

The Dilettante

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The Dilettante

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"The only entrance we know of is hidden in that deathtrap of a monastery,"

"Not a problem," Vanja said.

The codger eyed her wearily. "If you do find it, expect hundreds of undead. She keeps those who die trying to stop her as servants to guard the tunnels."

"Again, not a problem."

For the dozenth time, the codger's eyes traced over this little gnomish woman, going from her crossbow, to her spell pouch, to the many holy symbols dangling around her neck.

"What do you do, exactly?" he asked.

"This and that," Vanja said with a smile. "What's next?"

"If you reach her sanctum, you'll face her followers, each one an acolyte wizard, the Empress herself the most accomplished. I heard her strength lies in conjurations."

Vanja nodded and turned to leave.

"Do you really think you can do this?" the codger asked. "I've seen entire teams go after her, and each one dies from her traps, her servants, or her magics. It would take a dozen experts just to handle the range and breadth of defences she has surrounding her sanctum."

"A dozen experts," Vanja said, turning and spreading her arm wide, "or just one me."

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Amongst the heroes and pathfinders of the world, you may find sellswords-turned-adventurer, barbarians-turned-adventurer, thieves-turned-adventurer, priests-turned-adventurer, and even minstrels-turned-adventurer. Sometimes, however, there is simply an adventurer. Someone who doesn't fit easily into any distinction, because she spent her time studying all of them, looking for anything that might give her an edge. These men and women are true jacks-of-all-trades, picking up every tip, trick, and technique they can find, whether it be a new fighting style, a strange arcane theory, or even a new god to petition for aid. With a passing knowledge of a dozen martial traditions, arcane schools, religions, and skills, the true dilettante has a trick up her sleeve for any situation.

Role: A Dilettante's strength comes from her ability to shift focus at a moment's notice, moving easily between combat, magic, healing, or cunning as the need arises. While a dilettante is a welcome addition to any team, she excels particularly as a soloist or in small groups, where a focused specialist is not always available to handle whatever challenge might arise.

Alignment: Any

Hit Die: d8

Class Skills

The Dilettante's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Intimidate (Cha), Knowledge (All) (Int), Perception (Wis), Profession (Wis), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Intelligence modifier.

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known	Maximum Spell Level Known
1st	+0	+0	+2	+0	Aura Pool, Dilettante's Edge, Dilettant's Skill, Cantrips	2	0
2nd	+1	+0	+3	+0	Dalliance	4	0
3rd	+2	+1	+3	+1	Bonus Feat, Dilettante's Defence	5	1st
4th	+3	+1	+4	+1	Dalliance	6	1st
5th	+3	+1	+4	+1	Channel Energy	7	1st
6th	+4	+2	+5	+2	Dalliance	8	2nd
7th	+5	+2	+5	+2	Cunning Initiative	9	2nd
8th	+6/+1	+2	+6	+2	Dalliance	10	2nd
9th	+6/+1	+3	+6	+3	Bonus Feat	11	3rd
10th	+7/+2	+3	+7	+3	Dalliance, Major Dalliances, Jack of All Trades	12	3rd
11th	+8/+3	+3	+7	+3	Action Surge	13	3rd
12th	+9/+4	+4	+8	+4	Dalliance	14	4th
13th	+9/+4	+4	+8	+4	Powerful Aura	15	4th
14th	+10/+5	+4	+9	+4	Dalliance	16	4th
15th	+11/+6/+1	+5	+9	+5	Bonus Feat	17	5th
16th	+12/+7/+2	+5	+10	+5	Dalliance	18	5th
17th	+12/+7/+2	+5	+10	+5	Cunning Dodge	19	5th
18th	+13/+8/+3	+6	+11	+6	Grand Dalliances, Dalliance	20	6th
19th	+14/+9/+4	+6	+11	+6	True Dabbler	21	6th
20th	+15/+11/+5	+6	+12	+6	Master Dilettante	22	6th

Proficiencies: A Dilettante is proficient with all simple and martial weapons, light armor, and shields (but not tower shields). A dilettante may cast spells while wearing light armor and using a shield without incurring a chance of arcane spell failure. A multiclass dilettante still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A dilettante studies magic from a variety of sources, be it arcane theory, divine devotion, basic druidism, alchemy, witchcraft, or even minor sorcery. However, in practice a dilettante is considered an arcane spellcaster, and suffers a chance of arcane spell failure when wearing armor heavier than light.

Every level, a dilettante gains knowledge of how to cast one new spell, and may cast any spell she knows by spending a number of aura points equal to that spell's level (0-level spells

do not consume aura points to use.) When learning a spell, a dilettante may choose any spell at or below the maximum spell level associated with her level on Table: Dilettante, and may choose spells from the wizard/sorcerer, cleric/oracle, or druid spell lists, or an unusual spell gained through study, a scroll, or a wizard's spellbook. A dilettante's spells are Intelligence-based when determining DC, although she does not gain extra spells per day due to a high Intelligence. A dilettante does not need to prepare her spells ahead of time, and is considered a spontaneous spellcaster when applying metamagic feats. A dilettante cannot increase a spell's level via metamagic feats beyond the highest level spell she can learn, although certain dalliances can change this.

Upon reaching 4th level, and at every even-numbered dilettante level after that (6th, 8th, and so on), a dilettante can choose to learn a new spell in place of one she already knows.

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In effect, the dilettante forgets the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A dilettante may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

While a dilettante does count as a spellcaster, her limited understanding of magic means she only counts the spells she knows as being on her spell list for the purposes of creating magic items, or using spell completion and spell trigger items.

Cantrips: If the dilettante chooses to learn a 0-level spell, she may use that 0-level spell at will without spending aura points.

Aura Points (Ex): A dilettante's experiences, inner strength, personal cunning, magical training, and spiritual devotion culminate in a force known as the dilettante's aura. A dilettante's aura is what she uses to power her extraordinary and supernatural powers, as well as her spells and spell-like abilities. A dilettante's aura pool is equal to her class level + her Intelligence modifier (minimum: 1).

