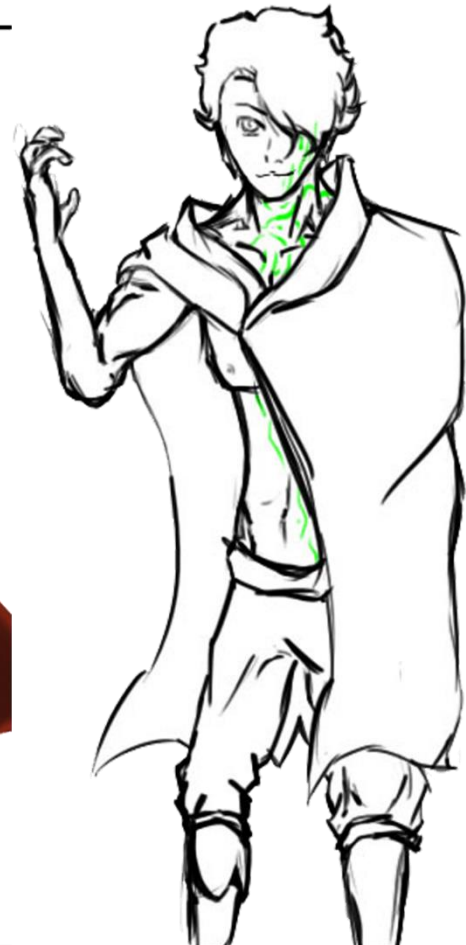


Black Flame Studios Expanded

New materials for the various Black Flame Studios classes and races.



Black Flame Studios has released a total of 5 classes and 5 races. With this milestone, this book is here to present more options for the classes and races made by BFS. In addition to this, there are new classes and races being presented.

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Additional Races

Some of the races presented here are conversions from *The Fade Tabletop* while others are older races I made, and have since updated.

I'veiek

Physical Description: I'veiek are slender humanoids with gems embedded into their skulls, each gem radiating arcane energy, their features often considered by some to be the beauty of the gods. They often have silver skin and metallic colored hair, similar to a metallic dragon's color. Hair colors range from gold to silver to bronze.

Society: I'veiek normally live in their own society away from humans and generally any other race. Though they stay away from other races society wise, they have a fascination with that which is not I'veiek, oft inquiring about their origins and past life. Samsaran in particular catches the interest of the I'veiek, as their lives go from life to death to life again in a never-ending cycle.

Relations: Respected amongst other races, the I'veiek are praised for their intellect and charm, often taking up rule over a kingdom or being a noble of high regards. The dwarves, orcs, goblins, and the more savage humans are a few of the only races who do not appreciate the I'veiek, finding them pretentious and annoying. Goblins and Orcs think I'veiek would make tasty snacks.

Alignment: The I'veiek are a race of intelligent and lovely beings, holding Law and Order over anything else. Most become Lawful Neutral or any shade of Good aside from Chaotic. The rare evil I'veiek still hold ties to their lawful tendencies, becoming Lawful Evil and trying to manipulate the rules to their benefit.

Adventurers: An I'veiek is never regarded as a good martial combatant due to their weak muscles and frail demeanor. Often the I'veiek take up the jobs of Sorcerers and Wizards, or some may take up the stealth route and become rogues or ninjas, though this is only spoken of in rumor, and never taken seriously by their own kin. A few of their kind are known to become specialized, jumping into the fray of things as Summoners or Oracles, and sometimes even Paladins, though they often try to work around their weak strengths.

I'viek Racial Traits

Ability Score Racial Traits: I'viek are intelligent and alluring, yet have frail forms. They gain +2 Intelligence, +2 Charisma, and -2 Constitution.

Type: I'viek are Outsiders with the Native subtype.

Size: I'viek are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: I'viek have a base speed of 30 feet.

Defensive Training (Greater): I'viek gain a +2 dodge bonus to their AC.

Skill Training: Knowledge (Nobility) and Diplomacy are always considered class skills for I'viek.

Arcane Focus: I'viek gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.

Lover of the Arcane: I'viek with an Intelligence score of 11 or higher gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day—comprehend languages, detect magic, detect poison, and read magic.

Darkvision: I'viek can see perfectly in the dark up to 60 feet.

Languages: I'viek start with Common and I'vien. I'viek with high Intelligence scores can choose from any of these additional languages. Undercommon, Draconic, Aklo, Elven, Dwarven, Gnome, or Halfling.

Alternate Racial Traits

- **I'viek Arcana:** Choose a single element. When an I'viek deals that energy in damage through spells, weapon special abilities, etc. they deal an additional amount of that damage equal to ½ their level (minimum 1). This replaces *Lover of the Arcane*.
- **Arcane Study:** The I'viek's study in the arcane is greater than their other brethren. They get Spell Focus in a single arcane school as a bonus feat. This replaces *Skill Training*.
- **Gems of Arcane Might:** Gain a +1 Caster Level on a single school of magic. This replaces *Arcane Focus*.

Yata-Garasu

Physical Description: The Yata-Garasu are typically tall with black hair. Their feet are typically crow-like, however this is not always the case. They also have a pair of black wings similar to that of a crow of their size. The Yata-Garasu have eyes which are shades of crimson, navy blue, or even neon green. Each Yata-Garasu has a “third leg” (see below), and the gauntlet which wraps around the arm’s design is always different.

Society: Despite their regal nature, the Yata-Garasu have no central society. Their birth is the result of a spirit blessing (or to some, cursing) a child with the powers of the Yatagarasu, a mythical crow with 3 legs. Yata-Garasu tend to blend into human societies.

Relations: Yata-Garasu tend to get along well with humans, elves, and halflings commonly. Tengu and Yata-Garasu have a strange relationship, seeing each other as a less pure embodiment of one another. Despite this, the two races tend to get along well enough, especially due to their bird-like appearances shared between them.

Alignment: Yata-Garasu have very little in the ways of regards to the law and hate rules that conflict with their *own* rules they think are much better. Yata-Garasu are typically of Chaotic alignments, more often than not they’re Chaotic Neutral.

“Third Leg”: The legend of the Yatagarasu mentions them as having three legs. The Yata-Garasu has a “Third Leg” which is determined by which hand is their dominant one (if ambidextrous, pick one). See the “Third Leg” ability for more information on their mechanical benefits.

Yata-Garasu Racial Traits

Ability Score Racial Traits: Yata-Garasu are strong and quick, though they aren't called "bird brain" for nothing. They gain +2 Strength, +2 Dexterity, and -2 Intelligence.

Type: Yata-Garasu are Fey with the Yata-Garasu subtype.

Size: Yata-Garasu are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Yata-Garasu have a base speed of 30 feet.

Weak Wings: Yata-Garasu have a fly speed of 15 feet, and a +1 bonus on Fly skill checks.

Third Leg: The Yata-Garasu's "third leg" makes it so their weapon can't be sundered, and their arm cannot be damaged by called shots.

