + hope points spent), and the effect lasts for 1 hour, or until the absolver ends the effect as a swift action. If a creature leaves the 100 ft radius around the absolver ends the effect, but it will resume if the creature re-enters the radius before the effect is ended. An absolver may not negate the penalty on themselves without ending the effect on any target enemies.

This ability replaces fuming hatred.

Soul Barrier (Ex): Through an act of righteous will, an 15th level absolver may fortify their bodies and their souls. Any time an absolver spends hope and despair in the same round, they gain a +4 deflection bonus to AC, increasing to + 6 at 18th level.

Conduit of Futures (Pauper Archetype)

Some paupers are incapable of channeling the raw power of hope and despair themselves, so they instead grant such power to those they believe in.

A conduit of futures has the following class features: **Granted Hope and Despair Pools:** At 1st level, when the conduit of futures would gain a hope or despair point, one ally within 15 feet gains the point instead. The conduit of futures selects one ability which a pauper of their own level would be able to use by way of the of point that was gifted, and that ally can use it instead of them. These points of hope and despair last for a number of rounds equal to the conduit of futures' class level.

This replaces the pauper's Hope and Despair Max Pools and Altruism class features.

Mastermind (Pauper Archetype)

Some paupers have sunk so low that they rely not on a balance of hope and despair and planning for the future, but on nothing but raw despair.

The mastermind has the following class features: **Alignment:** Any Evil.

Despair Max Pool: At 1st level, the mastermind has a maximum pool of despair points equal to 2 + their class level. They lack a hope pool entirely and any abilities which would be fueled by hope are instead fueled by despair, although they cost one more point than normal. All abilities which would rely on Wisdom now rely on Intelligence.

This alters the pauper's Hope and Despair Max Pool class feature, replaces the Hope class feature, and alters the Despair class feature.

Contingency (Su): At 1st level, the mastermind's despair has gotten to the point that they can turn any moment of hope into one of crushing despair. Whenever the mastermind would observe an act that would cause a pauper to gain a point of hope, they may spend 1 despair point as a free action that can be taken on anyone's turn

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to cause all creatures involved in that act to feel a sense of looming dread. This causes them to take a -1 morale penalty to all saving throws for a number of rounds equal to the mastermind's class level. This penalty increases by -1 at 6th level, 11th level, and 16th level.

This replaces the pauper's altruism class feature.

Incentives (Sp): At 2nd level, the mastermind can subtly push their foes against each other. Whenever a creature is suffering from a morale penalty that originated from the mastermind, they may spend 1 despair point as a swift action to affect that creature with murderous command as a spell-like ability, with a saving throw DC of 11 + their Intelligence modifier. They may spend additional despair points to increase the saving throw DC by 1 per additional despair point spent and increase the duration by 1 round for every 3 points spent.

This replaces empathic bond.

Rationalist (Pauper Archetype)

Not all paupers are disciples of pure emotion, champions of hope in the face of despair. There are those who manage to find logic in everything they feel, and find emotion in everything they logically know. These are the rationalists, and their ability to argue from either side of the mind is a boon to many parties.

The rationalist has the following class features:

Logic and Emotion Max Pools: The rationalist has a logic pool and an emotion pool. Each of these pools have a maximum amount equal to $2 + \frac{1}{3}$ the rationalist's class level. However, neither of these pool replenishes on their own. Whenever the rationalist solves a problem that they have encountered through a logical means (such a solving a riddle or a puzzle or appealing to someone's sense of reason), they gain 1 logic point. This becomes 2 logic points at 7th level and 3 logic points at 15th level. Whenever they solve a problem through emotional means (such as appealing to someone's morals or engaging in combat), they gain 1 emotion point. This becomes 2 emotion points at 7th level and 3 emotion points at 15th level.

This alters and replaces the pauper's Hope and Despair Max Pools class feature.

Emotion: The rationalist can utilize emotion points to do what a normal pauper could do. The rationalist is always considered to have hope points and despair points equal to the number of points they have in their emotion pool. At 1st level, and again at every odd level thereafter, the rationalist selects one hope or despair ability that a pauper of their level or lower possessed, and can spend emotion points instead of hope or despair points to use it.

This class feature replaces the pauper's Hope and Despair class features, as well as all italicized abilities listed under them. **Logic:** The rationalist can call upon logic points to perform astounding feats of logic. At 1st level, they can spend 1 logic point to gain a +1 insight bonus to the next d20 roll they make. At 2nd level and every four levels thereafter, this bonus increases by +1. At 4th level and every 4 levels thereafter, this applies to one additional consecutive d20 roll.

This replaces the altruism class feature.

Taleweaver (Pauper Archetype)

There are some paupers who, while still reliant on hope and despair, prioritize telling stories and changing how their friends and foes define fact and fiction.

Taleweavers have the following class features:

Lower Max Pools: The taleweaver's pool of despair points equal to two plus one-third their class level and a pool of hope points equal to one plus one-fourth their class level.

This modifies the pauper's Hope and Despair Max Pools class feature.

Hidden Meaning (Ex): At 1st level, once per day when the taleweaver would gain a despair point they may instead gain a hope point. This ability also works when a taleweaver would earn a hope point, he may instead gain a despair point. At 3rd level and every 3 levels thereafter, they may use this ability one additional time per day.

This replaces the points lost to the lower max pools class feature.

Doubletalk (Su): At 3rd level, the taleweaver may spend 1 hope point to gain a bonus equal to twice their class level on one Bluff check made to convince an ally of a tale which could potentially inspire them. If they are successful at this check, their ally gains a +1 morale bonus to attack rolls and AC for 1d6 rounds. This bonus increases by an additional +1 for every 5 by which the taleweaver passed their ally's Sense Motive check.

Alternatively, they may spend 1 despair point to gain a bonus equal to twice their class level on one Bluff check to convince an enemy that what they believe in is a lie. If they succeed, the enemy takes a -1 morale penalty to all saving throws for 1d6 rounds. This penalty increases by an additional -1 for every 5 by which the taleweaver passed their enemy's Sense Motive check.

This replaces the pauper's Attenuate class feature.

Chapter 2: Synergist

Synergist Errata

Under **synergy** description, insert the following sentence after the first sentence of the third paragraph: "A synergist may only bestow a number of counters equal to her Charisma modifier to any one member of her cast."

Cohort Cast: Animal Companions, Familiars, Eidolons et al as Cast members

Given the battle utility of associated animals and monsters, the inclusion of these allies as cast members is an attractive option. However, the link between a player character and their cohorts could be seen as precluding a general synergistic link with the cast of a Synergist within a party.

Ultimately, the GM and the players should approach this carefully and before play – thematically it could make perfect sense for these associated creatures to become a part of the cast or fly in the face of individual/ personal relationships.

In addition, from a game mechanic standpoint, the multiple attack options of many creatures could seriously affect the utility of the Synergy ability, allowing for a greater number of attempts for success that the synergist takes advantage of. Again, the GM and players should evaluate the advantages (or disadvantages to gameplay) and decide accordingly.

Echo (Synergist Archetype)

The echo acts as a close lever to the functions of her group, and can closely mirror her companions, learning as they do, fighting as they fight, and winning as they do.

The echo has the following class features:

Law of Averages (Ex): At 1st level, when creating her cast, the echo denotes one member of that cast as a foil. When employing her synergy ability to store counters, the echo may choose either the success OR failure, but not both, caused by the foil as a means of producing synergy counters for that use of synergy. Where there is more than one foil in the echo's cast, the echo can denote either success or failure as a means for producing synergy for each foil.

At 4th level, and every three levels thereafter (7th, 10th, 13, 16th and 19th level), the echo may designate one extra member of her cast as a foil.

This alters coherence and synergy.

Sympatico (Ex): During a combat round, if the echo rolls the same number on a d20 for a skill attempt or attack as a member of her cast, she can elect to add, as an immediate action, +1 to either her or that cast member's next attack roll (to include critical confirmation rolls), skill check, or saving throw.

She may instead elect to add her Charisma modifier as damage (again as an immediate action) to the next successful attack, regardless of form, by her or that cast member. **Proximity Law (Ex):** At 3rd level, as long as any foil remains within 30 feet of the echo, she can expend one use of synergy, as an immediate action, to apply that foil's relevant ability modifier to one saving throw or skill check.

This ability and sympatico replace the complementary skillset class feature.

Twin Echo (Ex): At 5th level, if three members of the echo's cast (one of whom must be the echo) all roll the same number during the same combat round for a skill check or attack roll, the echo may double the effects of the sympatico ability.

This ability replaces the teamwork feat gained at 5th level.

Technique: The following new technique is available to the echo at 1st level

Mirror: If the echo employs the same weapon as her foil, she gains a +1 competence bonus to her attack rolls. This increases by +1 for every 5 echo class levels she possesses. If the echo wears the same armor as her foil, she may take advantage of failed armor check penalties and arcane spell failures that the foil suffers. To benefit the echo must be within 30' of the foil.

Vagarists (Synergist Archetype)

Vagarists tend to make a mockery of good planning, moderate thought and the sensibilities of logic. Creatures of contrary habits, these chaotic personalities thrive on the failure of their enemies, and are able to feed on such negativity and profit through advantage or channel it into disadvantage.

The vagarist has the following class features: **Alignment:** Any non-lawful.

Skills: The vagarist adds Acrobatics, Escape Artist and Sleight of Hand to his class skill list. He then removes Diplomacy, Handle Animal and Heal from her list of class skills.

Odds Are (Ex): During any combat round in which synergy is employed, the number of successful attacks by members of the vagarist's cast are compared to the number of failed attacks. If the successes outnumber the failures, all members of the cast receive a -1 penalty to attacks for the next round. If the failures outnumber the successes, all cast members receive a +1 circumstance bonus to attacks. On each subsequent round during the same bestowal of synergy, this ability reverses. Example: On the second round, if successes outweigh failures, all cast members receive a bonus etc.

This ability replaces enable class feature.

Schadenfreude (Ex): The vagarist thrives on seeing her foes fail, and can send bad vibrations, negativity, to further confound and impair their actions.

When she expends a use of synergy as an immediate action, the vagarist can feed off the failures of her foes

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during a combat round and store it as synergy counters. The vagarist temporarily exchanges one cast member with one foe during the combat round that synergy is stored.

For each failed attack action, saving throw, or skill check made in the round by the designated foe, the vagarist gains a +1 bonus synergy counter. On a failed critical hit or a result of a natural 1 on a roll, she instead gains two +1 bonus counters. Note that the vagarist can still store synergy counters in the usual way from the successes of her cast members, except any cast member that has been swapped out for a foe. Once synergy has been stored, temporarily exchanged cast members may not receive bestowals of stored synergy for the duration of that synergy.

Alternatively, the vagarist can store failures by the designated foe as -1 penalty counters, which can then be bestowed upon a designated foe or an ally of that foe within 30 ft of the vagarist. This requires the temporary exchange to continue as long as the duration of any bestowal remains. The vagarist can apply reverse versions of the following synergies: aptitude, battle acuity, calm, defense, elusive, fate and maneuver expertise only. The DC to resist any negativity effect is equal to $10 + \frac{1}{2}$ the vagarist's class level + her Charisma modifier (Will save). The application of negativity counters must abide by the same duration and limits of the synergy ability.

This ability alters coherence and synergy.

Vagaries (Ex): The vagarist has learned to create a whirlwind of dissolution, decay and randomness. The following vagaries are available to a vagarist in addition to any other synergist techniques at 1st level.

Dissolute: The vagarist gains a +1 morale bonus to the DC of any affect or CMB to any combat maneuver that targets a foe currently affected by negativity counters.

At 3rd level, the vagarist adds the following chaotic techniques to the list of those that can be selected:

Chaotic Mind: The vagarist causes any foe under the effects of negativity counters to be more inclined to irritation and mental duress. The afflicted foe receives a -1 penalty to Concentration checks and to saves against mind affecting effects.

Dispersal: The vagarist chooses one type of save – until the synergy ends, if she is successful making the chosen save versus an attack or effect that deals half damage on a successful save, she can apply the same amount of damage to an adjacent foe. The adjacent foe may still make a save at -4 to resist any damage from this ability.

At 6th level, the vagarist adds the following chaotic technique to the list of those that can be selected: *Debris and Detritus*: The vagarist can designate one foe that is affected by negativity counters; this foe treats all terrain as difficult terrain.

At 9th level, the vagarist adds the following chaotic technique to the list of those that can be selected:

Greater Dispersal: As dispersal, except that the vagarist can elect to take full damage and apply full damage to an adjacent foe.

Unbridled Bloodshed (Ex): This ability functions exactly as critical catalyst, however its affects also apply to foes within 30' of the vagarist.

This alters critical catalyst.

Chaos Unlocked (Ex): The following chaotic lock is available to the vagarist:

Chaos Theory: The vagarist may attempt to guess the number rolled on a d4, d6, d8, d10, d20 or d100 by any creature within 30' during a particular round. She must guess the number before the dice is rolled. If she is within 1 on a d4 or d6, 2 on a d8 or d10, 3 on a d12, 5 on a d20 or 10 on a d100 she gains 10 temporary hit points for a number of rounds equal to her Wisdom modifier.

If she guesses the number exactly on a d4, d6, d8 or d10 she gains an additional amount of temporary hit points equal to the die rolled.

If she guesses the number exactly on a d12 or d20 she regains one use of synergy and 10 additional temporary hit points.

If she guesses the number exactly on a d100 she gains 10 temporary hit points, may remove one condition or any one kind of ability damage she is currently suffering from and gains one extra use of Lock before her next rest.

This ability alters the lock class feature.

Chapter 2: Umbra

The missing Demiplane...

The following demiplane was unintentionally left out of the original printing of *Liber Influxus Communis*. Some time along the path from the beta version to the work in progress to the final product, the Smoke Demiplane went ***poof*** (pun intended) in the process. In order to correct this unknowing mistake, the below errata has been publicly made available for all to access on our website. We present it herein for easy reading consumption.

Smoke

Focal Point: Air + Fire

The Biding Flame: Of the classic elements, air and fire are the most active. When combined, they quickly build to a raging inferno, burn themselves out, and are reducing to smoking cinders. Though very weak without fuel, smoke has the ability to suddenly leap up and once again be the inferno, if only for a moment. Whenever the umbra uses a planar power that is activated as a standard action, she may increase the activation time to a full-round action that provokes attacks of opportunity in order to use one of the following abilities as part of the full-round action.

Fan the Flames (Su): All creatures within 30 feet of the umbra that are currently lit on fire take an additional 1d4 points of fire damage per point in the umbra's DE pool. If a creature is lit on fire by the planar power that shares an action with this ability, it suffers this additional damage.

Slow Burn (Su): A willing creature within 60 feet of the umbra begins to smolder very, very slowly. When rolling initiative, that creature may choose to take 2d6 fire damage. One half of this damage is taken immediately. The second half is held in reserve. This held amount is translated into an equal bonus that is applied to the creatures initiative rolls. If damage is resisted, it does not increase the initiative roll.

The damage amount that is held in reserve does not effect the creature until this ability ends. This ability has no duration. Instead, it remains in effect until the affected creature decides to take the fire damage, which then removes the bonus to its initiative. Only one creature can be affected by this ability at any one time. A creature that has been affected by this ability cannot be affected again for 24 hours.

Where There's Smoke (Su): A creature within 30 feet of the umbra lights on fire, taking fire damage equal to the number of points in her DE pool each round for 1d4 rounds. A creature caught on fire in this fashion can attempt to put the fire out with a Reflex save, as a standard action. If the creature is doused with or submerged in water, it receives a +4 bonus to this Reflex save.



Chapter 2: Warloghe

Taboos: The following list are lists of new taboos that can be employed by any warloghe who learn the secret knowledge with their twisted spirit.

Forbidden Magic (Sp): A warloghe with this taboo gains the ability to cast a 2nd-level spell from the warloghe spell list two times a day as a spell-like ability. The caster level for this ability is equal to his warloghe level. He must have a Wisdom of at least 12 and be of 4th level to select this taboo.

Forbidden Magic, Greater (Sp): A warloghe with this taboo gains the ability to cast a 3rd-level spell from the warloghe spell list two times a day as a spell-like ability. The caster level for this ability is equal to his warloghe level. He must have a Wisdom of at least 13 and be of 7th level to select this taboo.

Forbidden Magic, Lesser (Sp): Any warloghe with this taboo gains the ability to cast a 1st-level spell from the warloghe spell list two times a day as a spell-like ability. The caster level for this ability is equal to his warloghe level. He must have a Wisdom of at least 11 to select this taboo.

Rustling Terrain: The warloghe learns a simple taboo that allows him to animate a 10 foot area of rubble, underbrush, gravel, branches, loose leaves, loose soil, or sand, litter and refuse, creating an area filled with rolling debris that appears within 25 feet. This ability can be used at will allowing the warloghe to cause minor distractions (DC 10).

By spending 2 points of essence, this animated rubble becomes a little more dangerous and acts like a swarm, damaging (1d6 hit points) and become more distracting (DC 12) to anything within it. As a move action, he can direct the rubble to move up to 10 feet. If the rubble is attacked, treat it as a Medium animated object with the young creature simple template and the swarm subtype. This swarm last for a number of rounds equal to the warloghes Wisdom modifier.

Major Taboos: The following list are new taboos that fall under the major taboo classification.

Violent thrust (Su): By spending 3 essence points, the warloghe can hurl one object or creature per caster level (maximum 15) that are within 40 feet of him and are all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

The warloghe must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using his base attack bonus + his Wisdom modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for

less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the spell can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Twisted Spirits:

Twisted spirits are the intangible beings that are the base reflections of the spirits they mirror. No one really knows how they manifest, nor is there a deep recorded history in which to recognize their existence outside of those of shaman or warloghe circles.

One might find references to twisted spirits in the pages of history of individuals that are labeled as insane. Common traits of these unfortunate persons are categorized as speaking to themselves, speaking of seeing shadows that move out of the corner of their eyes, and the rare act of "being possessed".

For warloghes, the listed traits are those of a common nature. Those that are granted these pacts from birth are often seen discussing with what others call imaginary friends.

The nature dealing with spirits to do his bidding is not without a price. In return for the deeds performed, these mischievous spirits follow the warloghe around causing unnatural (and sometimes unwanted) occurrences. The occurrences may manifest as spoiling milk, unexpected breezes, faint noises, whispering or babies crying, and small items moving of their own accord.

The save DC to resist abilities granted by a twisted spirit is equal to $10 + \frac{1}{2}$ the warloghe's level + his Wisdom modifier.

New Twisted Spirit Summary:

Bhuta: Bhuta are the unfortunate victims that meet their demise (commonly from murder) in the wilderness. Due to their untimely death, they form a bond in the animals and plants in the area. Many see them as the remains of blighted druids.

Poltergeist: Poltergeist are more troublesome than harmful. They are unique twisted spirits to a warloghe and grant him a rare ability to cast spells. Many of these warloghes become arcane tricksters.

Shadow: Shadows are the undead souls that are on the edge of the brooding of the darkness and the bitter brightness of the light. They manifest along side the warloghe, offering a unique type of companion.
Bhuta

Tainted Soul: Twisted bhuta spirits are bound to the wilderness where they took their last breath and become one with nature. When a warloghe is not in a natural environment, a bhuta causes them to look uneasy and distressed. The warloghe suffers a –4 penalty on all social based rolls in these environments.

In return, bhuta offers the warloghe the ability to commune with animals and magical beast putting them at ease. He receives the wild empathy ability and can *commune with animals* a number times per day equal to his Wisdom modifier.

Pact Abilities:

Bestial Adaptations : At 1st level, while a warloghe has at least half his class level in essence points remaining, he gains a claw or bite attack. Once chosen, this can not be changed. This natural attack is considered a primary attack and is made at his full base attack bonus. This bite or claw attack deals 1d6 points of slashing damage (1d4 if Small) plus his Strength modifier.