Dilettante's Edge (Ex): A dilettante studies everything she can, borrowing techniques from divergent fighting styles, philosophies, magical traditions, and more. While this means a dilettante never gains true mastery of any one field, her breadth of expertise gives her plenty of special tricks she can use by mixing and matching fighting styles, arcane study, and obscure knowledge to her situation.

A dilettante may spend one aura point as a free action to grant himself a circumstance bonus to a single to-hit roll, damage roll, combat maneuver check, or saving throw equal to her Intelligence modifier. While a dilettante may use dilettante's edge as often as she chooses in a single round, she cannot grant more than one bonus to the same to-hit roll, damage roll, or saving throw.

Dilettante's Skill (Ex): A dilettante may spend an aura point as part of a skill check to gain a circumstance bonus to that skill check equal to half her dilettante level (minimum: 1.) A skill may only benefit from Dilettante's Skill once per day.

Dalliances: At 2nd and every 2 levels thereafter, a dilettante gains an ability or bit of specialized knowledge, known as a dalliance. These dalliances are listed below.

Adaptive Magic: Choose a metamagic feat for which you meet the qualifications. You gain that feat.

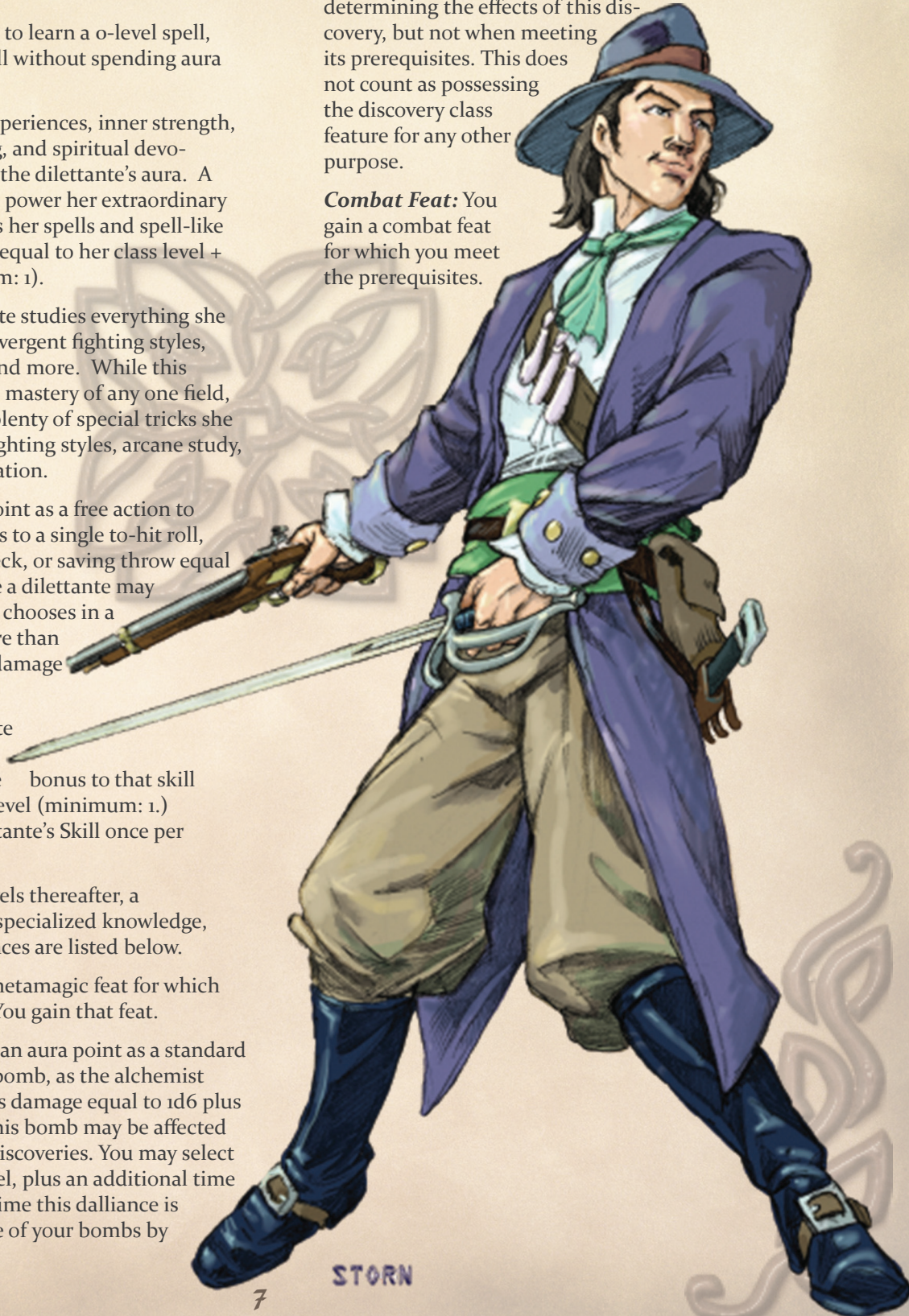
Bombs (Su): You may spend an aura point as a standard action to create and throw a bomb, as the alchemist class feature. This bomb deals damage equal to 1d6 plus your Intelligence modifier. This bomb may be affected and changed by alchemist's discoveries. You may select this dalliance once at 2nd level, plus an additional time at 10th and 18th level. Every time this dalliance is selected, increase the damage of your bombs by

1d6. If you possess the bomb class feature from another source (such as alchemist class levels,) these abilities stack, although you must spend an aura point in addition to a use of your bomb class feature to combine them.

Broadened Study (Ex): You gain knowledge of how to cast one 1st level spell, plus an additional 1st level spell for every 5 dilettante levels you possess.

Chemist (Ex or Su): You gain an alchemist discovery. Treat your dilettante levels as alchemist levels when determining the effects of this discovery, but not when meeting its prerequisites. This does not count as possessing the discovery class feature for any other purpose.

Combat Feat: You gain a combat feat for which you meet the prerequisites.



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Countersong/Distracton (Su): You gain countersong and distraction, as the bard class features. Starting a countersong or distraction is a standard action, but may be maintained every round as a free action. You must spend 1 aura point per round you are using countersong or distraction.

Cunning Insight (Ex): You may use your Intelligence modifier in place of your Wisdom modifier when making skill checks with Wisdom-based skills.