Quick Footed, Careful Winged: The Yata-Garasu gains a +2 bonus to initiative, and they gain the Careful Flyer feat even if they don't meet the prerequisites.

Darkvision: Yata-Garasu can see perfectly in the dark up to 60 feet.

Languages: Yata-Garasu start speaking Common and Sylvan. Yata-Garasu with high Intelligence scores can choose from any of these additional languages. Abyssal, Infernal, Ignan, Elven, Elven, Gnome, and Halfling.

Alternate Racial Traits

- **Weaker Wings:** The Yata-Garasu doesn't gain their fly speed, however they gain +10 ft. to their base land speed. This replaces *Weak Wings*.
- **Trained to Fight:** The Yata-Garasu gains a +4 bonus to initiative. This replaces *Quick Footed, Careful Winged*.

Prægressus

Physical Description: Prægressus are a race of slender and pale humanoids that stand at the tallest up to 5'9'', their hair colors ranging from bright and colorful to dark and drab. Their eyes are typically red or yellow (or sometimes both), however blue eyes and other stranger eye colors tend to show up with the rarest being purple eyes. They also possess a small bruise on their head, constantly throbbing and constantly causing the Prægressus pain. This is theorized to be the source of their psychic power, or even theorized to be the source of their spectral hands.

Society: The Prægressus never form societies, being too new of a race to be taken note of by others, often blending in with human and elf societies, becoming advisors and successful merchants.

Relations: Prægressus do not get along with any race, being too socially inept to want to hang around anyone other than a select few people they "bond" with. People they hate, even if they do not kill them, they always try to find ways to cause the person misery and pain. Goblins and Orcs are easily hated by the Prægressus, while Humans and Gnomes are easily bonded with.

Alignment: A Prægressus is insane, their inner personality struggles causing them to shift their alignment one step from their original alignment. This can cause mental turmoil and anguish for the Prægressus.

Adventurers: A Prægressus commonly takes up the roles as Wizards, Magi, Witches, and on occasion Fighters and Cavaliers. Their main focuses are on their Constitution and Intelligence, and even Prægressus Rogues find use with the intelligence granted from their race.

Prægressus Racial Traits

Ability Score Racial Traits: Prægressus are smart, and can take heavy hits. Some are more bestial in nature, others have trouble with interactions. They gain +2 Intelligence, +2 Constitution, and -2 to Wisdom or Charisma.

Type: Prægressus are Humanoids with the Prægressus subtype.

Size: Prægressus are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Speed: Prægressus have a base speed of 30 feet.

Spectral Hands: The Prægressus has a pair of spectral arms which form from their spirit. These arms deal 1d4 points of bludgeoning damage and are counted as “unarmed strikes” for the purpose of effects which rely on unarmed strikes (such as improved unarmed strikes, which increases to 1d6). Classes such as *Monk* or *Brawler* increase it to 1d6 anyways. These arms can either affect incorporeal creatures (dealing ½ damage) or corporeal creatures (full damage) but they can only affect one type at a time (corporeal or incorporeal). If they are being used to attack, the spectral hands must be the only thing in use (the user’s real arm can’t be attacking at the same time). The spectral hands use either strength or intelligence for damage, whichever is higher.

Lost In Their Mind: Gain a +2 bonus on all will saves against mind-affecting effects.

Multiple Personality Disorder: The Prægressus chooses their alignment at the start of the game, and an additional alignment within one step of their original alignment. Each day they roll a 1d6 (1-3 original alignment, 4-6 alternate alignment). This is rolled at the start of the day.

Overload Mind: The Prægressus has innate psychic energy, allowing them to draw upon a source of power. They have 3 PE and Mind Thrust I (1 PE). This saving throw relies on Intelligence.

Languages: Prægressus start with Common. Prægressus with high Intelligence scores can choose from any language (except secret languages).

Alternate Racial Traits

- **Superior Mind:** The Prægressus gains a +1 bonus to the CL of Divination spells. If the Prægressus is a psychic caster, this is a +2. This replaces *Overload Mind*.
- **Darting Shot:** If the Prægressus is able to add Strength to damage with their bow or Dexterity to damage with their firearm, the last iterative attack they add *1.5 to their Strength/Dexterity. This replaces *Spectral Hands*.

New Classes

The new classes presented classes previously made by the creator of Black Flame Studios who used them in their campaigns, and have since updated them for play.

Steam Blade

A steam blade is a specialized warrior focusing in the art of using his enhanced blade, cutting through enemies with ease and causing his enemies peril wherever they step. While their blades are bulky and unwieldy for those who do not typically practice the art of the steam blade, a master of these arts can prove to be one of the most threatening things to adventurers and monsters alike.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 4d6 x 10 (average 140 gp.)

Class Skills

The steam blade's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Steam Blade, Razor Edge, Heat Sink (Lv. 1), Cartridges
2 nd	+2	+3	+0	+3	Driven Technique
3 rd	+3	+3	+1	+3	Eagle Eye, Bonus Feat
4 th	+4	+4	+1	+4	Driven Technique
5 th	+5	+4	+1	+4	Heat Sink (Lv. 2)
6 th	+6/+1	+5	+2	+5	Driven Technique
7 th	+7/+2	+5	+2	+5	Bonus Feat
8 th	+8/+3	+6	+2	+6	Driven Technique
9 th	+9/+4	+6	+3	+6	Heat Sink (Lv. 3)
10 th	+10/+5	+7	+3	+7	Driven Technique
11 th	+11/+6/+1	+7	+3	+7	Bonus Feat
12 th	+12/+7/+2	+8	+4	+8	Driven Technique
13 th	+13/+8/+3	+8	+4	+8	Heat Sink (Lv. 4)
14 th	+14/+9/+4	+9	+4	+9	Driven Technique
15 th	+15/+10/+5	+9	+5	+9	Bonus Feat
16 th	+16/+11/+6/+1	+10	+5	+10	Driven Technique
17 th	+17/+12/+7/+2	+10	+5	+10	Heat Sink (Lv. 5)
18 th	+18/+13/+8/+3	+11	+6	+11	Driven Technique
19 th	+19/+14/+9/+4	+11	+6	+11	Bonus Feat
20 th	+20/+15/+10/+5	+12	+6	+12	Wings of Genesis

Class Features

All of the following are class features of the steam blade.

Weapon and Armor Proficiency

Steam blades are proficient with all simple and martial weapons, as well as Steam Blades. They are also proficient with all types of armor, but not shields.

Steam Blade

At 1st level, the player starts with a [steam blade](#) along with his regular starting gear. This steam blade cannot be sold at character creation, however it can be sold later in the game. The initiative penalty on any steam blade is only active while it is being wielded, and applies once a steam blade is equipped (Example: If a steam blade rolls his initiative and then equips his weapon, the penalties apply to the initiative while the weapon is held.) The steam blade cannot be enchanted with any weapon special abilities, however it can be given an enchantment bonus to attack/damage rolls.

