



CHAMPIONS OF THE Spheres

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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DROP DEAD STUDIOS

CHAMPIONS OF THE Spheres

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LIST OF SPHERES

<i>Spheres of Might</i>	<i>Spheres of Power</i>
Alchemy	Alteration
Athletics	Conjuration
Barrage	Creation
Barroom	Dark
Beastmastery	Death
Berzerking	Destruction
Boxing	Divination
Brute	Enhancement
Dual Wielding	Fallen Fey*
Dueling	Fate
Equipment	Illusion
Fencing	Life
Gladiator	Light
Guardian	Mind
Lancer	Nature
Open Hand	Protection
Scoundrel	Telekinesis
Scout	Time
Shield	War
Sniping	Warp
Trap	Weather
Warleader	
Wrestling	

INTRODUCTION

Champions of the Spheres is a companion volume for both Spheres of Might and Spheres of Power, containing new classes, new archetypes, and new feats designed to marry the two systems for use on a single character.

Champions of the Spheres only requires the main Spheres of Might and Spheres of Power books to work; if anything referenced inside pulls from any supplementary Spheres books, they are marked and the book in question is named.

Among the new mechanics and concepts introduced in this book are:

Magic/Martial Classes and Archetypes: Three new classes are introduced in this book, including the Prodigy, the Sage, and the Troubadour. These classes are built to make use of both Spheres systems to function properly.

The Prodigy is a special form of genius, gifted in virtually every way. While a prodigy never grows as powerful as more specialized combatants, prodigies can switch between offense, defense, magic, martial prowess, and skillful ability, building combos that culminate in powerful finishing moves.

The Sage uses ki to not only empower his body, but also to perform feats of prowess on par with the greatest of wizards. While a monk may complement physical combat with mystic power, the sage can fire powerful blasts, create barriers, and manipulate life and death with his powers.

The Troubadour is a master of change, switching roles like an actor might switch masks to fit whatever situation he finds himself in. The troubadour excels not only at combat, but also at social intrigue as his multiple roles don't only change his abilities, but can even hide his identity from magic.

Blended Training: Blended Training is one of the ways in which the two spheres systems can mix, allowing them to select both magic and martial talents as desired. A class or archetype that gains Blended Training counts as possessing the Combat Training class feature for all purposes.

Champion Feats: Champion feats are a new division of feats that have both magic talents and martial talents as prerequisites. Champion feats are designed to enable character concepts that rely on both martial combat and magical power.

Unified Traditions: When a character gains both a martial tradition and a casting tradition, they are potentially making a great many choices at 1st level. Unified traditions, presented herein, are not a new concept as much as a streamlined combination of both casting traditions and martial traditions, to serve as player aids and character seeds when creating characters.



<CLASSES

PRODIGY

"I can do that."

Brilliant warriors capable of combining martial and magic techniques into a seamless flow, bewildering allies and confounding foes with their flashes of inspiration that grant them unforeseen capability.

Role: Prodigies are a diverse group, capable of filling many roles.

Alignment: Any.

Table: Prodigy

Hit Die: d8

Starting Wealth: 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Intuitive.

Class Skills: The prodigy's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha), and three other class skills of the prodigy's choice, chosen at character creation.

Skill Ranks Per Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Blended Training Talents	Caster Level
1st	+0	+0	+2	+2	Casting, blended training, sequence (4 links), inspired sequence	1 (+2 magic)	0
2nd	+1	+0	+3	+3	Adaptation, imbue sequence	2	1
3rd	+2	+1	+3	+3	Sequence (5 links), steady skill	3	2
4th	+3	+1	+4	+4	Unbroken Sequence	4	3
5th	+3	+1	+4	+4	Improved adaptation	5	3
6th	+4	+2	+5	+5	Sequence (6 links)	6	4
7th	+5	+2	+5	+5	Reflect spell	7	5
8th	+6/+1	+2	+6	+6	Greater adaptation	8	6
9th	+6/+1	+3	+6	+6	Sequence (7 links)	9	6
10th	+7/+2	+3	+7	+7	Share adaptation	10	7
11th	+8/+3	+3	+7	+7	Variable skill	11	8
12th	+9/+4	+4	+8	+8	Sequence (8 links)	12	9
13th	+9/+4	+4	+8	+8	Master adaptation	13	9
14th	+10/+5	+4	+9	+9	Flawless sequence	14	10
15th	+11/+6/+1	+5	+9	+9	Sequence (9 links)	15	11
16th	+12/+7/+2	+5	+10	+10	Greater reflect spell	16	12
17th	+12/+7/+2	+5	+10	+10	Grandmaster adaptation	17	12
18th	+13/+8/+3	+6	+11	+11	Sequence (10 links)	18	13
19th	+14/+9/+4	+6	+11	+11	Skill juggler	19	14
20th	+15/+10/+5	+6	+12	+12	Perfected prodigy	20	15

CLASS FEATURES

Proficiencies: Prodigies 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.

Casting: A prodigy may combine spheres and talents to create magical effects. A prodigy is considered a Mid-Caster. She may use either Intelligence, Wisdom, or Charisma as her casting ability modifier and must make this choice at 1st level. (Note: all casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

Spell Pool: A prodigy 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.

Blended Training: A prodigy gains a combat or magic talent every time she gains a class level, according to Table: prodigy. Prodigies use their casting ability modifier as their practitioner modifier.

Sequence (Ex): A prodigy may string together actions in combat, building momentum, setting her position, and unbalancing enemies to be able to execute powerful offensive and defensive techniques. Sequences have three parts: openers, link components, and finishers. The maximum length of a sequence is 4 links plus 1 link per 3 class levels. Attempts to add additional links have no effect and anything that would cause the sequence to lose a link acts normally. A prodigy may only have one sequence active at a time; any actions affect the currently active sequence. Any time a prodigy begins her turn without having added a link to her sequence since the beginning of her last turn, her active sequence loses one link. Should this reduce the sequence to 0 links, the sequence ends and must be started again. If the prodigy becomes dazed, dead, helpless, paralyzed, stunned, or unconscious, the sequence immediately ends.

A sequence requires the rush induced by real danger. As such, a sequence cannot be started prior to rolling initiative and ends automatically 1 round after there is no longer any apparent immediate threat (such as a hostile creature capable of making an attack or casting a spell or sphere effect).

Openers: An opener begins a new sequence. A newly started sequence is one link in length. The following are basic openers:

- **Attack:** Dealing damage to one or more hostile creatures with an attack action, charge attack (performed as a standard or full-round action), with a sphere ability with a casting time of a standard action or greater, or with another ability with a standard action or greater activation time.
- **Critical Hit:** Confirming a critical hit against a hostile creature.
- **Defeat:** Reducing a hostile creature with a CR equal to or greater than half the prodigy's character level to 0 or fewer hit points.
- **Heal:** Restore hit points to an ally or remove ability drain, ability damage, or the blinded, dazed, frightened, nauseated, shaken, sickened, or stunned conditions with an ability that requires at least a standard action.

- **Maneuver:** Succeeding on a combat maneuver check against a hostile creature.
- **Magic Save:** A hostile creature failing a save against a magic sphere effect. This sphere effect must have a casting time of a standard action or greater. This opener may only be used the first time any hostile creature fails a save against that casting.
- **Reflection:** Successfully use the reflect spell class feature.



- Some abilities, such as possessing certain spheres, may grant additional opener options. Such options have the (open) tag.

Link Components: Successfully performing a link component increases the length of the prodigy's active sequence by 1 link. A given action may not add more than 1 link even if it fulfills the conditions of more than one link component, such as dealing damage to a hostile creature and that hostile creature failing a save granted by that same effect. Bonus attacks granted by or made as part of a given action (such as the Barrage or Dual Wielding spheres or the Armiger's rapid assault ability) count as part of the original action for this purpose, though attacks of opportunity do not. All openers function as link components if performed after a sequence has been started. No link component may grant a link more than once per turn. The following are your basic link components:

- **Abandon Focus:** As a free action, the prodigy may expend martial focus.
- **Close the Gap:** As a move action, the prodigy may move up to her speed, ending the movement with a hostile creature within her threatened area. She may sheath one weapon and draw another as a free action as part of this movement.
- **Counting Coup:** As a swift action, a prodigy may make a touch attack against a creature using a wielded weapon. If successful, this attack deals no damage but completes this (link). Weapons that require ammunition expend one attack's worth of ammunition when used with this ability. Such an attack is too glancing to deliver a held touch spell, trigger ammunition properties that function on hit, utilize a thrown splash weapon, or similar effects.
- **Disengage:** As a move action, the prodigy may move up to half her speed. She does not provoke attacks of opportunity for leaving her starting squares. She may sheath one weapon and draw another as a free action as part of this movement.
- **Preparation:** Whenever the prodigy would be granted an attack of opportunity against a hostile creature, she may choose to expend an attack of opportunity without making an attack to complete this (link). She must be capable of making the attack to use this ability.
- **Save:** Succeed on a save against a non-harmless effect originating from a hostile creature.
- **Swift Heal:** Restore hit points to an ally or remove ability drain, ability damage, or the blinded, dazed, frightened, nauseated, shaken, sickened, or stunned conditions with an ability that requires at least an immediate action.
- **Steel Mind:** Pass a concentration check to maintain concentration on a sphere effect when taking damage.
- Some abilities, such as possessing certain spheres, may grant additional link component options. Such options have the (link) tag.

Finishers: A sequence may be ended to activate a finisher. Each finisher has a required activation action and some have a minimum sequence length. Once a finisher has been used, the prodigy's sequence is ended. Actions taken as part of a finisher do not count toward the current sequence nor begin a new sequence. The following are your basic finishers:

- **Adroit Momentum:** A prodigy may end her sequence as part of making a skill check to gain a competence bonus equal to the number of links in the sequence on that skill check.
- **Arcane Apocalypse:** As a 5 link finisher, the prodigy may cast a sphere effect as a move action. As a 7 link finisher, the prodigy may cast a sphere effect as a swift action. As a 9 link finisher, the prodigy may cast up to three sphere effects, one as a standard, one as a move, and one as a swift action. Each sphere effect cast in this way must have a normal casting time of no more than 1 standard action.
- **Certain Strike:** As a 3 link finisher, the prodigy may spend a swift action to resolve her next attack roll before the start of her next turn as a touch attack.
- **Doombringer:** As a 3 link finisher, the prodigy may make a single attack as a swift action. If the sequence is at least 5 links, the prodigy may make an attack action in place of a move action. If the sequence is at least 7 links, this attack action may instead be done as a swift action. As a 9 link finisher, the prodigy may make up to three attack actions, one as a standard, one as a move, and one as a swift action. Each attack action must have an activation time of no more than a standard action.
- **Executioner:** As a 5 link finisher, the prodigy may spend a move action to automatically threaten a critical on the next attack roll before the end of her turn. If this attack misses, the ability is wasted. If the sequence is at least 7 links, this may instead be done as a swift action. This effect may not be combined with any ability or effect that automatically confirms critical threats.
- **Focus:** As a 3 link finisher, the prodigy may regain martial focus as a free action.
- **Ironhide:** The prodigy may end her sequence as a immediate action to gain temporary hit points equal to her level that last for a number of rounds equal to the number of links in her sequence. This finisher may be used after the result of an attack is revealed and may keep the prodigy from dying.
- **Penetrating Magic:** The prodigy may end her sequence as part of casting a sphere effect to gain a bonus equal to the length of her sequence on any MSB checks made to overcome spell resistance made as part of that effect.
- **Prodigy's Reflexes:** As a 3 link finisher, when targeted by an attack or forced to make a Reflex save, the prodigy may spend an immediate action to make an Acrobatics check and use the result in place of her AC or Reflex save. She must use the skill check result even if it is lower than her AC. If the sequence is at least 5 links, she may instead activate this ability as a free action usable even when it is not her turn.
- **Resilience:** If the prodigy has a sequence of at least 5 links, when failing a saving throw, she may end the sequence as an immediate action to reroll the save. For every link beyond 5, you gain a +1 competence bonus on the reroll.

Some abilities, such as possessing certain spheres, may grant additional finisher options. Such options have the (finish) tag.

Integrated Techniques: A prodigy gains additional sequence options if she possesses certain spheres:

Alchemy

Carpet Bombing (finish): As a standard action the prodigy may throw one formulae or dose of poison per link in her sequence. A creature cannot be affected by more than one of the formulae or dose of poison per use of this ability.

Opening Toss (opener): Deal damage to a creature or have a creature fail a save against or benefit from a formulae employed by the prodigy as a standard action or fail a save against a dose of poison thrown by the prodigy as a standard action.

Poisoner (link): The prodigy applies a dose of poison to a weapon.

Athletics

Hard Target (link): Once per movement, if the prodigy is attacked as part of an attack of opportunity provoked by her movement and the attack fails to hit her AC or if she succeeds on an Acrobatics check (or other associated skill if possessing the Mobility talent) to move through a threatened square without provoking, she adds a link to her sequence.

Barrage

Flurry (finish): As a standard action the prodigy may make one ranged attack per link in her sequence, but no one creature may be targeted by a number of attacks greater than half the length of the sequence. These attacks are made at the prodigy's full base attack bonus.

Barroom

Liquid Preparation (opener): The prodigy may draw (if required) and imbibe an alcoholic drink, elixir, extract, formulae, or potion as at least a standard action.

Quaff (link): The prodigy draws (if required) and imbibes an alcoholic drink, elixir, extract, formulae, or potion as at least a move action.

Stumbling Flow (link): While (drunk) the prodigy may fall prone as a free action.

Beastmastery

Defend Mount (link): Negate an attack from a hostile creature using the defensive rider ability.

Leading the Pack (opener): Handle or push an animal ally as a move or greater action.

Pack Attack (finish): The prodigy may spend a standard action to grant an attack action to a number of animal allies within close range (25 ft. + 5 ft. per 2 ranks in Handle Animal or Ride, whichever is higher) equal to half the length of his sequence (minimum 0).

Berserker

Whirlwind (finish): As a standard action the prodigy may make one melee or thrown weapon attack per link in her sequence. No one creature may be targeted by a number of attacks greater than half the length of the sequence. These attacks are made at the prodigy's full base attack bonus.

Boxing

Ready for Action (opener): Ready a counter punch. Dealing damage with this readied attack action does not grant an additional link.

Brute

Clear the Field (finisher): As a standard action, the prodigy may make a bullrush or reposition attempt against a number of creatures within reach equal to the length of her sequence. If she instead uses a full-round action, she may move up to half her speed as part of this ability, allowing additional creatures to be brought in range.

Shoving Combo (link): The prodigy deals damage to a creature using the *shove* ability.

Shoving Open (opener): The prodigy deals damage to a creature using the *shove* ability as a standard action.

Dual Wielding

Follow-through (link): When the prodigy deals damage with an off-hand attack, she may make an additional off-hand attack against a different creature as a swift action at the same base attack bonus as the triggering attack. Dealing damage with this attack completes this (link).

Duelist

Surface Cut (opener): As a move action, the prodigy may make a touch attack with a wielded weapon. This attack does not deal any damage other than inflicting bleed damage per the Duelist sphere.

Fencing

Feinting Set-up (link): A successful feint as at least a move action.

Gladiator

Braggadocio (link): Perform a boast.

Roar (opener): Use strike fear with a standard action or longer activation time.

Scare (link): Make a successful demoralization check.

Taunt (opener): Perform a boast as a standard action. Performing a boast in this way does not require the usual triggering conditions and may be combined with similar abilities such as the Self Confidence talent.

Guardian

Deliberate Challenge (opener): Use challenge as a standard or move action.

Endurance (link): The prodigy fills her delayed damage pool to its maximum capacity.

Lockdown (opener): Use patrol.

Lancer

Impale (link): The prodigy successfully impales a creature.

Open Hand

Focus (link): As a move action, the prodigy pauses to focus himself. If she possesses the Focusing Breath talent, she completes this link by using that talent.

Hit the Floor (finish): As a standard action the prodigy may make one trip combat maneuver per link in her sequence. No one creature may be targeted by a number of maneuvers greater than half the length of the sequence. If she instead uses a full-round action, she may move up to half her speed as part of this ability, allowing additional creatures to be brought in range.

Scoundrel

Mark (link): The prodigy successfully uses *marked target* against a hostile creature.

Kleptomaniac (finish): As a standard action the prodigy may make one steal combat maneuver per link in her sequence. No one creature may be targeted by a number of maneuvers greater than half the length of the sequence. If she instead uses a full-round action, she may move up to half her speed as part of this ability, allowing additional creatures to be brought in range.

Scout

Battlefield Assessment (opener): The prodigy may *scout* a number of creatures equal to her casting ability modifier as a standard action. If the prodigy *scouts* less creatures than her casting ability modifier, she gains an insight bonus on her check equal to the number of creatures she could have scouted but did not.

Perceptive (link): The prodigy successfully uses *scout* on a hostile creature with a swift action or greater activation time.

Vanish (link): The prodigy successfully attempts a Stealth check to hide during combat. If using the sniping function of the Stealth skill, the Stealth check to hide after attacking counts as a separate action from the attack itself for the purpose of adding links to an active sequence.

Shield

Defender (link): A creature misses an attack roll against a target benefitting from the prodigy's active defense.

Sniper

Deliberate Load (link): The prodigy reloads a weapon with a swift or move action.

Trap

Trapped (opener): A hostile creature fails a save against or takes damage from a trap the prodigy set (or used with the Trap Wielder talent).

Warleader

Battlefield Coordination (opener): Use a *shout* or activate a *tactic* with a standard action or longer activation time.

Continue Guidance (link): Maintain a *tactic* with a move or swift action.

Wrestling

Big Move (link): Succeed on a combat maneuver or deal damage as part of a slam.

Parting Shove (link): When the prodigy fails to maintain or initiate a grapple, as a swift action she may make an unarmed strike against the target that deals no damage and does not provoke attacks of opportunity. If successful, the target creature is battered until the end of the prodigy's next turn.

Inspired Sequence (Ex): While the prodigy has an active sequence, she gains an insight bonus on attack and damage rolls and caster level equal to half the length of her sequence (minimum 1).

Adaptation (Ex): The prodigy may open her mind to a flash of insight, temporarily discovering skills she didn't know she had. At 2nd level, as a standard action, the prodigy may grant himself the benefit of any one magic talent or combat talent she doesn't possess. This effect lasts for 1 minute. The prodigy must possess that talent's base sphere and meet any prerequisites (if an advanced talent). The prodigy may use this ability a number of times per day equal to $3 + \frac{1}{2}$ her class level.

Multiple uses of this ability do not stack. If the prodigy uses this ability again before the previous duration has expired, it replaces the previous use.

Imbue Sequence (Su): At 2nd level, as part of starting a sequence, the prodigy may infuse himself with mystic energy tied to one magic sphere she possesses. Only a single imbue ability may be applied at a time, though the imbue may be changed as a swift action. If the sequence ends or the prodigy changes the imbue, any benefits of the imbue are lost immediately. Each imbue also unlocks the (finish) ability or abilities tied to the same sphere. If an ability has a range or save DC, it is defined based on the prodigy's caster level with that sphere. Imbue effects do not cost spell points or require concentration unless noted. Beginning an imbue or activating a finisher are sphere effects, though neither provokes attacks of opportunity.

Alteration

Minor Shapeshift (imbue): The prodigy gains one trait that she may apply to the blank form option of shapeshift. This is in addition to any traits otherwise granted by shapeshift. This is a polymorph effect.

Tentacle Swarm (finish): As a standard action, the prodigy sprouts tentacles, allowing her to make one trip combat maneuver per link in her sequence against creatures within close range. No one creature may be targeted by more than one trip attempt.

Conjuration

Double Team (imbue): The prodigy adds half the length of her sequence (minimum 1) to any aid another or flanking bonuses granted by her Conjuration companion.

Conjure Army (finish): As a standard action, the prodigy may summon a number of copies of a Conjuration companion equal to the number of links in her sequence. Each copy appears within close range and makes a single attack. A single creature cannot be targeted by more than half the duplicates. After resolving the attack, the duplicates disappear. Damage dealt to and effects imposed on the duplicates have no effect on the base companion. These temporary copies do not grant flanking bonuses to other creatures, though may benefit from them.

Creation

Breaker (imbue)(requires alter): When dealing damage to an object, the prodigy may ignore a number of points of hardness equal to her class level. If you possess the ability that allows you to ignore hardness equal to levels in another class, the bonus from this imbue stacks.

Debris Field (imbue)(requires create): As a swift action, the prodigy may litter the ground with created objects, creating difficult terrain in a radius equal to 5 ft. per link in her active sequence within close range. These objects disappear when this (imbue) ends or when it is used again.

Sudden Arsenal (imbue)(requires create): The prodigy may create a weapon, armor, or shield, and up to 50 pieces of ammunition. These items follow the normal rules for the create ability. These items disappear when the imbue ends.

Anvil Drop (finish)(requires create): As a standard action, the prodigy may create a number of objects equal to the length of her sequence within her create range. Each object is of the largest size she can create. If the prodigy possesses the Larger Creation talent, she may spend a spell point to be able to create larger objects per that talent. These objects disappear at the be-

ginning of her next turn. No one creature may be targeted by a number of objects greater than half the length of the sequence.

Petrify (finish)(requires alter): As a full-round action, the prodigy may make an attack action. If this attack action deals damage to a creature or object, the prodigy may spend a spell point to force the target to succeed on a Fortitude save or be turned to stone for a number of rounds equal to half the length of the sequence. Creatures turned to stone by this ability may make a new save each round to end the effect early, but are staggered for the remainder of the effect.

Dark

Shadow (imbue): The prodigy becomes the center of a darkness and is unaffected by that darkness. She may spend a move action and any necessary spell points to add a single (darkness) talent to this darkness. This darkness may only benefit from a single (dark) talent at a time; adding one ends the previous talent.

Sunset (finish): As a standard action, the prodigy may create a darkness centered on himself that extends out to long range, applying (dark) talents as normal. This effect moves with her and lasts for a number of rounds equal to the length of her sequence. The prodigy is unaffected by this darkness.

Death

Vampiric Blade (imbue): The prodigy adds half her class level to damage rolls as negative energy damage when making an attack action. When this damage is dealt, the prodigy gains a number of temporary hit points equal to the negative energy damage inflicted. These temporary hit points stack with themselves up to twice the prodigy's class level.

Walking Dead (finish): As a move action, the prodigy may reanimate 1 valid target within close range for a number of rounds equal to the length of her sequence. She may instead reanimate a number of targets equal to the length of her sequence for a number of rounds equal to her casting ability modifier as a full-round action.

Destruction

Destructive Edge (imbue): The prodigy adds her class level in damage when making an attack action. The type of this damage matches a blast type she possesses (or bludgeoning if she only possesses the base sphere) and does not stack with the corrosive, flaming, frost, or shock special abilities or similar abilities that add damage of the same type.

Explosive Finish (finish): As a standard action, the prodigy may create a burst centered on himself with a radius of up to 5 ft. per link in the sequence. This burst matches one (blast type) talent available to the prodigy, dealing one die of damage per class level as well as any additional effects of the (blast type) talent. If the selected (blast type) carries a spell point cost, the prodigy must pay this cost. The prodigy may exclude himself from this burst.

Divination

Clear Sighted (imbue): The prodigy gains a +1 insight bonus on Reflex saves and AC, +1 per 6 class levels.

Precognizant Save (finish): As an immediate action when making a saving throw, the prodigy may gain an insight bonus on the save equal to her sequence length. (Reminder: insight bonuses do not stack, such as this and the imbue ability above.)