Cunning Physicality (Ex): You may use your Intelligence modifier in place of your Dexterity modifier or Strength modifier when making skill checks with Dexterity or Strength-based skills.

Cunning Socialite (Ex): You may use your Intelligence modifier in place of your Charisma modifier when making skill checks with Charisma-based skills.

Enhanced Cures (Su): Whenever you cast a cure spell, the maximum number of hit points healed is based on your dilettante level, not the limit based on the spell. For example, an 11th-level dilettante with this dalliance may cast cure light wounds to heal 1d8+11 hit points instead of the normal 1d8+5 maximum.

Evasion (Ex): You gain evasion, as the rogue class feature.

Familiar (Su): You gain a familiar, as the wizard class feature.

Fast Movement (Ex): As a swift action, you may spend one aura point to increase your base speed by 20 ft for one round.

Firearm Training: You gain Exotic Weapon Proficiency (firearms).

Grit: You gain the Amateur Gunslinger feat and one Grit feat of your choice. You must fulfill the prerequisites of the Grit feat in order to choose it. You must be proficient with firearms to select this dalliance.

Improved Uncanny Dodge (Ex): You gain improved uncanny dodge, as the rogue class feature, treating your dilettante levels as rogue levels. You must have Uncanny Dodge before you may gain this dalliance.

Nature's Friend (Ex and Su): You gain Wild Empathy, as the druid class feature, and add half your dilettante levels to survival checks made to follow or identify tracks.

Poison Use (Ex): When applying poison to a weapon, you no longer suffer a 5% chance of poisoning yourself.

Powerful Magic (Ex): When altering your dilettante spells via metamagic feats, treat your maximum spell level as being 1 higher than it is. You may gain this dalliance once at 2nd level, plus an additional time at 10th level and 18th level.

Sneak Attack: When you spend an aura point to deal extra damage to an enemy who is flat-footed, denied its Dexterity bonus to AC, or that you are flanking, you

deal an extra 1d6 precision damage, as the rogue class feature. This damage stacks with sneak attack gained from other sources, such as rogue levels. You may gain this dalliance once at 2nd level, plus an additional time at 10th level and 18th level. Every time this dalliance is taken, you deal an extra 1d6 sneak attack damage.

Reiteration (Ex): Once per day, you can reroll any Charisma based skill after it is rolled but before the result is determined. You may gain this dalliance multiple times. Every time it is selected, you gain an additional use per day of this ability.

Roguish Tendencies (Ex): You gain one rogue talent of your choice, treating your dilettante levels as rogue levels when determining its effects. This does not count as possessing the rogue talent class feature for any other purpose.

Style Master (Ex): You may have 2 style feats active at once. Starting a stance provided by a style feat is still a swift action, but when you switch to another style feat, you can choose one style whose stance is already active to persist.

Trapfinding (Ex): You gain trapfinding, as the rogue class feature.

Uncanny Dodge (Ex): You gain uncanny dodge, as the rogue class feature.

Versatile Performance (Ex): You gain versatile performance, as the bard class feature. You may gain this dalliance once at 2nd level, plus an additional time at 10th level and 18th level.

Witchcraft (Ex or Su): You gain one witch hex of your choice, treating your dilettante levels as witch levels when determining its effects. This does not count as possessing the hex class feature for any other purpose.

Bonus Feat: At 3rd, 9th, and 15th level, a dilettante's study lets her gain an extra feat of her choice. This feat can be chosen from any the dilettante qualifies for.

Dilettante's Defence (Ex): At 3rd level, a dilettante's combining of techniques gives her an edge in defence as well as offense. The dilettante may spend an aura point to gain a dodge bonus equal to her Intelligence modifier against a single opponent for one round. Multiple targets may be defended against in the same round by spending an aura point per target, but the same target may not be selected more than once in the same round.

Channel Energy (Su): At 5th level, a dilettante's dabbling in divine magic gives her a limited ability to channel energy. She may channel energy as a cleric of equal level by spending 2 aura points. The dilettante must choose whether she channels positive or negative energy, and once made this decision cannot be altered. No matter how many aura points she has, however, a dilettante may only channel energy a total number of times per day equal to 3+ her Charisma modifier.

Cunning Initiative (Ex): At 7th level, a dilettante adds her Intelligence modifier to her Initiative rolls.

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Jack of All Trades (Ex): At 10th level, a dilettante can use any skill, even if the skill normally requires her to be trained. At 16th level, the dilettante considers all skills to be class skills. At 19th level, the dilettante can take 10 on any skill check, even if it is not normally allowed.

Major Dalliances: At 10th level, a dilettante may choose a major dalliance instead of a dalliance.

Advanced Study: You gain knowledge of how to cast one 2nd level spell, plus an additional 2nd-level spell for every 5 dilettante levels you possess.

Combat Healer (Su): Whenever you cast a cure spell (a spell with “cure” in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending twice as many aura points. This does not increase the level of the spell. You can use this ability once per day for every 5 dilettante levels you have.

Grand Hoax (Ex): Gain the Rumourmonger advanced rogue talent.

Greater Arcana: Add one spell to your list of spells known of the highest level you can cast, or two spells of a lower level than the highest level you can cast. You may gain this dalliance multiple times.

Improved Evasion (Ex): You gain the Improved evasion advanced rogue talent. You must have the evasion class feature or dalliance before you may select this major dalliance.

Theurgic Empowerment: Whenever you cast a spell, you may spend an extra aura point to make half the damage dealt by that spell holy or unholy damage. This does not stack with the similar ability provided by the Theurgy feat.

Safe Curing (Su): Whenever you cast a spell that cures the target of hit point damage, you do not provoke attacks of opportunity for spellcasting.

Solo Tactics (Ex): You may treat all your allies if they possessed the same teamwork feats you do for the purpose of

determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. Your allies' positioning and actions must still meet the prerequisites listed in the teamwork feat.

Surprising Charge (Ex): You can move up to your speed as an immediate action by spending 2 aura points. You can use this ability once per day, plus an additional time per day at 15th and 20th level.

Warrior's Heart (Ex): You gain one combat feat. Treat your effective fighter level as 10 when meeting the prerequisites for this feat.