Nature's Minions (Sp): A bhuta warloghe use animals as their minions. At 3rd level, he may cast *summon nature's ally* a number of times per day equal to his Wisdom modifier. At 6th level, he may choose to upgrade this spell to *summon nature's ally II* instead of selecting a taboo.

If he chooses to upgrade this ability, at 8th level he may again upgrade it to *summon nature's ally III* in place of the taboo gained at that level.

Wild Shape (Su): At 7th level a warloghe is given the gift of animal shaping. This ability functions like the druid wild shape ability, except that he can only take animal forms (not elemental or plant forms). The warloghe's effective druid level is equal to her class level –3.

Animal Possession (Sp): Once per day at 11th level, the warloghe gains the ability to takeover the body of an animal. He gains the ability to use the spell *magic jar* as a spell-like ability. But he is only able to possess animals and magical creatures.

Blood Drain (Su): At 15 as a standard action, a bhuta warloghe can psychic suck the blood from an adjacent opponent that is suffering from bleed damage. The target takes 1d6 points of Constitution damage. A successful Fortitude saves for half. The warloghe heals 5 hit points when it drains blood.

Cold Iron (Ex): Upon reaching 19th level, a warloghe has lived and developed an opposite reaction to his bhuta twisted spirit that he has bonded with. While wielding any manufactured item that is used as a weapon, the warloghe treats it as if it had the cold iron property.

Poltergeist

Tainted Soul: These spirits incessantly harangue the warloghe, causing his efforts to retrieve stored items from his gear to require a standard action, unless it would normally take longer. Any item the warloghe drops, lands 10 feet away in a random direction.

In return, poltergeist offer the warloghe the ability to manipulate objects as though he has casted the spell *mage hand*. He may use this spell-like ability a number of times per day equal to his Wisdom modifier. **Pact Abilities:**

Subtle Influence

Subtle Influence (Sp): At 1st level, the warloghe is embed with the ability to cast the animate rope, feather fall, levitate, silent image, spectral hand, unseen servant, and vanish spell as 1st level spells, even though he has chosen to bond with the poltergeist. He must prepare these spells when communing with his twisted spirit to prepare his cantrips.

These are the only spells that the poltergeist warloghe may cast and uses Table 1-18: Warloghe found in *Liber Influxus Communis*, to determine the number of times per day it may be casted. He also uses the all of the rules based on the "spells" and "casting spells" section listed in the description of twisted spirit, but with a few exceptions.

First, the warloghe does not need to prepare his spells ahead of time and is treated as a spontaneous caster, even with cantrips, casting only his limited spells known.

Secondly, he does not receive new spells every time he gains a new warloghe level.

Thirdly, he is unable to learn spells from any other source except those that the poltergeist grants him. In turn, he is unable to share spells that his twisted spirit knows.

Corporeal Shift (Sp): At 3rd level, a warloghe knows that the twisted spirit is a simple essence of a full poltergeist. A warloghe twists these connections and uses the powers for himself. He latches onto the thread of power that allows for a poltergeist to remain unseen and alters the reality around him. His twisted spirit grants him the knowledge of the *blur, dust of twilight, fog cloud, ghostly disguise, invisibility, minor image,* and *twilight haze* spells as 2nd level spells.

Trouble Maker (Sp): At 3rd level, he gains the ability to cast extra spells per day and may also cast any spell that his twisted spirit has granted him. To fuel this blessing, the warloghe must spend a number of essence points equal to the spell level to cast the bonus spell.

Growing Influence (Sp): Whenever a warloghe would gains the ability to cast a spells of a new caster level, the poltergeist (while restricting them) grants him additional secrets the so that the may continue to cause mischief.

At the appropriate levels, the warloghe gains the following spells:

3rd level spells: animate dead, animate object (up to medium size), fly, gaseous form, hostile levitation, loathsome veil, major image, raging rumble, strangling hair

4th level spells: animate object, black tentacles, hallucinatory terrain, enervation, illusionary wall, invisibility (greater), resilient sphere

5th level spells: dream, false vision, interposing hand, overland flight, phantasmal web, persistent image, seeming, sending, unhollow

6th level spells: Acid fog, fool's forbiddance, forceful hand, forbiddance, mislead, permanent image, shadow walk

Telekinesis (Su): Starting at 11th level, the warloghe employs the true force behind his twisted spirit. He may use *telekinesis* a number of times per day equal to his Wisdom modifier.

In addition, when using a spirit strike on a target, the warloghe may spend 2 additional essence points as a free action to also employ the violent thrust portion of *telekinesis* to the results of the spirit strike after damage is resolved.

Shadow

Tainted Soul: When selecting a shadow twisted spirit, the warloghe must select the pact ability.

In return, shadow manifest itself in a physical form to be the minion of the warloghe as a shadow companion. **Pact Abilities:**

Shadow Companion: At 1st level, the warloghe's shadow splits in two. One remains acting as a normal shadow, while the other takes form and becomes a materialized version of a twisted spirit. The warloghe gains a shadow companion.

Like normal companions, a shadow's Hit Dice, abilities, skills, and feats advance as it advances in level.

If for whatever reason the shadow companion is destroyed, (such as channel positive energy, or an exorcism), a warloghe must spend 24 hours of uninterrupted concentration on the process of splitting his shadow in two. He must also spend 10 essence points (1 point every two hours) until this meditation is complete.

The shadow companion has the following traits:

Class Level: The character's haunted one level. HD: The total number of d8 Hit Dice the shadow

companion possesses. As an undead creature, the shadow companion adds its Charisma modifier to each Hit Dice instead of its Constitution modifier.

Feats: This is the total number of feats possessed by a shadow companion.

Skills: The shadow companion's total skill ranks. Shadow companions can assign skill ranks to any skill. If a shadow companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. It cannot have more ranks in a skill than it has Hit Dice.

BAB: This is the shadow companion's base attack bonus. The shadow companion do not gain additional attacks when using their natural weapons for a high base attack bonus.

Fort/Ref/Will: These are the shadow companion's base saving throw bonuses. A shadow companion has good Reflex and Will saves.

Shadow Companion Features:

Size: Shadow companions are the same size as their warloghe.

Speed: fly 40 ft. (good)

Ability Scores: Str -; Dex 14; Con -; Int 6; Wis 12; Cha 15

Special Qualities: undead traits, shadow blend *Shadow Blend (Su)*: In any illumination other than bright light, the shadow companion blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Skills: The shadow companion can have ranks in the following skills: Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).



Weapon and Armor Proficiency: A shadow companion is proficient using a claw (1d4) and slam (1d6) attack. These are primary natural attacks. Shadow companions are not proficient with any armor, but they may become proficient by taking the proper feats.

Arc node (Ex): Due to the nature of the bond, when the warloghe cast a spell, uses spirit strike or vortex, or a taboo, the shadow companion can act as the source of origin instead of the warloghe.

Mortal Anchor (Ex): The twisted spirit shadow companion is bound to the soul of the warloghe. At 1st level the shadow companion is only able to move up to 10 feet away from him. If the warloghe moves away while the shadow is at its max distance, it is dragged along with the warloghe and is unable to resist.

At 3rd level, and every odd numbered level after that, the shadow can move an additional 10 feet away from the warloghe, to a maximum of 100 feet at 19th level.

Should the warloghe ever be killed, the twisted spirit shadow companion flies into a mad rage. It begins to attack the nearest available target to the best of its ability. Should it find itself unable to attack the target for whatever reason, it will berate and verbally abuse the target instead. The shadow will continue to focus on the target unless a better target (an old rival of the warloghe, or the warloghe's killer) presents itself. The shadow companion is still anchored to the him, and cannot move beyond it's normal boundary.

The shadow companion is now considered a permanent haunt with a level equal to that of the former warloghe's level. As a haunt it will remain active for an equal number of days. In this period of time the only way for this haunt to be resolved is to raise the warloghe from the dead to a living state, or destroy the shadow.

In either situation, the shadow companion eventually dissolves into nothing. Should the warloghe be revived from the dead (such as by *resurrection*), the twisted spirit returns to it's normal state.

Shadow Meld (Ex/Sp): A warloghe can command his shadow companion to rejoin the shadow in which it split from. This is a simple action performed by the warloghe and takes the shadow a standard action to perform. Once the twisted spirit has melded with the warloghe's original shadow, it is considered to be incorporeal and unable to interact with physical world. It returns to being a regular shadow. The warloghe can reverse this process and summon his companion again as a spell-like ability that takes a full-round action. Upon its reemergence from the original shadow, the companion returns to the same state it was in, before it had used this ability.

Ability Score Increase (Ex): At 4th level the shadow companion adds +1 to one of its ability scores. It may do so again at 4th, 9th, and 20th level.

Unseen Path (Su): At 7th level, the warloghe or the shadow companion may spend 2 essence points as a move action and instantly swap between the initiator's current position with that of the other's position.

This swap does not provoke attacks of opportunity when used as a move action. Alternatively, they can spend 3 points of essence to use this ability as a swift action or 5 points of essence as an immediate action.

Incorporeal Touch (Ex): At 10th level, when the shadow lashes out using a claw attack, it brings with it the chilling touch of death. Its claw attack zaps the

Level	HD	Base Attack Bonus	Fort Save	Ref Save	Will Save	Feats	Skills	Special
1st	2	+1	+0	+2	+2	1	2	Arc node, mortal anchor
2nd	3	+2	+0	+3	+3	2	3	Shadow meld
3rd	3	+2	+1	+3	+3	2	3	A COMPANY AND AND
4th	4	+3	+1	+4	+4	2	4	Ability score increase
5th	5	+3	+1	+4	+4	3	5	
6th	6	+4	+2	+5	+5	3	6	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
7th	6	+4	+2	+5	+5	3	6	Unseen Path
8th	7	+5	+2	+6	+6	4	7	1
9th	8	+6	+3	+6	+6	4	8	Ability score increase
10th	9	+6	+3	+7	+7	5	9	Incorporeal touch
11th	9	+6	+3	+7	+7	5	9	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
12th	10	+7	+4	+8	+8	5	10	
13th	11	+8	+4	+8	+8	6	11	and the second se
14th	12	+9	+4	+9	+9	6	12	Ability score increase
15th	12	+9	+5	+9	+9	6	12	A CONTRACTOR
16th	13	+9	+5	+10	+10	7	13	
17th	14	+10	+5	+10	+10	7	14	
18th	15	+11	+6	+11	+11	8	15	
19th	15	+11	+6	+11	+11	8	15	
20th	16	+12	+6	+12	+12	8	16	Ability score increase

Table: Shadow Companion

strength of its victim leaving it weak. When a shadow companion is successful with a claw attack, it does an additional 1d4 Strength damage to living creatures. This is a negative energy effect. A successful Fortitude save (DC 10 + 1/2 the shadow's HD + it's Wisdom modifier) halves this damage to a minimum of 1.

Twisted Hulk (Warloghe Archetype)

Twisted husks are cursed to experience the unlucky things in life. Normally ill fortune is an ambient nuisance. It can be felt, certainly can be terrible, but otherwise hardly ever physically appears in a tangible form. For twisted husks their cursed misfortune manifests itself physically in the form of a haunted suit of armor which they happen upon in some way or another. It could have been a family heirloom or an ancient suit of armor gifted to the character by a mysterious old crone which visited his village. For most, the cursed artifact would prove fatal as the haunt would slowly kill those around it. However, he is able to bind and use the armor's dark spirit to aid him in various ways. Scholars speculate that the haunting entity requires the warloghe so that it can work it's dark malice upon the material world.

A twisted husk has the following class features.

Weapon Proficiency: See the harbinger of violence ability.

Armor Proficiency: See the twisted husk ability. Harbinger of Violence (Ex): The haunting entity which resides within the twisted husk thirsts for bloodshed and pain. However, as a spirit it is prevented from doing so directly and instead uses the warloghe as its proxy in the material world. To ensure the character is able to perform this duty the twisted spirit gifts him with the knowledge and proficiency with one of the following weapons: greatsword, falchion, battle axe, great axe, scimitar, scythe.

Twisted Husk (Ex): The warloghe forms a bond, as per the wizard arcane bond ability, with a suit of "cursed" light armor which offers the same protection as a suit of studded leather armor. This bond allows the warloghe to cast spells while wearing his armor.

As the warloghe progresses he is able to perform a special ritual which bolsters the protective qualities of the bonded armor. At 8th level, by performing an hour long ritual and expending 50 gold per level, the twisted husk can increase his armor's protective qualities to that of a suit of breastplate armor. At 12th level the character can perform another ritual along with a similar expenditure in gold, to increase his armor's protection to that of a suit of fullplate.

The twisted husk can be damaged as if it was normal armor. However, any damage dealt to it is supernaturally regenerated at the rate of 1 hit point per hour. If the armor is destroyed or sundered the haunt, which resides within, causes it to become dormant and inert while it focuses its energy on repairing the armor. This dormant state lasts for 24hrs. For this time the warloghe loses access to all abilities gained from this archetype.

This ability replaces the taboos that are obtained at 1st and 6th level. It also replaces spirit binding, improved binding, and the greater binding class features. **Maelstrom of Malevolence (Su):** A twisted husk is able to allow his armor's spirit to manifest in the world around him. This grants the character several benefits as well as becoming ever more powerful as the warloghe increases in level. In order to activate this ability he must, as a swift action, expend a point from his essence pool for each ability. For example, if he wanted to activate both fortified spirit and terrifying terrain it would cost him 2 points of essence. These abilities remain active for 1 round per level. Each ability is listed below:

Fortified Spirit: At 1st level, the twisted husk is able to focus his twisted husk's energy inwardly. This grants the character temporary hit points equal to twice his level. These temporary hit points to not stack with themselves and are instead reset if the twisted husk spends another essence point to reactivate this ability.

Terrifying Terrain: At 6th level, the twisted husk is able to unleash the angry spirit which inhabits his armor. This spirit rages around him in a torrent of spiritual energy and random debris. This vortex causes the adjacent squares around the warloghe to become difficult terrain.

Ephemeral Shield: At 9th level, the twisted husk is able to petition his armor's spirit to help protect the warloghe by forming a mantle of protective otherworldly energy around him. This mantle affords the warloghe a +2 shield bonus to his AC, touch AC, and provides concealment against all ranged attacks.

Fearful Facade: Beginning at 15th level, the twisted husk is able to focus the anger and terror of his haunting entity. This is reflected in the character's eyes as they become the doorway into which adversaries can glimpse the true power and enmity of the haunt. While this ability is active the character receives a profane bonus on all intimidate checks equal to half his level as well as the ability to make a demoralization check once per round as a swift action.

Displaced Soul: At 20th level, the entity can partially possess the twisted husks physical body causing portions of his flesh to become undead or ghost-like insubstantial flesh. This possession affords the warloghe the heavy fortification armor property.

The twisted hulk gains access to an exclusive taboo:

Hateful Mark (Su): The twisted husk is able to target an enemy and inflict upon them a short-lived curse by expending 1 point of essence. This curse inserts into the target's soul a small portion of the twisted husks spirit which heightens the targets hatred of the warloghe. The target receives a -1 penalty on attack rolls made against creatures other than you. This penalty increases by an additional 1 per point of essence used to activate this ability. The warloghe cannot expend more essence then his Wisdom Modifier. The curse lasts for 1 minute.

Chapter 2: Warsmith

Designs: The following designs are available to all that follow the path of the warsmith.

Hammer Rhythm (Sp): The beating rhythm of hammer on anvil. This constant tune can be hypnotic and often allows the warsmith to work at his forge for hours without rest. The warsmith is able to reproduce this effect in his comrades which allows them to more easily perform the same actions without rest. By expending a use of the emulate ability and using his warsmith level as his caster level, he is able to reproduce one of the following effects of the spell marching chant or tireless pursuit. If he stops hammering, the effects immediately end.

Molten Missiles (Su): The warsmith can expend an emulation in order to superheat a number of rivets, nails, or other sharp pointy metal objects equal to his class level. Once enchanted, the warsmith is proficient and able to use them as thrown weapons. They have a range increment of 10', inflict damage as a dart plus 1d4 points of fire damage. The missiles remain usable for 1 minute per level. The enchantment is immediately discharged after the missile hits it's target.

Silver Sheen (Su): As knowledgeable artisans realizes that creatures prey upon and even consume the very products a warsmith lovingly creates. The monster they most worry about is rust. Simple, yes, but equally deadly. For this reason, they have developed a special formula which, once applied, makes a metallic object immune to rust (including the rust monster). By expending a single emulation, the warsmith is able to coat a single weapon or armor in a partially magical alchemical mixture which makes it immune to rust for 1 hour per level.

Sundered Shards (Ex): On a successful sunder attack versus an opponent's armor or weapon, he causes tiny bits and pieces of shrapnel to explode outwards striking his target. As a free action, the warsmith makes one additional attack roll for the shrapnal using the same modifiers as the attack that triggered this ability). If successful, it inflicts piercing damage equal to the number of dice used for the edifice recognition ability. For example; if the warsmith normally rolls 4d6 for his edifice recognition ability, sundered shards would than inflict 4 points of piercing damage This ability cannot be triggered more a part of learning the trade for an anatomist. She may than once per round.

Temporary Augmentation (Ex): For every problem that an adventurer encounters there is a tool that is best suited for handling the situation. A warsmith is no differnt and has developed a method to augment, albeit temporarily, armor as well as weapons with short lived special properties. By expending 1 daily use his emulate ability, the warsmith is able to grant one of the following abilities to a weapon: blocking, brace, disarm, performance, reach, or trip; or armor: spiked, jarring, or vital guard; for 1 minute per level. Only one such property may be added to an item at one time.

Anatomist (Warsmith Archetype)

Some work the field of battle to repair siege engines, while others attend to the living. The anatomist spends time studying anatomy of creatures, learning how they move, breath, etc. Anatomist see the body as a working machine. Dissecting and drawing diagrams of its inner workings to determine how to patch up its wounds.

The anatomist has the following class features:

Skills: The anatomist as the Heal skill to her skill list. Sneak Attack: At 1st level, an anatomist gains the

sneak attack ability as a rogue of the same level. If a character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective roque level for the purpose of sneak attack's extra damage dice.

This replaces the edifice recognition class feature. Self-Sufficient: An anatomist is acquainted with her own mortal coil. She gains the Self-Sufficient feat.

This replaces Craftsman class ability.

Spontaneous Healing (Ex): At 1st level, an anatomist gains the spontaneous healing discovery of an alchemist. As a free action once per round, she can heal 5 hit points as if she had the fast healing ability. She can heal 5 hit points per day in this manner for every 2 anatomist levels that she possesses. If the she falls unconscious because of hit point damage and she still has healing available from this ability, the ability activates automatically each round until she is conscious again or the ability is depleted for the day.

This replaces the emulate class feature.

Natural Designs: When an anatomist gains a design, she may select from the following alchemist discoveries (from Ultimate Magic): healing touch, mummification, and preserve organs. She uses her anatomist levels as her alchemist level for determining qualifications and effects.

The anatomist may select a roque talent that affects her sneak attack ability in place of a regular design. She uses her anatomist level as her roque level for demining qualifications and effects of the talent.

This modifies the design ability.

Healer's Touch: Nurturing the wounded and sick are select to receive the Crafter's Touch skill bonus to all Heal skill checks instead of all craft skills checks. She must decided upon at 3rd level. Once the decision is made, it can not be reversed.

This alters the crafter's touch ability.

Field Medic (Ex): At 4th level, an anatomist is capable of performing a special full-round action first aid check with the use of a healer's kit. If an anatomist is successful, the creature heals a number of hit points equal to 1d8 plus the creatures total Hit Dice. A creature can only benefit from this ability once every 24 hours.

This ability replaces scavenge field repair.