Cool Down: While in cool down, any of the steam blade's "edge" abilities cannot be used (except for Cooling Edge), and imposes a -4 attack and damage while the blade is cooling down.

Cartridge (Su)

At 1st level a steam blade gains the ability to insert special cartridges into his steam blade. Steam blades start with one of the following cartridges: Corrosive, Flaming, Frost, Shock, or Thundering. A steam blade can spend money to buy a new cartridge that holds a magic weapon's special ability. These cartridges cost 1,000 GP + the cost of the bonus. (Example: 1 cartridge of Ghost Touch costs 3,000 GP). A cartridge cannot be made using a Ranged or Ammunition special ability.

Edit: Changing a cartridge is a swift action. With the *Rapid Reload* feat, it becomes a free action.

Heat Sink (Ex)

At 1st level the steam blade learns how to maintain his blade while in the midst of battle. As a standard action, the steam blade can reduce the cool down on his blade by 1 round. This ability increases to 2 rounds at 5th level, and every 4 levels thereafter heat sink's cool down rate increases by 1 round. The steam blade can use this ability a number of times per day equal to his Charisma modifier.

Razor Edge (Ex)

At 1st level the steam blade can make one melee attack as a standard action against a single opponent at his highest attack bonus. If this attack hits, the steam blade doubles his strength modifier that is added onto the attack. This is not modified by two handing a blade (x1.5 from two handing a blade does not become x3 with Razor Edge). Doing this does not provoke attacks of opportunity, however his steam blade overheats and must cool down for 3 rounds.

Driven Techniques

At 2nd level and every even level thereafter (except for 20th level), the steam blade may learn a special ability known as a [driven technique](#). Any driven techniques that require a saving throw has the following DC: (10 + half Steam Blade level + charisma modifier).

Eagle Eye (Ex)

At 3rd level the steam blade can pinpoint the weakness and resistance of a single enemy. Doing such is a move equivalent action that does not provoke attacks of opportunity. If the enemy does not have a resistance or weakness, the steam blade still expends a use of this ability but retains their move action. They can use this a number of times per day equal to their Charisma modifier.

Bonus Feats

At 3rd level and every 4 levels thereafter, a steam blade gains bonus combat feats.

Wings of Genesis (Su)

At 20th level the steam blade can sprout wings made from pure energy from his back a number of times per day equal to his Charisma modifier as a standard action. These wings give the steam blade a fly speed of 30 feet (poor maneuverability), and the energy from his wings boost his steam blade's abilities, the wings allowing the steam blade to add his Charisma onto attack and damage rolls. Wings of Genesis last 10 rounds, and after the Wings of Genesis ability wears off, the steam blade's steam blade must cool down for at least 1 hour.

Driven Techniques

Name of Technique	Prerequisites	Benefit
Advanced Eagle Eye	Steam Blade 12	Force an enemy to be weak to an element.
All Knowing	-	Make a Knowledge check on an enemy without the proper skill.
Amateur Cartridge Crafter	Steam Blade 4, Craft (Cartridge) 1 Rank	A steam blade can create a cartridge with a successful Craft (Cartridge)
Battle Training	-	Gain a Bonus Feat.
Channeled Drive	Levels in a class with Channel Energy	Expend a use of Channel Energy to use "Channeled Smite".
Charged Edge	Steam Blade 4	Use Razor Edge while charging, however it doubles the cool down.
Cooling Edge	Steam Blade 6	Make a melee attack and use Heat Sink at the same time.
Damning Edge	Smite class feature	Doubles Charisma modifier to attack and adds additional damage.
Elemental Edge	-	Imbues steam blade with a specific element of the steam blade's choice.
Elemental Boon	Steam Blade 8, Elemental Drive	Gain resistance 5 against the element equipped.
Elemental Drive	Steam Blade 6	Cause opponent to be weak to element equipped.
Empowered Cartridge	-	Increase the damage dealt with elemental cartridges.
Exploding Edge	Steam Blade 10	Causes the blade to explode while it is cooling down.
Extra Slot	-	Gain an additional slot for the steam blade.
Familiar	-	Gains a familiar.
Guarding Strike	-	Give an ally a +4 Shield bonus to AC as a standard action.
Overdrive	Steam Blade 16	Give a weapon 10d6 elemental damage.
Soul Cartridge	Steam Blade 10	Inserts a creature's soul into an empty cartridge.
Splashing Elements	Steam Blade 4	Elemental cartridge splashes into enemies' squares.
Weakening Edge	Steam Blade 8	Deal additional damage to enemies with elemental weakness.
Blazing Fury	Flaming Burst Cartridge	Deal additional damage with
Twin Blade Dance	Two-Weapon Fighting, Weapon Finesse	Use Weapon Finesse on Slim Steam Blades, and add Dexterity modifier to damage while duel wielding.
Blunt Edge	Steam Blade 4	Deal nonlethal damage without a penalty to attack.
Possessed Cartridge	-	Trap a ghost into an empty cartridge.
Deadly Edge	-	Increase the DC of a Coup de Grace.
Edgy Edge	Steam Blade 6	Deal increased damage to self and opponent.
Overhead Swing	Acrobatics 4 ranks, Steam Blade 4	Attack an opponent with a powerful downwards swing.
Strained Cool	Steam Blade 6	Become fatigue to Heat Sink the steam blade faster.
Irradiated Edge	Steam Blade 10	Deal constitution drain with the steam blade.
Staying Edge	-	Stop an opponent in his tracks.
Dematerializing Edge	Steam Blade 18	Deal massive damage to a single enemy.

Advanced Eagle Eye

Prerequisites: Steam Blade 12th level

Description: Expend 2 uses of the Eagle eye ability to give an enemy a weakness to an element. They can't already be resistant or immune to said ability.

All Knowing

Prerequisites: None

Description: Expend a use of Eagle Eye to make a Knowledge check using the steam blade's Knowledge (Arcana) or Knowledge (Engineering), whichever is higher.

Amateur Cartridge Crafter

Prerequisites: Steam Blade 4th level, 1 rank in Craft (Cartridge)

Description: The steam blade may take 1 hour to prepare a cartridge containing a +1 weapon special ability within it that lasts for 1 day before being useless. The steam blade must make a Craft (Drive Cartridge) check DC 15 + Weapon Special Ability bonus to create the cartridge. A failed check results in a cursed cartridge that has the opposite effect (Example: a flaming cartridge would deal damage to you instead of the opponent).

Battle Training

Prerequisites: None

Description: Gain a bonus feat. This can be taken multiple times.

Blazing Fury

Prerequisites: Flaming Burst Cartridge

Description: The steam blade adds his charisma modifier (minimum of 1) onto his damage when using the Flaming Burst Cartridge. This damage is multiplied on a critical hit. This takes 3 rounds to cool down.

Blunt Edge

Prerequisites: Steam Blade 4

Description: Making any non-lethal attacks with his steam blade take no penalties for the round this was engaged on. This takes 2 rounds to cool down. If the steam blade has any feats that do this effect, he deals an additional +2 points of damage when using non-lethal attacks.