Weapon Training (Ex): You gain weapon training with one weapon group, as the fighter class feature.

Action Surge (Ex): At 11th level, a dilettante may spend 4 aura points as a free action to take an extra standard action during her turn. This may only be done once per round.

Powerful Aura (Ex): At 13th level, a dilettante adds her Charisma bonus and Wisdom bonus (if their total is positive,) as well as her Intelligence bonus to her total aura points.

Cunning Dodge (Ex): At 17th level, so long as the dilettante is wearing light or no armor, she gains a permanent dodge bonus equal to her Intelligence modifier. This does not stack with dilettante's defence.

Grand Dalliances: At 18th level, a dilettante may choose a grand dalliance whenever she gains a dalliance.

True Alchemist (Ex or Su): You gain one alchemist's discovery. Treat your effective alchemist level as 10 when meeting the prerequisites for this discovery.

True Caster (Su): Choose one spell of 7th level or below from either the wizard/sorcerer, druid, or cleric/oracle spell lists. Add this spell to your spells known. Even if the spell chosen is a 7th level spell, this does not raise your maximum spell level to 7 for the purposes of metamagic feats. You may gain this dalliance multiple times. Each time it is taken, gain another spell.

True Cleric (Su): Channeling energy costs 1 aura point instead of 2.

True Fighter (Ex): You gain one combat feat. Treat your Effective fighter level as 18 when meeting the prerequisites for this feat.

True Rogue (Ex): You gain one advanced rogue talent of your choice. Treat your dilettante levels as rogue levels when determining the effects of this rogue talent. This does not count as possessing the rogue talent class feature.

True Witch (Ex or Su): You gain one major witch hex of your choice. Treat your dilettante levels as witch levels when determining the effects of this witch hex. This does not count as possessing the hex class feature.



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True Wizard (Ex or Su): You gain one arcane discovery. Treat your effective wizard level as 11 when meeting the prerequisites for this discovery.

True Dabbler: At 19th level, a dilettante's assortment of tricks has made her more prepared for anything that comes her way. She gains a permanent +1 bonus to all her attributes.

Master Dilettante: At 20th level, a dilettante gains 3 dalliances or feats of her choice, selected from those she qualifies for.

New Dilettante-related Feats

Extra Dalliance: Requires Dalliance class feature.

You gain an additional dalliance. This feat may be selected multiple times. Each time it is selected, gain an additional dalliance.

Extra Aura: Requires aura pool class feature.

Increase your total aura pool by 3.

You may gain this feat multiple times. Each time it is selected, increase your aura pool by an additional 3 points.

Dilettantes in the World

It can be hard to identify a dilettante, because unlike many other classes, there are no distinct paths leading to it. A bard may attend a bardic college, a wizard may study under another wizard, and a cleric may train in a temple, but a dilettante may be found doing all of these or none of them. A dilettante studies everything she can, everywhere she can, and brings all that knowledge to bear against her foes.

Sometimes, a dilettante is someone who's adventuring career began before their training. The farmhand whose family was killed; the man who discovers an artifact hidden in his attic; the hero who must take up her father's sword to save her home- these are all examples of those who, as their career progresses, will likely become dilettantes. These heroes lack the benefit of a large team of allies or years of previous, dedicated study, and so must learn whatever they can to keep themselves alive from whatever source is available.

If a dilettante does survive long enough to take on students, it will most likely be an adventurer's

guild or school, specializing in nothing more or less than survival in any situation. While this may be strange in worlds where adventuring isn't a profession in and of itself, but in a world where dedicated adventurers, pathfinders, and ruin delvers are common, dilettantes thrive and can be found the world over.

Dilettantes are also found amongst the nobility, especially in locations where nobility are more likely to be landed gentry than warlords. These men and women are given access to expensive educations, but with no true goal beyond competency. As such they will study swordplay, basic magic, a variety of skills, and whatever local religions their people follow, and as such are more likely to become dilettantes than experts in any one particular area of study.



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Designer's Note: Balancing the Dilettante

You may have noticed that, while the dilettante has access to abilities from some classes such as the fighter, rogue, alchemist, and wizard, he does not have nearly as much access to those of certain other classes, such as the barbarian, summoner, or magus. While in theory a dilettante could dabble in anything, we felt that for simplicity's and balance's sake, certain class abilities were better implied than outright given. The dilettante's action surge ability, fast movement dalliance, and dilettante's defence cover most of the powers of a ki pool, and the bonuses to attack and damage that can be gained through dilettante's edge are similar enough to a magus's arcane pool and a barbarian's rage that we didn't feel the need to include them.

This isn't to say that a dilettante's abilities couldn't expand beyond those listed. It would certainly make sense for a multiclass barbarian/dilettante or magus/dilettante to gain a rage power or magus arcana as a dalliance, and with an increasing number of good 3rd party classes available, the possibilities of the dilettante's dabbling are virtually endless.

Therefore, while we do encourage players to find new and interesting ways to expand the dilettante's dalliances into other classes, we caution both players and GMs to be careful when choosing what abilities they wish to add to those the dilettante already possesses. The dilettante is many things, but he should not be an excuse to combine every damage-dealing ability from every class into a single character.

Sample Characters

Due to the large number of potential builds possible with the dilettante, we've included 4 NPCs, each with 1st, 7th, and 12th level builds. These can work equally with players hoping to learn to use the dilettante, with players hoping for a quick character build they can adapt to their needs, or with GMs looking for some ready NPCs to use.

Each sample is built with a 20 point buy and no traits.

NPCs

Emri Vandocuu

Emri was an orphan, and grew up working as an assistant to the great wizard Navalua. However, the job carried more toil than learning, and Emri frequently found himself learning more from animals and the stable boys than he did from his master. When he overheard his master speaking to another wizard about his hatred of students and Emri in particular, Emri lost faith in his master, and a bit with wizardry in general. Taking what little understanding he had, Emri left his master and began a personal journey to learn more about

magic in all its forms, and to see what adventures he could find along the way.