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Chapter 2: Warsmith

Field O.R. (Ex): A forge is the same as a surgical room exposure to white hot materials, and the performing of to the anatomist. Much like field forge, she may provide long term care and treat deadly wounds with minimal supplies. She reduces the amount of uses from a healer's kit by 1 (minimum 1) when using the Heal skill.

This adds additional rules to the field forge ability.

MD-PhD. (Ex): At 20th level, the anatomist has advanced the medical field and has perfected her body to perform at its most optimal level. She is now immune to diseases and does not suffer the affects of exhaustion.

In addition, when using her field medic class ability, a patient may be treated up to 3 times in a single 24 hour period.

This replaces the grand design class ability.

Ironclad (Warsmith Archetype)

The heat of the forge, the smell of iron, the shape of the final product. All of these things play a constant tune in the minds of most master smiths. Many attempt to reach the pinnacle of their trade, unlock the riddle of steel and to master its intricacies. This single-minded obsession can sometimes lead to strange, and sometimes horrible, outcomes. One such example is the Ironclad. A warsmith that is consumed with the perfection of melding flesh and metal into an incredible artistic whole! By developing secret techniques, which incorporate both mundane and magical methods, the Ironclad is able to augment his own body by fusing it with the very material he so loves: metal!

An ironclad has the following class features.

Armor Proficiency: The ironclad is not proficient with any armor, only his ironhide.

Creation Focused: The ironclad is so dedicated to creation that his ability to sunder is greatly reduced. His edifice recognition damage die is reduced by one step to a d4, instead of a d6.

This modifies the edifice recognition ability.

Ironhide (Su): At 1st level, the ironclad begins to unlock secrets which set him apart from his peers. One such technique allows him to adhere metal plates to his flesh which afford him protection similar to wearing actual armor. These metal plates grant the ironclad a +4 Armor Bonus at 1st level. The metal that graces the character's body impedes movement as if he were wearing a chain shirt. These plates can be augmented using the character's emulate special ability. They can also be enchanted as if they were a manufactured suit of armor.

The plates can be targeted as if it were normal armor. If damaged or destroyed, the armor can be "repaired" by expending a use of his emulate class ability. His ironhide regains a number of hit points equal to the number of dice rolled for his edifice recognition ability; up to the armors maximum hit point total.

experimentations they have inflicted upon themselves, have inured ironclads to extreme heat. The ironclad gains fire resistance equal to his ironclad level. This ability is constantly active so long as he has at least 1 daily use of his emulate class ability available.

This ability modifies the emulate class feature.

Anvil Strike (Ex): an ironclad's hands are augmented with metal strips and rivets and can be used in combat as if the ironclad possessed the Improved Unarmed Strike feat. The ironclad inflicts 1d6 points of bashing damage when using anvil strike. He can further improve his anvil strike by altering it with emulations as if he was going to enhance a weapon.

This replaces the design gained at 2nd level.

Resilient Hide (Su): The ironclad is able to expend a daily use of his emulate class feature in order to bolster and strengthen the metal that has been fused to his body. This grants him damage reduction of 1/-. For every 5 levels the damage reduction granted by this ability increases by an additional 1 point. Once activated, this ability remains in effect for 1 round per level.

This replaces the design gained at 4th level.

New Designs: The ironclad's special training allows him access to unique trade secrets. He adds the following designs to his list he can choose from:

Aegis Arm (Su): The ironclad further enhances one of his arms by adding additional plates, reinforcing steel bars and a mixture of flesh strengthening alchemical substances. These augmentations allow the ironclad to use the limb as a buckler. Although the limb is larger and heavier it does not impede the character's ability to use tools. Although the same rules apply when wielding a shield and weapon simultaneously. An aegis arm can be enchanted by the emulate class ability.

Alloyed Skin (Ex): The ironclad douses, quenches and etches his metal plating in a plethora of different metals and other materials. This process greatly reduces the weight as well as the constrictive nature of the armor plating. This design reduces the armor check penalty by half as well as allowing the character to move at his full base speed unimpeded.

Greater Ironhide (Su): This ability further improves the bonus to armor bonus afforded by the ironhide ability by an additional 2 points. However, the reinforcements added to the metal plating impedes movement as if the ironclad was wearing fullplate armor. The ironclad must be of 8th level or higher in order to select this design and must possess the improved ironhide design.

Hammer Hand (Su): By reinforcing the metal bonded to his hands the ironclad is able to improve his anvil strike ability. The damage increases to 1d8 as well as Molten Soul (Su): With their magical nature, constant allowing the character to use his hands in place of nor-

Chapter 2: Warsmith

mal forge tools (ie hammer, tongs, etc etc). In addition, the ironclad receives an enhancement bonus to Craft skill checks that is equal to the enhancement bonus that is currently affecting his anvil strike ability, if any.

Improved Ironhide (Su): This ability improves the armor bonus to AC afforded by the ironhide ability by an additional 2 points. However, the metal plating is now bulkier and impedes movement as if the warsmith were wearing breastplate armor. The ironclad must be 4th level or higher in order to select this design.

Stoke the Forge Fires (Su): If the ironclad uses the emulate class ability to grant his anvil strikes the *flaming* or *flaming burst* property (along with any other applicable properties/bonuses) he can super heat the flames by expending an additional daily use of his emulate class ability. If he does so the flames inflict an additional 1d6 dice of damage. The ironclad is also able to use his fists to stoke a forge fire. So supernaturally hot is the heat generated by his hands that the stoked forge fire allows him to craft metal related mundane items (such as: weaponsmithing, armorsmithing, blacksmithing) in half the normal time.

Rune smith (Warsmith Archetype)

Psi smith (Psi smith Archetype)

Chapter 3: Other Archetypes Placeholder

Armiger (Magus Archetype)

The armiger is an arcane knight and herald whose lineage is closely tied to his martial and magical expertise. Unlike a sorcerer, the armiger's powers are not inherited by blood, but by tradition. By class or by inheritance, the armiger's education in the arts of spellcasting and arcane swordsmanship is a symbol of his standing within the society to which he belongs. More literally, his crest and coat of arms are symbols of the same - seals inscribed with the power of the proud knightly traditions he upholds.

The armiger has the following class features:

Class Skills: An armiger adds Knowledge (nobility) to his list of class skills, and removes Knowledge (dungeoneering) from that list.

Armiger's Arcane Mark (Sp): An armiger possesses the ability to use arcane mark at will as a spell-like ability. The caster level for this spell-like ability is equal to the armiger's class level. The rune inscribed by this spell-like ability is always a visible one, and typically reflects or symbolizes the armiger's heraldic crest. If emblazoned upon a weapon, this unique arcane mark imparts extra durability and strength to the weapon; any weapon so inscribed deals 1 additional point of damage and gains additional hardness equal to the magus' class level.

Although this ability is usable at-will, the magus may only affect one weapon in this way for every two class levels that he possesses (minimum 1). If the magus attempts to inscribe this arcane mark on more than this number of weapons, the oldest mark vanishes as the latest mark is cast.

Reduced Arcane Pool: An armiger reduces his arcane pool by one point when determining his maximum arcane pool that he may possess (minimum 1).

Craft Magic Arms and Armor (Ex): At 5th level, the armiger gains the Craft Magic Arms and Armor feat as a bonus feat. If the armiger uses his arcane mark spell-like ability to strengthen a magic weapon that he crafted himself, double the additional hardness granted by the armiger's *arcane mark*.

This ability replaces the bonus feat gained at 5th level. ma **Arcane Heraldry (Su):** At 6th level, the armiger learns er. to create an arcane seal depicting his personal coat of arms – the symbol of his office and of his lineage – which holds a rare power tremendously coveted by military leaders interested in empowering the arms and armaments of their soldiers. This seal may decorate a tabard, a shield, a suit of armor, a pennant or banner, a flag, or the hilt of a weapon. If the seal is lost or destroyed, the magus may replace it with 1d4+1 hours of uninterrupted work and access to the appropriate tools and materials.

As a swift action, the magus may expend 1 point from his arcane pool to empower his heraldic seal with the magical potency of his arcane pool – and through it each weapon that bears his arcane mark. Doing so grants each weapon that bears the armiger's spell-like arcane mark (as long as those weapons are on the same plane of existence as the armiger himself) to gain a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement bonuses to a maximum of +5. Multiple uses of this ability do not stack with themselves. Only weapons that bear an arcane mark imparted by the armiger's arcane mark spell-like ability gain these benefits when the magus' arcane seal is empowered in this way; weapons bearing ordinary arcane marks are unaffected. The magus must hold, wear, or be able to touch the seal depicting his arcane coat of arms in order to use this ability. While the effects of this ability persist, the armiger's arcane coat of arms glows with a soft, magical light, shedding light as a candle.

At 12th level, these bonuses can be used to add any of the following weapon properties to affected weapons bearing the armiger's arcane mark: *dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed,* or *vorpal.* This choice must apply to each weapon affected; the armiger may not grant the *speed* property to some of the marked weapons and the *dancing* property to others. Weapons affected must also be able to benefit from the properties imparted by this ability. For example, though this ability can affect a longbow, it cannot bestow the *vorpal* property on a longbow. Any weapon that would gain a property that it cannot benefit from gains no property instead.

An armiger with the enduring blade magus arcana may spend 1 point from his arcane pool to extend the durations of the bonuses and properties granted by this ability to 1 minute per magus level.

This ability replaces the magus arcana gained at 6th and 12th levels.

Magus Arcana: The following magus arcana compliment the armiger archetype: disruptive, empowered magic, enduring blade, quickened magic, and spellbreaker.

Battlefield Sapper (Ranger Archetype)

The battlefield sapper is a specialized soldier and highlytrained combat engineer the is capable of disassembling, demolishing, and otherwise bypassing enemy fortifications, traps, and wartime weapons. Combat engineering and demolition work (often called "sapping") are dangerous tasks, and attract only the bravest and most patriotic of rangers. Needless to say, talented battlefield sappers are assets greatly coveted by canny military leaders the world over.

A battlefield sapper has the following class features:

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Class Skills: A battlefield sapper adds Disable Device to his list of class skills.

Favored Foes (Ex): A battlefield sapper is a soldier, first and foremost. The battlefield sapper does not choose a type of creature against which his favored enemy benefits apply; rather, he chooses specific nationalities or religious affiliations instead. The ranger's favored enemy bonuses apply against members of the chosen affiliations or creatures willingly associating themselves with those affiliations by their actions or their uniforms.

This ability alters favored enemy.

Trapfinding (Ex): A battlefield sapper adds one-half his class level on Perception skill checks made to locate traps and on Disable Device skill checks. A battlefield sapper can use Disable Device to disarm magical traps.

This ability replaces track and wild empathy.

Wartime Trapsmith (Ex): At 2nd level, the battlefield sapper adds Learn Ranger Trap^{UM} to the list of bonus feats that he may select when he gains a new combat style feat.

Sapper's Satchel (Su): At 4th level, the battlefield sapper learns to create explosive alchemical charges designed specifically to demolish enemy fortifications such as siege engines and fortress walls. Though crafted with this purpose in mind, these bomb-like weapons are no less effective at damaging enemy troops. These satchels are similar to an alchemist's bombs, except that the ranger's alchemical explosives are not designed to be thrown or propelled at the enemy and will not detonate if used in this way. Rather, the battlefield sapper deploys these alchemical charges as a full-round action, affixing each explosive to a 5-ft. square location. Once deployed, a sapper's satchel acts like an alchemist's bomb, modified by the delayed bomb discovery.

A battlefield sapper can create and use a number of satchels each day equal to his class level plus his Wisdom modifier. In order to create a satchel, the sapper must have access to an assortment of alchemical components, fuses, and other materials. These supplies can be readily gathered and refilled in the same manner as a spellcaster's spell component pouch. Drawing the components of, creating, and placing a satchel requires a fullround action that provokes an attack of opportunity. Once placed, the satchel explodes a number of rounds afterwards. The ranger may set this delayed explosion up to a number of rounds equal to his class level (minimum 1 round). If, at any time, the battlefield sapper reclaims possession of the satchel charge, he can end the timer and prevent the satchel's alchemical detonation. A sapper's satchel detonates immediately if any other creature attempts to touch or move it, or if the satchel's components are removed from the device.

Once detonated, a satchel charge deals 2d6 points of fire damage, plus additional damage equal to the ranger's

Wisdom modifier. The damage dealt by a sapper's satchel increases by 1d6 points of damage at every evennumbered ranger level. Like an alchemist's bombs, the battlefield sapper's satchels deal splash damage equal to the satchel's minimum damage. The satchel deals damage as if it scored a direct hit to any creature in the square with the charge when it detonates, and deals splash damage to all adjacent creatures as usual. A battlefield sapper cannot have more than one sapper's satchel at one time. If he creates another satchel, the previous explosive becomes inert. Dispel magic can neutralize a satchel, as can a successful Disable Device skill check (the DC is equal to (10 + the ranger's class level + the ranger's Wisdom modifier). Like a delayed bomb, the sapper's satchel requires no attack roll and cannot score a critical hit. In addition, the satchel is designed to damage objects and structures more effectively than an alchemist's bomb; do not halve the damage dealt by a sapper's satchel before applying damage to affected objects.

This ability replaces hunter's bond.

Structural Quarry (Ex): At 11th level, a battlefield sapper can study one object or structure (such as a siege engine or a section of wall) within line of sight as a full-round action in order to designate that object as his structural quarry. Whenever the ranger places a sapper's satchel directly onto his structural quarry, the damage dealt by the satchel charge ignores an amount of hardness equal to the satchel's minimum damage. The ranger can have no more than one structural quarry at one time. He can dismiss this effect at any time as a free action, but he cannot select a new structural quarry for 24 hours if he does so. If the ranger destroys his quarry, or is presented with proof that his quarry has been destroyed, he may select a new structural quarry after waiting 1 hour.

This ability replaces quarry.

Hidden Satchel (Ex): At 19th level, a battlefield sapper gains the ability to incorporate sapper's satchels into his ranger traps. A battlefield sapper must possess the Learn Ranger Trap feat^{UM} in order to use this ability. Any satchel so incorporated occupies the 5-ft. square occupied by the ranger trap, and the detonation of such a charge is no longer dependent on a timer. Rather, the satchel detonates when the ranger's trap is sprung (if it is not rendered inert by the creation of another sapper's satchel before the trap is sprung). A character that finds the trap also detects the incorporated explosive, but the sapper's satchel is undetectable by normal means while incorporated into a ranger trap in this way. Any character that successfully disarms the trap also disarms the sapper's satchel.

This ability replaces improved quarry.

Battle Sorcerer (Sorcerer Archetype)

Sorcerers are born, not made, but sorcery itself is an aptitude that can be honed and refined just as well as any other talent or tool. Some sorcerers regimens emphasize more martial traditions, blending physical and magical might within the living vessel that is the battle sorcerer. Arcane defenses and a supernaturally strong sword arm combined with rigorous weapon drills and martial studies make these wartime arcanists more physically formidable than most dedicated spellcasters.

The battle sorcerer has the following class features: **Class Skills:** A battle sorcerer removes Use Magic

Device from his list of class skills.

Weapon Proficiency: A battle sorcerer is proficient with simple and martial weapons.

Sorcerer Strength (Su): A battle sorcerer gains an insight bonus to his Strength score equal to the highest level sorcerer spell currently available to him (if the sorcerer depletes his highest level spells for the day, this bonus is likewise reduced).

This ability replaces the sorcerer's bloodline bonus spells.

Spell Barrier (Su): At 7th level, the battle sorcerer gains the ability to call a spell barrier into being as an immediate action whenever an attack would reduce his hit point total to 0 or less. With the spell barrier active, the sorcerer may subtract some part of the damage that he would receive from the spell levels still available to him (for example, the sorcerer could forfeit five spell levels in order to prevent up to five points of damage, if that damage would reduce his hit point total to 0 or less). Once the attack is resolved, the sorcerer's spell barrier is lowered, requiring another immediate action to manifest.

This ability replaces the sorcerer's bloodline bonus feats.

Sustaining Barrier (Su): At 11th level, the battle sorcerer gains the ability to call his spell barrier into existence without spending an immediate action to do so. In addition, the sorcerer's spell barrier activates automatically even while the sorcerer is asleep or otherwise helpless.

Cavalryman (Cavalier Archetype)

In the thick of a harrowing battle, no sight is more uplifting than that of the cavalry's arrival on the battlefield. A cavalryman is a part of a disciplined and highly mobile unit of riders, capable of overpowering and outmaneuvering less agile forces. Notable cavalrymen lead entire squads of armored cavalry troops, engaging, adapting, outflanking, and withdrawing as the needs of the battle demand.

Cavalry Formation (Ex): A cavalryman gains the Cavalry Formation^{UC} feat in place of the teamwork feat granted by the tactician class feature. If the cavalier al-

ready possesses the Cavalry Formation feat, he may choose any teamwork feat for which he qualifies as usual. This ability alters tactician.

Cavalry Call (Ex): At 4th level, the cavalryman's banner gains the power to halt a rout and bolster the morale of desperate troops. The cavalryman's banner grants no bonus on saving throws against fear effects, but instead grants allied characters under the effects of a fear effect a new saving throw against any that effect at the start of the cavalryman's turn. Once an ally has benefitted from this ability, he may not gain its benefits again for 1 hour.

This ability alters banner.

Battlefield Leadership (Ex): At 6th level, the cavalryman gains Leadership as a bonus feat. When determining his leadership score, the warlord can use his Strength score in place of his Charisma score. If the cavalryman has a negative Charisma modifier, he must subtract that modifier from his leadership score.

This ability replaces the bonus feat gained at 6th level. **Arm the Cavalry (Ex):** At 12th level, the cavalryman's cohorts and followers gain a significant advantage when crafting arms and armor. When using a Craft skill and making skill checks by the week (not by the day) to create weapons or armor, the cavalier's cohorts and followers may divide the results of the check by the number of days in a week, minus one.

Furthermore, cohorts and followers capable of creating magic items may accelerate the process to 4 hours of work per 1,000 gold pieces in the item's base price without increasing the DC to create the item. In addition, the cavalryman's cohorts and followers can be made to work under virtually any conditions, even in the field, provided that they have access to the proper materials. Such allies do not require a quiet, comfortable workspace as is normally the rule for making Craft skill checks; any properly-equipped pavilion or trench will suffice.

Finally, a cavalryman's cohorts and followers may effectively reduce the armor check penalty imparted by any barding worn by their mounts, animal companions, or familiars by 2 points, as long as that barding was crafted by the cavalryman or one of his cohorts or followers.

This ability replaces the bonus feat gained at 12th level.

Cavalry Trample (Ex): At 11th level, the cavalryman and each of his cohorts and followers gains the Trample feat as a bonus feat. Each character must meet the usual prerequisites of that feat in order to gain it as a bonus feat in this way.

This ability replaces mighty charge.

Mighty Charge (Ex): At 20th level, the cavalryman learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of

a weapon. In addition, the cavalier can make one free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

This ability replaces supreme charge.

Decrier (Inquisitor Archetype)

Military chaplains and sanctioned ministers of propaganda for both religious and military organizations, decriers carry the word of church and state into foreign lands. Tasked with censuring the profane and denouncing those ideas and practices that pose a danger to church and country, the decrier's word is literally empowered by the divine channels and ruling bodies from which these inquisitors draw their authority and spiritual strength.

The decrier has the following class features:

Alignment: a decrier's alignment must match that of the deity that he worships

Condemner (Ex): A decrier adds his Wisdom modifier to Intimidate skill checks made to demoralize nonmindless creatures, in addition to his Charisma modifier.

This ability replaces monster lore and stern gaze.

Spread the Word (Ex): At 2nd level, the decrier gains the ability to sow radical ideas, religious dogma, and military propaganda throughout a community. This extraordinary ability works like the rumormonger advanced rogue talent^{UC}.

