



# *Archetypes of Power*





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# Chapter 1

## Archetypes

### Apex Predator (Ranger Archetype)

The following archetypes are available for use in the Spheres of Power system. Some also include material from the Spheres of Might system. Although these archetypes alter the spells class feature of their classes, they are still compatible with many existing archetypes, feats, and other options using the following special rules:

- If an archetype includes diminished spellcasting, the archetype loses the magical talents gained at 2nd, 8th, 14th, and 20th levels.
- If an option alters or adds to spell lists, that part of the feature simply has no effect.
- If an option adds spell known (for spontaneous casters), the class instead grants one extra magical talent at the first level these spells become known. Only one talent is gained per group of spells known given. If the spell can be altered, then the magical talent can be altered under the same rules. Replacing spells known has no effect.
- If an option grants proficiency with all martial weapons, the option can instead grant a martial tradition (if one is not already known).
- If an option allows a player to spend spell slots, they may spend an equal number of spell points instead. The equivalent spell level of the spell point is equal to  $1/2$  the caster level of the character, rounded up, to a maximum of 9.
- Options that grant a wizard's arcane bond class feature may substitute the arcane bond option available to the cosmic sage.
- Spell-like abilities are left unchanged.
- If an archetype, feat, or other feature requires a specific type of spellcasting (such as arcane or divine), a spherecaster qualifies.

At the GM's discretion, these rules may be applied to any SoP or SoM archetype.

The apex predator may be close to nature, but he also dominates it, through his use of tools and weapons. He understands nature, but the wilds are a skill set, and do not define him.

**Proficiencies:** An apex predator is proficient with simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This modifies weapon and armor proficiencies.

**Casting:** An apex predator may combine spheres and talents to create magical effects. An apex predator is considered a Low-Caster and uses Wisdom as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, wild empathy, and endurance.





**Spell Pool:** The apex predator gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** An apex predator gains a magic talent every time she gains a caster level.

**Combat Training (Ex):** The apex predator is considered a Proficient practitioner, gaining spheres and talents as appropriate. Apex predators use Wisdom as their practitioner modifier.

This replaces all combat style feats.

**Wilderness Scout:** At 1st level, the apex predator gains the Scout sphere as a bonus sphere, or a talent from that sphere if she possesses it already. When using her scout ability, she may substitute a Survival check for the appropriate Knowledge check at a -5 penalty. At 8th level, she no longer takes a -5 penalty.

This replaces tracking and swift tracking.

## Arcane Weaponeer (Magus Archetype)

For some warriors, the pinnacle of martial power comes from allowing the mind and body to operate separately. They train their minds in arcane mysteries, while they hone their bodies with weapons practice. In time, they perfect a style of fighting that incorporates a wide range of magical techniques.

**Casting:** The arcane weaponeer may combine spheres and talents to create magical effects. The arcane weaponeer is considered a High-Caster and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The arcane weaponeer gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A arcane weaponeer gains a magic talent at 2nd level and every 2 levels thereafter.

**Arcane Pool:** At 4th level, the arcane weaponeer can use his arcane pool to grant an enhancement bonus to his armor or shield equal to the bonus he could grant to a weapon. He must pay the arcane pool cost separately for each, and each enhancement is a separate action.

At 5th level, he can add the following special abilities to his armor: balanced, bitter, fortification (heavy, light, or medium), ghost touch, invulnerability, spell resistance (13, 15, 17, or 19), or spell storing. In addition, he can also add the following shield special abilities: animated, arrow catching, arrow deflection,

bashing, blinding, fortification (heavy, light, or medium), reflecting, spell resistance (13, 15, 17, or 19).

This modifies arcane pool and replaces spell recall. The arcane weaponeer may still take other archetypes that modify the number of points in their arcane pool.

**Spell Combat (Ex):** A arcane weaponeer learns to cast spells and wield his weapons at the same time. When he makes a full-round attack using only melee weapons, he can also use any sphere ability with a casting time of 1 standard action or less as a free action at any point during the attack. Rather than casting a new sphere effect, an arcane weaponeer may use spell combat to maintain a sphere effect with a duration of 'concentration'.

Spell combat must be declared before any attacks are made. If the sphere ability fails for any reason, the ability is wasted, but his attacks proceed as normal.

Fighting in spell combat is more difficult than normal, and the arcane weaponeer takes a -2 to all attacks made as part of spell combat, including any attack roll involved with the sphere ability they use.

The arcane weaponeer has learned to use his magic powers near his enemies. He does not need to make concentration checks because of damage he takes from melee attacks from enemies he is aware of.

This replaces spell combat.

**Spellstrike (Su):** At 2nd level, whenever an arcane weaponeer uses a sphere ability that requires a touch attack, he can deliver the spell through any melee weapon he is wielding as part of an attack. Instead of the free melee touch attack normally allowed to deliver the sphere ability, an arcane weaponeer can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting. If successful, this melee attack deals its normal damage as well as the effects of the sphere ability. If the attack is made in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range, but the sphere ability effect only deals  $\times 2$  damage on a successful critical hit, while the weapon damage uses its own critical modifier. If a sphere effect requires a saving throw, the DC of this saving throw receives a +4 bonus if the spellstrike is a critical hit.

This replaces spellstrike.

**Expanded Knowledge (Su):** At 7th level, as a move action, the arcane weaponeer may grant himself the benefit of any one magic talent he meets the prerequisites for other than a base sphere. This effect lasts for 1 minute. He may use this ability a number of times per day equal to  $1/2$  his class level, rounded up. Multiple uses of this ability do not stack; if he uses this ability again before the previous duration has expired, it replaces the previous use.

At 13th level, the arcane weaponeer can gain use this ability as a swift action.

At 19th level, the arcane weaponeer can use this ability as a free action.



This replaces medium armor, heavy armor, and greater spell access.

**Bonus Feats:** The arcane weaponeer may select combat feats, item creation feats, magic talents, or metamagic feats for his bonus feats.

This modifies the arcane weaponeer's bonus feats.

**Spell Advancing:** At 8th level, when the arcane weaponeer uses spell combat, he may elect to not take the iterative attacks he receives after his first attack (those attacks with a penalty to Base Attack Bonus). If he does, he may move his speed before or after spell combat. This decision is made when spell combat is declared. He still receives any bonus attacks he gets from effects such as the haste ability of the Time sphere.

This replaces improved spell combat.

**Stalwart (Ex):** At 11th level, the arcane weaponeer gains the mageknight's stalwart class feature.

This replaces knowledge pool.

**Rapid Enchantment (Su):** At 11th level, the arcane weaponeer may enhance his weapons, armor and shield using their arcane pool using only one swift action. All costs must be paid separately.

This replaces improved spell recall.

**Spell Manipulation:** At 14th level, when the arcane weaponeer uses spell combat, he may enhance his spherecasting with any number of metamagic abilities without increasing the casting time.

This replaces greater spell combat.

**True Weaponeer:** At 20th level, whenever the arcane weaponeer uses spell combat, he may elect to not take his iterative attacks or use his spell advancing ability. This decision is made when spell combat is declared.

If he does this, he may use a second sphere ability that can be used as a standard action during spell combat. Any spellstrike made with the second sphere ability has a -5 penalty, in addition to the -2 penalty spell combat normally incurs.

This replaces true magus.

## Ascendant Mind (Psychic Archetype)

In a perfect world, those with the greatest intelligence would rule. But in this world, those with the greatest power rule. The ascendant mind transmutes thought into power, and thus makes the world more perfect by her mere presence. She will open the minds of others, and fill them with her insights, while removing the cumbersome free will she finds within.

**Casting:** The ascendant mind may combine spheres and talents to create magical effects. The ascendant mind is considered a High-Caster and uses Intelligence as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The ascendant mind gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A ascendant mind gains gains 1 magic talent every level.

**Mental Powers:** At each even numbered class level, the ascendant mind gains an additional magical talent of her choice from the Divination, Mind, or Telekinesis sphere.

This replaces detect thoughts and discipline spells.

**Psychic Discipline:** The ascendant mind gains a psychic discipline, but does not gain bonus spells from her discipline. Discipline powers that trigger with the use of psychic spells are triggered by any sphere ability.

This modifies psychic discipline.

**Phrenic Techniques:** The ascendant mind learns a large number of small, useful powers powered by her phrenic pool. Using any phrenic technique requires spending one point from her phrenic pool, and any saving throw against a phrenic technique is a Will save with a DC equal to 10 + 1/2 the ascendant mind's class level + her phrenic ability modifier (Wisdom or Charisma, as determined by her discipline). All phrenic techniques are mind-affecting abilities, but have the ability to affect creatures normally immune to mind-affecting abilities. Those creatures gain a +4 to their saving throws against phrenic techniques instead. Mindless creatures are always immune to phrenic techniques.

At 1st level, the ascendant mind gains the following abilities:

*Autohypnosis* - As an immediate action, the ascendant mind may use a limited form of mind control on herself. She may reroll a concentration check she just made. She must keep the second result, even if it is lower than the first.



**Psionic Blast** - The ascendant mind may use a standard action to fire a blast of psychic energy. She may make a ranged touch attack against an enemy within 30 feet. If successful, the target takes  $1d8$  nonlethal damage per class level.

**Thought Shield** - The ascendant mind may use an immediate action to create a small telekinetic shield that blocks a single attack. She receives a +2 shield bonus against that attack. The decision to use this power is made after a successful attack roll is made, but before damage dice or saving throws are rolled. The shield bonus lasts until the beginning of their next turn.

At 3rd level, the ascendant mind gains these abilities:

**Ego Whip** - As a standard action, the ascendant mind may lash out with a tendril of ectoplasmic matter at an enemy. She makes a ranged touch attack against a creature within 30 feet. If successful, the creature receives a -2 penalty to their Will saving throws for 1 minute. This penalty does not stack with itself.

**Hypercognition** - The ascendant mind can connect to higher sources of knowledge. When she rolls a knowledge check, she may use this ability as a free action to reroll a check, with an insight bonus equal to her phrenic ability modifier. She must accept the second result, even if it is lower than the first.

**Mind Trick** - As a swift action, the ascendant mind may touch the mind of a creature within 30 feet. The target must make a save or be fascinated for 1 minute by whatever she chooses. This can be a person, object, or anything with a physical presence the target can see. The distraction of a nearby combat or other dangers prevents the ability from working. This is an enchantment (compulsion) ability.