Channeled Drive

Prerequisites: Levels in a class with the Channel Energy class feature.

Description: Expend a use of Channel Energy to put "Channeled Smite" into the blade for a number of rounds equal to his Charisma modifier. This takes 5 rounds to cool down.

Charged Edge

Prerequisites: Steam Blade 4th level

Description: Allows the steam blade to use Razor Edge while charging, however the cool down is doubled when doing so.

Cooling Edge

Prerequisites: Steam Blade 6th level

Description: The steam blade is able to make a single melee attack and use heat sink at the same time, however heat sink's effect is halved.

Damning Edge

Prerequisites: Smite class feature

Description: When using Smite, the steam blade doubles his Charisma modifier to attack rolls, and adds an additional 4 points of damage per levels of steam blade or class with the smite feature. This takes 2 rounds to cool down.

Deadly Edge

Prerequisites: None

Description: With this edge active, the steam blade gets a +4 on his coup de grace's fortitude DC. This bonus increases to +6 at 8th level, +8 at 14th level, and +10 at 18th level. This takes 2 rounds to cool down.

Dematerializing Edge

Prerequisites: Steam Blade 18th level

Description: When using this edge, make a single attack against an opponent. If this attack hits, it deals 5d6 fire, 5d6 electricity, 5d6 acid, and 5d6 cold damage with a fortitude save for half on each damage. This takes 2 minutes to cool down.

Edgy Edge

Prerequisites: None

Description: Make a single attack against the opponent. If it is successful, you deal a number of damage to yourself equal to your class level + charisma modifier (minimum of 2). The damage dealt to yourself is added onto the damage of your steam blade. This damage does not affect foes who are immune to precision based damage. This takes 4 rounds to cool down.

Elemental Edge

Prerequisites: None

Description: The steam blade can imbue his blade with one of the following elements: cold, fire, electricity, or acid. This adds +1d6 of the chosen element to the blade. This stacks with any elemental cartridge within the steam blade. This takes 4 rounds to cool down.

Elemental Boon

Prerequisites: Steam Blade 8th level, Elemental Edge

Description: With an elemental cartridge inserted into the steam blade, the steam blade gains Resistance 5 of the energy type inserted within the blade. If he already has Resistance with that element, it is boosted by 5 points.

Elemental Drive

Prerequisites: Steam Blade 6th level

Description: If a steam blade scores a critical hit while his steam blade is equipped with an elemental cartridge, the opponent struck is considered weak to that element for 1d4+1 rounds.

Empowered Cartridge

Prerequisites: None

Description: Increases the damage once per day of an elemental cartridge to +1d8 instead of +1d6 (and +1d12 instead of +1d10 for burst cartridges.)

Exploding Edge

Prerequisites: Steam Blade 10th level

Description: While the blade is cooling down, the steam blade can use his blade's engine on his turn and cause it to explode during a single attack against an enemy. Said attack gains an additional +5d6 of fire damage and +5d6 of slashing damage upon it. It costs 5,000 gp to get a new engine for the steam blade.

Extra Slot

Prerequisites: None

Description: Gain another slot for the steam blade's cartridge. These cartridges cannot conflict with each other (example: frost and flaming).

Familiar

Prerequisites: None

Description: Gains a Familiar, as per the Wizard's Familiar.

Guarding Strike

Prerequisites: None

Description: As a standard action, the steam blade can give an ally within reach a +4 shield bonus to AC.

Irradiated Edge

Prerequisites: Steam Blade 10th level

Description: Deal high radiation damage along with normal damage to an opponent (fortitude save for partial). This takes 5 rounds to cool down.

Overdrive

Prerequisites: Steam Blade 16th level

Description: Steam blades can once per day send their steam blade into an over drive for a number of rounds equal to their Charisma modifier. This causes the blade to gain an additional 16d6 elemental damage onto their attacks. The types of energy are as follows: fire, cold, electricity, or acid. This takes 1 minute to cool down.

Overhead Swing

Prerequisites: Acrobatics 4 ranks, Steam Blade 4th level

Description: Roll an acrobatics check (DC = enemies' CMD). If successful the steam blade makes an attack roll at a +4 bonus, and deals double damage upon a successful hit. This damage is not modified by feats such as vital strike.

Possessed Cartridge

Prerequisites: None

Description: Once per day, the steam blade may attempt to capture a ghost he has encountered within his cartridge with a successful melee attack action against the ghost (will save to negate). Once the ghost's spirit is engaged, the steam blade takes any ill effects the ghost may have had tied to it (if not, he takes 4d6 force damage with no save), and deals 4d6 force damage while the ghost is engaged. The ghost's spirit fades away after one round, and its effect fades away after two.

Soul Cartridge

Prerequisites: Soul Blade 10th level

Description: Once a creature is slain, the steam blade can insert the creature's soul into an empty cartridge. Once inside, the cartridge is considered to be either holy or unholy, depending on the original creature's alignment. This cartridge fades after 1d4+1 days.

Splashing Cartridge

Prerequisites: Steam Blade 4th level

Description: If the steam blade has an elemental cartridge equipped within his steam blade, he can cause the element to burst from the target's square, harming all targets within 5 ft. except for the steam blade.

Staying Edge

Prerequisites: Steam Blade 4th level

Description: During an attack of opportunity, engage this edge. If the attack of opportunity is successful, the opponent stops at the point where it provoked from the steam blade. Damage dealt is halved. This takes 2 rounds to cool down.

Strained Cool

Prerequisites: Steam Blade 6th level

Prerequisites: Gain the fatigued condition to double his Heat Sink bonus on the cool down. If he uses this while still fatigued, he can use this ability again though he becomes exhausted. He cannot use this ability beyond being exhausted.

Twin Blade Dance

Prerequisites: Weapon Finesse, Two-Weapon Fighting

Description: While using Two-Weapon Fighting with his slim steam blades, the steam blade can use weapon finesse and add his dexterity modifier to damage. He must be attacking with both steam blades and not just one of them.

Weakening Edge

Prerequisites: Steam Blade 8th level

Description: If the foe has a weakness to an element equipped within the steam blade's steam blade, the weakness is calculated as x2 instead of x1.5

Steam Blade Archetypes

Inspired Punisher

While the normal steam blade tends to show off with his blade work and abilities, the inspired punisher seeks to use his cunning to show enemies the truest form of pain.

The inspired punisher is an archetype of the steam blade class.

Knowledgeable Handling

An inspired punisher knows how to take care of his blade and work his abilities through his training with his mind. An inspired punisher uses his Intelligence modifier on steam blade abilities that require his Charisma modifier.

Director of Arms (Ex)

The inspired punisher gains one teamwork feat as a bonus feat. He can apply to himself and one ally within 30 ft. as a swift action. This can be used a number of times per day equal to his intelligence modifier, and lasts for a number of rounds equal to half his inspired punisher level. Multiple uses of this ability do not stack and cannot grant multiple feats to the same ally, however multiple uses of this ability can be used to grant different allies the same bonus.