Enhancement

Enhanced Combatant (imbue): The prodigy, a weapon she wields, or a piece of armor or shield that she has equipped gains the benefit of one (enhance) talent that she possesses.

Animate Ally (finish): As a move action, the prodigy can animate one object per the Animate Object talent for a number of rounds equal to the length of her sequence.

Fallen Fey*

Fey Manner (imbue): The prodigy gains the benefit of one (fey blessing) talent she possesses.

Seelie Beauty (finish): As a standard action, the prodigy may force a number of creatures equal to her sequence length within close range to make Reflex saves or be blinded for a number of rounds equal to the half the length of the sequence (minimum 0).

Unseelie Terror (finish): As a standard action, the prodigy may force a number of creatures equal to her sequence length within close range to make Will saves or be frightened for a number of rounds equal to the length of the sequence.

*Players Guide to Skybourne

Fate

Lucky (imbue): The prodigy gains the benefits of a consecration. She may spend a move action and any necessary spell points to center a non-instantaneous consecration on herself. She may only have a single consecration active with this ability at a time; beginning one ends the previous talent.

Curse (finish): As a swift action, the prodigy may force a creature within close range to suffer a penalty on all d20 rolls equal to the length of her sequence until the start of the prodigy's next turn.

Illusion

Blurred (imbue): The prodigy gains a 20% miss chance against all attacks.

Vanish (finish): As a swift action, the prodigy may become invisible per the Invisibility talent for a number of rounds equal to the length of her sequence.

Life

Regenerate (imbue): The prodigy gains fast healing equal to the length of her sequence.

Healing Burst (finish): As a move action, all allied creatures within close range heal a number of hit points equal to the prodigy's casting ability modifier multiplied by the number of links in her sequence.

Light

Sunrise (imbue): The prodigy sheds bright light per glow. She may spend a move action and any necessary spell points to add a single (light) talent to this glow. This glow may only benefit from a single (light) talent at a time; adding one ends the previous talent.

Nova (finish): As a move action, the prodigy can emit a blinding flash. All creatures within up to a 5 ft. plus 5 ft. per link in the prodigy's active sequence radius must make a Reflex save or be blinded for a number of rounds equal to half the length of the sequence (minimum 0). The prodigy may exclude herself from this effect.

Mind

Mind Breaker (imbue): When the prodigy succeeds on a combat maneuver or deals damage with an attack action, the target takes a -1 penalty to saves against charm and compulsion effects until the end of the prodigy's next turn. This penalty increases by 1 every 7 character levels.

Enslave (finish): As a standard action, the prodigy may attempt to dominate the mind of a creature within close range. This functions as the powerful charm ability of the Command talent. The prodigy need not concentrate on this effect and the duration is a number of rounds equal to half the length of the prodigy's sequence (minimum 0 rounds).

Nature

Aura of Flame (imbue) (requires Fire Geomancing): All hostile creatures within a 5-ft. radius of the prodigy at the end of their

turn takes fire damage equal to the number of links in the sequence and must make a Reflex save or catch on fire, taking 1d6 fire damage per round. This area increases by 5 ft. for every 2 additional links in the prodigy's current sequence. If a creature is already on fire, each round it remains within this aura, the damage from being on fire increases by 1d6. Affected targets can use a full-round action to attempt to extinguish the flames before taking this additional damage with a successful Reflex save; rolling on the ground provides the target a +2 bonus on the save. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire.

Fog of War (imbue) (requires Water Geomancing): The prodigy is shrouded in heavy mist to a 5-ft. radius per link. This mist grants concealment (20% miss chance) from any creature further than 5 ft. away to any creature inside of it. The prodigy is not hindered by the mist.

Greenstep (imbue) (requires Plant Geomancing): The prodigy may ignore difficult terrain caused by plantlife (including magical plantlife) and may see unhindered through plantlife up to 30 feet.

Steel Skin (imbue) (requires Metal Geomancing): The prodigy reduces the ACP of any metal armor she is wearing and of metal shields she has equipped by a number equal to half her level. She also gains an insight bonus to CMD against sunder attempts and saves against effects that target such equipment equal to the length of her sequence.

Tunnel (imbue) (requires Earth Geomancing): The prodigy gains a burrow speed of 20 ft. + 5 ft. per 5 class levels.

Nature Surge (finish): The prodigy may cast a single geomancing effect with its normal action, gaining an insight bonus on the caster level equal to the length of her sequence. (Note: As an insight bonus, this does not stack with the bonus from inspired sequence.) Additionally, the spell point cost is reduced by 1 (minimum 0).

Protection

Defended (imbue): The prodigy gains the benefit of one (aegis) talent she possesses and may use her class level in place of her caster level to determine its effects.

Adamantine Skin (finish): When taking damage, the prodigy may spend an immediate action to reduce the damage taken by her casting ability modifier times the length of her sequence.

Telekinesis

Air Step (imbue): The prodigy becomes immune to falling damage. If the prodigy is capable of using telekinesis on himself, whenever the prodigy adds a link to her sequence, she gains a fly speed as the Flight talent until the end of her next turn. Losing a link for any reason removes this fly speed.

Fling (finish): After dealing damage to or succeeding on a combat maneuver against a creature with an attack action, the prodigy may use the hostile lift function of the telekinesis ability on that creature as an immediate action. If successful, the prodigy may attempt to make a single attack using that creature as a bludgeon, moving it up to her telekinesis speed. The telekinesis ends after a number of rounds equal to half the length of the sequence (minimum 1 round). A creature is allowed to make Will saves to end the effect early as normal. The sequence must



be at least one link long per size category of the target above Diminutive (1 link = Tiny, 2 links = Small, 3 links = Medium, etc.).

Time

Time Slip (imbue): The prodigy's personal time speeds up, allowing her to easily sidestep attacks. The prodigy gains a +1 dodge bonus to AC and a +1 competence bonus to Reflex saves. This bonus increases by +1 per 6 class levels.

Timeless Duel (finish): If the prodigy has a sequence of at least three links, she may target a hostile creature within close range that she has dealt damage to or that has failed a save against a sphere effect cast as part of her active sequence as a swift action. All other creatures and objects are momentarily frozen in time. The prodigy and the targeted creature gain a number of rounds equal to the length of the sequence divided by 3. A successful Will save negates this effect, preventing either creature from gaining any rounds. During this time, they cannot affect any creature or object not subject to this effect, but may affect themselves and each other. Non-instantaneous effects cast during this time end when this effect ends. Creatures and attended objects other than the prodigy and the targeted creature may not in any way be affected by any actions taken during this apparent time. The prodigy cannot activate this finish while affected by another instance of it.

War

Inspiring (imbue): All allies within close range gain the benefits of the prodigy's inspired sequence ability.

Motivate Cohort (finish): As a move action, the prodigy may grant a number of allies within close range equal to half the length of her sequence the ability to immediately make a bonus attack at their highest base attack bonus. If not used immediately, this bonus attack is lost.

Warp

Step Between (imbue) (requires teleport): Once per turn, as a move action the prodigy can choose to teleport up to 5 ft. + 5 ft. per link in her current sequence.

Warping Presence (imbue) (requires bend space): The prodigy warps space around himself in a radius equal to 5 ft. per link in her active sequence. The first time each turn a hostile creature attempts to move into a square inside this radius, the creature must make a Will save or treat all squares within the effect as difficult terrain until the start of their next turn.

Private Battlefield (finish) (requires bend space): If the prodigy has a sequence of at least three links, she may target a hostile creature within close range that she has dealt damage to or that has failed a save against a sphere effect cast as part of her active sequence as a swift action. The prodigy and the targeted creature are shunted to a private, empty demiplane of normal characteristics (air, normal gravity, normal magic, normal time, and no alignment or magic traits) for a number of rounds equal to the length of the sequence divided by 3. This plane is featureless and loops in on itself, having a radius equal to the prodigy's close range and cosmetic features of the prodigy's choosing. The prodigy and the target appear a distance apart equal to their distance when this ability is activated. A successful Will save negates this effect. The prodigy cannot activate this finish while affected by another instance of it.

Sudden Shuffle (finish) (requires teleport): As a move action, the prodigy may target a number of willing creatures equal to the length of her sequence, freely swapping their places. Each target must end in a square that was previously occupied by one other target. All creatures must be within the prodigy's teleport range.

Weather

Ignore Tempest (imbue): The prodigy may treat each weather category as 1 step lower, plus an additional step per 7 class levels, to a minimum category of 1.

Call Bolts (finish): As a standard action, the prodigy may call down one bolt of lightning per link, each targeting a creature or square within control weather range. No creature or square may be targeted by more than one bolt. Each bolt does 1d6 electricity damage per class level. A successful Reflex save negates this damage.

Pressure Front (finish): As a standard action, the prodigy may make a bullrush attempt against all creatures in a line 10 ft. per link long and 5 ft. per link wide. The prodigy uses her caster level plus her casting ability modifier in place of her base attack bonus plus her Strength modifier for making this check.

Steady Skill (Ex): At 3rd level, once per day after the prodigy rests to regain spell points, she may spend 10 minutes practicing to focus her mind on a particular skill. She selects one skill from the prodigy class skill list; the prodigy may take ten on that skill even when rushed or threatened. Additionally, a number of times per day equal to her casting ability modifier, she may expend martial focus as part of making a skill check with the chosen skill to take 15 instead of 10. This otherwise is treated as taking 10, though can be used even when rushed or threatened. This effect lasts until she chooses a new skill after resting to regain spell points.

Unbroken Sequence (Ex): At 4th level, when the prodigy's sequence would be ended by the dazed, helpless, paralyzed, stunned, or unconscious conditions, she may expend martial focus to prevent the sequence from ending due to that condition for a number of rounds equal to her practitioner modifier.

Improved Adaptation: At 5th level, the prodigy may use her adaptation ability to gain the benefits of two talents at the same time. She may select one combat or magic talent as a move action or two combat or magic talents as a standard action. She may use one of these talents to meet a prerequisite of the second talent; doing so means that she cannot replace a talent currently fulfilling another's prerequisite without also replacing those talents that require it. Each individual talent selected counts toward the prodigy's daily uses of adaptation.

Reflect Spell (Su): At 7th level, when targeted by a sphere effect, spell, or spell-like ability, as an immediate action the prodigy may expend martial focus to make a magic skill check against the caster's MSD. If successful, the spell is reflected back on the caster. The prodigy is unaffected and the caster is treated as if it was the original target. Regardless of success, the prodigy is staggered on her next turn.

Greater Adaptation: At 8th level, the prodigy may use her adaptation ability to gain the benefits of two talents as a move action or one talent as a swift action. Each individual talent selected counts toward the prodigy's daily uses of adaptation

Share Adaptation: At 10th level, as a standard action the prodigy may spend two uses of her adaptation ability to grant a single combat or magic talent to an ally within close range (25 ft. + 5 ft. per 2 class levels) for 1 minute. The ally must meet the prerequisites for the granted talent, though the prodigy is not required to do so. Any additional uses of this ability on a single ally ends the previous use.

Variable Skill: At 11th level, the prodigy may spend a spell point as a full-round action to change the skill selected for steady skill. The prodigy does not gain additional uses of her ability to take 15 when switching skills.

Master Adaptation: At 13th level, the prodigy may use her adaptation ability to gain the benefits of three talents at the same time. She may select one talent as a free action, two talents as a swift action, or three talents as a move action. The prodigy may use one of the talents to meet a prerequisite of the second and third talents and use the second talent to meet a prerequisite of the third talent. Each individual talent selected counts toward the prodigy's daily uses of adaptation.

Flawless Sequence (Ex): At 14th level, the prodigy does not lose a link in her sequence if she fails to add a link since the beginning of her previous turn and no longer needs to expend martial focus to prevent her sequence ending from the dazed, helpless, paralyzed, stunned, or unconscious conditions. Using a (finish) still ends the sequence as normal.

Greater Reflect Spell: At 16th level, the prodigy is no longer staggered after using her reflect spell ability and automatically regains her martial focus if her MSB check succeeds.

Grandmaster Adaptation: At 17th level, the prodigy use her adaptation ability to gain the benefit of one talent as an immediate action or three talents as a swift action. Each individual talent selected counts toward her daily uses of adaptation.

Skill Juggler: At 19th level, the prodigy may spend 1 minute to change the skill selected for steady skill any number of times per day. When expending focus to take 15 on a skill check, the prodigy may instead take 20. This still otherwise functions as taking 10.

Perfected Prodigy (Ex): At 20th level, when the prodigy starts a sequence, it automatically begins with a number of links equal to half her casting ability modifier. The prodigy may gain the benefit of any number of talents with her adaptation ability as a swift action. Each individual talent selected counts toward the prodigy's daily uses of adaptation.



SAGE

“When mind, body, and spirit are in harmony, even the impossible is within reach.”

Sages are masters of their internal energy, known as chi or ki, using martial techniques and discipline to foster and grow this energy within themselves. True masters of ki can mold this energy to suit any purpose, firing blasts of destructive energy, creating protective barriers, or boosting physical performance and abilities. Some sages even learn to use ki to stave off or reverse death.

Role: A sage can use his ki abilities to attack from afar, enhance an ally's physical abilities, manipulate their opponents, or even heal wounds.

Alignment: Any

Hit die: d6.

Starting Wealth: 1d6 x 10 gp (Average 35 gp) In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: Trained

Class Skills: The sage's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (any) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Table: Sage

Class Level	BAB	Fort Save	Reflex Save	Will Save	Special	AC bonus	Combat Talents
1	+0	+2	+2	+2	Chi gong, esoteric training, ki pool, meditation, style talent	+0	0
2	+1	+3	+3	+3	Esotery	+0	1
3	+1	+3	+3	+3	Skill focus, style talent	+0	1
4	+2	+4	+4	+4	Esotery	+1	2
5	+2	+4	+4	+4	Style talent	+1	2
6	+3	+5	+5	+5	Esotery, skill focus	+1	3
7	+3	+5	+5	+5	Style talent	+1	3
8	+4	+6	+6	+6	Esoteric training, esotery	+2	4
9	+4	+6	+6	+6	Skill focus, style talent	+2	4
10	+5	+7	+7	+7	Esotery	+2	5
11	+5	+7	+7	+7	Style talent	+2	5
12	+6/+1	+8	+8	+8	Esotery, skill focus	+3	6
13	+6/+1	+8	+8	+8	Style talent	+3	6
14	+7/+2	+9	+9	+9	Esotery	+3	7
15	+7/+2	+9	+9	+9	Skill focus, style talent	+3	7
16	+8/+3	+10	+10	+10	Esoteric training, esotery	+4	8
17	+8/+3	+10	+10	+10	Style talent	+4	8
18	+9/+4	+11	+11	+11	Esotery, skill focus	+4	9
19	+9/+4	+11	+11	+11	Style talent	+4	9
20	+10/+5	+12	+12	+12	Esotery, signature technique	+5	10

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

Proficiencies: Sages are proficient with simple weapons. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

AC Bonus (Ex): When unarmored and unencumbered, the sage adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a sage gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four sage levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the sage is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

Chi Gong (Su): At 1st level, the sage learns the chi gong technique, which allows him to wield his ki as a precise instrument, thrusting it into an opponent and disrupting their physiology or reinforcing a wounded ally. A sage's chi gong is measured in d6's: the sage begins with 1d6 chi gong, which increases by 1d6 at 3rd level and every 2 levels thereafter. The sage gains a melee touch attack that is treated as a light weapon and

can be used whenever the sage could make an attack (such as during an attack action or attack of opportunity) dealing piercing damage to the opponent equal to his chi gong dice; the sage may also apply this bonus damage to his unarmed strikes or natural attacks. In addition, the sage can use this ability to heal a creature instead of damaging them by sealing their wounds together with ki as a move action, but this patchwork healing cannot restore a creature's hit points above half their normal maximum.

Combat Training: A sage may combine combat spheres and talents to create powerful martial techniques. Sages are considered Proficient practitioners and use Wisdom as their practitioner modifier.

Esoteric Training (Su): At 1st level, and again at 8th and 16th level, a sage gains one of the following esoteric training packages-

Chakra Disruptor: The sage trains to wield his chi gong touch with incredible precision, stabbing it into his foe's chakra points to cripple and disable

them. Whenever the sage deals damage to an opponent using his chi gong ability, he may slam his ki into the opponent's body, disrupting their natural processes and ruining their coordination. The opponent must succeed at a Fortitude save or take a penalty to their CMD equal to the number of chi gong dice the sage possesses (so a 5th level sage would inflict a -3 penalty to his opponent's CMD) until the end of the sage's next turn; multiple uses of this ability do not stack. The sage may spend a ki point when activating this ability to increase the penalty to twice the number of chi gong dice he possesses. Whenever an opponent fails their saving throw against this ability, the sage may attempt a bull rush, trip, or reposition combat maneuver against them as a swift action.

Enhancer: The sage learns to reinforce his or an ally's body with ki, granting increased strength, speed, and endurance. As a swift action, the sage may grant himself or an ally within his reach a +2 bonus to either their Strength, Dexterity, or Constitution score for a number of rounds equal to the sage's Wisdom modifier, or for 1 minute if the sage spends a ki point when activating the ability. At 3rd level and every 3 levels thereafter, the bonus granted by this ability increases by an additional +2. The sage may apply all of this bonus to a single physical ability score, or divide it in units of +2 between multiple physical ability scores; regardless of how the sage assigns this bonus, he cannot add more than +10 to a given ability score. Sages with this ability may take (enhance) talents from the Enhancement sphere without possessing the Enhancement base sphere and use them as a swift action, though they may only be used on creatures or items within sage's reach and their effects last for a number of rounds equal to the sage's Wisdom modifier, or for 1 minute if the sage spends a ki point when activating the ability. The save DC for (enhance) talents used in this way is $10 + \frac{1}{2}$ the sage's class level + his Wisdom modifier. For every 4 class levels the sage possesses, he gains one (enhance) talent as a bonus talent.

Infuser: The sage learns to infuse unusual or unexpected properties into his ki, transforming it into a powerful and unpredictable tool. Sages with this esoteric training package gain Improved Unarmed Strike as a bonus feat. Whenever the sage could make an attack with an unarmed strike (such as when using the attack action or making an attack of opportunity), or when he would be entitled to make a combat maneuver check on his turn (such as when maintaining a grapple), he may instead force the creature to make a Reflex save (DC $10 + \frac{1}{2}$ the sage's class level + his Wisdom modifier); creatures who fail their save are automatically subject to a disarm, grapple, or trip attempt (chosen by the sage at the time this ability is used) as though the sage had succeeded on a combat maneuver check against their CMD. Creatures targeted by this ability get a +1 circumstance bonus their saving throw for each size category they are larger than the sage. The sage may spend a ki point when using this ability to force the target to roll twice and take

the least favorable result. This does not allow the sage to subject the target to combat maneuvers they would otherwise be immune to, such as due to flight or size limitations. At 4th level, and every 4 levels thereafter, sages with this esoteric training package gain a bonus combat talent of their choice. Whenever the sage would be allowed to use a combat maneuver due to a talent or feat, he may force them to make a Reflex save as described above instead of attempting a combat maneuver check against their CMD.

Ki Blaster: The sage has trained to project his energy outside of himself, firing devastating blasts of energy from his palms, eyes, or another part of his body. Ki blasts are rays that can be fired as ranged touch attacks with a range of close (25 ft. + 5 ft. per 2 class levels), dealing an amount of bludgeoning and piercing damage equal to the sage's chi gong dice. The sage may spend a ki point as a swift action to increase this damage to 1d6 per class level for 1 round, plus 1 additional round at 5th level and every 5 levels thereafter. The sage may use a ki blast whenever he could normally make a ranged attack, such as when



using the attack action or making an attack in a full attack sequence. This counts as the destructive blast ability from the Destruction sphere and may be modified by talents with the (blast type) descriptor. In addition, sages with this ability may take (blast type) talents without having the Destruction base sphere. For every 4 class levels the sage possesses, he gains one (blast type) talent as a bonus talent.

Ki Pool (Su): At 1st level, a sage gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in a sage's ki pool is equal to his sage level + his Wisdom modifier. By spending 1 point from his ki pool, a sage can increase his speed by 20 ft. for 1 round. Alternatively, he can spend 1 point from his ki pool to give himself a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action.

Many esoterics and esoteric training packages require the sage to spend ki points to modify an effect; unless specifically stated otherwise, the sage cannot spend more ki points on an esotery or esoteric training ability than 1 + 1 per 5 class levels he possesses.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Meditation (Ex): The sage can spend 1 hour in quiet contemplation to gather and reinforce his mental and spiritual energies in preparation for the task ahead. When the sage meditates in this manner, he gains a pool of bonus dice equal to 1/2 his class level (rounded down, minimum 1) that can be spent whenever he makes an ability check, skill check, or saving throw to add 1d6 to the roll. The sage can also use this ability whenever an opponent uses an ability which targets the sage's CMD to add 1d6 to his CMD against the attempt. The sage cannot gain more bonus dice at one time than half his class level using this ability.

Style Talent: Every sage develops a unique combination of martial and mystical talents that form a unique and recognizable style. At 1st level and every 2 levels thereafter, the sage gains a bonus combat talent or magic talent of his choice. Sages who gain magic talents are treated as High-Casters when determining their caster level, use Wisdom as their casting ability modifier, and treat their ki pool as their spell pool when using magic spheres and talents. This does not grant the sage 2 bonus talents for gaining their first level in a casting class, though the sage may qualify for a casting tradition, applying any appropriate limitations to their ki powers (so a sage with a casting tradition that includes the Verbal Casting drawback would apply that limitation to all of their ki powers, not just those that use magic talents).

Esotery (Su): At 2nd level and every 2 levels thereafter, the sage learns a single esotery he qualifies for. Many esoterics require the sage to know a particular esoteric training package first; the sage cannot take an esotery that requires an esoteric training package he does not possess. Unless otherwise noted, a sage can take a given esotery only once. If an esotery ability grants a saving throw, the DC is 10 + 1/2 the sage's class level + his Wisdom modifier.

Attune With Darkness (Infuser): The sage has learned how to convert their ki into clouds of shadowy darkness that feed on his foes. The sage gains the Dark sphere and the Hungry Darkness talent as bonus talents. If the sage already possesses either

of these talents, he may choose any other Dark sphere talent in its place. Sages with this ability are only affected by their (darkness) talents if they choose to be.

Attune With Light (Infuser): The sage has learned how to convert their ki into cloaks of brilliant energy that make them or their allies stronger and more powerful. The sage gains the Light sphere and the Encompassing Light talent as bonus talents. If the sage already possesses either of these talents, he may choose any other Light sphere talent in its place.

Combat Form (Enhancer or Infuser): The sage gains the ability to manipulate his body and ki into a more powerful form. If the sage has the enhancer esoteric training package, whenever he uses its ability to grant himself a bonus to any of his physical ability scores, he also gains the Improved Unarmed Strike feat if he did not already possess it, deals unarmed strike damage as a monk of his class level, uses his class level in place of his base attack bonus when determining the saving throw DCs and effects of any combat talents he possesses, and gains DR/- equal to half his class level (this damage reduction stacks with damage reduction of the same type from different sources).

If the sage has the infuser esoteric training package, he may spend a ki point as a swift action to grant himself a +1 deflection bonus to his armor class, +1 per 4 class levels he possesses, for 1 minute. As long as this ability is active, the DC for the saving throw to resist the sage's infuser ability increases by +5 and the sage is treated as being 1 size category larger than he actually is when determining whether or not he can use a combat maneuver against a given creature and what, if any, bonuses it receives to its Reflex saving throw for being larger than the sage.