At 7th level, the ascendant mind gains these abilities:

**False Sensory Input** - As a swift action, the ascendant mind implants a thought into a target's mind, making their reality a little more convenient for the ascendant mind. For 1 minute, she receives a circumstance bonus equal to  $1/2$  her class level on all Bluff, Diplomacy, Disguise, or Stealth checks against that target. This is an enchantment (charm) ability.

**Mental Barrier** - The ascendant mind may use an immediate action create a psychokinetic barrier that interferes with magical energies and exists long enough to defend against a single spell or sphere effect. She gains spell resistance equal to  $10 +$  her class level against that one effect.

**Thoughtsense** - As a standard action, the ascendant mind can gain the thoughtsense ability with a range of 60 feet. This lasts for a number of rounds equal to her class level.

At 11th level, the ascendant mind gains these abilities:

**Biofeedback** - As a standard action, the ascendant mind may reprogram the mind of a willing creature to ignore pain and injury. The creature receives a number of temporary hit points equal to twice the ascendant mind's class level, heals an equal amount of nonlethal damage, and any condition that currently affecting them has its remaining duration shortened by 2 rounds.

**Id Insinuation** - As a standard action, the ascendant mind may envelop a target within 60 ft. in a telepathic static that subtly influences them. The target must make a save or they immediately make an attack on a target of the ascendant mind's choice other than themselves. This is an enchantment (compulsion) ability.

**Mind Blank** - As a swift action, the ascendant mind may empty her mind of all thought. While in this state, she is still able to function, but can not apply great mental effort, such as by using sphere abilities or making skill checks that involve mental abilities. While she is like this, she is effectively mindless, and is invisible to senses that detect intelligent creatures. Scrying also fails to detect her. This state lasts for up to 1 hour per class level, or until she exerts herself mentally. Her psychic nexus still operates normally.

At 15th level, the ascendant mind gains these abilities:

**Intellect Fortress** - As a standard action, you may spend a point from your phrenic pool to create a telekinetic bubble surrounding yourself and everyone within 10 feet. The bubble is made up of overlapping fields moving in chaotic patterns, blocking line of effect for those who do not understand its mysteries. Whenever an enemy attacks anyone within the bubble, the enemy must make a Perception check with a DC equal to  $10 + 1/2$  your class level + your phrenic modifier or else the attack is negated as the fortress blocks it. Area of effect abilities





can not penetrate the fortress, and the fortress blocks incorporeal movement, but not gaze attacks or light based attacks. The fortress lasts for a number of rounds equal to your class level.

***Mind Thrust*** - As a standard action, the ascendant mind may propel pure mental energy at a target within 30 feet. The target must make a saving throw or take 1d6 damage to a mental ability score of the ascendant mind's choice.

***Precognition*** - As a full-round action, the ascendant mind can gain a glimpse into the future to determine what dangers lurk. The next time she rolls initiative within the next hour, she may add her phrenic modifier to her initiative.

At 19th level, the ascendant mind gains these abilities:

***Psychic Crush*** - As a standard action, the ascendant mind can reach out with her mind to another mind within 30 ft., and crush it. The target must make a save or be dazed for 1 round. If successful, they are staggered for 1 round instead. If a creature that fails a saving throw against this ability has a current hit point total less than the ascendant mind's current hit point total, they are overwhelmed by her life force, and immediately drop to -1 hit point. They are unconscious, but stable.

***Schism*** - As a swift action, the ascendant mind may divide her mind into two separate, functional minds for a number of rounds equal to her class level. The two minds work together and share actions, essentially giving the ascendant mind two attempts to perform certain actions. While in this state, she rolls twice on any Will save or any skill check involving a mental ability. She may also roll twice for any concentration check.

***Tower of Iron Will*** - As an immediate action in response to needing to make a saving throw, the ascendant mind can create a field of psychic energy around her body. She receives a circumstance bonus to her saving throw equal to her phrenic modifier.

This replaces phrenic amplifications.

**Psychic Nexus:** At 9th level, the ascendant mind can form a telepathic bond with other willing creatures. This takes a full-round action and has a range of touch, but once formed, the bond lasts until the creature is knocked unconscious, moves to a different plane of existence, or the ascendant mind dismisses the bond as a free action. The ascendant mind may have a maximum number of other creatures bonded to her equal to her phrenic ability modifier. If the ascendant mind is knocked unconscious, her bonds remain, but not if she is killed.

Creatures bonded to the ascendant mind can communicate with her and with each other telepathically. She may also use mind-affecting abilities on bonded creatures, even if she would normally not be in range.

This replaces telepathic bond.

**Psychic Ascension:** At 20th level, the ascendant mind gains the ability to transform into pure thought. While in this form, she exists in the minds of the creatures in her psychic nexus, while her physical form is suspended in time in a pocket dimension. While in this form, she can see and hear through

the eyes and ears of those in her psychic nexus, but cannot act beyond making skills checks that don't require her to act physically, or by using her phrenic powers. When she uses her phrenic powers while ascended, she chooses someone to be 'her' acting as target or point of origin of the power. She may use her phrenic powers on herself while ascended.

Entering or exiting this form is a full-round action that draws attacks of opportunity, and she may appear next to any member of her nexus when she exits. If no creatures make up her psychic nexus, she can not enter this form, and losing the last creature in her psychic nexus causes her body to materialize in an empty square adjacent to it. If the ascendant mind is rendered unconscious or even killed, her bonds remain and she automatically ascends without needing to take an action, provided the form of death allows for some form of resurrection. If the ascendant mind is killed by an ability that prevents resurrection (such as certain forms of disintegration), she can not ascend.

While ascended, she is conscious and alive and can not be affected by any condition that is not a mind-affecting condition. If she materializes, she gains whatever conditions her body has, and dies if her body is dead. She regains one hit point per minute, even if she is dead. If she died due to hit point damage, she comes back to life upon reaching 1 hit point. If she rests for 8 hours while ascended, she is completely healed as if using the Greater Resurrection Life talent. Being brought back from the dead leaves the ascendant mind with one permanent negative level.

This replaces remake self.

## Bastion of Conviction (Warpriest Archetype)

The true test of faith is not accomplishment, but the ability to sacrifice. For some devout followers of their gods, being faithful means showing strength in the face of death, and bringing the rightness of their cause to those who would be destroyed by it.

**Weapon and Armor Proficiencies:** A bastion of conviction is proficient with all simple weapons, as well as the favored weapon of his deity, and with light armor and bucklers. If the bastion of conviction worships a deity with unarmed strike as its favored weapon, he gains Improved Unarmed Strike as a bonus feat. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This modifies weapon and armor proficiencies.

**Combat Training (Ex):** A bastion of conviction is considered an Proficient practitioner, gaining spheres and talents as appropriate. A bastion of conviction uses his casting ability modifier as his practitioner modifier.

A bastion of conviction may use his class level as his Base Attack Bonus to determine what combat feat he qualifies for. This stacks with other sources of Base Attack Bonus.



This replaces the bonus feats gained at 3rd, 6th, 9th, 15th, and 18th levels.

**Militant Extremist:** A bastion of conviction counts his class levels as fighter levels for the purpose of qualifying for feat that have a minimum number of fighter levels as a prerequisite.

**Energetic Focus:** At 12th level, whenever the bastion of conviction uses a positive or negative energy ability, he regains martial focus.

This replaces the bonus feat gained at 12th level.

## Conniving Bastard (Mesmerist Archetype)

His mind is his first weapon. He looks deeply into others, tricking them, influencing them, and outright controlling them. Then the knives come out.

**Casting:** The conniving bastard may combine spheres and talents to create magical effects. The conniving bastard is considered a Mid-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The conniving bastard gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A conniving bastard gains 1 magic talent every time he gains a caster level.

**Painful Strike:** If a conniving bastard can catch an opponent when he is unable to defend himself effectively, he can use his mental abilities to enhance his combat abilities. Whenever the conniving bastard hits an enemy within 30 ft. with a weapon attack against a creature that is denied their Dexterity bonus, he may apply the effects of his painful stare to the attack. The target does not need to be under the effect of the conniving bastard's hypnotic stare, and this does not count against the usage limit of the conniving bastard's painful stare.

The attack can not trigger a second application of the painful stare ability.

This replaces touch treatment and modifies painful stare.

**Mental Advantage:** At 5th level, whenever an enemy fails a Will save versus one of your sphere abilities, they become unable to perceive you effectively for a short time. They may still attack, but are unable to defend themselves effectively. Until the end of your next turn, that enemy is denied their Dexterity bonus against your attacks.

This replaces mental potency.

## Cosmic Sage (Wizard Archetype)

It is amazing how some people can consider themselves masters of magic when they have no idea what it is or where it came from. For the cosmic sage, magic is a secondary effect of understanding the universe. He is a scientist who studies the fantastic.

**Casting:** The cosmic sage may combine spheres and talents to create magical effects. The cosmic sage is considered a High-Caster and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The cosmic sage gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A cosmic sage gains a magic talent at every even-numbered class level, and 2 magic talents at every odd-numbered class level.

**Arcane Bond (Ex):** At 1st level, the cosmic sage may choose a familiar or a bonded object as any other wizard. If the cosmic sage chooses a bonded object, then he can use it to access magical knowledge he does not normally possess. As a standard action, he may grant himself the benefit of any one magic talent he does not possess. This effect lasts for 1 minute. If gaining a magic talent other than a base sphere, he must possess that talent's base sphere and fulfill its prerequisites. He may do this once per day at 1st level, plus an additional once per day for every 4 class levels he possesses, up to a total of 6 times per day at 20th level. Multiple uses of this ability do not stack. If he uses this ability again before the previous duration has expired, it replaces the previous use.

If the cosmic sage's casting tradition includes the focus casting drawback, the bond can also be their focus, but does not have to be. If their tradition includes the somatic drawback, holding the bonded object does not interfere with using sphere abilities. In all other respects, his arcane bond works as it does for a normal wizard.

This modifies arcane bond.

**Scribe Scroll:** At 1st level, the cosmic sage gains the scribe scroll feat as a bonus feat. The cosmic sage may ignore any talent or feat requirements when scribing or reading a scroll.

This modifies scribe scroll.

**Sagacious Secrets:** Beginning at 2nd level, the cosmic sage begins to assemble magical secrets to aid in his spherecasting. He may create a book of notes and formulae that can help him assist in his spherecasting. Despite its contents, it is just a normal book, and if lost, can be replaced in about 8 hours - the book is only for quick reference.



When the cosmic sage spherecasts, he may consult his notes and gain a +1 enhancement bonus to caster level. This bonus increases by +1 every 4 level after the 2nd, to a maximum of +5 at 18th level. Using this ability increases the casting to a full-round action, if it is not a full-round action or longer already.