This replaces Heat Sink at 1st level. The inspired punisher doesn't gain Heat Sink (Lv. 1) until 5th level.

Brilliant Edge (Ex)

An inspired punisher can make a single attack at his highest base attack bonus against two foes that are adjacent to him. If the attack roll hits both enemies, they are both pushed back 5 ft. and must make a fortitude save not to become staggered (DC 10 + half inspired punisher level + intelligence modifier). This causes the blade to cool down for 3 rounds.

This replaces Razor Edge.

Steam Gun

While most steam blades specialize in up close and personal martial combat, the steam gun chooses to use an abnormal and advanced firearm to slay his enemies with ease.

The steam gun is an archetype of the steam blade class.

Weapon Proficiency

A steam gun is proficiency with simple and martial weapons, except he loses proficiency with his steam blade. Instead he gains proficiency with his steam gun and all firearms.

This ability alters Weapon Proficiency.

Steam Rifle

Staying true to the large and unwieldy steam blade, the steam rifle resembles a musket with a pull string motor two slots: one for ammo, and one for cartridges. The steam rifle can fit an alchemical cartridge or his class' cartridges inside of both slots, but he cannot load regular ammo into the regular cartridge slot. There is an alternative pistol version of the steam rifle, however this is not what steam guns start with.

Both the steam pistol and rifle have a capacity of 4 shots.

One-Handed Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Steam Pistol	500 gp	1d8	1d10	x3	30 ft.	5 lbs.	P & B	Cartridge: 1, Initiative: -0
Two-Handed Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Steam Rifle	1,000 gp	1d10	1d12	x4	40 ft.	15 lbs.	P & B	Cartridge: 2, Initiative: -2

Cartridges

A steam gun gains the same starting cartridges at 1st level, however he must buy ranged weapon cartridges for his steam rifle instead of melee weapon cartridges.

This ability alters the cartridge ability.

Deadeye Edge

The steam gun can make a single ranged attack against a single opponent within range of him. If this attack hits, the steam gun adds double his Charisma modifier (minimum of +2) to the damage dealt with this ability. This has a cool down of 3 rounds.

Note: Certain Driven Techniques works with the steam gun, and others do not. Ones that do not work with the steam gun are as follows: Blunt Edge, Charged Edge, Overhead Swing, Staying Edge, and Twin Blade Dance.

This ability replaces razor edge.

Steam Gun Training

At 4th level, the steam gun gains training with his steam gun, and adds his Dexterity modifier to damage dealt with his steam gun of choice (steam rifle or steam pistol).

This ability replaces the driven technique gained at 4th level.

Deeds

A steam gun gains a driven technique at every level except 4th. He can instead gain a gunslinger's deed he meets the prerequisites for. The first time the steam gun chooses to gain a gunslinger deed, he also gains a grit pool equal to his Charisma modifier (minimum of 1).

Pupil

Pupils serve as the Jack-of-all-trades when it comes to Arcane Spellcasting, not being able to stick to one focus due to their eclectic nature and focusing on multiple routes of study. Gnomes often become pupils due to their freedom of choice thanks to the pupil's varied nature.

Alignment: Any.

Hit Die: d6.

Class Skills

The Pupil's class skills are [Appraise](#) (Int), [Bluff](#) (Cha), [Craft](#) (Int), [Fly](#) (Dex), [Intimidate](#) (Cha), [Knowledge](#) (arcana) (Int), [Profession](#) (Wis), [Spellcraft](#) (Int), and [Use Magic Device](#) (Cha).

Skill Ranks per Level: 2 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1st	+0	+0	+0	+2	Cantrips	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Metamagic Feat	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Metamagic Feat	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Metamagic Feat	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Metamagic Feat	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Metamagic Feat, Metamagic Feat	6	6	6	6	6	6	6	6	6

Class Features

All of the following are class features of the pupil.

Weapon and Armor Proficiency

Pupils are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a pupil's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor).

Spellcasting

A Pupil casts arcane spells drawn from any [arcane](#) spell list (including the [Alchemist/Investigator formulae list](#)). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a pupil must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a pupil's spell is 10 + the spell level + the pupil's Charisma modifier.

Like other spellcasters, a pupil can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Pupil. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A pupil's selection of spells is extremely limited. A pupil begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new pupil level, she gains one or more new spells, as indicated on Table: Sorcerer Spells Known on the Sorcerer page. (Unlike spells per day, the number of spells a pupil knows is not affected by her Charisma score; the numbers on Table: Sorcerer Spells Known are fixed.)

Upon reaching 4th level, and at every even-numbered pupil level after that (6th, 8th, and so on), a pupil can choose to learn a new spell in place of one she already knows. In effect, the pupil loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A pupil may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a pupil need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Cantrips

Pupils learn a number of cantrips as a Sorcerer of their level. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Metamagic Feats

At 4th level and every 4 levels thereafter, the pupil gains a bonus feat that must be selected as a metamagic feat. At 20th level, he gains 2 bonus metamagic feats instead of the normal 1 metamagic feat.

Class Archetypes

The following are new archetypes tied to various Black Flame Studios products.

Infusion Striker

The infusion striker is an archetype of the imprinted arm class.

Weapon Proficiency

The infusion striker gains proficiency with a single martial weapon of his choice.

Infused Weapon (Ex)

Instead of utilizing an arm made for pummeling and striking down their foes, the infusion striker knows how to best utilize the martial weapon as chosen by them. They treat the weapon as their imprint arm for the purpose of imprinted arm strike.

This ability replaces the Imprint Arm.

Ignite Weapon (Su)

As ignite arm except it works on the infused weapon. Instead of granting their weapon elemental damage, they can grant their weapon the following abilities at the following levels. They can only apply one ability at a time until 8th level, they can apply two and at 16th level they can apply three. These weapon special abilities cannot bring the arm over a +5 special ability enhancement bonus but can ignore the +1 weapon requirement.

2nd level: [Keen](#), [Ghost touch](#), [Defending](#), [Vicious](#)

6th level: [Anarchic](#), [Axiomatic](#), [Holy](#), [Unholy](#), (Ranged Only: [Designating](#), [lesser](#))

10th level: [Nullifying](#), [Repositioning](#), [Speed](#)

14th level: [Brilliant energy](#), (Ranged Only: [Designating](#), [greater](#))

18th level: [Vorpal](#)

This ability changes ignite arm.

Tainted Berserker

The tainted berserker is an archetype of the [barbarian](#) classes available to the abomination race.

Rage of Undeath (Ex)

Tainted berserkers stray from typical barbaric rages in that when they enter such a rage it is part of a primal instinct to kill due to their undead blood. The tainted berserker gains a +4 morale bonus to strength as usual, however instead of gaining a bonus to constitution they gain a +5 ft. bonus to their reach. They do not gain a bonus to their will save or the penalty to their AC.

This ability changes Rage.