Human Dilettante 1

NG Medium humanoid (human)

Init +3; **Senses Perception** +4

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +3 armor, +2 shield)

hp 9 (1d8+1)

Fort +0, **Ref** +5, **Will** +0,

Special Defences dilettante's edge (+4)

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d4/19-20)

Ranged frost ray +3 (1d3)

Special Attacks aura pool (8), dilettante's edge (+4), dilettante's skill (+1)

Dilettante Spells (CL 1; concentration +5)

oth (At Will) *prestidigitation* (DC 14), *frost ray*

STATISTICS

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

Base Atk +0; **CMB** 0; **CMD** 13

Feats Weapon Finesse, Extra Aura

Skills Acrobatics +7, Bluff +4, Handle Animal +4, Knowledge (Arcana, Nature, Religion) +8, Perception +4, Sense Motive +4, Spellcraft +8, Stealth +7, Use Magic Device +4

Languages Common, Elvish, Dwarven, Goblin, Draconic

Combat Gear dagger, studded leather, heavy wooden shield, backpack, trail rations (1 week), 50 ft hemp rope, grappling hook, explorer's outfit.

Human Dilettante 7

NG Medium humanoid (human)

Init +7; **Senses Perception** +10

DEFENSE

AC 22, touch 13, flat-footed 19 (+3 Dex, +5 armor, +4 shield)

hp 42 (7d8+7)

Fort +2, **Ref** +8, **Will** +2,

Special Defences dilettante's edge (+4), dilettante's defence (+4)

OFFENSE

Speed 30 ft.

Melee +2 rapier +10 (1d6+2/18-20)

Ranged light crossbow +8 (1d8/19-20)

Dilettante

Special Attacks aura pool (14), dilettante's edge (+4), dilettante's skill (+3), channel positive energy (2 aura points, 4d6, 3/day)

Dilettante Spells (CL 7; concentration +11)

2nd burning arc (DC 18, CL 10), flaming sphere (DC 18)

1st shocking grasp, magic missile, longstrider, bless, entangle (DC 16)

0th prestidigitation (DC 14), guidance, detect magic, frost ray

Spell-like Abilities

3/day dancing lights

STATISTICS

Str 10, Dex 16, Con 10, Int 19, Wis 10, Cha 10

Base Atk +5; CMB 5; CMD 18

Feats Weapon Finesse, Extra Aura, Spell Focus (evocation), Spell Specialization (flaming arc), Greater Spell Focus (evocation), Magic Tattoo (evocation), Intensified Spell

Dalliances Broadened Study, Witch Hex (Healing Hands), Adaptive Magic (Intensified Spell)

Skills Acrobatics +13, Bluff +10, Handle Animal +10, Knowledge (Arcana, Nature, Religion) +14, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +13, Use Magic Device +10

SQ cunning initiative

Languages Common, Elvish, Dwarven, Goblin, Draconic

Combat Gear +2 rapier, +2 studded leather, +2 Heavy Wooden Shield, light crossbow, potion of cure light wounds (2), potion of reduce person (2), backpack, trail rations (1 week), 50 ft hemp rope, grappling hook, explorer's outfit.

Human Dilettante 12

NG Medium humanoid (human)

Init +10; Senses Perception +15

DEFENSE

AC 28, touch 15, flat-footed 25 (+3 Dex, +7 armor, +6 shield, +2 deflection)

hp 68 (12d8+12)

Fort +8, Ref +15, Will +8,

Special Defences dilettante's edge (+7), dilettante's defence (+7)

OFFENSE

Speed 30 ft.

Melee +4 rapier +16/+11 (1d6+4/18-20)

Ranged light crossbow +12 (1d8/19-20)

Special Attacks aura pool (22), dilettante's edge (+2), dilettante's skill (+6), channel energy (2 aura points, 6d6, 3/day), action surge

Dilettante Spells (CL 12; concentration +17)

4th ball lightning (DC 23, CL 15)

3rd fireball, (DC 22,), call lightning (DC 22), hydraulic torrent

2nd burning arc (DC 21), cure moderate wounds, scorching ray

1st shocking grasp, magic missile, longstrider, divine favor, feather fall, goodberry

0th prestidigitation (DC 17), guidance, detect magic, frost ray

Spell-like Abilities

3/day dancing lights

STATISTICS

Str 10, Dex 16, Con 10, Int 25, Wis 10, Cha 10

Base Atk +9; CMB 9; CMD 22

Feats Weapon Finesse, Extra Aura, Spell Focus (evocation), Spell

Specialization (ball lightning), Greater Spell Focus (evocation), Magic Tattoo (evocation),

Intensified Spell, Craft Wand, Topple Spell, Empower Spell



Dilettante

Dalliances Broadened Study, Witch Hex (Healing), Adaptive Magic (Intensified Spell), Powerful Magic (2), Theurgic Empowerment

Skills Acrobatics +18, Bluff +15, Handle Animal +15, Knowledge (Arcana, Nature, Religion) +20, Perception +15, Sense Motive +15, Spellcraft +20, Stealth +18, Use Magic Device +15

SQ cunning initiative, jack of all trades

Languages Common, Elvish, Dwarven, Goblin, Draconic

Combat Gear +4 rapier, +4 studded leather, +4 Heavy Wooden Shield, light crossbow, ring of protection +2, cloak of resistance +4, wand of cure light wounds (47 charges), wand of shocking grasp (CL 5, 43 charges), wand of scorching ray (39 charges), potion of reduce person (2), backpack, trail rations (1 week), 50 ft hemp rope, grappling hook, explorer's outfit, headband of vast intellect +4

Tactics Emri employs a variety of tactics, depending on the situation. In small fights uses divine favor and his rapier. In tougher fights he uses his shocking grasp, flaming arc, and his many wands, occasionally sending out a toppling magic missile when the need arises. In larger-scale fights, he will use fireballs, or if a fight feels like it will drag on, he will send out an empowered flaming sphere or empowered ball lightning, as well as an empowered call lightning, then spend the fight slowly picking off his enemies and manipulating the battlefield. When necessary, he will empower his spells with holy or unholy energy as well, to overcome whatever resistances his enemies might have.