This replaces arcane school.

## Devoted Disciple (Warpriest Archetype)

To truly master something requires a singular devotion to it. The devoted disciple does not have ideals, he has one ideal, one goal, and one purpose.

**Casting:** The devoted disciple may combine spheres and talents to create magical effects. The devoted disciple is considered a Mid-Caster and uses Wisdom as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, as well as the warpriest's ability to spontaneously cast 'cure' or 'inflict' spells.

**Spell Pool:** The devoted disciple gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Wisdom modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A devoted disciple gains 1 magic talent every time he gains a caster level.

**Blessings:** A devoted disciple only receives one blessing, not two. Whatever sphere is associated with his blessing (according to the same associations used by sphere clerics for their domains) the devoted disciple receives as a bonus magic talent at 1st level, or a bonus talent from that sphere if he possesses it already. He uses his class level as his caster level for this sphere. This stacks normally with other caster level sources.

This modifies blessings.

**Fervor:** The devoted disciple cannot spend fervor to speed up the casting time of a spell.

This modifies fervor.

**Sacred Blood (Su):** At 2nd level, the devoted disciple can channel his fervor ability to increase his combat ability. As a swift action, he can expend a use of his fervor ability to give himself greater combat ability. He may use his sacred blood offensively or defensively. When used offensively, he gains a +2 sacred or profane bonus (depending on whether he channels positive or negative energy, respectively) to his attack and damage rolls, while using his sacred blood defensively he gains this bonus to his saving throws and AC instead. This bonus increases by +1 for every 4 levels after the 2nd, to a maximum of +6 at 18th level. This bonus lasts for 1 minute. The devoted disciple may change his blood from being offensive to defence or vice-versa as a swift action. This does not alter the duration of the ability.

## Dual-Blooded Sorcerer (Sorcerer Archetype)

Blessed are those born with magical blood. And those who are born with two magical ancestors are a curse to their enemies.

**Skills:** The dual-blooded sorcerer does not gain the Appraise skill.

**Casting:** The dual-blooded sorcerer may combine spheres and talents to create magical effects. The dual-blooded sorcerer is considered a High-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, and the Eschew Materials bonus feat.

**Spell Pool:** The dual-blooded sorcerer gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Sorcerous Blood:** The dual-blooded sorcerer gains 1 additional spell point for every even-numbered sorcerer level gained.

This replaces all bloodline spells.

**Magic Talents:** A dual-blooded sorcerer gains one magic talent every level.

**Diverse Heritage:** The dual-blooded sorcerer may choose a second sorcerer bloodline. He receives the bonus class skill, bloodline arcana, and bloodline powers of both bloodlines, and when choosing his bloodline feats may choose from either list. Bonuses from different bloodline arcanas do not stack with each other.

A dual-blooded sorcerer may always choose to replace one or both of his bloodline arcana with a bonus magical talent. Similarly, individual bloodline powers may be exchanged for spell points if the GM rules they can not be translated to the Spheres of Power system. The bloodline powers at first level may be traded for 1 spell point each, and later bloodline powers may be traded for 2 spell points per power. If the dual-blooded sorcerer takes levels in another class with one his bloodlines, his levels in that class stack with his levels in this class for purposes of that bloodline, but not for both.

This modifies bloodline. The dual-blooded sorcerer may choose wildblooded bloodlines in place of one or both of his bloodlines normally.

**Mystic Heritage (Ex):** If a bloodline ability has a limited number of uses or rounds of use per day, the dual-blooded sorcerer may spend a spell point and meditate as a full-round action to regain one use of that ability.



**United Heritage (Ex):** Whenever the dual-blooded sorcerer uses the 1st level ability granted by either of his bloodlines, he may use the 1st level ability granted by the other bloodline as a free action once that turn, provided that ability can be used as a standard action. If both abilities require an attack roll, he may trigger the second ability in response to the first ability hitting, and have both effects hit the same target, provided it is within range. If the first ability gives the dual-blooded sorcerer an attack ability (such as claws), then one strike that round may trigger a use of their second bloodline ability.

## Grand Purifier (Paladin or Antipaladin Archetype)

There are many reasons to take up the sword, but the result is the same: punishing the enemies of your god. Inflicting pain and suffering upon those who dare stand against you is a universal truth that transcends good and evil. The only real difference between how people murder is the amount of laughter

afterwards. For the grand purifier, removing the unclean, the heretical, and the unfaithful is a good thing, no matter the means.

**Alignment:** Grand Purifiers can be any good or evil alignment.

This modifies alignment.

**Proficiencies:** Grand Purifiers are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is her first level in any class, she may select a martial tradition of their choice.

**Casting:** The grand purifier may combine spheres and talents to create magical effects. The grand purifier is considered a Low-Caster and uses Charisma as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** A grand purifier gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum: 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A grand purifier gains a magic talent every time she gains a caster level.





**Combat Talents:** A grand purifier gains a combat talent at each odd numbered level and uses Charisma as her practitioner modifier.

This replaces lay on hands or touch of corruption.

**Smiting Action:** When the grand purifier uses an attack action to attack the target of her smite evil or smite good ability, she gains an additional circumstance bonus to damage equal her class level.

**Purification (Su):** Whenever a grand purifier reduces an intelligent enemy with Hit Dice equal to or less than his class level to less than 1 hit point or performs a successful coup de grace on them, he may attempt to purify them as part of the attack. The target must make a Will save vs a DC equal to 10 + 1/2 the grand purifier's class level + her Charisma modifier. If the target fails, the impurities of their spirit are cleaved away, leaving behind a new believer. Their alignment permanently changes to match the grand purifier. This does not ensure any sort of allegiance to the grand purifier, however, and does not even guarantee that they won't fight the grand purifier for ideological reasons. If the creature succeeds, they are immune to the grand purifier's ability for 24 hours.

This effect can be reversed using a ritual equivalent of the atonement spell or any sphere ability that can remove permanent negative levels. This ability does not affect creatures without souls (like most undead), non-native outsiders, creatures with alignment descriptors, or creatures that are neutral because they lack the intelligence to be otherwise. If the target fails their save, the grand purifier may choose to cancel the damage from the initiating attack.

**Condemnation (Su):** At 3rd level, the grand purifier gains the ability to channel divine power into her attacks. As an attack action, he may spend a spell point or expend her martial focus to make an attack that has an additional affect on her target. The target may make a saving throw determined by the ability to negate the effect. The DC of this save is equal to 10 + 1/2 the grand purifier's level + the grand purifier's Charisma modifier.

At 3rd level, the grand purifier can select from the following initial condemnations.

*Exiled:* The target can not benefit from the abilities of any other creature or receive aid for 1 round per level. If another creature attempts to use an ability that would normally aid the target, the target must make a saving throw against the ability. Will save negates.

*Illuminated:* The target is surrounded by a field of light as if under effect of the glow ability of the Light sphere for 1 minute per level. Reflex save negates.

*Maimed:* The target is unable to regain hit points or gain temporary hit points for 1 round per level. Fortitude save negates.

At 6th level, a grand purifier adds the following condemnations to the list of those that can be selected.

*Bleeding:* The target takes 1 bleed damage per level. Fortitude save negates.

*Confused:* The target is confused for 1 round. Will save negates.

*Crippled:* The target takes a -2 penalty on ability checks, attack rolls, saving throws, and skill checks for 1 round per class level. This penalty does not stack with itself. Reflex save negates.

At 9th level, a grand purifier adds the following condemnations to the list of those that can be selected.

*Fatigued:* The target is fatigued. If already fatigued, the target becomes exhausted. Fortitude save negates.

*Shaken:* The target is shaken for 1 round per level of the grand purifier. A shaken target becomes frightened and a frightened target becomes panicked. This effect works on those normally immune to fear. Will save negates.

*Teleported:* The target is teleported 5 ft. per 2 levels. This works as the Unwilling Teleport talent from the Warp sphere. Reflex save negates.

At 12th level, a grand purifier adds the following condemnations to the list of those that can be selected.

*Entombed:* The target is entombed in chains of force unless they make a Reflex save. They are entangled and anchored to the ground, unable to move from their square. Breaking free is a move action, requiring either a Strength check or an Escape Artist check against a save DC equal 10 + the grand purifier's class level + her Charisma modifier. A target may also destroy the chains by dealing 3 damage per class level to the grand purifier. This causes the chains to vanish and removes the entangled condition. The chains are completely effective against incorporeal targets, but not against teleportation.

*Lowered:* The target loses all spell resistance for 1 round. Will save negates.

*Pained:* Whenever the target takes damage, they take an equal amount of nonlethal damage, up to a maximum of half the grand purifier's class level. This lasts a number of rounds equal to the grand purifier's class level. Fortitude save negates.

At 15th level, a grand purifier adds the following condemnations to the list of those that can be selected.

*Aggravated:* The target loses all forms of damage resistance for 1 round per level of the grand purifier. Will save negates.

*Dazed:* The target is dazed for 1 round. Fortitude save negates.

*Slowed:* The target is stuck in time, and is paralyzed for 1 round.

These abilities are not cumulative; a single effect is chosen for the attack. Once a condemnation is chosen, it can't be changed.

This replaces mercies or cruelties.

**Wrathful Focus:** At 4th level, whenever a creature the grand purifier has used her smite ability or is reduced to 0 or fewer hit points, she regains martial focus.

This replaces channel energy.



## Greenrunner (Hunter Archetype)

The first rule of the greenrunner is to never stop moving. Death is a state of being. It is standing still, being at peace, and lying down to rest. The greenrunner naturally attracts a companion as energetic and impatient as he is.

**Casting:** The greenrunner may combine spheres and talents to create magical effects. The greenrunner is considered a Mid-Caster and uses Wisdom as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The greenrunner gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A greenrunner gains a magic talent every time he gains a caster level.

**Combat Training (Ex):** A greenrunner is considered an Adept practitioner, gaining spheres and talents as appropriate. A greenrunner uses his casting ability modifier as his practitioner modifier.

This replaces teamwork feats and hunter tactics.

**Animal Companion (Ex):** At 1st level, the greenrunner gains the Beastmastery sphere as a bonus sphere. He must select the (handle animal) Beastmastery package. If he already possesses the Beastmastery sphere, but not the (handle animal) Beastmastery package, he gains that package, and if that package is already possessed, he gains a talent from that sphere as a bonus talent. The greenrunner uses his class level as his Base Attack Bonus with this sphere to determine its effects, but not for attack rolls.