Measured Response (Ex)

A tainted berserker gains a bonus on fortitude saving throws against poison, disease, and effects that may inflict the following; nauseated, sickened, fatigued, and exhausted). This bonus is equal to the bonus gained from trap sense. This bonus starts at +1 at 3rd level, and increases by +1 at every 3 levels thereafter (6th, 9th, 12th, 15th, 18th).

This ability replaces Trap Sense.

Greater Rage of Undeath (Ex)

The bonus to strength gained from rage increases to +6, and their bonus to reach increases to +10 ft.

This ability changes Greater Rage.

Mighty Rage of Undeath (Ex)

The bonus to strength gained from rage increases to +8, and their bonus to reach increases to +15 ft.

This ability changes Mighty Rage.

Potent Mind

The potent mind is an archetype of the [psychic](#) classes available to the satori race. The satori must have the Third Eye racial ability.

Satori Disciplines

When selecting a psychic discipline, the potent mind must choose one of the following: Enlightenment, Lore, Rebirth, Self-Perfection, or Tranquility.

Greater Third Eye (Sp)

At 2nd level the potent mind's racial ability Third Eye gains an additional amount of uses equal to the potent mind's phrenic pool ability score modifier.

This ability replaces Detect Thoughts.

Emotional Third Eye (Sp)

At 9th level the potent mind's racial ability Third Eye can be used as the spell Detect Desires instead of Detect Thoughts, and their Third Eye can be used an additional 3 times per day.

This ability replaces Telepathic Bond.

Infinite Eye (Sp)

At 20th level the Remade Self ability instead has the following choices: Detect Thoughts, Detect Desires, Detect Scrying, Detect Mindscape, and Detect Radiation. The abilities listed that aren't chosen to be constant are instead able to be used by spending uses per day of the potent mind's Third Eye.

This ability alters Remade Self.

Nightmare Eater

The nightmare eater is an archetype of the [vigilante](#) classes available to the Neun race.

Nue Blood (Su)

The Neun knows of its true Nue blood, allowing them to tap into the power of her nightmare eating forefathers.

At 1st level she is able to shift into the form of a minor Nue, using the stats below. The 7th level advancement bonuses stack with the starting ability score bonuses when then Neun has shifted into a Neun.

Nue

Starting Statistics

Size Small, **Speed** 30 ft.; **AC** +4 natural armor; **Attack** bite (1d8), 2 claws (1d4), bite (1d3); **Ability Score Bonuses:** Str +2, Con +2, Cha +2; **Special Qualities** cloud form, poison (DC 10 + ½ HD + Con mod, 1 point of Str damage, 2 consecutive saves)

7th-Level Advancement

Size Medium; **AC** +4 natural armor; **Attack** bite (1d10), 2 claws (1d6), bite (1d4); **Ability Scores Bonuses:** Str +2, Con +2, Cha +2

This ability replaces the Vigilante Specialization.

Dark Eminence (Su)

At 1st level the Nightmare Eater has a strange aura about her, making interactions with others awkward for others, but not the Nightmare Eater. When making a Bluff, Diplomacy, or Intimidate check against someone, they gain a bonus to these checks equal to the opponent's Charisma modifier (minimum 0). They receive a penalty to these checks equal to these checks equal to the Nightmare Eater's Charisma modifier (minimum 0).

This ability replaces the Social Talent at 1st level.

Heikō Senshi

The heikō senshi is an archetype of the seishin senshi class.

Alignment: The heikō senshi is dedicated to balance, hence their name “balance warrior”. Their alignment must be any neutral alignment.

Balanced Warrior (Ex)

A heikō senshi devotes themselves to maintaining the balance of the world, even if it means sacrificing their soul. The heikō senshi gains a +2 bonus on saving throws cast by a character of any non-neutral alignment.

This ability replaces Ignited Will.

Aligned Disruptor (Su)

At 3rd level, the heikō senshi can expend 1 point of their inner pool to gain a bonus to attack and damage against non-neutral alignment enemies. This bonus is equal to their Wisdom modifier. This bonus is doubled against outsiders who possess an alignment subtype. This bonus lasts for a number of rounds equal to their Wisdom modifier.

This ability replaces Intake Souls.

Curtain Call (Su)

At 5th level, the heikō senshi relies on their allies to aid in their ultimate goals, to the point that they can manifest spirits of their allies to help. At the beginning of the day, the heikō senshi must meditate with an ally of theirs for an hour, linking their souls. In doing this, the heikō senshi can call upon the spirit of their ally in their time of need.

Once this ritual is completed, the heikō senshi chooses a class ability their ally has. The heikō senshi can spend 3 points from their inner pool to use this ability during the day. If this ability has a limited amount of uses per day, it only costs 2 points along with 1 use of the ability (ex: Gaining a 2/day ability, the heikō senshi spends 2 points of their inner pool, and 1 of the uses per day). If the ability is a constant ability (such as +10 speed, or +1 to hit with a weapon) they have this ability so long as there are points in their inner pool.

This ability replaces Holding us Back!

Charge Self (Sp)

At 7th level, the heikō senshi can spend a full-round action charging up their soul, and readying themselves for combat. When this is done, the heikō senshi gains a +4 morale bonus to two physical ability scores of their choice for 2 rounds.

This ability replaces Imitation Orisons.

Bloodlines

The following bloodlines are available for Sorcerers or Bloodragers and will be listed as either a Sorcerer or a Bloodrager bloodline.

Dinosaur Sorcerer Bloodline

The strength of dinosaurs course through the veins of these primal and animalistic sorcerers.

Class Skill: Survival

Bonus Spells: [*thunderstomp*](#) (3rd), [*summon monster II*](#) (5th), [*swarm of fangs*](#) (7th), [*charm monster*](#) (9th), [*hold monster*](#) (11th), [*bull's strength, mass*](#) (13th), [*summon monster VII*](#) {Dinosaurs only} (15th), [*charm monster, mass*](#) (17th), [*clashing rocks*](#) (19th).

Bonus Feats: [*Improved Initiative*](#), [*Endurance*](#), [*Diehard*](#), [*Improved Critical*](#) (Bite), [*Critical Focus*](#), [*Skill Focus*](#) (Survival), [*Spell Focus*](#) (Transmutation).

Bloodline Arcana: Due to the lengthy tail now protruding from their body, they gain a +2 bonus on balance-based acrobatics.

Bloodline Powers:

Naturally Deadly (Ex): At 1st level, the Dinosaur Bloodline Sorcerer gains a bite attack and two claw attacks that deal damage one size category larger than their original size (1d8 bite and 1d6 claw attacks for medium creatures, 1d6 bite and 1d4 claw attacks for small creatures, etc.) A creature can retract the claws and bite as a free action. At 5th level these count as magic for bypassing damage reduction. At 7th level they gain two talon attacks using a die step below their own (1d3 damage for medium, 1d2 for small). At 11th level, their bite attack bypasses 1 point of DR/-. These can be used for a number of rounds equal to 3 + Charisma modifier.