Elemental Aura (Infuser or Ki Blaster): The sage converts his ki into a raw energy aura that protects him by damaging his foes and amplifying his attacks. As long as the sage has at least 1 point of ki in his ki pool, he can spend a swift action to shroud his body in an aura of acid, cold, fire, or electricity (chosen when he activates this ability) that deals 1d8 damage, plus 1d8 damage for every 4 class levels he possesses, of the corresponding type to any creature who strikes the sage with a melee attack or otherwise comes into direct physical contact with the sage (such as when performing a combat maneuver or delivering a touch spell) for a number of rounds equal to the sage's Wisdom modifier, or 1 minute if he expends a point of ki when activating this ability. While this ability is active, this additional damage is also added to the sage's unarmed strikes and chi gong melee touch attacks, and dealt to any creature the sage successfully performs a combat maneuver against. The sage may end this effect as a free action. If the sage has the ki blaster esoteric training package, he can spend 1 point of ki while this ability is active as part of making a ki blast attack to add the energy damage to his ki blast damage until the start of his next turn; when using this ability, all ki blast attacks made for the round after the first are treated as having had 1 additional ki point spent on them when determining the maximum amount of ki that can be spent to modify their effects.

Flight: The sage may spend a ki point 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 sage possesses beyond 5th, the flight speed increases by 10 ft. and the maneuverability increases by 1 step (to a maximum of perfect). If the sage is at least 10th level, this effect lasts for

1 hour per class level instead of 1 minute. The exact nature of this flight depends on which esoteric training package(s) the sage possesses; enhancers fly by leaping and kicking out with such force that they are launched through the air as they desire, chakra disruptors hurl themselves through the air on concussive pulses of ki, ki blasters ride on sustained bursts of energy, and infusers manipulate their ki in various ways to simulate flight, whether creating wings of pure ki, using ki to make their bodies lighter than air, or some similar technique. Regardless of the exact nature of their flight, only the outward appearance of the granted flight changes, all mechanical benefits are identical. A sage who possesses multiple esoteric training packages may choose to manifest his flight in a way consistent with any package he possesses. Creatures who see the sage in flight may make a DC 20 Knowledge (arcana) check to identify what esoteric training package the flight mode represents and what the base ability of that package is.

The sage must be at least 5th level to take this esotery.

Hardened Combatant (Enhancer): Whenever the sage uses the ability granted by the enhancer esoteric training package to grant himself a bonus to one or more of his physical ability scores, he gains a +1 competence bonus to his CMB and CMD for the duration of the effect. At 4th level and every 4 levels thereafter, this bonus increases by an additional +1.

Hardened Skin (Enhancer): Whenever the sage uses the ability granted by the enhancer esoteric training package to grant himself a bonus to one or more of his physical ability scores, he may spend a ki point to gain an armor bonus equal to 1/2 his class level for the duration of the effect.

Healing Factor (Enhancer): Whenever the sage uses the ability granted by the enhancer esoteric training package to grant himself a bonus to one or more of his physical ability scores, he may spend a ki point to gain regeneration 1 for the duration of the effect. At 4th level and every 4 levels thereafter, this regeneration increases by an additional 1. Taking damage from ki effects (such as a ki blast, chi gong touch attack, or any damaging effect that requires the user to expend 1 or more ki points to activate) suppresses this regeneration for 1 round.

Hinder Movement (Chakra Disruptor): Whenever the sage deals damage to an opponent using his chi gong ability, he may spend a ki point to use his ki to disrupt the opponent's motor functions. The opponent must succeed at a Fortitude save or have all of their movement speeds reduced by 5 ft. per chi gong die he possesses until the end of the sage's next turn; multiple uses of this ability do not stack, and this ability cannot reduce the opponent's speed to lower than 5 ft. in any movement mode they possess.

Ki Bomb (Ki Blaster): The sage may spend a ki point when making an attack with his ki blast to cause it to detonate in a 10 ft. radius burst if it strikes his target. The sage rolls damage for the attack once and deals it to all creatures within the radius of the effect; creatures other than the primary target of the attack may make a Reflex save for half damage. For every 5 class levels the sage possesses, the radius of the burst increases by 10 ft.; the sage may always choose to have the effect detonate in a smaller burst than its maximum, but can only decrease the radius in units of 10 feet.

Ki Clone (Infuser): The sage may spend a ki point as a standard action to form his ki into a perfect clone of himself that aids

him in combat for a number of rounds equal to the sage's class level. The ki clone may act immediately and shares the sage's place in the initiative order. When the sage creates a ki clone, it has all of his abilities and statistics, but it is destroyed if it takes any amount of hit point or ability score damage. Anything the ki clone sees, hears, or otherwise learns during its existence is transferred to the sage when the ki clone is dismissed, expires, or is destroyed. The ki clone does not have any ki of its own, but the sage may invest any number of his own ki points into the clone at the time he creates it (this does not count against the normal limit on how many ki points can be spent when activating an esotery); if the ki clone is killed or destroyed, the sage loses this ki until he rests and recovers it, but he regains the ki automatically if the effect expires naturally or if he dismisses the clone (a free action). The ki clone is instantly destroyed if it ever leaves the same plane of existence as the sage but can otherwise move about freely. The sage may spend additional ki points when activating this ability to create multiple clones, but cannot exceed his normal limitations on the total number of ki points he can spend on an esotery effect, and each additional ki clone after the first costs 2 ki points instead of 1.

Ki Power: The sage gains a ki power from the unchained monk list, treating their sage level as their monk level for all purposes of the gained ability, including determining whether or not the sage qualifies to take it.

Ki Wall (Infuser or Ki Blaster): Whenever the sage would be struck by an attack, he may spend a ki point as an immediate action to create a protective barrier of ki, granting him a deflection bonus to his AC equal to twice the number of chi gong dice he possesses against that attack. The sage may also use this ability whenever he would need to make a Reflex saving throw against a spell or effect to add a bonus equal to the number of chi gong dice he possesses to his roll.

Maneuver Master (Chakra Disruptor, Enhancer, or Infuser): The sage treats his class level as his base attack bonus when calculating his combat maneuver bonus and combat maneuver defense. This stacks with base attack bonus gained from other classes. If the sage has the infuser esoteric training package and this esotery, he may spend a ki point as an immediate action whenever an opponent would succeed on a combat maneuver check against him to force the opponent to reroll the check, keeping the second result.

Meteor Shower (Ki Blaster): The sage gains the Barrage combat sphere as a bonus sphere. If he already has the Barrage sphere from another source, he instead gains any one Barrage sphere talent he qualifies for. Whenever the sage uses his ki blast to attack multiple creatures as part of an attack action, he may attack 1 additional creature more than he would normally be able to. If the attack would normally target an area instead of a specific number of individuals, increase the base area of the effect by 5 ft. (so a 15 ft. cone would become a 20 ft. cone).

Mental Escalation (Enhancer or Infuser): As a swift action, the sage may grant himself a +2 bonus to either his Charisma, Intelligence, or Wisdom score for a number of rounds equal to his Wisdom modifier, or for 1 minute if the sage spends a ki point when activating the ability. At 3rd level and every 3 levels thereafter, the bonus granted by this ability increases by an additional +2. The sage may apply all of this bonus to a single mental ability score, or divide it in units of +2 between multiple mental

ability scores; regardless of how the sage assigns this bonus, he cannot add more than +10 to a given ability score.

Piercing Beam (Ki Blaster): The sage may spend a ki point when attacking with his ki blast to change it into a 30 ft. line, dealing his ki blast damage to all creatures it passes through unless they succeed at a Reflex saving throw. For every 5 class levels the sage possesses, the length of the line increases by 5 ft.

Restorative Blast (Ki Blaster): The sage learns to convert the energy of his ki blasts into healing positive energy. The sage may spend 1 ki point when making a ki blast attack to cause the attack to heal an amount of damage equal to the damage it would normally deal; undead creatures are instead damaged by this effect. The sage rolls an attack roll as normal, and the healing is multiplied on a critical hit just as the damage dealt would normally be.

Restore Life (Chakra Disruptor, Infuser, or Ki Blaster): As a standard action, the sage may touch a creature that has been dead no longer than 1 hour per sage level, and spend 3 ki points to raise them from the dead. The subject's soul must be free and willing to return, otherwise they simply do not return to life.

Coming back from the dead is an ordeal. The subject gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st or 2nd level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised).

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While this esotery closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this ability.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this esotery. Constructs, elementals, outsiders, and undead creatures can't be raised. This cannot bring back a creature that has died of old age.

If the sage has the ki blaster esoteric training package, he may use this ability at close range (25 ft. + 5 ft. per class level) instead of touch.

A sage must be at least 10th level to gain this esotery.

Revivifying Ki Blast (Infuser or Ki Blaster): Whenever the sage would be reduced to 0 or fewer hit points, or when the sage would be killed by an effect that would leave his body relatively intact, he may spend all his remaining ki as an immediate action to lob a ball of revivifying energy into the air. As long as the sage's body remains within 10 ft. of the location he was in when he activated this ability, 1d4 rounds after the sage uses this ability the energy crashes back into his body; the sage is healed for 2d8 hit points per point of ki expended when activating this ability, even if the sage was killed by the triggering attack or during the time between when this heal-

ing is granted and the ability's initial activation. As long as the sage's hit points are above his normal threshold for dying after this effect resolves, he is restored to life and regains 1 ki point.

The sage must be at least 8th level to select this esotery.

Rubber Ki (Infuser): The sage's natural reach with his unarmed strikes and melee touch attacks increases by 5 ft., plus an additional 5 ft. for every 4 class levels he possesses. Whenever the sage succeeds at a combat maneuver check against an opponent, or when the opponent fails a Reflex save against the sage's infuser ability, the sage may move that opponent up to 10 ft. in any direction (including directly up), though the opponent must end their movement within the sage's unarmed strike reach. Opponents moved by this ability provoke attacks of opportunity from creatures other than the sage for moving through threatened spaces.



Scatter Blast (Ki Blaster): The sage may spend a ki point when making a ki blast attack to treat his ki blast as a scatter weapon for 1 round; while this effect is active his ki blast attacks target all creatures within a 15 ft. cone, making a separate attack roll against each creature within the cone. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. At 6th level and every 6 levels thereafter, the size of the scatter cone increases by an additional 10 ft., though the sage may always choose to forego these increases when making a scatter attack.

Severing Ki Disc (Ki Blaster): The sage may form his ki blasts into deadly discs of razor sharp energy capable of severing an opponent's head from their body. Whenever the sage makes a ki blast attack, he may spend a ki point to declare it to be a ki disc attack, causing it to deal slashing damage instead of the normal bludgeoning and piercing damage and making the attack's critical threat range 18-20 with a x3 critical multiplier (instead of the normal 20 x2). Whenever the sage rolls a natural 20 on an attack while using this ability (followed by a successful roll to confirm the critical hit), the ki disc severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

The sage must be at least 12th level to select this esotery.

Shattering Touch (Chakra Disruptor): The sage may make a sunder attempt against an unattended, inanimate object or surface using his unarmed strike or the melee touch attack granted by the chi gong ability, adding his chi gong dice to the damage dealt. The bonus damage from his chi gong dice is not affected by Hardness or damage reduction. In addition, whenever the sage would damage a construct with his chi gong melee touch attack, the attack ignores any damage reduction the construct may possess.

Slow Reflexes (Chakra Disruptor): Whenever the sage deals damage to an opponent using his chi gong ability, he may spend a ki point to twine his ki throughout his opponent's body, hindering their movement and slowing their reactions. The opponent must succeed at a Fortitude save or take a penalty to their Reflex saving throws and attack rolls made as part of an attack of opportunity equal to the number of chi gong dice the sage possesses (so a 5th level sage would inflict a -3 penalty) until the end of the sage's next turn; multiple uses of this ability do not stack.

Soul Stitching (Chakra Disruptor or Infuser): The sage transforms his ki into a tangible needle and thread he can use to stitch wounds. As a standard action, the sage can spend 1 ki point to heal himself or an adjacent target of an amount of hit point damage equal to 3 x his class level. If the sage is at least 5th level, the target is also healed of 1 point of ability damage, plus 1 additional point of ability damage for every 3 class levels he possesses. This ability can be used to reattach severed limbs, as long as the original limb is available, removing any effects or penalties attributed with the limbs' loss.

Stunning Fist (Chakra Disruptor or Enhancer): The sage gains Stunning Fist as a bonus feat, even if he would not normally qualify for it. The sage treats his class level as monk levels when determining all effects of this feat, including uses per day. In addition to his unarmed strikes, the sage may declare a Stunning Fist attempt whenever he attacks with the melee touch attack granted by his chi gong class feature.

Skill Focus: The sage's specialized training gives him keen insight into a variety of different subjects. At 3rd level and every three levels thereafter, the sage gains Skill Focus for a skill of his choice as a bonus feat.

Signature Technique (Su): At 20th level the sage gains a powerful esotery from the following list that acts as his signature technique. The sage cannot select a signature technique unless he possesses the corresponding esoteric training package. Signature techniques follow all other rules for esoterics, including determining saving throw DCs and the number of ki points that can be spent when activating them.

Devastation Wave (Ki Blaster): The sage's ki blast now uses dros instead of d6s for its damage dice. In addition, the sage may use a full round action to fire a powered up version of his ki blast. Instead of a ranged touch attack, the sage's ki blast fires in a 10 ft. radius, 60 ft. long horizontal column originating from his square. Any creature within the area of this column takes damage as though hit by the sage's ki blast (Reflex save for half).

Heart Stopper (Chakra Disruptor): The sage may make a single melee touch attack using his chi gong ability as a full round action; if successful, the target of this attack must make a Fortitude save or die. Even creatures that are not technically living, such as constructs and undead, can be affected by this technique as the sage's ki tears through their bodies and disrupts the energies that animate them.

Physical Perfection (Enhancer): The sage gains a +5 inherent bonus to each of his physical ability scores (Constitution, Dexterity, and Strength), gains DR 5/-, and increases his ki pool by 5 points. In addition, the sage no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken are removed. Age bonuses still accrue, and the sage still dies of old age when his time is up, but he doubles the maximum age limit for his species.

Spider's Web (Infuser): As a full round action, the sage forms his ki into a wide web that can be hurled across the battlefield, covering everything within a 60 ft. radius sphere centered on the sage. This web lasts for a number of rounds equal to the sage's Wisdom modifier. As long as this ability is active, the sage threatens every square within its radius and may make an unarmed strike, chi gong melee touch attack, or ki blast against any creature that provokes an attack of opportunity within this territory without moving from his current location, sending pulses of devastating ki arcing across the strands of this ki web.

TROUBADOUR

"The best way to understand someone is to walk a mile wearing their face."

For some, troubadours are the master actors, spinning epic tales of heroics, love, chivalry, and tragedy to entertain the masses. For others, troubadours are the greatest of spies and con men, adopting whatever name, backstory, and personality is needed to get exactly what they want from whoever might have it. In both cases, the troubadour is a master of performance, creating characters and bringing them to life to such a degree that sometimes not even magic can tell the difference between fact and fiction.

Role: The troubadour is a man of many faces and is able to take on nearly any role. Depending on the part he is playing, he can be the warrior in battle, the thief in the shadows, or even the magician working wonders from the sidelines.

Alignment: Any

Hit Dice: d8

Starting Wealth: 3d6 × 10 gp (Average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Starting Age: self-taught

Class Skills: The troubadour's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

Table: Troubadour

Class Level	BAB	Fort Save	Reflex Save	Will Save	Special	Caster Level	Martial Talents	Personas
1	+0	0	+2	+2	Casting, combat training, master of disguise, method acting, performer's synergy, personas (2), spell points	0	0	2
2	+1	0	+3	+3	Actor training, quick change	+1	1	2
3	+2	+1	+3	+3	Flexible truth, persona quirk	+1	1	2
4	+3	+1	+4	+4	Actor training	+2	2	2
5	+3	+1	+4	+4	Magic talent, persona quirk	+2	2	3
6	+4	+2	+5	+5	Actor training, quick change (2)	+3	3	3
7	+5	+2	+5	+5	Persona quirk, greater actor	+3	3	3
8	+6/+1	+2	+6	+6	Actor training	+4	4	3
9	+6/+1	+3	+6	+6	Magic talent, persona quirk	+4	4	3
10	+7/+2	+3	+7	+7	Actor training, performer's synergy, quick change (3)	+5	5	4
11	+8/+3	+3	+7	+7	Persona quirk	+5	5	4
12	+9/+4	+4	+8	+8	Actor training	+6	6	4
13	+9/+4	+4	+8	+8	Magic talent, persona quirk	+6	6	4
14	+10/+5	+4	+9	+9	Actor training, quick change (4)	+7	7	4
15	+11/+6/+1	+5	+9	+9	Persona quirk, master actor	+7	7	5
16	+12/+7/+2	+5	+10	+10	Actor training	+8	8	5
17	+12/+7/+2	+5	+10	+10	Magic talent, persona quirk	+8	8	5
18	+13/+8/+3	+6	+11	+11	Actor training, quick change (5)	+9	9	5
19	+14/+9/+4	+6	+11	+11	Persona quirk	+9	9	5
20	+15/+10/+5	+6	+12	+12	Actor training, master of roles, performer's synergy	+10	10	6

CLASS FEATURES

Proficiencies: The troubadour is proficient with all simple weapons, light armor, and bucklers. In addition, if this is the character's first level in any class, they may select a Martial Tradition of their choice.

Casting: A troubadour may combine spheres and talents to create magical effects. A troubadour 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.)

Combat Training: A troubadour may combine combat spheres and talents to create powerful martial techniques. Troubadours are considered Proficient combatants.

Spell Pool: A troubadour 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 Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A troubadour is a master of all skills, including rudimentary magic. In addition to the two bonus talents all casters gain when they first gain a level in a casting class, a troubadour gains a magic talent at 5th level and every 4 levels thereafter.

Performer's Synergy (Ex): A troubadour has played so many parts in his life that he can pull expertise from them at a moment's notice to give himself insight and resilience of mind and heart. Whenever the troubadour is in his base persona, he gains a +1 morale bonus to all saving throws. This bonus increases by 1 at 5th level and every 4 levels thereafter.

At 10th level, the troubadour's ability to perform a variety of parts means he no longer needs to prepare a persona to access a trope's benefit. As a move action, the troubadour can grant his base persona one trope of his choice, so long as he has at least one persona with that trope. He does not, however, gain any persona quirks. The troubadour retains this trope indefinitely, until he spends another move action to choose a different trope benefit to gain, which then replaces the first. Abilities with a limited number of uses (such as the lover or cunning servant trope powers) share their uses between the base persona and any other personas that possess them.

At 20th level, the troubadour can grant his base persona two trope benefits as a move action, rather than only one.

Personas (Ex): A troubadour is an expert actor, who not only can appear to become someone different, but with practice and dedication can begin to think and act like them as well. For all intents and purposes, when the troubadour adapts a persona, he becomes another person entirely. A troubadour can only adopt one persona at a time.

Along with his true self (his 'base persona', which may never be changed), the troubadour begins play with two additional personas of his own creation. These alternate personas can have the same characteristics as his base persona, but may also have a different name, a different appearance, a different alignment (but only within 1 step of the troubadour's true alignment), and may even be of a different race (although the troubadour does not gain that race's size, racial abilities, etc.). These changes can qualify the troubadour for feats and other abilities that would normally be outside his ability to gain, but for the purpose of all feats, talents, and abilities, the troubadour only gains the benefits while in a persona that meets all the prerequisites. A troubadour gains an additional persona for every 5 troubadour levels he possesses, and gains these personas instantly when he gains the appropriate level, as it is assumed he has been working on these new personalities in his spare time during his adventures.

Although a persona may possess any number of traits, adopting a persona is not the same as appearing as that persona. If



a persona possesses the same race and appearance as the troubadour, no disguise is required (however, any creature familiar with two or more personas with the same face will immediately recognize they are the same person). However, the troubadour may choose to mix a persona with a disguise, allowing the persona to appear as a completely different person. In this case, a Disguise check is required, but only when the troubadour encounters people familiar with two or more of his personas, when the troubadour suffers a penalty to his Disguise check (for example, when the troubadour is attempting to pass himself off as a different race, size, or gender) or in other situations where the troubadour is attempting to derive a specific benefit from his disguise or otherwise hide his true identity (for example, when using an orc persona to gain access to an orc stronghold).

It takes 10 minutes for a troubadour to prepare a persona, during which time the troubadour usually applies makeup and costume, recites lines, or performs other mental exercises to shift themselves into the character. This change is as much mental as physical, and while the troubadour can don a Disguise as part of this change, items that apply quick disguises (such as a hat of disguise) do not reduce this required time. A troubadour can change his prepared persona at any time, provided he can spend 10 minutes preparing the new persona. Once a persona has been prepared, the troubadour can switch between his base persona and his prepared persona as a free action, usable once per round. Switching to his base persona does not remove any disguise, but breaking character in any way (reverting to a base persona or switching to a different persona without changing appearance) immediately reveals the truth about the troubadour's multiple personas (although with GM permission, some fast Disguise and Bluff checks might manage to hide the truth).

It is possible for a troubadour to permanently change one of his personas into a completely different persona, but doing so requires 5 days of work. This follows the rules for creating a magic item (8 hours of work per day, this work may be divided up over multiple days, and development may be done while traveling on foot or mounts, but doing so reduces the amount of time that may be dedicated per day in half (4 hours), and such work on the move is only half as effective (netting only 2 hours of development)).

While working to create a new persona, the troubadour must choose an old persona for it to replace, other than his base persona. This persona is removed from the troubadour's list of personas at the time he begins work on the new persona. The troubadour may cease work on one persona to begin creating a different persona, but all work on the previous persona is lost when the change is made. If the troubadour is attempting to recreate a persona he used in the past (same name, same alignment, same abilities as far as were available at the level it was last used), development takes half the usual time.

Although a troubadour does not need to hide his true face to adopt a persona, if the people the troubadour is interacting with are not aware that the troubadour possesses other personas, he gains a number of special benefits.

So long as knowledge about his multiple personas is unknown, Knowledge checks about one of the troubadour's personas do not reveal information about the other personas.

Any attempts to scry or otherwise locate the troubadour only work if the troubadour is currently in the persona the

creature is attempting to locate (or if the creature knows that the two personas are the same individual). Otherwise, the spell or ability has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

Beyond these, there may be other benefits, as determined by the GM. For example, so long as two personas are not connected to the same individual, criminal activity and other actions taken by one persona do not affect the social standing of the other personas.

Note: If the troubadour possesses the dual identity class feature (such as from vigilante class levels), he may choose to make his vigilante identity a persona, gaining the benefits of the method acting class feature while in his vigilante identity. The troubadour uses the lesser time required when changing into a vigilante persona.

Method Acting: Every non-base persona a troubadour possesses possesses its own unique abilities, based upon what trope that persona falls into, and as the troubadour steps into those roles, he acquires those abilities. Each persona may possess only one trope. If the troubadour gains a skill rank, feat, or talent as part of his base persona that was also granted to him by a persona, he may immediately replace that skill rank, feat, or talent on the non-base persona.

Each trope grants a trope benefit at 1st level, as well as access to a list of persona quirks. Each persona gains one persona quirk of the troubadour's choice at 3rd level and every 2 levels thereafter from those granted by its trope or tropes. Unless specified otherwise, a persona quirk cannot be granted to the same persona more than once.

Tropes are listed at the end of this class.

Actor Training: A troubadour is a consummate professional, always accumulating bits of lore, stories, songs, and strange personalities for use in his work. At 2nd level and every 2 levels thereafter, a troubadour gains an actor training, representing the different tricks and skills he has developed through his travels. Unless otherwise noted, a troubadour cannot take any actor training more than once.