The greenrunner also gains the animal companion talent of the Beastmastery sphere, and uses his full Base Attack Bonus as his druid class level for his animal companion (not his Base Attack Bonus -3). He may choose a martial beast animal companion if desired.

A greenrunner may teach her companion hunter's tricks from the skirmisher ranger archetype as a standard hunter can.

This modifies the animal companion class feature.

**Handler:** At 1st level, the greenrunner gains Animal Empathy from the Beastmastery sphere as a bonus talent.

This replaces wild empathy.

**Shared Magic (Ex):** At 2nd level, as long as their animal companion is within line of sight, the greenrunner may treat them as being in range of any of sphere abilities that target one creature. In addition, whenever the greenrunner uses such an ability on himself, he may spend a spell point as a free action to have it affect his animal companion as well.

This replaces precise companion.

## Growling Marauder (Skald Archetype)

Music doesn't necessarily mean harmony - for some, a growling, guttural noise that unites his allies into a frenzy of violence is the highest form of artistic expression.

**Proficiencies:** Growling marauders are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

**Casting:** The growling marauder may combine spheres and talents to create magical effects. The growling marauder is considered a Mid-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The growling marauder gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A growling marauder gains a magic talent every time he gains a caster level.

Whenever the growling marauder would receive a magical talent from his class, he may instead choose a bardic masterpiece or skald saga he meets the prerequisites for. His caster level with masterpieces is equal to his class level.

**Combat Training (Ex):** A growling marauder is considered an Adept practitioner, gaining spheres and talents as appropriate. A growling marauder uses his casting ability modifier as his practitioner modifier.

This replaces scribe scroll, uncanny dodge, improved uncanny dodge, and damage resistance.

**Ancient Kenning:** The growling marauder has access to old stories and secret histories that can enhance his martial power and spell casting.

At 2nd level, whenever the growling marauder rests and regains spell points, he may choose a magic sphere or combat sphere he possesses. He uses his class level as his base attack bonus or caster level to determine the effects of this sphere, respectively (not for actual attack rolls). This stacks with other base attack bonus or caster level sources normally.

This replaces well-versed.

**Heavy Chord:** At 3rd level, the growling marauder chooses a combat talent or combat feat he possesses. Whenever the growling marauder uses his inspired rage, allies affected by his song gain access to this talent, even if they are not practitioners. If they are not, they may use their highest mental attribute as



their practitioner attribute. If a base talent is granted this way, allies are also affected by any drawbacks associated with the talent, and also gain any bonus talents granted by the drawback.

Every 3 levels after, he may choose an additional talent or combat feat to share with his allies through his rage song. If the growling marauder shares a combat talent or combat feat with prerequisites, he must share the prerequisites as well. Those who do not meet the prerequisites (such as the growling marauder sharing a feat only available to his race with allies of other races) do not benefit.

This replaces rage powers.

**Sphere Kenning (Su):** At 5th level, a growling marauder is learned in the magic of other casters, and can expand his magic in untested ways. By increasing the casting time by 1 step, the growling marauder can add any one magic talent to his list of talents known for the purposes of a single use of a sphere ability. The growling marauder can choose a new base sphere with this ability. The growling marauder can use this ability once per day at 5th level, twice per day at 11th level, and 3 times per day at 17th level.

This replaces spell kenning.



## Knave (Bard Archetype)

Some people believe that rules don't apply to them. Others realise that rules don't apply to anyone. For the knave, there is no goodness in being obvious or honest, and adaptability is an art form all itself. Whether he's drinking with man-eating demons or telling dirty jokes to the queen, the knave knows how to talk, fight, or spellcast his way out of anything.

**Casting:** The knave may combine spheres and talents to create magical effects. The knave is considered a Mid-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The knave gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A knave gains 1 magic talent every time he gains a caster level. This does not stack with caster levels gained from other sources.

Whenever the knave would receive a magical talent from his class, he may instead choose a bardic masterpiece he meets the prerequisites for. His caster level with masterpieces is equal to his class level.

**Fool's Play (Su):** The knave can engage in a form of combat performance, in which he can effectively fight his enemies while also making them look (and feel) foolish. A combination of taunting, feinting, and inflicting minor (but embarrassing) injuries demoralize the opponent, while the performance increases the knave's martial skill. While performing, the knave receives a +2 competence bonus on all melee attack and damage rolls, and a +2 dodge bonus to AC. Each of these bonuses increases by +1 every 4 class levels after the 1st to a maximum of +6 at 17th level. In addition, whenever the knave hits an opponent who can understand and hear what he is saying, he may use a free action to taunt them. A taunted enemy gets a -2 penalty to AC and attack rolls and can not benefit from any morale bonuses for 1 round.

This replaces countersong.

**Quiet Lullaby (Su):** At 1st level, a knave learns a performance that helps disguise his true intentions. When he uses this form of performance, he may make a Perform check. Any attempt to detect the knave's use of supernatural, spell-like, or sphere abilities by observing him must succeed in a Perception check against the knave's Perform check. This includes the use of the lullaby itself. The effects of a disguised ability are not hidden.

This replaces distraction.

**A Knave of All Trades (Ex):** The knave knows more than he lets on, and can prepare a few tricks even seasoned wizards



don't know. At 2nd level, whenever the knave rests and regains spell points, he may choose a sphere he possesses. He may use his class level as his caster level with that sphere. This stacks with other caster level sources normally.

This replaces well-versed.

**Peak Performance (Su):** At 12th level, the knave may play a song that extends the effect of his sphere abilities. Whenever he uses a sphere ability, any ally within 60 ft. who can see or hear him is considered within range, and he may spend a spell point when using a sphere ability to affect any number of allies within 60 feet.

This replaces soothing song.

**Inspire Aggravation (Su):** At 15th level, a knave learns to counter magical effects with his performance. When an enemy within 60 ft. of the knave attempts to use a sphere ability while this song is in effect, they must make a successful magical skill check against the knave's MSD. If their tradition has the verbal components drawback or their spherecasting otherwise requires them to speak, they have a -4 penalty to this roll. If they fail, they may not use that sphere that turn, but do not lose their action or expend any spell points.

This replaces inspire heroics.

## Masked Adept (Vigilante Archetype)

Power has a price, and magic is no different. The masked adept has turned to sources of power that are less socially acceptable for someone of his kind. His powers aren't evil, but using them is seen as unacceptable, so he has learned to hide his magic as well as he hides his identity.

**Skills:** The masked adept adds Knowledge (arcana) and Spellcraft to his list of class skills, instead of Disable Device, Knowledge (engineering), and Survival.

The masked adept gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of 6 + her Intelligence modifier skill ranks.

This alters the vigilante's class skills and skill ranks per level.

**Casting:** The masked adept may combine spheres and talents to create magical effects. The masked adept is considered a Mid-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the vigilante talents gained at 4th, 8th, 10th, 14th, and 18th level.

**Spell Pool:** The masked adept gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A masked adept gains 1 magic talent every time he gains a caster level.

**Hidden Master:** At 1st level, the masked adept chooses one magic sphere to be his hidden sphere. He receives this sphere as a bonus talent, and uses his class level as his caster level with this sphere. This stacks with other caster level sources normally.

At 2nd level, he begins to learn how to integrate the magic of his hidden sphere with his costume. He may treat his vigilante identity as a staff of power dedicated to his hidden sphere, with a +1 enhancement bonus. This bonus increases by +1 at each even level to a maximum of +10 at 20th level. He may use this bonus to acquire staff properties, but he must always have at least +1 in enhancement bonus, and a maximum of a +5 enhancement bonus. For the purpose of this ability, treat any property with a flat cost as being a property worth +1 for every 5,000 gp + 1,000 gp per class level it is worth, rounded up, to a maximum of +5.

He may only benefit from this feature while in his vigilante identity. Once chosen, the hidden adept requires 8 hours of work to adjust his costume to change what properties he chose.

This replaces vigilante specialization.

**Night's True Menace:** Whenever the masked adept gains a new vigilante talent, he may select from talents normally restricted to the stalker vigilante specialization, as long as he meets all other prerequisites. He can not take talents that modify the hidden strike ability.

## Mystic Scion (Bloodrager Archetype)

When a heart full of rage meets blood filled with magic, a mystic scion is created. Rage is their weapon of choice, and magic makes them stronger.

**Casting:** The mystic scion may combine spheres and talents to create magical effects. The mystic scion is considered a Low-Caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature, bloodline spells, and the Eschew Materials bonus feat.

**Spell Pool:** A mystic scion gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talent:** A mystic scion gains one magic talent at 4th level and every 2 levels thereafter.

**Bloodrage:** At 1st level, the mystic scion gains the unchained barbarian's rage ability. This counts as the unchained barbarian's



rage class features for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

If the mystic scion would acquire a rage power via any means, he may choose an unchained barbarian rage power instead.

This modifies bloodrage.

**Ragespell:** At 2nd level, the mystic scion begins to harness the destructive magics within them. He gains the Destruction sphere with the Energy Focus drawback (which grants them a bonus blast type talent). If they possess this sphere from another source, they gain another Destruction talent of their choice.

The mystic scion may choose a damage type. Whenever he uses a Destruction sphere ability to do damage of this type, he may use his class level as his caster level. This stacks with other class levels normally.

This replaces uncanny dodge and improved uncanny dodge.

**Blood Casting:** At 4th level, the mystic scion gains the ability to use sphere abilities even while bloodraging. He can also cast these sphere abilities defensively and can make concentration checks while bloodraging.

This modifies blood casting.

**Greater Bloodrage:** At 11th level, the mystic scion gains the unchained barbarian's greater rage ability.

In addition, upon entering a bloodrage, the mystic scion can use a sphere ability on himself as a free action. The sphere ability affects only the mystic scion or his equipment. If the sphere ability can be maintained with concentration, the mystic scion does not need to begin concentration until his bloodrage ends. The mystic scion must pay the normal spell point costs of the ability.

This modifies greater bloodrage.

**Tireless Bloodrage:** At 17th level, the mystic scion gains the unchained barbarian's tireless rage ability.

This modifies tireless bloodrage.

**Mighty Bloodrage:** At 20th level, the mystic scion gains the unchained barbarian's mighty rage ability. In addition, upon entering a bloodrage, the mystic scion can use two sphere abilities on himself.

This modifies mighty bloodrage.