Long Legs (Ex): At 3rd level, the Dinosaur Bloodline Sorcerer gains a +10 foot bonus to their base land speed, swim speed (if they have one), and climb speed (if they have one).

Pebbly Skin (Ex): At 9th level, the Dinosaur Bloodline Sorcerer gains a natural armor bonus to AC equal to their Charisma modifier.

Grabbing Maw (Ex): At 15th level, their bite attack gains a grab onto it, substituting their Charisma modifier for Strength onto their CMB for the grab attack.

Dinosaur Form (Sp): At 20th level, the Dinosaur Bloodline Sorcerer can transform into a dinosaur using the Form of the Dragon III except as a dinosaur instead of a dragon. This is usable for a number of rounds per day equal to 3 + Charisma modifier.

Kaiju Bloodrager Bloodline

The mighty kaiju resides within your blood, a rare bloodline due to the scarcity of kaiju.

Bonus Feats: [Intimidating Prowess](#), [Antagonize](#), [Fearsome Finish](#), [Intimidating Gaze](#), [Power Attack](#), [Furious Focus](#), [Stunning Irruption](#)

Bonus Spells: [Ear-Piercing Scream](#) (7th), [Blood Armor](#) (10th), [Hydraulic Torrent](#) (13th), [Shout](#) (16th).

Bloodline Powers: While you are under the effects of a temporary size-altering effect which increases your size, receive a +2 competence bonus to strength or constitution for 1 minute or until the effect ends.

Kaiju Strike (Ex): At 1st level, you deal damage as a character one size category larger with weapons you have weapon focus in. This doesn't stack with Impact.

Damning Shout (Su): At 4th level, you gain a 15 ft. breath weapon that deals 1d6 points of sonic damage per 2 levels (maximum of 10d6 at 20th level). This breath weapon is usable every 1d6+1 rounds. This is only usable while in a bloodrage.

Scary Face (Ex): At 8th level, your face scares even the toughest of foes. When making an intimidate check to demoralize, the target doesn't receive their Wisdom modifier on the DC. If their Wisdom modifier is 0 or less, the DC takes a -5 penalty.

Kaiju's Toughness (Ex): At 12th level, you inherit the ferocity of the kaiju. If you do not have toughness already, you gain it as a bonus feat. If you have already taken it as a feat, you instead gain a +4 bonus to Fortitude saves.

Rampaging Bloodrage (Su): At 16th level, when entering a bloodrage you gain a number of temporary HP equal to double your bloodrager level when successfully destroying an item with the sunder action. This temporary HP does not stack with itself, and lasts for 1 minute.

Kaiju Form (Su): At 20th level, your body increases in stature and burliness. You grow one size category, and gain a permanent +2 to Strength and Constitution, and a -2 to Dexterity.

Feats

All of these feats are available for the races and classes listed for them. Expanded explanations of the feats are below the feat list.

Name	Prerequisites	Description
All Seeing Eye	Satori	Gain a Perception bonus with Perception.
Psi-Eye	Satori, 10 th level	Psychic spell casts increases the damage dice it uses.
Phrenic Gun	Satori, Gunslinger 5 th level	Automatically confirm a critical hit with a gun.
Spectral Flurry	Prægressus, Dex 13, 6 th level	When attacking with the spectral arms, deal more damage.
Come Hither	Prægressus, Improved Grapple	Spectral Hands gain the Drag ability when grappling.
Uncontainable Lust and Anger	Neun	It's complicated (see text)
Demoiselle	Neun	Gain a bonus to Charisma skills if the target is sexually attracted.
Cloud Form	Neun, Charisma 15	Gain the ability to turn into a dark cloud.
Tactical Mind Reader	Satori, Tactician 6 th level	Gain an insight bonus to attack and damage after using the Third Eye.
Crushing Fist	Imprinted Arm 10 th level, Strength 17	When grappling an opponent, deal damage to them or an item on their person.
Imprinted Fury	Imprinted Arm 8 th level, Strength 15, Constitution 15	Go into a minor rage when the Imprinted Arm is struck.

All Seeing Eye

The Satori's mastery of their Third Eye helps them see well.

Prerequisite(s): Satori

Benefit: Gain a +4 bonus on Perception checks. Spending a use of Third Eye grants the Satori an additional +4 bonus on Perception checks.

Psi-Eye

Satori learn how to use their Third Eye in order to destroy foes with their Psychic spells.

Prerequisite(s): Satori, 10th level

Benefit: The Satori can increase the amount of damage dice their psychic spell is cast by a certain amount equal to the amount of uses of their Third Eye they spend. If a psychic spell would deal 2d6 points of damage, they can spend a use of their Third Eye to increase it to 3d6.

Phrenic Gun

When wielding a firearm the satori strikes with deadly accuracy.

Prerequisite(s): Satori, Gunslinger 5th level

Benefit: Spend a use of Third Eye to confirm a critical hit using a firearm. This can only be done once per round.

Spectral Flurry

Become adept at destroying enemies with Spectral Hands.

Prerequisite(s): Prægressus, Dexterity 13, 6th level

Benefit: If the Prægressus hits with all of their attacks in a full-attack they deal an additional +4 damage per attack they have. (+6/+1 grants a +4 to damage, +6/+6/+1 grants a +8 to damage).

Come Hither

Drag enemies towards you with your Spectral Hands.

Prerequisite(s): Prægressus, Improved Grapple

Benefit: If the Prægressus succeeds with a grapple, after maintaining the grapple on their next round they can roll a drag check to bring the enemy closer to them using their grapple maneuver bonus rather than using the bonus for initiating drag.

Uncontainable Lust and Anger

You find it hard harming the sex you're attracted to, yet you find it easy harming those you aren't.

Prerequisite(s): Neun

Benefit: Damage done to the sex the Neun is attracted to decreases by 5, yet damage to the sex the Neun is not attracted to increases by 5.

Demoiselle

You use your charming looks to influence those who would be infatuated by them.

Prerequisite(s): Neun, Female

Benefit: The Neun gains a bonus to Charisma-based skill checks equal to ½ their level if the target is sexually attracted to the Neun.

Cloud Form

Embracing your Nue heritage, you gain the ability to turn into a cloud.

Prerequisite(s): Neun, Charisma 15

Benefit: A number of times per day equal to the Neun's Charisma modifier they can use the Nue's *Cloud Form* ability. This allows them to turn into a 10 ft. black cloud as a standard action, counting as a gaseous form that obscures vision like fog cloud.

Tactical Mind Reader

Seeking deep into your enemies' thoughts, you can dredge up their terrible past.

Prerequisite(s): Satori, Tactician 6th level

Benefit: After using the Third Eye and the enemy failed their Will Save, the Tactician gains an insight bonus to their attack and damage rolls equal to $\frac{1}{2}$ their level (max +10). This bonus lasts for one round, and stacks with the Tactician's Correlation ability.

Crushing Fist

When you have a hold on an enemy, your imprint arm still thirsts for destruction.