Any Face: You gain the bonus from your master of disguise class feature for all uses of Disguise and all Bluff checks made to convince someone of the truthfulness of the disguise. In addition, you gain the skill unlocks for the Disguise skill, in accordance with your ranks. You must be at least 5th level to select this actor training.

Case the Joint (Ex): The troubadour can use one persona to learn important facts about a location before returning later in another persona. If he spends at least 1 hour in a location while in one persona that is considered welcome there, he can attempt a DC 20 Knowledge (engineering) check. If he succeeds, he gains the ability to later reroll any one failed skill check involving the location's layout (such as a Stealth check to sneak into the location, a Disable Device check to disable an alarm, or a Sleight of Hand check to snatch an object from a pedestal). For every 10 by which the check exceeds 20, the troubadour gains an additional reroll. If the troubadour fails to return to the location within 1 week, the situation changes too much and he cannot use the rerolls. A troubadour can't case the same joint more than once a week.

Expert Change (Ex): The troubadour can prepare a persona and adopt its visual disguise for use as a full-round action. The

troubadour must be at least level 14 and possess the Rapid Change actor training to gain this actor training.

Fake Aura (Su): When creating a persona or disguise via the Disguise skill, you may grant yourself a powerful aura corresponding to its alignment, as an aligned undead or outsider with Hit Dice up to your class level, or a cleric, paladin, or anti-paladin of up to your class level. You may make personas of the outsider or undead creature type, provided the creature imitated possesses your basic physiology (the same number of limbs, not incorporeal, etc.). The GM has the final say on whether or not it is even possible to imitate a given creature.

Fool Device (Ex): You gain a bonus to Use Magic Device checks equal to 1/2 your troubadour level.

Fool Spell (Ex): Whenever the troubadour succeeds at a saving throw against mind-affecting magic that exerts control over the troubadour (such as charm person, dominate person, or similar effects), he can so thoroughly pretend that it has affected him that he can even fool the magic itself. To the caster, it appears that the troubadour failed his saving throw, but the troubadour is not under the caster's control. If the spell provides a telepathic link, it functions normally, but the troubadour is under no obligation to follow the caster's commands. The troubadour can always dismiss the fooled magic as a standard action. Fool spell can be used when the troubadour succeeds at a subsequent saving throw against an ongoing effect. The troubadour must be at least 4th level to gain this actor training.

Gossip: The troubadour is an expert at schmoozing. He takes only half the usual amount of time when making checks to gather information. If he takes the full time, he may instead choose to roll his gather information check twice and take the better result.

Greater Lies (Ex): When the troubadour attempts to lie through truth-detecting magic, zones of truth, or other, similar effects, the caster of those effects no longer gains a caster level check (MSB check) to attempt to force the troubadour to tell the truth. When he uses the Bluff skill to pass a secret message, the words and meaning of his secret messages cannot be gleaned from him or those he directly delivers the message to by divinations unless the caster succeeds at a caster level check (MSB check) against a DC of 15 + the troubadour's level. The troubadour must be 4th level and possess the flexible truth class feature to gain this actor training.

Hearsay (Ex): The best troubadours know a hundred tales, and always keeps their ears to the ground looking for more. The troubadour gains a +1 bonus to all Knowledge checks, +1 per 5 troubadour levels he possesses, and may make Knowledge checks untrained.

This actor training may be taken twice. If taken a second time, the bonus increases, becoming equal to 1/2 the troubadour's class level (minimum 1).

Illicit Connections: You gain the Black Market Connections rogue talent.

Impersonator: If the troubadour spends 10 minutes observing an individual, then impersonates that individual via the Disguise skill, he suffers only half the usual penalty when meeting someone who is familiar with that individual. Any spell or ability designed to locate the individual has a 50% chance of finding the troubadour instead of the actual individual (which increases to 100% if the individual wouldn't normally be able to be found

via magic, such as by being dead or protected in some other way), and divination spells and abilities used on the troubadour give results as if he were the actual individual. A troubadour must be at least 10th level to select this actor training.

Improvisation (Ex): When the troubadour creates a disguise through the Disguise skill that is not a persona, that disguise counts as a persona for the purpose of other actor trainings that improve personas such as True Disguise or True Intent. The improvised persona does not, however, gain the benefits of the method acting class feature.

When discarding an old persona to create a new persona, the troubadour only needs 2 days to create a new persona rather than 5 days.

Linguist (Ex): The troubadour gains the Skill Focus (Linguistics) feat, and learns an additional language for every rank put into the Linguistics skill. This applies to ranks already put into Linguistics before this actor training is taken, but does not apply to ranks gained via a trope.

Lost in the Crowd (Ex): The troubadour can move through crowds without any movement penalty, and gains a +5 bonus to Stealth checks made to hide inside of a crowd. This bonus increases by +1 every 4 levels.

Master Performer (Ex): Whenever the troubadour makes a Perform check to make a performance or earn a living (as opposed to using the skill through versatile performance), he gains a +5 bonus to their check. This bonus increases by +1 for every 4 troubadour levels possessed.

Masterpiece: The troubadour gains the use of a bardic masterpiece for which he meets the prerequisites. The troubadour is considered to possess a number of rounds of bardic performance equal to 1/2 his troubadour level + his Charisma modifier when determining how many times per day this masterpiece may be performed.

This actor training can be taken multiple times. Each time it is taken, gain another bardic masterpiece you qualify for, and increase the number of rounds of bardic performance you possess by +2.

Mockingbird (Ex): You can throw your voice, making it appear to come from any space within 25 ft. +5 ft. per 2 levels. In addition, you may mimic almost any sort of voice, or even animal calls and sound effects. A target is allowed a Will saving throw (10 + 1/2 your level + your Charisma modifier) to detect something is wrong about the sound they are hearing, although success doesn't mean they automatically know where it's actually coming from. You must be at least 6th level to choose this talent.

Rapid Change (Ex): The troubadour only needs one minute to prepare a persona for use, including adopting a Disguise to appear as that persona.

Renown (Ex): You know how to work a town to gain fame or notoriety. You gain the Renown vigilante social talent, treating your base persona as your social identity and any one persona you choose as your vigilante identity for this purpose. Establishing your renown in a community makes your face recognizable; when within the area of your renown, any persona you adopt that has the same face is instantly recognized by all as belonging to your base persona.

Alternately, when you gain this actor training you may choose one of your personas to be your social identity for this purpose,

but beginning a reputation from nothing is much more difficult; it takes twice as long the first time you establish the persona's renown within a community. If you dissolve this persona, you may choose a new persona to be your social identity.

You may select this actor training multiple times. Each time it is gained, you may choose and gain a new vigilante social talent, so long as it possesses Renown as a prerequisite. You must meet the prerequisites for this talent, and may treat your troubadour levels as vigilante levels when doing so.

Seducer (Ex): When attempting to change a creature's attitude with the Diplomacy skill, the troubadour can shift a creature's attitude up to three steps rather than two. This does not stack with other, similar effects.

Skill Mastery: Choose a number of skills equal to the troubadour's Intelligence modifier (minimum: 1). He may take 10 on these skills even when circumstances would normally make this impossible. The troubadour must be at least 10th level to select this actor training. This actor training may be taken multiple times. Each time it is taken, select additional skills to gain this benefit.

Skillful Faker (Ex): Whenever the troubadour assumes a disguise, be it a non-base persona or through the Disguise skill, the troubadour gains a bonus equal to 1/2 his troubadour level to a single Profession skill associated with that disguise or persona, and may make checks with that skill untrained. For example, disguising himself as a sailor would grant him a bonus to Profession (sailor), while disguising himself as a servant would grant a bonus to Profession (servant).

True Disguise (Ex): When the troubadour creates a persona of a different race, age, or gender, he is considered to have those qualities while in that persona not only for feats and class features, but also for the purpose of magic. This means that spells and magic items that grant different benefits depending on the creature's race or subtype, age, or gender will react as if the troubadour possesses the mimicked qualities.

The troubadour does not suffer any penalty to his Disguise skill when attempting to change his gender, race, or age.

True Intent (Ex): The troubadour may create personas of any alignment, not just those within 1 step of his own. When in his base persona, the troubadour can change his alignment to appear to be anything as a free action taken once per round, such as for the purpose of deceiving magic that discerns

alignment (such as *detect alignment*). The caster of the detection effect must succeed on a caster level check against a DC of 15 + 1/2 the troubadour's class level to see through the fabrication.

The troubadour not only detects as this mimicked alignment, but if he so chooses, may also be affected as if this were his true alignment; spells and magic items, both helpful and hurtful, will interact with the troubadour as if he were this mimicked alignment.

Uncanny Imitation: You are considered to possess a bonus to all of your ability scores equal to your troubadour level when meeting the prerequisites for feats.

Versatile Performance (Ex): The troubadour can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the troubadour uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. When the troubadour selects this actor training, he may immediately retrain any ranks he possesses in the replaced skills.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

This actor training can be taken once at 2nd level and once every 4 levels thereafter, choosing a different Perform skill each time.

Work the Crowd (Ex): The troubadour knows how to manipulate the focus of others for his own benefit. The troubadour gains a +5 bonus to Bluff checks made to create a distraction. Additionally, if the Bluff check to make this distraction succeeds by 5 or more, the target suffers a -5 penalty to all Perception and Sense Motive checks for 1 round, such as when detecting someone using Sleight of Hand on them, or attempting an opposed roll against another's Bluff skill.

Master of Disguise (Ex): A troubadour gains a +5 circumstance bonus to Disguise checks and Bluff checks made to appear as, as well as protect the identities of, his personas. This bonus increases by +1 per 4 troubadour levels.

Quick Change (Ex): At 2nd level, the troubadour may adopt or change a prepared persona much more quickly than normal, but doing so is very mentally taxing and cannot be done often. Once per day, the troubadour can change his prepared persona as a move action. This does not allow the troubadour to adopt a disguise to appear as that persona as part of that same move action. The troubadour can use this ability an additional time per day at 6th level, and every 4 troubadour levels thereafter.

Flexible Truth: At 3rd level, the troubadour has become so adept at living multiple 'truths' through his personas that he can make himself temporarily believe anything, making it possible for him to fool truth-detecting magic or magic that detects his thoughts. A creature using this sort of magic against the troubadour must succeed on a caster level check (MSB check) against a DC of 15 + 1/2 the troubadour's class level to succeed; failure means the magic doesn't detect the



troubadour's lies or force him to speak only the truth, and if the magic is reading his mind, this lets the troubadour choose what thoughts to display. If the troubadour possesses a similar ability (such as through skill unlocks), only use the higher DC; do not roll the check twice.

This ability does not protect against mental attacks or mind-reading that delves deeper than surface thoughts.

Greater Actor: At 7th level, the troubadour's ability to create complex, believable personas improves. Each of the troubadour's personas can now possess up to 2 tropes instead of 1, gaining the trope benefit of each, and being able to choose from both lists when picking persona quirks.

Master Actor: At 15th level, the troubadour can create even more complex characters. The troubadour may create personas with three tropes instead of two, and may choose persona quirks from all three lists.

Master of Roles: At 20th level, the troubadour has become a master of all of his roles. Whenever he prepares a persona, he can choose to prepare 2 personas at once. He may assume either of them or his base persona as a free action usable once per round. If he changes a prepared persona through the quick change class feature, he may choose either of his prepared personas to switch with the new persona.

TROPES

CUNNING SERVANT

The cunning servant is the only sane creature in a sea of fools. While the protagonists are getting themselves into all sorts of trouble, the cunning servant is the one who always sees through their self-inflicted problems and finds the route to the best resolution. While the plot rarely involves the cunning servant directly, the resolution only comes about because of the cunning servant's well-timed aid.

Trope Benefit: The cunning servant gains an inspiration pool equal to his Intelligence modifier + 1/2 his troubadour level (minimum: 1). If he gains an inspiration pool from any other source, these levels stack when determining the size of his inspiration pool.

The cunning servant can spend a point from his inspiration pool as a free action to add +1d4 to any skill check or ability check. He must choose to spend this point of inspiration after the check is rolled, but before the results are revealed. The cunning servant can only use inspiration once per roll.

He can add this bonus to an attack roll or saving throw, but doing so costs 2 points of inspiration rather than 1. Using this ability to augment a saving throw is an immediate action rather than a free action. If you have multiple personas that possess the cunning servant trope, they share the same inspiration pool.

PERSONA QUIRKS

Applied Engineering (Ex): You gain the applied engineering investigator talent, meaning you can leverage your knowledge of engineering to solve tasks that normally require brute strength or keen eyes. You can expend one use of inspiration as a full-round action to study an object or area and attempt a Knowledge (engineering) check. On your next turn, you can use the result of that Knowledge (engineering) check in place of a

Tropes

Many tropes and persona quirks are pulled directly from accepted scholarship on storytelling, and as such might be considered anachronistic for the stories most commonly played in the Pathfinder Roleplaying Game.

'Eternal Feminine' is a concept famously used by Goethe in his work *Faust*, wherein he personifies as female all good things in life that inspire people to action. 'The Don', made famous by works such as *The Sopranos* and *The Godfather*, refers to the leader of a criminal family, but is more generally used for any charismatic criminal leader. 'Yandere' refers to someone who is willing to kill in the name of love, such as the character of Alex from the film *Fatal Attraction*.

In all these and more instances, we have decided to err on the side of accuracy towards the terms used in scholarship. Some of these terms still have evolving meanings and therefore can mean different things to different people, but we would rather appropriately attribute the scholarly tradition this class pulls from.

Strength check to break the object or in place of a Perception check to locate hidden doors or compartments in that area.

Device Talent (Ex): You gain the device talent investigator talent, meaning you can use the Use Magic Device skill even if not trained in that skill. If you are trained in Use Magic Device, you can use the inspiration ability with that skill without expending uses of inspiration.

Effortless Aid (Ex): You gain the effortless aid investigator talent, meaning you can use an aid another action as a move action instead of as a standard action. You can expend one use of inspiration to instead perform an aid another action as a swift action.

Expanded Inspiration (Ex): You gain the expanded inspiration investigator talent, meaning you can use your inspiration ability when attempting Diplomacy, Heal, Perception, Profession, and Sense Motive checks without expending uses of inspiration, provided you're trained in the skill.

Greater Aid (Ex): Whenever you use the aid another action, you grant the target a +4 bonus rather than a +2 bonus. This does not stack with other, similar effects.

Greater Insight (Ex): Increase the size of your inspiration die from d4 to d6.

Group Aid (Ex): When you use the aid another action, you may spend a point of inspiration to provide the same benefit to an additional ally per 5 troubadour levels you possesses. You must possess at least 5 troubadour levels to select this quirk.

Inspired Intelligence (Ex): You gain the inspired intelligence investigator talent, letting you add your inspiration die to all Knowledge, Linguistics, or Spellcraft checks without expending a use of inspiration, even those you are not trained in.

Inspired Intimidator (Ex): You gain the inspired intimidator investigator talent. This means that when you succeed at an Intimidate check to demoralize an opponent, you can expend one use of inspiration to automatically increase the result of the check by 5 for the purpose of determining the duration of the demoralize effect. You can choose to spend multiple uses to inspiration in this manner to further increase the duration

of the demoralize effect. You must be trained in Intimidate to take this talent. The underworld inspiration investigator talent has no effect on this talent

Unconventional Inspiration (Ex): You gain the unconventional inspiration investigator talent, meaning you may pick any one skill and add your inspiration die to checks attempted with that skill without expending a use of inspiration.

Underworld Inspiration (Ex): You gain the underworld inspiration investigator talent, meaning you can use your inspiration on Bluff, Disable Device, Disguise, Intimidate, or Sleight of Hand checks without expending uses of inspiration, provided you're trained in the skill.

Word of Aid (Ex): You can use the aid another action on allies up to 30 ft. away that can both see and hear you.

FOOL

The fool is usually either very low class or very high class; someone with exaggerated mannerisms that can elicit a laugh at any given moment. While audiences love the fool, they, like the other characters, will often underestimate him, which makes it all the more powerful of a twist when the fool ends up saving the day.

Trope Benefit: Whenever you fail an attack roll, CMB check, skill check, saving throw, or ability check with a natural dice roll of 4 or less, you perform a 'fumble'. A fumble can only be achieved when performing an action you want to succeed that carries real risk; most checks made in combat can produce a fumble, but you cannot perform simple skill checks in hopes of producing a fumble before attempting a more important check. The GM is the final arbiter of which checks are capable of producing a fumble.

Whenever you fumble, you may choose a single attack roll, CMB check, skill check, saving throw, or ability check made the next round. You may roll that roll or check twice and take whichever result you wish.

PERSONA QUIRKS

Charming Fool (Ex): Whenever you make a Charisma-based skill check and roll a fumble, you may immediately reroll that skill check. You must take this second roll, no matter what it is.

Deadly Bumbling (Ex): Whenever you make a fumble on an attack roll, your wild flailing manages to damage the target anyway. The target suffers damage equal to your weapon damage.

Goof's Curse (Su): Whenever you roll a fumble, you still manage to set events in motion that impedes your enemies. Choose a target within 10 ft of you. That target must pass a Reflex Save (DC 10 + 1/2 your troubadour level + your Charisma mod) or become blinded, dazzled, deafened, entangled, shaken, or sickened (your choice) for 1 round. The target may remove this condition as a standard action.

Greater Fumble (Ex): You may trigger a fumble on a roll of 6 or lower instead of only 4 or lower. The roll must still fail to be counted as a fumble.

Greater Karma (Su): When using your fool trope benefit to roll twice, you gain an extra +2 luck bonus to the rolls.

Hopeless Bumbler (Ex): Whenever you fumble, you appear so hopeless that until the beginning of your next turn, any target that wishes to attack you must pass a Will save (DC 10 + 1/2 your troubadour level + your Charisma mod) or be unable to do so.

Lingering Karma (Su): When you roll a fumble, you may choose a roll made within two rounds to roll twice, rather than one.

Oblivious (Ex): Your persona has a mind that can become completely void at a moment's notice. Whenever you make a Will saving throw, you may roll twice and take whichever result you desire. If you make a Will saving throw against an effect that has a lesser result on a successful save, it instead has no effect on a successful save.

Slapstick (Ex): Your failings can be quite theatrical; you don't just fail, you often trip, flail, and generally make a complete spectacle of yourself, which distracts those around you as they laugh or leap to get out of your way. All enemies who are within 5 ft. of you when you fumble suffers a -2 penalty to attack rolls, CMB checks, saving throws, skill checks, and ability checks for 1 round. This is a mind-altering effect.

HERO

The hero is the driving force of a story; They're the one who makes the decisions, and often the story is told from their perspective. No matter how large the odds may loom, it is the hero's job to find a way to surmount them.

Trope Benefit: The hero gains a base attack bonus equal to the troubadour's class level instead of using that listed on **Table: Troubadour**. He adds this value to any other base attack bonus gained from other classes or racial Hit Dice as normal. The hero may treat his troubadour levels as fighter levels when meeting the prerequisites for feats.

PERSONA QUIRKS

Greater Paragon (Ex): Your paragon aura grants your allies a morale bonus to all saving throws, not just to saves vs fear. You must possess the paragon persona quirk to gain this quirk.

Heroic Surge (Ex): Once per day as an immediate action, you may grant yourself a number of temporary hit points equal to your troubadour level. These temporary hit points last for 1 minute. This ability may be used in response to being dropped below 0 hp, and can save you from dying. You may take this quirk multiple times. Each additional time it is gained, you may use heroic surge an additional time that day. These uses do not stack.

Martial Prowess: Gain a combat feat or martial talent for which you meet the prerequisites. You may take this quirk multiple times. Each time it is taken, gain a new combat feat or martial talent.

Paragon (Ex): Your example empowers those around you. You grant yourself and all allies within 10 ft. a +1 morale bonus to saves vs fear effects and to the DC required to affect you with the Intimidate skill. This bonus increases by 1 at 5th level and every 4 levels thereafter.

Resolute (Ex): You gain a +2 bonus to your Fortitude saves, +1 at 5th level and every 4 levels thereafter.

LOVER

Be they the damsel in distress or the best friend in hard times, the lover is the one the audience falls in love with. The lover possesses a beauty of body, mind, and spirit that lifts the hearts of the other characters in troubled times, and when a lover feels sad, it makes the audience weep. Some of the great-

est stories ever told have been about winning the heart of, or returning to the side of, a lover.

Trope Benefit: The lover serves as an inspiration to his allies, building them up to greater heights than were otherwise possible. The lover gains the bardic performance class feature; as a standard action, the lover may empower allies. Once begun, empowering may be maintained each round as a free action. The lover may maintain this effect for a total number of rounds per day equal to 2 + his Charisma modifier, +1 per troubadour level.

The lover treats his troubadour levels as bard levels when determining the power of his bardic performances. However, when a bardic performance gained through the lover persona calls for a Perform check, the lover may substitute a check with a bonus equal to his troubadour level + his Charisma modifier; the lover may use the acting required to be the persona in place of the Perform skill. If the troubadour possesses multiple lover personas, they share the same pool of rounds when determining how long they may use bardic performance in a given day. If the lover possesses bard levels, these levels **stack** when determining the power of the bardic performances he possesses.

The lover begins with the inspire courage bardic performance.

PERSONA QUIRKS

Distracting: You gain the Countersong and Distraction bardic performances.

Diva (Ex): Your persona demands respect and gains it. Your persona gains a +1 morale bonus to Diplomacy and Intimidate, +1 at 5th level and every 4 levels thereafter.

Eternal Feminine (Ex): Your persona serves as an inspiration to others, helping them pull through difficult situations they otherwise would not be able to survive. Once per day as an immediate action, you can grant a number of temporary hit points equal to your troubadour level to an ally within 30 ft. who can both see and hear you. You may gain this persona quirk multiple times. Each time it is gained, increase the number of times you may use this ability per day by 1.

Fascination: You gain the Fascinate bardic performance. At 6th level, you gain the suggestion bardic performance. At 18th level, you gain the mass suggestion bardic performance.

Ingenue: You can appear so weak and innocent when you wish to that people find it difficult to believe you capable of any wrongdoing. You gain

a +5 competence bonus on Bluff skill checks to convince others of your innocence, +1 at 5th level and every 4 levels thereafter. This bonus does not apply to other uses of the Bluff skill, such as feinting in combat, creating a diversion to hide, or communicating secret messages via innuendo, nor does it apply to any use of the skill to convince anyone of anything other than your complete innocence and blamelessness.

Inspire: You gain the Inspire Competence bardic performance.

Inspire Greatness: You gain the Inspire Greatness bardic performance. You must be at least level 9 to select this persona quirk.

Inspire Heroics: You gain the Inspire Heroics bardic performance. You must be at least level 15 to select this persona quirk.

Soothing Performance: You gain the Soothing Performance bardic performance. You must be at least level 13 to select this persona quirk.

The Heart: You can inspire your team without words simply through your force of personality. You may activate your bardic performance as a move action, and targets needn't be able to hear you to receive its effects (although they must still be able to see you).

Yandere: Your persona possesses a deranged mind that allows it to kill with impunity without sacrificing its loving heart. When you end a bardic performance, you gain a bonus to your next attack roll and its damage roll equal to 1/2 your troubadour level.

MENTOR

The mentor is the possessor of wisdom who guides the other characters through the story. Commonly priests or old wizards, mentors are the ones most likely to possess secret knowledge or magic, which they employ to help the story resolve itself in the best way possible.