This ability replaces track.

Word of Censure (Su): At 3rd level, the decrier gains the ability to make manifest the very will of his god and country with the power of his voice. During the surprise round (or the first round of combat, if there is no surprise round), the decrier can utter a resonating word of censure as a free action, halting profane or forbidden speech and disrupting magical practices not expressly condoned by church or state. All opponents of the decrier, his deity, his nation, or his church who have not yet acted during the combat are rendered unable to speak out in any way against the inquisitor, his allies, or his faith. This effect does not preclude general speech, but does forbid the use of any spell with a verbal component, the use of the Intimidate skill, and the use of any language-dependent ability, spell, or spell-like ability. This ability is a language -dependent, mind-affecting compulsion effect, and can be disrupted by a bard's countersong ability. A countersong Perform check higher than 10 + one-half decrier's class level + the decrier's Wisdom modifier succeeds in ruining the ability.

The word of censure ability replaces solo tactics and all bonus teamwork feats.

Propagandize (Su): At 5th level, a decrier gains the ability to incite a potent and potentially-overwhelming vehemence of spirit in others. Using this supernatural ability requires the decrier to spend a move action to

speak to the heart of a creature with an Intelligence score of 3 or higher after using any of the spell-like abilities granted by his *detect alignment* ability to determine the power and location of such a chaotically-, evil-, good-, or lawfully-aligned creature after three or more rounds of concentration. An affected creature gains a divine boon if it is not an enemy of the decrier, his deity, or his church, while enemies suffer a divine bane instead. A creature granted a divine boon in this way gains the ability to share the benefits of the inquisitor's judgment as long as it is active. Creatures without a chaotic, evil, good, or lawful alignment may not be affected by this ability.

The specific banes that might affect a creature are dependent on which *detect alignment* spell that the inquisitor maintains. Creatures whose alignments have been disguised with magic are immune to the banes inflicted by this ability. Both the boon and bane effects called into being by this ability persist for only as long as the decrier continues to concentrate on the *detect alignment* spell-like ability, and affected creatures that begin their turns outside of the area of that spell cease to gain the benefit (or suffer) from these boons and banes. Whenever any bane affect calls for a saving throw, the DC of that saving throw is equal to $10 + \frac{1}{2}$ the decrier's class level + the decrier's Wisdom modifier. The effects of each aligned bane are as follows:

Chaotic: A chaotic creature affected by this bane experiences muddled emotions and twisted thoughts as their perception of reality begins to slip away, as though affected by a confusion spell (no save).

Evil: An evil creature affected by this bane experiences a terrible sense of self-loathing, gaining the nauseated and sickened conditions unless it succeeds on a Will saving throw. Each round at the start of its turn, the creature may attempt a new saving throw to throw off this effect for 1 round.

Good: A good creature affected by this bane experiences great difficulty harming others, and must succeed at a Will save each time that it attempts to take any action which would cause harm to a non-mindless creature (any action which would break an *invisibility* spell). On a failed saving throw, that action is wasted and the creature receives 4d6 points of nonlethal damage.

Lawful: A lawful creature affected by this bane is compelled to repeat the same action over and over (no save). An affected creature must repeat the standard action that it took the round before. The action must be exactly the same (casting the same spell in the same area and affecting the same targets, or attacking the same creature with the same weapon that it did before). The affected creature must attempt to repeat this action before taking any other actions on its turn. If the creature took no standard action in the previous round, or if the creature cannot take the same action again, it takes no

actions instead.

The decrier can use this ability a number of times per day equal to his class level. This ability is a languagedependent, mind-affecting compulsion effect.

This ability replaces discern lies.

Censuring Strike (Su): At 6th level, the decrier gains the ability to punctuate his condemnations with physical force. As a move action, the decrier can empower the next melee attack that he makes before the end of his turn with the power of his word of censure ability. If the decrier's attack hits, the target must succeed at a Will saving throw with a DC equal to $10 + \frac{1}{2}$ the decrier's class level + his Wisdom modifier or be affected as though quieted by the decrier's word of censure ability (see above). The decrier must be able to speak to use this ability. Each use of this ability subtracts one round from the inquisitor's daily allotment of the bane ability. This ability is a language-dependent, mind-affecting compulsion effect.

This ability alters the bane class feature.

Minister of Propaganda (Ex): At 11th level, all creatures with an Intelligence score of 3 or higher censured by the decrier's word of censure ability are immediately affected by any of the above bane effects that correspond to that creature's alignment (for example, a chaotic good creature would be affected by both the chaotic and good banes). These effects last for only 1 round.

This ability replaces stalwart.

Decree of Denouncement (Ex): At 12th level, opponents affected by the decrier's word of censure ability take a -2 penalty on saving throws against any spell with the curse or language-dependent descriptors that the inquisitor casts during the surprise round (or the first round of combat, if there is no surprise round).

Infectious Thoughts (Su): At 18th level, a decrier can cause the effects of his propagandize ability to linger in the minds of the affected. As a standard action, the decrier may attempt a Diplomacy or Intimidate check with a DC equal to $10 + \frac{1}{2}$ the target's Hit Dice + the target's Wisdom modifier against any non-mindless opponent within 30 ft. If the check is successful, that creature is immediately affected as though by each bane that creature has succumbed to within the past 24 hours (see above). As with the propagandize class feature, creatures whose alignments have been disguised with magic are immune to banes inflicted by this ability.

Field Medic (Alchemist Archetype)

Many alchemists are drawn to the profession out of need rather than desire. In search of an alchemical cure or remedy to save or soothe a loved one – or even themselves – these alchemists forgo flashier alchemical gimmicks in favor of practical, healing techniques. The most successful medically-minded alchemists often find work within the ranks of medical academies, organized militaries, or civic services. These "field medics" are regarded by soldiers as the most welcome sights on the battlefield.

The field medic has the following class features:

Bomb (Su): A field medic's bombs deal damage one die step lower than normal (unmodified bombs deal d4s, concussive bombs deal d3s, etc.).

This ability alters the bomb class feature.

Cognatogen (Su): The field medic learns how to create a cognatogen, as per the cognatogen discovery^{UM}.

This ability replaces the mutagen class ability (a field medic cannot create mutagens unless he selects the mutagen discovery).

Medic's Discoveries (Ex): The field medic's *cure* extracts (any extract with cure in the name) function as though they benefitted from the infusion discovery. A field medic that later chooses the infusion discovery heals 1 additional point of damage per spell level with infused *cure* extracts.

In addition, if the field medic chooses the spontaneous healing discovery^{UM}, he immediately gains the healing touch discovery^{UM} as well, even if he does not meet the prerequisites for that discovery.

Finally, if the field medic picks the elixir of life discovery, he may subtract 5,000 gp from the material components required to create the elixir. Furthermore, the alchemist can create the elixir with only 1 minute of work.

Medicinal Mists (Ex): At 2nd level, the field medic must choose the smoke bomb discovery. Living creatures gain fast healing 1 for as long as they remain inside the area of the *fog cloud* effect produced by the field medic's smoke bomb.

This ability replaces the discovery gained at 2nd level.

Treat Toxins (Ex): At 2nd level, a field medic gains a bonus on Heal skill checks made to treat disease or poison equal to the bonus granted by his poison resistance class feature.

This ability replaces poison use and swift poisoning. *Healer's Sight (Sp)*: At 3rd level, a field medic gains a constant *deathwatch* spell-like ability whenever he is under the effects of his cognatogen. At 18th level, the field medic also gains the benefits of a greater arcane sight spell-like ability while under the effects of his cognatogen. The caster levels for these spell-like abilities are equal to the alchemist's class level.

This ability replaces swift alchemy and the instant alchemy abilities.

Discoveries: The following discoveries compliment the field medic archetype: infusion, elixir of life, grand cognatogen, greater cognatogen, smoke bomb, and spontaneous healing.

Peacebane Oracle (Oracle Archetype)

Some curses are wrought to cause the victim to suffer,

but the worst make the damned into the very cause of suffering. The peacebane oracle is one such blighted, cursed to walk the world as a harbinger of strife, sorrow, and even war. Where these lonely curse-bearers tread, strife and bloodshed are sure to follow. Yet not all who bear the peacebane's burden are swallowed by the despair that seems to shadow them. These few struggle eternally to bring an end to the strife they too often herald.

The peacebane has the following class freatures:

Class Skills: A peacebane oracle adds Intimidate and Linguistics to his list of class skills. These replace the additional class skills granted by the oracle's mystery.

Curse of Strife (Su): Strife is sure to follow a peacebane oracle wherever he travels. The oracle at all times radiates a subtle, supernatural aura of dissent and foul temperament. This 30-foot aura is centered on the oracle and causes creatures other than the oracle within the aura to take a -2 penalty on Bluff, Diplomacy, and Sense Motive skill checks as each affected creature within the area finds their thoughts poisoned, their words twisted, and their arguments undermined by the oracle's damnable curse. The oracle, hardened by a lifetime of exposure to emotive confusion and emotional extremes, gains a +2 bonus on saving throws against spells and effects with the emotion descriptor.

At 5th level, the oracle gains the ability to suppress her aura of strife for 1 round each day. Suppressing the curse of strife is a move action. In addition, the oracle gains a +2 bonus on saving throws against fear effects.

At 10th level, the oracle gains the ability to suppress her aura of strife for 2 rounds each day. These rounds need not be consecutive. In addition, the oracle gains a +2 bonus on saving throws against confusion effects.

At 15th level, the oracle gains the ability to suppress her aura of strife for 3 rounds each day. These rounds need not be consecutive. In addition, the oracle gains a +2 bonus on saving throws against mind-affecting effects.

This ability replaces the oracle's curse.

Antagonize (Ex): At 3rd level, the peacebane oracle gains Antagonize^{APG} as a bonus feat.

This ability replaces the revelation gained at 3rd level.

Mysteries: The following mysteries compliment the peacebane oracle archetype: battle, bones, dark tapestry, and time.

Qi Gong Ninja (Ninja Archetype)

The qi gong ninja follows the same path as a monk or mystic in their ability to manipulate ki to perform techniques and powers. Many slowly gain mastery over ki through discipline taught while attending a monastery, some are taught lessons passed down through the ages from master to student. There are those who also obtain such knowledge from dark sources or by stealing scrolls. The gi gong ninja has the following class features:

Ki Power: Starting at 4th level, a qi gong ninja gains access to ki powers as though they were a qinggong monk^{UM}. Anytime he would gain a rogue talent, he may instead choose to gain any ki power for which he qualifies (using his ninja level in place of his monk level), except those marked as monk abilities. The saving throw against a ninja's ki power, if any, is equal to $10 + \frac{1}{2}$ the ninja's level + the ninja's Charisma modifier.

This replaces the ninja trick that would be gained at the particular level the qi gong ninja gives up for this ki power.

Raider (Rogue Archetype)

Whether oppressed natives fighting back against an encroaching civilization or organized pillagers storming and plundering frontier villages, all raiders share an affinity for mounted combat, guerilla warfare, and fierce magic. Often clad in intimidating hide armors and caked in fierce war paint, these wild rogues thrive on a fearsome reputation and marauder-style hit-and-run tactics. For all their savage bluster, however, most raiders are every bit as disciplined as their more traditional criminal peers.

A raider has the following class features:

Class Skills: A raider adds Handle Animal, Knowledge (geography), and Ride to his list of class skills, and removes Disable Device and Knowledge (dungeoneering) from that list.

Raiders' Ride (Ex): The raider adds half his class level on Ride skill checks. In addition, any mount or steed that the raider rides gains a +1 dodge bonus to its Armor Class for every five class levels that the raider possesses.

This ability replaces trapfinding.

Raider's Sneak Attack (Su): A raider focuses his ability to deal sneak attack damage from horseback to such a degree that he can deal more damage while mounted than he can while sneak attacking on foot. Whenever the raider makes a sneak attack against a flanked opponent from horseback, the raider uses d8s to roll sneak attack damage rather than d6s. For sneak attacks made under any other condition, he rolls d4s instead of d6s.

Mounted Combat (Ex): At 2nd level, a raider gains Mounted Combat as a bonus feat, even if he does not meet the prerequisites of that feat. In addition, the raider may choose the combat trick rogue talent any number of times, but each time that he does, he must select a combat feat which lists Mounted Combat as a prerequisite.

This ability replaces evasion.

War Magic (Ex): At 2nd level, the raider gains the ability to select the minor magic and major magic rogue talents any number of times, but must always choose a spell belonging to the abjuration, evocation, or conjura-

tion schools.

Talented War Magic (Ex): At 3rd level, the DCs for any spell-like ability that the raider gains from the minor magic or major magic rogue talents are increased by +1. This bonus increases to +2 at 9th level, and to +3 at 15th level.

This ability replaces trap sense.

Rogue Talents: The following rogue talents compliment the raider archetype: assault leader, camouflage, combat trick, major magic, minor magic, and weapon training.

Advanced Rogue Talents: The following advanced rogue talents compliment the raider archetype: crippling strike, dispelling attack, entanglement of blades, opportunist, and skill mastery.

Sleep Peddler (Witch Archetype)

A sleep peddler is a witch that focuses on the state of sleep, offering rest for the weary, restoration to the afflicted, and doom to her enemies. A sleep peddler witch has the following class features.

A sleep peddler has the following calss features:

Patron: A sleep peddler's patron is normally portents or healing, or a new patron choice, "Dreaming"*.

Incite Rest (Su): At 2nd level, a witch may bring rest to those who are otherwise restless. As a standard action, the witch may touch a target and induce a deep magical sleep for 1 hour. Unwilling targets receive a Will save to negate the effect (DC equal to that of the witch's hex). If the target is left to rest for the full duration, they are cured of all fatigue or exhaustion conditions upon their waking. Furthermore, the target recovers hit points as if they had rested a full 8 hours, but they may not regain any spells or class abilities that are contingent on rest or time elapsed.

The target can be roused and awoken as normal before the hour elapses, but doing so negates any benefit of the trance. If the target is afflicted by a condition that prevents the target from resting or removing fatigue by normal means, this ability supersedes that effect. The benefits of the trance function on characters wearing armor.

The sleep peddler can begin removing even more conditions at higher levels. At level 4, the trance removes the conditions of sickened, staggered, and shaken and/or frightened. At 6th level, the trance removes the conditions of blindness, deafness, nauseated, paralyzed, panicked, and stunned. At 10th level, a sleep peddler may alter the trance to last 10 minutes, conferring the same bonus.

This ability replaces the witch's hex gained at 2nd and 8th level.

Waking Nightmare (Su): At 10th level, a sleep peddler may inflict a terrible nightmarish trance on a target. This ability acts a *hold monster* spell, using the witch's Hex DC. If the target fails the save, they are also shaken and fatigued until they are able to rest for a minimum of 1 hour.

This ability replaces the witch's hex gained at 10th level.

Hexes: The following hexes complement the sleep peddler archetype: evil eye, slumber, ward.

Major Hexes: The following major hexes complement the sleep peddler archetype: healing, nightmare, speak in dreams^{UM}.

Grand Hexes: The following major hexes complement the sleep peddler archetype: eternal slumber.

Warchanter (Bard Archetype)

New Witch Patron

The following is an alternative patron themes that a witch can choose.

Dreaming: 2nd - *restful sleep*^{APG}, 4th - *minor dream*^{APG}, 6th - *nap stack*^{APG}, 8th - *forgetful slumber*^{APG}, 10th - *phantasmal killer*, 12th - nightmare, 14th - *waves of exhaustion*, 16th - *temporal stasis*, 18th - *weird*.

The rhythm of war is a primitive beat, and it resonates within the heart of the warchanter. These fearsome bardic warriors are an asset to any force large or small. Able to enflame vigor in their allies and bring to bear primal war cries against their enemies, the warchanter is a supernatural force capable of bringing the elements down upon his foes or simply shouting his opponents apart with the furious power of his voice.

The warchanter has the following class features:

Class Skills: A warchanter removes Appraise, Disguise, Escape Artist, and Sleight of Hand from his list of class skills.

Skill Ranks Per Level: 4 + Int modifier

Bardic Performance: A warchanter gains new and looses old performances.

Banish Fatigue (Su): The warchanter can use his performance to help his allies withstand fatigue. Each round that the bard maintains this performance, he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 ft. of the bard (including the bard himself) that makes a saving throw against any effect that would cause fatigue or exhaustion may use the bard's Perform skill check result in place of its saving throw if, after the saving throw is rolled, the skill check result proves to be higher. If a creature within range of this performance is already under the effect of a non-instantaneous fatigue or exhaustion effect, it gains another saving throw against the effect each round that it can hear this performance, but it must use the bard's Perform skill check result for the save. Banish fatigue

(iji)

does not work on effects that don't allow saving throws. Banish fatigue relies on audible components.

This ability replaces countersong.

Trudging Cadence (Su): The warchanter can use this performance to bolster physical and mental stamina over the course of a long march. The warchanter needs to expend only one round of his bardic performance ability for every hour that he maintains this performance, but the bard must maintain this ability for at least one hour in order to produce any benefits.

While the bard maintains this grim and slogging cadence, all allies that can perceive the performance gain Endurance as a bonus feat for as long as the warchanter performs. In addition to this bonus, allies affected by this performance receive 1 less point of nonlethal damage any time that they fail a Constitution check to avoid nonlethal damage while marching for more than 8 hours a day (minimum 0). Trudging cadence relies on audible components.

This ability replaces fascinate.

Marching Earth (Su): At 20th level, the warchanter masters a primal, raucous chant capable of obliterating enemy camps and fortifications and moving entire forces across virtually any earthly distance. The bard needs to expend only one round of his bardic performance ability for every hour that he maintains this performance, but the bard must maintain this ability for at least one hour in order to produce any benefits.

After one hour of chanting, the earth and seas heed the warchanter's call, granting the bard and all allies within 100 ft. of the bard the benefits of the *world wave* spell^{APG}. The warchanter may produce only the 1 hour/ level version of that spell's effects, not the 1 round/level "tsunami" effect. Each affected creature must move along the same route to the same destination. For each hour that the warchanter continues to chant while travelling in this way, the *world wave* effects persist for another hour. A marching earth performance relies on no auditory or visual component; only the elements need hear the warchanter's call.

This ability replaces deadly performance.

War Shout (Su): At 2nd level, the warchanter gains the ability to unleash from his lips a war cry so devastating and primal that the reverberating force of the shout causes physical harm to his opponents. The war shout takes the shape of a 30-ft. cone of sonic energy and deals up to 1d4 points of sonic damage per class level to creatures within the area. Creatures so affected are entitled to a Fortitude saving throw for half damage. Using this performance requires that the bard expend 1 round from his daily allotment bardic performance rounds for each die that the bard rolls. The warchanter must declare exactly how many dice he intends to roll before rolling for damage, and may spend no more than 1 round of bardic performance per class level when activating this performance. This is a sonic effect.

This ability replaces versatile performance and wellversed.

Stormcall (Sp): At 5th level, the warchanter can use *call lightning* spell as a spell-like ability once per day. The caster level for this spell-like ability is equal to the warchanter's class level. Although a spell-like ability has no components, the bard must be able to vocalize in order to manifest this spell-like ability as the lightning invoked by this ability responds only to the warchanter's supernatural shouting. The warchanter can use this ability one additional time per day for every 6 class levels that he possesses beyond 5th, to a maximum of three times per day at 17th level.

This ability replaces lore master.

Echoing Chant (Su): At 6th level, the warchanter can call out a chanting battle cry to his allies, who may reply in kind in order to share in the power that resonates in the bard's voice. Using this supernatural ability is a standard action. When the warchanter uses this ability, all allies within 100 ft. that can hear the bard's cry may return his shout with a battle cry of their own as an immediate action. In order to return the warchanter's cry, a creature must possess an Intelligence score of 3 or higher and be able to speak or vocalize. Any allied creature that does so immediately gains 1d6 temporary hit points, and imparts an equal number of temporary hit points to the warchanter. These temporary hit points stack, but each time after the first that the warchanter gains temporary hit points in this way within the space of 1 round, the number of hit points that he receives is reduced by 1 (minimum 0). All temporary hit points bestowed by this ability (both to the warchanter and to his allies) vanish after 1 round.