Prerequisite(s): Imprinted Arm 10th level, Strength 17

Benefit: When the Imprinted Arm succeeds on the check to maintain a grapple, they deal damage to either the person being grappled or an item on their possession. This damage is equal to $\frac{1}{2}$ the Imprinted Arm's level + their Strength modifier. The person being grappled gets to make a Reflex Save (DC 10 + $\frac{1}{2}$ Imprinted Arm level + Imprinted Arm's Strength modifier), on a successful save they avoid the damage.

Imprinted Fury

Your imprint arm influences the hate and fury buried deep within your soul.

Prerequisite(s): Imprinted Arm 8th level, Strength 15, Constitution 15

Benefit: Upon taking at least 5 points of damage, the Imprinted Arm can go into a rage as a free action on their turn. While in this rage, they gain a +4 morale bonus to their Strength and Constitution scores, yet take a -2 penalty to one of their mental ability scores. This does not stack with the Barbarian's Rage class feature, or the Rage spell.

Corruption Magic

The arcane energy of *corruption* is a new and mysterious energy focused on complete destruction and annihilation. It provides its caster with immense power, yet at the same time it slowly corrupts their mind and body just as the name of the energy applies. The energy is gray, and oozes off of its origin like a thick tar, yet a burning energy surrounds the core like a flame. This flame eats away at skin and tissue like acid, causing incredible pain to those it touches. This new and controversial energy is being studied with care by wizard colleges and research teams, yet those who study it always advise against its use, lest the researchers and students succumb to its will...

A list of new spells of corruption are listed below. Included in these new spells is a “corruption surge”. These are enhancements one can use that damage the caster in some way, yet make the spell even more deadly.

Corrupt Choke

School evocation [corruption]; **Level** sorcerer/wizard 1, magus 1, antipaladin 1

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

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

Target one creature in line of sight

Duration instantaneous

Saving Throw Fortitude Partial; **Spell Resistance** yes

DESCRIPTION

Pointing your open palm at a creature and slowly bringing the palm into a fist, corrupted energy seeps from your hand and shoots out towards their throat and gripping their spirit. This grip does not strangle or actually choke the target like the name suggests, yet it does taint their soul with the power of corruption directed at them. This deals 1d6 points of corruption damage + an additional d6 per caster level (max 5d6). The damage is doubled against incorporeal enemies. A successful fortitude save halves this damage.

Corruption Surge: By dealing the spell’s minimum damage to yourself as well, you can enhance the spell by dealing 2d6 points of corruption damage + an additional 2d6 per caster level (max 10d6). The caster cannot reduce the damage with corruption resistance or immunity.

Destruction Surge

School transmutation [corruption]; **Level** sorcerer/wizard 1, magus 1, antipaladin 1

CASTING

Casting Time 1 full-round action

Components V, S, M (rusty needle)

EFFECT

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

DESCRIPTION

You morph your body in such a way that you make yourself even more deadly. You gain two claw attacks that deal damage appropriate for your size, and corruption resistance 5. At 8th caster level and every 5 caster levels thereafter the corruption resistance increases by 5.

Corruption Surge: By taking a -2 to one of your physical stats (Strength, Dexterity, or Constitution) you can gain one of the following natural attacks: bite, tentacle, gore, sting, or talons. By taking an additional -2 penalty to your physical stat (a new one can be chosen), gain an additional natural attack. This penalty cannot reduce a character's stat below 1. If the stat is 2, this cannot be used still since it'd reduce the stat to 0.

Torturing Touch

School necromancy [corruption]; **Level** sorcerer/wizard 3, magus 3, antipaladin 3, cleric/oracle 3, inquisitor 3

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range touch

Target one creature touched

Duration instantaneous

Saving Throw Fortitude Partial; **Spell Resistance** yes

DESCRIPTION

Coating your hand in a gray mist, you touch a single creature within your reach. The target touched must make a Fortitude save or their skin begins corroding down to the bone. With their muscles being corrupted, the target takes 1d6 points of both Strength and Constitution damage. This cannot bring these stats below 1.

Corruption Surge: By staggering yourself for 1d4+1 rounds, you can instead make the target take 2d4 points of Strength and Constitution damage. If you, in addition to staggering yourself, decide to reduce your move speed to 10 ft. for 1d4+1 rounds you can bring the listed stats below 1.

Corrupted Blast

School evocation [corruption]; **Level** sorcerer/wizard 6, magus 6, cleric/oracle 6

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range 60 ft.

Target one creature within range

Duration instantaneous

Saving Throw Reflex Partial; **Spell Resistance** yes

DESCRIPTION

You send out a ray of corrupted energy which explodes upon contact. If the ray manages to hit its target, it explodes out and deals splash damage to all squares within 10 ft. This deals 2d6 points of corruption damage per level (max 40d6). Any target within the splash radius can roll a reflex save to halve the splash damage.

Corruption Surge: You deal half of the spell's damage to yourself in order for the target to suffer a -4 penalty to attack rolls, saving throws, or skill checks (choose 2).

Weapons

Exotic One-Handed								
Name	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Shael-Kra	15 GP	1d6	1d8	19-20/x2	—	4 lbs.	S, P	Disarm, Reach, Trip
Dekthaka	25 GP	1d8	1d10	x3	—	6 lbs.	B	—
Bael-Ja	10 GP	1d4	1d6	18-20/x2	10 ft.	3 lbs.	S	—
Slim Steam Blade	25 GP	1d6	1d8	19-20/x2	—	5 lbs.	S	Cartridge: 1, Initiative: -1
Exotic Two-Handed								
Steam Blade	1,000 GP	1d8	1d10	x2	—	20 lbs.	S	Cartridge: 1, Initiative: -2
Great Steam Blade	5,000 GP	1d10	2d6	x3	—	40 lbs.	S	Cartridge: 2, Initiative: -4

Shael Kra: A whip fused with a cat-o'-nine-tails by using scraps of metal at the ends. This weapon is favored by the Kendari people. Kendari treat this weapon as a martial weapon.

Dekthaka: A hammer that can be wielded in one or two hands, however wielding it in two hands imposes a -2 penalty to attack rolls. Abominations treat this weapon as a martial weapon.

Bael-Ja: A sword shaped for throwing, forged to be incredibly sharp, making for easy and clean cuts. Satori treat this weapon as a martial weapon.

Slim Steam Blade: A slim blade with a miniature engine made for ease of use with a shield, or another weapon. Said engine costs 500 GP to replace.

Steam Blade: A large blade with a motor engine attached to it. The hilt has a motorcycle-like starter for its internal motor, a trigger for engaging cartridges, and a slot for the cartridges right above the trigger. The blade lets out a lot of exhaust, garnering its nickname as the "Steam Blade".

Great Steam Blade: A larger version of the Steam Blade, capable of holding two cartridge slots rather than one, a single trigger engaging both cartridges.

Credits:

Writer: Jeremy Harris

Artist: Dutch Dennis and The Amazing Thysto

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