Off the battlefield, Emri uses his many skills, his healing hex, and his goodberry spell to help his team. He usually ends the day creating as many goodberries as his leftover aura points will allow, ensuring his allies always have a large, ready supply of food and minor healing items. While not a dedicated healer, he can usually keep his party in top shape, day to day.

Vanja Deckart

Vanja was never happy sitting still. While she possessed the skill and training to become a scholar, she instead opted for a more adventurous life, delving ruins and excavating ancient secrets. While she can work well with a team, her heart will always be that of a vagabond soloist.

Gnome Dilettante 1

LG Small humanoid (gnome)

Init +2; **Senses** Low-Light Vision; Perception +3

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 armor, +1 size)

hp 12 (1d8+4)

Fort +3, **Ref** +4, **Will** 0, +2 vs enchantments

Special Defences dilettante's edge (+3), defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee dagger -2 (1d4-2/19-20)

Ranged light crossbow +2 (1d6/x3)

Special Attacks aura pool (4), dilettante's edge (+3), dilettante's skill (+1), +1 on attack rolls against goblinoid and reptilian humanoids

Dilettante Spells (CL 1; concentration +4)

oth (At Will) *stabilize, detect magic*

Spell-like Abilities

1/Day (DC 13) *ghost sound, dancing lights, prestidigitation, speak with animals*

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 16, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** -3; **CMD** 9,

Feats Point Blank Shot

Skills Acrobatics +6, Diplomacy +6, Disable Device +6, Knowledge (Arcana, History) +7, Perception +4, Stealth +6, Perform (Act, Oratory) +6

Languages Common, Elven, Celestial, Draconic, Gnoll, Orc

Combat Gear studded leather, longsword, longbow, trail rations (1 week,)

Combat Gear light crossbow, dagger, leather armor, backpack, 50ft hemp rope, thief's tools.

Gnome Dilettante 7

LG Small humanoid (gnome)

Init +5; **Senses** Low-Light Vision; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 armor, +1 size)

hp 63 (7d8+28)

Fort +7, **Ref** +9, **Will** +4, +2 vs enchantments

Special Defences dilettante's edge (+3), defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee dagger +3 (1d4-2/19-20)

Ranged +3 light crossbow +10 (1d6+3/x3)

Special Attacks aura pool (10), dilettante's edge (+3), dilettante's skill (+3), +1 on attack rolls against goblinoid and reptilian humanoids, channel positive energy (2 aura points, 5/day, 4d6)

Dilettante Spells (CL 7; concentration +10)

2nd aid, invisibility

1st cure light wounds, shocking grasp, divine favor

oth stabilize, detect magic, message, mage hand

Spell-like Abilities

1/Day (DC 12) *ghost sound, dancing lights, prestidigitation, speak with animals*

STATISTICS

Dilettante

Str 6, **Dex** 14, **Con** 16, **Int** 17, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** 3; **CMD** 15,

Feats Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Focused Shot, Bullseye Shot, Deadly Aim

Dalliance Combat Feat, Versatile Performance (oratory), Trapfinding

Skills Acrobatics +12, Diplomacy +12, Disable Device +12, Knowledge (Arcana, Dungeoneering, Engineering, History, Nature, Planes, Religion) +8, Perception +10, Stealth +12, Perform (Act, Oratory) +12

SQ cunning initiative

Languages Common, Elven, Celestial, Draconic, Gnoll, Orc
Combat Gear studded leather, longsword, longbow, trail rations (1 week,)

Combat Gear +3 light crossbow, dagger, +3 leather armor, backpack, 50ft hemp rope, thief's tools, cloak of resistance +2

Gnome Dilettante 12

LG Small humanoid (gnome)

Init +9; **Senses** Low-Light Vision; Perception +3

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +5 armor, +1 size)

hp 102 (12d8+48)

Fort +9, **Ref** +12, **Will** +6, +2 vs enchantments

Special Defences dilettante's edge (+7), dilettante's defence (+7), defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee dagger +7/+2 (1d4-2/19-20)

Ranged +3 light crossbow +12 (1d6+17/x3) or +3 light crossbow +12/+7 (1d6+10/x3) or +3 light crossbow +15/+10 (1d6+4/x3)

Special Attacks aura pool (19), dilettante's edge (+7), dilettante's skill (+6), action surge, channel positive energy (2 aura points, 5/day, 6d6) +1 on attack rolls against goblinoid and reptilian humanoids

Dilettante Spells (CL 12; concentration +19)

4th geyser (DC21)

3rd fly, aqueous orb (DC 20), *cure serious wounds*

2nd aid, invisibility, pilfering hand, defending bone, silence, rope trick

1st cure light wounds, shocking grasp, divine favor

oth stabilize, detect magic, message, mage hand

Spell-like Abilities

1/Day (DC 12) ghost sound, dancing lights, prestidigitation, speak with animals

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 25, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** 7; **CMD** 19,

Feats Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Focused Shot, Bullseye Shot, Deadly Aim, Extra Dalliance (Evasion, Familiar), Dilettante,

Dalliance Combat Feat, Versatile Performance (2), Trapfinding, Evasion, Witch Hex (Misfortune), Advanced Study, Weapon Training (Crossbows), Familiar (cat)

Skills Acrobatics +12, Disable Device +17, Fly +10, Knowledge (Arcana, Dungeoneering, Engineering, History, Nature, Planes, Religion) +13, Perception +15, Sleight of Hand +17, Spellcraft +10, Stealth +20, Perform (Act, Oratory) +17, Use Magic Device +17

SQ cunning initiative, jack of all trades

Languages Common, Elven, Celestial, Draconic, Gnoll, Orc

Combat Gear +3 light crossbow, dagger, +3 leather armor, backpack, 50ft hemp rope, thief's tools, cloak of resistance +2, wand of cure light wounds (50 charges,) headband of vast intelligence +6

Tactics Vanja has a trick up her sleeve for every situation. She uses her crossbow at range, shocking grasp at melee, her numerous skills outside of combat, and her channeling where necessary. She uses her Misfortune witch hex when part of a team to wear down her enemies and aid her allies, and her numerous spells whenever the situation merits it. While skilled in combat, her greatest rush comes from outthinking her opponents, usually through a combination of her numerous skills, silence, rope trick, pilfering hand, fly, and invisibility spells.