At 18th level, this ability grants 2d6 temporary hit points to each creature affected (including the warchanter).

This ability replaces suggestion and mass suggestion. **Thunderous Call (Sp):** At 10th level, the warchanter's call lightning spell-like ability is improved; the bard may use call lightning storm as a spell-like ability instead. The caster level for this spell-like ability is equal to the warchanter's class level.

This ability replaces jack of all trades.

War Wizard (Wizard Archetype)

Militant empires often develop and support special schools and classes of arcane academia. A war wizard is one such arcanist, honed and hardened by arcane training of a more martial bent. Less fragile than their more cloistered wizardly brethren, war wizards are capable of weaving complex magical gestures despite the burden of armor and the cacophonous distractions of the battle-

field. Tactically brilliant and surprisingly hardy, even a small squad of these martial mages can turn the tide of a battle.

A war wizard has the following class features:

Weapon and Armor Proficiency: A war wizard is proficient with simple weapons and also with light and medium armor (but not with shields).

Arcane Warfare (Ex): A war wizard gains Arcane Armor Training as a bonus feat. In addition, the wizard must choose a bonded weapon as his arcane bond. The wizard must be proficient with the chosen weapon, although he may spend 8 hours to perform a ritual capable of transforming the weapon into any other weapon with which he is proficient. The ritual requires components and incense worth 20 gold pieces per class level to complete, and the war wizard may perform this ritual only once per week. A weapon so transformed loses any magical weapon properties not normally available to a weapon of its type.

This ability alters arcane bond.

Tactician (Ex): A war wizard gains any teamwork feat for which he qualifies as a bonus feat. As a standard action, the wizard can grant this feat to all allies within 30 ft. who can see and hear him. Allies retain the use of this bonus feat for only 3 rounds, but are not required to meet the prerequisites of that feat. The wizard may use this ability once per day, plus one additional time per day at 5th level and for every 5 levels thereafter. This ability is otherwise identical to the cavalier class feature of the same name, and counts as that ability for the purposes of meeting feat and prestige class prerequisites, etc.

This ability replaces Scribe Scroll.

Militant Study (Ex): A war wizard adds the following feats to the list of bonus feats that he may choose at 5th level, and at every 5 levels thereafter: Arcane Armor Mastery, Combat Expertise, Improved Initiative, Martial Weapon Proficiency, Mounted Combat, Point-Blank Shot, Skill Focus (any class skill), Toughness, Weapon Finesse, and Weapon Focus. The wizard may select these feats even if he does not meet the usual prerequisites.

In addition, the war wizard may choose any teamwork feat for which he qualifies. Any teamwork feat learned in this way may be used in conjunction with the tactician ability, above.

In addition, the war wizard learns to reduce the arcane spell failure chance of armor that he wears by a percent equal to his Intelligence modifier. This ability stacks with the benefits of the Arcane Armor Training and Arcane Armor Mastery feats.

The exhaustive drills and lessons that he must now undertake to expand his capabilities and proficiencies in this way leaves his field of arcane study more narrowly focused than it might otherwise be. A war wizard must choose four opposition schools. These schools must be chosen at 1st level and cannot be changed thereafter. A war wizard who prepares spells from his opposition schools must use two spell slots of that level to prepare each of those spells. In addition, the wizard takes a -4 penalty on any skill checks made when crafting a magic item requiring a spell from one of his four opposition schools.

This ability replaces arcane school.

Prestige Class Chapter Placeholder

3

"A chewbra-what? No that's not a chupacabra that has been killing your village's flock of sheep. What in the... Where did you ever get that idea?

The beast that has been sucking dry your sheep is the same creature that has been preying on the townsfolk.

Come here and look at this lamb right here. Look at the bite marks on the back of the neck. These two puncture wounds are identical to the ones found on that old drunk Larry outside of the Golden Harp.

Seriously, look right here. All the reports of that foul thing you think it is, are wrong!

Look right here at the these footprints. Looks like a little person right? That's no Halflings foot. They be a bit bigger. This here is about the size of a small girl's don't ya think? Look at the toes. Ain't no goat sucker with human feet running around out there. Looks like you folks have a child vampire spawn on the loose.

Didn't the town crier say something about someone's little girl going missing or running away recently? Well there is your culprit.

How do you handle vampire spawn? Well don't you worry your faint little heart on that. That's why you hired me. Turns out undead scum suckers are a specialty of mine..."

- Nordic Thornspire, beast hunter extraordinaire

Beast Hunter

The horrid creatures that go bump in the night haunt dreams of children, eat villages' flocks of cattle, and make mince meat of unprepared travelers. There are few brave men and women who hunt these beast to rid the world of such monsters.

Role: Beast hunters take the lead in the capture and hunt of their wild adversaries. The can set traps and wait from a distance as their prey walks into the ambush. They can also face the horrors of the wild head on in combat.

Alignment: Beast hunters come from all alignments. They are the ones that hunt humans for their undead master or the hero that saves a village from trolls. The beast hunter is focused on his prey more than his moral obligations.

Hit Die: d10

Requirements:

To qualify to become a beast hunter a character must fulfill all the following criteria.

Base Attack Bonus: +3

Special: Must have the ranger trap ability or the feat Learn Ranger Trap.

Skills: Stealth 5 ranks and Survival 5 ranks.

Class Skills:

The beast hunter's class skills are Craft (trapsmithing) (Int), Disable Device (Dex), Handle Animal (Cha), Knowledge (Nature) (Int), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapons and Armor Proficiency: A beast hunter gains no weapon or armor proficiency.

Favored Monster (Ex): The beast hunter has gains experience hunting a certain type of creature. He studies the behavior, eating habits, and becomes familiar with the monster's habitat.

At 1st level, a beast hunter selects a creature type from the favored monster table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. The beast hunter gets a +2 bonus on weapon attack and damage rolls against them.

In addition, a beast hunter may make Knowledge skill checks untrained when attempting to identify these creatures. At 3rd, 5th, 7th, and 9th level the beast hunter may select a new favored monster type, and his previous bonuses raise by an additional +1.

If a specific monster falls under more than one category, the beast hunter's favored monster bonus does not stack. He must simply choose whichever bonus is higher.

Note that the type of creatures listed on the favored monster table are just the most common. Feel free to choose a creature type that is listed in a bestiary that is not on the table.

Improved Tracking (Ex): A beast hunter learns to track his prey through all sorts of terrain. He is adapt at finding tracks when others can not see them. At 1st level he receives a +1 competence bonus to Survival skill checks made to follow tracks. This bonus increases at level 3rd, 6th, and 9th level.

Full Speed: In addition to this bonus, the beast hunter learns to track faster. At 3rd level, when he is tracking his favored monster, he may move at his normal speed when following its tracks.

Easy to Follow: At 6th level the beast hunter becomes more adept to indentify his favored monster's tracks and differentiate them from other tracks. The DC of the Survival check to follow the tracks are reduced by half his beast hunter levels.

Perfect Hunt: At 9th level, the beast hunter's tracking ability becomes superior to others. He has studied and hunted his favored monster several times and knows in which direction the creature will turn. He knows where it might feed and where best to lay his traps. A beast hunter may choose to take 20 on any Survival skill check

Table: Beast Hunter

	Base Attack				
Level	Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Favored Monster, Improved Tracking +1
2nd	+2	+1	+1	+1	Skilled Trapper (1 trap)
3rd	+3	+2	+2	+1	Favored Monster, Improved Tracking +2/Full Speed
4th	+4	+2	+2	+1	Penetrating Blow 2/DR, Skilled Trapper (2 traps)
5th	+5	+3	+3	+2	Fearless, Favored Monster
6th	+6	+3	+3	+2	Improved tracking +3/Easy to Follow
7th	+7	+4	+4	+2	Favored Monster
Bth	+8	+4	+4	+3	Skilled Trapper (2 traps), Penetrating Blow 4/DR
9th	+9	+5	+5	+3	Favored Monster, Improved Tracking +4/Perfect Hunt
10th	+10	+5	+5	+3	Disabling Strike

for his favored monster a number of times per day equal to his Wisdom modifier.

Skilled Trapper (Ex): At 2nd level, a beast hunter learns that not all monsters should be faced head on. So he learns how to create one ranger trap (see Ultimate Magic) of his choice. He follows the rules of ranger traps as normal except, a beast hunter may choose the type of trap as either an extraordinary or supernatural upon setting the trap. The trapper cannot select an individual trap more than once. He learns 2 additional traps at 4th level and at 8th level.

Penetrating Blow: Thick hides and natural armor are nothing to squawk at. A beast hunter knows that even the toughest skinned creature has weakness. Finding the right spot to strike the creature of his hunt is no simple task. At 4th level, on a standard action a beast hunter can make a Survival skill check to find such a weakness against his target. If the Survival check is successful against a Difficulty Check of 10 + the creatures CR, a beast hunter may bypass 2 points of the creature's damage reduction regardless of the reduction type it possesses. This bonus of damage reduction that is ignored increases to 4 points at 8th level.

Type: (Subtype)	Type: (Subtype)
Aberration	Outsider (evil)
Construct	Outsider (fire)
Dragon	Outsider (good)
Elemental	Outsider (lawful)
Fey	Outsider (native)
Magical beast	Outsider (water)
Ooze	Plant
Outsider (air)	Shapechanger
Outsider (chaotic)	Undead
Outsider (earth)	Vermin

Table 1-2: Favored Monster

Fearless (Ex): Monsters are intimating and cause fear in the average adventurer. For the beast hunter they know that a dragon is the same as a goblin. Monsters of any age and shape are all the same. The live, they eat, they die by his hand.

Fear is nothing to be afraid of and the beast hunter no longer fears what lurks in the night. With this realization the beast hunter at 5th level becomes immune to fear and fear like effects caused by his favored monster.

Disabling Strike (Ex): A beast hunter of 10th level has encountered a few battles against favored monsters, but not without his own scraps, bruises and open wounds. Contemplative of his moves against his favored monster has taught him to anticipate their attacks. When the opening presents itself he strikes to disable them.

When a favored monster fails a melee attack against the beast hunter, the best hunter may make an attack of opportunity against it. On a successful hit, instead of dealing damage to the favored monster, it must make a Fortitude save equal to DC 10 + half the beast hunter's

level + his Wisdom modifier or suffer a condition from a number of 1d4 rounds. This ability may only be used once against per creature that is a favored monster.

To determine the condition that the creature gains, roll 1d12 and find its listing on table 1-3.

	Strike
1d12	Condition
1	Dazzled
2	Dazed
3	Fatigued
4	Exhausted
5	Sickened
6	Nauseated
7	Shaken
8	Frightened
9	Staggered
10	Stunned
11	Paralyzed
12	Unconscious

Table 1-3: Disabling

"..... There would be no possible way to take these structures down, unless she was able to punch a hole in the enemy formation. It just needed to be big enough to clear the path of her specialist team, the 1st Breaker Platoon The 1st Breaker Platoon was a unit formed of the strongest soldiers that were available to her. Formed of men and women who were trained to break down doors with their giant hammers and crack the armor of the toughest knights..... She turned her head and signaled to her lieutenants the direction of the charge. At this sight, the 1st Breaker Platoon banged their hammers on shields raising a chorus of thunder. This would be the turning point in which they would make their name fearedWith the thrill of battle ahead of her, and the sound of cracking shields behind her, the siege engines would fall...' - as written by Anastasia Melkin, "historical" chronicler of the Empire.

Breaker

Masters of smashing through armor and sundering weapons, breakers rely on strength and blunt weapons to get their point across. They serve the front lines by crippling the armor of enemies, breaking blockades and pushing forward through the field with mighty swings. They are the mercenaries, soldiers, hired muscle, or the precocious dungeon raider.

Breakers come from the those that grew up on the battlefield. one can find barbarians and fighters among them. Every so often a mounted cavalier will join the outfit. The breaker class offers those who wish to grow in strength and might, and work for the perfect achievement of muscle and courage.

Role: The field of battle is the biggest challenge on where a breaker can show his courage. A breaker tends to focuses on his ability to tear apart the battlefield destroying fearsome siege engines, heavy armored warriors, and city gates. Foes of a breaker find their weapons broken and their armor cracked.

Alignment: The path of being destructive demands the understanding of the wave of chaos the can result from such efforts. Most breakers tend to be of chaotic alignment.

Hit Die: d10

Requirements:

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

Base Attack Bonus: +5

Feats: Improved Sunder, Power Attack, Weapon Focus (club, mace, maul, or hammer)

Skills: Intimidate 5 ranks, Knowledge (engineering) 3 ranks

Class Skills:

The breaker's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features:

Weapons and Armor Proficiency: A breaker gains no proficiency with any weapon or armor.

Edifice Recognition (Ex): At 1st level and every two levels after, a breaker gains additional bonus to the damage rolls when using a sunder attack. This ability stacks if it is given from another class.

Controlled Rage (Ex): A Breaker focuses his anger into a controlled rage. A breaker can rage for a number of rounds per day equal to 4 + his Constitution modifier.

He may apply a +4 morale bonus to his Strength, Dexterity, or Constitution. He may apply the full bonus to one ability score or may split the bonus between several scores in increments of +2. When using a controlled rage, a breaker gains no bonus on Will saves, takes no penalties to AC, and can still use Intelligence-, Dexterity-, and Charisma-based skills.

This ability does not stack with other classes that give the rage ability. Nor does his rage times per day increase with level, only via the Extra Rage feat. Otherwise this follows the normal rules of rage for all other purposes.

Boast and Bash (Ex): Breakers are known for intimidation and prowess in battle. They show this by beating on their shield, howling loudly, or banging their weapon into the ground before acting. As a swift action, but before an attack action, a breaker may make an Intimidation skill check with a +2 bonus against all opponents that can hear him within a 30 foot radius. This action does not provoke an attack of opportunity. This ability increases to a radius of 60 feet at 7th level.

Single Out (Ex): Once per day, a breaker can single out a foe in combat. As a swift action, the breaker chooses one target within sight and charge range. The breaker must charge the opponent, and may move past other opponents that are affected by Boast and Bash, without provoking an attack of opportunity. The breaker's charge attack deals extra damage equal to the breaker's level. This damage is multiplied on critical.

The breaker can use this ability once per day at 3rd level, plus one additional time per day for every three levels beyond, to a maximum of three times per day at 9th level.

Backswing Push (Ex): At 4th level, if a breaker has successfully hit a foe with two or more attacks, he may make one additional attack at his highest attack bonus. If the attack is successful he pushes the target 5 feet directly away from him. If he scores a critical hit, he pushes the

	uble: breaker			
Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
+1	+1	+1	+0	Controlled Rage, Edifice Recognition +1d6
+2	+1	+1	+1	Boast and Bash (30 feet)
+3	+2	+2	+1	Edifice Recognition +2d6, Single Out 1/day
+4	+2	+2	+1	Backswing Push
+5	+3	+3	+2	Edifice Recognition +3d6
+6	+3	+3	+2	Hit and Run, Single Out 2/day
+7	+4	+4	+2	Edifice Recognition +4d6, Boast and Bash (60 feet)
+8	+4	+4	+2	Step up and Smash
+9	+5	+5	+3	Edifice Recognition +5d6, Single Out 3/day
+10	+5	+5	+3	Batter and Bruise
	Base Attack Bonus +1 +2 +3 +4 +5 +6 +7 +8 +9	Bonus Fort Save +1 +1 +2 +1 +3 +2 +4 +2 +5 +3 +6 +3 +7 +4 +8 +4 +9 +5	Base Attack Bonus Fort Save Ref Save +1 +1 +1 +2 +1 +1 +3 +2 +2 +4 +2 +2 +5 +3 +3 +6 +3 +3 +7 +4 +4 +8 +4 +4 +9 +5 +5	Base Attack Fort Save Ref Save Will Save +1 +1 +0 +2 +1 +1 +0 +3 +2 +2 +1 +4 +2 +2 +1 +5 +3 +3 +2 +6 +3 +3 +2 +7 +4 +4 +2 +8 +4 +4 +2 +9 +5 +5 +3

target 10 feet. This movement does not provoke an attack of opportunity.

Table Breaker

Hit and Run (Ex): At 6th level, a breaker carves a path of destruction on the battlefield. As a full-round action, a breaker can move up to his speed and make a full attack action without provoking any attacks of opportunity from the targets of his attack. He can move both before and after each attack, and the total distance that he can move cannot be greater than his speed. He does take a -2 to his AC for one round at the end of this action.

Step up and Smash (Ex): At 8th level, on a failed melee attack against him, once per round the breaker may attempt an immediate sunder attack as an attack of opportunity. If successful he may also take a 5 foot step towards or around the opponent.

Batter and Bruise (Ex): At 10th level, when a breaker makes a sunder attack, the damage rolled from his weapon and edifice recognition bonus, may be divided up between the opponent and the item sundered. A minimum of one point of damage must be applied to each target, but the rest maybe divided up how the breaker sees fit. "...HOLD THE LINE!" yelled Centurion Markus. He stood regal in his bloodied uniform just behind the line of his troops.

"Second line, archers at the ready! First volley then shield wall! Prepare for the charge men. Not one of these barbarians gets passed us," he commanded the second line of troops.

Markus picked up his shield and ran to the right side of the first formation. Looking down the line of battle hardened troops, he remembered only weeks ago that he guided his horse and plow along his farmland. Now here he stood along his fellow country men and women leading them in a charge.

In front of him stood the oncoming horrors of war. The invaders from the west had already taken the two cities of the Empire. He would not let them take the city Wellmet. This was his home, and he had crops to harvest.

Centurion Markus looked towards the charging hordes and gave one last order. The formations at his command began to move."

- as written by Anastasia Melkin, "historical" chronicler of the Empire, on the Siege of Wellmet.

Centurion

Most people fear the sounds of war drums in the night. For this sound foretells death and destruction, fields left to rot, and widows to raise children alone. But for a centurion this sound holds no fear. These are men and women on the battlefield that are capable of remaining calm while giving orders to subordinates. For this select few, the sound of the war drums is a calling that centurions cannot refuse. There duty is to take up arms to defend those that cannot defend themselves and to march proudly into that rolling thunder.

Role: The centurion is an officer that is at home on the battlefield. Whether leading a charge from the front or overseeing the battle from the rear, the centurion is capable of inspiring the soldiers under his command to incredible feats of martial valor. Unfortunately not all use this power for the good of their homeland or king. Some use their abilities only for their own ends and view the soldiers under their command as pawns.

Alignment: Any. Hit Die: d10

Requirements:

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

Base Attack Bonus: +5 Feats: One Teamwork feat

Weapon Proficiency: Must be proficient with all martial weapons.

Special: Must have led a group to victory.

Class Skills:

The centurion's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapons and Armor: The centurion gains no proficiencies with weapons or armor.

Teamwork Feat: At 1st level and every other level thereafter, the centurion gains a bonus feat from those listed as a teamwork feat.

Solo Tactician (Ex): The centurion's allies are treated as if they possessed the same teamwork feats as the centurion for the purpose of determining whether the centurion receives a bonus from his teamwork feats. His allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the centurion to receive the listed bonus.