## Nightblazer (Investigator Archetype)

Not every threat can be dealt with using weapons alone. When dark evils need to be eliminated, a specialist is needed who can fight and think, using whatever metal or magic is needed to dispatch the problem. The nightblazer is a necessary evil, who uses his keen mind to unravel the unfathomable, and then whatever tools are necessary to solve the problem. And for him, solving a problem means killing it. He studies his target, strips away lies and deception and reveals weaknesses to exploit. His spellcraft is potent and precise, destroying the souls of his enemies magically and physically.

**Casting:** A nightblazer may combine spheres and talents to create magical effects. A nightblazer is considered a Mid-Caster, and uses Intelligence as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces alchemy.

**Spell Pool:** A nightblazer gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his Intelligence modifier (minimum 1).

**Magic Talents:** A nightblazer gains a magic talent every time he gains a caster level.

**Bad Habit:** No one runs the night and stays clean. Habits develop, including ways of getting through the tougher days. At 1st level, the nightblazer chooses a vice, such as smoking, drinking, or gambling. This is something inexpensive or that





requires a small amount of time. The nightblazer must indulge his vice for at least one hour each day (though not necessarily all at once). If he does not, he can not regain inspiration until he does.

**Studied Strike:** The nightblazer gains the studied combat and studied strike abilities at 2nd level. Studied strike does 1d6 damage at 2nd level, and an additional 1d6 every 2 levels thereafter, up to a maximum of 10d6 at 20th level.

This modifies studied combat and studied strike.

**Noir Instincts:** At 2nd level, the nightblazer may choose one skill that uses Dexterity, Wisdom or Charisma, and use Intelligence with that skill instead. They may choose additional skills at 5th, 8th, and 11th level.

This replaces poison lore, poison resistance, and poison immunity.

**Danger Sense:** At 3rd level, the nightblazer receives danger sense as an unchained rogue of equal level.

This modifies trap sense. This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

**Ensorcelled Strike:** At 3rd level, whenever the nightblazer uses studied strike, he may spend a spell point to increase the damage to 1d6 per class level.

This replaces keen recollection.

**Studied Casting:** At 4th level, when the nightblazer uses a sphere ability that targets his studied combat target, he may use his studied strike when he delivers the sphere ability. If he does, the DC of any saving throw made by the target receives a +1 insight bonus for every 4 class levels the nightblazer possess, but does no additional damage.

This replaces swift alchemy.

## Psychomancer (Spiritualist Archetype)

When a person lives with a spirit, they become acutely aware of their own essence, just beneath the surface of the skin. The psychomancer is interested not only with his bond to his spirit, but his own spiritual evolution, and seeks to unlock his soul from the prison of his flesh.

**Weapon and Armor Proficiencies:** The psychomancer is proficient with simple weapons and light armor only.

This modifies weapon and armor proficiencies.

**Casting:** The psychomancer may combine spheres and talents to create magical effects. The psychomancer is considered a Mid-Caster and uses Wisdom as his casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The psychomancer gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + his Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A psychomancer gains a magic talent every time he gains a caster level.

**Spirit Magic:** At 1st level, the psychomancer begins his quest to free his own spirit. He does so by choosing to specialize in one of three forms of magic. The psychomancer chooses either the Death, Life, or Mind sphere as his spirit sphere. He gains his spirit sphere as a bonus magical talent (or a talent from it if he possesses the base sphere already), and uses his class level as his caster level with that sphere. This stacks with other caster level sources normally.

Once chosen, this decision can not be changed.

This replaces calm spirits.

**Spirit Sight (Su):** At 5th level, you gain blindsight to a range of 10 feet. This ability only allows you to detect living creatures and undead creatures. This sight also tells you whether a creature is living or undead. Constructs and other creatures that are neither living nor undead cannot be seen with this ability. The range of this ability increases by 5 ft. at 7th level, and by an additional 5 ft. for every four levels beyond 7th to a maximum of 30 ft. at 19th level.

As a move action, you may double the range of your spirit sense for 1 round.

This replaces detect undead.

**Spirit Walk (Su):** At 9th level, the psychomancer gains the Project Spirit advanced talent of the Death sphere. When he uses this talent, he may use his class level as his caster level if it is higher.

The psychomancer's phantom must remain within range of either his body or his projected spirit. If the phantom returns to the psychomancer's consciousness, the psychomancer's projected spirit gains the benefits.

This replaces see invisible.

**Spirit Form (Su):** At 16th level, the psychomancer becomes more adept at projecting his spirit. While he is spirit walking, the psychomancer can take on an incorporeal or ectoplasmic form just as his phantom can. While ectoplasmic, he gains the same damage reduction a phantom would. Changing from incorporeal to ectoplasmic form or the reverse requires a full-round action.

This replaces call spirits.



# Runesinger (Fighter Archetype)

It's no secret that learning magic can grant a wide range of abilities, but some are only interested in its more aggressive applications, and would prefer to concentrate on their martial training. The runesinger is adept in using magical runes to achieve repeatable magic effects.

**Weapons and Armor Proficiencies:** Runesingers are proficient with all simple weapons, as well as light armor and bucklers. In addition, if this is the character's first level in any class, he may select a martial tradition of his choice.

This modifies weapons and armor proficiencies.

**Combat Training:** The runesinger is considered an Expert practitioner, gaining spheres and talents as appropriate. A runesinger chooses whether to use Intelligence, Wisdom or Charisma as his practitioner modifier when he first gains the combat training class feature.

This replaces armor training and armor mastery.



**Runes (Su):** The runesinger has the ability to create magical runes that grant him special powers in combat. For each rune that he knows, he paints, tattoos, or scars a symbol onto his skin. Each rune grants him two abilities, an attack ability and movement ability. Once either ability is used, the rune is drained of magical power, and becomes darkened. It can not be used again until it becomes bright, which happens naturally 1 minute after use. Rune abilities are supernatural abilities, and can be identified with a DC 25 Arcana check if somewhere visible.

A rune's attack ability can be used as a standard action and is delivered through an attack with any weapon or with an unarmed attack. This is a special attack action. Some attack abilities have a damage die: this is how much damage the power does at 1st level, with an additional die of this damage type at every odd level thereafter to a maximum of 10 dice of damage at 19th level. This damage is in addition to the damage caused by the weapon or unarmed attack. The damage from a rune can be increased by a critical hit, but it is only doubled and only if the hit was a natural 20. If the runesinger misses with his attack, the rune is wasted. If a rune requires a saving throw, the DC is equal to 10 + 1/2 the runesinger's class level + his practitioner modifier. A rune's movement ability requires a move action to use. The runesinger may use a rune's attack ability in place of the attack made at the end of a charge.

At 1st level, the runesinger gains 2 runes of his choice. Each rune may only be chosen once.

## Cunning

**Attack Ability:** The rune uses a d8 as its damage die and does the same type of damage as the weapon used to inflict it. The additional damage from this attack is precision damage that does not affect creatures immune to critical hits and is not multiplied on a critical hit. A target that takes this damage also takes a -4 penalty to all attack rolls for 1 round.

**Movement Ability:** The runesinger moves up to his speed. Whenever he enters a square, any ally adjacent to that square may move 5 ft as an immediate action that does not provoke an attack of opportunity, provided the ally is not prone and is able to move.

## Earth

**Attack Ability:** The rune uses a d4 as its damage die and does acid damage. The target takes an additional 1 point of damage per damage die each round for 1d4 rounds after the initial attack, unless they spend a full-round action washing off or removing the acid.

**Movement Ability:** The runesinger moves up to his speed. During this movement, he may burrow through earth (but not stone). He does not leave behind a passage other creatures can use.



## Flame

**Attack Ability:** The rune uses a d8 as its damage die and does fire damage.

**Movement Ability:** The runesinger creates a blast of fire that propels them, allowing them to jump great distances. The runesinger may make an Acrobatics check to jump, with a +20 enhancement bonus. This ability counts as having a running start, and the runesinger may jump a distance that exceeds his speed.

## Glory

**Attack Ability:** The rune uses a d6 as its damage die and damage of the same type as the weapon used to deliver the rune. The runesinger can use this ability to sunder instead of making a normal attack. If he does, he does not provoke an attack of opportunity for sundering, and the hardness of the target of his sunder is reduced by his class level. If the targeted object is completely destroyed, the remaining damage is transferred to the creature holding or wearing the targeted object.

**Movement Ability:** The runesinger chooses an enemy he can see, and then moves up to twice his speed. Every square he moves must bring him closer to the enemy he chose.

## Tight

**Attack Ability:** This attack does no extra damage, but a blinding flash of light accompanies a successful strike. The creature must make a Will save or be blinded for 1 round. The effect lasts an additional round for every 6 class levels possessed after the 1st, to a maximum of 4 rounds at 19th level. A creature that makes a successful save is dazzled instead.

**Movement Ability:** The runesinger transforms into light, and teleports to a location he can see within a maximum distance equal to his speed.

## Lightning

**Attack Ability:** The rune uses a d6 as its damage die and does electricity damage. If used against a target made of metal or water, wearing metal armor, or soaking wet, the runesinger gains a +4 circumstance bonus to the attack roll.

**Movement Ability:** The runesinger transforms into a living lightning bolt and moves up to his speed in a straight line. This movement does not provoke attacks of opportunity. During this movement, he may pass through other creatures, and any creatures he passes through takes 1 point of electricity damage per class level unless they make a Reflex save to halve the damage.

## Pain

**Attack Ability:** The rune uses a d8 as its damage die and does non-lethal damage. Those damaged must make a Fortitude saving throw or be sickened for 1d4 rounds.

**Movement Ability:** The runesinger moves up to his speed. During this movement, he has damage reduction equal to his class level.

## Shadow

**Attack Ability:** This attack does no additional damage, but when you make your attack, you are momentarily surrounded by darkness. The runesinger makes a stealth check vs the target's perception check. If successful, the target is flat-footed against the attack. Creatures with darkvision gain a +5 insight bonus on this Perception check.

**Movement Ability:** The runesinger becomes harder to see, and may make a stealth check to hide with a +20 enhancement bonus to his stealth, even while being observed or lacking cover. He may then move up to his full speed without losing stealth, but loses his stealth if he does not end his movement where he is concealed or where he has cover.

## Smoke

**Attack Ability:** The rune uses a d8 as its damage die, and does untyped damage. It has no effect on creatures that do not breathe, are protected from toxic gases or are immune to poison.

**Movement Ability:** The runesinger and all his gear transform into smoke, and he flies up to his speed with perfect maneuverability before returning to normal. During the move, his material armor (including natural armor) becomes worthless, but he only takes half damage from anything other than force damage, and becomes immune to poison, sneak attacks, and critical hits. He can pass through small holes, cracks, or narrow openings. He is subject to the effects of wind, and can't enter water or other liquids. He still provokes attacks of opportunity by moving.