Sao Windwalk

Sao was a smart lad, gifted in magic, trained in archery by his father, and if nothing had changed he would have probably become a wizard or ranger. However, when his father was killed in a raid on their village and his mother severely injured, all Sao's plans changed. Sao took his mother to a different town to heal, then took his father's bow and hunted down the bandit that had killed him, avenging his death. After that, a life as an adventurer seemed the natural path.

Elf Dilettante 1

LG Medium humanoid (Elf)

Init +3; **Senses** Low-Light Vision; Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** -1, +2 vs enchantments, immune to sleep.

Special Defences dilettante's edge (+4)

OFFENSE

Speed 30 ft.

Melee longsword (1d8/19-20)

Ranged longbow +3 (1d8/x3)

Dilettante

Special Attacks aura pool (5), dilettante's edge (+4), dilettante's skill (+1),

Dilettante Spells (CL 1; concentration +5)

oth ghost sound, virtue

STATISTICS

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

Base Atk +0; **CMB** 0; **CMD** 13,

Feats Point Blank Shot

Skills Acrobatics +7, Diplomacy +5, Disable Device +7, Knowledge (Dungeoneering, Nature) +8, Perception +3, Stealth +7, Perform (Sing) +5, Spellcraft +8, Use Magic Device +5,

Languages Common, Elven, Celestial, Draconic, Gnoll, Orc

Combat Gear studded leather, longsword, longbow, trail rations (1 week,)

Elf Dilettante 7

LG Medium humanoid (Elf)



Init +7; **Senses** Low-Light Vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor)

hp 49 (7d8+14)

Fort +3, **Ref** +8, **Will** 1, +2 vs enchantments, immune to sleep.

Special Defences dilettante's edge (+4), dilettante's defence (+4)

OFFENSE

Speed 30 ft.

Melee +3 longbow +8/+8 (1d8+7/x3)

Ranged +3 longbow +8/+8 (1d8+7/x3), or +3 longbow +10/+10 (1d8+3/x3), or +3 longbow +10 (1d8+7/x3) or +3 longbow +12 (1d8+3/x3)

Special Attacks aura pool (11), dilettante's edge (+4), dilettante's skill (+3), channel positive energy (2 aura points, 4/day, 4d6)

Dilettante Spells (CL 7; concentration +11)

2nd aid, cat's grace

1st gravity bow, true shot, divine favor

oth (At Will) ghost sound, virtue, guidance, mage hand

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** 5; **CMD** 18,

Feats Point Blank Shot, Rapid Shot, Precise Shot, Deadly Aim, Stabbing Shot, Weapon Focus (longbow)

Dalliances Combat Feat (Rapid Shot), Witchcraft (Flight), Versatile Performance (Sing: Bluff, Sense Motive)

Skills Acrobatics +13, Diplomacy +11, Disable Device +9, Fly +7, Knowledge (Dungeoneering, Nature) +14, Perception +9, Stealth +13, Perform (Sing) +11, Spellcraft +14, Use Magic Device +11

SQ cunning initiative

Languages Common, Elven, Celestial, Draconic, Gnoll, Orc

Combat Gear +3 studded leather, +3 longbow, trail rations (1 week,)

Elf Dilettante 12

LG Medium humanoid (Elf)

Init +8; **Senses** Low-Light Vision; Perception +14

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +7 armor)

hp 80 (12d8+24)

Fort +5, **Ref** +12, **Will** +3, +2 vs enchantments, immune to sleep.

Special Defences dilettante's edge (+4), dilettante's defence (+4)

Dilettante

OFFENSE

Speed 30 ft.

Melee +5 flaming longbow +15/+15/+10 (1d8+14/x3)

Ranged +5 flaming longbow +15/+15/+10 (1d8+14/x3), or +5 flaming longbow +18/+18/+13 (1d8+8/x3), +5 flaming longbow +17/+12 (1d8+14/x3), or +5 flaming longbow +20/+15 (1d8+8/x3),

Special Attacks aura pool (16), dilettante's edge (+4), dilettante's skill (+6), action surge, channel positive energy (2 aura points, 4/day, 6d6)

Dilettante Spells (CL 12; concentration +16)

4th divine power

3rd prayer, sleet storm, stone shape

2nd cat's grace, cure moderate wounds, whispering wind

1st gravity bow, true shot, vanish

0th ghost sound, virtue, guidance, mage hand

STATISTICS

Str 10, **Dex** 19, **Con** 12, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +9; **CMB** 9; **CMD** 26,

Feats Point Blank Shot, Rapid Shot, Precise Shot, Deadly Aim, Stabbing Shot, Weapon Focus (longbow), Weapon Specialization (longbow), Multishot, Snap shot, Improved Snap Shot

Dalliances Combat Feat (Rapid Shot), Witchcraft (Flight), Versatile Performance (Sing-Bluff, Sense Motive), Evasion, Weapon Training (Bows), Warrior's Heart (Weapon Specialization [Longbow]),

Skills Acrobatics +13, Diplomacy +16, Disable Device +14, Fly +12, Knowledge (Dungeoneering, Nature) +19, Perception +14, Stealth +18, Perform (Sing) +16, Spellcraft +19, Use Magic Device +16

SQ cunning initiative, jack of all trades

Languages Common, Elven, Celestial, Draconic, Gnoll, Orc

Combat Gear +4 studded leather, +5 flaming longbow, trail rations (1 week,)

Tactics Sao rarely spends his aura points when attacking with his bow after the first few levels, because his skill with a bow is already so great it makes little difference. Instead, he prefers to save his aura for the times it's most necessary, such as for prayer spells, channeling, and skill checks. While a deadly fighter in his own right, he is at his most dangerous when he has time to prepare for a few rounds before going off to battle. For example, if he knows a large fight is coming, he will cast gravity bow, cat's grace, and divine power on himself before the battle begins, turning his already great skill into something out of legends.

Kash Kilgram

Kash grew up in a human city without many friends due to her orcish heritage. However, when it was learned she was teaching herself magic from old spellbooks, the other children's antagonism turned to fear and anger. They sought to drive her from their neighborhood, which given, Kash's

intellect, proved a difficult process. This constant conflict with the other children might have turned her into a violent criminal if some local priests, hoping to stop the problem before it started, hadn't took her in to teach her self-control and compassion. Now Kash travels as an adventurer, doing what she can to aid those who are in need of help, and to spread the good word of the gods.