Team Tactician (Ex): At 2nd level the centurion gains the ability to order his allies in combat. As a standard action he grants the benefits of any teamwork feat he knows to all allies in his commanding radius. These allies



	Table: Cent	turion			
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Solo Tactician, Teamwork Feat
2nd	+2	+1	+1	+1	Team Tactician, Order Radius (20 feet)
3rd	+3	+2	+1	+2	Teamwork Feat
4th	+4	+2	+1	+2	Complex Orders (2 feats)
5th	+5	+3	+2	+3	Directional Command, Teamwork Feat
6th	+6	+3	+2	+3	Order Radius (40 feet)
7th	+7	+4	+2	+4	Teamwork Feat
8th	+8	+4	+3	+4	Complex Orders (3 feats)
9th	+9	+5	+3	+5	Teamwork Feat
10th	+10	+5	+3	+5	At the Ready, Order Radius (60 feet)
-					

do not need to meet the prerequisites of theses feats.

The benefit of this ability last for a number of rounds equal to the centurion's level in the centurion prestige class or until the centurion uses this ability to assign a new feat.

When selecting a feat, team tactician is considered as the tactician class ability, for the purpose of qualifying for certain feats.

Command Radius: Those allies that are within 20 feet of the centurion may benefit from his team tactician ability. This radius increases to a total of 40 feet at 6th level and 60 feet at 10th level.

Complex Orders (Ex): As the centurion progresses in his ability to understand combat, he is able to issue more complex orders. At 4th level the centurion grants the benefits of two teamwork feats to his allies within his command radius. This ability improves again at 8th level when the centurion is capable of issuing 3 teamwork feats to all allies within his command radius.

Directional Command (Su): Sometimes standing behind a line of troops is the safest place to give orders. The centurion of 5th level can change the shape of his base order radius to a 20-foot cone or a 20-foot line of effect instead of a 20-foot radius when determining which allies are in the area of effect. As the centurion's command radius increases distance, so does the line or cone of effect.

At the Ready: At 10th level the centurion becomes fully aware of the battle ahead of him. He is at one with his weapon and is one step ahead of his allies to guide them through combat. At the start of combat, just after initiative is rolled, the centurion may choose to use the highest initiative roll of an ally instead of using his own initiative roll.

The centurion and his allies within his command radius may act in a surprise round, even if they are unaware of opponents.



Forged

In the ancient times there are stories of men made of bronze and gears that would march forth to do battle in the name of their ruler or creator. Constructs that seemed to possessed sentient and would bleed when struck down. These were the early conscripts that would become known as the Forged.

Only found tucked away on the forgotten shelf of a library or buried deep within the realms of an alchemist laboratory, one can find the recipe for a special formula that is kept secret. Artificers, tinkers, and even warsmiths long for the artifact that is comparable to a sorcerer's stone, that promises a path to immortality called the 'Book of Formation'. No individual is said to have ever found a completed manuscript, but excepts and some incomplete fragments are said to surface throughout history. Those that study the legends know that they can become a forged, a being of flesh and metal. A living construct.

Role: Forged are warriors or intellectuals that search for lasting life in their physical form. Some seek out undeath as their means to mortality, but the forged seek to never die. Wishing to become immortal to carry out their studies or life passions for eternity, at the sacrifice of their flesh.

Alignment: Any. Hit Die: d8

Requirements:

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

Feats: Craft Magic Arms and Armor or Master Craftsman feat.

Skill: Two Craft (armorsmithing, blacksmithing, or any craft skill that relates to working with metal) 8 ranks, Craft (any) 8 ranks, and Knowledge (arcana) 6 ranks.

Special: Special: A set full suit of masterwork light, medium, or heavy, armor made from Adamantine, Elysian bronze, Fire-forged steel, Frost-forged steel, Living steel, Mithral, or standard metal.

Class Skills:

The forged's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Cha), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapons and Armor Proficiency: The forged gains proficiency with simple and martial weapon. He gains proficiency with the armor chosen as his alchemical suit. **Spells per Day:** At the indicated levels, a forged gains new spells per day (or emulations if a warsmith) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class (if any). He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous caster), and an increased effective level of spellcasting. If he had more than one spellcasting class before becoming a forged, he must decide to which class he adds the new level for the purpose of determining spells per day.

Alchemical Suit (Su/Ex): The forged have delved into the lost tombs for secrets hidden from the common eye. At 1st level, the forged uses the metal armor the he had chosen for his special requirement, and tempers it with secret alchemical regents and forging techniques that take a full day of work. During this process the forged coats this armor in the forge and must soak himself in a chemical mixture that attunes both the forged and his suit to each other. In this manner, the forged imprints himself onto the suit giving it intelligence.

Just like other intelligent magic items, the alchemical suit gains the Intelligence, Wisdom, and Charisma score of 10 and gains the forged's alignment. It also gains the empathy and senses (30 ft.) that can only be communicated with its master, and gains one random power from Table 15-24: found in the *Pathfinder Roleplaying Game Core Rulebook*. While the suit, if not already magical, is considered an Intelligent Magical Item for only purpose of figuring the qualities of Intelligence Items. Like other Intelligence items it can be improved upon as such.

If the alchemical suit of armor is worn by any one else other than the forged, this alchemical suit hardens and becomes extremely heavy. This results in the individual suffering an increase of one load capacity.

The forged must treat his body and his armor with an alchemical item once every 15 days. This could be as simple as grinding the contents of a tangle foot bag for consumption or to being the target of an alchemist fire blast while wearing his armor. He must continue to do so until he is able to merge with his armor at 5th level.

At 5th level, when a forged melds with his alchemical suit, it's Armor Bonus becomes a Natural Armor bonus instead. He still incurs the effects of the armors maximum Dex bonus, its armor check penalty, and its arcane spell failure chance, if any. His alchemical armor is no longer alters his speed due to its weight. In addition, he may magically enhance and enchant his new skin as if it were a normal suit of armor.

Iron Fist (Ex): On the path to become a rare living construct, the forged looks to first improve the very things he works with, his hands. Some only replace from the wrist up of one hand, while others some replace both arms at once, while others craft gauntlets that eventually

(W)

Table: Forged

Base

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spalls par day
Level	Donus	Fort Save	Kel Save	will Save		Spells per day
1st	+0	+1	+0	+1	Alchemical suit, Iron Fist	
2nd	+1	+1	+1	+1	Craft Master (Ex), Spike armor	+1 level of existing class
3rd	+2	+2	+1	+2	Construct Perfection I	
4th	+3	+2	+1	+2	Alchemical Veins, Reconstruction I	+1 level of existing class
5th	+3	+3	+2	+3	Half-Construct	
6th	+4	+3	+2	+3	Damage Reduction 2/-	+1 level of existing class
7th	+5	+4	+2	+4	Construct Perfection II	
8th	+6	+4	+3	+4	Reconstruction II	+1 level of existing class
9th	+6	+5	+3	+5	Damage Reduction 4/-	
10th	+7	+5	+3	+5	Construct Perfection III	

fuse with their flesh overtime. Regardless of the start, the first part of a forged's flesh to become fabricated are his hands pulled from his alchemical suit of armor. A process that is a tedious and painful affair that requires a full day of construction, alchemical infusions, and surgery attaching what has commonly become known as iron fists.

An iron fist covers full arm and hand of a forged and is as articulate as it ever was and does not inconvenience him in anyway. He still feels warmth and cold, and the metal takes on a natural feel of hardened flesh.

The forged are considered proficient in his iron fist and can make unarmed strikes without provoking attacks of opportunity. Iron fists deal 1d6 points of bashing damage. It has a critical multiplier of x3 and is considered both a natural and masterwork manufactured weapon. Iron fist may become magical weapons (this requires the forged to be present at the time of the creation).

If his alchemical suit was made of a special material, his iron fist benefit from its properties. Such as a fireforged weapon^{UE} gaining the ability to absorb heat.

At 3rd level, if the forged has not replaced both arms, he must undergo the process on the unfinished arm, or he is unable to proceed any further in becoming a living construct.

Armor Spikes (Su): At 2nd level, when a forged dons his alchemical armor it becomes aware of aggression and develops a self defense mechanism. The first time when the forged is struck in combat, his alchemical armor grows armor spikes as an immediate action. The forged is considered proficient when using armor spikes and it deal 1d6 points of piercing damage. These spikes last for one minute since the last time the alchemical suit was struck with an aggressive attack.

Craft Master (Ex): The forged has adjusted to his new iron fist and has excelled in construction and repair. He gains a bonus to all Craft skill checks equal to half his forged class level.

Construct Perfection I (Ex): At 3rd level, the forged has fully replaced his arms with his iron fist and prepares

his alchemical armor for the rest of his transition. By grafting his arms he has gained a step closer to achieving construct perfection. He gains a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Alchemical Veins (Su): The forged's veins begin to regrow in his iron fist, being pumped with alchemical substances. This alchemical reaction enables the forged to become immune to the affects caused by rusting. As the forged incorporates more parts of his armor into his body, they slowly become immune as well.

Reconstruction I (Ex): In the process of prepping himself to meld with his suit of armor, the forged has begun to biology alter his body, and may now benefit from the spells *mend* and *make whole*. He only receives half of the hit points from the repair roll.

Half-Construct (Ex): At 5th level, the forged is one step closer to perfection. He has been treating his suit of armor and is prepared to make the full transition of grafting it to his body. To do so, he must spend a whole day in a workshop wearing and infusing his body with alchemical substances. The process is exhausting and requires 1,000 gp worth of materials to complete. Once the process has begun, it should not be stopped.

The forged must make a successful Craft skill check. The Craft skill chosen must be one that qualifies him to become a forged. The DC of this roll is equal to 10 + his total hit dice. If this process becomes interrupted or if the forged fails his craft check, he must make a Constitution check, DC 10 + the alchemical armor's ego score. If he is successful he may make a new attempt the next day. If he fails his Constitution roll, his armor rejects the attempt at merging. This causes great anguish to the forged and the armor. The armor gains the broken condition until it can be repaired, and the forged comes out exhausted and suffers 1d6 points of damage per forged class level. On a successful Fortitude save (DC: Damage incurred) this damage is halved. The forged may then attempt to merge with his armor on a new day and with brand new materials, once both his armor and himself are recovered from the effects of the failed fabrication. The armor's imprinted conscious becomes wary of the forged and further craft checks to merge increases by 5.

Once successfully merged with his alchemical armor, the forged becomes a half-construct subtype and gains the following racial qualities:

Half-constructs can not be raised, but can be affected by *animate object* as if it was the *rise dead* spell.

Half-constructs can not be resurrected, except by a *miracle* or *wish* spell.

Half-constructs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

Spells or effects that would only affect constructs, also effect the forged as well.

In addition, the alchemical armor longer contains a separate conscious, as it has merged once again with the



forged. With the merger, any qualities the armor had possessed from being intelligent, no longer apply.

Construct Perfection II (Ex): The forged begins to take on more construct traits. He gains immunity to diseases, and gains a +4 racial bonus saving throw against mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Reconstruction II (Ex): As the forged becomes closer to a construct, his body begins to reject it's own biology. His body only receives half the benefit given from "cure" spells and healing effect; but he does receive the full benefits granted by *mend* and *make whole*, and similar affects that repair full construct.

Damage Reduction (Ex): Merging with his skin, his alchemical armor hardens to become impenetrable. At 6th level, the forged gains damage reduction of 2/-. At 9th level, this damage reductions increase by 2 for a total damage reduction of 4/-.

Construct Perfection III (Ex): At 10th level the forged has reached his perfect form. He is now a living construct. He retains the same traits as being a half-construct, but gains or alters the following traits:

Living Constructs change their racial subtype from half-construct to construct.

Living Constructs maintain all their former attributes, and these remain unchanged.

Living Constructs no longer suffer from the effects of aging.

Living Constructs gain a +6 racial bonus save to all mind-affecting effects. Such as charms, compulsions, morale effects, patterns, and phantasms.

Living Constructs only receive 1/4 the benefits granted from positive healing effects (such as *cure light wounds*). They receive the full benefits of spells and effects from repairs from such abilities as the Craft Construct feat and spells such as *make whole*. A living construct with the fast healing special quality still benefits from that quality.

Living Constructs are not subject to ability drains, fatigue, exhaustion, energy drain, or nonlethal damage.

Living Constructs are not subject to bleed damage, unless the delivering weapon is magical in property.

Living Constructs do not risk death due to massive damage, but they are immediately destroyed when they are reduced to 0 hit points or fewer.

KI Scion

Ki is the mystical power that flows through individuals and can be projected out into the surrounding world, and ki scions are the ones that excel this area. Ki scions have learned to focus ki into blast effects that cause great devastation. A side effect of channeling ki, is the manifestation of itself around the ki scion often with brilliant color displays taking the shape of their totem spirits. These totem spirits commonly manifest as ancient ancestors, an animal associated with the ki scion clan, or even fiery dragons.

Knowledge of this path is not taught as a balanced force, but is pulled from either the yin or yang of the ki scion. Some use it for ill channeling negative energy, while others exude positive energy. Only the individuals of legend have been able to pull from both spectrums.

Role: Some ki scions of the history served as lone scouts during the ninja clan wars. One can also find many written records of hermetic monks studying high in the mountains, only to come down to give aid to the villages when needed. They are the mystics that have learned to harness their elemental focus to the yin or yang forces.

Alignment: Any good or evil. Hit Die: d8

Requirements:

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

Alignment: Must be either good or evil.

Base Attack Bonus: +5

Feats: Improved Unarmed Strike, Lunge, Inner Darkness or Inner Light.

Skill: Knowledge (religion) 6 ranks

Special: You must possess a ki pool, or draw power from a source of ki.

Class Skills:

The ki scion's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features:

Weapons and Armor Proficiency: The ki scion gains no new proficiencies with weapons or armor.

Focused Path (Ex): The ki scion continues advancing along his chosen path of philosophy. The ki scion's level stacks with his originating class level that gave a ki pool for determining it's effects and uses per day. If a ki scion received his ki pool from a feat or other source, he gains the Extra Ki feat instead.

Martial Artist (Ex): The class levels of a ki scion stack with the those class level that give him unarmed strike

(or elemental focus) progression for determining his damage. If he does not have an originating class that offers this progression, he is treated as a monk of his current level -5.

Energy Blast (Su): At 1st level, the ki scion summons energy and it can manifest itself in many forms. Common traits among ki scions is that this energy forms a glowing flame of color around them. It gives no warmth, but does give off light of a campfire for a brief second. Some ki scions have been known to have totems that appear as ghostly animals that swarm around them. (This display is a purely a cosmetic affect, and should be created and tailored to the player's taste).

By 1 ki point as a standard action, the ki scion fires a blast of lethal energy from his hands by gathering his ki and projecting it outward. This blast is a range touch attack with a range increment of 10 ft, that causes an amount of energy damage equal to twice the his base unarmed damage dice. This damage is halved with a successful Reflex save (DC: $10 + \frac{1}{2}$ his class level + his ki source modifier). Example: Xin Ironfist has an unarmed strike of 1d6. He decides to uses an energy blast and is successful on his ranged touch attack, causing his blast damage to be 2d6.

Alternatively, a single charge may be held to for 1 round for every three ki scion levels. If held in this way, it can be released as an immediate action. If the ki scion does not release this energy in the allotted timeframe or the energy dissipates. Using an energy blast does not provoke an attack of opportunity and may be used only once per round.

If the ki scion is of good alignment, he may choose to have this lethal damage considered as good alignment for the purpose of overcoming damage reduction. If he is targeting undead creatures, his blast is considered to be positive energy.

If the ki scions is of evil alignment, he may choose to have this lethal damage be considered of evil alignment for the purpose of overcoming damage reduction. If he is targeting undead creatures, his blast is considered to be negative energy.

Blast Strike (Su): At 2nd level, a ki scions can release extra energy with an unarmed strike. If successful with an unarmed strike, he may spend a point of ki as a free action and deal additional energy damage. This damage is equal to the base damage of is unarmed strike damage die. Much like an energy blast, this additional damage is tied to his alignment and is treat as either good or evil aligned. Blast strike can be used as part of a stunning strike, or similar type of unarmed strikes. He may also deliver a blast strike with a weapon that has the *ki focus* ability.

<u>Visual Element:</u> It is common for ki scions to exude similar energy auras as their energy blast ability.

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Table: Ki Scion

a Attack

	base Attack				
Level	Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+0	Energy Blast, Focused Path, Martial Artist
2nd	+1	+1	+1	+1	Blast Strike
3rd	+2	+2	+1	+1	Extra Energy Type
4th	+3	+2	+1	+1	Shaped Blast
5th	+3	+3	+2	+2	Rapid Blast
6th	+4	+3	+2	+2	Extra Energy Type
7th	+5	+4	+2	+2	Ki Burst
8th	+6	+4	+3	+3	Extra Energy Type
9th	+6	+5	+3	+3	Powerful Blast
10th	+7	+5	+3	+3	Super Scion

Extra Energy Type (Su): The principles of yin and yang are the base forms that a ki scion learns to channel. As he grows in power he is able to channel the energy of the elements. At 3rd level, he may select one additional energy type from the following list: acid, cold, electricity, fire, or sonic. When a ki scion uses the energy blast or blast strike ability, as a free action but before the attack is rolled, may change the extra damage incurred from these abilities from alignment based to elemental based damage.

An extra energy type may be selected at 6th level and again at 8th level. When substituting alignment damage, he can only select to alter it into one element type at a time. <u>Visual Element</u>: When using ki, is not uncommon for a ki scion aura to add frost on the ground (cold), or his energy aura to change into a bright green (acid) when applying elemental damage.

Shaped Blast (Su): A ki scion takes control of the flow of energy within him and is now able to shape his energy blast. At 4th level, as a standard action, the ki scion can perform an energy blast as a 30 foot cone. A



successful Reflex save (DC 10 + his scion class level) halves this damage.

Rapid Blast: At 5th level, a ki scion can now capable to use multiple blast strikes and energy blast more than once in a round. Whenever he makes a full round attack, he may send ki points as free actions when spending them to perform blast strikes and energy blast.

Ki Burst (Su): The ki scion explodes in a radiant burst of raw ki energy. At 7th level, when performing an energy blast, you can instead shape this blast into a burst radius of 20 feet. Every creature that is within the area of effect receives a Reflex save for half damage.

Powerful Blast (Su): He pushes himself over the limit of his physical being when he channels ki. At 9th level, when a ki scion performs an successful attack roll on either an energy blast or blast strike, and it is considered a critical threat, he gains an additional energy damage equal to his base unarmed strike damage. This extra push comes directly from the ki scion's body, causing the scion to become staggered for 1 round The ki scion does not need to be successful in confirming the critical threat roll to apply this damage and this additional damage is not multiplied on a critical.

Super Scion (Su): At 10th level, the ki scion obtains a state of enlightenment allowing him to turn into a primal form. A representation of the raw ki energy provided to legendary ki warriors. He can assume this form a number of rounds per day equal to 2 + his Constitution modifier. His physical form takes on the following qualities:

Brilliant Energy: Using weapons with that have the *ki focus* ability or any of his unarmed strikes are treated as *brilliant energy* weapons.

Damage Reduction 5/ki: He gains damage reduction of 5/ki. Any attacks that are powered by ki or have the ki focus ability, bypass this damage reduction

Flight: Gains the ability to fly with a speed of 60 feet and perfect maneuverability.

Energy Immunity: Finally, he becomes immune to his extra energy types for this duration.

Meta Adept

Meta adepts know that magic is a product of their experience and their ability to alter its flow, going beyond the paradigm of divine or arcane practices. The meta adept strives to understand the concept and seek to enhance their magic as the situation arises to make it easier to survive in a world where one spell pushing the boundaries can save (or destroy) lives. Power has a price on the physical and mental health of those that seek to master the path of magic that courses through them.

Role: Meta adepts accentuate the metamagic ability of any spellcasting class. From druids to wizards, meta adepts are forces to be reckoned with. While they are not always upfront in the danger zone, they provide an expansion and specialty for the magic users that whish to focus on putting more power behind their spells.

Alignment: Meta adepts come from any background where magic is part of everyday life. They stick with their philosophies they held prior to diving into metamagic. However, be it divine or arcane, the most common among them are those of neutral tendencies. Wanting to focus on their own personal growth of magic, a meta adept understands that some views must be pushed aside.