Trope Benefit: The mentor gains a caster level equal to the troubadour's class level instead of using that listed on **Table: Troubadour**. He adds this value to any other caster levels gained from other classes or racial Hit Dice as normal.

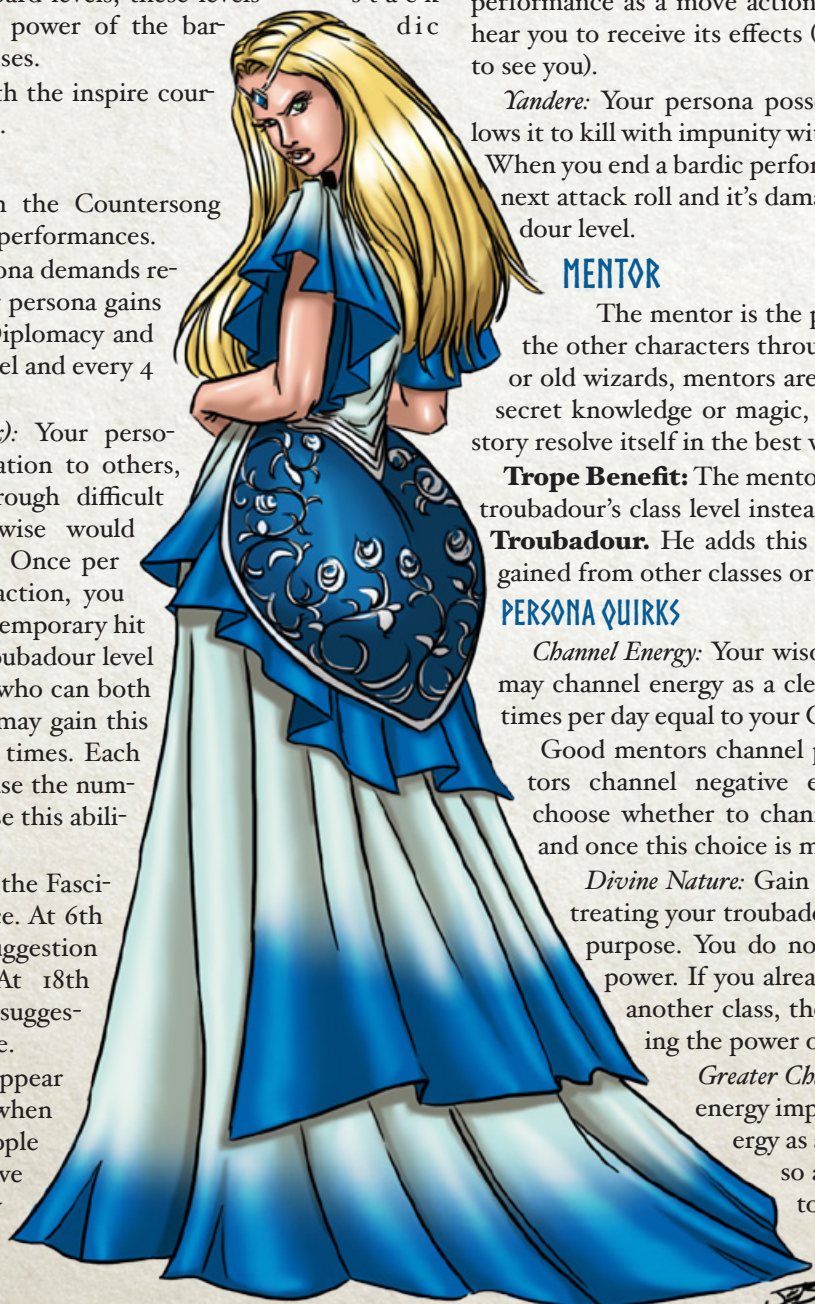
PERSONA QUIRKS

Channel Energy: Your wisdom touches on the divine. You may channel energy as a cleric of your level -2 a number of times per day equal to your Charisma modifier (minimum: 1).

Good mentors channel positive energy, while Evil mentors channel negative energy. Neutral mentors must choose whether to channel positive or negative energy, and once this choice is made it cannot be changed.

Divine Nature: Gain a cleric domain of your choice, treating your troubadour levels as cleric levels for this purpose. You do not gain the higher level domain power. If you already possess this domain through another class, these levels stack when determining the power of this domain.

Greater Channeling: Your ability to channel energy improves. You may now channel energy as a cleric of your level, and may do so a number of times per day equal to 1+ your Charisma modifier. You



must possess the channel energy persona quirk to select this quirk.

Greater Divine Nature: Choose a domain granted through the Divine Nature persona quirk. You may gain the higher level power of this domain, provided you have enough levels to unlock it.

Magic Training: You gain a bonus magic talent. You may gain this persona quirk multiple times. Each time it is selected, gain an additional bonus magic talent.

Skillful Channeling: Gain one feat that possesses channel energy as a prerequisite. You must meet all of the prerequisites for that feat. You must possess the channel energy persona quirk to select this quirk.

SCOUNDREL

Sometimes known by the name ‘bad boy’ or ‘femme fatal’, a scoundrel can be hero, villain, or both. Scoundrels bring an unpredictable element for the story, for no matter what role they may play initially, the audience is never entirely sure if or when the scoundrel will metaphorically (or physically) stab someone in the back.

Trope Benefit: The scoundrel gains sneak attack, as the rogue class feature. At 1st level, this is +1d4, but increases to +1d6 at 3rd level. At 6th level and every 3 levels thereafter, the scoundrel deals an additional +1d6 sneak attack damage.

PERSONA QUIRKS

Black Widow (Su): When making a sneak attack against a flat-footed target that has an attitude of friendly or helpful to you, your sneak attack dice deal maximum damage.

Ninja Trick: Gain a ninja trick, treating your troubadour levels as ninja levels when meeting its prerequisites and determining its effects. This does not allow you to gain master ninja tricks, unless that feature is available through another class. You may take this persona quirk multiple times. Each time it is gained, select an additional ninja trick.

Rogue Talent: Gain a rogue talent, treating your troubadour levels as rogue levels when meeting its prerequisites and determining its effects. This does not allow you to gain advanced rogue talents, unless that feature is available through another class. You may take this persona quirk multiple times. Each time it is gained, select an additional rogue talent.

Uncanny Ability (Su): You may spend spell points as if they were ki points when powering rogue talents and ninja tricks. As a swift action, you may spend a spell point to grant yourself a +20 bonus to speed for 1 round, to grant yourself a +4 bonus to stealth for 1 round, or a +20 bonus on a single Acrobatics check made to jump.

VILLAIN

While the hero may drive the story, the villain is the one who creates it. A simple antagonist may throw the world off-balance in order to create a plot, but a villain is something altogether different, inspiring fear in the audience and all who oppose him.

Trope Benefit: The villain is a master at eliciting fear and hatred from the audience. All enemies within 10 ft. of the villain suffer a -1 penalty to saving throws vs fear, as well as to the DC necessary to affect them in any way with the Intimidate skill. This penalty increases by 1 at 5th level and every 4 levels thereafter.

PERSONA QUIRKS

Aura of Compulsion (Su): Your aura of fear wears down the target's mind. Targets within your aura of fear suffer a penalty to all Will saves, not just those related to fear effects.

Big Bad (Su): Your aura of fear is supernaturally powerful. Targets who are normally immune to fear are not immune when they are within your aura of fear.

Bloodlust (Ex): When you reduce a target to 0 hp, you gain a number of temporary hit points equal to your troubadour level. These hit points last for 1 round.

Complete Monster (Ex): You gain the skill unlocks for the Intimidate skill, in accordance with your ranks in that skill.

Cruelty (Ex): Whenever you reduce a target to 0 hp, you may make an Intimidate check to demoralize a target within 30 ft. that can see and hear you.

Fear Eater (Ex): You deal additional damage equal to your troubadour level to any target suffering from a fear effect.

Mad Scientist (Ex): You may add your Intelligence modifier as a bonus to your Intimidate skill.

The Brute (Ex): You gain the Intimidating Prowess feat.

The Don (Ex): Your aura of authority is apparent for all to see. Your trope benefit extends 20 ft. rather than 10 ft.

Villainous Monologue (Ex): You gain the Dazzling Display feat as a bonus feat, and use it through audible components rather than a visual display with a weapon.

ARCHETYPES

ARMIGER ARCHETYPES

ANTIQUARIAN

Less adept at combat, these armigers affix relics, mystic foci, and other items of magical potency to their weaponry, using the power of such items to unlock and focus their latent casting ability.

Base Attack Bonus: An antiquarian gains base attack bonus equal to a hedgewitch of her class level.

This modifies base attack bonus.

Hit Dice: An antiquarian uses d8 for her Hit Die.

Class Skills: The antiquarian adds Knowledge (arcana, Int), Spellcraft (Int), and Use Magic Device (Cha) to her list of class skills but removes Climb (Str), Intimidate (Cha), and Survival (Wis).

Spell Pool: An antiquarian 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 practitioner modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Mystic Bond: When customizing a weapon, the antiquarian may choose to have the weapon grant magic talents, replacing granted martial talents at a 1 for 1 exchange. When such a talent is granted, the antiquarian is considered a Mid-Caster, counts her class levels as casting class levels, and uses her practitioner modifier as her casting ability modifier. These caster levels stacks normally with caster levels gained from other sources. When not wielding such a weapon, she does not gain any caster levels from her antiquarian levels. She does not count as possessing the casting class feature for the purpose of the 2 bonus talents gained from the casting class feature.

This modifies customize weapon.

Spell Assault: The antiquarian may activate her rapid assault ability whenever a creature takes damage from or fails a save against a sphere ability with a casting time of a standard action or greater. This is in addition to the standard activation triggers.

This modifies rapid assault.

Mystic Enhancement: At 5th level, in addition to its normal effects, the antiquarian's bonus from enhanced customization applies to the caster level of any spheres from which talents are granted by her active weapon.

This modifies enhanced customization.

Mage's Assault: When using Lightning Assault, the antiquarian may cast a sphere effect with no longer than a standard action casting time in place of either (but not both) of the granted attack actions.

This modifies lightning assault.

The following prowesses are available exclusively to antiquarians:

Focused Assault: (*Requires Rapid Assault*) The antiquarian may forgo additional attacks from rapid assault to instead increase the potency of her next sphere effect. She gains a +2 bonus on caster level for each additional attack her rapid assault would have granted her on the next sphere effect she casts before the end of her next turn.

Spellbreaker: (*Requires 5th level*) The antiquarian may add the Counterspell feat, or any feat with it as a prerequisite, to a customized weapon in place of a talent. The antiquarian counts her class levels as casting class levels when making counterspell checks while such a weapon is her active weapon. The antiquarian must meet the prerequisites for feats granted in this way, treating her class levels as casting class levels for this purpose.

BLADEWALKER

Bonded to their weapons by magic and experience, blade-walkers can travel the paths their weapons carve as easily as walking down the street.

Warp Specialist: At 2nd level, the bladewalker gains the Warp sphere with the Personal Warp drawback (including the bonus talent normally granted for taking a drawback). The bladewalker does not gain additional talents for gaining class levels but treats her class levels as Mid-Caster levels when using the Warp sphere and may use either Intelligence, Wisdom, or Charisma as her casting ability modifier (chosen at the time she gains this class feature). These caster levels stack normally with those gained from other sources. The bladewalker may take the Extra Magic Talent feat, but only to gain additional talents from the Warp sphere unless she has the casting class feature from another source.

In addition, the bladewalker gains a pool of spell points equal to 1 + her casting ability modifier. If the bladewalker's armiger levels grant her a spell pool from another source (such as the reliquarian archetype's spell pool class feature), she gains only the larger of the two pools; she does not add them together. This pool replenishes once per day after 8 hours of rest.

This replaces the prowess normally gained at 2nd level, the bladewalker gains her first prowess at 5th level.

Blade's Path (Su): From 4th level on, whenever the bladewalker successfully damages an enemy or object with an attack made with one of her customized weapons, she may spend 1 spell point as an immediate action to instantly teleport to an unoccupied square adjacent to the target of that attack. When using this ability the bladewalker may also instantly recover a thrown weapon used in the attack as long as she has a hand free; ammunition that is destroyed or consumed by a successful attack cannot be recovered in this manner.

This replaces the prowess normally gained at 4th level.

Path of Blades (Su): Upon reaching 20th level the bladewalker no longer needs to spend a spell point or use an immediate action to use the teleportation ability granted by her blade's path ability; whenever the bladewalker damages an opponent with one of her customized weapons, she may instantly teleport to an unoccupied square adjacent to the target of that attack and retrieve any thrown weapon used in the attack as a free action that can be taken even when it's not her turn.

In addition, whenever the bladewalker successfully damages the same opponent with attacks made from two different locations while using her blade's path ability, that opponent is flat-footed against all attacks until the start of the bladewalker's next turn.

This replaces the unlimited assault class feature.

ARMORIST ARCHETYPES

MARTIAL ARMORIST

Proficiencies: Martial armorists 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 proficiencies.

Blended Training (Ex): Whenever a martial armorist would gain a magic talent from her class levels (not the 2 bonus talents gained when first gaining the casting class feature), she may instead choose to gain a combat talent. A martial armorist uses her casting ability modifier as her practitioner modifier.

This modifies magic talents. This archetype may be combined with other archetypes that replace magic talents; you cannot gain a combat talent in place of a magic talent the other archetype loses.

COMMANDER ARCHETYPES

DREADLORD

Class Skills: The dreadlord adds Knowledge (arcana) (Int), Knowledge (religion) (Int), Spellcraft (Int), and Use Magic Device (Cha) to his list of class skills but removes Climb (Str), Knowledge (engineering) (Int), Survival (Wis), and Swim (Str).

Reanimator's Training (Ex): Whenever the dreadlord would gain a martial talent from his class levels (not including those gained from a tradition), he may instead choose to gain a magic talent from the Death sphere. This talent must affect the reanimate ability. He may make this choice each time he would

gain a new combat talent. The dreadlord qualifies to take the Extra Magic Talent feat for talents from the Death sphere that affect the reanimate ability.

Dread Minions (Su): At 1st level, the dreadlord may create an undead servant known as a dread minion from a suitable corpse with a 1 minute ritual. This functions as the reanimate ability of the Death sphere, granting any bonuses from talents that modify reanimate that the dreadlord possesses. The dreadlord's effective caster level for this ability is equal to his class level. These caster levels do not stack with caster levels gained from other sources. The dreadlord may have multiple dread minions created at one time, up to the limits of the reanimate ability. This ability does not cost any spell points. A dread minion persists until it is destroyed or the dreadlord dismisses it as a free action. The dreadlord loses martial focus when using this



ability and reduces the number of martial focuses he is able to maintain by 1 (minimum 0) for its duration.

The dreadlord's dread minions can benefit from any morale bonuses, teamwork feats, or mind-affecting effects the dreadlord's shouts, tactics, and class features would bestow.

The dreadlord may spend 1 minute to restore a dread minion within his reach to its maximum hit points.

This replaces lingering commands and all instances of battlefield training.

Call In A Dark Specialist: The dreadlord's network of contacts is a bit ... different from that of a normal commander. The following options replace those granted by the call in a specialist logistics specialty:

- **Cultist**—The dreadlord gains the services of an expert whose class level is equal to the commander's class level -3. This specialist will create a shrine that focuses negative energy, granting any undead created within its area (20-ft. radius) the benefits of the Empowered Reanimate talent. If the caster already possesses that talent, the undead instead gain +2 hit points per Hit Die and increase their turn resistance by +2. This shrine takes 1d6 hours to prepare, may not be moved once created, and lasts for up to 5 days or until it has been used to reanimate a number of Hit Dice of undead equal to five times the dreadlord's class level. This shrine does not count as a permanent fixture for the purposes of the desecrate spell and the bonuses it grants do not stack with those from that spell.
- **Grave Robber**—The dreadlord gains the services of a commoner whose class level is equal to the dreadlord's class level -3. This specialist will seek out corpses of creatures with total Hit Dice not exceeding five times the dreadlord's level. No corpse may have Hit Dice exceeding the dreadlord's level. All creatures must exist within a 20-mile radius. This requires 1 day for animal, humanoid, or vermin corpses or 1d6 days for creatures of other creature types.
- **Necromancer**—The dreadlord gains the services of an incanter specialized in the Death sphere whose class level is equal to the dreadlord's class level -3. This necromancer will lend the dreadlord the use of a number of 1 Hit Die humanoid skeletons or zombies equal to twice the dreadlord's class level for up to 5 days. Alternately, if using the advanced talents option, the necromancer may cast the Summon Spirit advanced talent of the Death sphere up to 5 times. These undead follow the dreadlord's commands and are affected by his Warleader sphere abilities, enhanced tactics, and group focus as if they were his dread minions, though they do not count against the Hit Dice limits of his dread minion ability. Should these skeletons or zombies be destroyed or otherwise not returned, this option is not available for 1 month.
- **Vampire**—The dreadlord gains the services of a vampire with aristocrat NPC class levels whose CR is equal to the dreadlord's class level -3. This vampire will use its dominate ability up to 5 times, ordering the dominated creatures to follow the dreadlord's commands for the duration of the effect.

ELIKITER ARCHETYPES

EMPATHIC DUELIST

Proficiencies: Empathic duelists 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 proficiencies.

Blended Training (Ex): Whenever the empathic duelist would gain a magic talent from his class levels (not the 2 bonus talents gained when first gaining the casting class feature), he may instead gain a combat talent. An empathic duelist uses his casting ability modifier as his practitioner modifier.

This modifies magic talents.

Empathic Link (Sp): At 1st level, as a swift action, the empathic duelist may attempt to create an empathic link with a creature within his charm range for a number of rounds equal to his casting ability modifier. The target creature is allowed a Will save to negate this effect with a DC of 10 + 1/2 class level + casting ability modifier + persuasive bonus. If successful, the empathic duelist can read the passive signs from the target's mind and gains a +1 insight bonus to attack and damage rolls against that target as well as to AC and saves against attacks and spells, spell-like abilities, sphere effects, and supernatural abilities originating from that target. This bonus increases by +1 at 5th level and every 4 levels thereafter. This link is suppressed, but not ended, if the target creature moves outside of charm range. The empathic duelist may use this ability a number of times per day equal to 3 plus 1/2 his class level.

At 4th level, the empathic duelist may use an emotion ability that requires a touch attack on a creature under the effects of his empathic link that is within charm range without making an attack roll. Additionally, the empathic duelist may spend a move action to pinpoint the square of all creatures under the effects of his empathic link within his charm range.

At 7th level, the empathic duelist may expend two uses of empathic link as a move action to target a number of creatures equal to 1 + half his class level with his empathic link. This does not provoke an attack of opportunity. Additionally, the empathic duelist is never considered flat-footed against attacks originating from a creature under the effects of his empathic link.

At 10th level, the empathic duelist can sense all creatures under the effects of his empathic link as with the blindsight ability.

At 13th level, the empathic duelist's insights into the actions of his foes allow him to easily avoid their attacks. The empathic duelist gains a 20% miss chance against all attacks originating from a creature under the effects of his empathic link. This miss chance increases to 50% at 19th level.

At 16th level, the empathic link is no longer suppressed so long as the target creature and the empathic duelist are on the same plane. The empathic duelist always knows the direction and distance to all creatures under the effects of his empathic link and may spend a full-round action to receive their sensory input for 1 round.

At 19th level, the empathic link functions even across planar boundaries and knows what plane the target is currently

on, though must be on the same plane to sense direction and distance.

This replaces hypnotism.

HEDGEWITCH ARCHETYPES

MARTIAL HEDGEWITCH

Traditions: Choosing the martial hedgewitch archetype replaces one of the character's traditions.

Class Skills: The martial hedgewitch gains Acrobatics, Climb, and Swim as class skills.

Proficiencies: Martial hedgewitches 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 proficiencies.

Combat Training: A martial hedgewitch may combine combat spheres and talents to create powerful martial tech-

niques. Martial hedgewitches gain a combat talent at 1st level and every 2 levels thereafter and use their casting ability modifier as their practitioner modifier.

Secrets: A martial hedgewitch may take the Extra Combat Talent feat or any feat which requires possessing combat talents in place of a secret. She must meet all the prerequisites for these feats as normal.

This modifies secrets.

MAGEKNIGHT ARCHETYPES

MARTIAL MAGEKNIGHT

Proficiencies: Martial mageknights 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 proficiencies.

Blended Training (Ex): Whenever a martial mageknight would gain a magic talent from her class levels (not the 2 bonus talents gained when first gaining the casting class feature), she may instead choose to gain a combat talent. A martial mageknight uses her casting ability modifier as her practitioner modifier.

This modifies magic talents. This archetype may be combined with other archetypes that replace magic talents; you cannot gain a combat talent in place of a magic talent the other archetype loses.

MAGUS ARCHETYPES

MYSTIK (MAGUS ARCHETYPE)

Blending magic and martial might, mystics train to hone their minds and bodies into a single, perfect, weapon.

Proficiencies: The mystic qualifies to take a martial tradition if they so chose. Compatible archetypes which trade the magus proficiencies only qualify for a martial tradition if their new proficiencies would still qualify to be traded under the martial tradition rules.

Casting: The mystic may combine spheres and talents to create magical effects. The mystic 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 the cantrips and spells class features.

Spell Pool: The mystic 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 Intelligence modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blade Magic Talents: A mystic gains 1 magic talent at 1st level. At each level there-



after the mystic may choose to gain either a magic talent or a combat talent. Mystics who gain combat talents use Intelligence as their practitioner modifier.

Internal Casting: From 1st level on, a mystic may activate any magic sphere ability which normally requires a standard action to cast as a move action, though he may only target himself with sphere effects cast in this manner. The mystic may use this ability once per day for each class level he possesses. A mystic of at least 8th level gains a +2 bonus to his MSB until the start of his next turn whenever he uses this ability. At 14th level, the bonus to MSB when using this ability increases to +4.

This replaces the spell combat, improved spell combat, and greater spell combat class features.

Advanced Spellstrike (Su): At 2nd level, whenever a mystic uses a standard action to activate any magic sphere ability that requires a touch attack, he can deliver the spell through any weapon he is wielding (including ranged weapons). Instead of making a touch attack to deliver the effect, a mystic can make one free attack with his weapon (at his highest base attack bonus) as part of activating this ability; this attack is treated as an attack action. If successful, this attack deals its normal damage as well as the effects of the magic sphere ability. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon special ability or similar effects), but the sphere effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

This modifies but otherwise counts as the spellstrike class feature.

Mystic's Potency: Starting at 4th level, the mystic may use a swift action and spend one point from his arcane pool to gain 1 temporary spell point. This spell point is used first when activating any effect that requires him to spend spell points and expires if it is not used before the end of the mystic's next turn. If the mystic is at least 11th level, each use of this ability instead grants 2 temporary spell points.

This replaces spell recall and improved spell recall.

Bonus Feats: A mystic can select the Extra Magic Talent feat as a bonus feat in addition to the feats normally available.

This modifies the magus's bonus feats.

Expanded Techniques (Su): At 7th level, whenever the mystic rests to regain spell points, he may choose one base combat or magic sphere, or one combat or magic talent, he does not possess and add it to the spheres and talents he has access to that day. The mystic loses this bonus talent the next time he rests to regain spell points, and may choose another talent to take in its place (including taking the same talent again).

This replaces knowledge pool.

Defensive Training: At 7th level, the mystic gains a +1 dodge bonus to his AC and CMD. At 13th level, this bonus increases to +3. These bonuses to AC apply even against touch attacks or when the mystic is flat-footed. He loses these bonuses when he is immobilized or helpless, or when he carries a medium or heavy load.