## Soul

**Attack Ability:** The rune uses a d4 as its damage die and does positive or negative energy damage as chosen by the runesinger at the time of the attack. Those who take damage must make a Will save or receive 1d2 Constitution or Charisma damage depending on whether the damage was negative or positive energy, respectively. The ability damage increases to d3, d4, d6, and d8 at 5th, 9th, 13th, and 17th level. The positive energy attack only affects undead creatures, while the negative energy attack only affects living creatures.

**Movement Ability:** The runesinger moves up to his speed. As he moves, the runesinger gathers and then radiates life energy. He and any ally he is adjacent to during any part of the movement gain 1 temporary hit points per class level. These last for 1 minute.

## Strength

**Attack Ability:** The rune uses a d6 for its damage die, and does damage of the same type as the weapon or attack used to deliver the rune. When this rune is used to attack, the runesinger may perform a combat maneuver against the same target as a free action without provoking an attack of opportunity.



The runesinger may choose whether the attack or combat maneuver happens first.

**Movement Ability:** The runesinger moves up to his speed, pushing creatures back when they get in his way. As part of his movement, he may make bull rush and overrun attempts without provoking attacks of opportunity. If he fails in any attempt, he may continue his movement around the target. He may make multiple bull rush and overrun attempts as part his movement, but can not make multiple attempts against the same opponent once he has failed.

### Thunder

**Attack Ability:** The rune uses a d6 as its damage die and does sonic damage. Creatures who take damage from this attack are battered and deafened for 1 round.

**Movement Ability:** The runesinger moves up to his speed, projecting powerful, deep vibrations as he moves. At the start of the movement and whenever he enters a new square, he causes all adjacent enemies to be battered and deafened for 1 round.

### Time

**Attack Ability:** This attack does no additional damage, but the runesinger may roll twice on the attack roll and take the higher result. If the attack is a threat, he may roll twice to confirm, and If both results are threats, the threat is automatically confirmed.

**Movement Ability:** The runesinger moves up to his speed. At any point before the end of his turn, he may spend a free action to teleport back to the position he started from when he used this ability. He may do this in response to an event that occurs on his turn, such as a successful attack of opportunity made on him or a trap being set off. If he does, there is a 50% chance the triggering event fails to affect him.

### Water

**Attack Ability:** The attacks does d6 cold damage, and the creature is entangled in icy bonds for 1 round. The entangled creature can break free sooner by spending a move action to make a Strength check or an Escape Artist check against the Runesinger saving throw DC. A target may also destroy the bonds crystal on a square or creature by dealing 2 damage per class level to the bonds. Fire damage is doubled against the bonds.

**Movement Ability:** The runesinger transforms into water and moves up to his speed. During this movement, he may ignore difficult terrain, flow up and across walls and ceilings, walk on water, swim at the speed he moves, and move through enemies. He may stand up as part of this movement.

### Wind

**Attack Ability:** The rune uses a d4 as its damage die and does bludgeoning damage. Those damaged by the attack must make a Reflex save or be knocked prone.

**Movement Ability:** The runesinger is lifted up off the ground by a spiraling vortex of air. He may fly with a speed equal to twice his normal speed and with poor maneuverability. During this movement, his horizontal movement is limited: each square he moves must be at right angles to the previous movement. Vertical movement is unaffected. At the end of his move, he falls to the ground, taking no damage regardless of his height from the ground.

### Wood

**Attack Ability:** The rune uses a d6 as its damage die and does piercing damage. Those damaged by the attack take bleed damage equal to your practitioner modifier. This stacks with any other bleed damage you are capable of dealing.

**Movement Ability:** The runesinger moves up to his speed. During this movement, he does not provoke attacks of opportunity from creature currently suffering bleed, and any such creature that is adjacent to him at any point during his movement takes their bleed damage. This may only happen once per movement.

## Rune Feats

Rune feats enhance how runes may be used. Runesingers may choose to gain rune feats in place of any combat feat granted by their class, or may use the feats granted to them for advancing in level.

### Advanced Rune Invocation (Rune)

**Prerequisite:** Runes class feature, runesinger level 16

**Benefit:** Once per day, you may expend your martial focus as a swift action to brighten all of your runes.

### Ancient Word (Rune)

**Prerequisite:** Runes class feature.

**Benefit:** When you use a rune, you may expend your martial focus to unleash a battlecry. This scream is a word that represents your rune in an ancient language and when spoken, increases the power of your rune. If you are attacking with the rune, increase the number of damage dice to your class level, minimum 2. The DC of any saving throw associated with the attack receives a +4 circumstance bonus. If you are moving with the rune, your speed doubles for that move.

You may not use this ability if you can not speak or if you are currently deaf.

### Defender's Sigil (Rune)

**Prerequisite:** Runes class feature, runesinger level 4.

**Benefit:** Whenever you would make an attack of opportunity, if you have martial focus, you may instead use an immediate action to attack with a rune.



### Double Stroke (Rune)

**Prerequisite:** Runes class feature, dual wielding sphere.

**Benefit:** When you use your dual attack ability, you may expend your martial focus to use another rune attack ability with your first off hand attack. You may not combine this with ancient word.

### Engraved Weapon (Rune)

**Prerequisite:** Runes class feature, runsinger level 4.

**Benefit:** Whenever you use a rune that does fire, cold, electricity, sonic, or acid damage, you may place a mark on the weapon that converts all of that weapons damage to that of the rune. This does not affect additional damage from weapon properties that have their own specific damage types. The mark affects not only the original attack made with the rune, but lasts for 1 minute and can affect other attacks. Using this ability again with the same weapon ends the previous mark, and you can dismiss the mark as a free action.

### Extra Rune (Rune)

**Prerequisite:** Runes class feature.

**Benefit:** You gain an additional rune. Once chosen, this choice can not be changed.

**Special:** You may choose this feat multiple times. Each time, choose a different rune.

### Final Word (Rune)

**Prerequisite:** Runes class feature, runsinger level 16.

**Benefit:** Whenever you confirm a critical hit on a target while you have martial focus, you may use an immediate action to attack them with a rune.

### Fletcher's Mark

**Prerequisite:** Runes class feature, sniper sphere.

**Benefit:** You may use rune attack abilities with your deadly shot ability, as if it were a standard attack action.

### Signature Technique (Rune)

**Prerequisite:** Runes class feature, runsinger level 8.

**Benefit:** When you gain this ability, choose a rune you possess. While you have martial focus, it becomes bright at the end of each of your turns.

### Sign of Devotion (Rune)

**Prerequisite:** Runes class feature, runsinger level 4.

**Benefit:** While you have martial focus, when you use a rune ability, the rune does not darken until the end of the round, allowing you to use the other ability of the rune the same round.

### Uncial Script (Rune)

**Prerequisite:** Runes class feature, runsinger level 4.

**Benefit:** You've learned to write your runes with more precision, giving you the ability to add greater detail that leads to greater control. While you have martial focus, when you attack with a rune, you may roll two extra dice of damage, and the DC of any saving throw associated with a rune gains a +1 bonus. You can not use this if you are expending martial focus to alter the attack in any way, such as with combat talents or class features.

**Special:** You may take this feat once for every 4 runsinger levels you possess. The effects stack.

## Soldier of the Gods (Inquisitor Archetype)

**Weapon and Armor Proficiencies:** The soldier of the gods is proficient with simple weapons and the favored weapon of his deity, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies weapon and armor proficiencies.

**Combat Training (Ex):** A soldier of the gods is considered an Adept practitioner, gaining spheres and talents as appropriate. A soldier of the gods uses Wisdom as his practitioner modifier.

This replaces solo tactics, and the teamwork feats gained at 3rd, 6th, 9th, 12th, 15th, and 18th level.

## Soul with Many Faces (Shaman Archetype)

Many try to talk to the spirits, but only a few open themselves up to them completely, allowing a spirit complete access to their mind and soul. A true merging would be too intense for the limited mind of the soul with many faces, but given time, she can learn to merge with her spirit more completely, and gain more of its strength. The results are extraordinary, as is the change in outlook. For the soul with many faces, the world is an extension of her body.

**Casting:** The soul with many faces may combine spheres and talents to create magical effects. The soul with many faces is considered a Mid-Caster and uses Wisdom as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The soul with many faces gains a small reservoir of energy she can call on to create truly wondrous effects, called



a spell pool. This pool contains a number of spell points equal to his level + her Wisdom modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A soul with many faces gains 1 magic talent every time she gains a caster level.

**Spirit (Su):** At 1st level, when the soul with many faces gains a spirit, she gains one of the spheres associated with that spirit as a bonus magical talent. This is her spirit sphere, and she uses her class level as her caster level with that sphere. This stacks with other caster level sources normally.

The spheres associated with each spirit are as follows: Ancestors (Time, War, or Warp), Battle (Destruction, Protection, or War), Bones (Death, Mind, or Time), Flame (Destruction, Enhancement, or Light), Heavens (Illusion, Light, or Warp), Life (Conjuration, Death, or Life), Lore (Divination, Enhancement, or Fate), Mammoth (Alteration, Destruction, or Enhancement), Nature (Conjuration, Nature, or Weather), Slums (Dark, Illusion, or Mind), Stone (Alteration, Creation, or Protection), Waves (Destruction, Nature, or Telekinesis), Wind (Nature, Telekinesis, or Weather), and Wood (Creation, Enhancement, or Nature).

The soul with many faces does not gain spells from her spirit.

This modifies spirit.

**Spirit Magic:** At 1st level, the soul with many faces gains a bonus magic talent from her spirit sphere. Whenever she rests and regains spell points, she may change what talent is granted. At 4th level, she may choose a talent from either of her spirit spheres. At 5th level, the soul with many faces gains a 2nd magic talent from either of her spirit spheres, and another talent for every 4 levels after the 5th, to a total of 5 talents at 17th level.

This replaces spirit magic.

**Wandering Spirit (Su):** At 4th level, when the soul with many faces forms a bond with a wandering spirit, she may choose a second sphere to be a spirit sphere. This must be a sphere associated either with her wandering spirit or with her normal spirit. She gains this sphere as a bonus magical talent (or a talent from it if she possesses it already), and uses her class level as her caster level with that sphere. This stacks with other caster level sources normally.

The soul with many faces does not gain spells from her wandering spirit.

This modifies wandering spirit.

**Embodiment:** The soul is much more physically in touch with the spirits than other shamans. At 9th level, her body physically transforms slightly, giving her the abilities her spirit animal gains with their spirit animal ability based on the spirit and wandering spirit the soul currently possesses. The soul also receives any appearance changes her spirit animal receives.