Hit Die: d6

Requirements:

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

Skills: Knowledge (arcana) or Knowledge (religion) 5 ranks, Spellcraft 5 ranks.

Feats: Must have 2 metamagic feats Spells: Ability to cast 3rd level spells

Class Skills:

The meta adept's class skills are Knowledge (all skills taken individually) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier

Class Features:

Weapons and Armor Proficiency: Meta adepts gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: With each level, a meta adept gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a meta adept, he must decide to which class he adds the new level for purposes of determining spells per day

Meta Modification (Ex): To a normal caster, spells modified by a metamagic feat use a spell slot higher than normal without altering the spell level. This is not the case for a meta adept who has learned to alter his magic. When he uses a spell that has a metamagic feat applied to it, he may use the higher spell slot as the spell level to determine effects dependent on spell level (such as saving throw DC).

Meta Alteration (Ex): Casters that prepare their spells ahead of time gain the ability to change the flow of the magic. Before casting a prepared metamagic spell, a meta adept may choose to swap out the metamagic feat for another meta magic feat that has a spell slot cost of equal or lesser value as a swift action. It still uses the spell slot that it was prepared with.

For spontaneous casters, the casting of a metamagic spell have an increased casting time, (ie; if a casting time of a spell is a standard action it becomes a full round action, etc), but not for the spontaneous caster that is a meta adept. A spontaneous casting meta adept no longer suffers the increased casting time for casting metamagic spells.

Metamagic Feat: The studious meta adept improves his understanding of magic and finds new ways to alter it. At 2nd, 4th, and 8th level a meta adept gains a metamagic feat. He can choose from any metamagic feat, but he must meet all the prerequisites.

Meta Recall (Su): A meta adept has felt the magic course through their veins and recall the sensation of power. On occasion through force of will they try to gain that power back. It can be an exhausting effort, but sometimes successful.

With a full round action he can try to recall any metamagic spell that he has already casted that day. In doing so he must make a concentration check (DC 10 + double the metamagic spell level). If he is successful he may regain use of the metamagic spell for the day. If he fails the concentration check he suffers from mental fatigue. If a meta adept attempts to meta recall while suffering from mental fatigue and fails his concentration check, he becomes mentally exhausted.

Meta Magic (Su): At 5th level a meta adept may attempt to channel a metamagic feat as a swift action to cast a spell that is not prepared with a metamagic feat at the spells regular spell slot. Essentially, a meta adept is forcing his will to shape a specific spell effect.

To use this ability, he casts the spell normally, but as the spell's effect take place, he makes a concentration check (DC 15 + the spell's level + metamagic feat spell slot level increase). If he is successful at the concentration check, he casts the spell normally and applies the metamagic feat effect to the results without the expenditure of a higher spell slot. If he fails this check, he expends the

Table: Meta Adept

Base Attack

Level	Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+0	+0	+1	Meta Modification	+1 of existing class
2nd	+1	+1	+1	+1	Meta Alteration, Metamagic Feat	+1 of existing class
3rd	+1	+1	+1	+2	Meta Recall	+1 of existing class
4th	+2	+1	+1	+2	Metamagic Feat	+1 of existing class
5th	+2	+2	+2	+3	Meta Magic (1/day)	+1 of existing class
6th	+3	+2	+2	+3	Meta Consolidation (2 feats)	+1 of existing class
7th	+3	+2	+2	+4	Meta Magic (2/day)	+1 of existing class
8th	+4	+3	+3	+4	Metamagic Feat	+1 of existing class
9th	+4	+3	+3	+5	Meta Magic (3/day)	+1 of existing class
10th	+5	+3	+3	+5	Meta Blast	+1 of existing class
-						

spell normally with no added effect of the metamagic feat and he is mentally fatigued for 1 round per level of the spell he was attempting to alter.

He may use meta magic in this manner once per day at 5th level. This increases to two times per day at 7th level and again to 3 times per day at 9th.

Meta Consolidation (Ex): Meta adepts have learned to synergize metamagic feats together. With a little focus, weaving metamagic becomes easier with practice and comes with greater ease.

A once per day, a meta adept can combine two metamagic feats together without the cumulative adding of the levels for the spell slot requirement.

He calculates the slot to be used by first choosing which feat has the highest slot requirement. A second metamagic feat may than be added if it has a lower spell slot requirement without increasing the cumulative level of the spell slot needed.

To be successful at the combination of metamagic feats the caster must make a concentration check of DC 10 + spell level + highest metamagic spell slot increase being used.

For casters that must prepare spells ahead of time, this concentration check is applied during their daily spell preparation. For spontaneous casters, the concentration check is made as they cast the spell. If the meta adept's concentration check fails, the spell also fails and the use of the calculated spell slot is expended for the day. He also suffers from mental fatigue for a number of hours equal to the total cumulative levels of the metamagic spell.

Meta Blast (Sp): At 10th level a meta adept can channel a metagamic spell through his body and exert it into a violent force of magic that consumes all of those around him.

As a full round action the meta adept spends a metamagic spell to channel a 60 foot radius force blast effect. The meta adapt must first make a concentration check (DC 10 + metamagic spell level) to control the surge of magic flowing through him. If he fails at the concentration check, the meta adapt suffers from mental and physical fatigue at the end of his turn. If he succeeds at the concentration check, he does not suffer from these conditions.

Those creatures and objects that are within the blast radius may make a Reflex save for half damage (DC = to the spell DC of the spell sacrificed). Those that fail the Reflex save, must then make a Fort save or suffer from the fatigued condition (if applicable).

The blast deals 1d6 points of damage per caster level (maximum 15d6). In addition, the metamagic feat that was applied to the spell, is applied to the meta blast as if it was the spell being cast.

New Conditions

Mental Fatigue: A mentally fatigued character takes a -2 penalty to Int, Wis, and Cha ability checks and skill checks, including Will saves. If they are a caster, they also take a -4 penalty to all concentration checks until they no longer suffer from the metal fatigue condition. Doing anything that would normally cause mental fatigue causes the fatigued character to become mentally exhausted. After 8 hours of complete rest, mentally fatigued characters are no longer fatigued.

Mental Exhaustion: A mentally exhausted character takes a -6 penalty to Int, Wis, and Cha ability checks and skill checks, including Will saves. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Long Gunner

Prone on a ridge looking down into a canyon waiting in ambush. Nestled in a dark room looking down the barrel of their rifle waiting to take out the corrupt official. The long gunners are the ones that are called in to take care of high profile targets. They are among the most talented musketeers buried deep in the trench taking advantage of suppression fire. Their expertise with a long barreled firearm allows them to take down targets at a farther distance, enabling their allies more time to set up position, retreat, or handle whatever the situation calls for. It is not uncommon for long gunners to be big game hunters after their retirement. The ability to stand alone waiting for their prey to arrive is no different than any other predator in the food chain.

Role: Long gunners have been known to work in teams with a combination of moving, loading, and firing in order to keep up their sniping positions. They choose to keep their distance in regards to close combat and would prefer to take up positions where they have cover to make the precise shots needed to support the team.

Alignment: Any. Hit Die: d8

Requirements:

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

Base Attack Bonus: +6

Feats: Far Shot, Gunsmithing, Point-Blank Shot. **Special:** Ownership of at least one two-handed firearm.

Class Skills:

The long gunner's class skills are Climb (Str), Craft (gunsmithing) (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapons and Armor Proficiency: The long gunner is proficient in all simple weapons and two-handed firearms. He suffers a –4 penalty when using one-handed firearms. He is also proficient in light and medium armor.

Dedicated Gun: The firearm that was used as the requirement to becoming a long gunner, holds a special place in the owners collection. When using this firearm to perform the long gunner's class abilities, it's damage dieis increased by once step. This shows the familiarity that a long gunner has with his trusty sword (firearm).

Long Shot (Ex): The key to staying alive as a long gunner, is keeping far away from the target as possible. A

long gunner calculates for wind resistance, speed of the ammunition, velocity of a bullets fall, and even the amount of powder being used to get the greatest distance of his shot. At 1st level, when a long gunner uses one of his own two-handed firearms, he may extend the range of its first range increment by half. Example: A range of 10 would become 15, or a range of 80 ft. would become 120 ft.

Trench Fighter (Ex): Starting at 2nd level, a long gunner is considered proficient with using his two-handed firearm as a melee weapon, and gains a bonus on the attack and damage roll equal to the enhancement bonus of the firearm (if any). This commonly involves attacking those adjacent to him with the stock of the gun, causing 1d6 bludgeoning damage (20/x2), but if a bayonet is affixed to the end of the firearm he may use it as a short spear (requiring two hands). Both forms of attacking in this way is unnatural for a long gunner, which causes him to incur a -2 penalty to the attack roll.

Additionally, if the long gunner is successful on a bayonet attack against a target, he may pull the trigger of the firearm, as a free action that does not provoke an attack of opportunity, to discharge a round into the speared target, hitting automatically.

Sniping Shot (Ex): The long gunner slowly exhales as he lines up his sights. This is his one shot. At 2nd level, a lung gunner gain a signature ability and specialization of



Table: Long Gunner

+0 +1	+1	+0			
+1		+0	+0	Dedicated Gun, Long Shot	
	+1	+1	+1	Trench Fighter, Sniping Shot (x2 critical)	
+2	+2	+1	+1	Rifle Mastery I	
+3	+2	+1	+1	Sniping Shot (x3 critical)	5- N
+3	+3	+2	+2	Dig In, Rifle Mastery II	
+4	+3	+2	+2	Sniping Shot (x4 critical)	
+5	+4	+2	+2	Rifle Mastery III	14.53
+6	+4	+3	+3	Sniping Shot (x5 critical)	
+6	+5	+3	+3	Rifle Mastery IV	
+7	+5	+3	+3	Sniping Shot (x6 critical)	
	+3 +3 +4 +5 +6 +6	+3 +2 +3 +3 +4 +3 +5 +4 +6 +4 +6 +5	+3 +2 +1 +3 +3 +2 +4 +3 +2 +5 +4 +2 +6 +4 +3 +6 +5 +3	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	+3 +2 +1 +1 Sniping Shot (x3 critical) +3 +3 +2 +2 Dig In, Rifle Mastery II +4 +3 +2 +2 Sniping Shot (x4 critical) +5 +4 +2 +2 Rifle Mastery III +6 +4 +3 +3 Sniping Shot (x5 critical) +6 +5 +3 +3 Rifle Mastery IV

taking a sniping shot. This full-round can only be used with a two-handed firearm that the he is familiar with, such as one that he owns, and requires him to be outside of point-blank range (over 30 ft.). A sniping shot can only be made if the target does not know the sniper's location and is unaware that he has a sighted gun pointing at them. Many long gunners use the Stealth skill to remain out of sight or work from covered positions. The long gunner takes his time to aim and gains a +2 to the attack roll. A successful hit with a sniping shot is automatically treated as a critical hit threat, and if that critical hit is successful, it has a critical multiplier equal to the long gunner's level based multiplier. This supersedes the weapon's regular critical multiplier for the purpose of resolving damage for this ability.

If a long gunner is firing from a location that provides concealment and/or manages to remain hidden after his initial shot, he may continue to attempt sniping shots.

For each consecutive sniping shot fired by the long gunner, his opponents receives a +2 bonus per shot fired to their Perception skill check to locate him. Once the target knows the location of his would be sniper, the long gunner can no longer use this ability unless he is able to hide in a new location. But may continue to fire regularly at the target if he stays put.

Rifle Mastery I (Ex): Time has evolved the long gunner's technique and skill. At 3rd level, a long gunner gains a bonus feat from the following list without having to meet the prerequisites: Bayonet Charge^{LX}, Clustered Shot^{UC}, Improved Critical, Rapid Reload, Shot on the Run, Skill Focus (Stealth), Stealthy, Weapon Focus (two-handed firearm), or Weapon Specialization (two-handed firearms).

Dig In (Ex): Long gunners are known for their training tactic known to many soldiers as "digging in". At 5th level, when a long gunner takes cover, he digs in for the long hall and takes advantage of his cover. As a move action to "dig in" and when benefiting from cover, he

gains an additional +2 bonus to his AC. This bonus also applies when he takes on a partial or full defensive action.

Rifle Mastery II (Ex): The long gunner naturally knows how to use his two-handed firearm to get the best shot. At 5th level, he selects one of following Critical feats without having to meet the prerequisites. He can only apply the effects of this feat when he scores a critical with his dedicated gun. This applies to both melee and ranged attacks. In order to initiate this feat bonus, he must spend a move action taking careful aim. He may select from the following list: Critical Focus, Bleeding Critical, Blinding Critical, Crippling Critical, Deafening Critical, Sickening Critical, Staggering Critical, Stunning Critical, or Tiring Critical.

Rifle Mastery III (Ex): At 7th level, when making a called shot, the long gunner gains a +4 bonus to his attack roll when using his dedicated gun.

Rifle Mastery IV (Ex): At 9th level, when performing a sniping shot, the long gunner may apply the effects of the feat selected for his Rifle Mastery II ability.

1

Tavern Brawler

Sometimes an adventurer is most at home in a tavern after an honest days dungeon delve. There is nothing like a good hearty stew and a mug of fine ale to refresh him after those long days. For the tavern brawler this is where the real adventure starts to begin.

The tavern brawler finds a little liquid courage at the bottom of his mug. Powered by strong brews, he can become rowdy and obnoxious, and can gain courage against fear of the unknown, if only for a brief time.

Role: A tavern brawler are the improvised close quarter fighter that can handle his ale. They play the role of the rough and tumble keeper of the peace, while celebrating with friends.

Alignment: Any, but a tavern brawler is powered by beverage which can turn a man or woman into something they are not. The most lawful man can become chaotic and uncontrollable.

Hit Die: d10

(Items marked with an "*" can be found in *Liber Influxus Communis*.)

Requirements:

To qualify to become a tavern brawler a character must fulfill all the following criteria.

Feats: Bare Knuckle Boxer*, Catch Off Guard.

Skills: Acrobatics 5 ranks, Bluff 3 ranks, Intimidate 3 ranks, Knowledge (local) 5 ranks.

Special: Must have survived a tavern brawl with only using your fist, even if you had to run away.

Class Skills:

The tavern brawler's class skills are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Climb (Str), Intimidate (Cha), Knowledge (local) (Int), Perform (any) (Cha), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapons and Armor: The tavern brawler gains no new proficiencies with weapons or armor.

Two Fist Fighting (Ex): A tavern brawler learns to box with both fist. At 1st level the tavern brawler gains the Two-Weapon Fighting feat, regardless of the prerequisites. This applies only when he is attacking using unarmed strikes, or while holding an improvised weapon in one hand and unarmed in the other. If the tavern brawler already posses this feat, he receives Improved Two Weapon Fighting feat instead, and may only apply it to the previously stated conditions.

Liquid Courage (Ex): After downing a mug of ale a tavern brawler throws caution to the wind. He may drink a mug of strong alcohol as a swift action that does not

provoke attacks of opportunity.

When doing so, he can select a bonus or ability based effect at the time of the swig. He may only be under the influence of one of the abilities at a time. In order to change abilities, he must take an additional swig of a beverage as a standard action.

Once activated, the ability last for one minute per tavern brawler level. It can be used once per day, and one additional time per day for every three levels beyond the 1st. If dazed, frightened, panicked, paralyzed, stunned, unconscious, or unable to take an action, the effect does not end but provides no benefit until he is able to perform an action freely.

Barroom Blitz: A tavern brawler is ready to dance in battle. He gains a +1 bonus to all combat maneuvers performed if he has moved more than 5 feet. This bonus increases to +2 at 5th level and +3 at 10th level.

Bloated Release: A tavern brawler that drinks, becomes bloated and gassy. As a swift action he can emit a foul stench at an opponent adjacent to him. The opponent must make a Fortitude save DC 10 + 1/2 his tavern brawler level or suffer the nauseated condition for 1 round.

Brute Strength: A tavern brawler gains a +1 bonus on damage rolls with unarmed strikes and improvised weapons, increasing to +2 at 5th level and +3 at 10th level. This bonus is multiplied on a critical hit.

Courage: Tavern brawler swallows his fear. At 1st level he receives a +4 courage bonus to saves against fear. At 6th level this ability causes him to becomes immune to fear and fear like effects.

Daring Athletics: He can perform acts of athleticism he would normally be unable to do. The tavern brawler receives a +4 bonus on Acrobatics, Climb, Swim, and Strength checks involving physical prowess, such as flipping tables over, kicking down a door, or carrying extra weight.

Iron Gut: A tavern brawler has a cast-iron stomach and can withstand poisons, especially ingested ones. He gains a +1 bonus on all saves against ingested poisons (including alcohol). In addition he receives a +4 bonus on saves against all spells and effects that cause him to be nauseated, fatigued, or sickened.

Loud and Obnoxious: After a drink a tavern brawler can become a loud distraction. He gains a +2 on bluff checks to cause a distraction and draw the attention of all foes within 30 feet. This standard action is a feint check that causes foes he successfully bluffs to become flat-footed. This bonus increases to a +4 at 4th level and +6 at 8th level.

Numb: A tavern brawler gains DR 1/— against melee attacks. Starting at 4th level, this DR is equal to 1/2 his tavern brawler level.

Stumble: A tavern brawler shambles about after a

Table: Tavern Brawler

Base Attack

Level	Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Two Fist Fighting, Liquid Courage 1/day
2nd	+2	+1	+1	+1	Improved Maneuver, Brawler
3rd	+3	+2	+1	+1	Barfly, Blocking +1
4th	+4	+2	+1	+1	Liquid Courage 2/day
5th	+5	+3	+2	+2	Cheap Shot
6th	+6	+3	+2	+2	Greater Maneuver, Blocking +2
7th	+7	+4	+2	+2	Liquid Courage 3/day
8th	+8	+4	+3	+3	Drink with a chaser
9th	+9	+5	+3	+3	Combined Maneuver, Blocking +3
10th	+10	+5	+3	+3	Whirlwind Maneuver, Liquid Courage 4/day

drink, so much that he gains a +1 dodge bonus to Armor Class, increasing to +2 at 5th level and +3 at 10th level. This bonus is doubled against attacks of opportunity made against him.

Unbending Thoughts: Tavern brawlers do not always pay attention to things after a drink like they would normally. This ability gives a +2 bonus to saves on spells and spell like abilities that have mind altering affects. At 5th level this increases to a +4 bonus.

Improved Maneuver (Ex): Rough, tumble, and crafty in a fight, at 2nd level a tavern brawler receives a combat maneuver feat, regardless of the prerequisites. He can select one from the following list: Combat Style*, Improved Bull Rush, Improved Disarm, Improved Drag, Improved Feint, Improved Grapple, Improved Overrun, Improved Reposition, Improved Steal, Improved Sunder, or Improved Trip.

Brawler (Ex): Starting at 2nd level a tavern brawler can qualify for fighter feats, using his tavern brawler levels as his fighter levels. If he also has fighter levels or levels in a class that gains access to fighter feats, these levels stack.

He also he receives an attack bonus when armed with an improvised weapon. This bonus is equal to 1/2 his tavern brawler level.

Barfly (Ex): The tavern brawler is a regular socialite in certain settings. Able to feel natural and fit into most social settings, a tavern brawler gains a bonus on all Charisma-based skill checks equal to his 1/2 his tavern brawler level in taverns, festivals, and all settings that GM feels appropriate. (*Coordinate with your GM before applying this bonus.*)

Blocking (Ex): Tavern brawlers know how to block and cover. While both hands are unarmed or while one is free while the other is holding an improvised weapon, a tavern brawler gains a +1 shield bonus. This increases by +1 at 6th level and again at 9th level.