This replaces the medium armor and heavy armor class features, but may be exchanged when taking a second archetype that alters or replaces those class features as long as it trades both.

Masterful Techniques (Su): At 19th level, whenever the mystic uses his Expanded Techniques class feature, he may choose two talents or base spheres to gain instead of one.

This replaces greater spell access.

True Mystic (Su): At 20th level, the mystic becomes a master of spells and combat. Whenever he uses his advanced spellstrike ability, he does not need to make a concentration check to cast the spell defensively. Whenever the mystic uses advanced spellstrike ability, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn, including the attack roll made as part of his advanced spellstrike.

This replaces true magus.

SCHOLAR ARCHETYPES

CALLER (SCHOLAR ARCHETYPE)

While not everyone possesses the spark required to develop magical talent, anyone of a sufficiently studious bent may decipher the metaphysical laws and esoteric principles that define the planes and their denizens. With proper understanding, such learned individuals may apply that knowledge to call upon the aid of creatures from other planes.

Caution: This archetype relies on advanced talents from the Conjunction sphere and as such may not be appropriate for games where those talents are otherwise disallowed.

Bargainer (Ex): The caller may use her Intelligence modifier in place of her Charisma modifier when determining the DCs for Charisma checks made by outsiders and for making opposed Charisma checks against outsiders when using the Summoning advanced talent.

This replaces careful packer.

Calling (Sp): At 1st level, the caller may use the Summoning advanced talent of the Conjunction sphere as a spell-like ability with a 1 hour casting time. The caller uses her class level as her caster level for this ability.

This replaces medical training.

Diagram (Sp): At 1st level, the caller may use the Diagram advanced talent of the Conjunction sphere as a spell-like ability with its normal casting time.

This replaces the one of the talents gained from problem solver.

Master Bargainer (Ex): At 5th level, the caller receives a 25% discount whenever bargaining for the services of a creature called with the Summoning advanced talent.

This replaces the advanced medical training.

Master Bargainer (Ex): At 9th level, the caller reduces the time required to use her Calling ability to 10 minutes.

This replaces the expert medical training.

SENTINEL ARCHETYPES

DIMENSIONAL DEFENDER

Able to intercept an attack and punish those that would harm their allies in the blink of an eye, dimensional defenders do not let trivial matters such as space and distance hinder their duty.

SUMMONER ARCHETYPES

MIRRORED SOUL

Sometimes in their eternal journey, souls become fragmented in their passage from one realm of existence to the next. Even more rarely, these fragmented shards find each other at a later leg in their journey. Such beings sometimes arise as mirrored souls, two beings who were once one, now too different to completely rejoin into a single entity. Only a lifetime spent realigning their bodies and minds can make whole what was rent asunder, and so these mirrored souls strive tirelessly to master themselves, so that one day their tattered fragments may rejoin into a unified whole. Such a joining must surely lead to a being of unrivaled strength and skill, fueled by a level of self-knowledge few beings could ever comprehend.

Proficiencies: The mirrored soul is proficient with all simple weapons, 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 proficiencies.

Casting: The mirrored soul may combine spheres and talents to create magical effects. The mirrored soul 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 mirrored soul 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.

Blended Training (Ex): A mirrored soul gains a combat or magic talent every time he gains a caster level. A mirrored soul uses his casting ability modifier as his practitioner modifier.

Soul Eidolon: A mirrored soul may summon a lost aspect of himself to aid in combat. This soul eidolon functions as a Conjunction sphere companion with a caster level equal to the mirrored soul's class level. Unlike most effects, this caster level does not stack with those gained from other sources. A soul eidolon may be summoned with a 10 minute ritual that does not cost any spell points and remains for up to 24 hrs. without concentration, though may be banished, dismissed, or slain as usual for a Conjunction sphere companion.

A soul eidolon always takes a form resembling its summoner, so humanoid summoners have soul eidolons with the biped body type. This resemblance extends to superficial features, so anyone familiar with either the soul eidolon or the mirrored soul can readily identify the other. The soul eidolon starts as the same size as the mirrored soul if the mirrored soul is Small or Medium, otherwise it starts as whichever of those two sizes is closest. A soul eidolon does not gain any natural attack from its base form, does not gain feats or skill ranks from its Hit Dice, does not gain a bonus (form) talent at level 1, and must be intelligent and capable of acting on its own.

The mirrored soul's soul eidolon shares his knowledge of magic and martial techniques. The soul eidolon possesses all the combat and magic talents possessed by the mirrored soul, as well as skill ranks not exceeding the soul eidolon's Hit Dice, and a number of feats the mirrored soul possesses, not exceed-

Dimensional Step: At 1st level, the dimensional defender gains the Warp sphere with the Personal Warp drawback (including the bonus talent normally granted for taking a drawback). The dimensional defender does not gain additional talents for gaining class levels but treats her class levels as Mid-Caster levels when using the Warp sphere and uses Wisdom as her casting ability modifier. These caster levels stack normally with those gained from other sources. The dimensional defender may take the Extra Magic Talent feat, but only to gain additional talents from the Warp sphere unless she has the Casting class feature from another source.

This replaces guardian's challenge.

Spell Pool: A dimensional defender 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. Any abilities that cost points from the sentinel's reserve instead cost spell points.

This replaces sentinel's reserve.

Emergency Step: At 2nd level, the dimensional defender gains Emergency Teleport as a bonus talent. If she already possesses that talent, she gains another Warp talent as a bonus talent.

This replaces guard wall.

Shuffle: At 2nd level, when a creature under the effects of the dimensional defender's challenge targets an allied creature within the dimensional defender's teleport range with an attack roll, the dimensional defender may spend a spell point as an immediate action to swap places with that ally, becoming the target of the effect.

This replaces dedicated defense.

Warping Imposition: At 4th level, whenever a creature under the effects of the dimensional defender's challenge makes an attack that does not include the dimensional defender as a target, the dimensional defender may spend a spell point as an immediate action to teleport up to her teleport range to a square that puts that creature in her threatened area and make an attack of opportunity against it.

This replaces sentinel's imposition.

SHIFTER ARCHETYPES

MARTIAL SHIFTER

Proficiencies: Martial shifters 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 proficiencies and replaces the bestial trait gained at 2nd level.

Delayed Speed: A martial shifter gains the quick transformation ability at 2nd level instead of 1st level.

This modifies quick transformation.

Blended Training (Ex): Whenever a martial shifter would gain a magic talent from her class levels (not the 2 bonus talents gained when first gaining the casting class feature), she may instead choose to gain a combat talent. A martial shifter uses her casting ability modifier as her practitioner modifier.

This modifies magic talents.

ing half the soul eidolon's Hit Dice (minimum 1). These shared feats may be changed at the time the soul eidolon is summoned. The soul eidolon uses the mirrored soul's caster level and spell points when casting sphere effects. This caster level cannot exceed the soul eidolon's Hit Dice, though it can be increased by feats, staves, and other abilities as normal.

A soul eidolon cannot cast a magic sphere ability during any turn the mirrored soul casts a magic sphere ability. Likewise, the mirrored soul cannot cast a magic sphere ability during any turn the soul eidolon casts a magic sphere ability.

A soul eidolon cannot make an attack action or a full attack during any turn the mirrored soul make an attack action or a full attack. Likewise, the mirrored soul cannot make an attack action or a full attack during any turn the soul eidolon makes an attack action or a full attack.

The soul eidolon counts as an eidolon for class features that reference an eidolon.

Shared Life (Su): Starting at 1st level, while the soul eidolon is summoned, all damage taken by the soul eidolon and the mirrored soul is split equally between them. This damage is transferred after the effects of damage reduction, energy resistance, vulnerability, and similar effects. This damage is empathic in nature and cannot be further reduced or transferred.

This replaces life link.

Mirrored Focus (Su): Starting at 2nd level, the mirrored soul counts as possessing martial focus as long as his soul eidolon possesses martial focus and may spend his soul eidolon's martial focus when activating his own abilities. The soul eidolon likewise may benefit from and expend the mirrored soul's martial focus.

This replaces bond senses.

Summon Mastery (Su): The mirrored soul gains a bonus (form) talent drawn from the Conjunction sphere at 3rd level and every odd level thereafter. This (form) talent must be applied to his soul eidolon.

This replaces summon monster I, II, III, IV, V, VI, VII, VIII, IX, and gate.

Conjoined Combatant (Ex): At 4th level, whenever the mirrored soul is within his soul eidolon's threatened area, he receives a +2 insight bonus to his attack rolls and a +1 dodge bonus to his Armor Class. At 12th level, the insight bonus to attack rolls increases to +4 and the dodge bonus to Armor class increases to +2.

This replaces shield ally and greater shield ally.

Aspect (Su): At 10th level, whenever the mirrored soul rests to regain spell points, he may choose to divert one (form) talent possessed by his soul eidolon, instead gaining its benefits himself. Any attribute bonuses are instead gained as enhancement bonuses.

This modifies aspect.

Greater Aspect (Su): At 18th level, whenever the mirrored soul rests to regain spell points, he may choose to divert up to two (form) talents to himself instead of only one.

This modifies greater aspect.

Perfect Union (Ex): At 16th level the mirrored soul and her eidolon have nearly completed the process of merging their souls back together, and their synergy on the battlefield is unmatched. Whenever the mirrored soul and her soul eidolon are

flanking the same opponent, they may add the mirrored soul's Charisma bonus to their attack rolls against the flanked opponent instead of the normal +2. Feats and abilities that increase the bonus normally granted for flanking increase this new bonus by the same amount. In addition, whenever the mirrored soul or her soul eidolon reduces an opponent the other successfully attacked in the same round to 0 or fewer hit points, they regain martial focus.

This replaces merge forms.

Reunion (Su): At 20th level, as a standard action the mirrored soul and her soul eidolon may merge, granting the mirrored soul the benefit of all the (form) talents the eidolon possesses. The soul eidolon counts as not being summoned for the duration of the merger and cannot take actions nor be targeted or affected by any effect. The mirrored soul may end this effect as a free action. While merged, once per round the mirrored soul may make an attack action and cast a sphere ability at the same time, using the longer action time of the two abilities.

SYMBIAT ARCHETYPES

VECTOR (SYMBIAT ARCHETYPE)

Proficiencies: Vectors are proficient with simple weapons, as well as light armor. 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.

Blended Training (Ex): Whenever a vector would gain a magic talent from his class levels (not the 2 bonus talents gained when first gaining the casting class feature), he may instead choose to gain a combat talent. A vector uses his casting ability modifier as his practitioner modifier.

This modifies magic talents.

Maneuver Specialist: At 1st level, the vector gains the Telekinesis sphere and either Telekinetic Maneuver or Steal as bonus talents. If any are already possessed, he instead gains another talent from the Telekinesis sphere its place.

This replaces mental powers.

Mental Maneuvers: The vector is a master of mixing mental power with the advanced martial techniques of a more dedicated physical practitioner. At 1st level, the vector gains their choice of Brute, Scoundrel, or Wrestling as a bonus sphere. If he already possesses Brute, Scoundrel, or Wrestling, he can choose to gain either one of those sphere that he does not possess or a talent from one of those spheres. The vector treats his base attack bonus as being equal to his class level for determining the effects of Brute, Scoundrel, and Wrestling sphere talents. This stacks with other sources of base attack bonus normally.

This replaces battlefield sense.

Kinetic Overload: A vector can flood his body with kinetic energy to achieve feats of telekinetic power others can't imagine. A vector may enter kinetic overload as a move action and remain in it for a total number of rounds per day equal to 4 + his casting ability modifier. Every level gained beyond 1st grants him an additional 2 rounds he may remain in kinetic overload. Once in kinetic overload, the vector may remain in it as a free action each round. Kinetic overload cannot be disrupted, but it ends immediately if the vector is killed, stunned, knocked unconscious, or otherwise prevented from taking a mental free

action to maintain it each round. At 7th level, a vector can start kinetic overload as a swift action instead of a move action. At 13th level, a vector can start kinetic overload as a free action.

While in kinetic overload, the vector emits a display. The nature of this display varies between individuals; some glow, shedding light as a torch, others emit a constant hum, while some cause nearby objects to vibrate. Regardless, the display is obvious to creatures within 30 ft. of the vector.

The extreme energies of kinetic overload allow the vector to empower his telekinetic maneuvers. While in kinetic overload, the vector ignores the -5 penalty to CMB when using Telekinetic Maneuver and Steal and treats maneuvers performed using those talents as if he had performed them normally for the purposes of the Brute, Scoundrel, and Wrestling spheres. Should these sphere abilities grant additional maneuver attempts, the vector may perform them using Telekinetic Maneuver or Steal as appropriate. He may also use the shove ability of the Brute sphere, the marked target ability of the Scoundrel sphere, and the grab ability of the Wrestling sphere on any creature within telekinesis range. Any attack made with such ability may use the vector's casting ability modifier in place of his Strength modifier and his caster level in place of his base attack bonus.

When a Brute, Scoundrel, or Wrestling talent would grant the vector an attack against a target within his telekinesis range as the result of performing a maneuver, he may choose to make a ranged attack roll to pummel his target in place of the attack, dealing 1d6 + his casting ability modifier bludgeoning damage. This damage increases by 1d6 at 3rd level and every two levels thereafter and counts as magic. The vector may use his casting ability modifier in place of his Dexterity modifier when determining his attack bonus on this attack. This attack does not provoke an attack of opportunity for casting nor for being a ranged attack.

If the vector possesses Divided Mind, he may spend a spell point as normal to apply it to uses of the shove ability of the Brute sphere, the marked target ability of the Scoundrel sphere, and the grab ability of the Wrestling sphere. He may spend a spell point as normal to apply it to additional maneuvers granted by the abilities of the Brute, Scoundrel, and Wrestling spheres. If the additional spell point is not spent, only one creature may be targeted with the additional granted maneuvers.

As the vector progresses, he gains additional abilities while in kinetic overload.

Focused Push: At 1st level, while in kinetic overload the vector gains a +1 insight bonus on caster level when using Telekinetic Maneuver and Steal and on CMD. This bonus increases by +1 for every 4 class levels possessed to a maximum of +6 at 20th level.

Unconscious Deflection: At 3rd level, while in kinetic overload the vector gains a +1 deflection bonus to AC. This increases by +1 at 6th level and every 3 levels thereafter to a maximum of +6 at 18th level.

Force Trample: At 7th level, the vector may add overrun to the list of maneuvers he may perform with Telekinetic Maneuver, hurling himself a distance of up to close range as part of the casting. He may use this ability even if he does not possess Telekinetic Maneuver. This ability may not be combined with Divided Mind.

Overpowering Force: At 9th level, the vector may expend martial focus as part of using Telekinetic Maneuver (or Steal, if possessed) to have that use of the talent ignore any spell resistance the targets may possess.

Focusing Overload: At 11th level, the vector may spend two rounds of kinetic overload when using Telekinetic Maneuver or Steal to force all targets to roll their Will save twice and take the worse result.

Kinetic Burst: At 16th level, while in kinetic overload, the vector may expend martial focus as a full-round action to perform a bullrush maneuver with his Telekinetic Maneuvers talent against all hostile creatures within close range.

This replaces psionics and all abilities granted by psionics. Favored class bonuses, feats, and abilities that would add rounds to psionics or otherwise affect the duration of psionics (such as the Extra Psionics or Lingering Psionics feats) instead modify Kinetic Overload. Kinetic overload counts as possessing psionics for the purpose of meeting the prerequisites of such feats.

Kinetic Evasion: The vector's evasion and improved evasion abilities function only while kinetic overload is active, but may be used in any armor.

This modifies evasion and improved evasion.

Earthshaker: At 20th level, the vector may use his kinetic overload ability and abilities that require expending rounds of kinetic overload at will. If he possesses feats or other abilities that would grant additional rounds of kinetic overload, he may immediately retrain them at no cost.

This replaces greater psionics.



CLASS OPTIONS

ARMIGER PROWESSES

Champion: The armiger gains a Champion feat of her choice as a bonus feat. She must meet the prerequisites of the feat. This prowess can be gained multiple times.

Spell Dabbler: Choose one of the following feats: Advanced Magical Training, Basic Magical Training, or Extra Magic Talent. The armiger gains the chosen feat as a bonus feat. The armiger must meet all the prerequisites of the chosen feat. This prowess may be taken up to three times.

ARMORIST ARSENAL TRICKS

Combat Talent: You gain a bonus combat talent. This arsenal trick may be taken more than once, granting an additional talent each time.

Champion: The armorist gains a Champion feat of her choice as a bonus feat. She must meet the prerequisites of the feat. This arsenal trick can be gained multiple times.

HEDGEWITCH SECRETS

Amateur Tinker: You gain the tinker tradition benefit. You count as possessing the tinker tradition when qualifying for secrets. You cannot select this secret if you already possess the tinker tradition.

Combat Talent: You gain a bonus combat talent. This secret may be taken more than once, granting an additional talent each time.

Champion: The hedgewitch gains a Champion feat of her choice as a bonus feat. She must meet the prerequisites of the feat. This secret can be gained multiple times.

HEDGEWITCH TRADITIONS

TINKER

Class Skills: Disable Device (Dex), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int)

You experiment with complex devices.

Tradition Benefit

Trapfinding—you add 1/2 your level on Perception checks to locate traps and on all Disable Device checks (minimum +1). You can use Disable Device to disarm magic traps. This counts as possessing the rogue class feature.

Tradition Power

You gain the gadgets class feature as the technician. You use your casting ability modifier in place of Intelligence for this ability. Your hedgewitch levels count as and stack with your technician levels for determining your effective technician level for gadgets.

Tradition Secrets

A hedgewitch with the tinker tradition adds the following secrets to those she may select:

Extra Gadgets: You may use your gadgets 2 more times per day. You may select this secret multiple times. The effects stack.

Insightful: You gain a single technical insight of your choice, using your hedgewitch levels as technician levels when determining its effects. Your hedgewitch levels count as and stack with your technician levels for determining your effective technician level for this ability.

Trap Spotter: Whenever you come within 10 ft. of a trap, you receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Tradition Grand Secrets

Invention: You may construct a single invention as the technician class feature, using your hedgewitch levels as technician levels when determining its effects and the number of improvements it gains. Your hedgewitch levels count as and stack with your technician levels for determining your effective technician level for this invention.

MAGEKNIGHT MYSTIC COMBATS

Combat Talent: You gain a bonus combat talent. This mystic combat may be taken more than once, granting an additional talent each time.

Champion: The mageknight gains a Champion feat of her choice as a bonus feat. She must meet the prerequisites of the feat. This mystic combat can be gained multiple times.

SHIFTER BESTIAL TRAITS

Combat Talent: You gain a bonus combat talent. This bestial trait may be taken more than once, granting an additional talent each time.

Champion: The shifter gains a Champion feat of her choice as a bonus feat. She must meet the prerequisites of the feat. This trait can be gained multiple times.

SCHOLAR KNACKS

Arcane Studies: The scholar furthers her magical studies. Each time the scholar takes this knack, she gains three bonus magic talents; these bonus talents may be spent on any talent she qualifies for, or to gain one or more new base magic spheres.

The scholar may take this knack up to a total of three times. The scholar must have the amateur arcanist knack to select this knack.

Amateur Arcanist: The scholar gains the Basic Magical Training and Advanced Magical Training feats, using her Intelligence modifier as her casting ability modifier.

Crafting Genius: The scholar gains one of the following crafting feats: Brew Potion, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, or Forge Ring. The scholar uses her class level as her caster level but must otherwise meet the prerequisites of the chosen feat (so a 4th level scholar could take Brew Potion or Craft Wondrous Item with this knack, but not take Craft Rod until she was at least 9th level).

In addition, the scholar gains a bonus equal to $1/2$ her class level on all skill checks made as part of the crafting process, and can bypass the normal restrictions for spell prerequisites on potions, spell trigger, and spell completion items by adding $3 +$ the level of the prerequisite spell (or $3 + 1/2$ the caster level of the ability to be added if using a magic sphere effect) to the crafting DC. The scholar always treats her class levels as caster levels when determining the effects of items she crafts herself.

This knack may be taken multiple times, granting an additional feat from the above list each time but providing no further benefits.

The scholar must have the amateur arcanist knack to take this knack.

Ritual Crafter: The scholar gains the Craft Rituals feat even if she does not qualify for it and may use her class level in place of her caster level when researching rituals. The scholar may research rituals even if she does not possess the required spheres. This stacks normally with caster levels gained from other sources. The scholar must have the ritual student knack to select this knack.

Ritual Student: The scholar gains the Ritual Caster feat even if she does not qualify for it and may use her class level in place of her caster level when performing rituals. This stacks normally with caster levels gained from other sources. In settings where rituals are tied to specific traditions, the scholar chooses a number of traditions equal to her practitioner modifier and counts as possessing those traditions for the purposes of performing rituals.

COMPANION OPTIONS

Upon gaining an animal companion or a companion from the Conjunction sphere, you may select archetypes to apply to it. Once selected, the archetype cannot be removed. Each companion or animal companion may have different archetypes, and may have more than one archetype as long as the archetypes do not replace or modify the same features or abilities.

ANIMAL COMPANION ARCHETYPES

Martial Beast: A martial beast may combine combat spheres and talents to create powerful martial techniques. Martial beasts use the Proficient talent progression. Martial beasts use Wisdom as their practitioner modifier. A martial beast does not gain the evasion, devotion, multiattack, and improved evasion special abilities. A martial beast adds Extra Combat Talent to the list of feats it may take even with animal intelligence (Intelligence 2 or lower).

CONJURATION COMPANION ARCHETYPES

Martial Companion: A martial companion may combine combat spheres and talents to create powerful martial techniques. Martial companions use the Proficient talent progression. When first summoned, they may choose either Charisma, Intelligence or Wisdom as their practitioner modifier. A martial companion does not gain the evasion, devotion, multiattack, improved evasion special abilities. A martial companion may choose to give up the natural attacks granted by its base form to gain the Battle Creature (form) talent as a bonus talent.



PLAYER OPTIONS

FEATS

BLOODMONGER (CHAMPION)

Prerequisites: Casting class feature, Duelist sphere.

If you possess the blood of a target, that target suffers a -1 penalty to any saving throw made against your spell or magic sphere effects. If you are wielding a weapon that has inflicted bleed damage on a target within the past 1 minute, you are considered to possess their blood. You may also make a melee touch attack against a target suffering from bleed damage as part of using a magic sphere effect to touch and use their blood. You may also store blood from either circumstance in a vial or container to use later, but must be holding the container to use the blood contained within it.

DISPELLING ATTACK (CHAMPION)

Prerequisites: Counterspell feat, ability to gain martial focus.

When you damage a creature while using an attack action, you may expend martial focus as a swift action to use Counterspell targeting that creature or its attended items. Additionally, you gain a +1 bonus to your MSB for the purposes of counterspelling, to a maximum MSB equal to your Hit Dice.

EXTRA IMPROVISATION

Prerequisites: Improvisation class feature.

You gain 2 additional uses of improvisation per day.

Special: This feat may be taken more than once; the benefits stack.

EXTRA EMPATHY

Prerequisite: Empathic link class feature.

You gain 2 additional uses of empathic link per day.

Special: This feat may be taken more than once; the benefits stack.

LIFE TAKER (CHAMPION)

Prerequisites: Casting class feature.

If you reduce a creature to 0 hp or less with a weapon attack or natural attack, you gain a +2 bonus to your caster level for 1 round. The creature must have a CR equal to at least half your caster level.

MYSTIC FOCUS (CHAMPION)

Prerequisite: Casting, ability to gain martial focus.