Half-Orc Dilettante 1

TN Medium humanoid (human, orc)

Init +2; **Senses** Darkvision; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +3 armor, +2 shield)

hp 10 (1d8+2)

Fort +1, **Ref** +4, **Will** -1,

Special Defences dilettante's edge (+4), orc ferocity

OFFENSE

Speed 30 ft.

Melee longsword +2 (1d8+2/19-20)

Ranged throwing axe +2 (1d6+2)

Special Attacks aura pool (5), dilettante's edge (+4), dilettante's skill (+1),

Dilettante Spells (CL 1; concentration +5)

0th (At Will) stabilize, touch of fatigue

STATISTICS

Str 15, **Dex** 14, **Con** 12, **Int** 18, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** 2; **CMD** 14,

Feats Improved Unarmed Strike

Skills Acrobatics +6, Appraise +7, Climb +6, Escape Artist +6, Heal +3, Intimidate +3 Perception +3, Sense Motive +3, Stealth +6, Use Magic Device +3

Languages Common, Orc, Giant, Abyssal, Draconic, Goblin

SQ orc blood, weapon familiarity

Combat Gear studded leather, heavy wooden shield, longsword, throwing axe (2), trail rations (1 week,)

Half-Orc Dilettante 7

TN Medium humanoid (human, orc)

Init +7; **Senses** Darkvision; Perception +9

DEFENSE

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

hp 56 (7d8+21)

Fort +4, **Ref** +8, **Will** +1,

Special Defences dilettante's edge (+4), orc ferocity

OFFENSE

Speed 30 ft.

Melee +2 daggers +11 (1d4+6/19-20)

Dilettante

Ranged +2 throwing axe +10 (1d4+6/19-20)

Special Attacks aura pool (11), dilettante's edge (+4), dilettante's skill (+3), channel positive energy (2 aura points, 2/day, 4d6)

Dilettante Spells (CL 7; concentration +11)

2nd defending bone, cushioning bands

1st cure light wounds, shield, longstrider

oth stabilize, touch of fatigue, detect magic, create water

STATISTICS

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

Base Atk +5; **CMB** +9 (+11 grapple); **CMD** 16,

Feats Improved Unarmed Strike, Improved Grappling, Equipment Trick (rope), Extra Dalliance (Roguish Tendencies, Enhanced Cures),

Dalliances Uncanny Dodge, Improved Uncanny Dodge, Sneak Attack, Roguish Tendencies (Rope Master), Enhanced Cures

Skills Acrobatics +13, Appraise +10, Climb +11, Escape Artist +13, Heal +9, Intimidate +9, Perception +9, Sense Motive +9, Stealth +13, Sleight of Hand +12, Use Magic Device +9

SQ cunning initiative

Languages Common, Orc, Giant, Abyssal, Draconic, Goblin

SQ orc blood, weapon familiarity

Combat Gear +2 studded leather, +2 daggers (2) trail rations (1 week,) belt of physical perfection +2, silk rope (200 ft)

Half-Orc Dilettante 12

TN Medium humanoid (human, orc)

Init +10; **Senses** Darkvision; Perception +20

DEFENSE

AC 24, touch 17, flat-footed 19 (+5 Dex, +7 armor, deflection +2)

hp 70 (12d8+12)

Fort +8, **Ref** +13, **Will** +3,

Special Defences Dilettante's Edge (+5), orc ferocity

OFFENSE

Speed 30 ft.

Melee +4 daggers +15/+10 (1d8+8/19-20)

Ranged +4 daggers +14/+9 (1d4+8/19-20)

Special Attacks aura pool (17), dilettante's edge (+5), dilettante's skill (+6), action surge channel positive energy (2 aura points, 2/day, 6d6)

Dilettante Spells (CL 12; concentration +17)

4th monstrous physique II

3rd resinous skin, twilight knife, phantom steed

2nd defending bone, cushioning bands, barkskin

1st cure light wounds, shield, longstrider

oth stabilize, touch of fatigue, detect magic, create water

STATISTICS

Str 22, **Dex** 20, **Con** 18, **Int** 20, **Wis** 8, **Cha** 8

Base Atk +9; **CMB** +15 (+21 grapple); **CMD** 30,

Feats Improved Unarmed Strike, Improved Grappling, Equipment Trick (rope), Extra Dalliance (Roguish Tendencies, Enhanced Cures, Fast Movement, Cunning Insight), Greater Grapple, Body Shield

Dalliances Uncanny Dodge, Improved Uncanny Dodge, Sneak Attack, Roguish Tendencies (Rope Master), Enhanced Cures, Combat Feat (Greater Grapple), Fast Movement, Combat Healing, Cunning Insight, Familiar (king crab)

Skills Acrobatics +20, Appraise +10, Climb +18, Escape Artist +20, Heal +20, Intimidate +14 Knowledge (Local) +12, Perception +20, Sense Motive +20, Stealth +20, Sleight of Hand +14, Use Magic Device +14

SQ cunning initiative, jack of all trades

Languages Common, Orc, Giant, Abyssal, Draconic, Goblin

SQ orc blood, weapon familiarity, cunning initiative

Combat Gear +4 studded leather, +4 daggers (2) trail rations (1 week,) belt of physical perfection +6, ring of protection +2, silk rope (200 ft)

Tactics Kash's specialty is grappling, and to that end she uses size-increasing magic, a king crab familiar, and her uncanny knowledge of ropes to leap on enemies and quickly hogtie them. If an enemy is too

much even for her grappling ability, she will flank with her allies or her twilight knife and deliver sneak attacks as often as possible.

Other than grappling, her two major specialties are defence and healing. She begins every day with a cushioning bonds, longstrider, and defending bone spell, and will apply barkskin, shield, and resinous skin if she feels she has the opportunity before a fight. With this high armor class, speed, and damage reduction, it becomes child's play to maneuver herself around the battlefield, distracting enemies and delivering her powerful cure spells to allies.