Cheap Shot (Ex): At 5th level, if a tavern brawler has

his second hand empty (or holding a mug) while making a full round attack action, he gains an off hand attack at a -4 penalty using his highest base attack bonus. This off hand attack is in addition to any extra attacks he receives from base attack bonuses, class abilities, or feats.

Greater Maneuver (Ex): Like Improved Maneuver, at 6th level the tavern brawler gains another maneuver feat. He may choose from the previous list or from the feats listed below, but he must have the corresponding improved version: Greater Bull Rush, Greater Dirty Trick, Greater Disarm, Greater Drag, Greater Feint, Greater Grapple, Greater Overrun, Greater Reposition, Greater Steal, Greater Sunder, Greater Trip, and Improved Combat Style*.

Drink with a chaser (Ex): At 8th level, when a tavern brawler uses his liquid courage ability, he selects two different abilities instead of one. This consumes only one use of his liquid courage. As a swift action and taking a swig, he can change one of these effects to another type.

Combined Maneuver (Ex): At 9th level the tavern brawler can combine two maneuvers together into a single standard attack action. He must declare which maneuvers he is combining and makes one CMB check for both maneuvers at the lowest maneuver bonus. If he succeeds on the roll, both maneuvers are preformed in the order he decides.

Whirlwind Maneuver (Ex): At 10th level, as a fullround action, a tavern brawler can make one combat maneuver against every creature he threatens, as if he possessed the Whirlwind Attack feat. He may use this ability only while using unarmed strikes, improvised weapons, or a combination of both. This ability may be used in conjunction with the combined maneuver ability.

Apothecary:

Such mortal drugs I have; but Mantua's law Is death to any he that utters them.

ROMEO:

Art thou so bare and full of wretchedness, And fear'st to die? famine is in thy cheeks, Need and oppression starveth in thine eyes, Contempt and beggary hangs upon thy back; The world is not thy friend nor the world's law; The world affords no law to make thee rich; Then be not poor, but break it, and take this.

Apothecary:

My poverty, but not my will, consents.

ROMEO:

I pay thy poverty, and not thy will.

Apothecary:

Put this in any liquid thing you will, And drink it off; and, if you had the strength Of twenty men, it would dispatch you straight.

- William Shakespeare, Romeo and Juliet

Toxicologist

While others dispatch foes with swords or silently stabbing them in the back, a toxicologist bides her time and waits for the opportunity to strike. Using a variety of toxins she is able to weaken the toughest of creatures, making them easier to be dispatched by her allies.

Toxicologist can serve as a court assassin without linking any evidence to the official that hired her, and be gone before the poison sets in.

Role: A toxicologist has chosen to specialize in the field of poisons and other deadly substances, rather than using a sword in a duel to the death. The ability to wear her opponent down over a short period of time, allows her to plan her next precise action. She acts quietly without leaving evidence, and is gone before the victim knows what has happened to them. Her motto: To do the job as quickly and quietly as possible. And she can.

Alignment: Any non-good. Hit Die: d8

Requirements:

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

Skills: Craft (alchemy) 5 ranks, Heal 3 ranks, Slight of Hand 5 ranks, Stealth 5 ranks.

Special: You must have succeeded in poisoning a victim without their knowledge, and made contact with a local apothecary that sells toxins.

Class Skills:

The toxicologist's class skills are Acrobatics (Dex), Bluff (Cha), Craft (alchemy) (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (nature), Linguistics (Int), Perception (Wis), Slight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill Ranks per Level: 6 + Int modifier

Class Features:

Weapons and Armor Proficiency: The toxicologist is proficient with all simple weapons and blow guns. Toxicologists are proficient with light armor.

Toxicology (Ex): When she begins her path in the study of poisons, a toxicologist gains a strong focus in a very narrow field of study. She learns how to carefully handle the venom from the purple worm and processing the extract from black lotus flower. Because of this training, the toxicologist cannot accidently poison herself when applying toxins to blades or other objects.

The toxicologist can not only handle these materials without fear, but can also create poisons and use them with astounding speed. It takes the toxicologist half the normal amount of time to create poisons and she can apply poison to a weapon as a move action.

Because of her ability to craft with these exotic materials, toxicologists have learned to breakdown and change their method of delivery. To change the type of delivery of the poison requires one hour of work with an alchemist's lab and a Craft (poison) skill check of a DC equal to the poison's DC. If successful the poison's delivery type changes to contact, ingested, inhaled, or injury. If this skill check fails, the toxin is ruined.

Blend In (Ex): The toxicologist can disguise herself so perfectly that she becomes one with the crowd. Whether she is among the rich nobles or the poor peasants, she assumes all mannerisms and dresses the part so well that even the natives of that area believe that she is one of them.

She receives a +5 circumstance bonus to Disguise and Stealth skill checks while in a group of 10 to 14 humanoids. While within a group of 15 or more, this bonus is increased to a +10.

Specialty: The toxicologist begins her study with a focus on a specialty. At 1st, 4th, 7th, and 10th level, she can select one of the following areas of focus.

Theory of Application (*Ex*): Any poison she creates is sticky. When the toxicologist applies it to a weapon, the weapon remains poisoned for a number of strikes equal to the her Intelligence modifier.

Theory of Creation (Ex): When creating poisons or antitoxins, she can create a number of doses equal to her Intelligence modifier at one time (minimum 1). These additional doses do not increase the time required, but do increase the raw material cost accordingly.

Table: Toxicologist

Base Attack

Level	Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+0	Toxicology, Blend In, Specialty
2nd	+1	+1	+1	+1	Poison Resistance +2, Sneak Attack +1d6, Detect Toxin
3rd	+2	+2	+2	+1	Concentrate Toxin +2, Delay Toxin, Swift Poisoning
4th	+3	+2	+2	+1	Poison Resistance +4, Sneak Attack +2d6, Specialty
5th	+3	+3	+3	+2	Black Market Discount, Neutralize Toxin
6th	+4	+3	+3	+2	Concentrate Toxin +4, Poison Resistance +6, Sneak Attack +3d6
7th	+5	+4	+4	+2	Specialty
8th	+6	+4	+4	+3	Sneak Attack +4d6, Combine Toxin
9th	+6	+5	+5	+3	Concentrate Toxin +6
10th	+7	+5	+5	+3	Master Toxicologist , Specialty

Theory of Deferment (Ex): When crafting a poison, a toxicologist may choose to create it with a delayed onset time. This delay must be at least 1 round but cannot be longer than 1 minute per class level.

Theory of Evolution (Ex): When using toxicology to change the method of delivery, she can also choose to change the attribute that the toxin effects into another attribute, be it physical or mental.

Theory of Rejuvenation (Ex): A toxicologist studies the polar affects of poisons that can cause a subject's body to react the opposite of its intended purpose. While applying toxicology, she uses a Heal skill check instead of a Craft (alchemy) against the DC of the poison. If successful, the poison now causes positive effects instead of negatives to the attribute during its frequency.

At the end of the poison frequency or on a successful save, the victim becomes exhausted from the surge of toxic power for the duration that they were infected.

Anything that causes the toxins effect to end (be it the frequency or a successful save) immediately ends the bonuses that the victim accumulated.

During this second frequency the victim must make a Fortitude saving throw versus the DC of the poison or become unconscious. If the save is successful, the victim is no longer exhausted but is fatigued for a number of rounds equal to the toxicologist's Intelligence modifier.

<u>Example 1</u>: Selena changes the properties of arsenic to have a polar effect. She spends an hour and makes a Heal skill check of DC 13 to change the effect from 1d2 Con damage to 1d2 Con bonus. She targets Mark. Mark fails his Fort save and gains a 1d2 Con bonus once a minute for 4 minutes. At the end of this frequency he becomes exhausted for 4 minutes. He fails his Fort save during the exhausted frequency and falls unconscious.

<u>Example 2</u>: Mark has a bonus of 2d2 to his Con. During the third minute he makes his Fort save and looses the bonus gained. He becomes exhausted for two minutes. He fails his first and second save, resulting in unconsciousness. If he had made a successful save, he would be awake and only fatigued for a number of rounds equal to Selena's Int modifier.

Theory of Synthesis (Ex): When using toxicology, she can include 1 dose of poison with another alchemical item. The delivery of that alchemical item becomes the delivery method of the poison. Such as a smoke stick becomes inhalation or alchemist fire becomes a contact poison. This poison affects all creatures it contacts, such as passing through cloud of smoke from a smoke stick, or taking splash damage from a thrown alchemist fire.

Theory of Tetraodontidae (Ex): The toxicologist has learned that certain organs can be extracted from the corpse of a creature and prepped into a natural toxin. The natural enzymes of a liver, stomach, or intestines make for the best ingredients due to their digestive qualities.

She must first make a Survival skill check of DC 15 to harvest the proper organs of a creature. After she has extracted these organs, she must spend 1 hour to preserve them with the use of an alchemist lab for later use. The organs will last for 1 day per Intelligence modifier, or they can be preserved by other means such as *gentle repose*.

The process varies depending on study to withdraw the natural toxins in the organs. It takes an average of an hour to produce a natural toxin using this method. On a Craft (alchemy) skill check (DC 12) she can make 1 dose per pound of organs used.

Natural Poison: ingested, contact; save Fort DC 12; onset 1 minute; frequency 1/min. for 2 min.; effect nauseated 1 min.; cure 1 save.

Poison Resistance (Ex): The toxicologist has built up a resistance to the poisons she has learned to handle. At 2nd level, a toxicologist gains a +2 on all saving throws against poison. This bonus increases by +2 at 4th level and then again at 6th level.

Sneak Attack: The toxicologist sometimes has to rely on hand weapons to take out her targets.

This is exactly like the rogue ability of the same name.

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The extra damage dealt increases by +1d6 at 2nd level, and again at 4th, 6th and 8th level. If the toxicologist receives a sneak attack bonus from any another source, the bonuses on damage stack.

Detect Toxin (Ex): The toxicologist has become familiar with the sight and smell of poisons she can identify the exact type of toxin with little effort. The toxicologist gains a +4 insight bonus to on all checks to notice and identify a toxin, be it a part of a trap, powder on a window seal, discoloration of a blood stain, or even along the blade of a dagger.

Concentrate Toxin (Ex): With time and heat, a toxicologist can bring out more of the toxicity of a poison and increase the effectiveness. This requires 1 minute of concentration along with a heat source. The heat source can come from a bonfire or from a lit candle.

The poison's frequency is extended by 50% and the save DC increases by +2. This save DC also increases again by +2 at 6th and 9th level for a maximum of a +6 DC to the poison.

A poison modified in this way begins to loose its stability over time. For every 2 hours after the poison has been created, its save DC is reduced by a –1 and every two hours thereafter. If at any point the DC of the poison reaches below half the starting DC, the chemical compound of the mixture has broken down and is to be considered neutralized.

Delay Toxin (Su): The toxicologist can make an additive that is mixed with a paste to be applied to a wound, placed in a drink to or otherwise ingested that can temporarily negate the effects of a poison that the subject has been exposed to. This will last for one hour per toxicologist. She must succeed on a Craft (alchemy) skill check against the DC of the poison to delay its effect on the subject.

Swift Poisoning (Ex): At 3rd level, a toxicologist can apply a dose of poison to a weapon as a swift action.

Black Market Discount: Toxicologist tend to deal in back ally apothecaries and local thieves guilds to get those hard to find toxins. She knows who to contact in order to get her supplies at an even cheaper rate. When acquiring toxins from a source in which she must pay in coin, she receives a reduced price of 25% of the normal cost. She can keep a secret, if they can.

Neutralize Toxin (Ex): After successfully delaying a poison, a toxicologist can attempt to neutralize the poison that is afflicting the victim as a full round action. In order to do so, she must make an Intelligence modifier check + toxicologist level against the DC of each poison affecting the target.

Success means the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but this does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

Combine Toxin (Ex): A toxicologist has leaned to combine 2 doses of two different poisons of different delivery methods without them suffering from any odd irregularities. She must spend an hour of her time mixing and measuring the toxins in order to get it just right so the properties interact with each other.

On a successful Craft (alchemy) check verses the highest DC of the two poisons, she is able to mix the toxins. Because of this careful and fine tuned procedure the qualities of the new poison has changed. Because of dilution certain properties change to the following:

Type: poison, various (decided upon crafting) *Save*: Fortitude DC 13+ Int modifier *Frequency*: 1 per round for 4 rounds *Effect*: Combined initial effects of each poison *Save*: 2 connective saves

On a failed Craft (alchemy) check when combining poisons, both doses are used and ruined.

Master Toxicologist: Upon reaching 10th level the toxicologist has mastered the art of poisons and has been exposed enough to such a variety and different types that she has become immune to poison.

Because of this exposure, her biological pattern also changes as toxins become a natural part of her system making her poisonous. It infects her sweat, saliva, and her blood, allowing her to collect her own fluids to be used as a toxin.

A number of times per day equal to her Constitution modifier, a toxicologist can create a dose of poison from her body. This natural toxin may be transferred to a weapon that she wields with saliva or blood (using blood requires her to be injured when using this ability). If the toxicologist is sweaty enough she may need to simply rub the weapon on her cloths.

Toxic Blood: Injury, contact; *save* Fort DC 10 + 1/2 the toxicologist's Hit Dice + her Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save.

Wild Shot

Not every person that carries a firearm is a hearty law abiding citizens or even a violent criminal. Some are the gun-toting daring duelist for hire. Wild shots are the rebellious and uncouth gunslingers of the prairie (or city) that know how to handle a sidearm. They have a love for one-handed firearms and are quick on the draw. While this dedication, hampers their ability with larger firearms, the consistent use of their chosen steel garners a them a reputation for shooting a man down quicker than a dog after a rabbit. Despite their name, wild shots don't shoot on the fly, they are precise in their shots, causing deadly wounds a normal gunslinger would be in awe of. They are quick witted and undeniably the best high-noonrootin-tootin pistol shooter around (I reckon).

Role: The wild shot is the close range to medium range shooters. They are tough and sometimes a little foolhardy in their actions, but they are good with a pistol. Wild shots have a tendency to always be traveling or hunting a bounty, as their love of one-handed firearms can get expensive. It's not uncommon for a wild shot to have several small arms on her person.

Alignment: Commonly chaotic, but any. Hit Die: d10

Requirements:

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

Base Attack Bonus: +5

Feats: Point-Blank Shot, Gunsmithing, Quick Draw **Special:** Ownership of at least a single one-handed firearm.

Class Skills:

The wild shot's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (gunsmithing) (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex) and Slight of Hand (Dex).

Skill Ranks per Level: 4 + Int modifier

Class Features:

Weapon and Armor Proficiency: The wild shots gain no proficiency with any weapon or armor.

Small Arms Focus: The wild shot shows her dedication to her side arm as her weapon of choice. At 1st level, she gains the feat Weapon Focus (one-handed firearms). If she already has this feat, she may instead choose one of the following feats that she meets all the prerequisites for: Alertness, Combat Reflexes, Far Shot, Improved Precise Shot, Precise Shot, Rapid Shot, Shot on the Run, or Weapon Specialization (one-handed firearm). **Vital Shot:** When a wild shot gets the jump on an unsuspecting target, she gets a chance to shoot for the soft spots. Any time a target is denied its Dexterity bonus to AC, the wild shot's attack with a pistol deals extra damage. This additional precision damage is +1d6 at 1st level, and increase by +1d6 for every three levels thereafter. Should the wild shot score a critical success on an attack, this extra damage is not multiplied. This ability only works while in point-blank range. If the wild shot has the Far Shot feat, she then extends this range to 45 feet, so long as she is still within the second range increment of her firearm.

Should a wild shot possess the sneak attack ability from another class and is in a condition where it would be applied to a damage roll, her vital shot dice stack with her sneak attack dice for this occurrence (such as flanking a target).

Pistol Whip (Ex): Starting at 2nd level, the wild shot can use her favored tool as a melee weapon without damaging it. This is usually the butt or handle of the one-handed firearm, but some wild shots have been known to smack people with the barrel end of the gun. When using a one-handed firearm as a melee weapon, the wild shot is considered proficient, and gains a bonus on the attack and damage roll equal to the enhancement bonus of the firearm (if any). This attack deals 1d4 bludgeoning damage (1d3 if small) and has a critical multiplier of 20/x2. In addition, the wild shot can decide whether this damage is lethal or nonlethal, so long as it is declared ahead of time.

Wild Card (Ex): The wild shot gains a few fancy tricks of the trade that help out in times of need. At 3rd, 6th, and 9th level, the wild shot gains an additional wild card. She may select from the following list:

Arms Focus: A wild shot can choose a feat from the small arms focus description. She must meet all of the prerequisites for the selected feat. This wild card may be chosen more than once.

Called Shot: When performing a called shot, the wild shot gains +4 bonus to the attack with his firearm.

Cool Mount: This isn't the first redo for a wild shot. She gains a bonus to all Handle Animal skill checks while she is mounted equal to half her wild shot level.

Evasive: A wild shot gains the evasion, uncanny dodge, and improved uncanny dodge abilities as a rogue of her class level. If she possesses rogue levels, these levels stack.

Fastest Gun: The wild shot does not provoke an attack of opportunity when shooting her firearm on the same round she quick draws it.

Feigning Shot: A wild shot can purposely miss a shot to cause a target to be flat footed till the end of the wild shot's turn.

Hair-trigger: She lives on the edge of danger, always

Table: Wild Shot

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
2nd	+2	+1	+1	+1	Pistol Whip
3rd	+3	+1	+2	+1	Wild Card
4th	+4	+1	+2	+1	Vital Shot +2d6
5th	+5	+2	+3	+2	Two-pistol Fighting
6th	+6	+2	+3	+2	Wild Card
7th	+7	+2	+4	+2	Vital Shot +3d6
8th	+8	+3	+4	+3	Reliable Friend
9th	+9	+3	+5	+3	Wild Card
10th	+10	+3	+5	+3	Dual Shot, Vital Shot +4d6

ready for a shoot-out. If a wild shot is holding a drawn and loaded one-handed firearm, or has her hand on the holder ready to quick draw, she gains a +4 circumstance bonus to her initiative.

Hip-shot: A wild shot reacts to local threats, she gains the Snap Shot^{UM} feat, regardless of the prerequisites.

Lucky Cover: Hiding behind tables and chairs isn't cowardliness, it's cleaver. When in a position where a wild shot benefits from cover, she receives a 25% mischance to being hit by ranged attacks.

Quick-foot: She can't live forever, but the wild shot tries hard to stay alive. With some fancy foot work, she is able to steer clear of danger. The wild shot gains a +1 dodge bonus to her AC for every 3 levels of wild shot she possess.

Trick Shooter: A wild shot receives the Ricochet Shot Deed^{UM} feat, regardless of the prerequisites. If she does not have a grit pool, she may still use this feat once per round.

Utility Shot: As a standard action, the wild shot can perform a *utility shot* deed^{UM}, without the use of grit.

Window Crashing: Jumping out of any second story window comes a little too natural to her. When it comes to falling, she takes damage as if the fall were 20 feet shorter than it actually is.

Two-pistol Fighting (Ex): A wild shot, is never sold short when she is well prepared. At 5th level, the wild shot learns to carry more than one firearm at a time. If she has a one-handed firearm in each hand, the wild shot does not suffer penalties for using a one-handed firearm in her off-hand when making attacks.

Reliable Friend (Ex): A wild shot has to trust the steel she carries in her holster. She relies on her faithful firearm to function properly. At 8th level, when a wild shot suffers a misfire on a one-handed firearm, the firearm misfire value only increases by 1, but still gains the broken condition. If the broken firearm is wielded by anyone other than the wild shot, it incurs the nor-

mal misfire increase from having the broken condition.

Dual Shot (Ex): Once per round, when a wild card has a loaded one-handed firearm in each hand, she may make a ranged attack with each gun as part of the same action. Each ranged attacked is resolved separately, and the wild card can be shooting different targets.



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