Whenever you use a magical sphere effect as a standard action, you may spend 1 spell point as a swift action to regain martial focus.

PLANAR COMMANDER (CHAMPION)

Prerequisites: Conjunction sphere, Warleader sphere.

Whenever you summon a companion as a standard action, you may activate a tactic as part of the same standard action, so long as the conjured companion is included in that tactic's affected creatures.

SHIELDED CASTING (EX) (CHAMPION)

Prerequisites: Casting, proficiency with shields.

You may add your shield's AC bonus to concentration checks made to cast defensively.

Special: This feat counts as Combat Casting for the purpose of meeting prerequisites.

SHIELDING WARD (CHAMPION)

Prerequisites: Shield sphere, ability to cast a spell or magic sphere effect that grants a shield bonus to AC.

You may concentrate your wards, shaping and hardening them, employing them in place of a physical shield. While you receive the benefits from a magical effect that grants you a shield bonus to AC, you count as possessing a light shield for the purposes of Shield sphere abilities and for making shield bash attacks with an enhancement bonus to attack and damage rolls equal to the granted shield bonus to AC. If the effect has a caster level of at least 10, you may instead count it as a heavy shield. You must have at least one empty hand to use this feat. Using such an empty hand to cast a spell, make an unarmed strike, hold an item, perform a combat maneuver (other than with the shield granted by this feat), or similar activity removes this ability until the start of your next turn. For the purposes of shield sphere abilities that allow damage to be directed to your shield, treat the 'shield' granted by this ability as having hardness equal to 5 + its caster level and hit points equal to 10 + twice its caster level. Should the 'shield' take enough damage to gain the broken condition, the effect granting the shield bonus is suppressed for 1d4 rounds. If it is destroyed, the effect granting the shield bonus is instead suppressed for 1 hour, though it may be cast again to regain its benefits.

SPEAK WITH ANIMAL ALLIES (CHAMPION)

Prerequisites: Beastmastery sphere, Nature sphere, Speak With Animals.

As a constant supernatural effect, you may communicate with your animal allies as if under the effect of the Speak With Animal talent. This ability functions even with animal allies of the vermin and magic beast types. Additionally, at character level 5, you reduce the spell point cost of the Speak With Animals talent by 1.

SPELL ATTACK (CHAMPION)

Prerequisites: Casting class feature, either Energy Blade from the Destruction sphere or Cryptic Strike from the Death sphere.

When using Energy Blade or Cryptic Strike as a standard action, the attack is treated as a special attack action. This attack may benefit from Vital Strike, as well as combat spheres that augment attack actions (but not other special attack actions).

SPELL TRAP (CHAMPION)

Prerequisites: Trap sphere, casting.

When placing a trap, you may imbue the trap with a sphere effect. Placing the trap takes the longer of your trap placement time and the effect's casting time.

If placed as a dart, the effect targets (for a targeted effect) or is centered on the nearest corner of the space of (for an area effect) the first creature the dart strikes. You may choose to forgo dart damage to resolve the attack against touch AC.

If placed as a snare, the creature triggering the trap is the target of a targeted effect, while the corner of a square the trap occupies chosen by you when the trap is set is the point of origin for an area effect.

Regardless of method, cones, lines, and other shapes resolve themselves in a direction chosen when the trap is set. Any spell points required for the effect are spent when the trap is placed and cannot be recovered. Effects that target multiple creatures only target the struck (for a dart) or triggering (for a snare) creature. All choices regarding the sphere effect must be made when the trap is set and cannot be changed. You may not choose to concentrate on an effect placed in a trap.

UNARMORED MASTERY

Prerequisites: Unarmored Training, +8 base attack bonus or 8 ranks in Acrobatics.

Your mastery of unarmored combat is so great that even changes to your body do not impede you. You no longer lose the benefits of Unarmored Training when under any polymorph effect.



FAVORED CLASS BONUSES

Races that count as multiple other races, such as half elves counting as both elves and humans and half orcs counting as humans and orcs, enables them to choose favored class bonuses from either race.

CORE RACES

DWARF

Prodigy: Add +1/6th of a combat talent.

Sage: Add +1/5th of a Skill Focus feat.

Troubadour: Add a +1/6th bonus to all saving throws when in the troubadour's base persona.

ELF

Prodigy: Add +1/6th of a magic talent.

Sage: Add +1 to the sage's base speed. In combat this option has no effect unless the sage has selected it five times (or another increment of five).

Troubadour: Add a +1/2 bonus to all Knowledge checks.

GNOME

Prodigy: Whenever the prodigy uses the steady skill class feature to take 15 on a skill check, he gains an extra +1/4 to the skill check.

Sage: Add +1 to the sage's Acrobatics check bonus gained by spending a ki pool point. A monk must be at least 5th level to select this benefit.

Troubadour: Increase the DC required to defeat the troubadour's flexible truth class feature by +1/2.

HALFLING

Prodigy: Choose one skill. Add that skill to the list of prodigy class skills.

Sage: Add +1/4 point to the sage's ki pool.

Troubadour: Add +1/2 on Bluff checks to pass secret messages, +1/2 on Diplomacy checks to gather information, and +1/2 on Disguise checks to appear as an elven, half-elven, or human child.

HUMAN

Prodigy: Add +1/4th of a spell point to the prodigy's spell pool.

Sage: Whenever the sage uses the meditation class feature, the number of meditation dice he gains and his maximum possible number of meditation dice increase by +1/6th of a die.

Troubadour: One of the troubadour's personas gains +1/6th of an extra persona quirk. If that persona is dismissed, choose a different persona to gain this extra persona quirk. An individual persona cannot possess more than one bonus persona quirk.

OTHER RACES

AASIMAR

Prodigy: The prodigy may select an additional +1/6th skills to be able to use with their steady skill class feature whenever they prepare that class feature.

Sage: +1/3 to the sage's CMD.

Troubadour: Reduce Arcane spell failure chance by +1%.

GOBLIN

Prodigy: The prodigy may use the steady skill class feature to take 15 on a skill an additional +1/3 times per day.

Sage: Add a +1 bonus on Acrobatics checks made to jump.

Troubadour: Add a +1/2 bonus to all Profession checks.

HOBGOBLIN

Prodigy: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Sage: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Troubadour: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the troubadour is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

ORC

Prodigy: Add +1/2 point of fire damage to sphere effects that deal fire damage.

Sage: Add +1/2 to the attack roll bonus when the sage is at or below 0 hit points.

Troubadour: Add a +1/2 bonus to Intimidate checks to influence targets that are a smaller size category than the troubadour.

TIEFLING

Prodigy: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

Sage: Add a +1/2 bonus on the sage's saving throws to resist death attacks.

Troubadour: Add a +1/2 bonus on Bluff checks to lie and a +1/2 bonus on Diplomacy checks to gather information.

UNIFIED TRADITIONS

Casting traditions are a great way to customize a caster's history, style, and build. Martial traditions fulfill a similar role for martial characters. However, choosing one of each, particularly finding ones that combine well and aid in creating a unified character concept, can be a daunting task. To help with this process, we present to you a series of unified traditions, presented below.

Unified traditions are not a new concept, but are rather a series of pre-determined martial/casting tradition hybrids, which may be used completely as-is, or may be customized to suit a player's needs. As unified traditions are player seeds, they not only include a martial tradition and casting tradition, but also include the caster's two bonus magic talents. A character who gains a unified tradition can not gain a martial tradition, can only choose a new casting tradition when gaining their first level in a new casting class as described in *Spheres of Power*, and does not gain two bonus magic talents (since these are included in the unified tradition).

Some unified traditions include variant versions, where a multitude of talents are traded out to create a slightly different concept, not unlike how an archetype is a variant on a class. When selecting a variant for a unified tradition, the tradition's usual talents are replaced by those detailed under the variant.

Sections marked "variable" allow the character to select between different talents.

CREATING OR MODIFYING UNIFIED TRADITIONS

Just as with martial traditions, unified traditions are not simply collections of talents, but are designed to enable character concepts. The unified traditions listed below cover a great many concepts, but there are many more possibilities than are presented. If a game master (or a player with game master permission) wishes to create a unique unified tradition or modify a unified tradition to better suit their needs, they should use the following guidelines.

1. Each unified tradition should include at least one Equipment talent, typically a discipline talent, Armor Training, Unarmored Training, or Shield Training. These determine the weapons, armor, and other equipment a character has available to them (if any).
2. Each unified tradition should include no more than a single non-talent feat, if any.
3. Each unified tradition should include at least one appropriate base magic sphere and one appropriate base combat sphere, or the option to choose between 2 appropriate sets of base spheres. The exact appropriateness of any given sphere depends on the concept.

In addition, there are a few things that, unless the game master rules otherwise, should be avoided when creating a new unified tradition-

1. Over-specializing in a single sphere other than Equipment. A unified tradition determines a character's starting tools and characteristics; not only does over-special-

izing produce a one-dimensional character that is often boring to play, but it can also produce characters with large weaknesses that are unable to contribute to the game outside of their single specialty.

2. Over-specializing in either offensive or defensive talents. This is similar to issue 1; over-specializing in any one direction produces unbalanced characters with glaring weaknesses that make them difficult to play and often leaves them unable to contribute.

As always, the above guidelines may be broken with GM permission. Unified traditions are a tool for enhancing the game, and are subservient to that goal.

UNIFIED TRADITIONS

ARCANE ARCHER

Arcane archers learn to channel powerful destruction magic into their weapons, firing off devastating shots. These arcane archers find it difficult to cast at all without a weapon in their hands, even going so far as to inscribe runes onto their weapons and ammunition to prepare devastating attacks. Arcane archers usually specialize in either battlefield maneuvering or stealth tactics, but either way dispatch their enemies quickly with powerful magic-infused arrows. Arcane Archers gain +1 spell points, +1 per 3 levels in casting classes.

Martial Training: *Equipment:* Archery Bash, Huntsman Training.

Variable: Arcane archers gain either the Athletics sphere ((run) package) or the Scout sphere as a bonus sphere.

Bonus Feats: Spell Attack

Magic Training: Destruction sphere, Energy Blade.

Drawbacks: Arcane archers inscribe their weapons with small magical glyphs to prepare them for use in battle. Arcane archers possess the Prepared Caster drawback, and must not only choose which sphere their spell points are assigned to, but also a weapon they are proficient with to contain those spell points; they must be wielding this chosen weapon in order to access the attached spell points. An arcane archer can prepare multiple weapons in this fashion, but each chosen weapon must have at least one spell point attached to it. In addition, an arcane archer possesses the Focus Casting drawback, treating any weapon that contains at least one of their spell points as their focus.

Boons: None

BLOODY RIDER

The bloody rider is a fearsome warrior who uses their own life-force to summon and ride a powerful magic beast. Striking out with fearsome edged and spiked weapons that leave bloody

wounds, bloody riders are far from subtle and always leave a significant impression on those who witness them in action. A bloody rider gains +1 spell point, +1 for every 6 levels gained in a casting class.

Bonus Combat Talents: *Equipment:* Orc Heritage

Beastmastery (ride package),
Armored Mount.

Berzerker sphere

Duelist sphere, Long Cuts.

Bonus Magic Talents: Conjunction sphere

Variable: Bloody riders gain either Altered Size or Linger Companion from the Conjunction sphere as a bonus talent. Medium or larger creatures must take Altered Size (Large).

Drawbacks: Bloody Riders have the Bloody Slasher and Offensive Rider martial drawbacks, as well as the Draining Casting magic drawback.

Boons: None

CRUSADER

A crusader is a champion of a divine cause, sacrificing everything, including their own lives, to see it done. Among the righteous, crusaders are the greatest of the great, serving as living embodiments of all that is just. Among the wicked, crusaders are the dark hand of a dark god, reveling in death and destruction for its own sake. Crusaders are part of the divine petitioner casting tradition, and gain a bonus spell point at every odd level they gain in a casting class.

Bonus Combat Talents: *Equipment:* Knightly Training, Armor Training

Duelist Sphere

Beastmastery sphere (ride) package

Bonus Magic Talents: Protection sphere, Healing Aegis, Guardian

Drawbacks: Verbal Casting, Focus Casting, Prepared Caster, Aligned Combatant (Destruction), Aligned Protection (Protection).

Boons: None

VARIANT: GUARDIAN

Guardians do not charge into battle, instead preferring to stand as an unbreakable wall between their enemies and their allies.

Bonus Combat Talents: *Equipment:* Knightly Training, Armor Training, Shield Training

Shield sphere

Bonus Magic Talents: Protection sphere
Healing Aegis, Guardian

DEATH KNIGHT

Death knights command undead forces, often leading them from the front lines. While a death knight's allies might be undead, a death knight still knows how to make the most of them, protecting his charges until they can tear down his enemies.

Martial Training: *Equipment:* Armor Training, Knightly Training.

Feats: Spell Attack

Variable: Death knights gain either the Guardian sphere or Shield Training from the Equipment sphere.

Magic Training: Death sphere, Cryptic Strike.

Drawbacks: Death knights are fueled by necromancy, commanding tortured souls through their voice which manifest around him as sickly green light and shrieking sounds. Death knights possess the Magical Signs and Verbal Casting drawbacks.

Boons: The closer a death knight is to death himself, the easier his necromancy is to invoke. Death knights possess the Deathful Magic boon.



PACKMOTHER

A packmother is a druid who learned the ways of magic through an adopted animal family. From this family, the caster learns the intricacies of nature. From the caster, the animals gain power beyond their own. Packmothers are considered part of the druidic tradition, and as such learn Druidic as a bonus language and gain +1 spell point, +1 per three levels gained in a casting class.

Bonus Combat Talents: Beastmastery sphere (handle animal) package, Animal Companion Scout sphere

Variable: Packmothers gain either Staff Mastery or Huntsman Training from the Equipment sphere.

Bonus Magic Talents: Alteration sphere, plus one Alteration talent that grants a form that best matches the packmother's animal companion.

Drawbacks: Verbal Casting, Prepared Caster, Animal Shaman (Mind).

Boons: None

REAPER

Reapers are powerful and terrible tribal warriors who spill the blood of their enemies, then use that blood for magic rituals. Reapers use their own physical strength to fuel their magic, empowering themselves and disempowering their enemies with equal proficiency. While reapers can cut down scores of lesser creatures with ease, they excel at taking down enormous foes that few other fighters would dare to approach.

Bonus Talents: *Equipment:* Tribal Training Berserker sphere Duelist sphere

Bonus Feats: Bloodmonger

Bonus Magic Talents: Enhancement sphere, Cripple

Drawbacks: Reapers fuel their magic through their own life force and emotions, using howls of rage the way a wizard might use arcane chants. Reapers possess the Draining Casting and Verbal Casting drawbacks.

Boons: Reapers are empowered by their blood and physical fortitude; the stronger their bodies are, the more powerful their magic becomes. Reapers gain the Fortified Magic boon.

ROVER

A rover is a traveler for travel's sake, often collecting songs and stories along the way which they perform for money as they move from town to town. While some locals mistrust all travelers as potential thieves, a rover is a welcome addition to any adventuring party where the rover's quick wits and commanding presence oftens spurs their allies on to even greater heights. A rover gains +1 spell point, +1 per six levels gained in a casting class.

Bonus Combat Talents: *Equipment:* Dancer Training Gladiator sphere Warleader sphere

Bonus Feats:

Mystic Focus

Bonus Magic Talents: Rovers may select any 2 bonus magic talents they desire.

Drawbacks:

Rovers wield ritualistic performance the way a wizard wields arcane formulae, invoking magic through music and dance in place of symbols and chants. Rovers possess the Verbal Casting and Somatic Casting drawbacks, as well as the Skilled Casting drawback, usable with any Perform skill.

Boons:

While a rover's full-body magic requires significant training, it has the benefit of allowing the rover to multitask, as the same dance steps used to invoke magic can also be used to dodge or attack. Rovers gain Easy Focus.

SPELLSWORD

Spellswords blend magic and martial skill together, wielding both in a single fighting style not unlike how other warriors might blend sword and shield. Spellswords usually fight with a weapon in one hand, but keep the other hand free to fulfill somatic requirements for their spells, letting them stay versatile and ready in any situation. Spellswords are considered part of the traditional magic tradition, but through careful study learn to wield this magic in light armor without trouble, as well as how to empower their attacks for single, deadly strikes. However, such training decreases the time they can dedicate to simply increasing their power. Spellswords do not gain any bonus spell points.

Bonus Talents: *Equipment:* Duelist Training, Balanced Defense

Variable: Spellswords gain either Duelist's Grip or Finesse Fighting from the Equipment sphere.

Bonus Feats: Spell Attack

Bonus Magic Talents: Destruction sphere, Energy Blade

Drawbacks: Verbal Casting, Somatic Casting, Material Casting, Prepared Caster

Boons: Metamagic Expert, Overcharge

STREET MAGE

For a street mage, convincing someone you have power is just as important as actually having power. Con artists and thieves, street mages are casters who use tricks both magical and mundane to stay one step ahead of the law and whatever other forces might want them dead. Street mages study traditional magic and are considered part of that tradition, but their knowledge is half-trained at best and filled with shortcuts. However, what tricks they do know are often rigorously practiced until they can be performed as easily as breathing. Street mages gain no bonus spell points.

Bonus Talents: *Equipment:* Rogue Weapon Training Fencing Sphere Scoundrel Sphere

Variable: Street mages gain either the Alchemy sphere ((poison) package) or the Scout sphere.

Bonus Magic Talents: Illusion sphere, Invisibility
Drawbacks: Verbal Casting, Somatic Casting
Boons: Easy Focus

STRIDER

A strider guards the settlements at the edge of the frontier, learning as much from civilized company as from animals and nature. Striders are masters of stealth and hunting, using fancy shooting and animal allies to bring down their targets. Striders are part of the druidic casting tradition, and as such gain +1 spell point, +1 per three levels gained in a casting class.

Bonus Combat Talents: *Equipment:* Huntsman Training
Scout sphere
Beastmastery sphere ((handle animal) package)
Variable: Striders gain either the Sniper sphere or the Barrage sphere.
Bonus Magic Talents: Nature sphere (plantlife package), Barkskin
Drawbacks: Verbal Casting, Prepared Caster, Animal Shaman (Mind).
Boons: None.

VARIANT: STALKER

Stalkers forgo animal companions and fancy shooting to instead take their targets down through clever traps and magic.

Bonus Combat Talents: *Equipment:* Huntsman Training
Scout sphere
Trap sphere
Bonus Feats: Spell Trap
Bonus Magic Talents: Nature sphere (plantlife package), Grow Plants
Boons: None.

TRAVELING SAGE

While many sages prefer stuffy libraries, others travel the world, wishing to see its many wonders in person. While many of these sages are accomplished wizards or alchemists, they also often carry swords or reinforced staves so they are never caught unprepared, whatever life may throw at them. Traveling sages are considered part of the traditional magic casting tradition, and gain an additional spell point every level they gain in a casting class.

Bonus Talents: *Equipment:* Unarmored Training
Alchemy sphere (formulae) package
Scout sphere
Variable: Traveling sages gain either Staff Mastery or a single (discipline) talent of their choice from the Equipment sphere.
Bonus Magic Talents: Traveling sages may select any 2 bonus magic talents they desire.
Drawbacks: Verbal Casting, Somatic Casting (2), Material Casting, Prepared Caster
Boons: None

ULFHEDNAR

Ulfhednar, or "wolf warriors" are wild berserkers who seek out brutal and intense combat, abandoning reason in favor of adopting a wild and uncontrollable combat style. The ulfhednar channel their great ferocity into furs and totems that allow them to take on the forms and powers of mighty animals. An ulfhednar gains +1 spell point, +1 for every 6 levels gained in a casting class.

Bonus Combat Talents: Berserker sphere, Bloody Counter
Brute sphere
Variant: Ulfhednars gain either Huntsman Training or Unarmed Training from the Equipment sphere.
Bonus Magic Talents: Alteration sphere, Animalistic Transformation, Bestial Spirit.
Drawbacks: Ulfhednar gain the Focus Casting general drawback and choose either a cloak made out of animal skin or a totem (use the cost and other statistics of a wooden holy symbol) as their focus. In addition, ulfhednar have the Lycanthropic drawback.
Boons: None

WILD SIDHE

Wild sidhe are isolated alchemists and nature priests, often found guarding leylines from unsuspecting travelers. As opposed to druids who gain their magic from reverence for nature, wild sidhe gain their magic from their participating in fey revelry, tapping into the power they protect and its connections to the hidden world. Because of the close connection between leylines and fey woods, wild sidhe gain aklo, sylvan, or treant as a bonus language, not unlike how druids begin knowing druidic. Wild sidhe are considered part of the fey magic casting tradition.

Bonus Combat Talents: *Equipment:* Tribal Training
Alchemy sphere
Barroom sphere
Variable: One additional talent from the Alchemy, Barroom, or Equipment spheres.
Bonus Magic Talents: Nature sphere (any package) and their choice of either the Illusion or Mind spheres.
Drawbacks: Somatic Casting (2), Wild Magic, *Emotional Casting.
Boons: Easy Focus, Overcharge

*The Player's Guide to Skybourne, pg. 33: Emotional Casting: Your magic requires heightened emotional states of mind to use. When subject to a non-harmless magical effect that invokes an emotion (such as fear effects, spells with the (emotion) descriptor, or charms such as Fear or Hostility) you are unable to use magic.

NPKS

PRODIGY

SENIA DORNGALE

Senia was born fifth in a large family, and while all of her brothers and sisters were born human, Senia was born with the shining hair and face of a Aasimar. While her mother claimed the child was indeed her husbands, he could not look upon the inhuman child without disgust, eventually turning her an her mother out of the house.

Raised in a convent after her mother abandoned her, Senia took to all forms of instruction with ease, learning skill after skill with an unquenchable thirst for knowledge. When the time came to take her own vows and joins the sisters, Senia instead choose the live of an adventurer, seeming her fortune, as well as an answer to where her Aasimar blood came from and why she was chosen to carry it.

Senia Dornale

CR 5

XP 1,600

Female Aasimar prodigy 5

LG Medium Outsider (native)

Init +3; **Senses** darkvision 60 ft, Perception +14

DEFENSE

AC 18, touch 18, flat-footed 18 (+1 deflection, +3 Dex, +4 unarmored)

hp 31 (5d8+5)

Fort +3, **Ref** +6, **Will** +9

Resistance acid 5, cold 5, electricity 5

OFFENSE

Speed 30 ft.

Melee +2 spear +8 (1d8+1/x3) plus Energy Blade or destructive blast +6 touch (2d6)

Ranged +2 spear +8 (1d8+1/x3) plus Energy Blade or destructive blast +6 touch (2d6)

Special Attacks bleeding strike (1 bleed), scout (+9)

Spell-Like Ability (CL 5th)

1/day - daylight

MAGIC

Caster Level 3; **MSB** +5, **MSD** 16, **Concentration** +9

Tradition Traveling Sage (*Drawbacks*: Energy Focus (Destruction), Verbal Casting, Somatic Casting (2), Material Casting, Prepared Caster); **CAM** Wis



Spell Points 14

Destruction Sphere – DC 15, **Range** Close (30 ft.), **Talents** Energy Blade, Fire Blast, Sculpt Blast

- *destructive blast* 2d6 or 3d6 w/ 1 sp (fire blast)

Warp Sphere – DC 15, **Range** touch, **Talents** none

- *warp* (1 sp, 30 ft.)