This modifies spirit animal.

## Withering Witch (Witch Archetype)

The most core elements of the natural world are hunger and decay. The withering witch knows she is dying, like everyone else, but she does not deny the corruption of death. Instead, she harnesses it, imbuing everything with it.

**Alignment:** The withering witch can be any non-good alignment.

**Casting:** The withering witch may combine spheres and talents to create magical effects. The withering witch is considered a High-Caster and uses Intelligence as her casting ability modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The withering witch gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A withering witch gains a magic talent each level.

**Corrupted Magic:** The magic of the withering witch is different than the magic of others. The things she creates are darker and more twisted, and the effects she weaves more perverse and unholy. Whenever she uses a sphere ability or hex, she may corrupt it as a free action. This adds additional effects to the ability for the duration of the ability. She may use her corruption a number of times per day equal to 1/2 her class level + her casting ability modifier.

A sphere ability or hex can receive any one of the following effects. No more than one corruption effect may be applied to a sphere ability.

**Brand:** The withering witch may corrupt a sphere ability or hex that causes a lasting effect on a willing subject. The sphere ability or hex takes the form of a blood brand on the allies forehead for its duration. Whenever a creature successfully hits the branded creature with a melee attack or combat maneuver, the corruption of the brand reaches out, and does fire damage to the attacking creature equal the withering witch's casting ability modifier. A character may only have one brand at a time.

At 11th level, the brand does damage to an attacker even if they fail in their attempt. This damage takes place before their attack can finish, and can cause the attack to fail (such as by killing the attacker).

**Contagion:** The withering witch may corrupt a sphere ability or hex that requires a melee touch attack. On her next turn and each turn thereafter, the witch may make a ranged touch attack as a swift action to cause a corrupted sphere ability or hex to infect another creature adjacent to an affected creature.



This may be a creature previously afflicted by the sphere ability. The new creature suffers from the affect as if they were an original target of the contagious ability. The withering witch may continue to do this for as long as there is at least one creature affected by the contagious ability. The duration of the sphere ability remains the same: when the original sphere ability would end, all creatures afflicted are cured.

At 11th level, the withering witch may use this ability as an immediate action.

**Hunger:** The withering witch may corrupt a sphere ability or hex that persists over an area, such as a darkness of the Dark sphere or a totem of the War sphere. The result is that the zone has a small amount of intelligence - just enough so that it can feel hunger. Whenever a creature with Hit Dice equal to or greater than half the caster level of the withering witch fails a saving throw or is reduced to 0 or fewer hit points against the hungry area, the zone grows by 5 ft. (if it has a radius) or 2 squares (if it covers squares).

At 11th level, whenever the hungry area grows, the DC to resist the zone's effects increases by +1 to a maximum of +10.

**Mania:** The withering witch may corrupt a sphere ability or hex that has an ongoing mind-affecting effect. When a creature under the effect of that ability makes a d20 roll, she may expend an immediate action to glower at them. The creature takes a -2 penalty to that roll. She must have line of sight to the creature.

At 11th level, the penalty increases to -4.

**Mutation:** The withering witch may corrupt a sphere ability or hex that summons a creature (such as with the Conjunction or Death spheres) or polymorphs a creature (such as with the Alteration sphere). She can make it a more corrupted version of itself. It gains a +2 bonus to all physical attributes. This bonus increases by +2 every 6 levels, to a maximum of +8 at 19th level. The creature also receives a penalty to all mental attributes equal 1/2 the bonus to their physical attributes, rounded up. The witch may give a smaller bonus than the maximum bonus possible if desired.

**Ominous:** The withering witch may corrupt a sphere ability or hex that creates a light or sound, such as a glow of the Light sphere or an illusion of the Illusion sphere. Enemies who see or hear the effect are shaken for 1 round the first time they are exposed to that effect.





At 11th level, the shaken condition lasts 2 rounds.

**Parasitism:** The withering witch may corrupt a sphere ability or hex that causes ongoing bleed damage. While the bleed damage is in effect, she gains damage reduction equal to the bleed damage, up to a maximum equal to her class level. If the bleed damage is random, treat it as the maximum damage possible. Damage reduction from multiple enemies does not stack; only the highest value matters.

**Sadism:** The withering witch may corrupt a sphere ability or hex that causes damage and has no duration beyond instantaneous, and can increase the pain and suffering caused. Those who are damaged by the ability or hex take an additional amount of non-lethal damage equal to twice the withering witch's class level. This happens once, when the corrupted ability or hex takes initial effect. This extra damage can not exceed the damage done by the ability itself.

**Toxicity:** The withering witch may corrupt a sphere ability or hex that requires a touch attack. In addition to the normal effects of the attack, the target receives a -2 penalty to their saving throws for 1 minute.

At 11th level, this penalty increases to -4. This takes effect after the sphere ability or hex that the melee touch attack delivered takes effect, and does not stack with itself.

**Venom:** The withering witch may corrupt a sphere ability or hex that creates non-living physical matter, such as with the Creation sphere, a barrier from the Protection sphere, or matter created by certain blast types of the Destruction sphere. It is innately poisonous, and any creature other than the witch that comes into contact with it must make a Fortitude save with a DC equal to 10 + 1/2 her class level + her casting ability modifier or be poisoned. Treat this as a contact poison with instant onset that does 1d6 damage with a frequency period of 1 round and a duration in rounds equal to the withering witch's casting ability modifier. A single successful Fortitude saving throw cures the poison. Although living matter cannot be corrupted with this ability, matter which has been made poisonous can still be animated by other means.

For every 5 levels after the first, increase the damage the poison does by 1d6, to a maximum of 4d6 at 16th level.

This replaces patron spells.

## Withering Hexes

The following hexes are available to withering witches.

**Black Blood (Ex):** (*Major Hex*) You are healed by negative energy, as if you were undead. This does not change how positive energy affects you.

**Corrupting Touch (Ex):** You gain the touch of corruption ability of an antipaladin of equal level, and may heal undead with a touch. Each use of your touch of corruption ability expends a use of your corruption ability. If you are healed by negative energy, you may expend a swift action to heal yourself.

**Dark Anathema (Su):** You gain the Anathema feat, even if you don't meet the prerequisites. You may use your anathema ability by expending uses of your corruption ability, but when you do, your anathema does negative energy damage, but only affects those with the good descriptor or with a good alignment. You qualify for other Anathema feats.

**Dripping Black (Ex):** When you make an attack with a natural weapon, you may poison the creature. The poison works as if the target had made contact with an object corrupted with the venom corruption.

**Perversion (Su):** Whenever you damage a creature with your corruption, they must make a Will save or their alignment moves step towards your alignment for 1 minute. This stacks with itself, but will not cause characters to lose class features (as it is only temporary) but can influence behaviour that might cause them to lose class features. The movement is only along one axis (Law-Chaos or Good-Evil) and the withering witch may choose which axis takes precedence if there is a difference in alignment in both directions.

**Unholy Ritual (Ex):** By spending one minute chanting, you may spend 1 spell point to regain a use of your corruption ability. You may do this multiple times, consecutively or separately.

**Wave of Darkness (Su):** You may expend 2 uses of your corruption to channel negative energy as a cleric of equal level. The DC for your channeling is determined by your casting ability modifier. You qualify for channeling feats.

**Whispered Word (Ex):** When an adjacent ally uses a sphere ability, you may spend an immediate action to corrupt it. The corruption still uses your class level and casting ability modifier to determine its effects.



## Chapter 2

# Class Options

### Alchemist Discoveries

The following talents are available to all spherecasting alchemists:

**Alchemical Synthesis:** (*requires Alchemist level 6*) You may spend a spell point to spontaneously create a bomb. This is a free action. If you have any other class features that require the use of bombs, the expenditure of bombs may be substituted with an equal amount of spell points instead. This does not give you the bombs class feature if you do not possess it.

**Gene-Splicing:** (*requires Alchemist level 8, Mutagen ability*) When you prepare your mutagen you may choose one trait from any Alteration sphere talent. You gain that trait while under the effects of your mutagen for the duration of the mutagen. You must pay any spell point costs associated with the trait, and the trait uses your class level as its caster level for the purpose of determining effects. You may choose a different trait whenever you prepare your mutagen.

**Shadow Bomb:** (*requires Dark sphere*) You can create bombs that contain darkness effects from the Dark sphere. When the bomb is used, the darkness effect appears using the impact point of the bomb as the center of the darkness effect. Once used, the darkness lasts 1d4 rounds before disappearing, +2 if you possess the Lingering Darkness talent. You may not spend a spell point to make it last longer without concentration.

**Shaped Charge:** (*requires Alchemist level 6, spell bomb discovery*) Choose a (blast shape) basic talent from the Destruction sphere. When you use a spell bomb, you may apply this shape to your spell bomb, using your class level as your caster level. You must pay any spell point costs involved. You may acquire this discovery multiple times. Each time, choose a different Destruction sphere (blast shape) talent.

**Spell Bomb:** (*requires Alchemist level 4*) As a full-round action, you may throw a more powerful bomb that does a number of dice of damage equal to your class level. You may spend a spell point to reduce this to a standard action.

**Zoological Study:** (*requires Alchemist level 4, Alteration sphere*) Once per day as a free action, you may choose an Alteration

talent you do not possess. You gain that talent and keep it until you rest and regain spell points.

### Investigator Talents

The following talents are available to all spherecasting investigators.

**Disciplined Mind:** (*requires Telekinesis sphere*) When you make attacks with telekinetically manipulated objects, you can use your studied combat and studied strike abilities with the attack, as long as you have line of sight to the target.

**Genius for Magic:** Whenever you use a magical talent, you may spend 1 point of inspiration to ignore any drawbacks associated with your magical tradition. When you do so, you do not benefit from any drawback feats tied to that drawback.

**Mental Superiority:** (*requires Mind sphere*) The investigator may use his class level as his caster level with the Mind sphere. This stacks with other caster level sources normally. In addition, when the investigator uses a single target charm from the Mind sphere on his studied target, he may spend 1 inspiration. If he does and the target succeeds on their saving throw, they must then save against the next lower version of the charm (if there is one) or have it take effect instead. If the target successfully saves against the charm again, they must save against the next lower version (if there is one) or have it take effect.

**Self-Preparation:** (*requires Enhancement sphere*) When you use an Enhancement sphere ability that targets yourself or your equipment exclusively, you may use your investigator class level as your caster level. This stacks with other caster level sources normally. In addition, you may spend a point of inspiration to use the ability as a swift action.