TACTICS

Senia prefers to keep a distance from her targets, scouting them out first before using her blooded strike and fire-based destructive blasts to wear her opponents down over time while keeping her distance with warp. When in danger, she will run and use her salve and panacea to keep herself going strong. Senia usually uses her steady skill on Use Magic Device, so she may make free use of her wands to keep her enemies at bay.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 12, **Wis** 18, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 16

Feats Extra Combat Talent, Extra Magic Talent, Spell Attack

Martial Tradition Traveling Sage, **PAM** Wis, **DC** 15

Talents Alchemy (formulae package, Salve, Panacea), Equipment (Finesse Fighting, Spear Dancer, Staff Mastery, Unarmored Training), Duelist (Ooze Ichor), Scout

Skills Acrobatics +9, Climb +6, Knowledge (arcane) +5, Knowledge (planes) +5, Knowledge (geography) +5, Knowledge (religion) +5, Perception +14, Sense Motive +12, Stealth +9, Use Magic Device +10, **Racial Bonus** +2 Diplomacy, +2 Perception

Languages Common, Celestial

SQ improved adaptation (5/day), steady skill (4/day),

Combat Gear *wand of vanish*, *wand of shield*, *wand of cure light wounds*, *wand of grease*; **Other Gear** *cloak of resistance* +1, *ring of protection* +1, +2 *spear*, explorer's outfit, 500 gp

DERWYRDD BRIARSOUL

Derwyrdd Briarsoul was raised amongst followers of the 7th Sphere, and more specifically the cultists of Verdigris Vitalae. Like many of the cultists, Briarsoul was initiated by participating in an incantation known as 'Awaken the Beast'. While most commonly used to bestow a form of animal lycanthropy, the cult preferred to sacrifice creatures with ties to plantlife. Briarsoul's sacrifice was a dryad, which bestowed upon the sidhier an even more pure fey alternate form, but cursed him making it difficult to approach or be approached by animals.

Being a small cult, the verdigris vitalae would lend themselves out as healers to secretly gather new members as well as gather information on spreading the influence of the Forest and its worshippers, which is what eventually brought Briarsoul to Andrus. While secretly on a mission to find out the weaknesses of the metropolis, the sidhier has found companionship and goals that quite frankly are far more pressing than expanding the Forest.

Derwyrdd Briarsoul

CR 8

XP 4,800

Male sidhier prodigy 8

CG Medium humanoid (fey, shapechanger)

Init +4; **Senses** low-light vision, Perception +15

Aura warded against nature (DC 20)

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +3 natural, +2 shield)

hp 95 (8d8+56+8 FCB)

Fort +5, **Ref** +13, **Will** +10

DR 4/cold iron;

Defensive Abilities entropic hope, lucky, reflect spell, woodland stride

OFFENSE

Speed 30 ft

Melee +1 *starknife* 'Verdant Star' +14/+9 (1d4+7/x3), w/ energy blade (+3d4 or +6d4 w/ 1 sp; plus entangle)

Ranged *destructive blast* +10 ranged touch (3d4 or 6d4 w/ 1 sp; plus entangle);

Special Attacks energy blade, hard drinker, planar balancer, scout (+10)

MAGIC

Caster Level 6 (8 w/ Nature); **MSB** +8, **MSD** 19, **Concentration** +15

Tradition Wild Sidhe (Boons: Easy Focus, Overcharge, Drawbacks: Blast Focus [plantlife] (Destruction), Emotional Casting, Somatic Casting (2), Wild Magic); **CAM** Cha

Spell Points 15



Destruction Sphere – DC 20, **Range** Close (40 ft.), **Talents** Bramble Blast, Energy Blade

- *destructive blast* 3d4 or 6d4 w/ 1 sp (bramble blast, energy blade)

Nature Sphere – DC 21, **Duration** concentration +2 rounds or 8 rounds w/ 1 sp, **Packages** Plantlife, **Range** Close (45 ft.), **Talents** Grow Plants, Lingering Nature

- *entangle* 10 ft. radius (plantlife, concentration)
- *grow plants* 10 ft. radius (plantlife, 1 sp, instantaneous)
- *growth* 4 plants (plantlife, 1 sp, instantaneous)
- *pummel* Large branch +13 (1d8+4), 10 ft. reach (plantlife, concentration)

TACTICS

Derwyrdd Briarsoul is under the constant effect of Fey Transformation, unless otherwise dispelled. Briarsoul's equipment (except his verdant star, monk's outfit, handy haversack, and its contents) are purposefully melded into his body while in Fey Transformation so to help prevent others from stealing his equipment. During Combat, he will usually open with his destructive blasts, using his greenstep nature imbuelement and magic to devastate his enemies from a distance.

Base Statistics

When Derwyrdd Briarsoul's shapeshift from the Transformation feat is disrupted or suppressed, his statistics are: **AC** 16, touch 14, flat-footed 12; **DR** none; **Special Defenses** loses woodland stride

STATISTICS

Str 8, **Dex** 18, **Con** 10, **Int** 14, **Wis** 12, **Cha** 25

Base Atk +6/+1; **CMB** +5; **CMD** 19; **Psych DC** 22

Martial Tradition Wild Sidhe, **PAM** Cha, **DC** 20

Talents Alchemy (formulae package, Salve, Panacea), Athletics (run package, mobile Striker), Baroom, Equipment (Tribal Training, Throwing Mastery, Balanced Defense), Scout (Great Senses)

Feats Altered Life, Divine Fighting Technique (Way of the Shooting Star), Extra Combat Talent (2), Transformation;

Associated Feats Disposable Weapon, Run, Spring Attack;

Traits Feral Speech, Grove Neophyte, Martial Training (Starknife); **Trait Drawback** Warded Against Nature

Skills Escape Artist +15, Handle Animal +15, Knowledge (geography) +13, Knowledge (nature) +13, Sense Motive +12, Spellcraft +13, Survival +9; Associated Skills Acrobatics +17, Craft (alchemy) +14, Perception +15, Stealth +12; Racial Bonus +2 Acrobatics

Languages Common, Druidic, Elven, Sylvan, Treant

SQ altered life, entropic hope, fey stepper, planar balancer, transformation

Combat Gear panacea (2), salve (4); **Other Gear**

verdant star, handy haversack, cloak of resistance +2, *headband of alluring charisma* +4, alchemy crafting kit, backpack, bedroll, belt pouch, flint and steel, formula book, ink, inkpen, iron pot, mess kit, monk's outfit, portable alchemist lab, soap, torches (10), trail rations (5 days), waterskin

SAGE

CHIRAMBO

Chirambo never had patience for other cuazaj. Where others lamented the fall of their people and spent their days reliving past glories, Chirambo set about at an early age to explore the world and learn of its secrets, placing the here and now above the past or the future. In his youth he met a wise man and followed after him, learning from him the secrets of chi gong and meditation. After spending a lifetime trying to spread such teachings among his people and failing, Chirambo has set off once again to find enlightenment on the road, hoping to learn more about the world and to see what there is to see.

Chirambo

CR 5

XP 1,600

Old Male Cuazaj Sage 5

TN Small Humanoid (human)

Init +3; Perception +11



DEFENSE

AC 21, touch 19, flat-footed 19 (+2 deflection, +2 Dex, +2 natural armor, +4 sage, +1 size)

hp 26 (5d8)

Fort +7, **Ref** +8, **Will** +10; +2 vs disease, mind-affecting, poison, exhaustion, and fatigue

Resistance acid 5, electricity 5

Weaknesses vulnerability to cold and sonic

OFFENSE

Speed 45 ft

Melee chi gong +5 touch (3d6)

Ranged chi gong +5 touch (3d6) or up to 4 chi gong +2 (3d6, requires focus)

Special Attacks quazaj assault (5 rounds)

Alternate Racial Trait quazaj assault

MAGIC

Caster Level 5; **MSB** +5, **MSD** 16, **Concentration** +8

Casting Tradition None, **CAM** Wis, **DC** 16

Destruction Sphere – **DC** 16, **Range** Close (30 ft.), **Talents** (no base sphere), Energy Wall, Guided Strike, Rebuff

Divination Sphere – **DC** 16, **Duration** divine (concentration), sense (5 hours), **Range** medium (150 ft.), **Talents** Viewing

- *Divine* (Divine, Divine Life)
- *Sense* (Read Magic)

TACTICS

Chirambo prefers to keep his distance from his opponents, raining ranged chi gong onto his enemies with the Barrage sphere and his Destruction talents. With his fast movement he can usually keep away from enemies, and he isn't above running if he doesn't think he can win, returning when circumstances are more opportune for him.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 12, **Wis** 18, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 14

Feats Extra Combat Talent, Extra Magic Talent (2), Skill Focus (Athletics)

Martial Tradition Free Runner, **PAM** Wis, **DC** 15

Talents Athletics (Run/Leap packages, Expanded Training, Wall Stunt, Mobile Striker, Swift Movement), Barrage (Hammering Shots, Mobile Focus, Spinning Shot), Equipment (Finesse Fighting)

Skills Acrobatics +14, Diplomacy +9, Escape Artist +10, Perception +12, Sense Motive +12

Languages Auran, Common, Elvish

SQ breeze flight, esoteric training (ki blaster, 2 rounds), esotery (meteor shower, restorative blast), ki pool (6), meditation (2d6), wings

Combat Gear potion of invisibility (2); **Other Gear** cloak of resistance +1, ring of protection +2, monk's outfit, 900 gp

KURO

Kuro was orphaned at a young age and taken in by a monastery of monks. As he grew up he showed great promise in their way and was taken on as a pupil under the Grandmaster and his grandson, Yuri. Both showed great potential however Yuri craved power whereas Kuro desired serenity. When Kuro was chosen to inherit the Path to Nirvana (the large scroll he wears on his back), Yuri revolted along with those who believed he should be the chosen. Though the battle was bloodied, Kuro managed to escape with the help of the Grandmaster. The Grandmaster tasked him to find Shangri La to hide the scroll there away from Yuri. Yuri and his followers hunt Kuro at every turn to get their hands on the scroll.

Kuro

CR 8

XP 4,800

Male Human Sage 8

NG Medium Humanoid (human)

Init +7; Perception +18

DEFENSE

AC 33, touch 29, flat-footed 26 (+4 armor, +2 deflection, +7 Dex, +10 sage)

hp 46 (8d6+16)

Fort +10, **Ref** +15, **Will** +15

OFFENSE

Speed 45 ft

Melee chi gong +11 touch (4d6) or chi gong +9 touch (4d6), chi gong +9 touch (4d6)

Ranged none

Special Attacks Sweep +12, Infuser (DC 22)

MAGIC

Caster Level 8, **MSB** +8, **MSD** 19, **Concentration** +16

Casting Tradition None, **CAM** Wis, **DC** 22

Enhancement – **DC** 22, **Range** close (45 ft.), **Talents** (no base sphere), Animate Object, Steal Senses

Life Sphere – **DC** 22, **Range** touch, **Talents** Break Enchantment, Restore Movement, Restore Senses

- *cure* (3d8+8)

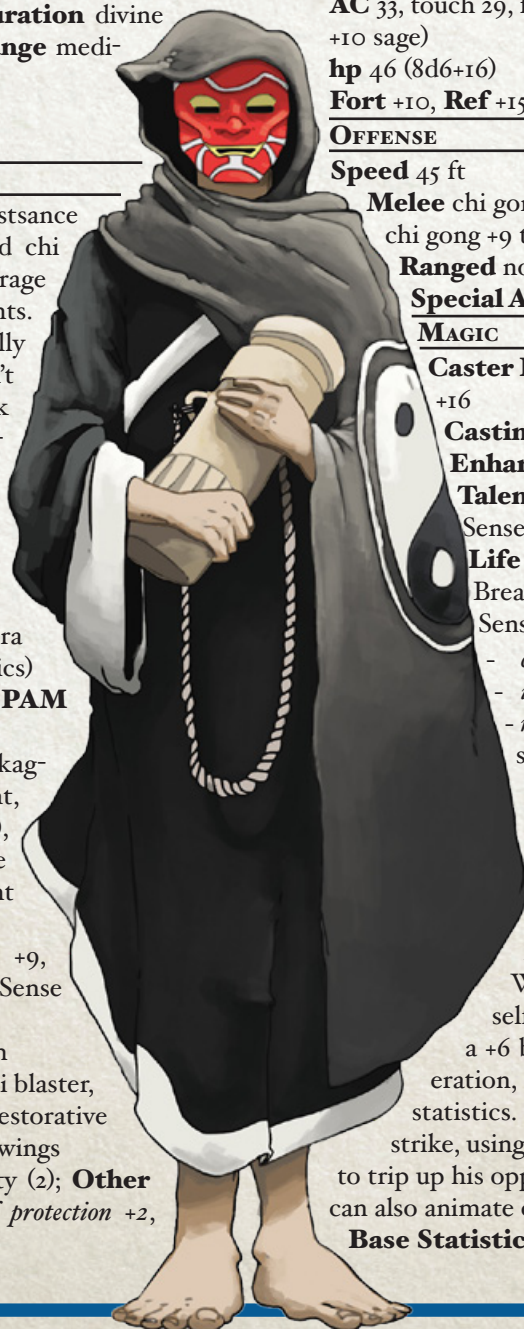
- *invigorate* (+8, 1 hour)

- *restore* (1d4 ability damage, fatigued, sickened, shaken, staggered, dazzled, movement, senses, +1 sp: remove magic)

TACTICS

Kuro does not relish fighting, and prefers to remain highly mobile with Mobile Striker and his other Athletics talents, so he can keep himself safe and escape as necessary. When a fight can not be avoided, he buffs himself up with his enhancer powers, giving himself a +6 bonus to Dexterity, a +6 to Wisdom, 3 regeneration, and +4 armor, all of which are reflected in his statistics. When fighting, Kuro dual wields chi gong strike, using his infuser power (and his sweep, if cornered) to trip up his opponents before landing devastating blows. He can also animate objects to help him fight.

Base Statistics



If for some reason these bonuses are lost, he uses the following bonuses: **AC** 20, touch 20, flat-footed 17 (+3 Dex, +7 sage), **Init** +3, **Fort** +8, **Ref** +10, **Will** +11, **Melee** chi gong +7 touch (4d6) or chi gong +5 touch (4d6), chi gong +5 touch (4d6), **Special Attacks** Sweep +9, Infuser (DC 18), **Str** 11, **Dex** 18, **Con** 14, **Int** 10, **Wis** 20, **Cha** 10, **CMB** +8; **CMD** 26, **Skills** Acrobatics +20, Climb +11, Escape Artist +18, Knowledge (planes) +11, Perception +16, Sense Motive +16, Stealth +15

STATISTICS

Str 11, **Dex** 24, **Con** 14, **Int** 10, **Wis** 26, **Cha** 10

Base Atk +4; **CMB** +8; **CMD** 33

Feats Counterspell, Dispelling Attack, 3 feats, Skill Focus (Escape Artist, Acrobatics)

Martial Tradition Free Runner, **PAM** Wis, **DC** 22

Talents Athletics (run/leap/climb packages, Expanded training, Mobile Striker, Moving Target, Swift Movement, Wall Stunt, Whirlwind Flip), Dual Wielding, Equipment (Finesse Fighting), Open Hand

Skills Acrobatics +23, Climb +11, Escape Artist +21, Knowledge (planes) +11, Perception +19, Sense Motive +19, Stealth +18

Languages Common

SQ chi gong (4d6), esotery (mental escalation, hardened skin (+4), healing factor (regeneration 3), maneuver master), esoteric training (enhancer (+6), infuser (DC 20)), ki pool (13 points), meditation (4d6)

Combat Gear potion of invisibility (5), potion of water walk, potion of gaseous form; **Other Gear** *ring of protection* +2, *cloak of resistance* +2, *headband of inspired wisdom* +2, *belt of incredible dexterity* +2, *robe of blending*, 1,600 gp



TROUBADOUR

OWEN LE ROUGE

Owen was born heir to the Le Rouge fortune and business empire and was raised and trained accordingly, spending his youth at a bardic boarding school, learning magic and diplomacy in preparation for taking over the family business.

It was an open secret that the Le Rouge fortune was built as much on criminal activity as legitimate business, but not even Owen knew how dark his father's underworld contacts really were. Owen's father trafficked with diabolists as well as criminals, and when a demon made him an offer in exchange for the lives of his family, he accepted the deal.

The assassins came for Owen while he was away at school, almost killing him, and in the end Owen only escaped death by faking his death in front of the assassins. With his family dead and his father guilty, Owen began to live under a new, assumed identity, using his training to live convincingly. Now he seeks to build himself a new life as Lord Denarei, a deposed noble from an obscure distant country, building allies to 'take his throne back'. With the help of his many identities (the servant Jode and the bard 'The Great Babalo'), Owen seeks to build up Lord Denarei's reputation until he has the power and influence to see his father's empire destroyed, and relishes the day he can reveal his true self and see the look on his father's face when he sees who it was that destroyed him.

Owen Le Rouge

CR 5

XP 1,600

Male Human Troubadour 5

TN Medium Humanoid (human)

Init +3; Perception +5

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 26 (5d8)

Fort +2, **Ref** +8, **Will** +5 (+2 to all saves in base or Lord Denarei personas)

OFFENSE

Speed 30 ft

Melee rapier +6 (1d6) or rapier +4 (1d6), dagger +4 (1d4)
Ranged dagger +6 (1d4) or dagger +4 (1d4), dagger +4 (1d4)
Special Attacks Fencing (+1d6, +2d6 skewer)

MAGIC

Caster Level 3; **MSB** +5, **MSD** 16, **Concentration** +9

Casting Tradition Rover, **CAM** Cha, **DC** 14

Spell Points 9

Illusion Sphere – **DC** 14, **Range** close (30 ft.), **Talents** Invisibility

- *trick* (3 min.)
- *illusion* (1 sp, Large, concentration)

Life Sphere – **DC** 14, **Range** touch, **Talents** none

- *cure* (1d8+3)
- *invigorate* (+3, 1 hour)
- *restore* (1d4 ability damage, fatigued, sickened, shaken, staggered, dazzled)

TACTICS

When facing opponents on his own, Owen prefers to make himself invisible, then strike from the shadows with his dual wielding and the Skewer talent to deal significant damage. If facing multiple opponents, he will turn invisible every round after attacking, using his Mystic Focus feat to refresh his martial focus at the same time.

When facing enemies in a group (usually disguised as Lord Denarei), he will empower his allies with tactics and shouts, trusting in Defensive Whirl to keep himself alive and his tactics to help him flank and dispose of the enemy.

The statistics given here are Owen's base form. When using one of his personalities, he makes the following adjustments:

Lord Denarei (Hero)

Quirks Paragon (+2), Greater Paragon, Martial Prowess (Defensive Whirl (Dual Wielding))

Melee rapier +8 (1d6) or rapier +6 (1d6), dagger +6 (1d4)

Ranged dagger +8 (1d4) or dagger +6 (1d4), dagger +6 (1d4)

Special Attacks Fencing (+2d6, +3d6 skewer)

Jode (Cunning Servant)

Quirks Greater Aid, Greater Inspiration, Underworld Inspiration

SQ Inspiration pool (3/day)

The Great Babalo (Mentor)

Quirks Channel Energy (2d6 positive, 4/day), Magic Training (Restore Health, Restore Senses)

Caster Level 4th

Talents Illusion (Invisibility), Life (Restore Health, Restore Senses)

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 13, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 16

Feats Mystic Focus, Extra Combat Talent x4

Martial Tradition Rover, **PAM** Cha, **DC** 14

Talents Equipment (Dancer Training, Finesse Fighting), Dual Wielding (paired proficiency), Fencing (Ankle Strike, Skewer, Wide Open), Gladiator, Warleader

Skills Acrobatics +11, Bluff +12 (+18 to prot. personas), Climb +4, Diplomacy +12, Disable Device +11, Disguise +12s, Escape Artist +11, Intimidate +12, Knowledge (arcana) +5, Knowledge

(local) +5, Linguistics +5, Perception +5, Perform (Singing) +12, Sense Motive +8, Stealth +11, Swim +4

Languages Common, Sylvan, Draconic

SQ Actor Training (Seducer, Renown), flexible truth (DC 17), master of disguise (+6), performer's synergy (+2), Personas (3), quick change (2/day)

Combat Gear potion of jump (2), potion of cat's grace (2), quick runner's shirt; **Other Gear** +1 *chain shirt*, *cloak of resistance* +1, mwk daggers (10), +1 *rapier*, entertainer's outfit, artisan's outfit, noble's outfit, jewelry (100 gp), signet ring, mwk thieves tools, disguise kit, 579 gp

JITABHA

Royal by birth but exiled when her tiefling traits manifested, Jitabha is an abject hedonist who has dedicated herself to not just reclaiming her former position, but exceeding it and taking over the world.

Jitabha

CR 8

XP 4,800

Female Tiefling (Rakshasa) Troubadour 8

TN Medium Outsider (native)

Init +0; **Perception** -1

DEFENSE

AC 19, touch 11, flat-footed 19 (+7 armor, +1 deflection, +1 natural armor)

hp 55 (8d8+16)

Fort +5, **Ref** +7, **Will** +6

OFFENSE

Speed 30 ft

Melee +2 *greatsword* +12 (2d6+8)

Special Attacks brutal strike (+12 damage)

MAGIC

Caster Level 4; **MSB** +8, **MSD** 19, **Concentration** +11

Casting Tradition None, **CAM** Cha, **DC** 14

Spell Points 11

Alteration Sphere – **DC** 14, **Duration** 4 minutes, **Range** touch, **Talents** Animalistic Transformation, Greater Transformation, Size Change

- *shapeshift* (2 traits)

TACTICS

Jitabha prefers to get upclose and personal with her enemies, transforming herself to become as powerful as possible and smashing her enemies with brutal strikes.

While Jitabha can and does use disguises and intrigue to help her get what she wants, she is not too particular about her personas, instead preferring to focus on whatever destroys her enemies quicker.

Personas

Fool/Hero Persona

Quirks Martial Prowess, Hopeless Bumbler, Goof's Curse

Melee +2 *greatsword* +14 (2d6+8)

Special Attacks Goof's Curse (DC 17), Hopeless Bumbler (DC 17)

Feats Vital Strike

Cunning/Mentor Persona

Quirks Magic Training, Underworld Inspiration, Unconventional Inspiration (Bluff)

Caster Level 6

Talents Alteration (Animalistic Transformation, Fiendish Transformation, Greater Transformation, Size Change)

SQ Inspiration 5/day

Lover/Villain Persona

Quirks Ingenue, Complete Monster, Villainous Monologue

Skills Bluff +14 (+20 to appear innocence)

SQ Intimidate skill unlocks

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +6/+1; **CMB** +10; **CMD** 20

Feats Arcane Empowerment, Extra Magic Talent, Furious Focus, Power Attack

Martial Tradition Heavy Armsman (sub. Knightly Training), **PAM** Cha, **DC** 16

Talents Berserker (Beat Down, Bell Ringer, Decapitate, Heavy Swing), Equipment (Armor Training, Knightly Training, Guardian (patrol package))

Skills Bluff +14/+18, Diplomacy +14, Disguise +14, Intimidate +14, Knowledge (nobility) +12, Knowledge (local) +12, Linguistics +12, Perform (act) +14, Sense Motive +10, Stealth +11

Languages Abyssal, Common, Draconic, Dwarven, Elvish, Giant, Gnomish, Goblin, Infernal, Orc, Sylvan

SQ Actor Training (Greater Lies, Rapid Change, Skillful Faker, Versatile Performance (Act)), Flexible Truth, Quick Change (2/day), Master of Disguise +7

Combat Gear potion of invisibility; **Other Gear** +1 wild breastplate, +2 greatsword, +1 cloak of resistance, +1 amulet of natural armor, +1 ring of protection, 3,000 gp



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