**Simple Deduction:** (*requires Divination sphere*) You may use your investigator class level as your caster level with the Divination sphere. This stacks with other caster level sources normally. When you use the base divine ability of the sphere, you may spend an inspiration point to use an alternate divination of your choice (even if you do not possess the sphere it is associated with).



## Magus Arcana

The following arcana are available to any spherecasting magus:

**Bladesense:** You may spend a point from your arcane pool as a swift action to form a powerful bond with a your weapon. Any vibration across its length is amplified, allowing you to sense the world through the weapon. You may hear through your weapon (even if you are deaf) with an acuteness that tells you the position of enemies and objects around you.

While holding the weapon, you gain the uncanny dodge class feature as a rogue of equal level, and at 9th level you gain improved uncanny dodge. At 15th level, you gain tremorsense with a range of 30 ft.

Your blade sense lasts 1 minute per class level, but ends immediately if you let go of your weapon or are disarmed.

**Destructive Spellstrike:** (requires Destruction sphere) Whenever you use a destructive blast with a spellstrike, you may change the damage type of the blast to match whatever damage type your weapon does. This can be bludgeoning, piercing, or slashing, or if you are wielding a weapon with magic properties, whatever damage type the weapon is capable of doing.

**Enhanced Spellstrike:** When you use your spellstrike ability with a weapon you have enhanced with your arcane pool, you may apply the full enhancement bonus you imbued the weapon with (including the bonus you used to acquire properties) as a caster level enhancement bonus to any sphere ability delivered with the spellstrike.

**Irresistible Strike:** When you use a sphere ability with a spell strike, any DC to resist with a saving throw increases by +2.

**Marauding Arcanist:** You may use spell combat and spellstrike with thrown weapons, up to a range of 30 feet. You may use spellstrike to deliver sphere abilities that normally require a melee touch attack this way. You may add the distance, driving, nimble shot, and returning properties to the list of properties you can add to weapons using your arcane pool.

**Metamagic Combat:** Once per day while using spell combat, apply any metamagic feat (even one you don't possess) to a sphere ability. This does not increase casting time or cost spell points.

**Mystic Arcana:** (requires Magus level 9) Choose a mageknight mystic combat ability. You gain that ability and may use it as a mageknight with a level equal to your magus level. This stacks with any mageknight levels you possess. You may use the mystic combat with your spell combat and spellstrike abilities.

**Mystic Mark:** (requires Magus level 9) You gain the mageknight marked ability and may use it as a mageknight with a level equal to you magus level. This stacks with any mageknight levels you possess.

**Mystic Secret:** (requires Magus level 12) You gain an extra magic talent you qualify for. Whenever you rest and regain spell points, you may change which talent you have chosen.

**Preternatural Grace:** When wielding a light or one-handed weapon with the finesse special feature and not wielding a shield or wearing armor heavier than light armor, the magus can add his Dexterity modifier instead of his Strength modifier to that weapon's damage.

**Spell Critical:** (requires Magus level 18) Whenever you confirm a critical hit against an enemy with your spellstrike, the sphere ability is not expended, and may be used with another attack, as if you had missed with the first attack.

**Surge of Strength:** Whenever you use a spell combat with a sphere ability that targets yourself or your equipment, you gain a +2 circumstance bonus to attack and damage rolls until the end of your current turn.

**Transdimensional War Dance:** (requires Warp sphere) You may use your teleport on yourself as a swift action. The range is decreased to 5 ft. per 2 class levels (minimum 5 ft.).

**Undeniable Strike:** (requires Magus level 12) When you use a sphere ability with spell strike, you gain a +4 bonus to your spell penetration check.

**Windwalking:** (requires Magus level 6) The magus may spend a point from his arcane pool as a swift action to grant himself a fly speed of 30 ft. with average maneuverability for 1 minute per class level he possesses.

For every 3 class levels the magus possesses beyond 6th, the flight speed increases by 10 ft. and the maneuverability increases by 1 step (to a maximum of perfect). If the magus is at least 10th level, this effect lasts for 1 hour per class level instead of 1 minute.

This is a supernatural ability.

## Shaman and Witch Hexes

The following hexes are available to all spherecasting witches and spherecasting shamans:

**Chilling Touch (Ex):** (requires Death sphere) Any undead you create with the Death sphere can deliver sphere abilities and hexes that require melee touch attacks for you. This works the same way as it would for a familiar.

**Frightening Illusion:** (requires Illusion sphere) You may spend a spell point as a swift action to create a frightening illusion that lasts momentarily. You may make an Intimidate check to demoralize all foes within 30 ft. of the illusion.

**Nocturnal (Ex):** (requires Dark sphere) While in any area that has only dim light or is darker you have fast healing 1. This ability can only heal you up to half your normal maximum hit points; any excess healing is lost. In addition, any melds you create work on yourself in the same areas without needing to be within an area of your darkness.



**Subtle Influence (Su):** Choose any eliciter emotion. You may use the first ability of the emotion using your class level as your Eliciter level, and using your casting ability modifier in place of your Charisma.

## Vigilante Talents

The following talents are available to all spherecasting vigilantes.

**Familiar:** The vigilante gains a familiar, using her vigilante level as his effective wizard level. The familiar also has a social identity as a seemingly normal animal, though vigilantes with outlandish familiars might still need to hide them.

**Hidden Magic:** Whenever the vigilante uses any sphere ability while in his social identity, he can hide its effects. Whenever he casts defensively, other creatures must make a Perception check against a DC equal to the vigilante's concentration check to even notice the casting. Failure to do so prevents any reactions to his casting from taking place. This does not make any touch attacks associated with the spherecasting undetectable, however.

**Hologram:** (*requires Illusion sphere*) The vigilante may create an illusion of his other self (social or vigilante) using his Illusion ability. The illusion has sound, odor, and tactile components, and the vigilante may control the illusion as if it were his actual self, even speaking through it, manipulating objects up to 25 pounds, and using his Bluff, Diplomacy, and Intimidate skills through it. He can not fight through it however, and is unable to make attack rolls, or use magical abilities of any kind. In addition, any damage or any effect that causes a condition or requires a saving throw dispels the illusion. An illusion of the vigilante persona possesses the same appearance abilities the vigilante does.

**Monstrous Guise:** (*requires Alteration sphere*) The vigilante has tapped into something primal in his costumed identity, giving him a powerful connection to the natural world. While in his vigilante guise, the vigilante may use his class level as his caster level for all Alteration effects that are limited to himself. In addition, he may also use the wild empathy ability as a druid of equal level while in this guise.

## Feats

The following feats are available to characters who meet the specified prerequisites:

### Champion's Strike (Combat)

**Prerequisite:** Arcane strike or imbued strike.

**Benefit:** Your arcane or imbued strike is in effect at all times without you needing to take an action to activate it. In addition, when you use this ability with an attack action that only affects one target and has only one attack roll, the bonus on damage rolls for your strike is increased 100% for every +5 Base Attack Bonus you possess.





## Complex Harmony

**Prerequisite:** Bardic Performance, 10th Level.

**Benefit:** You may start a second bardic performance while maintaining another. Starting the second performance costs 2 rounds of bardic performance instead of 1. Maintaining both performances costs a total of 3 rounds of bardic performance for each round they are maintained.

This ability does not stack with any other method of maintaining simultaneous bardic performances.

## Dual Wielding Mystic Fusion

**Prerequisites:** Dual Wielding Sphere, Sphercasting.

**Benefit:** As a special attack action, while you have martial focus you can use your Dual Attack, Brutal Combo or Tricky Combo ability with a sphere ability in place of your first off-hand weapon attack. The ability must be one that requires a touch attack or that can be made with a weapon attack and that can be cast with a standard action. The sphere ability has its caster level (excluding enhancement bonuses) limited to your BAB and provokes attacks of opportunity normally.

If the sphere ability is a ranged attack, it does not provoke an attack of opportunity if you possess the Mixed Combat talent.

## Dual Wielding Mystic Strike

**Prerequisites:** Dual Wielding Mystic Fusion.

**Benefit:** When you use dual wielding mystic fusion with a sphere ability, you may deliver the sphere ability with a melee weapon attack. The sphere ability uses its own threat range.

## Extra Condemnation

**Prerequisite:** Condemnation class ability.

**Benefit:** You may choose a condemnation for which you qualify. Whenever you gain a level, you may change your choice.

## Focused Stamina

**Prerequisites:** Martial focus, combat stamina.

**Benefit:** Whenever you would expend your martial focus, you may instead spend 5 stamina points.

## Fortified Healing

**Prerequisites:** Life sphere, combat stamina.

**Benefit:** Whenever you use a Life sphere ability on an ally that restores hit points or grants temporary hit points, they regain 1 point of stamina for every 5 points regained or granted, respectively. This occurs even if they do not benefit from all points granted (such as an uninjured person being healed).

## Hail

**Prerequisites:** War sphere, mystic focus.

**Benefit:** You may spend a spell point to rally an ally who has the ability to gain martial focus to restore their martial focus.

## Imbued Strike (Combat)

**Prerequisite:** Sphercasting caster level 1.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every +5 Magic Skill Bonus you possess, this bonus increases by +1, to a maximum of +5. This ability counts as arcane strike for the purposes of qualifying or using feats, items, and abilities, and the bonus from this ability does not stack with the bonus from arcane strike. In addition, you are considered an arcane caster for the purpose of qualifying for feats that require arcane strike as a prerequisite.

## Sunlight Strike (Combat)

**Prerequisites:** Arcane or Imbued Strike, Light sphere.

**Benefit:** Whenever you successfully hit an enemy that is vulnerable to light (such as by the light blindness, light sensitivity, or sunlight powerlessness universal monster rules) with a melee weapon you've imbued with your Arcane or Imbued Strike feat, you deal an additional 1d6 points of damage to the target of your attack. The struck creature must also succeed at a Fortitude saving throw (DC 10 + 1/2 your character level + your Strength modifier) or become staggered for 1 round.

## Studied Scout

**Prerequisites:** Scout sphere, studied target or studied combat class feature.

**Benefit:** When you use your studied target or studied combat class feature, you may use your scout ability on the same target as a free action.

## Target Spotting

**Prerequisites:** Scout sphere, favored enemy class feature.

**Benefit:** Whenever you scout an enemy, you may expend your martial focus to treat them, for the duration of the scout, as your favored enemy for the purpose of your favored enemy ability. You receive the maximum bonuses against them that your favored enemy feature can grant.



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